STAR FLEET BATTLES

CAPTAIN'S LOG #14

NCC-1767

BETRAYAL AT OXVIND V

Task Force Games ™

PARTICLE CANNON ENERGY RECORD SHEET

SHIP: CANNON:

Begin Energy	Energy Added	Total Energy	Shot 1 OL/Std	2	Energy Used	Final Energy

SHIP: CANNON:

Begin Energy	Energy Added	Total Energy	Shot 1 OL/Std	2	Energy Used	Final Energy

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SHIP: CANNON:

Begin Energy	Energy Added	Total Energy	Shot 1 OL/Std	2	Energy Used	Final Energy

NEW DIRECTIONS!

Every now and then, a company must step back and examine the battle plan. We have recently done this, and some things are going to change.

Last year we did three Logs (by using the Nexus material for #13); this year we will again do three, but with all new material.

We once planned to include the Early Hydrans in this issue, but instead we're going to move Module Y itself up by a full year and release it this fall.

The planned "encyclopedia" product will now be divided into six sections and spread across two years of Captain's Logs.

CAPTAIN'S LOG STAFF

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BETRAYAL

by Gregg W. Dieckhaus

Y174, Bridge D7K *Merciless* D733K

Commodore Kirlov sat in the command chair of his Klingon heavy cruiser assessing the latest battle reports. All in all, the mission was successful. His squadron had been assigned to rendezvous with the Romulans and conduct a raid on Gorngella. The Klingon squadron had drawn out the Gorn defenders as the Romulan vessels slipped silently behind, giving them an easy victory against the non-mobile planetary defenses. Non-mobile, he mused, just the type of targets the Romulans liked best. Battle with the Gorns was glorious, not dull and monotonous like those with the Federation had become. He wished he could do battle with this worthy opponent again. But it was not to be, for the battle was over, and they were on their way home.

Once again Kirlov picked up the battle reports. The three D5 war cruisers had taken minor internal damage. One F5 had been destroyed, and the other was crippled. His ship had lost half her firepower, but was only suffering a 20 percent power loss. Shields on all ships were almost fully repaired, but had certainly taken a beating. "Curse those enveloping plasma torpedoes!" he thought to himself. Still, when they had disengaged, the Gorns had taken their share of damage. The heavy destroyer and battle destroyer were unscathed, but the medium cruiser was heavily damaged, a destroyer was crippled, and a second destroyer was completely destroyed. Had they stayed, the battle could have gone either way, but their objective was achieved — there was no reason to risk the destruction of his squadron in such a battle.

Kirlov normally would have loved a disruptor/plasma dance. His ships were fast and turned better; in a sniping battle, finesse and disruptors gave him an edge. Unfortunately, the mission was an approach battle and had called for different tactics. He could not afford to snipe; they had to engage and occupy the Gorn forces to allow cloaked Romulans to slip by unnoticed. By pushing the engagement to ranges less than 150,000K, he had to play the game their way, and that usually meant wrecked ships.

Kirlov's thoughts were interrupted as his Executive Officer, Gort spoke, "Commodore, we are picking up fleet activity on distant scans."

"How many ships?"

"Unknown. At this range, sensors show a Total Warp Signature of four point six."

A heavy squadron or small fleet Kirlov thought to himself. After all, his squadron of five ships only had a TWS of three point five. "Communications Officer Groll, open communications with all squadron ships."

"Communication channels open," replied Groll.

"This is Commodore Kirlov to squadron captains. Slow to sublight speed." Turning to his Exec, he barked, "Gort! Tell me more about this force."

"Checking." For a few moments, his hand glided across the touch screen terminal, and he had his answer.

"No Klingon or Romulan ships are listed as being in this sector," Gort replied.

"Well, there is only one way to find out. Groll, give me Captain Kintor."

"Kintor here," came the response. "How may I and the *Longbow* serve you, Commodore."

"You still have some long-range probe drones left?"

"Yes, Commodore," Kintor replied.

"Launch one to intercept the unknowns, and transfer the data feed to the *Merciless*."

"As you command," Kintor snapped as the viewscreen slowly faded out.

"Now," he said turning to Gort, "let's just find out what's out there."

"Commodore," Gort replied, "our sensors have gotten a better look. It appears to be a squadron of seven ships."

"Good, how much longer until we get information back from the drone?"

"Thirty minutes," Gort responded simultaneously with Kirlov's question.

Kirlov smiled. It was good to have an executive whose thoughts closely mirrored his own.

Minutes crept past.

The data from the drone started coming in.

Gort reported, "Sir, preliminary information is being received from the drone. Confirming seven vessels. Do you want the specific warp signature for each vessel?"

"Not necessary at this time. Let me know when we can identify their race."

