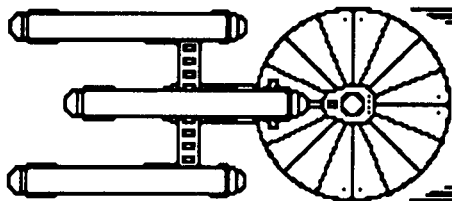# CAPTAIN'S LOG #5
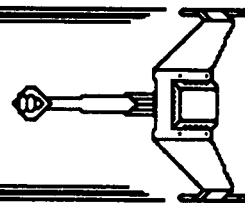
Day of the Eagle!

CAPTAIN'S LOG #5

WELCOME, STAR FLEET CAPTAINS

While 30 months elapsed between CL#3 and CL#4, a mere 12 months has brought us to CL#5, and there is a rumor that CL#6 will follow in less time than that.

This issue of Captain's Log contains more SFB fiction than has ever been published in one place, or any two places. When cataloging the unpublished fiction on file, we came upon two stories set on the same day, the first day of the war with the Romulans. Then someone remembered that the historical scenario "The Surprise Reversed" was based on an unpublished novel I had written back in 1977. A quick search uncovered the original manuscript. When the Surprise Reversed scenario was moved to the Commander's Edition in in 1983, it adopted the characters from the (then unpublished) CL#2 story, so the original novel was re-written with Stocker, Meister, and Komatsu.

After considering the idea of combining the three stories into a paperback book, we decided to put them into a Captain's Log. The large fiction element required us to postpone some previously planned features (such as the B–10 scenarios, new G and P rules, etc.) to future products. The B–10 stuff may wait until we can make it the major focus of an issue (if only we had some fiction).

One unexpected high-point of this issue, however, is the inclusion of a new Master Ship Chart. We first did this as an experiment and sold about 60 copies of an earlier version at Origins. Many other players wanted the chart, and we found that we could include it in CL#5 and sell you the whole issue for what we could sell you just the chart on an individual mail order basis.

Also included is a new and updated Star Fleet Universe Timeline, which was first published in Nexus #1 in 1982. As there may be (someday) be a further update of this timeline, you are invited to submit your suggestions, comments, and corrections. To be used, however, your input must conform to this format:

• Errors must list the year, the item, and the error. You are also expected to display clear-cut proof that it is an error.

• Suggested additions must list the year as well as your basis for adding the item. Note that we intentionally did not clutter the chart with trivial items such as when every race built its first CVA.

• Inconsistencies involve several items over a period of years and are difficult to prove. You may need to put each one on a separate sheet. In these cases, there is no clear-cut error, just a succession of events that appear to be happening in the wrong order or over too long or short a period of time. List all references to prove the inconsistency, propose a solution, and support that solution.

• Your report MUST be typed on one side of plain white 8.5x11 paper. Double space between each line item. Dot matrix is ok. Send reports in writing, not by bulletin board. Put your name and address on each sheet.

• Check the Addenda in CL4 and CL5 for every item.

• Effectively the same procedure should be used to report errors in or proposed additions to the Master Ship Chart. Minor changes in service dates and BPVs were done on purpose.

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Player input is welcome and a vital part of keeping the game interesting and playable. Questions, comments, and suggestions about this product and new material (ships, rules, fiction, scenarios, tactics articles, etc.) for use in the Star Fleet Universe should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, Texas 79114. Please include a stamped return envelope if you wish to receive a reply. (Foreign customers should include three or more International Return Coupons for an airmail reply.) Questions should be phrased so that they can be answered yes or no, or with a few words, or by circling one of several proposed answers. Please type or print neatly. Letters with dozens or hundreds of questions may take several weeks for a reply. It may not be possible to answer questions dealing with why certain decisions were made concerning the background material or rules.

This product is part of the STAR FLEET UNIVERSE and relates to the STAR FLEET BATTLES game system. You must have this game system to use the material in this product.

DAY OF THE EAGLE

by Stephen V Cole

"The Admiral will see you now," the Yeoman announced. The officer who had been waiting for over an hour rose and entered the Admiral's office.

"Lieutenant Commander Samuel Morison reporting, sir."

"Sorry to keep you waiting, Commander," the Admiral said nonchalantly, waving the junior officer to one of the chairs facing his desk. "I was trying to get far enough ahead on the paperwork that I could give you a couple of uninterrupted hours. That should be more efficient for both of us."

"Thank you for your courtesy, Admiral Matthews," the junior officer smiled. "I've done most of the research already, and just need to get a few of your personal observations."

"Do you enjoy your work in the historical section, Morison?"

"Yes, sir," the commander responded. "Writing the history of a war in progress is a challenge. Being too critical of your own forces tends to create friction from senior officers. Not being critical enough tends to produce a record that future historians dismiss and slanted. But there is a need to preserve a written record for future study."

"Let's just hope that future study shows that this was the last war ever fought."

"Of course, sir."

"Now then, what was it you wanted to know?"

"Well, sir, we're working on the Volume covering the initial Romulan attack in Y173," the historian explained. "I'd like to first confirm your deployment."

"You are cleared for Top Secret, aren't you, Commander?"

"Of course, Admiral," Morison responded, pulling a plasticized security card from his pocket and displaying it. The Admiral nodded without running it through his scanner. Morison produced a map, unfolded it, and, after a nod from the admiral, spread it out on the Admiral's desk.

"Well, of course, there was my flagship, the dreadnought *Unification,*" the Admiral began. "She was at Starbase 12, with me. My deputy Commander, Rear Admiral Williams, had just been sent to the frontier in the *Reshadije.* Captain Jeffries and the *Republic* were, oh, just about here on your map. Admiral Stocker, oh, he was a Commodore then, was up here near the Gorn border in the *Lexington.* Then of course there was Fleet Captain Yefimov in the *Potemkin,* he was down here by the Tholian border."

"That's brings up one of my questions, Admiral," Morison interrupted. "You had four cruisers, two of which were the old R-types," referring to the *Republic* and *Reshadije,* which were upgraded versions of the previous class of starship. They were old ships and would have been retired, or rather would have stayed retired, except for the War. "Why did you put your most powerful cruiser on the extreme flank, outside of the main theater of action?"

"A number of reasons," the Admiral explained. "First and foremost was that the Gorns were still a question mark at that time, and I wanted a cool head with command authority in case we had to deal with them. No one could have been better for that job than Tony Stocker, who had met the Gorns previously, as you know."

"That's the generally accepted reason, Admiral," the historian responded, "but I think you had something else in mind."

"You are perceptive, Commander," the admiral admitted. "What I envisioned was that Stocker, with the First Division, would become the basis for a counterthrust after the initial Romulan assault. The carrier *Nimitz,* was up at Battlestation 11, with the destroyer escort *Halsey,* and the frigates *Fletcher* and *Spruance.* With the other ships in the area, plus ships from the 5th Fleet, I planned to form a fleet there and have Stocker strike down into the Romulan rear after their initial invasion had passed. We might have been able to pick off some of their advanced bases and slowed them down. Threatening an enemy's flank is a classic means of slowing down his advance."

"Why didn't it work?" Morison asked.

"Mostly because more Romulans showed up than we expected. We didn't believe that their Home Fleet would deploy to the Federation border, at least not as fast as it did."

"The rest of your deployments?" Morison prodded.

"Well, I'd received two of the new light cruisers by then," the Admiral continued. *Groton* was in Stocker's area, and he'd sent it down to relieve *Republic.* The other was *Prince of Wales,* and I had sent it to rendezvous with Williams at Denebola."

"I had four of the older Province class light cruisers. *Macedonia* was on the border here, and the *Anatolia* was about here. They were part of the Second Division. *Suffolk* was up in Stocker's First Division, *Kashmir* was down here with Yefimov's Third Division."

"What about your other carrier?" Morison asked.

"Oh, yes," the Admiral remembered. "The strike carrier *Raeder* was here at Starbase 12, along with the destroyer escort *Donitz,* and the frigates *Lutjens* and *Langsdorff.* The scout *Crocket* was also here. I was forming them into the main counter-attack force."

"Why didn't you put the carriers on patrol?" Morison asked.

"Because of their fighters," the admiral explained. "They tend to lose one now and then on patrol, and only by holding them at the bases could I be sure of having full-strength strike groups when I really needed them."

"I see," Morison made a note on his portable computer. "Where were the destroyers?"

"The destroyer *Genghis* was with Stocker's group, the other two, *Darius* and *Xerxes,* had just left here with Williams."

"Why didn't you send him a frigate and keep one of the destroyers here?" Morison asked.

"I wanted more of a show of force," the Admiral explained. "Besides, Denebola was a base, and I figured that the destroyers would be more useful there."

"The frigates?"

"The frigates were deployed, let me see," the Admiral studied the map and concentrated. "Yes, just as you have them. *Burke* and *Lehman* were with Stocker. *Drake* was about here, and *Mallory* went down about here. Yevimov had the *Zhadnov* with him. I had *Rommel* and *Guderian* here in the main force reserve."

"I see that your main reserve force was mostly composed of frigates, Admiral," the historian pointed out. "With only two heavy ships, the dreadnought and carrier, you didn't have much firepower."

"Well, Commander," the admiral harrumpfed, "You must consider the circumstances. Before Williams left there were three more heavy ships here, and I explained why those three ships were best suited for that mission. Operating in retrograde with proximity torpedoes, those frigates were adequate to the task."

"But you sent the only two line frigates to assist *Republic,*" the historian said, "leaving yourself with less combat power."

"What else did I have to send?" the Admiral asked.

"So the Romulans maneuvered you into dissipating your reserves, leaving you with a paper tiger counterattack force."

"Now see here, Commander," the Admiral sputtered, then fell silent for a moment. "You are correct, young man. At the time I considered sending a couple of the frigates to the border and pulling back a couple of light cruisers, but there had been two battles that day already and I didn't want to have all of my ships on their way somewhere else. The problem wasn't so much how I deployed my ships, but the fact that I didn't have enough of them. If a frigate had been patrolling *Republic's* sector, it would have been destroyed in that first raid, and the second raid would have destroyed the convoy."

"Let's see, back to your map, that leaves..."

"The tug, sir," Morison prompted.

"Ah, yes, *Copernicus,* she was on her way back here from a run to Starbase 8." The Admiral looked up. "I believe that's the lot."

"Thank you, Admiral," the historian made a few more notes. "Now, sir, just what did happen when the Romulans attacked?"

"Well, of course," the Admiral leaned back in his chair, "we'd been fighting the Romulans for some time. Repeated convoy raids, their so-called privateers, that sort of thing.

"We knew that something would happen within the next few weeks," Matthews continued. "On that day, *Republic* got involved in a nasty scrap with some Romulans. We thought that they were raiders at the time. We didn't know that the War would begin in only a dozen hours. At the time, it was just one more Romulan raid."

"What happened?"

"Well, *Republic* had just defeated one group of raiders...

AND TO THE *REPUBLIC*...

by Mark J Kicmol

"Captain's Log, Starship *USS Republic, NCC–1371.* As per our previous report, we destroyed a group of Romulan privateers. While on our way to Battlestation #9 for repairs, we have encountered Convoy Ajax–12 bound for Gordan's Planet carrying badly needed medical supplies. We are escorting the convoy because of increased raids on Federation shipping by privateers of the Romulan Empire. The convoy consists of one large and two small freighters, the police cruiser *Masterson*, and the trader *Merlin's Wand.*

"The damage to the *Republic* is as follows: One photon tube and one portside phaser are gone and beyond our ability to repair in space. The forward hull suffered mild damage, but damage to the aft hull is serious. The botany and chemistry labs were destroyed. Our left warp engine nacelle took a glancing blow from a phaser and can only deliver 80% power. One impulse engine element is shut down for repairs. The forward shield, which was totally destroyed in combat, is now at half strength; the same for our number six shield. Both shields should be at full strength within 12 hours.

"Thankfully, there are no additional deaths to report. Our casualty figures stand at 25 dead, 32 injured.

"Our ETA to Gordan's Planet is 17.5 hours at our present speed. From there, it will be another 10 hours before we reach Battlestation #9. Our patrol route has been temporarily assigned to the NCL *Groton NCC–1535.*"

It sounded so damn cold and professional. All the numbers, all the necessary information. Even the names, serial numbers, race, next of kin, commendations, and sex of all the dead and wounded were attached on a separate report.

God, thought Captain Ian Alexander Jeffries, I'd hate to be the one who has to read this. Lord knows I hate to write it. Ship damage I can take, even though I love this old girl dearly, but my crew, MY crew getting killed is something I've never learned to accept. Damn this war anyway!

He angrily switched off the log recorder on his command chair and looked at all the familiar faces around his bridge, his home for six long years. All personnel at their stations, except for Lt Cmdr Maureen O'Dere, Chief Engineer. She was at work in engineering, nursing the forward shield.

"Scan report, sir. Negative on all scans."

The voice belonged to Lt Paul Vickers. A young voice, not yet dulled by years of patrols and battles. Unlike, mine, thought Jeffries. *I'm* feeling about as old as this ship.

Jeffries had assumed command of the *Republic* six years ago and was thrilled to get it. One of the oldest starships, *Republic* should have been retired but remained in service, on the supposedly peaceful Romulan border, while the newer ships fought and died against the Klingons. Six months ago the *Republic* received her latest refit: point defense phasers, auxiliary power reactors, and a type–G drone rack.

After the refit there was patrol again. There was combat again. There was death again.

Gods, I'm getting tired of all this!

"Maintain scans," Jeffries said aloud. "Mister Martonson, you have the con. I'll be in sickbay."

First Officer Blake Martonson acknowledged Jeffries with a nod and moved to the command chair as Jeffries exited the bridge. Martonson knew Jeffries well enough to know that his captain and friend was being torn apart inside by the deaths and injuries of his crew, yet Jeffries had done everything anyone could hope to do to save those lives. His tactics were textbook grade, but no matter how good one was, the simple fact—that in a war men die—did not, could not, occur to Jeffries.

"He's taking it hard," whispered the soft voice of Tlav, the tall pale Andorian communications officer, to Martonson.

"Yeah. We've been together for two years now, and it's always the same. People come first to the skipper. They always have and always will. Maintain hailing frequencies with the convoy, Tlav."

"Aye, sir."

* * *

Dr. Micah Stangkowski looked up from his desk when the door whisked open to reveal Jeffries. Without a word the 55-year-old surgeon opened the bottom drawer and pulled out a small flask filled with an emerald colored liquid. From the same drawer he produced two small glasses, filled them, and offered one to Jeffries.

"I didn't come to drink, doctor," said Jeffries in a surly voice.

"Well, I need one," rasped Stangkowski," and you look like you could use one. Here."

Jeffries took the offered glass and sat wearily down.

He's right you know, Jeffries thought. I do need one of these. He sipped silently. Neither man said a word for a minute. Then Stangkowski broke the silence.

"Of the seven criticals I spoke to you about, Lammer and F'marr show slight improvement. No change on any of the others."

"Well, that's something."

"Yes, it is. Nice of you to notice. Now, will you please stop blaming yourself for this? You didn't start the damn war!"

"No, I didn't, but I have to play the good little soldier and fight it!"

"What were you supposed to? Let the Romulans raid our territory and get away scot-free? Don't be stupid, Ian. By your action you've saved lives rather than lost lives. Besides, you and everyone on this bucket of bolts knew the risks involved when you signed on."

"I knew the risks when I was a cadet," snarled Jeffries, "and you're wrong. I was stupid. I tried to capture them and got too close too soon. When they blew themselves up, they almost took us with them. Yeah, I knew the risks all right, but I'll never be able to accept the price for being wrong. It's high, Micah. Too bloody high."

"The price of life always was, is, and will be, Ian. But just what were you supposed to do, butcher them? Hardly. In a war, men and women on all sides will die; some quickly, some horribly. Nothing either of us can do about it."

"I wish there was," said Jeffries in a quiet voice. All the anger and frustration draining out of him, leaving in its place a hollow feeling.

"So do I, but there isn't. Feeling any better?"

"No, but thanks for the drink. I'd better get topside. Keep me posted on the casualties."

"Aye, Captain sir. Anything else?"

"You know something," said Jeffries pausing a moment at the door, "you're a rotten old coot."

"None rottener. I'm the best. Now go back to running this scow of yours and leave the sick to me. I do enough worrying for five people. Your help I don't need."

* * *

When the force he sent after the small convoy failed to return, Commander Taalar brought his King Eagle *Audax* as close to the battle site as possible. There was nothing but tiny metallic particles and lingering radiation.

It was Centurion Tellius that reported a small object 30,000 kilometers off the starboard side. Further scans showed it to be the log buoy from a War Eagle. The War Eagle commanded by his nephew. Taalar ordered it beamed aboard.

Now Starn, I will find out what happened, he thought, and if my guess is correct, I will not rest until you are avenged!

Taalar and his staff listened to the report from the log buoy in their cramped briefing room. The account was concise and ended in the familiar sounds of battle. The raid had been successful, but before the raiders could activate their cloaks and escape, a Federation cruiser roared into them at maximum speed. His first salvo crippled the War Eagle *Challenger* and damaged the frigate *Shark. Unicorn,* the other frigate, went under cloak when *Shark* was being fired upon. *Challenger* went to evasive maneuvers, as did *Shark.* The Federation cruiser then reloaded its weapons and ordered all ships to surrender.

Taalar felt proud at his nephew's response to the Federation captain's order. But this Federation captain proved to be no fool. He circled the damaged ships, knowing full well that there was an undamaged frigate nearby.

At a signal from Starn, the frigate came out from under cloak and fired his torpedo and phasers at the Federation cruiser. At the same time, *Challenger* and *Shark* also fired their torpedoes. That

was their mistake. The cruiser suddenly came to a complete halt and launched a shuttle filled with electronic gear. The torpedoes accepted the shuttle as their target and destroyed it. Then the Federation cruiser fired at the *Unicorn*, hitting its engines. The frigate vanished in the bright matter-antimatter explosion.

The surrender order came again from the cruiser captain, but Starn gave him the same reply. Starn tried to cloak, but the Federation ship fired on him again. Severe damage — the sounds of men screaming, metal tearing, something burning. His ship all but gone, Starn did what was expected of him. He self-destructed.

Before Starn met his end, he dutifully reported the positions of all ships in his area and added to his log that the Federation ship was close enough to be damaged by his exploding ships.

His last words before jettison were, "We will not stand for captivity and capture. We are warriors of the Empire and will end our lives as such. All glory and honor to the Empire, and my uncle, forever."

Silence filled the tiny room for a moment. Surprisingly, Taalar did not remember Starn as a sub-commander, but rather as an eight-year-old boy. He was that age when Taalar, a newly promoted sub-commander himself brought him aboard his first command — an old Warbird. Sub-light, cramped, it was nonetheless Taalar's pride. Starn came aboard wide-eyed, full of wonderment and awe. Taalar remembered Starn's promise to do well enough in school to be considered for the Academy and, one day, to earn the command of a ship of his own. He had. But that time was past now. Now, he must deal with the present and the future.

Besides Taalar, Mal Glavius, Sub-commander of the *Audax*, and Maximus Ovo, Centurion of Engineering, were seated at the table. These two had served with Taalar for a long time and knew the commander as well as the man.

Glavius knew that this would not, could not, be tolerated. Starn was one thing, but the lives lost from three ships was quite another. He knew that this would not be let go without reprisal.

"It is time that you all knew," Taalar began, "why I sent Starn and his squadron on a raid that deep into Federation territory." He paused for effect while the others snapped to attention. "What you are about to hear will not leave this compartment. On this ship, only we will know this. At the appropriate time, I will notify the crew.

"Within hours, the Empire will be at war with the Federation. Preparations for an attack have been made, and orders will be issued to commanders and sub-commanders all along the front even as we speak.

"Starn's mission, a mission so secret that even he did not know it," Taalar explained, "was to locate the cruiser patrolling this sector. I had hoped that he would destroy the Federation ship, but he failed. I accept the responsibility. Had I warned him of what to expect, he might have succeeded, but I could not break security because, despite his obvious willingness to do what was expected, circumstances might have allowed him to be captured.

"But that is past, and the war will begin when we leave this compartment. The mission assigned to us is to destroy the *Republic* and any other Federation warships in this sector."

"But, Commander," Glavius interrupted, "Imperial war doctrine calls for the destruction of enemy bases in the first wave of attacks. Why do we seek out their ships?"

"For many reasons, some of which do not concern us," Taalar explained, "and some of which we may not have been told. The Federation has stripped its internal areas of ships to feed the Klingon war machine. The few ships on this border, most of which are relics and derelicts, are all that stand between us and a quick victory."

"Might not the destruction of these ships be to support the Klingons?" Glavius asked.

"Could it be our intention to launch a surprise attack," Ovo, the engineer asked, "then negotiate a quick ceasefire that leaves us in control of the Federation's border areas?"

"Those are political matters for the Emperor and the Praetor to decide. Even the Proconsul, in command of the entire Federation border, may not know. Our mission is to destroy ships, and Starn gave his life to find our primary target." Taalar left it unsaid that Starn could, and possibly should, have destroyed *Republic* on his own.

The others did not challenge his omission.

Taalar stirred, rose from his seat, and engaged the wall view screen. At his command the computer displayed a map of the Romulan-Federation border.

"This is from out latest probes and information. Here," said Taalar depressing a button on the console, "is where the Federation cruiser intercepted our returning ships." An orange dot began to blink on and off.

"Now, judging by the distances which Starn reported prior to his self-destruction, and knowing the explosion strength of the frigate and the War Eagle, it is a safe assumption that the Federation vessel has sustained damage severe enough to warrant his heading for the nearest port to effect repairs. Do you concur thus far?"

"Yes, commander," both men said in unison.

"The nearest base where a ship of that class could go is here," said Taalar smiling and pressing another button. A red circle began to blink.

"Computer," Taalar barked, "plot best ship's course from point A to point B and display."

A yellow line of dashes strung itself from the orange dot to the red circle.

"Now," continued Taalar, "display our squadron positions."

Blue dots appeared next to the orange one. Five in all. One King Eagle, two War Eagles, and two frigates. What was left of Taalar's command.

Glavius and Ovo studied the screen for a moment. It would be possible to intercept the Federation ship and, with the forces they had at their disposal, destroy it before it could reach the base, which was what Taalar had in mind.

Taalar grinned, sensing their thoughts. He knew these men better than they knew him. A good commander must.

"Computer," ordered Taalar still grinning, "plot best intercept course from our present position with the Federation ship."

A solid green line ran from the five blue dots and met the yellow dashed line close to one of the planets in Federation space.

"That is where we will strike," said Taalar coldly.

"Any danger from the planet, commander?" asked Ovo.

"The planet is a mining world with ground-based defenses. I shall plan the attack to keep us out of range," said Glavius. "There are no known mobile defenses on that world. We can expect no trouble from it."

"Precisely. We go in under cloak. Alert all ship commanders. Full effort from everyone is expected."

Taalar vibrated with excitement. It was infectious. Glavius felt the surge of pre-battle adrenaline. The mundane routine of starship duty fell by the wayside. Orders and instructions for the commanders of the other ships flashed through his mind. Coordination between ships was essential in any operation, especially in combat. Those details Glavius knew Taalar would leave in his hands. Taalar would assert himself when they engaged the enemy.

"Make ready. We depart in 15 minutes," ordered Taalar. Both men saluted. Ovo strode from the room intent on his own duties. Glavius remained.

"I've examined these orders," he began tentatively.

"And you have noticed that we are crossing the Federation border 18 hours prior to the time specified in them."

"Yes sir," the ship's captain answered hesitantly. "Is there a reason why we are violating orders and starting the war early?"

"As a fleet commander, I have the discretion to take advantage of a tactical opportunity. The Federation cruiser will be out of range by the time the war starts."

"Even so, Commander," Glavius asked, "do we not risk exposing the Empire's war plans by attacking early?"

"The risk is minimal," Taalar responded.

"But what if the squadron meets with unknown problems, and one ship is captured?" the officer inquired.

"Do you believe that this command ship could be captured?" Taalar responded.

"No, not with you, and myself, and the engineer on board," Glavius admitted. "But what of the other ships?"

"They have not been told," Taalar explained. "They believe that

this is simply another raid. They will be told after our victory that it was the first victory of the war, and that it has opened the doors to total victory over our enemies."

"I see," Glavius responded. He saluted his commander, signifying his compliance, and left the compartment.

When he was alone, Taalar the brave, Taalar the loyal, Taalar the decorated commander, slumped into a chair and silently mourned the loss of his blood.

* * *

"Sir, Captain Traine from the trader wishes to speak with you. Are you available?"

"I suppose. No sense in trying to avoid him," said Jeffries in a tired voice. He was back on the bridge after five hours of sleep and a quick shower. Neither helped much, and this call from Traine eroded his semi-good mood. "Put him on screen, Tlav."

Traine's face appeared. It was a fat, middle-aged face with a balding pate and small, bright animal-like eyes.

"I do not mean to question your authority or judgment, Captain Jeffries," began Traine in a somewhat pleading tone, "but is it absolutely necessary to maintain weapons at status I? I have made this run a number of times and have not had any problems. Also, the power cost is starting to eat into the profits of this trip."

"Captain," began Jeffries, "when you made your previous runs, the Federation was not on the verge of war with the Romulan Empire. That, unfortunately, is not the case at the present time. We are very close to the border and would be an easy target for any raiding party. Disrupting shipping is a good way to fight a war without declaring one. Also, not 24 hours ago, we engaged Romulan forces returning from a very successful raid. The convoy they attacked wasn't expecting trouble either. That convoy doesn't exist anymore. Aside from all that, keeping capacitors charged only requires a trickle of power. I'm certain you can bear the cost."

Traine, who was used to getting his own way about things, decided to get nasty.

"I protest this, Captain Jeffries, and I intend to make a full report to your superiors about this entire situation."

"So noted. Your report should be sent to Commodore Anthony Stocker of the USS *Lexington*. I'm sure you've heard of him. If you like, I'll signal Tony myself, to save you transmission power."

Tony!

"Err, that won't be necessary at this time, Captain. As you said, we are all but at war, and after all, it is your job to know about this type of thing, not mine. Commodore Stocker is probably frightfully busy now, and I wouldn't want to disturb him. I will be happy to comply with your orders, Captain. Traine out."

Martonson approached the captain's chair with a grin and asked, "Tony? Aren't we getting a little friendly with the Sector Commander, someone whom you've never met?"

It was Jeffries turn to grin. "A little white lie. I figured an old merchant like Traine would have heard of Stocker. He's a pretty famous guy. Deservedly so. And as far as being an old friend of mine, I won't tell Traine if you don't. Besides, I don't think Stocker will mind one bit."

"O'Dere to captain."

Go ahead, Maureen," said Jeffries talking into the small speaker on his chair.

"Damage report, sir. The forward shield is up to 70%; number six is the same. We've come a long way on the left warp nacelle; it's up to 93% now and should be completely repaired in another hour and a half. That impulse unit is still shut down, but we'll start on it after we're done with the warp nacelle. The aft hull will take more time than I first figured. We may want to wait on that until we're at the station. The phaser and photon tube I can't do anything with. Just a mass of junk, the both of them. That's the lot, sir."

Even over the intercom, Jeffries still could detect the slight Irish accent of O'Dere. She was born in Dublin itself, but the years of space travel managed to soften the thick accent. Still, the basic speech pattern was there. No doubt about it.

"Good work, Mister O'Dere. Keep it up. If you run out of glue, give me a call."

"That I will, sir. O'Dere out."

Thank God he's getting back to normal, thought Blake Martonson about Jeffries. He still blames himself, but he's starting to become like his old self again. He takes things too damn hard! Maybe that's why he's where he is and I'm where I am. Now, there's an interesting thought. I care about people too, but maybe not as much as he does. He thought of the yellow alert for all ships. He seems to think that there may be more out there, waiting. I hope he's not right, for our sake. We're in no shape for a fight right now.

Martonson turned back to the library computer and began to work on the damage estimates from O'Dere's colorful report. The captain will want precise repair times, he thought to himself, and I'd better have them for him.

Traine might be a problem, thought Jeffries. We're not home free yet, and if there is trouble, how good will he be in a fight? He's a merchant, not a soldier. All he cares about is profit and loss. At the first sign of trouble, he'd bolt like a frightened rabbit. And the worst part of this is that I can't shake the feeling that there's another Romulan raiding party out there, just waiting to pounce. With the ship in the shape it's in, if the Romulans are out there, we'll need every gun we've got. Even Traine's. His phaser could be very useful.

Then again, I probably worry too much. We're far from helpless and getting stronger all the time. The police ship, while really not suited to combat, packs a good punch. Traine may not be a soldier, but cornered, he'll probably fight like a lioness protecting her cubs, providing he doesn't run. Freighters, Jeffries considered, made nothing but good targets. The phasers seemed to be an afterthought. A freighter's job was to transport, not fight. The fighting was left up to the starships. The fighting and death. To us.

"Scan report, sir. All clear."

"Maintain," said Jeffries.

* * *

Taalar silently cursed. His ships were making the best time they could, while staying together, but it wasn't fast enough for him. His ship could have already intercepted the Federation ship.

And not be certain of victory, he told himself. Wounded he may be, but a wounded animal is always more dangerous than a healthy one. We have to stay together. Only that way can we crush him without taking any damage or without any loss of life. We will not lose. We will trample this dog underfoot, and I will laugh in his face as he dies!

"Time to intercept point?"

"Two point seven hours at present speed, Commander," said Decurion Pelagius Gloiu, navigator.

The plan was simple. The best ones always were. The *Audax* and the frigate *Swan* would uncloak in front of the Federation cruiser. The War Eagles *Acheron* and *Gyrfalcon*, along with the frigate *Wolf*, would uncloak behind the cruiser. He would be given the choice of capture or destruction. Taalar, as much as he would like to bring back a Federation heavy cruiser intact, prayed that the dog that killed his nephew would fight.

Taalar depressed a button on his command chair and inserted a small receiver into his ear.

"Commander," came Glavius' voice over the receiver.

"Thirty minutes before intercept all ships are to have phaser capacitors fully charged. At that time, begin charging plasma torpedoes. Final arming will take place after we uncloak. That's all, Mal."

"It shall be as ordered, Commander. Glavius out."

We will be ready, thought Taalar. These ships, which have served the Empire for more years than anyone could remember, would again be engaged with the Federation. They had won in the past, but only battles. The Federation had won the war. Not this battle, and if Taalar had his way, not this war.

Taalar did not let it be generally known, but he loved the "older" class of ships. The newer Sparrowhawks and Skyhawks were good ships, but the Klingon influence in their design was obvious. Taalar neither liked nor trusted the Klingons. But the Empire, much as Taalar hated to admit it, needed the Klingons. Without them, warp-powered ships would not have come about until years later. They have their uses, Taalar thought about the Klingons, but that is all. One day they, along with every other race, will bow before us. It is our destiny.

* * *

Commander Harry Burgess, skipper of the police cruiser *Masterson* sat quietly on his bridge looking at the majestic image of the *Republic* on his viewscreen. He had, in the early portion of his career, served on the heavy cruiser *Eagle*. He had never forgotten those years. But, each served the Federation in his own way. He ended up being skipper of a police ship. Not glamorous, but necessary. Burgess did not particularly like convoy escort duty, and he did not like Traine at all. This was the second time he had the misfortune to escort Traine.

Traine. The man was an enigma. A leech, a whiner, a petulant crybaby who called himself a captain. Oh, Traine had been to the Academy briefly, but a captain? Not in this galaxy. He was a merchant and, like all merchants, would run for cover if there was trouble, but fight like a cornered rat if you went near his cargo. Burgess remembered a story about Traine. Before the war Traine was enroute to a small world near the Gorn-Federation border. A Romulan Snipe-class frigate attacked; the captain probably out to make a name for himself. Traine took him on with just his trader and a small freighter. The Romulan captain made a name for himself all right, on a tombstone. An enigma.

* * *

"Thirty minutes to intercept, Commander. All phasers fully charged."

"Excellent, Mal. Begin charging plasmas. Have pseudo plasmas ready to launch on my signal. Contact the *Swan* and have her accelerate with us. The rest of the squadron will maintain speed and heading. The Federation vessel should be on our scanners at any moment. Scan officers will report contact with the enemy directly to me the instant they obtain it. We will fix his position, then use that to maneuver into final attack formation. I want maximum effort from everyone, Mal. Understood?"

"Clear, Commander. Glavius out."

The minutes slowly passed. Taalar, his pulse racing, could barely contain himself.

Scan Officer Torius of the frigate *Wolf* was the first to discover the position of the Federation heavy cruiser they were seeking. He was a young, inexperienced officer anxious to climb the ladder of rank. Excitement shot through him for a moment. It was cut short when he saw more than one blip on his screen. Where there should have been one, there were six. Six! Commander Taalar must be warned at once!

Nervous at his discovery, he made his mistake. Instead of a tight-beam communications signal, a general signal was sent to the *Audax*. A signal which, despite the cloaking device, would register on scanners. The signal was short, but the damage was done.

* * *

Lieutenant Paul Vickers of the USS *Republic* caught a momentary blip on his scanner. Unlike Torius, he reacted without emotion. He was one of the best in his class at the Academy when it came to scanners. He boosted power to get a fix. Too late. Nothing out there now. Still...

"Captain, I just had a contact. It showed up on screen for a moment. I boosted power, but it wasn't on long enough for me to get a fix on it."

"Good work. Was it a ship?"

"No way to tell, sir. It was on screen only for a second."

"Maintain scans, Lieutenant. Blake?"

Martonson approached Jeffries' place on the bridge. Something was up. He knew Jeffries well enough to sense that.

"Blake," said Jeffries sotto voce, "I have a sinking feeling that there may be something out there. I know the scan report just now isn't much to base that on, but I have a hunch we're being followed."

"By who," questioned Martonson in a low voice. "Romulans? Another raid?"

"Not another raid, at least not in the true meaning of the term. Based on what we know of Romulan command structure, squadrons are led by a commander in a command-class vessel, a KR, or a King Eagle, or one of the new ones. Now, if I were in charge of a squadron and sent ships out on a raid, and they didn't return, I'd go look for them. Wouldn't you?"

"Yes, I would. And if all I found was wreckage, I'd assume they tangled with something they couldn't handle, like a more powerful ship. A ship capable of taking three of them on and walking away."

"Exactly, but walking away damaged, which is what we did."

"And if damaged," said Martonson, excitement creeping into his voice, "that ship would make for the nearest repair facility, in our case, Battlestation #9. It fits."

"Right. Both sides know, or have a general idea, where most of each other's bases are. You can't move those things."

"One other question. How would they know if we took damage? We could be any class of ship."

"Any number of ways, Mister Martonson. Just about everyone will jettison a log buoy if they are about to be captured, or in this case, commit suicide. Or there could have been another ship which remained cloaked. Or one of the ships we destroyed could have gotten out a message."

"Could have been a buoy. We could have missed it. Finding those things is a matter of luck. From the log, they would know what class we are."

"Not so flimsy now, is it?" asked Jeffries with a grim smile. "A damaged heavy cruiser is a tempting target."

"Maureen will love this," said Martonson dryly. "She just pasted this old girl back together. Mostly anyway. Orders?"

Jeffries spun to face Tlav.

"Mister Tlav, are we keeping regular communications with the convoy?" he asked.

"Aye, sir, as ordered," responded the Andorian.

"Signal them to charge all weapons up to full strength. If Traine gives you any static, tell him I'll report him to my good friend Tony Stocker myself. Use the name Tony. The convoy is to maintain present speed and heading."

"Aye, sir."

"Mister Martonson, let's get this grand old lady ready."

"Yes, sir!"

Jeffries hit a button on his command chair which signaled to engineer O'Dere.

"Maureen, I want a scatter-pack and a wild weasel ready ten minutes ago."

"Weasel is no problem, but that SP will only leave us two drones in the rack, sir," came O'Dere's voice over the speaker.

"No choice, Maureen," commented Jeffries drily. "How are you doing with the shields?"

"Number one is at full strength; just got it there. Number six is only at 70%; didn't have the time or men to do anything with it, sir. Try not to put the old girl through too much."

"No promises, but i'll do my best. Get up here as quick as you can. Jeffries out."

"Phasers coming up to full, Captain," reported Ensign Robert Fallon, the helmsman. "Photons one-half charged."

"You know," said Martonson to Jeffries, "if our little theory isn't right, Traine will be no end of trouble."

"I'll risk it. I know I'm right about this," said Jeffries.

* * *

"Is that idiot under confinement?" boomed Taalar to Glavius.

"Yes, Commander. Sub-commander Flavius has him locked away for later publishment."

"I'll deal with him myself. That convoy doesn't change a thing. Concentrate fire on the cruiser. The convoy is a bonus. Out."

Taalar silently cursed. The Federation cruiser will be prepared now. No matter. Victory would still be ours. A pity that one scan officer would never see the stars of home again.

* * *

When the order came through to fully charge all weapons, Captain Leon Traine of the trader *Merlin's Wand* broke out into a particularly colorful fit of cursing. How dare that fool of a starship captain order this! There's nothing out there! He was nothing but an idiotic coward! Jeffries, Traine vowed, would pay for this dearly, no matter who his friends were!

* * *

Burgess had his ship ready. All shields full, all weapons charged. He even ordered the photon charged to overload status.

He didn't question either the order or Jeffries' judgment. He knew that in a major battle, his ship could do little; it wasn't designed for heavy combat. But, he thought, we'll take one or two of them with us.

* * *

"All ships signal ready, Captain," reported Martonson. "Traine's having kittens."

"Tough. I know I'm right about this. He'll have to live with it," said Jeffries. *Which I hope he does for a long time.*

* * *

"Disengage cloak," ordered Taalar. "All ships are to bring weapons to bear on the cruiser and to fire on my command."

The five ships began to take form in front of and behind the *Republic* and its convoy.

Taalar's face twisted into a vicious grin as he ordered the firing of two pseudo type–F plasma torpedoes. *Now butcher, launch your wild weasel! You waited until Starn fired his torpedoes at you, then you forced his death. As I will force yours.*

He grin widened as he observed a tiny blip slowly emerging from the larger blip of the Federation vessel. Glee and vengeance filled him. *I knew it! I have you now, dog!*

* * *

"Shuttle away, sir. Reaching maximum acceleration," reported Martonson.

"Count, Mister Fallon."

"Five...four...three...two...one...zero!" counted Ensign Fallon in a flat monotone.

The torpedoes sailed past the shuttle and impacted against *Republic's* forward shield harmlessly.

Taalar's jaw, despite his years of training and duty, dropped in amazement.

"Got Him!" barked Jeffries. *I was right! By God, I was right!*

The shuttle was halfway between the *Republic* and the *Audax* when it disgorged its drones.

* * *

Taalar was close to complete shock. *Drones! How—why—I—I—I—!*

Years of command asserted themselves. He blinked once, then screamed in a dry voice to fire phasers and destroy the drones. Four powerful beams arced toward the oncoming missiles. Three drones were wiped out of existence. Three hit the *Audax 's* forward shield. The ship shook, groaned, then stabilized. The forward shield, even with reinforcement, was barely active.

* * *

"Fire photons!"

Three balls of anti-matter flashed through space. Two struck their target, going through the weakened shield like a hot knife through butter.

* * *

Audax screamed and tore. Metal and men were ripped apart.

"All ships, fire!" bellowed Taalar as his ship lurched in space.