"Curses!" cried Gort. "Telemetry from the probe has halted. It must have been destroyed."

"Can you identify their race?" barked Kirlov.

"Working on it," replied a scrambling Gort. "Ah, here it is. No surprise. Federation vessels. And, sir, they have changed course. Course is now to intercept this squadron."

Kirlov groaned. "So, the Flatheads aren't so blind after all." Now they were coming to greet him.

Just moments ago he was wishing he could stay. Now Kirlov was struggling to figure out a way, any way, that he could go home. But none came to him. To die in combat was honorable, but to try to break through was foolhardy. Even with a fresh squadron, the odds would be marginal. With the shape his squadron was in, it would be tantamount to suicide.

"Helmsman, lay in a course 270-33, mark 17, for Romulan Battle Station 14. We will get repairs and wait for orders there."

Y181 Federation Starbase 10, Romulan Border

The hallway was dark and gloomy; it was not quite daylight hours on the starbase. Walking down the hall was Captain Jeffrey Shannon, his mood matching his surroundings. Shannon had been this way for months now, ever since the battle of Remus. The same battle that had cost the Federation the CVA *MacArthur* had also cost him the loss of his ship and most of his crew. He was still dazed by it all. He remembered, they were in a hell of a fight. Plasmas were flying everywhere, and the *Republic* had been really messed up. Half the ship's systems had failed, including most of the bridge systems. He had ordered the remaining bridge officers to report to auxiliary control; the remaining bridge functions had already been transferred there. He was on his way when the ship was hit again. The explosions had knocked him down, and pain lanced through his body. He had struggled to get to his feet, but couldn't.

As he collapsed on the deck, he heard the calm ship computer voice announce, "Main warp coils have been breached. Containment field collapse in 10 seconds, 9, 8, ..."

So, he had thought, this is the end. Suddenly, he felt a strange tingle, and there was never a time it felt better, for Shannon knew he was being rescued. He looked up and saw a young ensign frantically working the transporter controls.

"Who else," he had started to say, but he had passed out. As fate would have it, he was one of only 83 who had been rescued from the *Republic*. Why he was one of the 41 that the escort destroyer *Kincaid's* computer had locked onto, he would

never know. "Well," muttered Shannon, "enough self pity. Better get on with it and see what the Admiral wants."

Admiral Mallory's office was a sharp contrast to the station's hall. It was well lit and almost sterile looking. Mallory, a large muscular black man, sat behind a glass-topped desk with a computer screen and keyboard built into the glass. His red uniform matched well with the black synthaleather chair he was sitting in.

"Captain, come in. I hope the hour wasn't too inconvenient."

"No, sir. Back on the *Republic* I got used to strange shifts and off hours. It got to where I even liked them."

"The *Republic*, at one time that was Commodore Jeffries' ship wasn't it?"

"Yes, sir, it was."

"Jeffries spoke highly of you. Did you know he hand picked you as his successor?"

"No, sir, I did not."

"Well, I was never one to argue with Jeffries. He picked you to be his successor and for good reason. That's why I've called you in here. You did an excellent job on the *Republic,* and we think it's time for you to take a captain's chair again. And this time we are assigning you command of the *Forrest.*"

"You mean..."

"That's right," interrupted Admiral Mallory, "the loss of Katinski has left us a spot that needed to be filled, and we think you are the man for the job."

He had heard about Captain Anna Katinski. Who hadn't? She was known as one of the best Fleet Captains the Federation had. Her ship, the *Forrest,* also took part in the Remus campaign. The *Forrest* had been heavily damaged covering the retreat. It survived, but her captain didn't. For the past several months, the *Forrest* had been docked here at Starbase 10 undergoing repairs. Shannon had high hopes, but had always dismissed them as sheer fantasy. He tried to say something, but he couldn't think. All he could do was stand there — and grin. Only later would he realize that someone else must have been the first choice since the prospective commander would have been picked long before repairs were complete. It took the edge off of his joy, but not by much. He was too busy.

Y182, Bridge D7K *Merciless* D733K

Kirlov sat in his captain's chair. Its cushion long gone, it now conformed to his body. He sat on the bridge and thought back to that fateful day eight years ago. Not a day had gone by that he hadn't thought about it. Much had changed since then. He had the bad timing to get caught by the advancing flank of an Alliance counter attack. Once his squadron had reached Romulan Battle Station 14, things got worse. As it turned out, three Romulan Sparrowhawks had been cut off from Romulan territory. The Klingon High Command snatched the Sparrowhawks and then insisted on a trade of his D5s for them. The Klingon government had refused to sell the *Merciless* and the *Fire Angel* to the Romulans, but perhaps in an attempt to pacify the Romulan government about the Sparrowhawk incident, his ship was assigned to aid the Romulans. And aid them he had! Eight years of monotonous missions and convoy duty. "Bah!" thought Kirlov. It would have been better if he had engaged that Federation force. His squadron may have been annihilated, but perhaps it would have made a difference, and he would have died with honor. Once he had been Commodore in name and stature. Now he was a Commodore in name only, in charge of just two vessels a long way from home. Unknown to Kirlov, things were about to change.