Plasma torpedoes erupted from all ships, each one streaking towards the *Republic.*

* * *

"Tracking system shut down and weasel away, sir, but it will only be 2,000 kilometers away from us when those torps hit!"

"It's better than nothing," muttered Jeffries.

* * *

"No! DAMN HIM, NO!!" thundered Taalar when he saw the shuttle. *Again, that Federation slime outwitted Romulan forces. Again! Capture would not be acceptable. Only his death would serve now. Only that.*

* * *

"Three...two...one...impact!" shouted Fallon.

The *Republic* lurched sharply. Her shields accepted the force of the explosion, suffering only minor damage. Jeffries wasn't as lucky. Even though he braced himself, he was still flung to the deck. He had tried to catch himself, but succeeded only in landing painfully on his left wrist. He clamped his jaw shut to keep from screaming.

He no sooner got back to his feet when he was slammed down again as phaser fire from two directions dealt sledgehammer blows to his ship. The rear shield gave way under the destructive beams. Sections of the cruiser were torn away.

"Activate tracking system. Lock on to that King Eagle and fire all phasers!" yelled Jeffries making it to his feet once again.

"System engaged." Tense moments followed until Fallon reported "Lock-on achieved. All phasers firing."

Phasers arrowed from the *Republic* to the *Audax* . Three went through the downed forward shield ripping into the ship, but the two starboard phasers fired an instant later as their arcs came clear, and hit the turning Romulan vessel's number six shield, not doing any damage internally. The *Audax* listed to starboard, then began to fade. All other Romulan ships followed suit. But, before the frigate *Swan* could vanish, the *Masterson* darted in and fired all her weapons at the tiny craft. The fire penetrated and inflicted serious damage to the *Swan.*

"Damage report, Captain," said Martonson. "Heavy damage in secondary hull; moderate damage in primary hull. One impulse module destroyed. Probe launcher also took a hit, along with one aft tractor and both aft transporters. The batteries in the secondary hull are gone, and auxiliary control is damaged, but can be repaired. As for the crew, 9 dead and 16 injured. Are you all right?"

"I'll live. What about the convoy?"

"We were the only ship fired on. You were right about the log buoy. We were their target. The *Masterson* got to one of the frigates; did it considerable damage. Traine stayed with his ships and didn't lift a finger, blast him!"
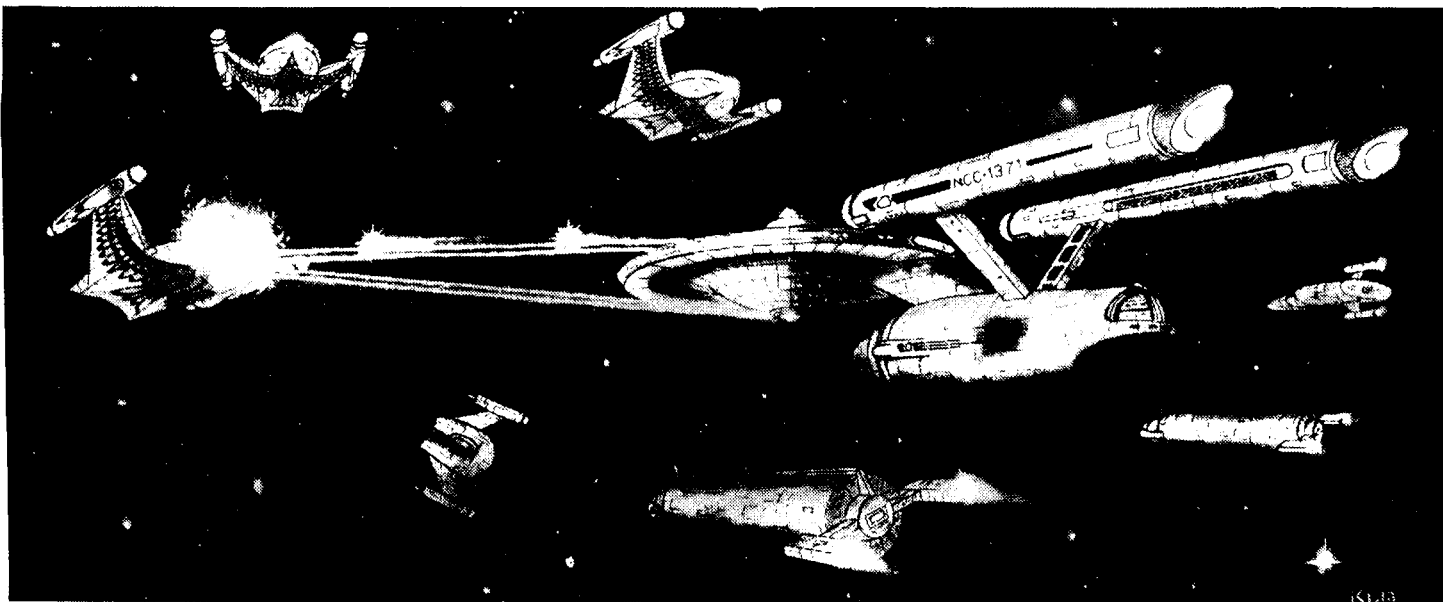
"Any response to our distress signal yet, Tlav? asked Jeffries.

"Aye, sir. The *Groton* is on her way, ETA one hour fifty minutes. The destroyer *Genghis* will be here in a little over that. The frigates *Rommel* and *Guderian* will be here in three and a half hours. That's all so far, sir."

"Thank Admiral Matthews for those frigates," Jeffries responded. "Too bad he didn't send them last week."

"He's short of ships, sir," Martson answered.

"True, Mister Martonson," Jeffries sighed. "Well, all we have to do is live another two hours. There's no help for it. Mister Fallon, charge weapons up to full. Increase speed to warp two, course 213-mark-seven. Tlav, order the convoy to the same course and have them get the devil out of here. Order the *Masterson* to keep station with us; we'll act as rear guard. Maureen—?"

"Ahh, while you were indisposed, she zipped off to join the damage control parties working on the shields."

"You mean while I was flat on my backside."

"Exactly," replied Martonson, unable to hide his grin.

The turbo lift opened and out stepped Stangkowski, medkit in hand. He hustled to the Captain.

"I called him when I saw you fall," admitted Martonson.

"Captain, sir," began Stangkowski as he scanned Jeffries wrist, "the human wrist is made to bend only so far. Please keep that in mind the next time you decide to fall."

"Recommendation noted, Doctor. Is it broken?"

"Nope. Sprained the hell out of it though," replied Stangkowski as he gave Jeffries a shot to stop the pain. He pulled a wrap from his kit and proceeded to quickly bind his wrist.

"That should hold you until both of us have more time. Ian, give 'em better than we get."

"Do my best, Micah. Thanks."

✳ ✳ ✳

"Damage report, Commander," said Glavius carefully.

"Well," snapped Taalar.

"Forward shield is completely gone. Port-side plasma launcher is destroyed, along with port phaser-3. One phaser-1 is damaged. Port warp engine nacelle can only deliver 60% power. Two batteries and two impulse engines were lost. All other systems are functional.

"The frigate *Swan* lost her torpedo and both phasers. Warp power is down to 40%, and all impulse power is destroyed. In my opinion, she is not fit for combat and will be a liability in further action. Shall I order her away?"

Taalar said nothing. He stared at the *Republic's* image with a look of pure hatred.

"Commander?"

"Hmm? Yes! Send her home! Charge all weapons up to full. Have the *Acheron* and *Gyrfalcon* accelerate and assume position in front of the Federation vessel. We will slip behind him since we have no forward shield to speak of. They will attack with torpedoes first. He will launch another shuttle. After it is destroyed, then we will launch our heavy torpedo. Have the *Wolf* begin an attack on those freighters. Notify me when all is in readiness."

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Jeffries was good, even Traine had to admit that. Down right sneaky. And his convoy had not taken a scratch. Good. Let Jeffries lose his ship fighting these Romulan savages. That was, after all, his job. Not mine.

✳ ✳ ✳

"All phasers fully charged and our photon is at full overload," said Ensign Marsha Brookes to Burgess.

"Good. We did pretty well the first time around," said Burgess. "Let's see if we can make it two in a row."

✳ ✳ ✳

"Anything?" questioned Jeffries.

"Nothing definite, sir," responded Paul Vickers. "Not even tying in auxiliary power to the sensors. However, it seems as though the King Eagle is slipping behind us, while the two War Eagles are moving in front of us."

"It makes sense," mused Jeffries. "We wiped out his forward shield. That's what I would do. We don't have a lot of firepower to the rear. But maybe, just maybe, we can use this."

He turned to face Fallon and Lt Commander Ken Jacobs, the navigator.

"All right, gentleman," began Jeffries, "this is going to be tricky. I'm going to be calling for rapid course adjustments and a high energy turn. Have the power ready. Overload the photons. I know I don't have to ask you for your best efforts. I get that every day. Execute my orders as quickly as possible. Understood?"

"Aye, Captain," both men said in unison.

"You have a plan?" asked Martonson.

"Matter of fact, I do. It's real simple. The King Eagle is the key. If we can knock him out, the others might decide to leave."

"Great. How do we knock him out? He's hurt, but that's a command ship."

"I know. In answer to your question, we get him to fire at us."

"I'm sorry I asked. I hope your plan works, Captain."

"You and me both. Tlav, contact the *Masterson* and have Burgess overload his torpedo and have his phasers fully charged."

"Aye, sir," replied the Andorian.

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"Prepare to disengage cloak," said Taalar, his eyes intent on the viewer. "You are crafty, Earth dog, but you are hurt and alone. You cannot match our power. We will destroy you, and I will laugh over your lifeless body!

"Commander?"

"Yes, Mal?"

"Centurion Ovo reports the forward shield is only at 20%."

"It will serve me as it is," responded Taalar. The bloodlust was too high to be ignored. "Have the *Wolf* begin her attack on the convoy. After she has, *Acheron* and *Gyrfalcon* will uncloak and fire. As soon as they fire, we will uncloak and follow suit. Clear?"

"Yes, Commander. Glavius out."

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The frigate *Wolf* did as she was ordered and opened fire on the convoy. Her target was the large freighter. *Wolf's* torpedo never got there. The freighter used its shuttle as a weasel.

The entire convoy then turned and fired upon the tiny craft. *Wolf*, which had been too close to the convoy when she fired, took serious damage on her forward shield. Then Traine wheeled around and unloaded his phaser. *Wolf's* shield went down, and she lost her torpedo and one of her phasers. Staggered, the frigate broke off and made the best speed she could away from the convoy.

In the first battle of the War, the Romulans had discovered that frigates had a short life expectancy in fleet combat.

Wolf's commander had relearned an old pirate lesson: that an individual freighter was an easy target, but even a small convoy outgunned a single frigate.

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"Two ships coming out of cloak on screen forward, Captain," announced Vickers.

"Distance?"

"Sixty thousand kilometers. The two War Eagles, sir!"

"Fallon, bring her about 180 degrees, maximum acceleration!"

"Aye, sir. Captain, those War Eagles just fired their torpedoes. Shall we launch the weasel?"

"Negative, Mister Fallon. We've got a few moments yet. What's our current peed?"

"Warp 2.5 and accelerating, sir."

"Twenty seconds to impact, Captain. Sir, the King Eagle is coming into view dead ahead!"

"Bingo! Lock on all weapons. Fire photons at optimum range, full overloads. Hold off on the phasers until I give the word. Tlav, get me the *Masterson*."

"Channel open, sir."

"Burgess, this is Jeffries. Concentrate fire on the King Eagle. We'll fire first, then you hit them on the down shield. Clear?"

"Clear as crystal, Captain. Both times. Burgess out."

"Fifteen seconds to impact, Captain. The rear shield is only up to 22% power."

"Mister Fallon, fire photons!" said Jeffries, his voice going up an octave.

✳ ✳ ✳

"Lock on and fire plasmas!" ordered Taalar. What was he doing? No shuttle—no. NO!

Taalar bellowed to countermand his firing order. Too late. The torps were away, and his enemy launched his own torpedoes at him.

"Evasive!" he shouted. That order came too late also. Taalar barely managed to keep his seat as his ship accepted the crippling blows from three overloaded photons.

"Bull's eye!" shouted Martonson.

"Weapons tracking off!

"Emergency deceleration!

"Launch weasel!"

"Weasel away. Impact in five seconds. Four... three... two... one... impact!"

Jeffries silently made a vow not to meet the deck again, no matter how badly his ship was tossed around. The shuttle was only 1,000 kilometers away when it vanished in the colossal explosion.

"Tracking system on," ordered Jeffries. "Lock on to that King Eagle. Launch type-1 drone and fire all phaser-1s! Mister Fallon, bring us about, course 117-mark-12 after phasers are fired. Speed: warp 2."

"All phasers fired, sir, and all solid hits. Coming around to course 117-mark-2."

The *Republic* turned slowly, bringing her side shields to face both sets of Romulan ships. Side shields which were in very good shape. As Jeffries expected, phasers flew from the Romulan ships, just as *Republic* completed her turn. Shields number two and five accepted the deadly fire, but withstood it. The *Republic* started to make her way out from the pincer of Romulan ships. As she did, the *Masterson* shot in and delivered a last crushing blow to the mortally wounded *Audax* .

* * *

Taalar was bleeding from a cut on his forehead. His left arm dangled uselessly. The bridge had gone up in an inferno. Most of his crew was either dead or wounded. Power was down to 26%, not enough to cloak or reload and barely enough to run. The drone had not penetrated his number two shield. He was spared that much; he had managed to turn in time to avoid that. He had one forward phaser that was still operational. His ship, his command was a mass of twisted metal. *Wolf* had been damaged seriously and could not continue the fight. *Acheron* and *Gyrfalcon* were undamaged and totally operational, but even they were no match for this heavy cruiser. *Acheron* hailed Taalar even now, wanting him to maneuver into transporter range. They wanted him to beam aboard to continue the battle.

Starn was dead, as was Glavius. Taalar found himself to be strangely tired of the whole thing. The long-sought war had begun, and in the first battle he had been out-thought and out-fought at every turn. He found himself to be tired of command, tired of battle, tired of life.

He stumbled to his command chair, pressed a sequence of buttons, and when the arm of his chair slid away to reveal a single white button, he pressed it.

* * *

Sub-commander Storr of the War Eagle *Gyrfalcon* watched the blinding flash of the exploding *Audax* in silence. His commander had chosen a warrior's death, a noble death. The Empire would miss Taalar. He was a good commander.

Storr considered his situation carefully. With Taalar and Glavius gone, he was senior commander of what was left of the squadron. His ship and *Acheron* were undamaged, but so was the Federation police vessel and the convoy. The heavy cruiser was damaged, but so were *Swan* and *Wolf*. The Federation was doubtless rushing even more ships to the area.

The two cruisers had already expended their pseudo torpedoes, and some of their shuttles had been lost. Plus, the War Eagle was a good ship in fleet support but lacked the all-around firepower needed for individual duels.

After a moment's thought, he signaled his helmsman to lay in a course back to Romulan space. Both *Gyrfalcon* and *Acheron* cloaked, turned, and left Federation territory. This raid was costly and unsuccessful, but there would be other raids, successful ones.

There was no particular reason why the *Republic* had to be destroyed now; he could return later with a new squadron and a fleet commander's rank.

His first mission would be to avenge his commander and destroy the *Republic*.

* * *

The lounge at Battlestation #9 was deserted at this hour, except for Captain Ian A Jeffries. He sat alone at a corner table, gazing at his ship through the viewport. Repairs were being completed furiously. Only hours before, the entire border had erupted in a massive Romulan attack, and the *Republic* would be needed when the Romulans decided to destroy Battlestation #9.

"Excuse me, are you Captain Jeffries of the *Republic*?"

Jeffries looked up into a face that was a few years younger than his own. The man was of medium height and build, brown hair and eyes. He wore a commander's tunic, and the badge of a ship captain, but Jeffries couldn't place his face.

"Yes," he responded, "I'm Captain Jeffries. Forgive me, but I don't believe I've had the pleasure."

"Oh, but you have, sir. Commander Harold S Burgess of the *Masterson* at your service," said the younger man with a smile, extending his hand.

"Glad to meet you," said Jeffries taking the other's hand and returning the smile.

"Mind if I join you, Captain?"

"Not at all, Commander. What are you drinking?"

"Forget it. I'm buying. What'll it be?"

"In that case Andorian whiskey with a twist. Thanks."

Burgess returned with the drinks a moment later. Jeffries took a sip in silence, thinking of the years it required him to get used to the stuff. It created a pleasant, mellow, feeling, and was purged from the bloodstream in only an hour. If you can learn to stand the taste. Tlav had helped of course.

"Even in drydock, your ship is really something," commented Burgess in appreciation.

"Thank you. I like to think so, and I consider myself lucky to have her," said Jeffries.

"How are the repairs coming?"

"Pretty well. By the way, I want to thank you personally for your help against the raid. You did a hell of a job."

"Glad to be of service," laughed Burgess, "and I'm the one who should be thanking you. Because of your report, I'll get command of a new frigate, assuming that we survive the next battle. That Romulan squadron should be here in about 12 hours. War is hell, but at least it's better than escorting people like Traine."

"How is our good Captain?"

Burgess made a face. "The way he tells it, he had to defend his convoy when we let a ship slip by us through our poor defense. Nobody higher-up on Gordan's Planet bought it. They already had a copy of my report. But Traine did make his normal good profit, and with the War and his luck, he'll get rich. Dammit."

Jeffries broke out in quiet laughter. He had learned long ago not to let things of this type both him. Civilians were often times pains, but his job was to protect everyone, pains notwithstanding.

"I was wondering, Captain," said Burgess a moment later. "I used to serve on the *Eagle*, and well, if possible, could I ask you for a brief tour of your ship?"

"Certainly. I'll give you one myself. It's the least I can do. Are you busy now?"

"I have no duty for two hours," grinned Burgess, his face brightening. "The engineers want me out of the way while they flush the engines.

"Well then, let's finish these and be off."

"Before we drain the glasses, I'd like to propose a toast if I may."

Jeffries and Burgess stood and raised their near empty glasses.

"I love to paraphrase," began Burgess, "so I hope you won't mind, but...

" to the *Republic*, she still stands!"

Both men drained their glasses.

Jeffries set his on the table, and with a quiet smile, he said, "Commander Burgess, I don't mind one bit." ◊◊◊

(SL88.0) AND TO THE *REPUBLIC* (Y173)

by Mark J Kicmol, Pennsylvania

A Romulan squadron under Senior Commander Taalar crosses the Federation border a few hours before the Romulans launch a major invasion, seeking the damaged Federation heavy cruiser *Republic.*

(SL88.1) NUMBER OF PLAYERS: 2; the Romulan Player and the Federation Player.

(SL88.2) INITIAL SET-UP

Federation player: CA+ in hex 1310. Damage to CA+ is as follows: mark off one LS phaser–1 and one photon torpedo which cannot be repaired. Mark off seven shield boxes on the #6 shield. Also mark off two left warp engine boxes, one impulse engine, two forward hull and three aft hull boxes. All damage except the photon and phaser–1 can be repaired during the scenario by damage control.

> Free trader (with a Ph–2) in hex 1209.
> Large freighter in hex 1009.
> Small freighters in hexes 1109 and 1110.
> Police cruiser in hex 1208.

All ships facing direction C, speed 4, WS–III.

Romulan player: King Eagle within 2 hexes of 2013 facing direction F.

> Snipe–A frigate within 2 hexes of 1914 facing direction F.
> Two War Eagles within 2 hexes of 0707 facing direction C.
> Snipe–A frigate within 2 hexes of 0608 facing direction C.

All Romulan ships are cloaked, speed 12, WS–III.

(SL88.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed, captured, or have disengaged.

(SL88.4) SPECIAL RULES
(SL88.41) Use a floating map.
(SL88.42) There are no fighters or PFs in this scenario.
(SL88.43) All drones are type–1 (medium speed). The CA+ has a full rack plus one set of reloads.
(SL88.44) The CA+ has the power refit with AWRs replacing APRs.

(SL88.5) VICTORY CONDITIONS: Use the Standard Victory Conditions except that the Federation receives a .5 of a point for each undestroyed and uncaptured cargo box remaining at the end of the scenario.

(SL88.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SL88.61) Replace the Federation ships with Gorns. Use a CA+ and a police frigate.
(SL88.62) Use a military convoy. Replace the four cargo ships with a tug (two cargo pods) and an armed priority transport.

(SL88.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL88.71) Change the Federation CA+ to a CAR+ or CC+ or (non-historically) to a BCH, or change the Pol to a Pol+ or to an FFG.
(SL88.72) Replace one Romulan Snipe or War Eagle with a Battle Hawk.
(SL88.73) Use transporter bombs.

(SL88.8) TACTICS: The Romulans must concentrate on the cruiser, destroying it with torpedoes. Note, however, that to fire all torpedoes immediately invites a weasel. Rather, fire them in sequence until a weasel appears, then destroy it and continue. Try to anchor the *Republic* as this will insure victory. The Federation ship is in a difficult position. It must wreck the King Eagle with a perfect alpha strike to escape the trap, then engage the others.

DAY OF THE EAGLE, *continued....*

"Whatever happened to them?" Morison asked.

"Well, the Romulans attacked and destroyed the battlestation. Jeffries organized the defense, and the retreat, and continued in *Republic* for another two years after that," the Admiral answered. "Burgess had his police ship shot out from under him, but Jeffries rescued most of the crew. Burgess has, since then, had another two ships shot out from under him. A frigate and a cruiser."

"On to bigger and better, eh?"

"What? Oh, yes, yes. Bigger and better."

"Do you have any further information on the *Macedonia*?" the historian asked.

"Not much," the Admiral replied. "What little we have comes from a Romulan officer who was taken prisoner several years later."

"So, what happened?"

"If you can trust his account, the Romulan Cohort that attacked included a King Eagle and two War Eagles. There may have been a frigate in the Cohort; we aren't sure. If there was, it didn't take part in the battle.

"Anyway, the two War Eagles charged the *Macedonia* from converging angles. They both fired their torpedoes, all of them, pseudoes and real ones. *Macedonia* used a weasel, figuring to hit one of the ships while they were reloading. The King Eagle then uncloaked, burned the weasel, slapped a tractor on *Macedonia,* and shot a type-R torpedo into her flank."

"Ouch!"

"That first torpedo left the *Macedonia* crippled. The other two ships then reloaded and hit her again. Apparently she managed to take those torpedoes on new shields, because they didn't destroy her. Finally, the King Eagle hit with an enveloping type–R and the ship imploded."

"A gallant fight."

"A damn waste. If I'd had enough ships to do the job, *Macedonia* and every other ship wouldn't have been facing three-to-one odds in the first battles."

"I'm curious about your deployment of most of your reserve to Denebola just before the war began," Morison changed the subject. "Why did you do that?"

"Well, of course, we didn't know that the war was going to start, and an opportunity presented itself. In hindsight...

ENCOUNTER AT DENEBOLA

by David Wellwood

The freighter off the port bow began weaving as an aircar does when its pilot has had a few drinks too many. Captain Goldsborough noticed immediately. "Ensign Drykor, hail freighter one and inquire about the difficulties that they seem to be having," he ordered the burly Tellarite communications officer, with a slight trace of his British accent showing in his Federation Standard.

The ensign pressed a few buttons, hailed, and queried the ship. Presently, he turned away from his console. "Sir, Captain Conroy reports some fluctuations in warp field of his freighter's engines," he replied.

Oh, great—more delays!

"Put Captain Conroy on screen."

Immediately the view screen showed the image of a fat man whose merchant uniform was just a little too small around the mid-section and whose top button was characteristically always unbuttoned. He was a slob. A fat slob.

"How might I assist you, Cap'n?" asked Conroy, his flushed face showing that too many things were going on at once for his mind to handle. Which was probably the normal condition.

Goldsborough inwardly sighed. How could such a fool be given command of a vessel, even if it were only a broken down freighter! All cargo ships had become important since the Klingons declared war on the Federation three standard years ago.

"Captain Conroy, shut your your engines down. We can't take a chance of your creating a wormhole with these other freighters around. Too dangerous. The convoy shall wait for you. What do you estimate repair time to be?"

"Well, uh, maybe two hours, plus or minus thirty minutes," replied Conroy in a very unsure tone.

"We have a schedule to meet. You have two hours. If it takes longer, you shall be here alone. If you'd prefer, I'll have one of my lieutenants relieve you to make sure repairs are completed on time. Goldsborough out." The merchant captain's face showed fear as it disappeared from the screen, as much from Romulans as from being relieved. He would be done before the two hours are up.

Goldsborough sat down in his command chair and began to wonder why he and an almost brand new NCL had picked up escort duty on the Romulan border while more than two-thirds of Star Fleet was off battling Klingons when the communications officer interrupted him.

"Captain, we just received a transmission from Starbase 12. It is encoded to your personal cipher."

"Send it to my cabin. I'll take it there."

He was in the turbolift before the Tellarite finished responding, "Aye, aye."

* * *

Goldsborough watched as his cipher computer finished its job. He read from the terminal:

Starbase 12 to Richard G. Goldsborough
Captain, USS *Prince of Wales*, NCC-1505

Intelligence reports received concerning the Romulans indicate a buildup of their forces along the border. Star Fleet believes that they are planning a major offensive sometime soon, with or without a formal declaration of war. However, the Federation Council has been preoccupied with the Klingon front and is failing to provide significant strength or support to the Sixth Fleet on the Romulan border.

There is an Orion pirate base orbiting the fourth planet in the Denebola System. (It is one of those bases that you know is up to their hyped warp engines in illegal operations, but you just can't pin anything on them.) It could provide a very convenient base for Federation ships because of its proximity to the border. Also, Orion warships operating from that area would provide some support to the border fleet. In addition, the situation could become quite messy if the pirates become allies to the Romulans.

The commander of the Orion base, Chromin as he is called, wishes to discuss the possibility of an alliance "with someone of sufficient importance fitting to such an occasion." Thus, I am sending my deputy commander, Rear Admiral Williams, to Denebola IV in the *Reshadije*, accompanied by the destroyers *Darius* and *Xerxes*, to deal with this pirate and then provide support for the border fleet.

You are ordered to proceed to Denebola IV at warp 6 and, in so doing, will arrive a few hours ahead of Williams. Haste is of utmost importance due to the position of the Romulans. Therefore, before Williams arrives, you are to meet with the pirate and get all the pleasantries out of the way so his stay there will be as abbreviated as possible.

Admiral Matthews, Commander Sixth Fleet

Personal note: Rich, I'm sorry that I have to order you to do something this unusual, but we don't have much time, and you always said you wanted to do something different.

Remember: Be careful of these Orions.

When Goldsborough finished, he tapped a button on his desk. A pig-like face appeared on the screen.

"Ensign Drykor here, Captain."

"First, tell Mister Kurzban to compute course for the Denebola system. Then ask him for our ETA there at warp 6."

"Aye, sir." A brief pause. "Mister Kurzban estimates five point four six hours."

"Thank you. Have Mister Clearwater lay in the course in two minutes — warp 6. Now get me Captain Conroy."

The picture changed, and Conroy's face filled the screen. "How might I help you, Cap'n Goldsborough?" His tone was uncharacteristically cordial. He must have just finished eating.

"The *Prince of Wales* shall be leaving the convoy. We have important matters to attend to elsewhere. You are the senior officer, so you are in command of the convoy."

The smile on Conroy's face at the delight of being in command quickly faded into a panicked expression. "But, uh, Captain. We'll be, like, unprotected!"

"I'm sorry, but we must leave. You shall bring the convoy home safely," reassured Goldsborough and added, under his breath, "only with lots of luck!"

"I'm sorry, Captain, but I didn't understand your last sentence. Please repeat."

"Oh, I just said, I wish you lots of luck."

"Well, thank you! See ya later, Cap'n."

"Right," Goldsborough replied non-commitially, "Goldsborough out." He turned the screen off.

He sat down on his soft, orange-covered bed. Just as he began formulating what to say to and how to treat a man whom he would just as soon arrest, he felt the almost undetectable lurch as the warp field formed and *Prince of Wales* jumped from Einsteinian to warp space, leaving the freighters far behind.

* * *

Captain Goldsborough kept his eyes on the main viewscreen. The ship was almost at its destination. The star Denebola was visibly becoming brighter.

The helmsman turned around to face Goldsborough. Mister Clearwater was nearing mandatory retirement age, and his reflexes were slowing, but he was still excellent at the helm. Goldsborough would not wish to trust anyone else at steering his ship into a possible combat situation. "Captain, we are nearing destination in the Denebola system," said Clearwater. He turned back to his control board.

Goldsborough turned his attention to the forward viewscreen.

"Take us to Denebola IV. There will be a base in orbit there. Insert us into the base's orbit, trailing 50,000 kilometers behind. Also, charge the phaser capacitors."

"Photons, sir?"

"After the phasers. Keep our shields up."

"Aye, aye, sir." He looked confused. "Overloads?"

"No, we can't be sure what targets we'll find."

"Commander Bennett."

The youthful-looking but skillful science officer turned from her console. "Yes, Captain?"

"I want the base monitored at ALL times. Make me aware of the

slightest change in their status."

"Yes, sir."

"Did you have a question?"

"Isn't going in there will fully loaded weapons a bit heavy handed?" Clearwater asked

"The Orions wouldn't interpret unloaded weapons as a sign of good will," Goldsborough insisted, "but as a sign of stupidity. They respect strength. The fact that we haven't fired will be good will enough."

Goldsborough turned to the Tellarite behind him. "Mister Drykor, hail the base on standard Orion hailing frequencies. Give Commander Chromin my greetings."

The whole bridge crew turned and looked at him apprehensively. Goldsborough stared straight ahead.

"Orion frequencies?" Now the communication officer looked confused too. "Yes, sir." He turned back to adjust his console.

Goldsborough sat back in his command chair and tried to relax. The ball was in the pirate's court.

* * *

Chromin, a heavy-set Orion, watched the sensor display carefully. The ship that just appeared in the quadrant was certainly not the cruiser he had been expecting. It was just a small light cruiser. The admiral certainly wasn't on that ship. This changed his plans entirely. He'd have to wait for another ship.

"Chromy, we are being hailed by that ship, the *Prince of Wales.*" Chromin turned around to answer Cilya, his communications and scanner officer. She was a pretty little thing, and only she could get away with calling him anything other than 'Captain Chromin' while on duty. "Captain Golds-something is sending us his greetings and wishes to speak to you. They've got their weapons armed, but not overloaded."

"Hmm. Send the transmission up to the forward control room screen. Wait until I get set."

"OK, Chromy."

The image took a second to form. Chromin saw a man slightly older than himself, maybe in his middle forties. Feds seemed to go up through the ranks slower than Orions did. Maybe that was because of the high turn-over rate for the sort of profitable work that Chromin and his peers engaged in.

The man on the screen began talking. "Greetings, Captain Chromin. This is Captain Goldsborough of the Federation Star Fleet,

arriving as per prior arrangement."

"A pleasure to meet you, Captain Goldsborough," replied Chromin with the necessary courtesy. Then he got to the point.

"Where is the admiral?"

"I am sorry, but Rear Admiral Williams was delayed slightly at starbase. He shall be here shortly with his flagship. Meanwhile, I am at your disposal."

In other words you are checking us out before the admiral arrives. "When will he be here?"

"In a few hours."

Good. Only a short time. "That's good, Captain.

"Listen, I'd rather talk to you personally. Why don't you and a few of your senior officers come over so we can exchange the necessary formalities."

"That would please me greatly," lied Goldsborough. "If you give me the coordinates, I can beam over in five minutes."

"Certainly. The coordinates are um, let's see, 6–4–7–1–0–9."

"Thank you. I shall see you in five minutes."

"Yes. Chromin out." Chromin signaled Cilya and the screen went blank.

What should be done? Chromin thought furiously for a few seconds. He decided.

"Cilya, open a tight beam channel in direction 152–mark–11. Send this message: 'Commence plan five.' That's all."

"Aye, Chromy."

Chromin sat back in his command chair and tried to relax. The ball was out of his court.

* * *

The screen changed back to the view of the approaching base. The base appeared as a glimmering point of light against the looming bulk of the gas giant Denebola IV.

"Ensign Drykor, get me Commander Nash on the com-line," ordered Captain Goldsborough.

A few moments passed, and the first officer's voice came over the com-line. "Yes, Captain?" asked Nash in a groggy tone, for he had just woken up.

"I need you on the bridge. I shall be leaving the ship. I don't trust these pirates, so you must stay alert for any sign of trouble. Don't hesitate to use force if necessary, for the safety of the ship is of utmost importance."

"Yes, sir!" he replied in a suddenly alert voice. Nash was an excellent tactician and strategist, but he really disliked taking orders. He loved command.

"Report to the bridge immediately. Goldsborough out."

Goldsborough got up. "Commanders Kurzban and Bennett, please come with me."

* * *

Chromin watched as the sparkle of the transporter beam on the transporter platform changed into three people. Goldsborough and two others, somewhat shorter than Goldsborough. He had hoped for more of the cruiser's officers, leaving it at an even great disadvantage for what was to come, but three would have to be enough. It would raise too many questions to insist that Goldsborough send for more of his officers.

"Welcome to *Windstar Base*," said Chromin as soon as the guests had materialized.

"'Tis a pleasure to be here," lied Goldsborough, the second time today. He was really an honest person who detested lies, but duty, of course, came first.

"I'm glad. I have a little welcoming gift for you."

Chromin signaled something. Goldsborough saw about a dozen men step into the room. They wore strange uniforms and had pointed ears. Vulcans? No. Romulans! Three of them fired. Commander Kurzban was hit squarely in the chest and went down. Another beam hit Bennett in the arm, and she also fell. The third beam grazed Goldsborough's right leg, and he collapsed, his right side paralyzed by the stunner.

Lying on the deck, Goldsborough grabbed his communicator and opened it. He had time to say, "Condition Red!" Just then, another Romulan shot and hit. Everything went black.

* * *

Commander Nash heard the message from his captain and reacted instinctively. It was a good thing that he had been prepared.

"Raise shields and bring us to warp two.

"Sensors, scan the area.

"Weapons officer stand by," he ordered rapidly. The bridge crew went to their duties, and the ship was prepared for battle.

A moment later the acting science officer said in an anxious tone, "Three ships uncloaking at 000—mark—10, 010—mark—9, and 490—mark—9."

Nash looked at the screen. Directly ahead, three ships were beginning to form — a KR type, a KF5R type, and a new "SkyHawk" class destroyer. Again, Nash responded instinctively. "Lock all weapons on the frigate! Fire!" he ordered.

Six shafts of bright blue light erupted from the saucer hull of the *Prince of Wales* followed immediately by the brilliant glare of four photon torpedoes. Three of the photons struck home, crushing the forward shield. The phasers hammered against the Romulan hull. The beams first hit the bridge, which exploded in a silent orange flash and then cut a long black gash into the boom, from which spewed debris and crystalized atmosphere. The final two phasers barely missed the boom and hit the starboard front of the secondary hull and the starboard warp engine. The KF5R frigate *Shillelah* was near death.

Seconds later the bright gleam of a drone was seen moving rapidly towards the stricken frigate. It passed through the shattered shield and impacted dead center on the command boom, blasting it into billions of pieces. One of the pieces must have flown back into the aft hull and disrupted the anti-matter containment cells, for an instant later the whole ship became brilliantly white and then exploded as if a miniature super-nova. The other Romulan ships received blast damage to their shields.

The *Prince of Wales* shook as her front shield absorbed the blast. One Romulan ship was gone, but the *Prince of Wales* had expended all her firepower. Now it was her turn to be the target. Nash watched in horror as the Romulans finished uncloaking. The lead ship, the KR type, immediately fired a plasma torpedo. The orange torpedo grew very large and then hit. The front shield collapsed, and the hull sustained minor structural damage. The shields on both Romulan ships then went down. The intruder alert sounded loudly on *Prince of Wales'* bridge. Next followed the KR's boom phasers. Two gorged deep holes into the hull, destroying phasers and torpedoes. The third smashed the bridge.

* * *

Goldsborough awoke, still very dizzy from the effects of the stunner and still very angry at being backstabbed. The holding cell was bare except for two cots and a force field guarding the only exist. Beside him lay the inert forms of Kurzban and Bennett. He looked at his chronograph. The admiral would be here very soon, walking into a trap.

Goldsborough got up and tried to work off the effects of the stun. He noticed that there were three guards in addition to the force field. The situation was just about hopeless, but....

The others began to stir. Goldsborough was going to go over to assist when a commotion outside attracted his attention. A pirate officer was outside the cell talking to the guards. Suddenly, he drew a weapon and shot the guards. The weapon must have been set on high power, judging from the size of the holes in the chests of the deceased guards.

He was speaking as he shut down the force field. "Federation undercover security agent Trilositia Wilson at your service, Captain." It was then that Goldsborough realized that he was actually a she. It was hard to tell with that bulky Orion uniform on her.

Goldsborough grinned slightly. So Federation security did do something. "Trilo what?" he asked politely.

"Trilositia, but everyone calls me Sisha."

"Oh. I am quite glad to see you, Sisha."

"I'd imagine you would be. But with all due respect, there is no time to talk. The other ships will be arriving soon. The Romulans are monitoring everything here on base. We must get you to your ship to warn the admiral. The transporter room is nearby."

She gave the three Star Fleet officers each a Federation-make

phaser and told them to follow her. Goldsborough had no real choice. He motioned for Kurzban and Bennett (both quite speechless) to follow.

* * *

Commander S'Torc sat in the large chair in the center of the busy bridge of the Romulan command ship *Conqueror*. He was still dwelling over the explosion of the frigate. He had thought that the response time of the Federation ship would be slow in the absence of its captain. With the long-awaited war starting, he would have to remember not to underestimate this opponent.

S'Torc turned his attention back to the ship on the view screen. The Federation vessel had taken a beating. Two long, black scars could be seen cutting across the front of the hull where the phasers had left their mark. The command dome on top had been wrecked, leaving the top of the ship looking rather like an extinct volcano.

The Federation ship had been easy to capture. It had been taken by almost complete surprise, and the extra troops from the troop transport made it a short battle.

S'Torc thought about the situation. With the *Shillelah* gone, the odds would be drastically in favor of the Feds unless the Romulans could pull complete surprise. S'Torc didn't want to rely solely on surprise. Like it or not, he would have to rely on the support from the pirate heavy cruiser.

"What is the estimated arrival time of the Federation ships?" S'Torc questioned the science officer.

"The computer estimates 3.5 hours assuming a speed of warp six," the deep-voiced Romulan replied.

"Acknowledged," said Commander S'Torc. "Communications, tell Chromin to put the Federation light cruiser behind the base and hide his cruiser behind the planet, ready for action. Then call Sub-Commander Tormilus of the *Sabre* and order him to cloak and prepare for battle."

"Complying, Commander," responded the communications officer as he worked the switches on his board.

"S'Torc sat back in his chair and tried to relax. He'd have to wait for the Feds' next move.

* * *

Five downed guards and two dead Romulan officers later, Trilositia and the three Federation officers entered the transporter room of the base. Bennett and Kurzban each took out one of the pair of Orion transporter crewmen on duty there.

Trilositia went straight to the sensor display. Goldsborough watched over her shoulder as she skillfully operated the controls. He involuntarily shuddered as he saw the wrecked bridge of the *Prince of Wales*.

Trilositia entered the coordinates and motioned the others towards the transporter platform. She gave final information while readying the transporter. "There are about 60 of your crew members still on board your ship, being guarded by a small number of our men. Wipe out the guards and you have your ship back. I must stay to do my best to keep the rest of your crew safe from the Orions and Romulans. Warn the admiral and may fortune be with you."

"Thank you for your help, Sisha," said Goldsborough quite sincerely. "I shall surely recommend you for a commendation when and if I make it back to the Federation."

She only smiled in reply.

He felt the tingle of the transporter beam, but did not hear the characteristic whine, for it was a Klingon-make transporter. Trilositia began to fade and was replaced by the deserted transporter room of the *Prince of Wales*. The walls showed the scars of battle.

Goldsborough thought about where to strike first. The bridge was destroyed. Engineering was a good place to seize. No—the emergency bridge would have to be taken first because that was where the ship was currently controlled, and the pirate guards could get a message out to the others there.

As if on cue, Commander Kurzban asked, "Where to now, Captain?"

"We shall go to the emergency bridge to seize control. Set your phasers on stun. Take out any Orion or Romulan that is seen. We can't let ANY escape, or we are finished."

"Stun force, Captain?" Bennett asked. "This looks a lot like war

to me." She clearly wanted revenge for the trechery and had already killed twice while on the Orion base.

"I'm not afraid of killing the enemy, Bennett," Goldsborough answered. "But there are few enough of our own people on this ship, and we'll need them all. The stun settings are for their benefit. If there is any question, fire anyway. If he is one of ours, he can wake up later. Understood?"

"Aye," responded the two Commanders in unison.

Goldsborough set off for the emergency control center with the others following close behind.

The halls were devoid of life, so the captain and his party met no resistance until nearing the emergency bridge, when they ran into a patrolling Romulan

Bennett, the quickest, was able to fire first. The Romulan was hit in the abdomen and fell without a word. The three Federation officers remained motionless until they were certain that the scuffle had not been heard. Then they quietly moved on.

Presently, they were at the door of the emergency bridge.

"When we enter, take everyone out with wide-angle stun. Make sure no one gets out or reaches a communication device," ordered Goldsborough in a whisper.

They readied themselves and walked toward the door. It opened automatically, and they entered. There were half a dozen unarmed Star Fleet officers at posts and about the same number of Romulan warriors guarding the prisoners. Goldsborough remembered later that he wondered why no Orions were present.

Most of them didn't know what hit them as they fell from the stun beams. They tied up the Romulans with whatever they could find and waited for the others to wake up.

Goldsborough quizzed the first of his crew to become conscious. He was told the whole story, including the fact that the bridge and everyone on it at the time of the attack was now gone.

When everyone (except the Romulans, who were re-stunned) was awake, Goldsborough told them his plan.

"Our internal sensors report that the only other Romulans are in the rec room, where they are guarding about forty of our crew, and engineering, where they are presumably monitoring our captive engineers. I want Lieutenant White to take everyone here but Kurzban and Bennett, who shall stay with me, and first free the people in the rec room and then those in engineering. Call here after each strike. Remember, don't give any Romulan the chance to use his communicator. Understood, Lieutenant?"

"Understood, Captain," responded White.

White ordered the other officers first to take a phaser and then to follow him.

Bennett used the sensors to follow their progress. Soon, those in the rec room were free. A few minutes later, Chief Engineer Surin notified Goldsborough that he was in total control of his ship again. Now he would have to wait for the admiral, and hope that no more Romulans wanted to board the *Prince of Wales*.

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Simultaneously, three ships in squadron formation came out of warp space into the Denebola system. The two in front were the destroyers *Xerxes* and *Darius*. The one in squadron leader position was the heavy cruiser *Reshadije*. After the *Constellation's* destruction a few years back, *Reshadije* and her sister ship *Republic* were the only surviving examples of the old heavy cruiser class.

The *Reshadije* was a proud ship with a distinguished record, but she was an old ship long overdue for replacement. When new technology became available, the *Constellation,* one of the newer examples of the older type, had been converted into the prototype for a new class. After the design proved successful, new ships were built and became the *Constitution* class.

Five more of the old *Constellation* class had been upgraded to the standards of the *Constitution* design at a time when Star Fleet needed more first-rate cruisers than it could build quickly. In time, three of the six "old sisters" had been retired, and one, *Constellation* herself, lost in action.

Reshadije and *Republic* had survived so long because they had always been part of the Home Fleet, fairly immune to the unexpected hazards of border duty. They were traditionally crewed by cadets

and used to train the brighter officers coming up through Star Fleet's ranks. When the Klingons attacked, the "two Rs" were dispatched to the Romulan border to relieve newer ships for duty against the Klingons. They had been there ever since, and both had received their refits at Starbase 12.

Because of its unique origins, *Reshadije* was slightly different from the newer cruisers. The dorsal fin connecting the primary and secondary hulls was slightly larger. The internal arrangement was different, but not exceptionally so.

The bridge was marginally smaller than that of a new heavy cruiser. In the center of this bridge was Rear Admiral Williams, deputy commander of the Sixth Fleet and commander of its Second Division. His ships were responsible for the central sector of the Romulan border, but being closest to Starbase 12 meant that he had the least independence of the three division commanders. He did have direct command of his own ship, something no other Star Fleet admiral did. *Reshadiji's* previous captain had gone to a new light cruiser and the Klingon front. Williams convinced Matthews that as commander of the Second Division he should have his own ship, and the Admiral agreed.

Commodore Stocker's First Division (including *Lexington*) was to his left, while Fleet Captain Yefimov's Third Division (flagship *Potemkin*) was to his right. Williams did not begrudge Stocker the Sixth Fleet's only command cruiser; *Reshadiji* was his pride.

Williams was nearing fifty, but his age showed only as a touch of grey around the temples of his thick, curly hair. He glanced at the sensor and scanner displays. The Orion base was a little more than 387,000 kilometers away. Behind (and being blocked by) the base was the unclear sensor outline of the *Prince of Wales*. No other ships in the area, but he decided to keep photons armed just in case.

"All ships — ahead, full impulse power," Williams ordered.

"Aye, sir," responded the helmsman of *Reshadije*.

Two other confirmations came over the bridge speaker from the captains of *Darius* and *Xerxes*. The three ships began moving together toward the base.

Williams sat back in his chair and tried to relax, but something didn't seem quite right.

＊ ＊ ＊

S'Torc wanted to smile, but didn't want to seem like a bloodthirsty Klingon to his officers.

The three Federation vessels were coming directly into his trap, running with shields down. With surprise, the Marines on the SkyHawk troop carrier, and help from the pirates, S'Torc should be able to tow some of those ships home as prizes.

＊ ＊ ＊

Goldsborough saw that the Admiral's squadron had arrived, about 385,000 kilometers distant. The situation could be advantageous for the Federation ships. Now was the time to act. Goldsborough did.

"Helm, stand by to bring us to warp two. Weapons officer, begin charging weapons on my signal. Communication officer, get me a channel to *Reshadije*," ordered Goldsborough.

The new communications officer touched some buttons. "You are on line, Captain," he said.

Goldsborough spoke quickly. "Admiral Williams, this is Captain Goldsborough. I have been previously attacked by a Romulan squadron. They have set you up for an ambush and are cloaked in the nearby vicinity. My ship is damaged, so..." The static that filled the screen interrupted him.

"Transmission jammed, Captain," said the communications officer.

At least Goldsborough got across his message; the battle had started. "Warp two, directly toward *Reshadije*. Begin charging weapons," he ordered. The *Prince of Wales* was in motion.

＊ ＊ ＊

Williams had heard the interrupted message and was in action. "All ships — Red Alert," he ordered. The lights on the bridge changed to red, and *Reshadije's* crew mobilized. The destroyers followed suit. The squadron was preparing for battle.

"Shields up full. Stand by on weapons. Helm, bring us to warp two and be prepared for a high energy turn. Give me tactical display."

Williams's orders were followed efficiently, and *Reshadije* was ready for her first battle in decades.

Now they could only wait for the Romulans to make their grand entrance.

* * *

"Commander, we are intercepting a transmission probably from the base," said the communications officer, interrupting S'Torc's thought.

"Let me hear."

Goldsborough's voice came over the bridge speaker. "...have set you up for an ambush and are cloaked..."

"Jam immediately!" S'Torc ordered loudly.

He began thinking furiously. The surprise had been ruined by that Federation bastard. Now the cloak was useless. Its main purposes were for surprise and quick escape. Uncloaking at close range with the enemy on guard would only be suicide. The Romulans must now uncloak while still at medium range.

S'Torc gave his orders to the other ship. "*Sabre*, uncloak now. Engage the *Prince of Wales* and destroy it. Then break contact and rendezvous with the pirate behind the gas giant."

Next he gave instructions to his bridge crew. "Uncloak and head directly for the Federation cruiser. Fire all plasmas at the nearest destroyer when uncloaked.

* * *

Goldsborough saw the SkyHawk uncloak and turn towards the *Prince of Wales*. The *Prince of Wales* would not have phasers ready yet, and the photons wouldn't be ready for even longer. He had better steer clear of that Romulan ship for the time being.

"Keep us out of range of the SkyHawk. Prepare a wild weasel," he said to the helmsman.

The *Prince of Wales'* course changed to a parabola to avoid the *Sabre*.

* * *

The *Conqueror* was coming directly towards Williams' squadron. At about 98,200 kilometers, just out of overload range, two bright orange points could be seen erupting from the tips of the KRL's warp engines.

Immediately thereafter, the Romulan ship began to fade.

"All ships — hold fire," said Williams, in case either of the destroyer captains were considering wasting any weapons fire.

"Acknowledged," came the chorused reply from the two ships.

"Computer," began Williams, "which ship are those torpedoes targeted on?"

The metallic voice of the computer started in, "The *U.S.S. Darius*, NCC–..."

"Enough! Get me the captain of *Darius* on screen."

The tactical display disappeared and was replaced by the Vulcan face of Captain Senar. "Admiral, the torpedoes are targeted on this ship."

"Yes, I know. Do you have a wild weasel ready?"

"Negative, Admiral. I deemed it illogical because action against Romulans was not..."

"All right! Take them out using phasers. *Xerxes* will assist. Williams out." The Vulcan disappeared. "Give me visual."

The screen showed the two destroyers ahead. The plasmas were growing. When the torpedoes were some 19,000 kilometers from *Darius*, *Xerxes* fired her four bearing phasers. They sliced through the two larger torpedoes, which then visibly became dimmer. At point-blank range, *Darius* fired two of its three banks of phasers. Four beams lashed out, one at each torpedo. They all dimmed but continued on towards *Darius*. Then hit. The front shield of *Darius* became visible briefly as it took the pounding, but it didn't fall. Senar had been smart enough to reinforce it.

Presently, the communications officer signaled Williams, "Admiral, *Xerxes* reports vague scanner contact about 40,000 kilometers off her starboard bow, no sensor lock."

"*Xerxes*, fire standard spread of four photons on best available data," he commanded.

Four bright blue orbs sped away from *Xerxes* towards an unseen target.

And hit it.

* * *

The bridge of the *Conqueror* shook. Something had hit the command ship. The science officer was first to speak, "We were hit by one of four photon torpedoes fired at us. Position three shield down by 26.7%."

S'Torc was disturbed. He hadn't thought that the Federation commander would fire while the *Conqueror* was cloaked. He must learn this opponent's tactics.

"Set course for the small moon, maximum speed," commanded S'Torc in an annoyed tone. He needed time to finish reloading the plasma torpedoes.

Conqueror turned towards Denebola IV's only moon, Sidekick, and accelerated.

"Come along, Admiral," S'Torc said to himself. "A surprise awaits you beyond the moon."

* * *

Goldsborough watched as the SkyHawk class vessel (which had just been identified as *Sabre*) grew closer. He took a moment to survey the situation of the rest of the ships.

The destroyers were headed for a small moon, presumably tailing the cloaked Romulan command cruiser.

Reshadije was headed this way. Good. *Prince of Wales* could really use the help.

Sabre kept coming. At about 100,800 kilometers, she fired two plasma torpedoes. They came rushing at *Prince of Wales* at just over warp 3.

The phasers wouldn't be enough to take out the plasmas. "Is the wild weasel prepared?" asked Goldsborough of his science officer.

"Yes, sir."

"Very good. Helmsman, full stop." The superstructure of the light cruiser strained slightly as the ship came to a complete halt from over warp two. "Launch weasel on a course heading directly away from the incoming torpedoes."

The shuttle was launched, and the tactical display indicated that the torpedoes had changed course to follow.

Sabre, which had remained outside of overloaded photon range, darted in to hit the shuttle with phaser fire, destroying it. The torpedoes continued to track the resulting gas cloud, and *Sabre* hauled itself back out of overloaded photon range before *Prince of Wales* could activate its fire control systems.

Momentarily, the science officer spoke in an anxious voice,

"The first torpedoes have reached the point where the weasel was destroyed, but did not detonate. Two more plasma torpedoes being launched by the enemy ship, Captain!"

What? Oh, pseudo-plasmas. Goldsborough could have killed himself for forgetting something so important. These would surely be the real ones.

"Where is this going to hit?"

"Shield number two."

"Weapons, fire phasers at point-blank range."

"Aye, Captain," said the weapons officer as he turned to his console to watch the torpedoes' approach.

The fireballs were coming closer. They were only the smaller type–F variety, but they could still do considerable damage at close range. Finally, the phasers lashed out.

Microseconds later, the torpedoes struck the *Prince of Wales*. The shield absorbed most of the energy before it gave up and died. The ship shook slightly.

"Damage report?" asked Goldsborough.

"We suffered some critical damage to the sauna. A pipe burst, I think. We should be able to limp home," said the science officer with a smile on her face. Goldsborough grinned with her. Then he turned his attention back to the battle.

Reshadije was very near. *Sabre* was heading for the gas giant. Soon, *Reshadije* signaled and Williams appeared on screen.

"Hello, Rich," bellowed Williams. "Nice to see you again, even if the situation isn't so great."

"Greetings, Admiral."

"Well, here's what is happening. As you know, the Romulan destroyer is going behind the gas giant. Take station on me; I'm going to follow the destroyer that shot at you. I will probably need your help flushing it out if it is cloaked."

"Aye, Admiral." Goldsborough then spoke to the helmsman, "Accelerate and follow *Reshadije*. Take station on her port quarter."

The *Prince of Wales* had just finished turning as the *Reshadije* sped by. *Prince of Wales* followed, moving somewhat slower.

✳ ✳ ✳

Chromin had seen *Sabre* come from around the planet at high speed. A short communication with her confirmed that she was being chased. His heavy pirate cruiser, *Gullwind*, was there waiting to surprise the pursuers of *Sabre*.

Moments later, the Federation cruiser came sailing around the

planet, not expecting anything to greet her but poor *Sabre*.

Chromin saw it as soon as it appeared. "Fire all direct-fire weapons in sequence!" he commanded.

The tips of four phasers danced across the shielding of the heavy cruiser. Next, *Gullwind* fired an overloaded photon that impacted the same shield that the phasers had previously weakened and ripped it apart, expending itself against the hull of the ship. The second overloaded photon slammed into the cylindrical secondary hull and exploded, ripping deep into the ship's underbelly.

Chromin sat back and watched the effect of the photon blasts. It looked as if it was going to be a nice day for Chromin.

✳ ✳ ✳

Alarms were wailing, and everyone on the bridge was on the deck. That unexpected pirate cruiser had hit *Reshadije* hard. The bridge crew quickly got back to their stations.

"Damage report!" demanded Williams as he picked himself up off the deck.

The science officer efficiently readjusted his readouts and responded, "Shield six down. Point defense phasers, auxiliary control, and tractor beams all knocked out. There is some superstructure buckling. Also, the auxiliary generators have been hit. This has caused a massive overload that is running through the electrical system."

Williams was worried. Electrical overloads could destroy equipment far from the immediate damage area by shorting them out. "Destinations of overload?" he queried.

"Umm...the laboratories, phaser bank three control...and the main bridge."

Just then most of the bridge consoles seemed to explode, throwing their operators across the bridge.

✳ ✳ ✳

Goldsborough had seen *Reshadije* get hit by the two photons. Romulans didn't use photons. There must be a pirate hiding behind the planet.

"Weapons status?" he asked.

"Port and starboard phasers operational and charged. Two overloaded photons ready. A type–IV and two type–I drones loaded on drone rack. Two type–I drones are standing by for reload," the science officer replied.

"Very good. Stand by all weapons. Sensors, look sharp."

Ahead, *Reshadije* was floundering, not turning to engage her assailant. The bridge must have been shaken up or damaged. Presently, *Prince of Wales* rounded the planet and caught sight of *Gullwind* at a range of 36,000 kilometers.

"Fire all phasers and photons. Launch type–IV drone."

The phasers hit first, reducing the pirate's shield to a critical level. Both photons contacted. The first took the shield down and sprayed the cruiser's hull with rampant energy. The second impacted against the hull. As the Orion ship rocked with the impact, a drone leaped away from the *Prince of Wales* towards Gullwind.

"That was for *Reshadije*," grumbled Goldsborough under his breath.

✳ ✳ ✳

Chromin couldn't believe what had happened. The enemy's weapons had hit hard, burning out systems all over the ship.

Now every light in the whole bridge was glowing red in dissatisfaction. The power indicators displayed that the ship was down to 67% warp power.

"Captain Chromin, large drone targeted on us!" exclaimed the officer of science, who had managed to stay at his post during the turmoil.

"Fire anti-drone phasers at close range."

"Inoperable on that side, Captain."

Chromin swore vehemently in his native tongue, "Konsiklo behanzna, bey lonzka Federation greflysin! Then fire a drone to intercept it!" he continued.

The officer of weapons pushed a button. "Launched," he announced. The drone sped away and destroyed itself and the other drone as they collided.

"Now stabilize and set course for the Romulan command cruiser at the best speed we can manage." Maybe this wouldn't be
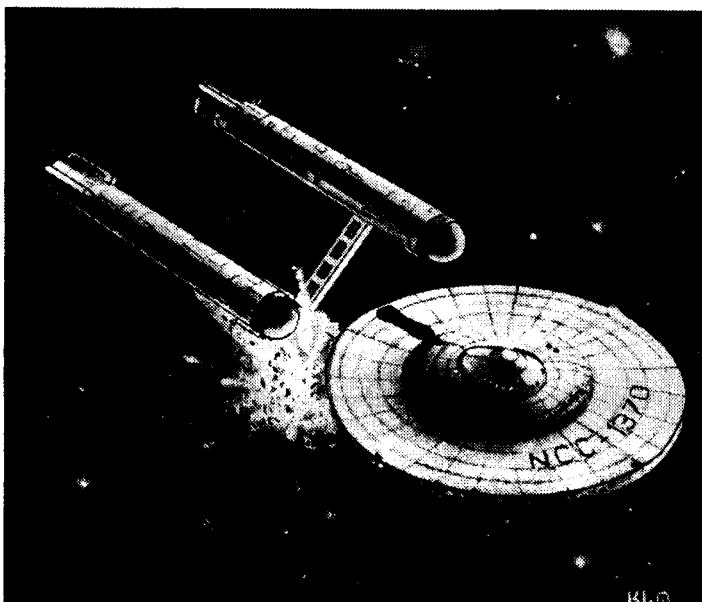
a good day after all for Chromin.

"Get this damage fixed!" he screamed. "And take the engines off of overload. We'll need the extra power later. And get all weapons reloaded, full overloads, immediately!"

Gullwind stopped tumbling and set out for the KRL at just above warp two.

<center>* * *</center>

Williams looked around the bridge. For the second time in 30 seconds, the bridge crew of the *Reshadije* that were conscious were scrambling to get back to their stations. Only this time there was not much to get back to. All the peripheral bridge stations were completely burned out. Only the helm and navigation consoles seemed to have any semblance of effectiveness, but only a little at that.

"Send a medical team to the bridge," he ordered into the intercom. The bridge crew seemed to be expecting some command, some decision, to deal with the situation and show that their Admiral was still functioning in command.

"Everyone who deems himself capable of continuing should follow me to the emergency bridge. Helmsman, stay here and do your best at controlling the ship while we get there," ordered Williams after his head had stopped spinning.

It took a few turbolift runs to get all the necessary people to the new control area, but finally everyone was there. The standby crew, mostly cadets and junior officers, relinquished their positions to the primary battle crew. There was some shuffling as junior officers "bumped" even more junior officers from the remaining seats.

"Turn over control to the emergency bridge," ordered Williams.

Immediately, all the consoles were on line. The slightly smaller screen showed the tactical display.

The *Sabre*, cloaked, was already halfway to the battle between the KRL and the two DDs. The pirate cruiser was not far behind it.

"*Prince of Wales*, we must come to the aid of our destroyers, or they will be finished," ordered Williams.

Captain Goldsborough's voice came over the com-line, "Proceeding to the destroyers at maximum speed, Admiral."

The two ships accelerated towards the other ships, the *Prince of Wales* moving a little faster than *Reshadije*.

<center>* * *</center>

S'Torc had just successfully employed the string-plasma tactic against one of the destroyers. This involved firing all plasmas, including pseudos, sequentially. The destroyer used its distraction shuttlecraft after the third torpedo was launched; phasers quickly destroyed it and two more torpedoes, real ones this time, roared from the tubes. The destroyer used its second and last shuttle, which was also destroyed by phasers. By the time the scanners cleared, *Conqueror* was at close range and launched the two heavy type–S torpedoes. As the final plasma hit, the destroyer gave in to the pounding and erupted in a tremendous fireball.

S'Torc was a little upset. He had wanted to capture that one. But then he felt better. There was always the other destroyer or possibly the heavy cruiser to capture.

Then he noticed that the other ships were headed this way. S'Torc scowled as he looked at the scanner display. The fool pirate appeared as if he had just barely escaped by the skin of his teeth. Close behind the pirate were the two Federation vessels. The decisive part of the battle was almost upon them.

"Charge all torpedoes. Make me aware as soon as they are ready," he told his weapons officer.

The *Conqueror*, now hidden behind her cloak, waited for her precious plasma torpedoes to build up to firing level.

<center>* * *</center>

Williams was saddened by the destruction of *Darius*. Senar had been an excellent starship commander and a good friend. The Romulan would pay for it.

The *Gullwind* was maintaining her distance from the Federation vessels, but *Sabre* was falling behind, unable to meet the power drain of her cloak adequately. A tempting target, but the photons would be better used on the larger ships.

"Get me *Xerxes*," Williams demanded.

"On line."

"*Xerxes*, what's your weapons status?"
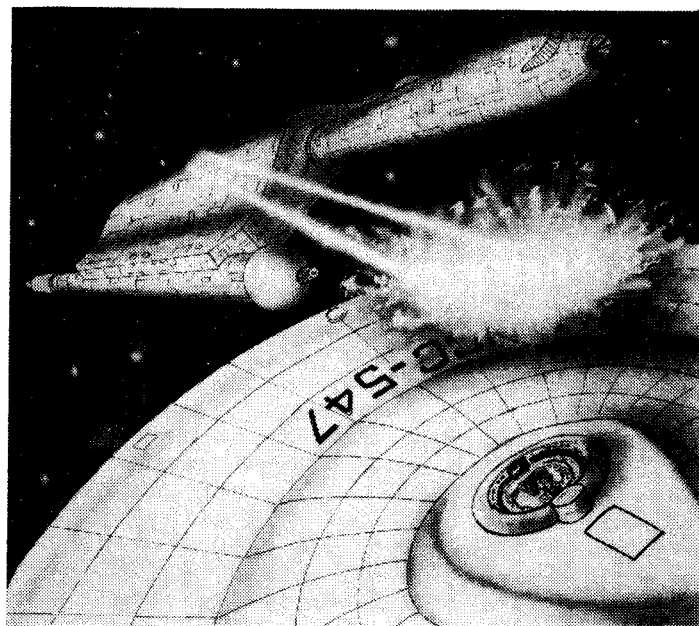
"Photons armed to overload level. The KRL never gave me a chance to come to overload range while he was uncloaked, sir," replied Captain Gileski, commander of the *Xerxes*.

"Very well. Change course and begin to close with that SkyHawk destroyer. At point-blank range, fire all weapons, regardless of his cloak status."

"Understood, Admiral."

The *Xerxes* veered towards the cloaked *Sabre* and accelerated. When the two ships were 160,000 kilometers distant, *Sabre* began uncloaking. When fully uncloaked, she fired her phasers and both plasma-F torpedoes. The phasers did negligible damage to *Xerxes*. At the last moment before the plasmas struck the not-slowing *Xerxes*, her port and starboard phaser banks lashed out at the plasma, weakening it. The the plasmas hit. They just barely took out *Xerxes'* front shield.

As *Xerxes* was at overload range, *Sabre* was already cloaked. *Xerxes* just continued on towards the evasive destroyer. At just over 50,000 kilometers, *Xerxes* struck. Two of the four torpedoes hit. The first photon almost took down the shield. The other photon crushed the shield and scored significant internal damage.

Then *Sabre*, unable to meet the cloaking device's demand for energy, began to uncloak. It was fully uncloaked while the destroyer was still ahead of it. Before the two ships could pass, *Sabre* fired her remaining phaser banks, scarring the destroyer's saucer. Then she transported four boarding parties through the downed shield.

Having already lost some marines, *Xerxes* now had a difficult internal battle on her hands. She would probably not be much help to the admiral until she got rid of the Romulan infestation on board.

<center>* * *</center>

Unseen to eyes watching the sensor displays on the Federation ships, *Gullwind* had launched a shuttle. About 15 seconds after launch, the shuttlecraft erupted and six drones sped away, targeted on the *Reshadije*. This was what Chromin had been waiting for.

"Give us augmented warp engine output." Chromin watched as the bridge instruments showed the increase in power. "Now, helm, accelerate and bring us hard about 180°."

The warp field on *Gullwind* bent in ways it wasn't designed for and threatened breakdown as the cruiser spun around on its Z-axis. When it was finished rotating, the drones were just ahead.

"Now fire plasma." Chromin watched as the plasma–S torpedo

sped off toward the Federation heavy cruiser. *Reshadije's* commander would probably use a weasel to distract the weapons. But if he did, he was in for a surprise.

* * *

"Admiral, sensors indicate a stronger warp emission from the *Gullwind*," informed the science officer.

Williams was worried. He couldn't take all seven seeking weapons out. A weasel had to be used even though it would leave *Reshadije* in an undesirable position, with the pirate cruiser running hyped warp engines coming down her throat.

"Full stop. Launch wild weasel shuttlecraft. Start charging another one." Williams watched the tactical display as the seeking weapons changed targets. It was just then that the KRL started to uncloak, with its bow facing *Reshadije*.

Williams swore silently to himself. *Reshadije* was in trouble.

* * *

S'Torc had been waiting for this moment. The Federation vessel was now stationary in space and helpless. Finally, *Conqueror* was uncloaked.

"Fire all torpedoes at the command ship," ordered S'Torc.

He watched as the quartet of ultra-hot plasma torpedoes moved quickly toward the heavy cruiser. They were going to hit one of *Reshadije's* phaser near-blind spots. The only thing that could possibly weaken the torpedoes was the light cruiser nearby.

S'Torc smiled. With the heavy cruiser out of action, the battle would be his. Perhaps he would even be able to capture one or two of the ships.

* * *

The torpedoes targeted on *Reshadije* were only about 2,100 kilometers away, and the pirate's seeking weapons had already destroyed the wild weasel. Goldsborough knew what he had to do.

"Full stop. Stand by to channel reserve warp power into the engines. Establish a tractor link with *Reshadije*. Communications, tell *Reshadije* that we shall dock with her. Then cut all channels so we can't hear their objections and be accused of disobeying orders."

The tractor beam was attached, and the two ships were pulled swiftly towards each other.

* * *

Williams knew what Goldsborough was up to and didn't like it. But he was powerless to stop it and would probably have done the same if the situation were reversed.

The battle-scarred *Prince of Wales* came closer. Very soon the saucers touched and the ships were docked together. But this only lasted for a moment. As soon as *Prince of Wales* docked, she cut her tractor beam, drifted, and then accelerated away, with three of the four plasmas now targeted on her.

"Good luck, Rich," said Williams quietly.

* * *

Goldsborough imagined that the Admiral was angry. But that wouldn't matter soon; the plasmas were almost on top of the *Prince of Wales*. The ship was running as fast as it could, and the torpedoes, which had already traveled the distance to *Reshadije* before they turned to follow the NCL, were losing power.

Before the plasmas hit, he ordered that the two photons be fired at the Orion. One hit, bringing the front shield down by a third. Then the plasmas struck the *Prince of Wales*. They went right through shield five without slowing.

Everything not fastened down on the bridge was tossed about hard. Goldsborough was thrown across the bridge and into the viewscreen. It was then that he lost consciousness.

* * *

Reshadije had fired phasers into the incoming plasma–S so that when it hit it only took down half the shield. The pirate, realizing that *Reshadije* wasn't as gone as he had believed it would be, re-evaluated the situation and veered off. That was equally satisfying to Admiral Williams. Now he could turn his attention to other matters.

He examined the *Prince of Wales*. There were fires all over her hull, and the aft portion of the hull was mangled. The crippled ship couldn't take any more pounding without being destroyed. Williams had to make sure that she wasn't fired upon.

Williams noted that *Conqueror* (which by now had cloaked, of course), facing the wrong way for an escape. "Accelerate to maximum and change course towards the KRL. Stand by on weapons," commanded Williams.

Reshadije swung around and moved towards the *Conqueror*.

* * *

The smile was now gone from S'Torc's face. He hadn't thought that the light cruiser would do something so suicidal. Now the Federation command ship was coming directly for the *Conqueror*, and it could not be avoided. S'Torc sat back. His next move would depend on the results of *Reshadije's* weapon fire.

Presently, *Reshadije* was at point-blank range and fired. All the photons and the phasers smashed into *Conqueror*, shredding the hull and destroying many systems.

When the bridge stopped shaking, S'Torc surveyed the *Conqueror*. The Federation ship had dealt it a severe blow, but not a mortal one. But the ship was crippled and the battle was over.

S'Torc limped over to the communications console and operated it himself, for the communications officer was dead. The distorted face of *Sabre's* commanding officer, Tormilus, appeared on the damaged viewing screen.

"Sub-commander, I am making a tactical retreat. Can you follow?" asked S'Torc.

"I have not enough power."

"Then you know your duty. You have been a loyal and efficient officer under my command. I will report your bravery in service to the Romulan Empire." He turned the screen off.

"Helmsman, set course for the Neutral Zone, best speed."

S'Torc sat back in the remains of his command chair and thought. How would he tell the Praetor of this failure?

* * *

Williams watched the battered KRL head back toward Romulan space. Now there were only two enemies to worry about: *Gullwind* and *Sabre*.

Presently one problems solved itself. *Sabre* headed for *Xerxes'* downed shield. When there, she exploded in a brilliant uncontrolled matter-antimatter reaction, damaging *Xerxes* with the blast.

Then the other problem found a solution.

"Admiral," called the communications officer, "we are being hailed by the captain of *Gullwind*."

Williams smiled. Once a pirate, always a pirate.

"Put him on screen."

Captain Chromin's face, with blood running down it, came on the viewscreen. "Greetings, Admiral. Let's make a deal..."

* * *

Goldsborough awoke. He hurt all over and was in a strange sickbay facility. Then he saw Admiral Williams standing nearby. He tried to sit up, but every muscle in his body told him to lie down.

"Over?" Goldsborough asked.

"Yes, Rich."

"My ship?"

"The *Prince of Wales* is in bad shape, but holding on. We will tow her back to starbase."

"What happened after I got hit?"

"Well, the KRL disengaged. *Sabre* blew herself up in *Xerxes'* face and damaged her. I had a long talk with the pirate, and we came to terms. He will be assisting the Federation against the Romulans in exchange for our not vaporizing him. The Romulans on board *Xerxes* have all been captured or committed suicide. We have the rest of your crew back from the base."

"Good. At least we got what we came for."

"Yeah, and the beginnings of a major two front war. I've heard that the Romulans had made many of these surprise attacks along the border. It has been a blood bath on each side. I hope we are able to defeat two enemies simultaneously."

Goldsborough again tried to sit up but his muscles resisted.

"Take it easy, Rich. We have a long trip to starbase, and you have no pressing duty. You'll get a star of merit for that stunt."

Goldsborough nodded and laid back down. Soon, with the doctor's help, he was asleep. He needed the strength. This war did not appear to be going away soon. This skirmish was only the first of many. There would be other battles awaiting him. ◊◊◊

(SL89.0) ENCOUNTER AT DENEBOLA (Y173)

by David Wellwood, New York

In Y173, the Romulans entered the General War by initiating a massive offensive against the Federation. A multitude of Romulan ships came swarming across the Neutral Zone, striking at major Federation fleet units all along the border. One such battle took place in the Denebola system as a Federation squadron under Rear Admiral Williams arrived to negotiate with an Orion base. Unknown to Williams, the Orions had already made a deal with the Romulans, and Romulan forces were prepared to ambush the squadron.

(SL89.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan/Orion player. If desired, the Romulans and Orions can be played by separate players, but count as one side.

(SL89.2) INITIAL SET-UP

Gas giant of a radius of 5 centered at 3521. (Such a planet is provided in Reinforcements #1.)

Small moon at 1020.

Federation:	CAR+ *Reshadije* in hex 0101 (AWR refit)
	DD *Xerxes* in hex 0301
	DD *Darius* in hex 0202 (no WW)
	Above ships at speed 1, heading C, WS–III
	NCL *Prince of Wales* in Hex 2924, speed 0, heading A, WS-0
Romulan:	KRL *Conqueror* in hex 2005 (cloaked)
	SkH-G *Sabre* in hex 2106 (cloaked)
	Both ships at speed 0, heading E, WS-III
Orion:	BS *Windstar Base* in hex 2924, no rotation, standard clockwise orbit around gas giant
	CA *Gullwind* in hex 4224, speed 0, heading F, WS-III

(SL89.3) LENGTH OF SCENARIO: The scenario continues until all units of one player (except the base) have been destroyed, captured, or have disengaged. If all Romulan forces are destroyed, captured, or forced to disengage, and if the Federation has at least two uncrippled ships still in the scenario, the Orion forces will declare themselves neutral, ending the scenario. They do not, in this case, "surrender" and are not considered "captured."

(SL89.4) SPECIAL RULES

(SL89.41) Use a floating map.

(SL89.42) There are no fighters or PFs in this scenario.

(SL89.43) All drones are type–IM. The Federation player may replace drones with other types in accordance with the rules. In the actual battle, this included a type–IVM drone on the NCL.

(SL89.44) The Federation NCL has been damaged.

(SL89.441) The Federation player should allocate eight points of internal damage to the NCL before play begins: two photons, the two forward phasers, two bridge boxes, and two hull boxes.

(SL89.442) The shields have been repaired and are at full level at the beginning of the scenario.

(SL89.443) The NCL only has six crew units on board, plus two boarding parties (another crew unit).

(SL89.45) The Romulans may transfer up to half of the SkyHawk's boarding parties to the KRL before the scenario begins.

(SL89.46) The pirate base is valuable to both players, neither of whom may fire at it. The base will not fire. No ships can dock with the base during the scenario. The Federation prisoners on board will be turned over to the winner of the scenario.

(SL89.47) The Orion CA is not known by the Federation to be there. The first time (this can only happen ONCE) a Federation ship has line of fire (not through any atmosphere) to the Orion CA, all Federation ships are unable to fire at the CA for a number of impulses equal to the sum of the roll of two six-sided dice.

(SL89.48) The Orion CA has a plasma–S as its centerline option mounts and two photons as its side option mounts. The Orion CA also has six type–IM drones for use on a scatter pack.

(SL89.5) VICTORY CONDITIONS: Modified Victory Conditions.

(SL89.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL89.61) Assume that Admiral Matthews had personally come to negotiate with Chromin rather than sending his deputy. Replace the CA with a DN.

(SL89.62) Assume that Admiral Matthews had sent a carrier group to Denebola instead of Williams. Replace the CA and both DDs with a CVS (F-18s) and two FFRs.

(SL89.63) Assume that the Romulans had send a FireHawk or NovaHawk instead of the KRL.

(SL89.64) Replace the SkyHawk-G commando ship with a standard SkyHawk–A destroyer.

(SL89.65) Assume that all Federation ships had arrived together. Move the NCL (undamaged) to 0303. Add a KF5RB to 1903.

(SL89.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL89.71) Change the number of damage points originally on the NCL. Give one or both DDs the "+" refit.

(SL89.72) Replace the Federation CA with a CC or CL.

(SL89.73) Add a frigate to either side.

(SL89.8) TACTICS

ROMULAN: Take stock of your assets. The base is irrelevant and distracting. Ignore it. The SkyHawk has considerable numbers of troops, but these do no good until they are on board an enemy vessel. Switch half of the boarding parties to the KRL and keep the transporters energized. Use the Marines whenever possible.

The Orion ship is a problem. The Federation player has probably read the scenario rules and will only send one ship around the planet (at long range) to get a line of sight to the pirate. Rather than this, bring the Orion screaming into the battle at high speed with overloaded engines and weapons on the first turn. You should be able to penetrate the shields of the target of your choice. Use anchor tactics to shove the plasma torpedo through the down shield.

You should be able to cripple one opponent with the KRL and another with the Orion, leaving you with the advantage.

FEDERATION: The photon torpedo is the most devastating weapon in the game, and you have 16 of them. First order of business is to get them loaded, the second is use them. The quickest solution is to pump 12 of them into the KRL and 4 into the SkyHawk, eliminating both and forcing the Orions to play "Let's Make a Deal."

DAY OF THE EAGLE, *continued....*

"So it was an effort to draw out and destroy your reserves," Morison asked. "And just possibly yourself."

"Oh, I don't think it was against me personally," Matthews dismissed the suggestion. "I'd have brought the *Unification* with me, and they couldn't have dealt with that."

"Perhaps they had other forces for such a contingency?"

"I doubt it. They might have pulled back, then hit us a few days later, but I don't think so." The Admiral leaned back in his chair.

"That's the tactical decision that bothers me most," he admitted after a moment. "If I had brought the dreadnought forward just then, I might have been in a better position to respond to their attack."

"An interesting point." Morison typed a few notes. "Perhaps I'll write a chapter on that decision and send it over for your comments."

"I'll look forward to it."

"Another matter. What about Yefimov?"

"The Romulans only sent a small force after him. He destroyed a frigate and damaged a cruiser, then pulled back and linked up with *Kashmir* and *Zhadanov*. His other frigate, *Mallory*, was destroyed by a large Romulan force. Yefimov's Division was reinforced by the home fleet and was a crucial element in our survival."

"One final matter," Morison broached the subject carefully. "What really happened with Stocker and the *Lexington*. Were the Romulans that stupid?"

"Well, you have to consider the situation," the Admiral explained. "They were counting on total surprise...

THE SURPRISE REVERSED

by Stephen V Cole

Commodore Anthony Stocker, commander of the Sixth Fleet's First Division and captain of the Command Cruiser *Lexington*, was nervous, and he was bored. The *Lexington* and its division had patrolled the Romulan border for three months. No shore leave, no science missions, no planets to survey, and, at least here, no Romulans. There had been sporadic raids and skirmishes, but *Lexington* had not had the fortune to be part of those.

One such skirmish had just happened. The old heavy cruiser *Republic* had tangled with Romulan raiders and was now heading to Battlestation 26 for repairs. Stocker had just sent orders to the new light cruiser *Groton* to take over *Republic's* patrol route.