"Commodore," his steady communications officer Groll stated. "We are getting a high priority message on channel Zeta. And, sir, the data is being transmitted in the Emperor's code."

Y182, Federation Starbase #10, Romulan Border

Captain Shannon was standing in Admiral Mallory's conference room. There was a slight hiss of the door, and the Admiral appeared. With him came a thin middle-aged man of Asian descent, whose uniform and commodore's pins immediately identified him as part of Starfleet's Diplomatic Corps. He promptly got down to business.

"Good morning, Captain Shannon, my name is Commodore Nagatori. As you are aware, the destruction of the planet Remus has caused great upheaval in the Romulan Empire. Many great houses were completely wiped out, leaving power vacuums that need to be filled."

"I'm with you so far," Shannon interjected.

Nagatori continued, "One of those minor houses, House Rama'ch, has currently amassed much power from that void. Now, here is where it gets interesting. Several family members of House Rama'ch have contacted the Federation about the possibility of negotiating a ceasefire, and eventually a formal peace treaty."

"Do you think they are serious? The last time the Coalition tried to negotiate a ceasefire, it was a trap! The *Hornet* was destroyed, and the *Yorktown* barely escaped!"

"Things aren't always as they seem, Jeff," the Admiral said.

"What do you mean by that?" he quipped.

"No one knows what happened at Olsen's Reach, or if they do, they're not talking about it," said the diplomat.

Shannon could tell that the Admiral didn't really believe this, and most of the military regarded the diplomatic corps as dominated by wishful thinking.

"But this time," Nagatori insisted, "we have done our best to make sure there are no misunderstandings."

"We must take this risk," Admiral Mallory interjected. "A separate peace with the Romulans would be a godsend. The Federation would no longer have to split its forces and fight on two fronts. If the Romulans sign a new peace agreement, it would allow us to really put pressure on the Klingons, maybe enough pressure to force them into a peace initiative as well."

Nagatori picked up from there, "Well, you see what is at stake. Tomorrow we leave for the Oxvind system, which is near the old Neutral Zone. There we will rendezvous with a Romulan vessel at the planet Oxvind-V and begin these historic negotiations."

Briefing Room, D7K *Merciless* D733K

Kirlov had assembled the senior officers of his "squadron" in the briefing room of the *Merciless*. He looked around and saw his men — Gort, Groll, Captain Karten of the F5 *Fire Angel*, Karten's Executive Officer Torm, and several others — they had been with him for a long time. Currently, they were all engaged in a heated argument about the combat power of the new "X" technology cruisers versus the traditional dreadnought.

"Attention!" he said, as he pounded his fist on the table to emphasize the point. "I have received a communique of vital importance from the Emperor. Once again the Romulans have shown their treachery. While we fight for them, they make plans to stab us in the back!"

A huge roar of outrage belched out of the assembly.

"Silence!" demanded Kirlov. "Yes," he continued with deep bitterness in his voice, "betrayal."

"The High Command has learned that, even now, the Romulans have opened negotiations with the Federation for a ceasefire. The Romulans hope to sign a new peace treaty and re-establish their precious Neutral Zone, leaving the Klingon Empire open to invasion! It could even encourage some of the Lyran counties to declare neutrality. A new force in Romulan politics, House Rama'ch, is sponsoring these negotiations. But Rama'ch is not well liked, and there are many houses that would like to see them fail. Our agents have discovered the terms and location of the preliminary negotiations."

Kirlov paused a moment, giving his officers time to absorb what he had just told them. He suspected that the Dagger Team that the embassy had "borrowed" from his ship five years earlier had something to do with getting the data, but saw no reason to fuel speculation. He continued. "A Federation command ship is to be sent to the Oxvind system to commence talks with representatives of House Rama'ch on board the King Eagle *Gloriosus*. But we will make an appearance at the negotiations and show the Romulans to be the traitors that they are. Only it will be the Federation that is betrayed. For our mission is to attack the Federation ship and destroy it, making the Federation think they were double-crossed by the Romulans as the Gorns were earlier, putting an end to all peace talks."

"How are we expected to succeed? The cursed Romulans won't even supply us with enough drone reloads!" screeched Karten. "Your UIM module was burned beyond repair years ago. It will be impossible!"