The Klingons were beating the Federation badly, a few thousand parsecs away. The Orions had gone neutral, and a dozen other Federation planets were getting close to secession. Klingon fleets roamed at will 2,000 parsecs inside what had been Federation territory. Star Fleet was, clearly, concerned about the possibility that the Romulans might attack. Concerned enough, Stocker complained bitterly to himself, to keep his squadron on continuous patrol, but not concerned enough to give him enough ships to do it right. If the Romulans came later, rather than sooner, they would find exhausted crews flying ships that were out of spare parts.

Stocker was one of three officers commanding divisions of the Sixth Fleet. His patrol area was that third of the border closest to the Gorns. Besides *Lexington*, there was the old *Republic,* the light cruiser *Suffolk*, the destroyer *Genghis*, and the frigates *Burke* and *Lehman*. Admiral Matthews, remaining behind his desk at Starbase 12, never gave any orders beyond "continue the patrol as ordered."

Three months, however, was a long time to remain alert, and Stocker had noted the loss of efficiency that comes with exhaustion. And nothing produced exhaustion more than the tension of waiting for something to happen, something that might never happen.

Commander Reinhardt 'Hardy' Meister, first officer and science officer, was as concerned for the crew. All of them were getting tired, bored, and frustrated. As first officer, the welfare of the crew was his responsibility, and he had conceived an endless series of diversions to keep them alert. Sports events, chess tournaments, and a drama series had done much to keep the crew sane. All were organized on a team basis so that no individual crewman could become withdrawn and sullen. Each team of a dozen or so was organized within a working department. This increased their teamwork and gave them something to banter about while on duty.

Each team participated in every event, even the ones — especially the ones — that they were no good at. Scoring was cumulative over all events. The marines and general crew excelled at sports, the engineers and navigators played chess with a passion, and the science crews easily won the competition for best dramatic production. The competition had then broken down to which team could place well in those events it had no talent for. The current leaders were one of the marine squads, who had produced a creditable performance of Hamlet and somehow managed to find within their ranks a pair of corporals who could win a chess game now and then.

Hardy had a surprise to spring on the crew during the next Sunday formation, when the entire crew listened to announcements by the captain and senior officers. He planned to announce new contests, including painting, musical comedy (how the marines sang was anything but funny), and swimming.

But just now Hardy was more concerned for the captain, who showed increasing signs of strain. When Tony finally left the bridge today, Hardy planned to follow him to his cabin with a radical suggestion: Take an entire day off, stay in his cabin, invite one of the Yeomen to dinner, and leave the bridge to the first officer (who could use the practice). If Tony would agree to it, it would do him a world of good. On second thought, maybe he could get Doctor Benjamin to suggest the idea. He made a note to speak with the good doctor over lunch.

At the helm station, Lieutenant Threllvin was casually monitoring the course. Lieutenant Francois "Frank" Duvalle was casually locking the weapons onto asteroids and even dust particles to keep himself busy.

Across the bridge, Lieutenant Commander Rodney Komatsu, the chief engineer, was worried about the warp engines, which showed increasing signs of fouling. Nothing dangerous yet, even in combat, but the longer the engines went without the kind of service they could get only at a starbase the harder it would be to get them back to 100% efficiency. The chief engineer was not, however, concerned over Meister's supposedly secret plans for an art competition. His yeoman was painting a brilliant landscape and had already finished a stunning portrait of the science officer himself.

The Red Alert claxon that exploded into life caught all three officers in deep reverie. Stocker started to ask for an explanation, but Hardy already had identified the cause.

"Captain, a ship is moving toward Federation space through the Neutral Zone," the science officer intoned with the professional competence that comes from experience. "Unknown type or intentions at this range, moving at warp 2."

"Intercept course plotted," Lieutenant Threllvin offered.

"Execute, but keep us on this side of the Neutral Zone," Stocker ordered. "Mister Duvalle, can you get it on scanners?"

"Too far to lock on. I'll try to get a reading," the weapons officer answered.

"When you do, feed it to Hardy," Stocker responded.

"I'm sending him all I've got, but that's only engine signature so far. When I've got more, he'll get it."

Hardy Meister appeared to concentrate, making small adjustments on his instruments, then switched to the library computer and began sorting through the known ship types that the computer suggested were similar to the type being scanned.

"We're on the edge of the Neutral Zone, Captain." Threllvin warned.

"Bear away, but keep us on the edge."

"Approaching ship appears to be a J–class freighter," the First Officer announced, "built in the Federation until about 20 years ago. Almost all of those ships are in private hands and have been modified, so I can't get an exact registration."

"Captain," Francois broke in, "I have another ship on scanners, following the freighter. It is gaining on the freighter."

"The freighter is trailing debris," Meister noted, "prior combat
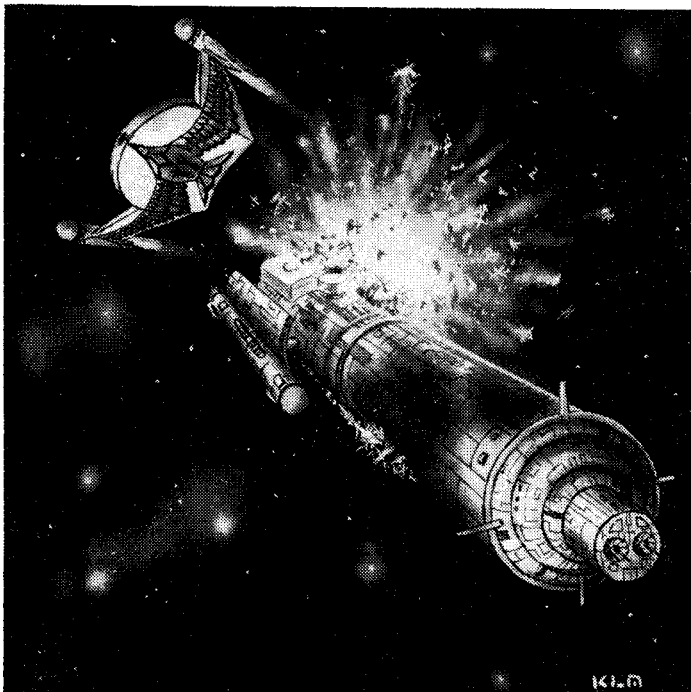
damage. Some radiation leakage from the engines. Scanning the second ship now. It is a Romulan warship. An old type modified for warp drive. Can't tell what type yet."

"Receiving a message from the freighter, Captain," Lieutenant Darnell broke in. Stocker swiveled his chair to face her. Her closed eyes and knitted brow indicated that she was concentrating hard to pull in a faint message. The *Lexington's* communications system could boost the signal, but some signals were so faint that the background noise from the stars literally drowned them out.

"Can you put it on audio?"

"No, Captain," she replied. "It's a pulse code transmission." She paused for a moment as she concentrated closely. "It's a short group, repeated over and over. Three — Three — Duquesne — Five — Corborundum. It's in a routine merchant code, sir, not a Star Fleet security code."

"Captain, the computer has an entry for this code message," Meister announced. "Ship giving this signal is to be assisted by all possible means. Recovery of the crew is imperative. Assistance and rescue may include the penetration of the Neutral Zone — and of Romulan territory — and combat with Romulan forces. Crew is to be recovered at all costs, but under no circumstances is the crew to be allowed to fall into Romulan hands."

"*Penetration of Romulan territory!*" Stocker roared. "That's an act of War!"

"May I suggest, Captain, that if we fail to rescue that ship, the distinction may become irrelevant."

"Sound red alert. Mister Threllvin, head directly for the freighter, bring her to warp five. Mister Duvalle, get me a lock-on to the freighter."

"What about the Romulan?"

"Later, right now I'm thinking about transporters."

"Then I suggest," Francois said, "bearing away from the freighter so that at maximum transporter range we can drop the #6 shield and keep the #1 shield toward the Romulan."

"Good idea. Feed the course to Mister Threllvin."

"Shall I swing wide so that we can pick up the freighter crew on the loop," Threllvin asked.

"No time. Take us as straight in as you can."

"Shields up, phaser capacitors charged. Do you want photons?" Rodney, the engineer asked. "Or a wild weasel?"

"Photons standard load, be prepared to set proximity fuses on them. No weasel."

"Aye, sir," the engineer responded.

"Alice, get me the location of every friendly warship in the sector. And get a report back to Battlestation 11. That will give the captain of *Nimitz* something to get excited about.

"Major Kenyon," Stocker snapped at the intercom speaker.

"Marine Control aye, Captain. Lieutenant Ferris here. Major Kenyon is on his way here from the transporter room."

"Have him get everyone on defensive stations except for two squads in the transporters. Make sure you have medics with the offensive squads; you may have casualties to recover. And get flight crews to shuttles one and two."

"This is Kenyon," the marine sounded out of breath. "Copy and will comply."

"Captain, the freighter is locked on a straight course. It may not be under direct control. I am, however, getting one humanoid lifeform reading."

"Romulan ship is hailing us, sir!" Lieutenant Darwell announced. "On the open channel."

"Put him on the screen."

"Audio only, sir," she responded while switching on the bridge speakers.

"This is Sub-Commander Tavarsi of the Imperial Romulan Fleet. You have violated the Neutral Zone. Withdraw immediately."

"This is Commodore Stocker of the USS *Lexington*. We are engaged in the peaceful rescue of a damaged freighter. We suggest that you stand clear. We will withdraw within a few minutes."

"The captain of that freighter is wanted for crimes against the Empire. I have a warrant for his arrest on board. This is an internal matter of the Romulan Star Empire. Your assistance is not required

or welcome. Withdraw immediately and do not interfere."

"I appreciate your sentiments, Sub-Commander," Stocker began, carefully choosing his words. After his encounter with the *Reptilicon*, he had been given an intensive course in interstellar law, force fed to him by a screaming admiral who happened to be the head of the fleet's Judge-Advocate corps. "The ship is of Federation registry and in the Neutral Zone. We will rescue the crew. You can transmit a copy of your warrant. Assuming it is in order, we'll hold the captain for extradition."

"That is not acceptable," the Romulan barked. "Withdraw now, or we will arrest you for interference."

"Captain," Meister whispered. "We've identified the ship as a Snipe-class frigate, probably one of the police types." Stocker's smile broke into a broad grin.

"Sub-Commander, if you feel that you must arrest me, you are welcome to try." A chopping motion with his hand and the connection was terminated.

"A bit precipitous, aren't we?" Meister questioned.

"It's obvious to me that he knows what's on board that ship," Stocker explained, "and he's not going to be dissuaded by anything I can say.

"Mister Duvalle, are we going to get to transporter range before that Romulan ship is within torpedo range of the freighter?"

"No, Captain," the weapons officer explained. "The Romulan ship has already pulled into maximum range and dropped to battle speed. There goes his torpedo now."

"Coming into transporter range," the engineer shouted.

"Freighter has dropped a survival pod, humanoid lifeform is in the pod, not the ship!" Meister replied.

"Torpedo has hit the freighter!" Francois announced.

"Freighter is breaking up," Meister advised.

"Maximum photon range to Snipe!" Francois called.

"Fire all four photons with proximity fuses, standard spread, get me one hit!"

"Firing now," the weapons officer answered. "Two hits."

"Phasers, four of them, in sequence!"

"Executing, Captain."

"One crewman recovered, sir!"

"Mister Threllvin, bring us around to the left as quickly as you can. Rodney, keep the reinforcement on the facing shields."

WHAM!

"Phaser hit on #2 shield, sir," the engineer called out. "Minimal damage."

"Phasers fired, sir!"

"Let's hope the damage to his forward shield kept him from seeing us pick up the crewman," Stocker prayed.

"Get us out of here, Mister Threllvin."

"Incoming signal from the Romulan vessel, Captain."

"This means War, Stocker!" the Romulan roared. "That or you surrender yourself to Romulan justice immediately!" Stocker was ready. The best defense was a strong offense, and Stocker took strong offense to this particular Romulan.

"You slaughter the entire crew of a helpless freighter and then talk about *Romulan* justice! You bastard! We're returning to Federation territory now, as per the treaty, having been prevented from completing our peaceful mission. You will be tried for the murder of Federation citizens. If you are ever captured, you'll spend the rest of your life rotting in a Federation prison! No more raiding Federation convoys for you, you bastard!"

Tavarsi could only sputter. "YOU fired at MY ship, Stocker!"

"And carefully did not damage it, Tavarsi. YOU, on the other hand, DESTROYED a Federation freighter engaged in lawful business, murdering the ENTIRE crew!"

"Lawful business! The captain was wanted for crimes against the Empire!"

"And would have been lawfully arrested and tried, Tavarsi. Innocent until proven guilty!"

"Romulan justice provides the opportunity to *prove* innocence!"

"After arrest, of course. But we're not in Romulan territory, Tavarsi. And if I meet you again, I'll arrest you myself. Just as soon as I can get a warrant sworn out against you. And if your crew has

to die so that I can bring you to trial, on your head be it!"

"This is madness!" the Romulan bellowed. The Federation was supposed to accept at face value the legal claims of Imperial officers. He'd been taught that at the Imperial Space Academy.

"You are referring to conditions on your ship, of course. We'll speak again later, Sub-Commander. *Lexington* out." Darwell broke the connection.

"Returning to Federation territory," Threllvin announced.

"Romulan ship has broken off pursuit. He appears to be investigating the wreckage of the destroyed freighter," Francois advised.

"Apparently, Captain," engineer Komatsu began, "you did not hear me tell you that we had the freighter captain on board."

"Oh, I heard you, engineer."

"But you told the Romulan..."

"What he wanted to hear. If he believed me, so much the better. Sometimes it's good to know something, and sometimes it's better if the other side doesn't know that you know, if you catch my drift."

"I think so, Captain."

"Take the con. Hardy, let's go see to our castaway."

<p style="text-align:center">* * *</p>

Stocker entered sickbay to get the shock of his life. The rescued freighter captain was Jackson Grimes, a shady operator with a long history of minor — and major — offenses. Had Stocker just started an interstellar war to rescue one of the greatest con men of all time?

"Tony, my old friend," was all the chunky captain could manage to say. Doctor Benjamin was swiftly spreading burn ointment into third-degree burns as a nurse continued to cut away clothing. Grimes was bleeding from several dozen cuts, but another doctor was spraying them with sealant.

"Care to explain, Jackson?"

"War, Laddieboy. War."

"Come on, Jackson," Stocker said with some disgust. "Having a ship shot out from under you isn't pleasant, but it isn't war. At least one Romulan raid per week somewhere along a 4,000 parsec border isn't peace, but it isn't war. What's really going on."

"War. <cough> Really." Grimes coughed, then again. It was a hacking, bleeding cough, the kind resulting from explosive decompression. Stocker was watching, waiting for further explanation.

"Tony, you're going to have to leave and let me treat this man," Doctor Benjamin interrupted. "He's bleeding into his lungs. He'll drown, literally, in minutes. I've got to get him into surgery."

"Not until I know what's going on, Doctor."

"You're killing him, trying to make him talk," the doctor insisted. "This is my territory. Leave! Now!"

"No, you old quack, <cough> the captain is right," Grimes insisted, his chest heaving. "I've been ... poking around ... Romulan bases, Laddieboy. Did you ... know <cough> that the ... Romulan Home ... Fleet is ... just <cough> over the ... border? <cough> No? ... You're going to <cough> have a ... War, Stocker ... a big one ... and within hours. <cough> Here!" A bloody hand swabbed in burn cream and blood coagulant thrust a computer disk at Stocker. "It's all ... there <cough> Your turn ... doctor." Benjamin leaned forward and jammed a hypodermic into Grimes' chest. The merchant passed out immediately.

"Thanks, Jackson. You did all right." Stocker turned to the doctor. "Do your best for him Doctor. He's earned that much."

"Just leave, Tony. I'll do what I can with what's left."

<p style="text-align:center">* * *</p>

Stocker entered the briefing room and sat down heavily at the table. His mind was spinning with the influx of information, and the very real possibility that the Romulans were about to launch a major war. Or rather, the very slim possibility that this was all some joke, or mistake, or misunderstanding, and that the Romulans were not going to attack.

Why had the Federation chosen Grimes to spy on the Romulans? Had they offered him parole, or money, or was there some streak of patriotism that Stocker had never seen in the man. What was on his computer disk? Why had the Romulans sent only a decrepit Snipe police ship after him?

Chief Engineer Rodney Komatsu interrupted his thought as he entered the briefing room.

"The good old Lady Lex," Komatsu beamed, "not even a scratch. Shields are back to full power, and everything that shook loose is back together. But then, one of those old tin cans is not much of a match for a command cruiser."

"No, I guess they aren't," Stocker agreed, "now that we know their technology a bit better. I presume you know about Grimes?"

"Grimes!" the engineer exploded. "The devil you say. Was he the man we picked up? You took insane risks with *my* ship for the likes of him?"

"He was on an espionage mission for the Federation," Stocker explained. "Hardy will be here in a minute with a transcript of his computer records.

"It looks like the Romulans are about to launch an invasion, all along the border. A major, two-front war, that's *all* that we need."

"What we need, Captain," Rodney said as he walked to the cabinet, "is a drink."

"Pour one for me too," Meister ordered as he entered the room. "What Grimes said is true. The Romulans will launch a major invasion in about 18 hours."

"Incredible!" the engineer gasped.

"That we have such accurate data?" Meister asked.

"No, that we're out of scotch!" the engineer responded.

"War is hell, Mr Komatsu," Stocker answered.

"Irish whiskey will have to do. Did the old crook really have the information?"

"Definitely."

"All right," Stocker took charge of the meeting. "Have Alice get a copy of everything on that disk out to Starbase 12 and Battlestation 11 on a tight beam."

"I was waiting for your OK on that," Meister answered, pressing the intercom button to pass the Captain's instructions to the communications officer.

"Now that Admiral Matthews knows something I don't," Stocker smiled, "why don't you advise us."

"Certainly," the first officer replied. "Grimes spent several weeks poking around in Romulan bases and colonies. Such cross-border independent traders are legal, of course, but closely watched and heavily taxed. It wouldn't be profitable at all, except that Star Fleet, and the Imperial Fleet, allow enough contraband to pass through to keep the traders in business, primarily because of their intelligence value.

"Grimes spoke with many crewmen and junior officers who, frankly, talked more than they should have. I suspect that he provided them with certain substances which enhanced this effect. He traded luxury goods for some information.

"One very important source was a senior officer in the supply services. While that officer knew nothing about the impending operations, he knew everything about what was being loaded on the Romulan ships and when they cleared port for the frontier.

"Another important source was a junior signals officer who provided the routing instructions for fleet communications."

"The what?" engineer Komatsu asked.

"Routing instructions. If you want to send a signal from fleet command to some frigate, you don't send it to the frigate but to the fleet flagship, then to the squadron flagship, and then to the frigate. This allows us to determine which ships are operating together and the general area of their operations.

"Another one of Grimes' sources is a ground forces staff officer, who reports that tens of thousands of troops are being staged to the frontier bases and planets. In several cases, troops are being placed on planets unable to provide supplies and issued with supplies for only a few weeks. This allows us to determine when they plan to move those troops."

"And when is that?" Stocker asked.

"Over the last several days," Meister replied.

"What do you have of their operational plans?" Stocker asked.

"An incomplete picture," Meister admitted, "most of which is of more interest to Matthews than to us. Significantly, most of their ships have been ordered to attack our ships first and the bases only after the ships are defeated.

"But you can thank Grimes for one thing. He did, apparently at

the cost of being discovered, find out what *Lexington* can expect."

"And what is that?"

"A unit designated as the Sixteenth Cohort, including a KR–type cruiser, a War Eagle-class cruiser, a KF5R–type frigate, a Battle Hawk-class light cruiser, and a Snipe-class frigate."

"How do you know that they are hunting for us?" engineer Komatsu asked.

"A logical deduction. That unit is on the extreme right flank of the Romulan invasion force."

"Ok, Rodney, get the ship ready to fight. Inventory the spare parts, and have the engines balanced.

"Hardy, get the crew ready. Everyone is to clean the loose objects out of his quarters, get two good meals and eight hours sleep during the next 16 hours. Have the galley break out the emergency rations and stack them in each compartment. When this starts, hot food will be a thing of the past, as will time to eat."

"Bridge to Captain."

"Captain here."

"Signal from Admiral Matthews, sir."

"Read it."

"It's for your eyes only, sir."

"I'm on my way, Alice."

* * *

FROM: Matthews, Admiral, Commanding 6th Star Fleet, Starbase 12
To: Stocker, Commodore, Commanding *Lexington*
Security: Unencrypted

1. Receipt of your information is acknowledged.
2. Probability of hostile intent is rated as extreme.
3. Communication from the Gorns indicates that they will maintain strict neutrality in the event of any dispute between the Federation and any third party.
4. Do not under any circumstances provoke the Romulans into offensive action which they may not intend.
5. Maintain patrol. Report any encounters.
6. Exercise judgement and discretion.
7. Take appropriate precautions and actions.

Message Ends

* * *

Stocker did not have to wait long for the Romulans to appear. Five of their ships entered the Neutral Zone less than an hour later and took station only 250,000kms outside of Federation territory. They refused repeated attempts at communications. The ships paralleled the *Lexington* in its movements along the border, and when *Lexington* stopped, the Romulans stopped.

Warships were authorized to operate in the Neutral Zone for limited periods and for previously announced purposes. The Romulans frequently moved warships to the border without making a formal announcement, waited a few hours, then broadcast the pro forma statements about exercises and routine operations and went home. But for the data Grimes had supplied, this would have been assumed to be just another maneuver.

"Hardy, how long until their operational plan calls for them to attack us?" Stocker asked.

"Not for six hours, Captain."

"Captain," weapons officer Duvalle turned as he spoke. "The Romulans have stopped completely. Their warp engines appear shut down."

"Probably doing final adjustments," Komatsu advised.

"Or trying to look peaceful," Meister countered.

"Can you tell if any weapons are armed?"

"None that I can see, Captain."

"Captain, I have reports from the squadron."

"All right, Alice, let's have them."

"*Suffolk* is patrolling the border near Battlestation #26. A Romulan force has been detected but not identified. *Genghis* is on the other side of Battlestation #26 and reports two Romulans shadowing it. *Burke* is escorting a convoy that is nearing Vidalia. *Lehman*

is on patrol between us and *Suffolk* as per your prior orders. Also as per prior orders, *Groton* is on its way to relieve *Republic,* which is on its way to Battlestation #26 for repairs."

"Very well, Alice."

Stocker stared at the tactical display, trying to force himself to admit the decision that he had already made. Finally, he did.

"Alice, give me all decks." She nodded that the public address system was on.

"Attention all hands. There is a Romulan squadron in the Neutral Zone shadowing us. We have received information that indicates that the Romulans plan to declare war on the Federation within a matter of hours.

"The Romulans are convinced that we will not initiate hostilities, and their ships are stopped only a few hundred thousand kilometers away. Doubtless their crews are getting some sleep and a meal, and their engineers are making final adjustments.

"When they are ready, they will attack us. I don't have to tell you what five Romulan warships will do to the *Lexington,* or to the colony planets and bases we are supposed to defend.

"I do not propose to sit here and wait to be slaughtered. I do not proposed to burn fuel running away from a fight and leaving our border open to them.

"I intend to attack the Romulan squadron now, while they are unprepared, while we have the advantage. I will bring the ship to full speed and begin an attack run in about fifteen minutes. You have until then to make your final preparations.

"That is all."

The entire bridge crew stared at their captain in open-mouthed shock. Duvalle managed to say "Hot Dog!" but his mouth had gone dry and it came out as more of a croak than a shout. Alice Darwell had frozen during the announcement, but managed to move her hand far enough to shut down the public address system. Finally, the first officer spoke.

"Captain, our orders specifically state that we are not to enter the Neutral Zone or provoke the Romulans."

"They also give me discretion and call for me to use my own judgement," Stocker responded. "And they were sent in clear, uncoded text. That's probably why the Romulans are taking us for fools."

"We'll be blamed for starting the War," Threllvin insisted.

"I don't think that's going to matter. If they want to blame us, they'll charge straight at us and wait until we fire first. The fact that they crossed the border will be ignored.

"Anyway, they're going to have to explain how they were able to launch a full invasion only five hours after we 'provoke' them.

"Look, everyone here knows that I'm doing the right thing; you just don't want to see me up on court-martial charges, right?"

One by one, Stocker met the eyes of the entire bridge crew. One by one, they nodded.

"All right, then, let's get ready."

* * *

"Bring the ship to course 164–mark–2 at warp two.

"Warp two aye, Captain," Threllvin replied.

"Shields are repaired to full strength," engineer Komatsu advised. "Do you want a weasel?"

"Negative, but rig two shuttles with suicide bombs."

"Suicide charges. Aye, Captain."

"When we break clear of this, start uncrating the spares. We'll need them before we reach Battlestation 11. You might tell *Nimitz* to bring some extras, and more drones, if they get release orders."

"Phaser capacitors full. Arming photons," Duvalle called out.

"Full overloads, Mister Duvalle," Stocker ordered. "What's in the drone rack?"

"One type–IV, two type–Is."

"Fire the type–IV first, on my command."

"Aye, type–IV will be first fired. Do you want me to rig a scatter-pack with the other three drones?"

"Negative. It's not worth it for a short load. Reload the drone rack as soon as the third drone clears the rack.

"Major Kenyon." Stocker hit the intercom.

"Here, sir."

"Full defensive deployment. Two shuttle crews. Set up two offensive squads, but I don't plan on using them."

"Roger. Will comply."

"Shields on full, engineer."

"Shields on full, aye."

"Helm, bring us to course 103–mark–5. Best speed you can make with available power."

"Course 103–mark–5, warp 2.6."

"Captain to crew. We are now beginning our attack run."

"Crossing into Neutral Zone, Captain."

"Thank you, Mister Threllvin."

The Romulan ships were deployed in a V–formation, with the KR leading, the War Eagle and Battle Hawk on either side, and the two frigates on the flanks. Stocker was bringing his ship directly into the rear of the enemy formation.

"Range to enemy formation 190,000 kilometers," Duvalle sang out. "No change in their deployment."

"They have seen us, Captain," Meister called out.

"K–frigate is target for drone #1 and shuttlecraft #1. S–frigate is target for shuttlecraft #2."

"Aye, Captain. Targets locked and tracking."

WHAM!

"Phaser shot from the K–frigate."

"Shield damage minimal."

"Frigates are at 120,000 kilometers. Command ship at 140,000 kilometers."

"Launch drone #1. Target for drone #2 is the Battle Hawk. Fire portside phasers into K–frigate when the drone hits."

"Aye, Captain."

"Range to frigates now 70,000 kilometers."

"Steady as she goes. Lock starboard phasers onto S–frigate. Lock photons, forward phasers, and 360-phasers onto the command ship."

"Stand by shuttles!"

"Range to frigates now 30,000 kilometers."

"Launch shuttles!"

"Shuttle #1 away!"

"Drone impact on K–frigate!"

"Phasers firing on K–frigate. Solid hits."

"Shuttle #2 away!"

"Range to cruisers is now 30,000 kilometers.

"Range to command ship is 40,000 kilometers.

"Shuttle #1 impact on K–frigate!"

"Look at it go!"

"30% damage to #5 shield from K–frigate explosion!"

WHAM! WHAM!

"Phaser fire from command ship."

"Minimal shield damage."

"Shuttle #2 impact on S–frigate!"

"Phasers firing on S–frigate!"

"Insufficient damage for destruction!"

"Release 360–phasers and point-defense phasers to fire on S–frigate."

"Firing now. Damn!"

"24% damage to #3 shield from S–frigate explosion!"

"Range to cruisers 10,000 kilometers.

"Range to command ship 20,000 kilometers.

"Full Stop!"

"Range to command ship 10,000 kilometers. 9,000."

"Fire Photons!"

"Photons away! Four hits!"

"Shield damage from weapons feedback."

"Massive fires inside command ship."

"Fire forward phasers sequentially.

"Get the photons reloaded! Full overloads!"

"Drones ready!"

"Target Battle Hawk! Launch!"

"War Eagle has warp engines active!"

"Damn. Keep an eye on him. Target phasers."

"Firing portside phasers at War Eagle."

"He's cloaking out!"

"Drone hit on Battle Hawk. Shields did not go down!"

"Battle Hawk is active! He's turning toward us!"

"Fire right side phasers at Battle Hawk."

"No shield penetration!"

"Fire 360 phasers and defense phasers at Battle Hawk."

"He's coming around again. No shield penetration. I can't hit the same shield twice."

"Do you pick up torpedoes?"

"Negative on torpedoes. He hasn't had time!"
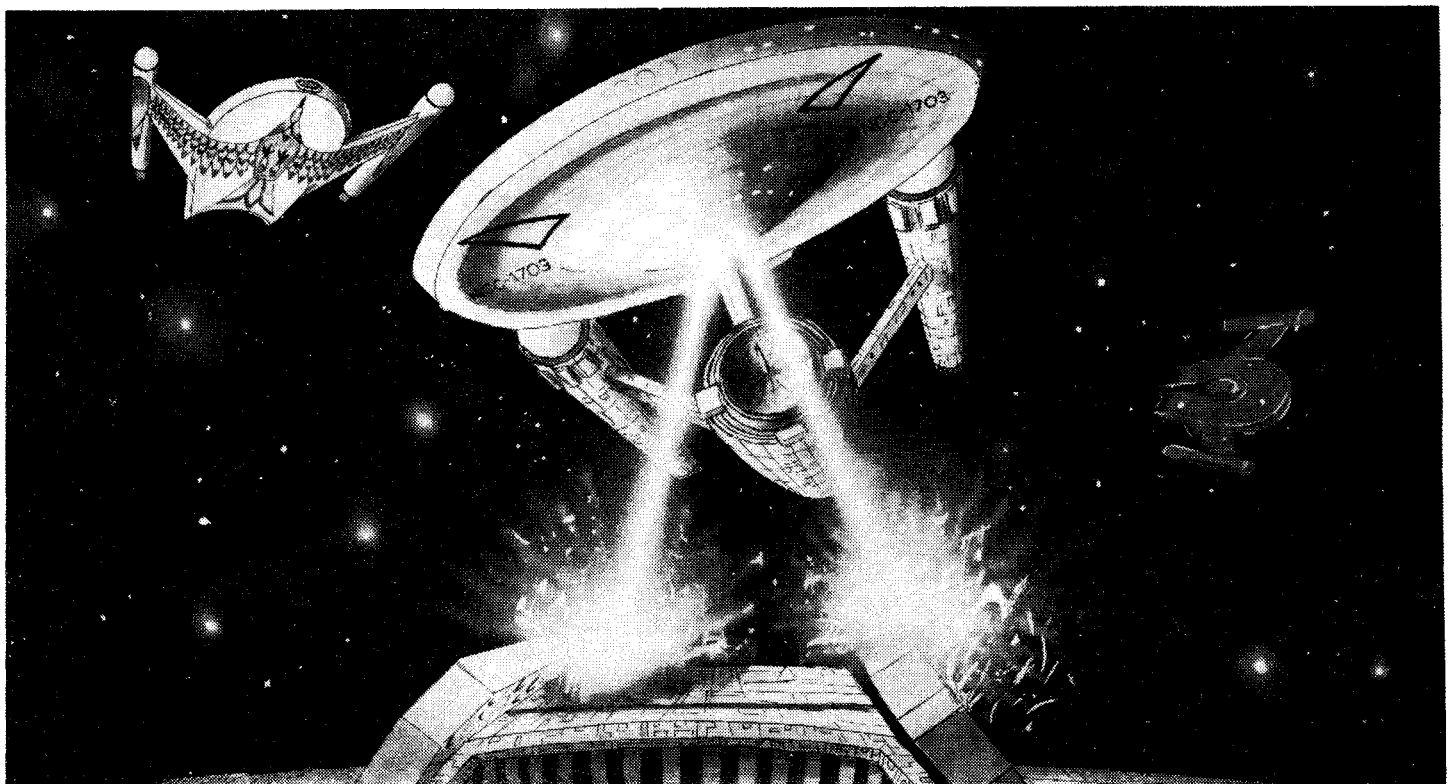
"Can I have the forward phasers for the Battle Hawk?"

"I want them for the KR. Dammit, go ahead!"

"Firing. Minor shield penetration on Battle Hawk."

WHAM! WHAM! WHAM! WHAM!

"Phasers from the Battle Hawk."

"Shield #2 is down!"

"Tactical turn, 60° right!"

"Executing!"

"No contact with War Eagle. Command ship is moving away at sub-light. Range now 20,000kms."

"Drones ready!"

"Target Battle Hawk! Launch!"

"Photons ready!"

"Photons and portside phasers at command ship. Fire!"

"Damn! Look at that bastard blow!"

"Our #6 shield is down from explosion. Minor damage to ship."

"Target phasers at Battle Hawk!"

"He's cloaking out!"

"Hit him now!"

"He got a fresh shield toward us before he went under."

"Did you penetrate?"

"Unlikely, Captain."

"Full scan. Maximum range."

"No uncloaked ships. Two cloaked ships in the area, but no lock-ons."

"Mister Threllvin, get us moving. Take us toward the border."

"Aye, Captain."

"Rodney, what shape are we in?" Stocker asked.

"The front three shields are down. Shields #3 and #5 are still weak from the frigate explosions. Some minor hull damage," engineer Komatsu responded.

"Reload the photons?" Duvalle asked.

"No, Mister Duvalle. Let Mister Threllvin have all of the warp power. There's a War Eagle around here somewhere with a heavy torpedo that's just about ready."

"Aye, Captain."

"Hardy, where are those cloaked ships?" Stocker asked.

"One of them is stopped," the first officer responded. "The other is following us, but we're pulling away."

"Get the phasers recharged, Mister Duvalle," Stocker commanded.

"Aye, Captain," Duvalle answered.

"Crossing into Federation space," Threllvin announced. "Speed increasing."

"War Eagle is uncloaking behind us," Meister warned. "Range 200,000 kilometers."

"He's launching a torpedo!" Duvalle shouted.

"Can it catch us?" Stocker asked.

"Negative, Captain," Meister responded.

"He just wants us to leave," Stocker considered. "And I'm willing to go."

"Ready for high warp," Threllvin announced.

"Engineer, are we ready?" Stocker asked.

"Affirmative, Captain," Komatsu answered.

"Then boost to high warp, Mister Threllvin. Warp five. Take us deeper into Federation space. We'll run for an hour, then drop to warp two and reverse course. Alice, get a message off to Matthews. Full report and my compliments."

"Are you sure you want to do that, Captain?" Darwell replied. "Our orders, and…"

"Correct. Send the following message: *Lexington* was attacked by five Romulan warships. Engaged the enemy while they were stopped for maintenance. Destroyed command ship and two frigates. Two old-type cruisers still in vicinity. Returning to patrol. Await further orders. Sign it Stocker.

"Enclose the log. Code the log, but leave the message in clear."

"Aye, Captain."

"Ok, let's shake this ship down and get the damage repaired," Stocker directed. "Hardy, you take the con. Maintain full sensor sweeps. Rodney, come with me and we'll inspect the damage."

* * *

"Message from Star Fleet, Captain," Darwell announced.

"Read it, Lieutenant."

"Most distressed by your previous message. Attempt to avoid provoking the Romulans further, but defend yourself if attacked. Will discuss the situation at your next port call. Matthews, Admiral, commanding Sixth Fleet."

"Well, no court-martial for me," Stocker beamed. "Any word from the other ships."

"All of them are still in position, and still watching Romulans," Darwell replied.

"Captain, there is a Romulan ship approaching us," Meister reported.

"Can you identify it?"

"Not specifically, but the engine signature would conform to the Battle Hawk class," Meister reported, "and we know that a ship of that class survived the battle."

"Very well," Stocker considered. "Is he tracking us?"

"Affirmative," Meister responded. "And he has communicated with another vessel."

"I have no desire to engage two ships at the same time," Stocker calculated. "Can you locate the other ship?"

"Not specifically, but it is close. Perhaps within a few minutes high-speed run."

"Did you check for cloaked ships?"

"Yes, Captain. But of course we cannot be 100% certain to have found them."

"If we try to engage the Battle Hawk," Stocker reasoned, "he'll cloak and wait for the War Eagle to show up."

"Logical, Captain."

"If we wait around," Stocker continued, "the War Eagle will show up anyway."

"Also logical."

"So, we goad him into attacking us."

"How?"

"Are there any planets around?"

"The Beta Cygnax system is nearby," Meister checked his instruments. "Catalog says it contains several uninhabited planets."

"All right, that will do very well," Stocker decided. "Lieutenant Darwell, make the following signal to Admiral Matthews:

"Will evacuate research station on Beta Cygnax…

"Hardy, is one of those planets a gas giant?"

"Numbers IV and V," Meister responded. "IV is larger."

"…on Beta Cygnax IV. Sign it Stocker. Put it in a standard code, one that the Romulans can probably break."

"Yes, Captain."

"Mister Threllvin, bring us on a course toward the Beta Cygnax at warp three," Stocker commanded. "When you get inside the system, drop to warp 2.5 so Mister Duvalle can have enough power to arm photons."

"Is this wise, Captain?" engineer Komatsu asked. "We're telling them right where we're going!"

"We're leading them into a trap, Rodney."

"But, Captain…"

"You'd better get the ship ready to fight, Rod," Stocker ordered. "I'm going to make a high energy turn and a battle deceleration. Make sure that the ship is secure, and see if you can get those spare shuttles broken out just a little faster."

"Aye, Captain." The engineer left the bridge, a sullen look on his face.

Stocker turned back toward the tactical display. *He probably thinks I'm getting greedy,* he thought. *But I'm not, really. I just want to solve this problem before it gets any worse.*

"On course for Beta Cygnax," Threllvin reported.

"Steady as she goes."

"Aye, Captain."

"Captain," Meister reported, "the Battle Hawk is following us, holding station at 900,000 kilometers."

"Very well."

The ship continued on course for almost an hour, the Battle Hawk steadily dogging their trail. Stocker had grabbed a sandwich while inspecting the damage, but was getting hungry again. He was

tired, as was the entire bridge crew. Between the encounter with the police ship, the recovery of Grimes, and the attack on the Romulan squadron, the primary bridge crew had been on duty for about five hours, and most of that under considerable tension. *After we knock off this old clunker,* Stocker promises himself, *we'll run at high speed for six hours and get some sleep.*

"Entering the Beta Cygnax system," Threllvin announced.

"Drop speed and begin charging torpedoes," Stocker ordered.

"Romulan ship is accelerating toward us," Meister warned.

"Coming around the planet now," Threllvin noted, steering the ship just above the atmosphere.

WHAM! WHAM! WHAM! WHAM!

"Phaser damage to rear shield," the engineer announced. "It's gone down."

"We won't need it!" Stocker dismissed the problem. "Let me know when we lose line of sight to the Romulan." Stocker checked the energy readouts to confirm that the torpedoes were ready.

"Line of sight lost," Duvalle advised.

"Full stop! Full Reverse!"

"Executing!"

"Romulan Battle Hawk is clearing the planet."

"Weapons locked! Range 30,000 kilometers!"

"Target is launching torpedoes!"

"Fire photons! Fire phasers!"

"Two torpedo hits! Target shields are down! Phasers are hitting. There he goes!"

"Torpedoes inbound!"

"Destruction of Battle Hawk confirmed."

"Fire control off! Launch weasel!"

"Weasel away!"

"Torpedoes tracking weasel... passing us... weasel destroyed."

"Well, that's that," Stocker shrugged.

"Romulan ship uncloaking astern!" Meister screamed.

"WHAT!" Stocker roared. *Oh my God. I screwed up. I really screwed up!*

"Romul^n ship confirmed as War Eagle class," Meister screamed. "Loaded type–R torpedo confirmed!"

He had to be waiting for us!

"No weasels available, Captain!" engineer Komatsu reported.

This was a set-up! The War Eagle was already there when we spotted the Battle Hawk. That message he sent made us think the War Eagle was somewhere else, on its way here, but not here already!

"All phasers discharged, Captain!" weapons officer Duvalle added.

There is nothing I can do!

"Ship still at dead stop!" Threllvin cried.

We are all going to DIE!

"I can't get us moving in time!"

And it's all my fault!

"Romulan ship has launched torpedo!" Meister warned.

We are all going to die, and it's all my fault!

"Reserve energy to tactical maneuvering," engineer Komatsu reported. "Bringing the ship around to port."

We are all going to die, and it's all my fault!

"Torpedo impact in..."

WWWWHHHHHAAAAAAMMMMMMM!

We are all going to die, and it's all my fault!

Stocker felt himself thrown forward from the command chair. As he somersaulted through the air, he saw, through adrenaline-induced time distortion, the other members of the bridge crew flying forward, turning over and over in the air.

WHAM! WHAM! WHAM! WHAM! Phaser fire ripped into the ship and tore entire sections into scrap.

We are all going to die, and it's all my fault!

Stocker passed out when he crashed into the viewscreen.

* * *

Stocker awoke slowly, drifting back to consciousness from the black void. After several minutes of restlessness, he finally decided that he was fully awake. *Must have woken up early,* he decided.

He couldn't see anything, but that was to be expected in his quarters with the lights off. Turning slowly to the right, he lifted his hand to reach for the lights, then realized that his right hand wasn't moving.

His left hand wouldn't move either. The arms would move, but the wrists were held by straps.

Instantly he remembered that last moment of consciousness. The battle. The Romulans. His paralysis. The blinding flash as the torpedo came through the rear shield, slamming the ship forward like a sledgehammer. He remembered flying through the air as his bridge crew followed him in slow motion. And he remembered the decompression as the bridge was penetrated.

Now he was tied to a table in a darkened room. Was he a patient — or a prisoner? He felt the hum of the ship through the table, but it wasn't the hum of the *Lexington.*

Then I'm a prisoner, probably on the Romulan ship. Lexington *is either captured or destroyed. I hope they got my crew off.* The future was not likely to be pleasant. The Romulans would use drugs or torture to pry every secret from his mind, and Star Fleet Commodores knew a great deal. One of the things he knew was that not only had his plan failed, but he had frozen on the bridge when the War Eagle appeared. Living with that would take some doing. But there was nothing he could do about the Romulans, at least not yet. When they started to question him, he could try to confuse them with phony code words and disinformation. Might as well get started.

"Hello?" was all he could think of to say.

The lights snapped on and a nurse in a torn Star Fleet uniform approached. The stains on her uniform were apparently dried blood, of various types and colors.

"Captain, are you awake?" she asked.

"Yes," he managed. His throat was parched.

"I'll get the doctor," she said and turned to leave.

"Wait," he ordered. "What about the crew?"

"Don't worry about that now, sir," she said.

"What about the crew, nurse," his voice was more insistent.

"All right, Captain," she sighed. "About 200 dead. Most of the rest are injured. I'll get the doctor."

"Then I imagine the bloody Romulans will want to talk to me," he snapped.

"Yes, sir," she said. "I imagine they would."

The doctor came in only a minute later.

"What's this about Romulans?" he asked.

"Aren't they waiting to question me?" Stocker asked.

"Probably somewhere," he shrugged.

"Isn't this the Romulan ship?" Stocker demanded.

"Nooo," the doctor replied, "this is a storage room somewhere on deck seven of what's left of *Lexington.*"

"It doesn't feel the same," Stocker shook his head.

"Well," Benjamin theorized, "I'm just the doctor, but I think that having the warp engines and secondary hull blown away could change that."

"What the hell happened?" Stocker demanded.

"I don't know," he replied. "Ask the engineer. Ready to go back to work?"

"What do you mean?"

"You aren't any worse off than anyone else," Doctor Benjamin shrugged. "You might as well earn your keep."

"But what's all this?" he indicated the straps.

"Oh, you had a concussion," the doctor informed him. "I gave you a shot and strapped you down until you slept it off. It was all I could do for you; I had a hundred or so other patients."

"Get me on my feet. Did Grimes make it?"

"Yes, but he's still unconscious."

* * *

"So what the hell *did* happen?"

"After the torpedo hit and the first phaser barrage," Meister explained, "the ship was a wreck. I piled everyone into the turbolift, which somehow still worked, and took us down. I was headed for the emergency bridge, but the lift jammed before we got very far, and by the time the crew cut us out, the Romulans were gone."

"Lieutenant Chuikov, here in the emergency bridge," engineer

Komatsu continued, "blew the saucer clear and dove it into the atmosphere of the gas giant."

"Where is he now?" Stocker asked. "He deserves a medal."

"He's unconscious in sick bay," Meister looked away. "He tried to commit suicide after he realized that he left 150 of the crew in the secondary hull."

"Damn," Stocker gasped. "Doesn't he realize that he didn't have any choice?"

"He knows," Komatsu assured him. "He's the one who has to live with it. He pulled the switch."

"So what is our current condition?" Stocker asked.

"The saucer section is reasonably intact," Komatsu detailed. "We're on impulse power, with at least six months running time to the nearest base. We do have food and power for that long. The photon tubes can't be loaded, of course, but I have two of the phasers energized."

"Have you notified Star Fleet?"

"We sent several messages, then decided that the tight beam gear wasn't working and that we were just giving away our position."

"Very well."

"Rodney," Stocker said, "I owe you an apology. You didn't think my plan for the Battle Hawk was so hot."

"We'd been lucky so far, Captain," the engineer said. "I just didn't want to push it."

"It's more than that, Rodney," Stocker snapped. "I froze on the bridge when the War Eagle appeared behind us. I hadn't expected that. We'd all be dead except that you managed to get a new shield turned toward the torpedo."

"It didn't help all that much, sir," Rodney explained. "The torpedo was enveloping, so we still took a lot of damage."

"Gentlemen, we have a ship on the scanners!" weapons officer Duvalle exclaimed. "Closing fast!"

"Classify!"

"Can't tell," Meister admitted, "the scanners are shot up too badly."

"It's that War Eagle, come back to finish the job!"

"Phasers ready, Captain," Duvalle called out.

"For all the good they'll do," Stocker muttered.

"Contact is slowing," Meister announced, "coming to sub-light at 30,000 kilometers."

"Can you classify it yet?"

"Not with scanners."

"Duvalle, get that ship on visual!" Stocker ordered. "Maximum magnification. Put it on the screen."

The image appeared as only a blip, but then rapidly increased in size. The six men in the emergency bridge all mouthed the same word in the same heartbeat.

"Gorn!"

"Incoming message from Gorn ship," the replacement communications officer announced.

"*Lexington,* this is *Reptilicon,*" the voice on the speaker intoned. "Is Captain Stocker still in command."

"This is Stocker, *Reptilicon.* Please state your intentions."

"To repay an old debt, my friend," came the voice of Rexuss Sslith. "I'm not supposed to be here. I trust you will testify at my court-martial?"

"Indeed, old friend."

"Can your ship take a tow," the Gorn captain asked, "or should we evacuate your crew?"

"We can take the tow," Stocker responded as he heard the crewmen in the surrounding compartments cheer.

"Then have your engineer work out the details with mine," Sslith stated. "I'll send Star Fleet a bill for the fuel. For now, I'm a neutral ship in a combat zone. The lawyers can work it out.

"I'll transport over with my medical team. The engineers can work out what spare parts you need, and my surgeon can talk to yours about which cases would be better treated on *Reptilicon.*

"Do you have any Scotch on board?" was the Gorn's final question.

"No," Stocker responded. "We ran out a few days ago."

"Then I'll bring some. You sound like you could use it."◊◊◊

(SL90.0) THE SURPRISE REVERSED

(Y173)   *(Stephen V Cole, Texas)*

While on patrol near the Romulan Neutral Zone, Commodore Anthony Stocker and the Command Cruiser *Lexington* observed the arrival of a Romulan squadron. The Romulans took up a position just outside of Federation territory, then shut down their ships for repair and maintenance, safe in the knowledge that no Federation captain would risk his career by starting an incident.

But Stocker had learned, by means of a recently rescued spy, that the Romulans intended to launch a war against the Federation within a matter of hours. Taking the situation into his own hands, Stocker decided to strike first, while the Romulans were unprepared, and eliminate their numerical superiority.

(SL90.1) NUMBER OF PLAYERS: 2; Federation and Romulan.

(SL90.2) INITIAL SET-UP:
Federation border extends from hex 0125 to hex 4204. Federation
    territory includes these hexes and the area toward hex 0101.
FEDERATION: CC+ in hex 0621, heading B, speed 15, WS–III.
ROMULAN: KRB in hex 1820
    War Eagle in hex 1720   KF5RB in hex 1620
    Battle Hawk in hex 1821   Snipe–A in hex 1722
All Romulan ships are heading B, speed 1, WS–0.

(SL90.3) LENGTH OF SCENARIO: The scenario continues until all ships belonging to one player have been captured or destroyed or have disengaged.

(SL90.4) SPECIAL RULES
(SL90.41) Use a floating map. Continue the border in a straight line in either direction. Romulan ships can disengage by acceleration only when facing in direction C or D. The Federation ship can disengage by acceleration only when facing in direction F or A.
(SL90.42) There are no fighters or PFs in this scenario. The Federation ship has one type–IV drone and two type–I drones in the rack, with identical reloads. All drones are medium speed (20).
(SL90.43) The Romulan ships are surprised (D18.0).
(SL90.44) The Federation ship has the AWR refit.

(SL90.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Federation ship receives no penalty for disengaging. The Romulans receive a bonus of 200 points. The Federation player wins an Astounding Victory by destroying all five Romulan ships.

(SL90.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SL90.61) Assume another ship had joined Stocker. Add a Fed CL or FFG, but require them to destroy all Romulan ships to win.
(SL90.62) Assume that the Romulans had planned to attack the Gorns, not the Federation. Replace the Fed CC with Gorn CC.
(SL90.63) Experiment with the new generation of Romulan ships. The Romulan ships could be replaced with a FireHawk, a Sparrow-Hawk, two SkyHawks, and a SeaHawk.
(SL90.64) Assume that Commodore Kosnett in the *Kongo* is attacking a Klingon squadron. Replace the Romulan ships with a D7, D5, F5L, F5, and E4 (all with B refits).

(SL90.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL90.71) Adjust the Romulan victory point bonus.
(SL90.72) Replace the CC+ with a BCH, or replace one of the Romulan ships with one that is smaller or later.
(SL90.73) Delete one or more of the Romulan ships.

(SL90.8) TACTICS: The Federation objective is to deliver the maximum amount of firepower in the shortest possible amount of time. The Romulans must pray for lucky die rolls to release a ship, then score some internal damage on the Federation ship or escape.

(SL90.9) PLAYTESTER COMMENTS: A long-awaited update and revision of (SH2.0). Can be a challenging scenario for solitaire play.

DAY OF THE EAGLE, *conclusion...*

"Well, Admiral," the historian finished typing his notes. "We have three first-hand accounts and three Federation victories. How did we manage to lose so badly in those initial battles?"

"You have to remember, Commander," the Admiral chided, "That you only have first-hand accounts when you have survivors."

"Of course," the historian swallowed, realizing for the first time that some men had spent years in space only to die in their first battle. "It's a pity that the official history will concentrate so completely on our successes, and not our losses."

"That's called 'sugar-coating the unpopular facts' Commander" the Admiral chuckled. "It's an old game, one that may have caused this war because we didn't fully understand the last several wars.

"We read of all of the Federation victories during the initial assault by the Romulans, the Klingons, the Kzintis, etc., without a word of the defeats. We came to rely on the myth of the super-captains who would, somehow, manage to pull victory from the jaws of defeat. Just a few ships, a minimal defense, were enough.

"We let our defenses get too weak. When the rest of the Galaxy had three years of wartime production in the field we were still building at peacetime rates for a peacetime fleet. 'Never mind the military! They'll somehow keep the Klingons and Romulans away long enough for us to get ready.' What rubbish.

"Look at history. Strong nations are never attacked unless the enemy perceives a weakness that creates an opportunity for a quick victory.

"That's why the Klingon border was so weakly defended that the bastards attacked us. They weren't going to wait for us to wake up.

"That's why wehad that collection of relics out there on the Romulan border. It didn't matter what ships, or how many ships, were there. Our captains were somehow going to defeat the invasion. We were a tripwire defense, designed to die.

"There is some bitterness I guess. I was put in command of the Sixth Fleet not because I was the man for the job, but because I was a loyal soldier who would do his job as best he could without complaining. My predecessor was relieved of command for telling the public about the shameful state of the defenses on that border.

"And when the attack came, when my fleet lost half of its ships on the first day and most of the rest within a month, what happened? I was relieved of command and transferred to this desk. A scapegoat to sooth the public's demand for the head of the fool who left the border defenses so weak.

"Do you know there is still a court-martial pending?"

"You are joking, sir!"

"Hardly, commander," the admiral snorted. "It was announced to satisfy the public demand for blood, then delayed when they couldn't get enough admirals together to try me. The last hearing was six years ago. No one remembers now. When the war is over, they'll drop the charges. I've been assured of that."

"Quite a reward for your service, sir."

"Quite, indeed. The worst day of the war.
The Day of the Eagle." ◊◊◊

BATTLE STATION 11
CVB NIMITZ
DE HALSEY
FFR FLETCHER
FFR SPRUANCE

CC LEXINGTON—◊

FF BURKE—◊

TUG COPERNICUS—◊

FF LEHMAN—◊

CL SUFFOLK—◊

STARBASE 12
DN UNIFICATION
CVS RAEDER
DE DONITZ
FFR LUTJENS
FFR LANGSDORF
SC CROCKETT
FF ROMMEL
FF GUDERIAN

BATTLE STATION 26—◊

DD GENGHIS—◊

NCL GROTON—◊

CA REPUBLIC—◊

BATTLE STATION 9—

CL MACEDONIA—◊

FEDERATION SIXTH STAR FLEET
Admiral Matthews:*Unification, Darius, Crockett, Guderian, Carrier group N, Carrier group R, Copernicus.*
FIRST DIVISION: Commodore Stocker
Lexington, Republic, Groton, Suffolk, Genghis, Burke, Lehman.
SECOND DIVISION: Rear Admiral Williams
Reshadije, Prince of Wales, Anatolia, Macedonia, Xerxes, Drake, Rommel.
THIRD DIVISION: Fleet Captain Yefimov
Potemkin, Kashmir, Mallory, Zhadanov.

CA RESHADIJE
NCL PRINCE OF WALES
DD XERXES
DD DARIUS

FF DRAKE—◊

CL ANATOLIA—◊

FF MALLORY—◊
CL KASHMIR—◊

CA POTEMKIN—◊
FF ZHADANOV—◊

DENEBOLA

(SL91.0) OH HELLION! (Y180)

(Jim Townsend, California)

During furious fighting in Y180, a Klingon squadron broke through the Hydran lines. Although the Klingons were unaware of it, they were headed directly toward the undefended main supply base in that sector. The Hydrans had to slow this force down until main fleet elements could intercept it. The only available units were two ad-hoc flotillas of replacement PFs. The crews were ordered into a suicide attack.

(SL91.1) NUMBER OF PLAYERS: 2; Hydran vs Klingon.

(SL91.2) INITIAL SET UP
KLINGONS: Set up first. D7C, D7B, D6B, F5L, F5B, F5D set up within five hexes of 3010, facing E, speed 12, WS-I.

HYDRANS: Six Harriers within six hexes of 0222.
  Six Hellions within six hexes of 1128.
  All are at speed max, facing B, WS-III.

(SL91.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL91.4) SPECIAL RULES
(SL91.41) Use a floating map.
(SL91.42) All drones are type-I-Fast or allowable variants.
(SL91.43) All PFs have warp booster packs. None of the PFs are leader or scout variants.
(SL91.44) The Hydrans cannot disengage.

(SL91.5) VICTORY CONDITIONS
KLINGONS evaluate their success (or lack of it) by using the Modified Victory Conditions.

HYDRANS use an entirely different scoring system as their objective is to slow down the Klingon force or to compel the Klingon commander to send damaged ships back and continue with a smaller force. The Hydrans score one point for each frigate crippled, two points for each frigate destroyed, one point for each battlecruiser with damaged weapons, three points for each crippled battlecruiser, and five points for each destroyed battlecruiser. They can only score points against each Klingon ship one time. They win the scenario if they score at least 10 points. Hydran casualties are not considered in evaluating Hydran victory.

(SL91.6) VARIATIONS: Use Kzinti or Federation PFs.

(SL91.7) BALANCE: This scenario can be balanced to suit players of different levels of skill or experience by changing one Klingon ship to a larger or smaller unit. Using MRS shuttles on the Klingon cruisers will give the Klingons an advantage. Giving the Hydrans a scout PF (replacing one Hellion) will give them an advantage.

(SL91.8) TACTICS
KLINGONS: Try to keep the range open. Hit each PF with just enough force to knock down a shield and score 3-5 internals, causing engine damage. Use ECM to jam the power-deficient PFs.
HYDRANS: Use standard anti-fleet tactics. Concentrate firepower to cripple key targets. Use EM and ECM to approach the enemy. Don't try to disengage crippled units. Blow up an enemy ship.

(SL91.9) PLAYTESTER'S COMMENTS: Brutal scenario. Hydrans go all out to win at any cost.

(SL92.0) EVACUATION (Y182)

(Jeffrey L Moore, New Jersey)

After a devastating Klingon attack on Tarrin VII, the Federation technicians from the wrecked base were being evacuated to another base. The escape was a nightmare. Available transportation was limited, and the convoy of evacuees was tracked down by a Klingon gunboat squadron.

(SL92.1) NUMBER OF PLAYERS: 2; Klingon vs Federation.

(SL92.2) INITIAL SET UP
FEDERATION: Set up first. 24xF-18 fighter (2 are EWF), 8xAdmin shuttle, 2xHeavy transport shuttle, 1xMRS-A, 1xFree Trader, all within 12 hexes of 2215, facing B, speed 6, WS-III.

KLINGON: PF Flotilla (1xG-1L, 1xG-1S, 4xG-1) on 01xx map edge, speed max, WS-III, facing B or C.

(SL92.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL92.4) SPECIAL RULES
(SL92.41) Use a floating map.
(SL92.42) All drones are type-IF or type-ISF.
(SL92.43) All fighters and PFs have warp booster packs. The administrative shuttles, heavy shuttles, and the MRS do not have packs.
(SL92.44) Federation naval units are approaching. Any Klingon PF that has not disengaged before the end of turn 5 is considered to be destroyed.
(SL92.45) The Klingon shuttle (on the G-1L) cannot be loaded as a scatter-pack. (Allowing this, as an option, gives a decisive advantage to the Klingons).

(SL92.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Klingons receive 5 points for destroying an administrative shuttle and 15 points for destroying a heavy transport shuttle, rather than their normal BPVs.

(SL92.6) VARIATIONS
(SL92.61) Use Lyran or Romulan PFs.
(SL92.62) Replacing the Federation fighters with 12 Mustang-class interceptors or a Thunderbolt PF flotilla could be useful in evaluating those designs.

(SL92.7) BALANCE: This scenario can be balanced to suit players of different levels of skill or experience by deleting a Klingon PF or some of the Federation fighters. Another alternative is to replace some of the fighters with F-15s or F-16s, or to use F-18Cs.

(SL92.8) TACTICS
FEDERATION: Keep the fighters between the shuttles and the Klingons. Don't attack the PFs unless you use most of your fighters, as no fighter can win a one-on-one duel with a PF.
KLINGON: Fire on the shuttles to force them to drop their warp packs. If the Feds want a fighter battle, give it to them. Note that if you destroy all of the fighters without losing a PF, you can still win very handily, even if the shuttles escape. Whatever you do, don't try to attack both the fighters and shuttles at the same time.

(SL92.9) PLAYTESTER'S COMMENTS: An unusual scenario with a very unusual challenge.

STAR FLEET UNIVERSE TIMELINE

The first edition of this timeline was published in Nexus #1 back in May of 1982. Since that time, much has been added to the game and to the history of the Star Fleet Universe, and the timeline has been long overdue for updating.

This edition is different in some ways from the original. As the in-service date for most ship classes is now on the Master Ship Chart, most such dates have been deleted. An effort has been made to reference all historical scenarios published to date.

The staff analysis which produced this edition resulted in the "adjustment" of the dates of some scenarios and events. We will list such changes in the addenda for the scenarios, but if there is any contradiction, this timeline is correct.

Y1   First contact between Humans and neighboring races.
Y4   Federation formed.
Y36 First Gorn-Romulan War begins.
Y38 First Lyran-Klingon War begins; few details known.
Y39 Gorns lose first Gorn-Romulan War at Gorn-Shima.
Y40 First Federation-Romulan War begins.
     Lyrans attack what they believe is a Klingon mining colony. The outpost is, instead, from the Hydrans, a race not previously known to the Lyrans; First Lyran-Hydran War.
Y42 Lyran-Klingon War ends when several Lyran clans abandon the war to protect their homes from the Hydrans. Lyrans are forced to accept an unfavorable settlement.
Y43 Lyrans defeat Hydran invasion, but reach negotiated settlement rather than continue the war. First Lyran-Hydran War ends.
Y46 First Federation-Romulan War ends with ceasefire.
Y48 First Lyran-Kzinti War begins.
Y50 First Klingo-Kzinti War begins.
Y56 First Lyran-Kzinti War ends.
Y62 First warp-powered cruiser is launched by the Federation. Other races (with the significant exception of the Romulans) develop warp power over the next several years.
     Second Gorn-Romulan War begins.
Y65 Drones are first used in combat. Klingons and Kzintis deploy these new weapons virtually simultaneously.
Y66 Gorns develop warp power. Gorns could use this advantage to destroy the Romulans, but choose to fight defensively.
     Incidents along Hydran-Klingon border. Klingons want settlement rights on oxy-nitrogen planets in Hydran territory; Hydrans want same rights on Klingon methane worlds.
Y68 Gorns win the second Gorn-Romulan War.
     Second Lyran-Hydran War begins.
Y71 Federation forms the United Star Fleet. Member planets begin disbanding their "national" fleets.
     Second Lyran-Hydran War ends when improved Hydran weapons give them a decisive advantage over the Lyrans.
Y72 Klingon-Hydran "incident."
Y73 Hydrans attack Klingons. They do not have a formal alliance with the Kzintis (who are still at war with the Klingons), but are considered as co-belligerents. Klingons are hard-pressed to fight a war on two fronts. A new Hydran weapon gives the Klingons much concern.
Y75 Badly outnumbered Klingon fleet defending the Hydran Frontier is decisively defeated by the Hydrans. Klingons agree to a peace settlement granting the Hydrans trade concessions and allowing them to colonize several methane-atmosphere planets with Klingon Empire. Kzintis howl with rage because Hydrans will not continue the war. Klingons purchase tons of war material (at ridiculously inflated prices) from Hydrans and launch an attack on the Kzintis.
Y77 Additional drone types (II, IV, V) are in service.
Y79 Tholians arrive in our galaxy, settling in the tip of the same spiral arm that includes the Klingons. The Klingons had long claimed this territory and had some minor colonies in it, but are unable to eject the Tholians.
Y82 First Klingo-Kzinti War ends. Klingons capture 3 key planets.

Y83 Tholians first encountered by the Klingons. First of several vicious border wars lasts two years.
     The Long Lance (III) drone enters service.
Y84 Klingons, having defeated Kzintis, attack the Hydrans. This is known as the "Second Klingo-Hydran War" to Federation Historians, as the "War of Retribution" to the Klingons, and as the "War of Infamy" to the Hydrans. Lyrans attack collapsing Hydran border (Third Lyran-Hydran War) and capture several planets, but are not formal Klingon allies.
Y87 Klingons smash Hydran fleet and destroy Hydran colonies. Many atrocities are committed by the Klingons. All Hydran ships larger than police frigates are destroyed, and the Hydran Kingdom is reduced to a Klingon client. Klingons establish governors on Hydran planets. Due to the difference in atmospheres, however, these governors are never really able to control the populace and rule from orbiting satellites. These satellites have powerful weapons aimed at the planet below, but are poorly defended against attack from space.
Y88 First Federation-Kzinti War begins as Kzintis attack (682.0).
     Second Lyran-Klingon War begins in arguments over division of the Hydran Empire. In the confusion, the Hydran colonies of Altroth, Minxitith, and Krooth have not been found or occupied by the Klingons. These colonies were established by the Hydran merchant guilds, and the later power of the Guilds stems from this period. The Guilds maintain the monarchy through Prince S'Lenthna, the last heir of Hydraxan IX. The Prince is a virtual puppet (the Guilds hold the real power), but his presence is important in rallying the Hydrans.
Y89 Kzintis make gains on Feds, capturing several planets.
     Romulans attack Tholians (by mistake?), but abandon the "First Romulan-Tholian War" in less than a year.
Y90 Third Gorn-Romulan War begins with Romulan attack.
     Civil wars in the Hydran "lost colonies," as Prince S'Lenthna tries to break the power of the Guilds.
Y91 Klingons and Lyrans settle their differences by negotiation. The Klingons are anxious to do so because they plan to attack the Tholians and rid the galaxy of the "Tholian Menace."
     Federation begins counter-offensive to regain territory occupied by the Kzintis, making steady progress.
Y92 The Great Klingo-Tholian War begins.
     First Federation-Kzinti War ends, with border re-established in the original location.
Y93 Extended range drones enter service.
Y96 Third Gorn-Romulan War ends.
Y98 Klingons attack Tholian home world. While causing much damage, they cannot destroy it and retreat.
Y101 Hydran civil wars intensify. Much of Minxitith rendered uninhabitable.
Y102 Klingons abandon war against Tholians.
Y103 Second Klingo-Kzinti War begins.
Y106 Kzintis win second Klingo-Kzinti War and regain planets.
Y109 Second Lyran-Kzinti War begins when a Kzinti CS destroys a Lyran exploration ship. The Lyrans claim a moral outrage over the attack, but ignore the fact that their "exploration ship" was exploring Kzinti territory for new colony sites.
Y110 First Federation-Klingon War begins with Klingon attack.
     Tholians capture disruptor technology from Klingons in a daring raid. The Klingons are furious but unable to react.
Y111 First Federation-Klingon War ends inconclusively.
Y113 Federation completes the disbanding of the "national" fleets as the Federation Star Fleet is completed. Sixteen Orion ships and 9,000 skilled crewmen mutiny and disappear.
Y114 Second Lyran-Kzinti War ends.
     Klingon-Tholian "Incident" emphasizes border problems.
Y116 Kzinti Civil War. The Usurper attempts to overthrow the Patriarch (SL11, 12, 38, 13, 14) and fails (or succeeds?). Usurper (or Patriarch?) flees to WYN Cluster.
Y117 Orion Pirates are observed to be in widespread operation.
Y120 Fourth Gorn-Romulan War begins.
Y121 Klingo-Tholian "Incident" renews border tensions.
Y123 Third Klingo-Kzinti War begins.

Y125 Fourth Gorn-Romulan War ends. Gorns gain some territory.
Lyrans attack Kzintis (Third Lyran-Kzinti War) with part of their fleet, taking advantage of the Klingo-Kzinti War.
Y128 Hydran civil wars end as Prince S'Lenthna abdicates in favor of his grandson. Under-age, all of the boy-king's regents are heads of Guild houses.
Y129 Hydran "lost colonies" begin preparations for restoration of the kingdom. Technology is acquired from unknown foreign sources, later said to be Kzinti or perhaps Orion.
Y131 Third Klingo-Kzinti War ends, with inconclusive results.
Third Lyran-Kzinti War ends.
Y132 Hydran agents begin infiltrating the Klingon-occupied planets of the kingdom.
Y133 Gatling phaser developed by Hydrans.
Y134 New Hydran ships (Ranger, Lancer, Scout, plus the first fighters anyway) are in service in the "lost colonies."
Y135 Hydrans from the lost colonies under King Hydraxan XI attack the Klingon satellites over the Hydran planets. In a swift campaign, lasting only a few weeks, the Hydran Kingdom is restored. The personal popularity of Hydraxan XI makes him "unacceptable" to the Guilds, and he dies under mysterious circumstances. While Hydraxan XII ascends the throne, the Guilds solidify their power.
Y136 Second Federation-Kzinti War begins as Kzintis attack Federation border stations.
Orions discover the Kzintis living in the WYN Cluster.
Y137 Third Klingo-Hydran War begins; Hydrans attack Klingons.
Y139 Klingo-Tholian Incident.
Y141 Third Klingo-Hydran War ends. Hydrans have gained no territory, but have regained their self-respect. For reasons that remain obscure, four new kings take the throne in less than a year. The last, Hydraxan XVI, last for two years.
Y142 Second Federation-Kzinti War ends with no change in border.
Y143 Brief Fourth Lyran-Hydran War begins and ends as Hydrans recapture two planets from the Lyrans. Lyrans are unable to devote full attention due to troubles on Kzinti border.
Y144 Fourth Lyran-Kzinti War begins.
Y145 Kzinti renegades (of a neo-samurai cult) raid Allen's Planet, slaughtering all 3,000 colonists and kidnapping a human infant (William S Gerard). "The Marquis" (the Kzinti noble in charge of the border) captures and executes the renegades to preserve peace, but cannot return Gerard without explaining what the samurais had planned to do with him.
Revolt in Lyran Dark Star County results in democratic government loyal to Lyran Empire. Battle of the Long Claws (SN17) assures survival of democratic government.
Y146 Hydran "civil war" begins, but all combat will take place within the palace over the next five years.
Y149 Klingo-Tholian Incident.
Y150 ECM drones in service.
Y152 Hydraxan XXIII ("The Great") ascends the throne, which he will hold for almost two decades.
Federation and Kzinti units fight over a stasis box (SN2).
Y153 Battle of Vandha (SN18) Lyrans vs Dark Star County.
Y154 Second Federation-Romulan War begins.
Lyran Democratic Republic declares independence.
Y155 Treaty of Pelione re-establishes the Neutral Zone and ends the second Federation-Romulan War.
Incidents along Federation-Klingon border. Klingon F5 attacks Federation tug Cassini (SL7). Federation CL Texas is engaged by a Klingon cruiser (SL28) while attempting to recover a survey party. Orions attack a Federation base (SN3).
Ensign Phillip Kosnett graduates from Star Fleet Academy.
Ensign Ardak Kumerian graduates from DSF Academy.
Fourth Lyran-Kzinti War ends.
Orions destroy Federation border station K4 (SN3).
Y156 Second Federation-Klingon War begins. War ends the same year with the Organian Treaty.
First appearance of hellbore-armed ships (UL2); the first Dragoon destroys Klingon border station #13..
Orions destroy a Kzinti border station in a raid (SH8).

Lyran Civil War; few details known, one of many.
Kzinti-Hydran Treaty signed. Each pledges to attack the Klingons and Lyrans if the other is attacked. The Klingons and Lyrans sign a joint defense treaty six weeks later. Many Lyran nobles oppose this treaty, resulting in a sporadic civil war.
Y157 Gorn-Federation "war" starts as the result of a small incident where two brash young captains shoot first and face embarrassing questions later. Both fleets mobilize, but no actual fighting takes place. The Romulans attempt to disrupt treaty negotiations (SL18) but the "war" ends six weeks later with signing of the Treaty of Algoran.
Fifth Lyran-Hydran War begins.
Lyran civil war ends abruptly.
Klingons launch abortive attack on LDR.
Y158 Fourth Klingo-Kzinti War begins. Citing their treaty, the Hydrans almost immediately launch an attack against the Klingon border squadrons. The Kzintis attempt to block a Klingon supply convoy by long-range drone fire (SH4).
The Lyrans join the Klingons in fighting Hydrans and Kzintis.
LDR shipyards are able to build destroyers.
The Federation, anxious to reduce the threat posed by the Klingons, shifts fleet units to the Klingon border and discusses with Organians a limited action to restore the "Balance of Power." This is, however, a "hoax" (the Federation would never consider military power as a solution to the problem) intended to influence the Klingons to negotiate an immediate settlement to end the war. The plan backfires.
Y159 Klingon-Romulan Treaty of Smarba signed. Klingons begin supplying advanced technology to the Romulans, allowing the experimental conversion of six Warbirds to War Eagles. These increase pressure on Federation Border. Federation transfers ships back from the Klingon to the Romulan border. This allows Klingons to transfer ships to fight Kzintis. Federation attempt to use the "threat of force" as a substitute for simple force has failed and resulted in a dangerous situation.
Trade with WYN cluster begins.
Y160 First KR and KF5R ships transferred to Romulans.
Minor skirmish on the Gorn-Romulan-Federation border (SN6).
ISC forces observe a Gorn-Romulan battle (R13).
Phillip Kosnett becomes captain of the Heavy Cruiser Kongo. In one of his first missions, he protects the planet Pollux IX from a meteor set on course by the Klingons (SH3).
Shipyard begins operating in WYN Cluster.
Replacement of base stations with battle stations complete.
Y161 Kzintis introduce fighters. Other races begin deploying fighters shortly after. While the Hydrans have had fighters for 30 years, this is the first use of fighters by other races.
Kosnett and the Kongo are active on the Klingon border. The Kongo is sabotaged while on a special mission and attacked by a Klingon battlecruiser (SH1). Kosnett rescues Federation hostages held by the Klingons (SH7).
Kzinti drone frigates launch a series of harassment attacks on Klingon forces. In one case a Klingon battlecruiser intercepts and destroys two of these frigates (SL24).
Romulans develop the enveloping plasma torpedo; acquire warp-powered freighters and Q-Ships.
LDR acquires Hydran gatling phaser technology.
Y162 Kongo converted to Command Cruiser.
"The Marquis" sends William Gerard home in a AAS fighter.
Fifth Lyran-Hydran War ends.
Suffering from repeated pirate attacks, the Kzintis set a trap for an Orion pirate (SL36).
The Bezwell Index episode (SL60).
Romulans begin regular conversion of Warbirds to War Eagles.
Fourth Klingo-Kzinti War ends with inconclusive results.
Y163 Klingo-Tholian Incident.
Kongo conveys delegates to conference to organize anti-pirate forces (SL4). Orions attack ship and try to stop conference.
The Federation galactic survey cruiser Marco Polo is attacked by the Romulans and rescued by the cruiser Hood (SL44).
Orions ambush the Klingon D6 Conquest (SL35). The Klingon

captain separates the boom section to escape. The rear hull is later converted into the OK6 *Conquest.*

Y164 The Federation tug *Al Rashid* is disabled near the Kzinti-Klingon border (SL39). Kzinti ships arrive to rescue the ship; Klingons arrive and claim that the Kzintis are pirates.

Kongo enters time warp and returns (SN1).

The Klingon D6 *Gnasher* raids Rita's Planet in the Neutral Zone, massacring the Federation colonists (SL61). The *Kongo* arrives and rescues Burt Engles, the only survivor. While carrying him to Organia to testify against Commander Kremler, the *Gnasher* attempts to intercept the *Kongo* (SL62).

Kumerian assumes command of frigate *Vigilance.*

Y165 The Romulans begin building the new generation of ships.

Pirates capture a new fire control system and are pursued by Federation police forces (SL21).

The Federation scout *Bowie* is disabled and drifts into Tholian territory. Kosnett arrives in *Kongo* to negotiate (SL32).

A spy disables a ship carrying Federation officials on a tour of border areas (SL34); Romulans attack the ship.

Federation begins "refits;" other races follow suit.

Klingons begin deploying stasis field generators.

Lyrans begin production of trimaran ships, including the first of the "war cruiser" classes.

Andromedans build a base in the Lesser Magellanic Cloud.

Y166 Series of incidents on Klingo-Kzinti border (undeclared war).

Kumerian destroys Kzinti shuttle squadron #26 (SH5) and is promoted to command the D6 *Destruction.*

Klingon D6 *Devastator* operates as experimental semi-carrier and conducts several raids on Kzintis to test fighters.

William Gerard graduates from Star Fleet Academy.

Orion pirates attack Zeta Omicron station (SL6) and attack a Federation Starliner (SL10).

First encounter with an Andromedan *Intruder.*

Federation-Kzinti articles of agreement.

Y167 Kumerian and the *Destruction* are sent to the prestige Tholian Border Squadron, where he serves as commander of the 2nd Fighting Division. He destroys the Tholian 3rd Patrol Squadron after it forms the first pinwheel (SL3) and is promoted to commodore in command of the Squadron. He makes a demonstration attack against a Tholian base led by his flagship *Darkslayer* (SH6). Threlvis Kren, an officer under Kumerian's command, starts an incident with the Tholians which backfires (SL64). Needing a scapegoat to quiet Federation complaints, the Klingons pick Kumerian. He is stripped of his position as commodore, but is allowed to retain his rank as captain and command of his original ship *Destruction.* The ship is sent to the Western Fleet. Korath replaces Kumerian in command of the Tholian Border Squadron.

Romulan attempt (with Klingon help) to ambush the Gorn cruiser *Reptilicon* fails when the ships enter Federation territory and the Fed command cruiser *Lexington* intervenes (SL25).

Deth O'Kay's ship *Hammerfield* attacks a convoy (SL51).

Medium-speed drones available.

Y168 Federation and Klingons introduce Dreadnoughts.

On the Tholian border, the Federation destroyer *Ares* is destroyed. *Excalibur* rescues the crew (SN10).

The Federation CC *Excalibur,* the Klingon D7C *Darkslayer,* the Tholian CA *Arrrakk,* and the Orion raider *Gossamer Phoenix* defeat the extra-galactic Juggernaut (SL1). The *Darkslayer* is destroyed, but Korath is given the new *Direslayer* and a Federation commendation.

First General War begins when war erupts on the Lyran-Kzinti border. This is at first known as the Fifth Lyran-Kzinti War.

Technology improves: ISC forces begin deployment of the first PPD-armed ships; Gorns develop the plasma shotgun; LDR gets monitor; chaff pods available.

Y169 Klingons join Lyrans and declare war on Kzintis. Korath, the *Direslayer,* and the Tholian Border Squadron deploy to the Kzinti border where Korath eventually becomes an admiral.

The Hydrans launch a pre-emptive strike on the Lyrans and their attempted breakthrough to Federation territory.

William Gerard serves as an "observer" with the Kzinti fleet.

On the Kzinti front, the "Cutlass Episode" (SH10).

To atone for his failure and gain revenge against the Federation, Kumerian raids Sherman's Planet where he personally leads marines in hand-to-hand combat.

Fed and Klingon bases in the Tyson System fight (SL63).

Federation experiments with fighters on carrier *Discovery.*

Klingons begin construction of B-10 Battleship *Invincible;* obtain mauler technology from Romulans.

ISC forces defeat a Romulan squadron; contact the Gorns.

Federation tries to capture pirate vessel *Berol Turquois* but the pirate cruiser *Hammerfield* intervenes (UL3).

Y170 Klingon D6 BC *Destruction* mutinies and is interned at Federation Starbase 16. It is returned to Klingons next year. The Klingons are outraged that the Federation dismantled the Ubitron Interface Module and want to declare war, but are restrained by the Organians. Kumerian, captain of the *Destruction,* is demoted in disgrace and sent to command the penal frigate *Insufferable.* His son, Kollos, graduates from the Deep Space Fleet Academy, but is refused a naval commission. He transfers to the Security (Police) Forces.

The Kzintis attack the Klingon carrier *Berserker* (SH15).

The Klingon advance into Hydran territory depends on a tenuous supply line (SH18). The Hydrans convert the captured D7 *Anarchist* into a D7H (SL8).

Klingon police and military forces battle over a captured shipload of contraband (SL84).

Kzintis deploy multi-warhead drones.

Type—G plasma torpedoes are improved to Type-S.

Y171 The Organians disappear. Several races are blamed for this, but none know the true situation.

Klingons declare war on Federation and attack outposts. The cruiser *Hood* is reported destroyed by three Klingon cruisers (SH19), but the saucer returns in Y174.

The Klingons send ambassador Thad Vak Kaleen to the Romulans seeking an alliance. The Federation attempts to intercept Kaleen (SL65), but he succeeds in reaching Romulus.

The *Anarchist* makes several attacks on the Klingons (SL9).

Lyrans and Hydrans fight several battles including (SN20).

Orion pirates under Klingon pay attack Federation (SL66, 68).

While the Romulans do not yet declare war on the Federation, they launch a series of raids (SL30, SL67).

Y172 Federation responds to Klingon attack with raids by new carriers. Federation fleets are sent to assist the Kzintis, and a Federation expedition (Operation Hydra) unsuccessfully attempts to reach the Hydrans. In an unusual case, a group of pirates is trapped between Klingon and Federation fleets (SL16) fighting on the border. In another, a Klingon CVL battles a Federation auxiliary carrier (SL70).

Deth O'Kay carries a contract cargo to Hydran territory, but is betrayed and attacked by the Hydrans (SL52).

Incidents on the Fed-Romulan border include (SL69), (SH20).

Y173 Hard-pressed by the Federation, the Klingons convince the Romulans to declare war on the Federation and launch a massive attack. Federation Commodore Stocker discovers the invasion and launches a pre-emptive attack, catching a Romulan squadron unprepared and badly mauling it (SH2/ SL90). Another Fed squadron is ambushed at Denebola during treaty negotiations with an Orion base (SL89). The old cruiser *Republic* fights two groups of Romulan raiders.

Deth O'Kay is captured by Stocker, but rescued (SL53).

Y174 Gorns join Federation. First General War has now reached virtually complete escalation. Grand Alliance (Gorn-Federation-Kzinti) fleets battle Coalition (Romulan-Klingon-Lyran). Hydrans have co-belligerent status with Grand Alliance, but are not formal allies.

Orions begin operating against the Grand Alliance, using unprecedented numbers of ships.

Incident on Romulan border, two NCLs destroyed (SN12).

Responding to a peace initiative from the Kzintis, the C8 *Admiral Kang* sets out on its most exciting voyage (T3).

Y175 The Klingon D7C *Demonslayer* mutinies (SL26).
　　Klingons trap a Federation fleet in a stasis field. Rear Admiral John "Cracker Jack" Radey and his carrier group rescue them (SL71). Destroyer *Kublai* intercepts the Klingon D7 *Devastator*, which had been harassing shipping (SL19).
　　NCL *North Carolina* is destroyed in combat (SN15).
　　The Klingons destroy a Federation spy ship (SN16).
　　Robert Scorpio builds the first Police Carrier.
　　Kzintis introduce heavy fighters.
Y176 Alliance forces recapture much Federation territory, reaching the Tholian border and cutting off direct contact between the Klingons and their Romulan allies. The Tholians tentatively accept membership in the Grand Alliance.
　　A Klingon raid (SN13) is trapped (SN14) by the Star Fleet.
　　The Hydrans are defeated in a counter-attack (SL72).
　　ISC begins incursions into Romulan and Gorn territory.
Y177 Vulkalis Kurlak, commander of the Tholian Border Squadron, finds himself as a fleet commander without ships in a backwater of the war. Amassing hundreds of fighters, he attacks the Tholians, exposing their weakness (SL85). The Coalition launches "Operation Nutcracker" to destroy the Tholians once and for all. Besieged, the Tholians let ships of their allies enter the Holdfast, but only those of the Gorns and Kzintis (since they would not pose as much of a threat after the War).
　　The Romulans attempt a long-range cloaked attack on Rigel IV (SL42), throwing the Federation into a panic.
　　Ardak Kumerian restored to captain of D6 *Destruction*.
　　Federation launches the first heavy battlecruiser.
　　Lyrans introduce the Interceptor. Other races follow suit.
Y178 Lyrans introduce PFs; other races follow suit.
　　The Neo-Tholian 312th Battle Squadron arrives. After these ships get into action, Operation Nutcracker begins to break down (SH22). Direct contact between Klingons and Romulans is broken and will never be reestablished.
　　A Gorn offensive culminates in the disastrous battle of Delmac. The Gorn carrier *Archaeopteryx* (SH21) escapes.
Y179 Klingons begin operating PFs. Two Flotillas are formed: 700th (DSF personnel) and 701st (ISF personnel).
　　Kollos Kumerian's 701st Gunboat Flotilla ("The Bounty Hunters") destroys 135 Kzinti fighters in a year and a half.
　　Federation-Klingon incidents include (SH9), (SN8), and (SN9).
　　Pirates attack a Fed convoy in (SL54).
　　Ardak Kumerian re-promoted to Commodore.
　　Klingon police intercept pirates near the WYN cluster (SH13).
　　Federation-Romulan incidents include (SH33) and (SH34).
Y180 Romulans penetrate the Gorn lines and are engaged by support forces (SL45). Later, the Gorns and Romulans fight a major battle over the planet Hokan (SL73). A Romulan ship disappears on the frontier (SN19).
　　Klingon slaves on K't'tothos IV revolt (SL17).
　　Continued fighting on Klingon-Kzinti border (SL37), (SN11).
　　Deth O'Kay disappears under mysterious circumstances.
　　The Red WYN express delivers high-technology equipment to the WYN cluster, but not in the quantities wanted (T6).
　　Hydrans build the first Space Control Ship.
　　Fast Drones become available.
Y181 "Operation Remus". Federation and Kzintis attackl from the west while Gorns drive from the north. The Kzinti fleet surprises a Romulan fleet at anchor (SL74) and destroys it. Reasoning that their mission to guard the flank of the Fed fleet has been fulfilled, and responding to reports of Klingon attacks on their territory, the Kzintis withdraw. Facing heavy pressure, the Gorns are diverted westward and cannot reach Remus. The Federation Fleet reaches Remus alone; forces of both sides annihilate each other. Crippled CVA *MacArthur* crashes into Remus during the assault, causing such devastation that the planet is effectively rendered uninhabitable.
　　Fighting on the Kzinti front includes a disastrous attempt to carry fighters into battle on PFs (SH14), a Lyran attempt to crush the WYN cluster (SH16), the ambush of a Lyran battlecruiser (SL76), and the counter-ambush of a Kzinti carrier (SH30).

Fighting on the Federation front includes a comic-opera battle between two convoys (SL75) and a massive PF attack on the Federation squadron patrolling the front (SH29).
　　On the Hydran front, no escort is no problem (SV1).
　　Ardak Kumerian promoted to Admiral and made deputy commander of the fleets on the Federation border.
　　Phil Kosnett promoted to Commodore on the Klingon frontier.
　　Federation and Klingons build first X-ships.
Y182 "Operation Cavalry" is launched. Gorn fleet units transfer to the Klingon frontier for a major assault in cooperation with Kzinti and Federation units. Kumerian is given command of the newly organized Red Fleet and sent to stop the Cavalry. His fleet is all but destroyed (SH11), and he is reported missing in action (SL2). The Alliance forces attack a Klingon starbase and are themselves badly beaten.
Y183 Battles between Federation/Kzinti and Klingon forces. Fed CVA *Napoleon* heavily damaged and out of the war. Kzinti forces trap the Klingon 701st PF Flotilla (SL77). Battles are fought at Blackfoot Pass (SL20), (SL78). The cruiser *Australia* rescues the tug *Messier*, which had been trapped by the Klingons (SH23). Kosnett launches an attrition campaign (U5). Kzinti, Federation, Klingon, and pirate forces battle for control of a key sector on the triple border (SL86).
　　On the Hydran front, PFs raid an advanced Klingon base (SL47).
　　The Klingons track down the PFTs (SL48).
Y184 Pleiades Turkey Shoot (SH17). The Klingons launch a massive fighter attack on a Federation carrier group (Zhukov), reasoning that if they can destroy it, they can win the War. "Cracker Jack" Radey bets the entire General War on a single battle, and wins.
　　Romulans launch a series of raids to keep the Gorns off balance. One notable success is at Gijard III (SH28).
　　Andromedan Dominator-class dreadnoughts appear for the first time, presaging the Invasion. One Dominator suffers an inexplicable breakdown; its satellite ships flee for a rendezvous point with help from the pirates, but stumble into one of the last major battles on the Federation-Romulan front (T7).
Y185 Klingons launch a desperate final attack on the Kzintis, which is blocked by the White Elephant Squadron (SH32).
　　Organians return and halt the war. They offer no explanation for their absence, but hope that the "Lower Empires" (as they call the others) have "learned the futility of war."
　　Hydrans attempt to take Landfalk system from Bargantines.
　　Romulan Civil War begins.
Y186 ISC forces begin occupying Gorn and Romulan territory and enter Federation territory.
Y187 Federation forces dispute the ISC-mandated neutrality of the Fornax star system (SH24).
　　ISC briefly attempts to pacify the Tholians.
　　Romulan Civil War ends.
Y188 The ISC completes its "conquest" of the galaxy.
　　The Klingons resist ISC interference (SH25).
Y190 The Andromedans launch a full-scale galactic invasion.
　　The ISC Echelon of Judgement (all X-ships) arrives at the capital barely in time to halt an Andromedan Dominator.
　　The Andromedans raid Hydraxaport (SH26).
Y192 The Andromedans attack the Federation.
Y195 Survey ships discover the first Andromedan base on the Rapid Transport Network.
Y197 The height of Andromedan power is reached.
Y198 Andromedan power begins to decline sharply as the Rapid Transportation Network is heavily disrupted.
Y201 The Galactic Powers launch "Operation Unity" in an effort to destroy the primary Andromedan starbase (U6).
Y202 Final defeat of Andromedans.
Y203 Organians declare "Era of Tranquility."
Y205 Era of Second Generation X-ships and Trade Wars.
　　Klingon X1 frigate *Vandal* disappears.
Y225 End of recorded history. Presumably a third generation of X-ships was developed, but The Next Generation is not within the scope of *Star Fleet Battles*.

STAR FLEET BATTLES ADDENDA

As announced in Captain's Log #4 and Nexus #16, the function of publishing Addenda on a more or less continuous basis is being transferred to Captain's Log. This issue presents another selection of material designed to resolve contradictions, eliminate ambiguities, and close loopholes.

There will be those who are upset about more addenda appearing, particularly since CL#4 "solved" the addenda problem by publishing a Consolidated list. We considered several alternatives, but found no real solution. To have prepared a Re-Consolidated file (including the material from the SSD books) would have required all 48 pages of this issue. Doing a new rulebook would theoretically be nice, but we only intend to do that once, and it isn't time yet.

Let's make something clear. The staff of ADB do not sit around and say "Let's do some addenda" or "how can we torment, confuse, and infuriate the gamers?" Addenda results from players who find some problem. This could be an unanswered question, a contradiction between two rules, an undefined situation, or the need to clean up something (like adding refit data to various scenarios). Having been asked the question, we find the answer. Having found the answer, there is an obligation to publish it so that everyone else can make use of it, avoiding the necessity for them to ask it themselves.

Why does SFB have so much addenda? For a variety of reasons, none of which (we like to think) include the gross incompetence of the design and development staff. SFB is a large game with a lot of rules, so there is always an undefined interaction or contradiction somewhere. A lot of people play SFB, so a lot of questions come up. SFB tends to attract the rugged individual with a winning (i.e. killer) instinct, people who seek every advantage and push things to the limit. Does SFB have (in proportion to the number of pages of published original rules) more addenda than other games? Probably not. Most games aren't played long enough, or aggressively enough, or by enough people, to smoke out the problems.

It is suggested that you go through your rulebook and mark all rules with Addenda in CL4 with one color, and rules with CL5 addenda in another.

We've got some exciting ideas about what to do with all this addenda, and next issue we'll start putting them into action. For now, here is what we have collected over the year since CL#4 came out. It is (in all fairness) only about 20% of the amount of material we collected in the year before CL#4.

As before, the standard sub-scripts are used: n = new rule
a = additional material   e = change to previous addenda

(C0.0) MOVEMENT

(C1.32e) The comment on plotting pursuit on a probe drone should be moved to (C1.322) and expanded to include any other unit under the direct control of the player. Exception: a ship can use pursuit or station keeping plot on another friendly ship if that ship is itself under plotted movement. This allows "formation plotting" and saves time..

(C1.324a) ALWAYS PLOTTED: Any deceleration, including braking energy to reverse direction, except an emergency deceleration, which is never plotted.

(C2.42a) This rule effectively makes it impossible for a ship protected by a WW to use EM or to perform an HET without voiding the WW. Note that an HET performed before launching the WW, or EM dropped before launching the WW, would not void the WW. The additional "speed" of the maneuver is added to the speed of the ship for the impulses in which the maneuver is performed only. Note that a nimble ship moving at speed 1 could perform EM and not void the WW due to the low EM cost.

Note that ships under cloak cannot use EM (G13.59).

(C2.44e) Note exception in (C3.33).

(C2.45e) "...Note, however, *that* some functions..."

(C3.53n) Braking energy and reversing direction must be plotted as part of the ship's speed plot.

(C5.13e) This maneuver cannot be combined with normal tactical maneuvers during the same turn.

(C5.531e) "..to zero, so long as this is impulse #5 or later or after the first impulse in which counters are moved, i.e. the delay required by (C5.11)."

(C5.532e) "...resume movement, whichever comes first; if not..."

(C8.2a) The requirement that the ship "must still satisfy all movement and turn mode requirements for its originally stated speed" does not mean that the ship is required to turn.

The phrase "movement" means that if a ship moving at the original speed of the ship performing the deceleration is scheduled to move, the ship in question does in fact move. The player cannot "decline" to move by arguing the logic that he is slowing down.

The phrase "turn mode" does not require the ship to turn or to move enough hexes to satisfy the turn mode before the deceleration takes effect,

but indicates that if the player does desire to turn the ship he must still satisfy the turn mode based on the original speed before he can. He cannot argue for a lower turn mode based on the presumed deceleration.

EXAMPLE: A ship is moving at speed 20 and has a turn mode of 4. It has moved two hexes in this direction when it discovers (on impulse 19) that there is a minefield directly ahead. The player declares emergency deceleration (on impulse 19), so the ship will stop on impulse 21. On impulse 20, the ship is scheduled to move. The player argues that he should not be required to move since "logically" his ship is slowing down and has not actually moved 10,000kms, but this is false logic as the ship is still moving at the original speed while it prepares for the very sudden deceleration that will take place on the next impulse. Failing to win that argument, the player now claims that he should be allowed to turn even though he has not satisfied his turn mode because, since the ship is slowing down, the turn mode should "obviously" be lower. This is also incorrect; the turn mode is the same and the ship cannot turn unless it is satisfied.

(C10.13a) See (J6.23).

(C10.51a) See (J6.23). Plasma bolts are direct fire weapons and can be used while under EM at the standard penalties.

(C12.24a) This penalty does not apply in the case of unplotted HETs, EM, or tactical maneuvers.

(C12.33a) The highest speed in the previous 8 impulses is used to determine the braking cost when changing directions.

(C12.34a) Exception: See (D22.61).

(C12.36a) This announcement point is used for both plotted and non-plotted changes.

(C13.42a) See also (C13.48).

(C13.48e) See also (C13.42).

(C13.7a) This section deals with "external docking" which can also be done at a starbase.

(C14.21a) Three CWs (including any variants) can form a pinwheel, which is thereafter treated as a PC-pinwheel for purposes of size, life support cost, etc. CWs cannot be mixed in a pinwheel with PC-type or PF-type hulls.

(C14.46n) Pinwheels cannot land. Ships which have landed cannot form pinwheels.

(D0.0) COMBAT RULES

(D1.54e) This refers to an active WW. A voided WW may be fired on to prevent capture.

(D4.322a) Stasis field generators (those that are struck on phaser hits) are placed in the order of precedence after special sensors and before phaser-IVs, but no more than one damage point per volley is required to be scored on the SFG.

(D6.142a) Ships under passive fire control cannot control mines.

(D11.3a) Type-D plasma torpedoes are also distracted by chaff. See (FP9.18).

(D11.6a) Except type-D plasma torpedoes.

(D15.11e) While hit-and-run raids cannot destroy the station, they might be used to kidnap an individual from it or steal some other item of equipment.

(D15.14a) Extra militia squads cost 0.5 points. Extra ground vehicles cost 1.0 points. Each extra ground defense system costs 2.0 points but no more than one can be added per control station. It is not possible to add control stations.

(D16.32a) In the case of a ship (such as the Tholian PC) which has control boxes in all of its areas, opposing players may transport into any area already controlled by their boarding parties. If no such area exists, opposing players may transport into the area which contains the fewest undestroyed control boxes. If all are equal, or if two or more each have the fewest, select one (of those with the fewest) at the opposing player's choice.

(D17.4) LEVEL M: This can be achieved by an ECCM shift or by prolonged observation.

(D21.221a) This applies only in the impulse before movement will cause contact with the field.

(D21.23a) "...equal TO OR greater..."

(D21.62a) Landing is the only alternative. Low flight is not an acceptable alternative.

(E0.0) DIRECT FIRE WEAPONS

(E1.85e) Hit numbers are 2-12. See (E8.24).

(E2.25e) Delete "during" from "could fire twice during as a..."

(E3.24a) This discharge does not constitute firing the weapon and does not delay firing the weapon (with different energy) on the next turn.

(E4.12a) Correct hit numbers are (1-4) for that range.

(E4.34a) It is possible to convert a proximity-fuzed torpedo to an overloaded type. Simply remove the proximity controls and then add overload energy by allocation or by reserve power. It is not possible to convert an overloaded torpedo to a proximity-fuzed type because there is no way to "un-overload" the weapon once it is overloaded. It is not possible to fire a photon torpedo with both overload and proximity functions.

(E7.44n) Once the weapon is overloaded (even partially), it cannot be fired as a non-overloaded weapon unless the existing overload charge is first fired or discarded according to the rules.

(E9.41a) When a TR beam containing more than one point of energy is used as a tractor, this must be for a valid purpose, not for simply tractoring an asteroid to burn power. The energy in the TR beam is, effectively, "bid" in a tractor auction at the time it is used.

(E10.65n) Once the weapon is overloaded, it cannot be fired as a standard (non-overloaded weapon) until the overload energy is used.

(E12.25a) The web could include two sideslips in the same direction, for example, connecting hexes 3306-3406-3506-3606-3706. It could include 3405 and 3605 instead of 3406 and 3506. It could not include both 3406 and 3605. It could not include 3405 and 3606.

(E12.26a) See also (E12.55).

(E12.31a) Reference (D22.0) instead of (C2.3).

(E12.411) The Web Caster ship is not required to keep a free standing web in its firing arc during the four-impulse period when it is solidifying.

(E12.42a) The target hexes are designated at the time the weapon is fired.

(E12.56a) This entire procedure is resolved immediately during the step when the weapon is fired.

(F0.0) SEEKING WEAPON RULES
(F2.12n) DOCTRINE OF CONTINUOUS TRACKING
So long as one enemy ship has a lock-on to a seeking weapon, that seeking weapon is known as a unique individual (within a group of seeking weapons) from launch until impact. If several seeking weapons are in the same hex, the opposing players (having satisfied the above condition) will know which one is the one launched by ship X on impulse Y, or which drones are the submunitions from the MW drone launched by ship A which separated on impulse B in hex C. Note that while this rule allows seeking weapons to be tracked as individual entities, it provides no other information. Data such as drone type learned by various means is associated with the identity. If lock-on is lost to several seeking weapons and then restored, the opposing players will not know which seeking weapon is which in so far as when and by what ship it was launched, but they will be able to track seeking weapon identities from the point at which a lock-on was re-established.

It is assumed that this information is shared by all opposing ships. If there are three or more sides, each side records this data separately and may, but is not required to, share it with other sides.

(F4.5n) If held in a tractor beam, a ballistic drone will be treated for movement purposes under (G7.52) but as a unit with zero movement cost and zero movement energy. (i.e. it will move with the ship holding it.) If released, it will resume its original direction. (If targeted on a hex, the target hex will be offset by the distance and direction from where the drone was tractored to where it was released.)

(FD0.0) DRONES
(FD2.51a) As further revisions of the rulebook are completed, the dogfight drone (type-IS) will be redesignated as the type-VI drone. In all other ways it will remain the same.

The current confusion over this drone dates back to its introduction to the game. At that time, there was only one drone speed (slow), so there was no confusion between a type-I-Short-Range and a type-I-Slow drone. It was envisioned that there would be an entire series of short range drones (e.g. IIS, IIIS) which would not be related to the ship-type drones (e.g. II, III). Later, these plans were dropped, but the introduction of drone speeds created the designations for Slow, Medium, and Fast. These created the confusion over what an IS drone was.

(FD5.35a): Once guidance has been discontinued, it cannot be regained by any means.

(FD7.32e) Delete the phrase "or if the target enters an adjacent hex,"

(FD7.37e) If the WW is later voided, type-IS drones which have accepted the WW as their target do not revert to the original target but instead remain targeted on the WW. (While type-IS drones are themselves immune to WW distraction, they might have accepted the WW because they were fired at it, or launched by an SP with random targeting, or by an SP which had previously accepted the WW as its primary target.)

Randomly-targeted type-IS drones cannot accept a target more than 8 hexes away from the release point.

If two (or more) MW drones or SPs randomly release type-IS drones in the same impulse, the type-IS drones will not accept the submunitions of the other carrier vehicle as targets. If released on different impulses, the later group will accept the drones of the earlier group as targets.

(FD7.44a) A pilot can be transported aboard a fighter used as an SP after the SP has released its weapons, but the fighter cannot fire its direct-fire weapons until it has returned to the ship and spent an entire turn (32 consecutive impulses) in the bay. During the time in the bay, it can be reloaded, repaired, and otherwise serviced. Before landing, the fighter (ex-

SP) can use EM, HETs, TACs, warp packs, and chaff. It cannot receive EW as part of a squadron.

(FD10.47a) Some other modules are restricted to a specific bay, which may require putting the armor in the other bay.

(FD10.6a) Drones including modules of two types (e.g. a MW drone with armor) are considered to be a single drone for purposes of the percentages, but count under the category of the more restrictive type.

EXAMPLE: A ship has 10 drones and is allowed to have one of them (10%) of the Limited Availability Type. The player selects a probe drone with external armor.

(FD10.7a) Add ECM drones to the list of drones that will not destroy other drones.

(FP.0) PLASMA TORPEDOES
(FP1.13a) Downloading is done when the torpedo is completed. It is not possible to reduce the status of a torpedo that is already armed and held. For example, a ship that has paid two units of power on each of the previous two turns for its S-torp launcher can complete the torpedo as a type-S or type-G, but not as an F as that requires one point per turn on the first two turns.

(FP1.22a) See also (FP1.9) for an exception.

(FP4.2a) There is no means by which a player can force his torpedo to cease tracking the target. When control is released, the torpedo automatically assumes its own guidance. Control cannot thereafter be re-established.

(FP5.0) ENVELOPING PLASMA TORPEDOES: This technology is available to any race possessing the weapons themselves.

(FP6.3a) A PPT is not exposed when it enters a web. It acts exactly as a real torpedo would.

(FP6.3e) The impact of a pseudo-torpedo on its target reveals.... (Note that a WW would be considered the target.

(FP7.31a) The torpedo can be completed as a standard, enveloping, or shotgun type, but cannot be simultaneously completed as both an enveloping AND a shotgun type.

(FP9.16a) See also (FD7.44) which allows a fighter (but not an admin shuttle) armed with type-D torpedoes to be used as a scatter pack.

(FP10.16a) Plasma racks that replace rear-firing plasma-F torpedoes on ISC ships are hit on "torpedo" hits rather than "drone" hits.

This rule is necessary because the plasma racks are being used to change the damage percentages that were the basis of the PPD weapon design. The PPD weapon was made as powerful as it is because of the probability of damage; reducing the probability of damage unbalances the entire basis on which the weapon was designed.

(FP10.2): The sequence of rule numbering in this section is confusing. The rule is renumbered as follows:

(FP10.21) MODES: The rack can be fired in either of two modes, offensive or defensive. Repeat of material currently under (FP10.2).

(FP10.211) The current rule (FP10.21).

(FP10.212) The current rule (FP10.22).

(FP10.22) MEANS: The torpedoes in the rack can be fired by either of two means, as direct-fire (plasma bolt) or seeking (plasma torpedo) weapons.

(FP10.221) Same as currently stated.

(FP10.222) Same as currently stated.

(FP10.23) RELOAD MODE: Same as currently stated.

(FP10.24) SPECIAL: The current rule (FP10.223).

(G0.0) SHIP SYSTEM RULES
(G4.2a) This procedure can be used while the ship is under wild weasel restrictions, but cannot be used by a cloaked ship.

(G5.2a) A probe fired at a drone or shuttle will provide the same information as a successful lab identification. This is done under the "monsters" procedure, rather than the TacIntel system.

(G5.3a) The probe launcher can only be fired OR ARMED as a weapon if one of the listed conditions exists.

Condition #4 (the three point penalty) has been dropped as unrealistic. Use of the probe launcher as a weapon is dependant on the tactical situation and not the volition of the captain.

(G7.12a) A given tractor beam cannot be used again (on different or the same objects) on the same turn (or within 8 impulses on two consecutive turns) of its link being released or broken.

(G7.52a) These conditions apply whether or not the ship which tractored the drone is the target of the drone.

(G7.92a) A friendly ship using EM cannot be tractored unless it drops EM, and cannot adopt EM while held in a tractor.

If an enemy ship performing EM is grabbed by a tractor beam, all effects of EM stop immediately. If the enemy ship is later released or breaks free, the effects of EM resume. The external tractor is an overriding condition in addition to the ship's normal EM condition. If the enemy ship drops EM or adopts it, this takes effect but the effect may not be realized until the ship is released.

(G8.16n) A given unit or object cannot be transported twice within a period of 1/4-turn. Hit-and-run raids form a partial and limited exception to this rule, in that the attacking marines are transported to the target and back again during the same impulse.

(G9.17n) Shuttle and fighter crews are part of the ship's crew.

(G9.18n) PF crews are not counted as part of the crew of their PFT. These crews can abandon their PF (by various means provided in the rules) and be merged into the crew of the PFT (or base, or whatever).

(G10.111a) Ships laying linear web may not turn but can sideslip.

(G10.116a) Two minor typos: "simple announce" should be "simply announce"; "unless an until" should be "unless and until."

(G10.121a) A legal anchor point (ship, web anchor, some fighters, asteroid, etc) can be substituted for one of the two ships. Note that some units (e.g. fighters, see G10.24) can only anchor web of zero strength.

(G10.125n) Globular web cannot be reinforced until it is closed.

(G10.24n) WEB SPINNERS: Certain units may assist in the laying of zero-strength web by drawing it from a Tholian ship or base (much like drawing string from a ball). The units in the game designed to do this include Spider-I fighters, Tholian MRS shuttles, Scorpion interceptors, and second-generation X-shuttles.

(G10.241) PROCEDURE: A web spinning unit starts in the same hex as the web generating ship. As the two units move apart, a web of zero strength is created in the hex through which they move. The ship must pay the cost of generating each hex of web laid.

(G10.242) RESTRICTIONS: Web spinning units can assist in laying web but cannot generate their own web. They can only lay zero-strength web from a unit able to generate web. Their primary function is to string web from the generator to an anchor point. They can transfer their duties as an anchor point to another qualified unit or object in the same hex. Reinforcement energy cannot be added until the web is anchored to a non-spinning unit. If the web-spinning or web-generating unit is destroyed before the web is otherwise anchored (or unless another qualified anchor or spinner is in that hex), the web collapses immediately.

(G10.41a) The Tholian ship providing maintenance or reinforcement power could be in an atmosphere hex.

(G10.43n) A newly laid web hex is at zero strength (G10.3). It will dissolve in 3 turns (96 impulses) if not reinforced to strength one. Thereafter it can be maintained and/or reinforced as per the rules.

(G10.562a) The tractor link must exist for the entire turn. The pulling ship must be of the same or larger size class. A captured Tholian ship would be treated (by the Tholians) as an "enemy" ship.

(G10.62a) Phasers removed from Tholian ships and installed in non-Tholian ships do not have the Tholian ability to fire through webs.

(G10.66n) Webs do not block the control of command-controlled mines or defense satellites.

(G12.111a) Delete the reference to the ADD on Klingon dreadnoughts operating and being vulnerable only when the boom is separated.

(G13.341a) If the range (as adjusted for the cloak) exceeds the maximum range of the weapon, it should be painfully obvious to just about everyone that the weapon isn't going to do any damage.

(G13.612a) This information should be given in terms of firing arcs (the six traditional ones) rather than shield facings. Note that only "ships" (which includes bases, interceptors, and PFs) can ask for the information. Fighters and shuttles cannot.

(G13.62a) The example is somewhat incorrect. The device is turned off on impulse 10 and activated on impulse 21. Remember that when deactivated the doubling effect is lost immediately, when activated the effective range increases by 1 immediately.

(G14.34n) At the instant that the pod is dropped, the movement cost of the tug will change (except in a few cases). This will cause the speed of the tug to increase immediately. If the new speed is greater than the maximum speed allowed (30 movement points from warp power), the ship moves at that maximum speed and the excess power is ignored. Note that if the pod is dropped as a WW (J3.14) this could cause the tug to exceed the voiding speed.

EXAMPLE: An LTT has 24 warp points but (with a pod) a move cost of one. The ship has allocated all 24 warp points and one impulse point to movement, resulting in a speed of 25. During the turn it drops the pod, change its movement cost to 2/3 and increasing its number of movement points to 37. The ship begins moving at speed 31, ignoring the other six movement points.

(G14.7e) On a pod or module carried as cargo, the sensor, scanner, damage control, and excess damage tracks cannot be hit, but are not considered when determining if the pod or module has been destroyed.

(G15.4a) OPTION MOUNTS: All option mounts not on the centerline of the ship are considered to be "wing" mounts unless specifically designated otherwise. The B/C mounts on the Orion Destroyer (R8.18) are "wing" mounts. The side mounts on the WYN Auxiliary ships are noted in the ship descriptions as not being restricted in this manner.

(G15.7) FIGHTER AVAILABILITY: This rule determines the availability of fighters for the Orion carriers in situations not specified by scenarios. Free campaigns should use this procedure to avoid abuse by the Orion players.

The Orion player rolls two dice, and uses the result to access the chart below and determine what types of fighters are available.

DIE ROLL	75%	25%
3 or less	Class I Local	Class I Cartel
4-6	Class I Cartel	Class II Local
7-9	Class II Local	Class II Cartel
10-12	Class II Cartel	Class III Local
13-15	Class III Local	Class III Cartel
16 or more	Class III Cartel	Any

Classes are by standard definitions. Local means that the fighters must be of a type used by the race in whose territory the ship is operating. Cartel means that the fighters can be of types used by any races in which the cartel owning or licensing the ship operates (see Nexus #14 map). Note that heavy fighters cannot be operated by the Orions. Generally, 75% (6 on a CVL, 9 on a CVS) are of a more common type than the other 25% (2 on a CVL, 3 on a CVS).

The following adjustments (which are cumulative) are made to the die roll:

Ship is a CVS	=	+2
Ship is non-standard *	=	-4
Ship has a Poor Crew	=	-2
Ship has an Outstanding Crew	=	+1
Ship has a Legendary Cpt	=	+1
Ship has a Legendary Ace	=	+2

*This refers to a warship converted to a carrier by player modifications.

(G16.31a) If the ship equipped with the SFG stops by means of emergency deceleration, it cannot operate the SFG until 1/4-turn after movement stops.

(G16.61a) This rule covers all bases equipped with positional stabilizers (which effectively includes all bases).

(G18.42a) The affected ship can fire at any seeking weapons and shuttles within three hexes of itself. The affected ship can use tractor beams against seeking weapons within range during the 4-impulse period. The ship can use transporters for purposes of launching transporter bombs, but for no other purpose, during this period. It can use any systems on the ship that displaced it.

(G18. 53a) The affected ship can fire at any seeking weapons and shuttles within three hexes of itself. The affected ship can use tractor beams against seeking weapons within range during the 4-impulse period. The ship can use transporters for purposes of launching transporter bombs, but for no other purpose, during this period. The ship cannot fire weapons, by active or passive fire control, during this period.

(G18.65a) This also applies to ESG fields, and includes the case of a ship which has generated an ESG field being displaced in such a manner that the new position of the field coincides with the position of another unit. If two ESG fields come into contact, see (G23.73).

(G21.1a) Detached boom sections of Klingon penal ships do not have poor crews.

(G22.134a) This destruction could be by any means, including a hit-and-run raid.

(G22.4a) Neo-Tholian ships can roll for legendary engineers. Tholian X-ships can roll for legendary engineers.

(G23.61e) "Note also that THE ESGs OF A ship could strike..."

(G23.86a) To simplify the calculation against a ship, take the total number of undestroyed internals (not counting sensor, scanner, and damage control, but including excess damage) and assume this to be the total number of damage points that the ESG could have scored before destroying the unit. Base the reduction of ESG strength on this result. Note that in all but a few cases the ESG will simply be reduced to zero with no other effect, so calculations are not needed in most cases. Of course, none of this damage is scored on the ship.

(G24.13a) Web casters and snares would blind the sensors if fired as such. Web generators would not blind sensors.

(G24.213a) Note that this rule was completely changed by (K2.52).

(G24.22a) Once lock-on is broken, control of the drone cannot be transferred to another unit or to the drone's own ATG systems.

Ballistic drones are not affected by this procedure. Warp-seeking (type-VI dogfight and type-IX) drones which have achieved lock-on are not affected by this procedure. By definition, plasma torpedoes cannot be affected.

(G25.11a) Shuttles cannot carry other shuttles as cargo. Shuttles can only carry cargo which can be divided into units of 4 cargo points or less. HTS shuttles have some exceptions defined in those rules (e.g. ground vehicles).

(H0.0) POWER SYSTEMS
(H5.5a) Andromedan ships have batteries which are able to hold 5 units of power each. First Generation X-ships have batteries able to hold 3 units of power each. Second Generation X-ships have batteries able to hold 5 units of power each.
(H6.4n) See also (D22.15).
(H7.41a) "...more than the capacity of the batteries."
(H7.45a) Similarly, "Reserve AWR Power" could be used for any warp-specific purpose except movement-related purposes.

(J0.0) SHUTTLE RULES
(J1.21a) See also (C12.34).
(J1.55e) This rule in CL4 (shuttle mech links) should be numbered (J1.56n).
(J1.62a) See (G7.8) for combat in the shuttle bay.
(J1.621a) This procedure is for landing purposes only. The shuttle cannot be moved farther from the ship. It cannot fire, operate EW systems, drop chaff, or control weapons. If the shuttle is released before it lands on the ship, it is treated as a shuttle that was launched on that impulse.
(J1.634n) A maximum of one enemy shuttle can land in each bay on any two consecutive impulses. This is independent of friendly shuttle launches.
(J1.85e) When dividing the economic BPV in half, round fractions of 0.50 or more up, those of 0.49 or less down.
(J2.15a) Clarification: D17 will reveal only if the shuttle is manned. (G4.2) will reveal if the shuttle is manned, if it is on a seeking course, and, if so, its target. The reference to (J2.22) should be to (J2.226).
(J2.212a) The shuttle cannot begin to collect information until four impulses after launch. The shuttle must be on the map during the entire four impulses.
(J2.221a) The energy to arm a suicide shuttle must be warp energy.
(J2.226a) An unarmed SS is treated as armed one boarding purposes.
(J3.3e) A rule in the CL4 ConAd under this number appears after (J3.22) and should be numbered (J3.23) rather than (J3.3).
(J3.3a) Dogfight drones treat a wild weasel as a shuttle, not a ship; i.e. they score 8 damage points.
(J4.75n) A carrier is assumed to carry enough chaff pods (D11.2) to reload each of its fighters three times. A carrier is assumed to have two ECM pods for each of its fighters, although most will probably be used by the #12 (two-seat) fighter. See (J5.42) for data on warp booster packs.
(J4.821a) Two-space drones are not carried by fighters (J4.2), but it is possible that such a unit may be added in future.
(J4.888a) This rule is found on page 40 of Volume II (under R2.100).
(J4.893a) See also (J4.834).
(J4.897a) An escort equipped with fighter facilities has supplies of chaff, ECM pods, and booster packs based on the number of shuttle boxes with fighter reload boxes, even though it has no fighters. See (J4.75).
(J4.898a) This applies to repairs, chaff, and EW pods. If the EWF carries drones, these can only be supplied in a fighter box equipped to do so.
(J4.96a) This does not include ECM from "natural sources."
(J7.331a) Transporter bombs laid by a ship friendly to one or more of the fighters in the dogfight do not trigger the reaction caused by friendly fire into a dogfight.
(J8.1) New MRS shuttle:
    Gorn/Rom/ISC type-B, has 2xphaser-3 and 2xPlasma-D torpedoes.

(K0.0) FAST PATROL SHIPS
(K1.91a) The pod survives any explosions in the area, including that of the ship from which it escaped.
(K1.94a) The term "substantially reduced period" means until the end of the scenario, requiring a rescue during that period.
(K2.43a) This rule in Sup #3 refers to a PFT weapon status of II or III, but the "duplicate" of the rule in CL4 refers only to status III. The Sup #3 version is correct.
(K2.52a) PF Scouts use this same procedure to lend EW to the PFs of their flotilla. PFs can lend EW to their PFT, but cannot lend to the PFT and flotilla during the same turn. If the PFT operates more than one flotilla, each is treated separately and could be supported by a separate channel, but not by the same channel.
(K4.2a) Two enemy boarding parties can board a PF leader.

(M0.0) MINES
(M2.81e) Mines cannot be displaced. (Resolves contradiction.)
(M4.234n) A sensor mine can control up to six other mines. A given mine can only be controlled by one sensor mine. A command controlled mine which is controlled by a sensor mine can also be controlled by a manned base. The base can order the mine to activate, and can order it to disregard the orders of a sensor mine for the remainder of the scenario, but cannot give other commands. The base cannot order a command mine to resume accepting commands from a sensor mine until after the scenario.
(M5.14a) This should be stated in terms of "units" not "ships."
(M9.22a) See (M3.23) for procedure and extent.

(P0.0) PLANETS AND NAVIGATIONAL HAZARDS
(P2.542a) In the case of plasma bolts, use the original strength of the bolt, not the torpedo.
(P2.746e) Typo: "effects no relevant" should be "effects not relevant."
(P4.1a) These effects apply to all units, including shuttles, fighters, seeking weapons, mines, and bases. If a base is moved by a black hole (which could only happen in the event that a black hole appears after the base is built), its positional stabilizers remain functional for other purposes. Mines will not detonate as a result of their own movement, but will detonate if a ship moves into their detection range.
(P6.3a) PA panels cannot be operated at reinforced level.
(P8.47n) Shuttles and DefSats can also be placed in orbit. Mines, including captor mines, cannot be placed in orbit.
(P10.1a) Andromedans ignore this rule; see (P10.6).
(P13.5a) If a cloaked ship enters a dust cloud the cloak is voided.
(P15.1a) Andromedans ignore this rule; see (P15.7). Andromedan crew units cannot be killed by a radiation zone so long as PA panels on all arcs (usually front and rear) exist and are powered, whether they are full or not.

(Q0.0) SUB-LIGHT GAME
(Q3.4e) This should be under (Q4.4).
(QR4.4) SUB-LIGHT HAWK: See (R4.48).
(QR4.5) SUB-LIGHT SNIPE: See (R4.41).

(R1.0) GENERAL UNITS USED BY ALL RACES
(R1.12) MINELAYERS: Note that the data in (R1.12) is contradicted by (M9.11). The latter rule (showing twice as many mines as the former) is correct, as is shown on the SSD in SSD Book #9.
(R1.22) MONITOR: ISC monitor: PPDs are FA not FX. See (S7-14). All other weapons of categories restricted by (S7-14) to 120° arcs are restricted to FA when placed on a monitor.
(R1.28J) SMALL PF GROUND BASE: See SSD Book #9.
(R1.28K) PLANETARY CONTROL BASE: See SSD Book #9.
(R1.31) AUXILIARY SPACE CONTROL SHIP (AxSCS): SSD Book #9.

(R2.0) FEDERATION SHIPS
(R2.2) DN: Note accelerated service dates of DN+ and DNG.
(R2.39) LIGHT SURVEY CRUISER (CLS): Note (SSD-9) that this class received the refit applied to other light cruiser derivatives.
(R2.61) NEW DREADNOUGHT (DNG): See SSD Book #9.
(R2.74) FED AWR REFIT
    Many Federation ships were modified with warp reactors (AWR) replacing the nuclear reactors (APR), providing more power for the photon torpedoes. This refit began in Y170 and virtually all Federation ships (those armed with photon torpedoes) were refitted by Y174, with new construction from Y170 incorporating the refit. This applies only to APRs in the saucer section of ships with saucers, and to all APRs in battle pods, old-type light cruisers, and police ships. The cost is one point per APR converted.

(R3.0) KLINGON SHIPS
(R3.9) TUG-A: Can fire one drone from each rack each turn.
(R3.10) TUG-B: Can fire one drone per turn. If equipped with drone or battle pods, can fire one drone per turn from each rack in the pods.
(R3.51) KLINGON D-5E: Additional information: After the initial years of the war, several D5Es were built to serve in carrier groups as escorts for D5/6/7Vs, replacing the disastrous E3/E4 series. Strike carrier groups (one D5V, one D5E, and one F5E) replaced the previous groups of one D6V and two E3s. The superior AD5 was so expensive that it was deployed only with C8V groups.

(R4.0) ROMULAN SHIPS
(R4.19) SPARROWHAWK–G MAULER: Like all other maulers, the batteries can be used for other purposes. They are not restricted to the mauler.
(R4.1) MODULAR BPVs: For purposes of accounting or campaign record keeping, the cost of the various modules can be calculated from the cost of the ship without any modules. (The ship cannot operate without modules; this is simply a means of calculating module costs.)

KillerHawk	=	184
SuperHawk	=	161
NovaHawk	=	155
FireHawk	=	139
SparrowHawk (no refit)	=	90
SkyHawk	=	70

(R4.25) SKYHAWK-E ESCORT: This ship has four plasma racks (2 firing LS, 2 firing RS). It does not have anti-drones.
(R4.58) KPR: Additional information: When the two KERs were converted to KPRs, they already had the B-refit. The KER/KPRs never received S-torps, but the F-torps were upgraded to G-torps and given improved arcs during the KPR conversion. These two ships were the only KER/KPRs.

(R4.104) NOVAHAWK COMMAND CRUISER: Normally carried A or K modules. Cannot carry L modules. Theoretically could carry C, D, G, H, M or R modules but no record of having ever done so, and such use would be nonsensical. While it might carry B or E modules these would be more practical on a SuperHawk. Use of F modules would result in shock effects. Use of J modules is prohibited.
(R4.105) SKYHAWK-L DESTROYER LEADER: See SSD Book #9.
(R4.106) SEAHAWK-A FRIGATE: See SSD Book #9.
(R4.107) SEAHAWK-C SCOUT: See SSD Book #9.
(R4.108) SEAHAWK-E ESCORT: See SSD Book #9. This ship does not have aegis, but can buy it as an option.

(R5.0) KZINTI SHIPS
(R5.25) CVA: The reference to a "modified SCS design" should be ignored. These ships were converted to the standard SCS design.
(R5.30) MEDIUM MINESWEEPER: Has two MSS (instead of two standard admin shuttles).
(R5.44) WAR DESTROYER (DW): See SSD Book #9.
(R5.45) WAR DESTROYER LEADER (DWL): A variant of the DW, comprising about 20% of the total DW construction program. No SSD is provided; make the following changes to the SSD for the DW: Add one FX phaser-1, add a second anti-drone rack in the center hull, change ph-3 to ph-1; increase disruptor range to 30 and add Derfacs; increase the front shield to 26.
(R5.46) FFK FRIGATE (C-9 REFIT): See SSD Book #9.
(R5.47) DRONE CRUISER (CD): See SSD Book #9.
(R5.48) HEAVY CRUISER (CA): An interim upgrade of the Strike Cruiser produced in limited numbers, primarily for service with the Marquis Fleet on the Federation border. This ship is basically a CS with the two extra disruptors (but not the revised arcs) of the C–14 refit, but with none of the other improvements. Other data same as CS.

(R6.0) GORN SHIPS
(R6.18) COMMAND CRUISER: The BPV data under this rule number in the CL4 ConAd was superseded by the data in the Master Ship Chart section of the same CL4 ConAd.
(R6.39) MEDIUM CRUISER (CM): See SSD Book #9.
(R6.40) HEAVY BATTLECRUISER (BCH): See SSD Book #9.
(R6.41) BATTLE POD (BP): See SSD Book #9.
(R6.42) STRIKE CRUISER (CS): See SSD of CM in SSD Book #9.
(R6.72a) D-REFIT: The CV can have this refit.

(R7.0) THOLIAN SHIPS
(R7.16) DPC+: This ship was converted from a PC+.
(R7.17) TK-5: Snare arcs (if installed) are L and R.
(R7.19) WAR CRUISER (CW): See SSD Book #9.
(R7.20) HEAVY CRUISER (CA): An improved version of the Cruiser published in the CL#4 Consolidated Addenda.
(R7.21) WAR CRUISER SCOUT (CWS): See SSD Book #9.
(R7.22) LIGHT TACTICAL TRANSPORT (LTT): See SSD Book #9. Movement rate with two packs is one energy point per hex.
(R7.23) PHOTON WAR CRUISER (CPW): A variant of the war cruiser. Modify the CW SSD by replacing the four disruptors with photon torpedoes. The photons are limited to the FA firing arc. Information for this variant is shown on the CW SSD in Book #9. Other data same as CW.
(R7.24) WAR MINESWEEPER (CWM): See SSD Book #9.
(R7.25) PACKS: See SSD Book #9. This includes: A-Cargo, B-Repair, C-Troop transport, D-Power, E-Self-Defense, F-Battle.
(R7.73) REACTOR REFIT: Those Tholian ships equipped with photon torpedoes often had their APRs replaced with AWRs. This increases the BPV of the ship by one point per reactor converted.

(R8.0) ORION SHIPS
Orion ground bases substitute ph–1 for ph–4.
(R8.17) BATTLECRUISER (BC): See SSD Book #9.
(R8.18) WAR DESTROYER (DW): See SSD Book #9. This ship IS nimble.

(R9.0) HYDRAN SHIPS
(R9.4A) LORD PALADIN (SCS-LP): This number has been assigned to the Lord Paladin, which previously was buried in the refit rule.
(R9.35) NEW MINESWEEPER (NMS): This class never received the +refit.
(R9.46) SCYTHIAN ESCORT CRUISER (CVE-S): See SSD Book #9.
(R9.47) COSSACK MEDIUM CARRIER (CVM-C): See SSD Book #9.
(R9.48) WARRIOR DESTROYER LEADER (DDL-W): See SSD Book #9.
(R9.49) MONGOL MEDIUM CRUISER (CM-M): See SSD Book #9.
(R9.50) TARTAR MEDIUM CRUISER (CM-T): See SSD Book #9.
(R9.70) PLUS REFIT: The plus refits for the NSC, NEC, and NCVL cost 12 points, not 20. The New Minesweeper never received a refit.

(R10.0) ANDROMEDAN SHIPS
(R10.14) "INFESTOR" CRUISER: See SSD Book #9.
(R10.15) "MAMBA" HEAVY DESTROYER: See SSD Book #9.
(R10.16) "EEL" SCOUT: See SSD Book #9.

(R11.0) LYRAN SHIPS
(R11.26) LYRAN WAR MINESWEEPER (WMS): The front shield should have 35 total boxes, as shown in the SSD Book #9. Both shuttles are MSS. Mech links were only rarely added to minesweepers.
(R11.38) LYRAN WAR DESTROYER LEADER (DWL): See SSD Book #9.
(R11.82a) The Yaguarundi CVL carried only two Fi-Cons. Like all CVs, Fi-Cons were used from time to time on special missions; they were not standard deployment.

(R12.0) WYN DEFENSE FORCE SHIPS
(R12.12) POCKET BATTLESHIP (PBB): See SSD Book #9.

(R13.0) INTERSTELLAR CONCORDIUM
(R13.30) ESCORT CARRIER (CVE): See SSD Book #9. In service Y170.
(R13.31) LIGHT TACTICAL TRANSPORT (LTT): See SSD Book #9. In service Y170.
(R13.32) COMBAT POD (COMP): See SSD Book #9. In service Y170.

(R14.0) LYRAN DEMOCRATIC REPUBLIC
(R14.10) LTT: Available for this unit are two cargo, one repair, one power boost (self-defense), one troop, and one battle pod. These are Klingon pods sold to the LDR during and after Y170. CV and PFT pods could be bought.
(R14.14) MILITARY POLICE: Codename is "Caracal".
(R14.21) WAR DESTROYER LEADER: At least one DW was completed in this variant. The resulting ship is identical to the Lyran version except that each ph–3 is replaced with a ph–G.

(S0.0) SCENARIOS
(S1.42a) The unit is presumed to have traveled at a constant speed (equal to its entry speed) prior to entering the map.
(S2.11a) The BPV of all ships (except X-ships) is based on type–I (slow speed) drones. Ships are required to purchase drones of the speed specified for the year of the scenario at extra cost, and may purchase special types of drones at additional cost.

(S7.0) SHIP MODIFICATIONS
32. Drones and/or chaff cannot be removed to lower the BPV of a fighter.
33. Damage Control cannot be removed to lower the BPV of a ship.
34. Andromedans cannot install Andromedan technology on captured ships.
35. If a system is changed in a published variant to an existing ship design, changing it back to the original system (as a player modification) counts as a modification under the limits.
36. The cost of ADD ammunition listed in Annex #6 is for buying additional rounds or to calculate the cost of replacing ADD rounds with other weapons.
37. Jump racks cannot be installed in Tholian external shuttle bays.
38. Plasma-D racks which replace rear-firing plasma–F torpedoes on ISC ships are hit on torpedo hits, not on drone hits.
39. No more than 25% of the shuttle boxes on a ship can be converted.

ADDENDA FROM SCENARIOS
This section includes a comprehensive update of all scenarios showing the correct refits for the ships contained therein. Any refits not mentioned are not available. (e.g. if an F–5 is listed here as having the B-refit, it does not have the K-refit.) As players are aware, many of these refits were published after the scenarios in question. Committee Member Ray Olesen compiled this refit information, which is included here with various other addenda on the scenarios. Subscripts are omitted.

HISTORICAL SCENARIOS
(SH2.2) This scenario was complete revised as (SL90.0) in CL #5.
(SH6.2) Klingon ships have B-refits.
(SH6.61) The Klingons have virtually no chance to win this scenario as the rules on webs now stand. A revised OB of 1xC8, 1xD7, 1xD6, 1xD6M, 3xD5, 1xF5L, 2xF5, and 1xF5S (all with B-refits) will at least give them a fighting chance and can be considered a variant representing an attack during "Operation Nutcracker."
(SH7.2) CA has rear phaser refit.
(SH10.2) D-7 is D-7B.
(SH11.2) All Fed ships have + refits. Gorn ships have + and F refits. Kzinti ships have all refits; PFs have shield refit, one leader, one scout. Tholian C is CA, PC is PC+.

All Klingon ships have B refits; C–8, D–7, D–6, F–5 have K refit; D–6 is D–6J; E–3s are E–3As; C–8 has 2 mech links. PFs have shield refit; one G–1 is leader; one Lyran is scout; all six treated as a single flotilla. Lyran CA and DD have + and p refits with mech links; CL and SC have + refit.

A completely new Order of Battle for this scenario, based on a recently translated section of the tapes, will be published in a future product.

(SH12.2) F–5 has B-refit; drones medium speed.

(SH16.2) Lyrans all have + refit; DN, BC, 2xCA, 2xCL, 1xDD have p-refit. No PFs have shield refit. One PF is a PFL. DN and BC have mech links.

(SH17.2) Fed CVA has + refit; DEs are DEAs; ECL has shield refit. Klingon F–5s have B and K refits. PFs have shield refit; each flotilla has one leader and one scout.

(SH18.2) Klingon E–4 has B refit.

(SH19.2) CA has + and phaser refits. D–7 has B refit.

(SH20.2) Romulan ships have rear ph–3 refit. Fed NCL and Pol have + refit.

(SH20.6) Gorns have + refits only.

(SH21.2) Gorn CV has + and D refits; fighters armed with plasma–D; HDE is HDA+.

(SH22.2) Klingon C–8V has K refit; F5L has K refit; D7 has R refit; F5 has B refit. D7C is D7L but has no mech links. Gorn HDD and BDD have +refits.

(SH23.2) Tug has + refit. D–5 *Rikor* has K refit.

(SH24.2) ISC ships have the phaser–3 and rear-firing torpedo refits. NCVL has + refit.

(SH25.2) ISC ships have the phaser–3 and rear-firing torpedo refits. Klingon PFs have shield refit, one leader, one scout.

(SH26.2) Hydran Lancer, Knight have + refit. Horseman should be Mongol. All PFs have shield refit; leader is a Hellion; scout is a Harrier; treated as a single flotilla.

(SH27.2) Shield refits appeared during Y182. In this scenario they could be used by either or both players, or given to the less experienced player to balance the scenario.

(SH27.43) LDR PFs do not receive ph–Gs.

(SH28.2) All PFs have shield refit.

(SH29.2) Fed DNG could replace DN+ as a variation. Fed CVS and CA have + refits (which include improved shields).

(SH31.2) Shield refits appeared during Y182. In this scenario they could be used as an optional variation.

(SH32.2) Klingon D–5 has K refit. Kzinti PFs have shield refit; fighters have C-refit.

(SH34.2) Romulan SpH–E has + refit. Chicken Hawks have rear-firing ph–3 refit. Federation CA has rear phaser and + refits; NCL has + refit.

SCENARIOS FROM CAPTAIN'S LOG

(SL2.2) Klingon C–8 boom has K refit; F–5 has B and K refits; E–4 has B refit; G–1 is leader type. Federation ships have + refits. Kzinti ships have + refits; FFs are FFKs; CS is BC; PFs have shield refit, one leader, one scout. Gorn ships have + and F refits.

(SL3.2) Klingon D–6 and F–5s have B refits.

(SL8.2) Klingon C–9 has B refit. Hydran Ranger has + refit.

(SL9.2) Klingon ships (except two D–6s) have B refits. Hydran Rangers have + refits, D–7H does not have B refit.

(SL16.2) Klingons: 2xD–6, F–5S, 2xF–5, have B refit. Federation CC, CL, CVL, SC and 1xDD have + refit; CA has rear phaser refit. Kzinti CV is CVS; all three FFs have C–10 refits. Gorn CA has + refit. Orion CA, CR, one LR have Oakdisc.

(SL17.2) One Klingon G–2 is G–2C.

(SL19.0) Timeline change: takes place in Y175.

(SL20.2) All Federation ships have + refit. Klingon D7C has K refit (D7L); one D–5 is D–5K; D–6PFT has B refit; F–5 has B and K refits; both E–4s have B refit. PF flotilla has shield refits, one leader, one scout. (Supercedes CL4 entry.)

(SL25.0) Timeline change: Takes place in Y167.

(SL25.2) Gorn CA has + refit. Fed CC has + refit. Klingon D–7 has B refit.

(SL26.2) Both Klingon F–5s are F–5Bs. Kzinti ships are FF+, CL+, BC.

(SL37.2) Both G–1s are standard, no shield refits.

(SL42.2) Federation: one POL has + refit; CA has + and rear phaser refits; NCL has + refit. Condor has S-torp refit.

(SL45.2) Gorn HDD and BDD have refits; PFT has F refit; PF flotilla includes one leader, one scout. Romulan refits as shown.

(SL46.2) Shield refits appeared during Y182. In this scenario they could be used by either or both players, or given to the less experienced player to balance the scenario. One leader and one scout in each flotilla.

(SL47.2) All PFs have shield refit. Hydran PFs include one Harrier flotilla and one Hellion flotilla. Each flotilla includes one leader, one scout. Lyran FF has + refit.

(SL48.2) See (SL47.2) for PF data. Klingon D–5 has K refit.

(SL51.2) One G–2 is G–2C. F–5 in reinforcement is F–5B.

(SL53.2) Fed CC is CC+. Note Orion Ph-G refit.

(SL54.2) Fed Tug and Pols have + refit. FFs are FFGs.

(SL56.422n) The appearance of a black hole will dissolve any web within 10 hexes.

(SL57.2) Federation FF is FFG; both Pol are Pol+. Klingon D–6 and F–5 have B refits.

(SL60.2) *Audacity* is an F–5C (no K refit).

(SL63.7) One base could receive the shield refit of Y170.

(SL64.2) All Klingon ships have B refit (if applicable).

(SL65.2) Federation CC is CC+. Romulan ship has B refit.

(SL66.2) Federation NCL has + refit; Pol in 2301 has + refit.

(SL67.2) Federation CA and Pol have + refit; CA has rear phaser refit.

(SL68.2) Federation GSC could be given + refit for balance.

(SL69.2) Federation CVS, FFRs, and GSC have + refits. Romulan War Eagles have rear ph–3 refit.

(SL71.2) Federation: all ships have + refit except *Zhadanov* and DEs. Klingon ships all have B refit; F–5L includes K refit. CL4 data incorrect.

(SL72.2) Hydran Ranger, Lancer, Uhlan have + refit. Klingon ships all have B refits; F–5L and D–7C have K refits.

(SL73.2) Gorns: HDDs and BDDs have refits; base has 35-box shields; PFs include one leader, one scout, no shield refits; CAs are BCs; BC in 2nd division is CC; the DN, CL, DDs have +F refits; DDs in 4th division are DEAs; CV and DEs have +D refits; Tug and PFT have F refits; Monitor pod has + refit. Add one mining station to each GCL.

Romulans: Condor has S-torps; all SpHs have + refits; WE and Falcon have rear phaser–3 refits; SpH–B has D-rack refit; PFs include one leader, one scout, no shield refits.

(SL73.6) Federation ships will have + refits; FFs are FFGs; CA has rear phasers; DEs of 5th Squadron are DEAs.

(SL74.2) PF flotillas include one leader, one scout; no shield refits. Fighters do not have C-refits. Gorn ships have + and F refits as applicable; those of 4th division have D-refits in place of F-refits. Romulan fleet: Condor has S-torps; SparrowHawks have + refits; WE and Falcon have rear phaser–3 refits. Romulan base has 35-box shields; KE4R is KE4RB; WE has rear phaser-3 refit.

(SL75.2) Klingon PFs do not have shield refits, leader, or scout. All three Federation freighters are armed freighters (drone).

(SL76.2) No PF shield refits; Kzinti flotilla includes one leader, one scout. Lyran BC has shield and phaser refits with mech links; CW has shield refit with mech links. Federation CVS is CVS+; DE is DEA; FFEs are FFEA+.

(SL76.6) Gorn HDD has refit; PF flotilla has one scout and one leader, no shield refits.

(SL77.2) Kzinti CVE has refit; PF flotilla includes one scout, one leader, shield refits. Klingon PF flotilla has one scout, one leader, shield refits.

(SL78.2) Federation GSC is GSC+. Klingon D–7C is D–7L; PFs are standard G–1 with shield refit.

(SL79.45) The Klingon base cannot fire at the Hydrans until the Hydrans fire at a Klingon unit, or until one Hydran unit is at a range of 3 hexes or less from the base.

(SL81.48) To reflect prior battles, allocate six internal damage points by the DAC, then repair two of them. Then allocate ten more internal damage points (as two volleys of five points, one through the #2 shield and the other through #5). Then repair two damage points. This exhausts the Continuous Damage Repair capability of the ship. (In a campaign scenario, use the actual damage from the previous battle.)

(SL81.5) If the Klingon ship(s) are destroyed, the Hydrans win.

(SL82.2) Fed CC is CC+.

(SL83.2) The Orion CA can have any facing.

(SL83.5) One or both of the Pols could have the + refit.

(SL85.0) The designer's name is Stacy Brian Bartley, not Stacey.

(SL85.2) The admin shuttles are not within the 200 limit, but no more are received after the limit is reached.

(SL85.41) The phrase "any ship leaving" should be "any *unit* leaving".

(SL85.6) PCs could be replaced by PPCs or DPCs for variety, or with + variants for play balance.

(SL86.2) Kzinti BATS has 40-box shields. Fed CVS has + refits; FFE has G refit; F–18s have C refits. Klingon D–5C is D–5L; one F–5B has K-refit.

(SL86.44) Shield Control is repaired (the three shields return to active use) after a total of 12 repair points are accumulated.

Pod release: Turn 1 and Turn 2 refer to the turn that the pods are released and the following turn.

(SL87.44) Die roll indicates the number of the damaged shield.

(SL87.45) Plasma torpedoes also disappear without trace or effect when they enter an unknown hex.

(SL87.46-3 & 5) Roll a die to determine direction by the hex rose on the map.

(SL87.48) A zero-radius ESG will damage the wall (and be reduced in strength) by one point on each impact.

SCENARIOS IN NEXUS MAGAZINE

(SN1.2) Gorns have 10 BB and 15 DD.
(SN13.2) Klingon F–5L is F–5C; F–5 and F–5D have B refit. Fed Pol have + refit. Two of the small freighters are FA–S (drone).
(SN14.2) Klingon F–5L is actually an F–5C.
(SN15.2) Federation NCL has + refit.
(SN16.2) Klingon D–7C has K-refit (D–7L). Klingon D–6, D–6D, F–5, E–4 have B refit.

SCENARIO IN VIP MAGAZINE

(SV1.2) Hydran LTT has + refit. Klingon D5s have K refit. F–5 and F–5S have B-refit but not K-refit.

(T0.0) MINI-CAMPAIGNS

(T3.23a) Aegis FF and both standard FFs have C–10 refit. CVL has C–14 refit. Large freighter is FA–L(drone). The Kang is a C–8B.
(T6S1.2a) Base station has 35-box shields. POL, CC, and DD have + refit.
(T6S2.2a) All Pol are Pol+.
(T6S3.2a) F–5 is F–5B; one G–2 is G–2C.
(T6S4.2a) Orion BATS has 40-box shields. Kzinti DFs have C–8 refits.
(T6S5.2a) CVL is CVL+; both FF have C–10; DF has C–8 refit.
(T6S6.2a) Lyran CC, CWs, CVL have mech links. DDs have p-refit. All have + refit where applicable.
(T7S1.2a) NCL and FFGS have + refits.
(T7S2.2a) Gorn HDD has shield and ph-3 refits; PFT has D-refit; PFs have shield refit, include one leader and one scout.

(U0.0) CAMPAIGN RULES

(U2.4a) Note that as there are two or three enemy ships in scenario #5, it is possible to obtain a maximum score of 71 or 78 points.
(U6.21a) ANDROMEDAN REINFORCEMENTS: The Andromedan player can, one time, replace an Intruder with an Infestor. An Eel may replace the Courier. No provision is made for converting an Andromedan ship to a different class or variant. Mambas can be substituted for Pythons.
(U6.23a) ANDROMEDAN INITIATIVE: The Python, being a satellite ship with its own DisDev, can move independently. In this case, it could replace a "major ship" or be carried by one, but the Andromedan may not deploy a Python in addition to the two "major ships" allowed by this rule.
There is no provision to deploy extra ships at bases along the route, allowing the Andromedan force to retreat to a reinforced base. The ships designated by this rule are the only force that the Andromedans can use in combat.
(U6.282a) BASES: A satellite base could be deployed in the LMC, but each such base deployed must be at least 13 and not more than 24 hexes from the starbase, and each such base deployed replaces one of the nine satellite ships allowed to be in action.
(U6.32a) OPERATION UNITY FORCE ORGANIZATION: No more than two ships rated as "Flag Command" types can be included in any one Battle Force. The term "Flag Command types" includes, generally, dreadnoughts and "dreadnought substitutes" such as heavy battlecruisers, space control ships, X-cruisers, or the Romulan KillerHawk. It does not include "command cruisers" such as the NovaHawk or D7C.
(UL1.0) THE HYDRAN EXPEDITION: This campaign is designed for the FEDERATION SPACE map, which is no longer available. The campaign has effectively been replaced by Scenario (681.0) THE HYDRAN EXPEDITION for the game FEDERATION AND EMPIRE. This scenario was published in Nexus #16.
(UL1.2) CL4 data incorrect. Hydrans, including bases, have no refits. Klingon refits are specified.
(UL2.0) WHERE WISDOM FAILS: The correct date for this campaign is Y156, not Y166. None of the Klingon ships have B-refits.
(UL3.0) THE HUNT FOR BEROL TURQUOISE: This mini-campaign includes scenarios (SL82.0) and (SL83.0). Any addenda is under those rule numbers.
(UN1.22) PFs have shield refits. Each flotilla has one leader and one scout. Lancers have + refits. Horseman CLs are replaced by Mongol CMs. Traveler CL is replaced by Tartar CM. Troopships are standard types with military shields.
(UN1.23) Bargantine ships do not have K refits or UIMs. Small freighters are F–AS (drone).

ANNEX #3 MASTER SHIP CHART

The Master Ship Chart has been completely revised in this issue of Captain's Log, incorporating all previously published addenda and several additional changes and revisions.

ANNEX #7-H: CLOAKING DEVICE OPERATING COST

The Committee and Joint Chiefs conducted an exhaustive study of cloaking device operating costs based on a request by Romulan Proconsul Ronald Spitzer. The request had shown that some ships were incapable of arming their weapons and moving while under cloak, and that the "pattern" of cloak costs (based on power and hull form) had some anomalies in it. Public comment was solicited through Starletter and studied carefully. It was fully realized that changing these costs would cause some confusion as SSD sheets included the old cost figure, but that the ships in question were not effective as currently programmed. After months of work, the following changes were agreed to. Note that the BPVs of these ships do not change, as those are calculated by a different formula which does not account for available power when cloaked. All other cloaked ships (including Orions) were evaluated, and none were changed unless listed here.

20	=	ThunderHawk
18	=	FireHawk
16	=	KD5R (CWs)
15	=	SparrowHawks
6	=	SkyHawks
5	=	SeaHawks, Battlehawk, WarHawk
4	=	Pelican MS
3	=	Snipe-B
2	=	Snipe-A

ANNEX #8-A: DISRUPTOR RANGES: LDR Military Police: 22

ANNEX #10 TACTICAL INTELLIGENCE

Small Ground Bases: PF base, Planetary Control Base*.
Federation DN: DNG*
Romulan SkyHawk: SkyHawk-L*
Romulan SeaHawk: SeaHawk-A, C, E
Kzinti C: CD, CA
Kzinti DW: DW, DWL, all variants
Kzinti FF: FFK
Gorn CA: CM*, CS*, BCH*
Tholian C: CA
Tholian CW: CWS, LTT, CPW, CVW, CWP
Orion C: CH*, CB*, CR, CVS
Orion CH: CA, BC
Orion CB: BR, CVS
Orion LR: DBR*
Orion DW: DW, all variants
Hydran Horseman: Mongol, Tartar, Commanche, Cossack, Apache
Hydran Lancer: Warrior
Hydran Hunter: Scythian
Andromedan Intruder: Infestor
Andromedan Python: Mamba
Andromedan Cobra: Eel
Lyran CW: WYN-BB*
Lyran DW: DWL
ISC CL: LTT*
ISC DD: CVE

ERRATA FOR SSD BOOKS

Note that in all cases the Master Ship Chart in CL#5 (as amended by future Addenda in later issues of Captain's Log), has the correct BPV for each ship. Some SSDs have incorrect information.
Also note that addenda and errata for rules material contained in SSD books will be found under that rule number, not in the SSD Book section.

SSD BOOK #5

ISC Monitor: PPDs limited to FA arc.

SSD BOOK #9

AUX SCS: Needs 4 admin shuttle tracks.
DEFSAT-PL-D: Cannot bolt.
FED CLS: The deck crew track has four boxes; the highest should be labeled 4 instead of 3.
KZINTI MEDIUM MINESWEEPER: Shuttles should be MSS not MMS.
GORN BATTLE TRANSPORT: Needs RX arc breakdown.
THOLIAN LTT: Move cost = 1 with pod or two packs.
ORION WAR DESTROYER: This ship definitely IS nimble.
HYDRAN SCYTHIAN: Needs FA arc for fighters. Ftr Fusion range 10.
HYDRAN TARTAR: Fighter fusion has range 10, not 8.
LYRAN DWL: The p-refit is available for this ship but not shown.

COMMANDER'S STAR FLEET BATTLES — MASTER SHIP CHART

THE FEDERATION STAR FLEET (R2.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
DN	50	14	180	3-6	1.50	4	2	E	2	168
DN+	52	14	205	3-6	1.50	4	2	E	17	172
DNG	54	16	242	3-6	1.50	2	2	D	61	175
CX	50	16	210	5-6	1.00	4	3	D	55	181
BCG	50	16	180	5-6	1.00	3	3	D	33	177
BCF	50	16	180	5-6	1.00	3	3	D	34	178
CC	45	10	137	5-6	1.00	3	3	D	3	83
CA	43	10	125	5-6	1.00	3	3	D	4	65
CVA	49	10	172/150	4-6	1.00	2+4	2	D	13	171
SCS	55	12	188/160	4-6	1.00	2+4+1	2	D	32	189
SCSA	55	12	188/160	4-6	1.00	2+4	2	D	32	181
CVS	46	10	142	5-6	1.00	2+4	3	D	29	168
GS	45	12	140/120	5-6	1.00	2	3	D	16	120
GS(CVL)	44	6	140/120	5-6	1.00	1+2	3	D	16	167
CL	37	8	93	4-6	0.75	2	3	C	5	63
ECL	40	6	90	4-6	0.75	4	3	C	15	171
CMC	37+10	20	100/80	4-6	0.75	4	3	C	31	125
NCL	36	8	116	4-6	0.67	2	3	C	18	170
NVL	42	8	120/100	4-6	0.67	1+2	3	C	35	173
DD	20	6	94	3-6	0.50	1	4	C	6	65
DE	22	4	92	3-6	0.50	3	4	C	14	171
SC	19	6	120/100	3-6	0.50	1	4	C	7	65
FF	16	6	71	5-6	0.33	1	4	B	25	65
FFV	20	4	75/50	5-6	0.33	1+2	4	B	49	175
Tug	22	2	88/60	2-6	†	1	3	†	8	72
BT	50	10	168	2-6	1.50	1	2	E	10	115
CVT	46	6	158/90	2-6	1.50	1+4	2	E	22	172
LTV	46	10	130	4-6	1.00	1+2	3	D	57	174
Pol	6	2	40	6	0.33	1	4	A	12	72
PolCVE	18	2	97	5-6	0.50	1+2	4	B	24	176
P-CV	24	4	70/30	–	Δ	0+4	4°	–	22	172
P-CVL	16	4	32	–	Δ	0+2	4°	–	57	174
P-SL	4+30	2	48/20	–	Δ	–	4°	–	9	72
P-BP	28	8	88/45	–	Δ	–	4°	–	10	115
P-LBP	18	8	55/40	–	Δ	–	4°	–	58	174
P-CP	–	–	21/15	–	◆	–	–	–	11	72
P-R	20	4	44/22	–	◆	–	–	–	52	160
P-T	4+30	60	40/24	–	Δ	1	4°	–	53	160
P-SD	6	2	28/10	–	◆	–	–	–	54	170
DN Scr	30	8	90	2-6	0.50	–	4°	C	–	168
BC Scr	25	8	70/35	–	Δ	–	4°	–	–	177
CA Scr	20	5	60/20	–	Δ	–	4°	–	–	65
CVA Scr	25	6	70/32	–	Δ	–	4°	–	–	171
GSC Scr	20	4	60/20	–	Δ	–	4°	–	–	120
PF	3	1	20/40	6	0.20	–	5	AA	81	181
INT	2	1	15/22	6	0.17	–	5	AA	80	179
S-Qship	6	4	40	2-6	0.33	–	4	B	–	74
L-Qship	12	8	81	2-6	0.50	–	4	B	–	74

FEDERATION VARIANTS

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
CC+	45	10	147	3	165
CA+	43	10	139	4	165
CA+ R	43	10	143	4	165
CVS+	46	10	156	29	170
ComV	40+15	30	140/120	51	170
NCS	36	8	123	36	172
CLC	40	12	143	37	175
NSC	32	8	120/100	19	176
NMS	30	8	116/90	30	175
NEC	38	8	120	20	184
NPFT	38	8	110/90	56	181
NAC	38	8	120	59	178
NCVS	42	8	120	60	176
LTT	30	6	116/75	38	174
LBT	48	14	140	58	174
CL+	37	8	106	5	168
MS	30	6	94/80	21	158
CLS	35	8	100	39	68
CLH	40	4	100/70	40	78
DDL	22	6	94	27	165
DDG	22	6	94	28	155
DEA	22	4	98	23	175
FFG	16	6	75	26	160
FFE	16	6	80	41	168
FFEA	16	6	90	41	176
FFR	16	6	80	42	168
FFRA	16	6	90	42	176
FFL	16	6	69	43	165
FFS	16	6	71	44	170
FFD	16	6	73	45	155
FFM	16	6	71/60	46	170
FFT	12	2	68/50	47	120
FFP	10+10	2	75/50	48	130
FFB	22	10	100	50	176
DN+ S	30	8	100	–	175
DNG S	30	8	115	–	178

THE ORION PIRATES (R8.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
BC	40	20	180	5-6	1.00	2	3	C	17	180
CA	30	16	127	5-6	1.00	2	3	B	3	132
BR	26	16	115	6	0.67	2	3	A	13	168
CVS	30	10	120	6	0.67	1+2	3	A	16	171
CR	20	12	86	6	0.67	2	3	A	2	117
OK6	42	16	130	5-6	1.00	2	3	B	15	165
DBR	20	12	100	6	0.50	2	4	A	14	168
Sal	36	20	112/90	4-6	0.67	2	3	C	4	150
CVL	38	18	130/90	4-6	0.67	2+2	3	C	6	170
PFT	36	18	130/90	4-6	0.67	2	3	C	9	180
DW	24	12	80	6	0.50	1	4	A	18	174
LR	12	8	68	6	0.33	1	4	AA	7	117
DR	12	8	68	6	0.33	1	4	AA	8	117
Slav	12	8	83/60	3-6	0.25	1	4	D	5	117
Free Trt	8	4	80/32	4-6	0.50	1	4	C	10	117
Bucnr-F	3	1	20/40	6	0.20	–	5	AA	81	180
INT	2	1	15/22	6	0.17	–	5	AA	80	179
BS	40	10	200/75	–	◆	2	3	–	–	117
BATS	80	30	500/125	–	◆	4	2	–	–	165

ORION VARIANTS

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
Buc-Y	3	1	20/40	83	180
Buc-H	3	1	20/40	84	180
Buc-P	3	1	20/40	85	180
Buc-K	3	1	20/40	86	180
Buc-D	3	1	20/36	82	180

THE KLINGON DEEP SPACE FLEET (R3.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
B-10	81	32	316	2-6	2.00	2+2	2	E	17	195
C-9	62	24	205	3-6	1.50	2	2	D	2	168
C-8	60	24	211	3-6	1.50	2	2	D	3	168
C-8V	66	20	235/200	3-6	1.50	2+6	2	D	28	174
C-8S	68	20	245/210	3-6	1.50	2+2	2	D	39	186
C7	55	20	180	5-6	1.00	2	3	C	102	181
DX	56	24	210	5-6	1.00	2	3	B	40	181
D-7	45	14	117	5-6	1.00	1	3	B	4	83
D-7C	47	16	139	5-6	1.00	2	3	B	31	123
D-7V	47	10	123	5-6	1.00	1+2	3	B	44	172
D-6	44	14	113	5-6	1.00	1	3	B	5	62
D-6CV	45	8	106	5-6	1.00	1+2	3	B	21	169
RKL	36	10	110	5-6	0.67	1	3	B	63	174
D-5	40	8	110	5-6	0.67	1	3	B	23	168
D-5V	44	8	115/103	5-6	0.67	1+2	3	B	62	170
FX	30	12	148	5-6	0.50	1	4	A	41	181
F-6	26	12	108	4-6	0.67	1	4	A	64	176
F-5C	26	12	94	4-6	0.50	1	4	A	34	90
F-5	22	8	71	4-6	0.50	–	4	A	6	65
F-5CVL	24	6	90/70	4-6	0.50	1+2	4	A	30	167
E-5	20	6	75	4-6	0.33	1	4	A	65	172
E-4	14	6	55	4-6	0.33	–	4	A	7	65
E-3	12	5	42	4-6	0.33	–	4	A	18	83
G-2C	12	6	53	5-6	0.33	–	4	A	103	95
G-2	10	4	46	5-6	0.33	–	4	A	19	83
Tug-A	20	7	125/110	3-6	†	1	3	†	9	119
Tug-B	18	3	106/70	3-6	†	1	3	†	10	83
CVT	40	13	158/139	3-6	1.00	1+4	3	E	16	168
BT	40	19	187	3-6	1.00	1	3	E	14	119
P-C1	–	–	14/10	–	◆	–	–	–	11	83
P-P2	3	1	28/15	–	◆	–	–	–	12	83
P-T3	3+20	40	30/20	–	Δ	–	4°	–	13	83
P-B4	10	6	31	–	◆	1	–	–	14	119
P-H5	10	3	14/12	–	◆	0+2	–	–	15	168
P-PF6	10	2	20/12	–	◆	–	–	–	66	180
P-V7	14	4	25	–	◆	0+4	–	–	67	175
P-D8	10	6	22	–	◆	–	–	–	68	105
P-R9	10	2	34/18	–	◆	–	–	–	69	160
B-Bm	18	8	125	2-6	1.00	–	3°	C	–	195
C-Bm	12	6	75	2-6	0.50	–	4°	C	–	168
C7-BM	10	6	70/50	2-6	0.33	–	4	B	102	181
D-Bm	9	4	58/30	–	Δ	–	4°	–	–	62
DJ-Bm	9	4	60/40	2-6	0.25	–	4°	A	36	90
T-Bm	9	4	60/30	–	Δ	–	4°	–	–	83
D5-Bm	8	4	55/26	–	Δ	–	4°	–	–	168
D5J-Bm	8	4	60/30	2-6	0.25	–	4°	A	37	172
F6-Bm	8	4	40/25	–	Δ	–	4°	–	–	176
F-Bm	6	3	35/20	–	Δ	–	4°	–	–	65
FJ-Bm	6	3	40/25	2-6	0.13	–	4°	A	38	85
G-1 PF	3	1	20/38	6	0.20	–	5	AA	81	179
H-1 INT	2	1	15/22	6	0.17	–	5	AA	80	177
S-Qship	5	5	41	2-6	0.33	–	4	B	–	74
L-Qship	10	10	83	2-6	0.50	–	4	B	–	74

KLINGON VARIANTS

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
C-9A	62	24	221	2	175
D-7A	45	14	127	8	165
D-7B	45	14	124	4	165
D-7D	45	14	144	42	176
D-7E	40	16	140/120	43	130
D-7K	45	14	127	4	175
D-7L	47	16	141	31	175
D-7N	45	12	150/115	45	130
AD-6	40	10	115	101	174
D-6D	46	6	113	32	135
D-6E	40	10	132/112	46	120
D-6G	40+20	40	120/90	48	125
D-6J	44	14	123/98	36	90
D-6M	44	6	125	33	168
D-6P	44	8	109	22	180
D-6S	42	12	130/100	47	160
AD-5	40	8	120	29	176
D-5A	40	8	118	24	172
D-5C	43	10	122	49	169
D-5D	40	8	111	50	170
D-5E	40	8	110	51	172
D-5F	40	8	110	52	172
D-5G	36+16	32	110/95	53	170
D-5H	36	6	95	54	170
D-5I	36	6	100	55	175
D-5J	40	8	114/95	37	172
D-5K	40	8	112	56	176
D-5L	43	10	124	57	176
D-5M	38	8	115/100	58	170
D-5N	42	12	125/110	59	171
D-5P	44	6	125/100	60	179
D-5S	40	6	120/100	61	174
F-5D	22	6	90	35	79
F-5E	22	6	100	104	170
F-5J	22	8	75/60	38	85
F-5L	26	12	97	34	175
F-5M	20	6	75/60	27	168
F-5S	20	6	80/60	20	83
E-4A	14	6	60	25	176
E-3A	12	5	48	26	176
G-1B	3	1	20/38	85	180
G-1D	3	1	20/38	84	180
G-1K	3	1	20/38	82	180
G-1P	3	1	20/38	83	180

THE IMPERIAL ROMULAN FLEET (R4.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
Condor	60	20	224	5-6	1.50	2	2	E	6	170
Con-CVA	66	16	220	5-6	1.50	2+4	2	E	45	175
ROC	66	20	266	5-6	1.50	2	2	E	44	183
Phoenix	66	20	244	5-6	1.50	2+4	2	E	49	184
ThunH	47	14	180	5-6	1.00	1+2	3	C	50	185
KH-A	55	20	219	5-6	1.00	1	3	C	37	183
SupH-A	45	15	191	5-6	1.00	1+2	3	C	34	170
SupH-B	42	8	161/140	5-6	1.00	1+4	3	C	29	173
NovaH-K	42	16	192	5-6	1.00	1	3	C	104	174
FireH-A	40	12	174	5-6	1.00	1	3	C	38	170
SpH-A	36	10	125	5-6	0.67	1	3	B	14	168
SpH-B	38	8	125/110	5-6	0.67	1+2	3	B	15	168
SkyH-A	22	8	102	6	0.50	–	4	A	21	168
SkyH-B	24	6	92	6	0.50	0+2	4	A	22	168
SkyH-C	24	6	93	6	0.50	–	4	A	23	181
SkyH-D	20	6	95	6	0.50	2	4	A	24	168
SkyH-EA	22	8	105	6	0.50	1	4	A	25	176
SkyH-F	22	8	110/90	6	0.50	1	4	A	26	168
SkyH-G	20+20	40	107/92	6	0.50	2	4	A	27	168
SkyH-H	18	6	93/85	6	0.50	1	4	A	28	168
SkyH-L	25	10	122	6	0.50	1	4	A	105	172
SeaH-A	16	6	80	6	0.33	–	4	A	106	174
SeaH-C	16	6	105/80	6	0.33	–	4	A	107	174
SeaH-E	16	6	84	6	0.33	–	4	A	108	174
KC9R	64	20	250	3-6	1.50	2	2	D	40	172
KRC	48	16	171	5-6	1.00	1	3	B	32	165
K7R	44	12	150	5-6	1.00	1	3	B	35	167
K7VR	44	6	160	5-6	1.00	2+2	3	B	65	175
KR	40	10	115	5-6	1.00	1	3	B	4	160
KRT	20	6	140/128	3-6	1.00	1	3	†	33	162
KVR	44	6	142	5-6	1.00	1+2	3	B	56	170
KD5R	36	8	128	5-6	0.67	1	3	B	61	171
KD5RV	44	8	130/120	5-6	0.67	1+2	3	B	66	174
KF6R	26	12	125	4-6	0.67	1	4	A	62	176
KF5R	20	5	78	4-6	0.50	–	4	A	5	160
KE4R	13	4	60	4-6	0.33	–	4	A	10	168
KE	25	8	140	5-6	1.00	1	3	D	39	169
WE	20	5	100	5-6	1.00	–	3	D	3	162
FrtE	16	2	90/50	5-6	1.00†	–	3	D	30	165
F-Pal	–	–	10	–	◆	–	–	–	55	165
WB+	15	5	60	–	Δ	–	3	–	2	158
WB	15	5	45	–	Δ	–	3	–	2	33
BH	16	5	85	5-6	0.50	1	4	D	46	162
H+	16	5	50	–	Δ	1	4	–	47	158
H	16	5	30	–	Δ	1	4	–	48	33
WH	20	5	87/60	5-6	0.50	1+1	4	D	7	165
CH	21	4	90/55	5-6	0.50	1	4	D	13	181
MS	14	5	72/40	4-6	0.50	1	4	D	8	164
MA	12	2	88	4-6	1.00	–	3	D	9	164
Sn-S	10	4	38	–	Δ	–	4	–	41	33
Sn-A	10	4	65	5-6	0.25	–	4	D	42	162
Sn-B	10	4	75	5-6	0.25	–	4	D	43	169
Sn-P	10	4	55	5-6	0.25	–	4	D	42	162
Cent PF	3	1	20/44	6	0.20	–	5	AA	81	181
StH PF	3	1	30/44	6	0.20	–	5	AA	82	184
Dec INT	2	1	17/25	6	0.17	–	5	AA	80	179
S-Qship	5	4	40	2-6	0.33	–	4	B	–	161
L-Qship	10	8	80	2-6	0.50	–	4	B	–	161

ROMULAN VARIANTS

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
KH-K	55	20	224	37	183
SupH-K	45	15	197	29	174
NovaH-A	42	16	187	104	172
FH-L	40	12	186	38	173
FH-K	40	12	179	38	174
SpH-C	40	10	130/114	16	168
SpH-D	32	6	110	17	168
SpH-E	38	6	113	18	181
SpH-F	32	6	120	19	168
SpH-G	24+40	85	143/110	20	168
SpH-H	34	8	124/100	31	168
SpH-J	36	8	173	51	174
SpH-L	40	10	141	102	173
SpH-M	36	10	150	103	175
SpH-R	32	8	135/115	52	170
SkyH-E	22	8	95	25	168
CP-SkyH	–	–	11	28	168
K7RB	44	12	166	35	170
KRB	40	10	132	4	170
KRL	48	16	181	32	170
KRM	44	6	142	36	168
KVRB	44	6	162	56	172
KSR	44	6	150/115	59	170
KER	42	8	150/115	60	170
KGR	40+20	40	133/103	57	166
KPR	46	6	124/104	58	181
KF5LR	24	10	104	63	162
KF5RM	20	6	85/67	64	168
KF5RS	18	4	85/60	11	164
KE4RD	13	4	64	67	172
SE	18	4	110/80	12	166
CE	18+10	20	110/70	54	166
PE	18	4	120/90	53	166
Sn-E	10	4	78	68	172
BH-E	16	5	79	69	172
StH-A	3	1	30/44	82	184
StH-B	3	1	30/44	82	184
StH-C	3	1	20	82	184
StH-D	3	1	30/44	82	184
StH-E	3	1	30/44	82	184
StH-G	3+2	5	25	82	184
StH-H	3	1	25	82	184
StH-L	4	2	40/50	82	184
StH-M	3	1	25	82	184
StH-S	3	1	100/50	82	184

NOTE: All Romulan ships include the cloaking device except for freighters, Q-ships, pods, pallets, and the Snipe-P police ship. Romulan bases are equipped with the cloaking device and must add 15% to their BPV to pay for it.

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
THE KZINTI BATTLE FLEET (R5.0)										
SSCS	70	30	245	4-6	1.50	3+6	2	E	24	196
SCS	65	24	215	4-6	1.50	3+3	2	E	11	181
CVA	65	20	215	4-6	1.50	2+6	2	E	25	173
CV	50	20	147	5-6	1.00	3+3	3	E	6	166
CVL	40	15	117	5-6	1.00	2+2	3	C	9	166
CVE	30	10	89	5-6	0.67	1+2	3	B	10	166
DN	62	20	225	4-6	1.50	2	2	E	42	169
BCH	54	20	180	5-6	1.00	2	3	E	43	180
CC	44	20	135	5-6	1.00	2	3	C	4	107
CS	40	16	116	5-6	1.00	2	3	C	2	65
CM	33	12	110	5-6	0.67	1	3	B	19	170
MCV	34	10	112	5-6	0.67	2+2	3	B	27	174
CL	30	10	84	5-6	0.67	1	3	B	5	65
DD	30	12	90	5-6	0.50	1	4	B	35	167
DW	28	8	84	5-6	0.50	1	4	B	44	170
FF	20	6	62	5-6	0.33	1	4	A	8	65
MS	18	2	70/45	5-6	0.33	1	4	A	21	168
Pol	20	6	60	5-6	0.33	1	4	A	36	65
Tug	28	8	114/90	4-6	†	2	3	†	12	95
P-C1	–	–	14/10	–	◆	–	–	–	13	95
P-H2	11	4	19/12	–	◆	0+2	–	–	14	170
P-B3	12	8	37	–	◆	–	–	–	15	121
P-SD4	6	6	30/20	–	◆	–	–	–	16	95
P-T5	3+20	40	31/20	–	Δ	–	4°	–	17	95
P-PF6	12	4	20/12	–	◆	–	–	–	40	180
P-V7	14	4	25	–	◆	0+4	–	–	38	175
P-R8	10	2	34/18	–	◆	–	–	–	39	160
PF-N	3	1	20/37	6	0.20	–	5	AA	81	179
Fi-Con	3	1	30	6	0.20	–	5	AA	83	180
INT	2	1	15/22	6	0.17	–	5	AA	80	177
MRN-ABJ	3	1	30/37	6	0.20	–	5	AA	82	180
MRN-C-H	3	1	30	6	0.20	–	5	AA	82	180
MRN-E	3	1	100/50	6	0.20	–	5	AA	82	180
S-Qship	6	6	30	2-6	0.33	–	4	B	–	74
L-Qship	12	12	62	2-6	0.50	–	4	B	–	74

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
KZINTI VARIANTS					
BC	40	16	128	3	160
CD	40	16	113	47	133
CA	40	16	126	48	138
CVS	50	20	169	7	170
SR	40	8	120/100	37	166
PFT	30	8	75/65	22	180
DWL	32	10	98	45	174
AFF	20	6	70	20	177
DF	21	4	74	23	104
SF	18	4	90/55	18	83
MCC	36	14	125	26	173
MEC	33	12	101	28	170
MAC	33	12	112	29	176
MMS	30	8	110/102	30	172
MDC	32	12	110	31	170
MSC	32	10	120/100	32	172
MTT	30	8	120/95	34	171
MPFT	34	10	110	33	179
FFK	20	6	80	46	167
FH	24	8	70	41	160
PF-D	3	1	20/37	84	180

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
THE GORN CONFEDERATION FLEET (R6.0)										
DN	62	24	205	4-6	1.50	4	2	E	11	171
SCS	70	24	268	4-6	1.50	2+4	2	E	20	186
BCH	50	20	192	5-6	1.00	3	3	D	40	180
CC	50	20	124	5-6	1.00	3	3	D	18	120
CA	46	16	120	5-6	1.00	3	3	D	2	69
CM	42	14	152	5-6	1.00	2	3	D	39	173
CV	36	8	120	4-6	0.67	2+4	3	D	16	173
CL	32	8	92	4-6	0.67	2	3	D	3	69
HDD	32	12	105	5-6	0.67	1	3	C	12	170
HDV	32	10	110/95	5-6	0.67	1+2	3	C	27	174
BDD	24	8	85	5-6	0.50	1	4	B	17	169
DD	20	6	68	4-6	0.50	1	4	C	4	69
FF	12	4	45	4-6	0.33	1	4	B	33	70
Tug	23	4	96/44	2-6	†	2	3	†	5	90
P-C	–	–	20/15	–	◆	–	–	–	6	90
P-T	2+40	80	50/30	–	Δ	2	4°	–	7	90
P-SL	2+20	6	40/20	–	Δ	1	4°	–	9	90
P-M	17	6	45/96	–	◆	–	–	–	8	121
P-M+	20	8	60/120	–	◆	–	–	–	8	175
P-B	10	2	20/50	–	◆	–	–	–	41	173
P-PF	20	6	38/24	–	◆	–	–	–	34	181
P-R	20	4	40/20	–	◆	–	–	–	35	160
Pter PF	3	1	20/40	6	0.20	–	5	AA	81	181
INT	2	1	15/22	6	0.17	–	5	AA	80	179
S-Qship	6	5	35	2-6	0.33	–	4	B	–	74
L-Qship	12	10	80	2-6	0.50	–	4	B	–	74

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
GORN VARIANTS					
DN+	64	26	215	11	173
DNF	66	30	229	11	175
CCF	50	20	164	18	175
CC+	50	20	150	18	170
BC	48	16	160	19	175
CA+	46	16	146	2	170
CS	42	14	152	42	173
CLF	32	8	122	3	175
CL+	32	8	108	3	170
CLE	32	8	126	38	173
LSC	30	8	110/80	10	170
COM	25+15	30	100/75	29	125
SR	32	8	115/95	30	120
CDD	36	12	132	21	173
HMS	30	10	110/90	22	173
HSC	30	10	125/100	23	173
HDE	30	10	110	24	174
HDA	30	10	120	25	175
HDP	32	10	120/100	26	181
HDT	26	8	110/80	28	173
BDL	30	12	103	31	172
BDE	24	8	85	36	175
DDL	24	10	99	32	165
DE	20	6	90	37	173
SC	20	6	80/55	13	75
PFT	20	4	70/55	14	181
MS	20	4	70/55	15	168

THE ROYAL HYDRAN FLEET (R9.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
DN(Pal)	54	18	180	4-6	1.50	3+4	2	D	4	170
SCS(LP)	64	26	210	4-6	1.50	3+2	2	D	4A	180
CVA(ID)	60	18	185	4-6	1.50	2+6	2	D	42	173
CVA(Cav)	40	10	140/105	5-6	1.00	2+6	3	C	15	171
BC(OL)	50	20	172	5-6	1.00	2+2	3	C	43	182
CC(LM)	40	18	138	5-6	1.00	2+3	3	C	19	160
CC(LB)	40	18	150	5-6	1.00	2+1	3	C	30	162
CC(LC)	40	18	126	5-6	1.00	2+3	3	C	40	134
CA(R)	35	12	93	5-6	1.00	2+3	3	C	2	134
CA(D)	36	14	130	5-6	1.00	2+1	3	C	8	158
CM(M)	34	12	100	5-6	0.67	1+2	3	B	49	176
CM(T)	35	12	125	5-6	0.67	1	3	B	50	176
CVM(C)	40	10	125/105	5-6	0.67	1+3	3	B	47	176
CL(H)	30	10	83	5-6	0.67	1+2	3	B	10	171
CL(T)	31	12	105	5-6	0.67	1	3	B	11	171
CV(U)	26	6	108/85	6	0.50	2+4	4	B	17	170
DDL(W)	30	10	105	6	0.50	1+1	4	B	48	173
DD(L)	22	8	67	6	0.50	1+2	4	B	3	134
DD(K)	23	10	80	6	0.50	1	4	B	9	158
DE(AL)	22	8	90	6	0.50	1+2	4	B	16	177
SR(O)	20	8	105	6	0.50	1+1	4	B	31	145
MS	20	4	75/65	6	0.50	2	4	B	14	168
PFT	24	6	78/40	3-6	0.67	1	3	D	12	180
D-7H	45	20	140	5-6	1.00	1	3	B	18	170
Hunter	10	6	48	6	0.33	1	4	A	6	134
CVE(S)	15	6	68/48	6	0.33	1+1	4	A	46	175
Gen	9	4	42	6	0.33	1	4	A	39	142
Tug	22	6	110/70	4-6	†	1+1	3	†	20	140
Pal-Cargo	–	–	14/10	–	◆	–	–	–	21	140
Pal-FConv	2	–	15/10	–	◆	–	–	–	22	140
Pal-FS	10	6	50/90	–	◆	–	–	–	23	165
Pal-Com	10	6	40	–	◆	–	–	–	24	158
Pal-TT	4+40	80	30/20	–	◆	1	–	–	25	140
Pal-SD	10	4	30/25	–	◆	–	–	–	26	140
Pal-CV	10	4	22	–	◆	–	–	–	27	155
Pal-PFT	12	4	36/24	–	◆	–	–	–	28	180
Pal-Rep	12	4	34/18	–	◆	–	–	–	29	160
Harrier	3	1	20/37	6	0.20	–	5	AA	81	180
Hellion	3	1	24/42	6	0.20	–	5	AA	82	180
Harbinger	2	1	15/22	6	0.17	–	5	AA	80	179
S-Qship	5	5	25	2-6	0.33	–	4	B	–	140
L-Qship	10	10	55	2-6	0.50	–	4	B	–	140

THE ANDROMEDANS (R10.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
Dom	38	20	450	5-6	1.50	–	2	D	2	184
Int	24	10	250	6	1.00	–	3	C	3	166
Inf	28	10	250/200	6	1.00	–	3	C	14	174
Conq	20	8	170	6	0.67	–	3	B	8	171
Python	16	8	130	6	0.67	–	4	B	9	171
Mamba	16	8	130	6	0.67	–	4	B	15	171
Cobra	14	8	90	6	0.50	–	4	A	4	166
Term	10	4	110	6	0.50	–	4	A	6	184
Eel	14	8	100	6	0.50	–	4	A	16	176
Cour	10	4	70	6	0.33	–	4	A	5	166
Bull	8	4	70	6	0.33	–	4	A	10	171
E-Mod	–	–	40	–	◆	–	4	–	13	184
SatB	12	6	75/200	–	◆	–	4	–	11	171
SB	100	50	1000	–	◆	–	1	–	7	165
PSS	–	–	25	–	–	–	4	A	12	180

HYDRAN VARIANTS

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
DN(Pal+)	54	18	200	4	172
CVA(ID+)	60	18	205	42	175
BCC	32	14	121	32	173
CL(H+)	30	10	95	10	173
CL(T+)	31	12	117	11	173
NCVL	36	10	90/80	33	173
NEC	30	10	95	34	173
NMS	28	8	90/70	35	173
NSC	28	8	120/100	36	173
NPFT	34	8	115/100	37	180
LTT	24	4	80/70	38	172
DD(K+)	23	10	90	9	175
FFL(Cru)	18	8	76	41	158
FFL(Sar)	18	8	70	44	145
Sc	12	4	60/26	5	134
A-Hnt	10	4	54	13	176
Cuirs	10	6	55	7	158
P-ComE	10	6	28	45	140
Howler	3	1	20/37	83	181
Valkyrie	3	1	20/30	84	181

THE LYRAN BATTLE FLEET (R11.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
DN	62	22	211	3-6	1.50	2	2	D	2	170
SCS	64	20	221	3-6	1.50	2+4	2	D	29	187
BC	52	20	161	4-6	1.00	2	3	C	3	170
CC	45	20	150	5-6	1.00	1	3	C	30	120
CA	42	12	133	5-6	1.00	1	3	C	4	68
STT	44	10	160	5-6	1.00	1	3	C	21	171
CV	44	10	135	5-6	1.00	2+4	3	C	12	172
CW	34	10	113	5-6	0.67	1	3	B	13	165
CVL	40	10	118/98	5-6	0.67	2+4	3	B	22	173
CL	34	9	92	5-6	0.67	1	3	C	5	68
SR	36	8	128/98	3-6	†	2	3	†	32	125
DW	27	6	89	6	0.50	1	4	A	14	165
DD	26	6	79	6	0.50	1	4	B	6	68
FF	18	4	63	6	0.33	1	4	A	7	68
Pol	16	4	52	6	0.33	1	4	A	31	75
Tug-P	34	6	119/100	3-6	†	–	3	†	15	125
Tug-C	40	10	134/120	3-6	†	1	3	†	16	125
Pal-Bt	20	12	50/60	–	◆	–	–	–	17	150
Pal-C	–	–	14/10	–	◆	–	–	–	18	125
Pal-TT	4+40	80	50/30	–	Δ	–	4°	–	20	125
Pal-CV	14	4	25	–	◆	0+2	–	–	35	175
Pal-PFT	20	4	36/24	–	◆	–	–	–	19	178
Pal-Rep	20	2	36/20	–	◆	–	–	–	34	160
Pod-B	10	6	31	–	◆	1	–	–	37	168
PF	3	1	20/37	6	0.20	–	5	AA	81	178
Fi-Con	3	1	20/25	6	0.20	–	5	AA	82	181
INT	2	1	15/22	6	0.17	–	5	AA	80	176
S-Qship	5	5	41	2-6	0.33	–	4	B	–	74
L-Qship	10	10	83	2-6	0.50	–	4	B	–	74

THE LYRAN DEMOCRATIC REPUBLIC (R14.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
BC	55	20	179	4-6	1.00	2	3	C	2	172
CA	42	12	145	5-6	1.00	1	3	C	3	163
CL	34	9	100	5-6	0.67	1	3	C	4	164
DD	26	6	91	6	0.50	1	4	B	11	162
FF	18	4	73	6	0.33	1	4	A	13	162
CW	34	10	125	5-6	0.67	1	3	B	5	167
CVL	40	10	126/106	5-6	0.67	1+2	3	B	8	169
LTT	30	8	130/110	5-6	†	1	3	†	10	172
DW	27	6	99	6	0.50	1	4	A	12	166
MP	24	8	75	6	0.50	1	4	A	14	166
MPV	27	6	80/70	6	0.50	1+1	4	A	16	172
Pol	16	4	56	6	0.33	1	4	A	18	163
Bobcat PF	3	1	20/37	6	0.20	–	5	AA	81	179
Fi-Con	3	1	20/25	6	0.20	–	5	AA	81	182
INT	2	1	15/22	6	0.17	–	5	AA	80	179
S-Qship	5	5	41	2-6	0.33	–	4	B	–	145
LQship	10	10	83	2-6	0.50	–	4	B	–	145

NOTE: Conventional CA, CL, DD, FF, SC, and Pol were in service from Y145 till dates shown. All values are for gatling phaser conversions. Before this conversion, use the Lyran values.

THE WYN AUXILIARY FLEET (R12.0)

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
Orn CR	19	10	86	6	0.67	2	3	A	2	160
Orn LR	12	8	68	6	0.33	1	4	AA	2	160
Orn BR	26	16	115	6	0.67	2	3	A	13	169
Lyr DD	24	4	89	6	0.50	1	4	B	3	136
Kz FF	22	4	90	5-6	0.33	2	4	A	4	136
KI G2	10	4	54	5-6	0.33	–	4	A	5	136
PBB	40	10	165	5-6	0.67	2	3	C	12	181
AxC	8	4	65	3-6	0.33	–	4	C	6	140
AxCV	20	2	75/50	3-6	0.33	0+2	4	C	7	170
AxPFT	20	2	70/50	3-6	0.33	–	4	B	8	179
AxMS	8	2	60/40	3-6	0.33	–	4	C	11	165
AxBC	20	6	136	3-6	0.67	1	4	D	9	173
AxCVA	40	4	120/80	3-6	0.67	2+4	3	B	10	173
PF	3	1	20/37	6	0.20	–	5	AA	81	183
INT	2	1	15/22	6	0.17	–	5	AA	80	179

LYRAN VARIANTS

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
BCH	56	20	180	36	180
CWL	40	16	134	23	168
CWE	32	8	116	24	172
CWA	32	8	126	25	176
WMS	30	8	115/105	26	172
CWS	32	8	133/103	27	172
PFTW	36	8	130/100	28	178
LTT	30	8	118/98	33	171
DWL	30	10	99	38	165
SC	25	6	100/60	9	88
MS	22	4	80/60	8	168
PFT	28	4	80/50	10	178
AF	18	4	70	11	177

NOTE: The Lyrans also use modified versions of many Klingon pods, as follows:

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
P-C1	–	–	14/10	37	125
P-P2	3	1	28/15	37	125
P-T3	3+20	40	30/20	37	125
P-B4	10	6	34	37	125
P-H5	10	3	14/12	37	168
P-PF6	10	2	19/12	37	180
P-V7	14	4	25	37	175
P-R9	10	2	34/18	37	160

NOTE: The listed BPVs of Lyran and LDR ships, excepting PFTs, the BCH, and the SCS, do not include mech links.

LYRAN DEMOCRATIC REPUBLIC

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
CC	45	20	160	3	169
CC+	45	20	165	3	173
SC	25	6	110/70	21	160
CWL	40	16	142	6	170
CWS	32	8	143/113	7	168
PFTW	36	8	141/111	9	179
DWL	30	10	103	21	165
MPMS	22	6	80/65	15	168
MPS	22	6	90/80	17	167
PolSC	14	4	60/50	19	151

NOTE: The LDR also uses modified versions of some Klingon pods, as follows:

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
P-C1	–	–	14/10	37	170
P-P2	3	1	32/19	37	170
P-T3	3+20	40	29/19	37	170
P-B4	10	6	34	37	170
P-H5	10	3	18/16	37	170
P-PF6	10	2	19/12	37	180
P-R9	10	2	34/18	37	170

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
THE INTERSTELLAR CONCORDIUM FLEET (R13.0)										
DN	64	24	280	3-6	1.50	4	2	E	2	171
CVA	66	20	245	3-6	1.50	4+8	2	E	3	176
SCS	70	20	248	3-6	1.50	4+4	2	E	4	183
CC	48	16	220	5-6	1.00	3	3	D	5	168
CV	50	12	166	5-6	1.00	3+3	3	D	7	174
CA	46	14	185	5-6	1.00	3	3	D	6	160
CL	36	12	145	5-6	0.67	2	3	C	9	160
CVL	40	10	135	5-6	0.67	2+2	3	C	10	174
LTT	32	6	140/100	5-6	†	2	3	†	31	175
DD	24	8	92	6	0.50	2	4	B	17	160
CVE	30	6	100/90	6	0.50	1+2	4	B	30	175
FF	16	6	73	6	0.33	1	4	A	20	160
Pol	8	2	44	6	0.33	–	4	A	21	160
Tug	40	10	124/90	3-6	†	2	3	†	22	160
PF	3	1	23/40	6	0.20	–	5	AA	81	182
INT	2	1	15/22	6	0.17	–	5	AA	80	180
S-Qship	6	5	39	2-6	0.33	–	4	B	–	160
L-Qship	12	10	82	2-6	0.50	–	4	B	–	160
THE THOLIAN DEFENSE FLEET (R7.0)										
NDN	60	20	240	4-6	1.50	2	2	C	62	178
NSCS	64	20	260	4-6	1.50	2+4	2	C	65	186
NCA	45	15	170	5-6	1.00	2	3	B	63	178
NCL	36	12	136	5-6	0.67	2	3	B	64	178
CM	12	4	56/36	3-6	0.25	–	4	A	61	178
FCM	12	4	62/42	3-6	0.25	–	4	A	61	178
SCM	12	4	66/46	3-6	0.25	–	4	A	61	186
D	45	14	175	4-6	1.00	2	2	C	5	169
C	34	10	120	4-6	0.75	1	3	B	6	147
CVA	40	8	141	4-6	0.75	1+4	3	B	9	173
CW	30	10	126	5-6	0.67	1	3	B	19	179
DD	18	8	80	5-6	0.50	–	4	A	4	115
PC	12	5	59	5-6	0.50	1	4	A	2	83
BW	20	6	65	5-6	0.50	1+2	4	A	7	169
WT	10	5	70/30	3-6	0.33	1	4	B	10	150
TK5	20	6	80	4-6	0.50	1	4	A	17	170
Mon-WC+M	36	15	106/166	2-6	0.50	2	3	D	R1.22	184
Arac PF	3	1	20/38	6	0.20	–	5	AA	81	181
INT	2	1	15/22	6	0.17	–	5	AA	80	179
S-Qship	5	4	41	2-6	0.33	–	4	B	–	150
L-Qship	10	8	83	2-6	0.50	–	4	B	–	150
Web Anc	–	–	10	–	◆	–	6	–	–	173

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
ISC VARIANTS					
DNT	64	24	270	2	188
CVS	50	12	176	8	174
CS	36	12	155	11	168
SR	36	10	140/120	13	160
CVLS	40	10	145	12	174
CE	34	10	145	27	174
PFT	36	10	140/110	15	182
HSC	32	10	170/120	14	175
DDL	28	10	110	16	168
DE	24	8	100	28	174
FFE	16	6	77	29	174
MS	20	6	92	19	168
SC	22	8	126/90	18	160
P-C	–	–	21/15	23	160
P-T	4+20	40	36/20	24	160
P-B	10	4	38/55	25	168
P-Cmbt	8	4	30/60	32	175
P-R	15	2	32/18	26	160
THOLIAN VARIANTS					
DW	45	14	200	71	184
DPW	45	14	208	72	184
CC	36	10	148	15	165
CA	34	10	128	20	160
CWS	28	8	130/110	21	179
CWP	30	10	126	23	179
CWM	28	8	120/100	24	179
LTT	26	8	120/90	22	179
DPC	12	5	55	16	112
DPC+	12	5	65	16	165
PPC+	14	6	65	70	170
PPC	14	6	55	70	170
PC+	14	6	65	3	98
PFT	20	6	70	8	181
CPC	12	5	55/50	11	90
SC	12	4	90/50	12	125
MS	12	4	60/50	13	168
PR	10	2	60/50	18	160
C-P	–	–	6	25A	85
R-P	8	–	10	25B	179
T-P	0+40	80	12/50	25C	179
P-P	4	–	10	25D	179
SD-P	5	2	15	25E	179
B-P	5	2	20	25F	179
Ar-P	3	1	20/38	83	181
Ar-W	3	1	20/38	82	181

Δ   this is a sub-light ship (speed of 1 in SFB)
°   when detached
†   see tug chart
◆   does not move under own power

NOTE: The Tholian PC was in service long before the date shown. This is the date of the first contact between the Klingons and Tholians.

The rule reference number refers to the rule number in Section R that provides explanatory information about the ship. All bases and Q-ships are in (R1), except Andromedans.

The movement cost designation of 0.13 is considered to be 1/8.
The movement cost designation of 0.17 is considered to be 1/6.
The movement cost designation of 0.33 is considered to be 1/3.
The movement cost designation of 0.67 is considered to be 2/3.

NOTE: This chart includes all ships released to date. Many errors in previous editions of this chart have been corrected; many changes (both major and minor) have been made. This list is official and supersedes all previous lists.

CONDITIONS: Unless otherwise noted, no ship's BPV includes its fighters, PFs, satellite ships, or mines; all include their admin shuttles. Split BPVs are read economic/combat ratings. The BPV does include GAS and HTS shuttles specified in the ship descriptions.
    The Spare Shuttle column is read as: admin shuttles + fighters.
    In the crew/boarding party columns, any figures shown as "+" are ground troops or passengers being transported, not a regular part of the ship's crew.
    If a specific "tug+pod" combination is listed (e.g. Fed BT), the combination factors must be used, NOT the sum of the individual factors. If no combined listing is shown, add the relevant factors.
    Service dates are the beginning of series production. One or more prototypes may have existed 1-2 years previously. F&E has detailed and accurate production histories.

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
CIVILIAN SHIPS (R1.0)										
F-L	2	–	61/18	1-6	0.50	–	4	B	6	74
F-S	1	–	26/12	1-6	0.33	–	4	B	5	74
F-OL	2	–	100/25	1-6	1.00	–	3	D	23	100
Armd Pr	4	2	75/20	3-6	0.20	–	4	C	8	80
Fed Ex	3	1	70/18	3-6	0.10	–	4	AA	11	150
Free Trd	3	2	70/22	4-6	0.50	1	4	C	9	80

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
UNITS USED BY SEVERAL FLEETS (R1.0)										
FRD	80	12	200/50	–	Δ	2	2	–	10	75
Cargo PF	3	1	20	6	0.20	–	5	AA	81	–
Scout PF	3	1	100/50	6	0.20	–	5	AA	82	–
Fi-Con PF	3	1	–	6	0.20	–	5	AA	85	–
PF Ldr	4	2	40/50	6	0.20	–	5	AA	86	–
GA-PF	3+5	11	25	6	0.20	–	5	AA	83	–
MW-PF	3	1	25	6	0.20	–	5	AA	84	–
S-AxCV	20	2	75/50	3-6	0.33	0+2	4	B	13	170
L-AxCV	40	4	120/80	3-6	0.67	2+4	3	B	13	170
S-AxPFT	20	2	70/50	3-6	0.33	–	4	B	27	180
L-AxPFT	40	4	130/80	3-6	0.67	–	3	B	27	180
AxSCS	48	4	150/90	3-6	0.67	1+2	3	B	31	178
Mon	30	15	85/145	2-6	0.50	2	3	D	22	90
Mon+Mod	36	15	100/160	2-6	0.50	2	3	D	22	110
M-SM	6	–	15	–	◆	–	–	–	–	110
M-FM	6	–	15	–	◆	0+4	–	–	–	165
M-PFM	6	–	15	–	◆	–	–	–	–	180
M-SCM	12	4	30	–	◆	0+4	–	–	–	185
DefSat	–	–	20±	–	◆	–	7	–	15	75
GBDP	5	2	10	–	◆	–	5	–	14	75
PsuPod	–	–	10	–	◆	–	–	–	G14.6	–

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc
BASES (R1.0)										
SB	250	50	600	–	◆	6	1	–	1	75
BATS	100	24	200	–	◆	4	2	–	2	160
BS	60	12	120	–	◆	2	3	–	3	75
BLM	30	8	80	–	◆	2	3	–	24	170
ComPlat	20	6	50/36	–	◆	1	4	–	29	75
SAMS	25	10	38	–	◆	1	4	–	30	75

MOVEMENT COST AND TURN MODES FOR TUGS

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Federation	1 D	1 D	1.5 E	2.0 F
Gorn	1 D	1 D	1.5 E	2.0 F
Klingon, Kzinti	1 D	1 D	1.0 E	1.5 E
Hydran	1 C	1.5 D	–	–
Romulan KRT	1 D	1 D	1.0 E	–
Romulan FE	1 D	1.33 D	–	–
Romulan SkyH	0.5 A	.67 B	–	–
Lyran	1 D	1 D	1.5 E	2.0 F
ISC	1 D	–	1.5 E	–
LTT	0.67 –	1	1.33	–

LTT includes Fed LTT, Klingon D-5G/H, Kzinti MTT, Gorn HDT, Hydran Mule, Lyran LTT, ISC LTT, LDR LTT. Turn mode increases by one letter for each pod carried.

NOTE: The number of pods is the total equivalent weight. Some pods are "double weight". No tug can carry three pods (some can only carry one).

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
CIVILIAN SHIP VARIANTS					
F-S	1	–	26/12	5	74
F-MS	5	1	60/12	12	168
F-TS	5+50	100	100/50	18	120
F-AS	8	4	36	20	120
F-RS	10	2	90/20	25	160
F-ES	10	3	30/15	26	160
F-L	2	–	61/18	6	74
F-ML	10	2	120/20	12	168
F-TL	10+100	200	250/50	19	120
F-AL	12	6	75	21	120
F-RL	20	4	180/50	25	160
F-EL	20	6	75/20	26	160

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
SMALL GROUND BASES					
Ph-4	5	2	10	14	75
Disr	5	2	10	14	75
S-Ftr	6	0	12	28A	165
L-Ftr	9	0	15	28B	165
Msl	6	0	12	28C	75
Sci	8	0	10	28D	75
Mine	16	4	20/8	28E	75
Agro	7	0	8	28F	75
MilG	10	12	20	28G	75
Warn	6	2	10	28H	160
PF	10	2	15	28J	178
PC	24	6	30	28K	178

Ship Type	Crew Unts	Brdg Prts	BPV	Rule Nbr	Year Srvc
MODULES FOR BASES					
HBM	7	0	10	4	165
PFM	8	0	12	16	180
PwrM	10	0	18	17	165
SciM	6	0	8	32A	165
RepM	10	0	12	32B	165
BarM	2+30	60	20	32C	165
VIPM	2+18	0	8	32D	165
HosM	12	0	8	32E	165
CarM	0	0	8	32F	165

CAPTAIN'S LOG #5

This issue of Captain's Log includes the following features:

DAY OF THE EAGLE: The dramatic story of the day the Romulans attacked the Federation, turning a border war with the Klingons into a two-front battle for the survival of humanity. This section includes three exciting fiction stories and a map showing the deployment of the Federation Sixth Fleet on that crucial day.

AND TO THE REPUBLIC: After defeating one squadron of Romulan raiders, the old starship *Republic* is attacked by another Romulan force seeking revenge.

ENCOUNTER AT DENEBOLA: As the War begins, a Federation task force including the old cruiser *Reshadije* is dispatched to negotiate a treaty with the Orion base at Denebola–IV, only to find that the Romulans have their own offer to make.

THE SURPRISE REVERSED: The long-awaited true story of how Commodore Anthony Stocker surprised a Romulan fleet and destroyed it, and what happened to Stocker and the command cruiser *Lexington* after their victory.

STAR FLEET UNIVERSE TIMELINE: A completely updated version of the timeline originally published in Nexus #1, including all historical scenarios.

UPDATED MASTER SHIP CHART: A completely updated edition of the most important chart in the Star Fleet Battles game system, including the new ships from SSD Books #7, #8, and #9, as well as those published in the Addenda.
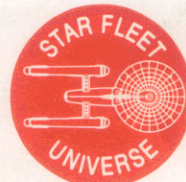
NEW SCENARIOS: New challenges from the Star Fleet Universe. Federation shuttles flee from a pursuing Klingon PF flotilla. Hydran PFs launch a suicide counter-attack against an entire Klingon fleet.

STAR FLEET BATTLES ADDENDA: The latest rules updates, including updated information for all scenarios showing refits for the ships in those scenarios, plus important clarifications for many other rules sections.

STAR FLEET UNIVERSE

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