"Are we Klingons, or are we spineless worms?" Gort retorted. "We may die, but death in battle brings glory to us all."

"No need to speak about death, Gort, for I have a plan," interrupted Kirlov. And for the first time in years, Kirlov smiled.

Planet Revlis, Romulan Space

Gort and Kirlov entered the entertainment establishment and found their way to the bar. It was old and run down. Trash lined the floor, and the walls looked like they were built from the remains of an old freighter. It was dimly lit, and a thin, hazy smoke lingered in the air. Strange and alien creatures filled the bar. Snake-headed men entertained by playing extrinsic music on their large wind instruments as they danced and swayed to its rhythm.

Gort spoke first, "I hope this is not a waste of time. With our 'appointment' a week away, coming to a backward place like this could be a big mistake. We should be executing battle drills, not tramping around in a bar for misfits and losers."

"Patience, Gort. We will find what we need here."

"You boys need anything?" a skinny humanoid woman asked. She was hawkish looking, with short black hair, and was wearing a skintight gold metallic jumpsuit that clung to her well formed body. The spike heeled shoes she wore made her appear almost as tall as Gort.

"Do not address us as 'boys', and I doubt you can do anything for us," scoffed Gort.

"Sure thing 'sarge', but you two look out of place here."

"Since you asked," said Kirlov, "we are looking for a 'merchant' that works primarily as a trafficker for 'salvaged' military merchandise. Know of anyone who might be in that line of work?"

"As a matter of fact, honey, I do."

"Well, how do we find him."

"You just found him," she said as she extended her arm in a typical human custom. "Leelun — Kay Leelun — part-time employee of the Pharaoh Cartel. My ship *Lady's Diamond* has recovered all kinds of things. What do you have in mind?"

She took him by the arm and escorted him to a back room. To anyone in the bar, the two Klingons were just looking for a little entertainment and had found it.

Once the door was closed and a privacy shield activated, Kirlov started, "I am in need of drones. My ship's racks are empty, and the Romulans refuse to supply us. Furthermore, I require a replacement Ubitron Interface Module."

"Lofty demands there, Commodore," she quipped. "Drones I can get — nothing special though. A UIM, that depends on a lot of things — like how you might be paying for these."

"We have access to an operating account on Klinshai. You can arrange for payment to be made at a Klingon base near the Tholian border, within Pharaoh's territory. We can issue a credit order that should cover our needs." Kirlov named a figure. He would have had a great deal of explaining to do when an Orion agent presented it for payment, but trusted that someone in security who had been briefed on the situation would cover it.

"That would cover the drones, Commodore," she smiled, "but a UIM is a really rare thing in these parts. I could have one brought over from the other side if you can wait about six weeks. But we both know you can't, or you wouldn't be here. Am I right?"

Kirlov managed to maintain an unblinking stare. "You have other sources, as we both know," he said evenly.

"I just might be able to get one," she replied, "but it will cost you more money than you have. What else you got?"

"How does an unescorted Romulan convoy sound?"

"Honey, you interest me more and more," she laughed.

Eventually, the arrangements were completed. He would lead his convoy to sector 0441.1 — and leave it there. In return for this, they would be supplied with a full load of drones and a UIM module.

As they left, Kirlov could not have been more pleased. His ships would soon be fully combat ready, and he had accomplished one more thing. Sector 0441.1 was directly on the path that the *Gloriosus* would be taking to Oxvind-V. Kirlov had purchased more than drones; he had bought himself time.

Bridge, Federation BCF *Forrest* NCC-1762

Captains log, personal entry, "Shortly after entering Romulan Space, Commodore Nagatori assumed direct operational control of the *Forrest* and informed me of the other conference conditions. I expressed my opinions to Commodore Nagatori, but he wouldn't listen. Well, it's his show now. We have entered the Oxvind-V system and are awaiting the arrival of the Romulan Ambassador."

"Standard orbit achieved," announced Citrall, the young ensign working the navigation console.

"Commodore, let me stress again how vulnerable this position leaves us," Shannon spoke into the intercom to the flag bridge.

"Captain Shannon," Nagatori sighed, "must I remind you about Olsen's Reach. We can't have any more disasters. For that reason, we are going to meet the Romulans here with our weapons systems down. I hope it doesn't come to this, but if I have to, you will be ordered off the bridge," Nagatori snapped.

Shannon started to mention the *Rex* incident, but thought better of it. "As you will, Commodore," he replied, turning back to face the main viewscreen.

Lieutenant Irvine, the *Forrest's* science officer, spoke, "Sir, sensors are picking up ship movement. The planet is giving a lot of interference, but it looks like two ships."

"Two? That's not part of the protocol," Shannon snapped. "Mr. Riven, energize the phasers; start loading photon torpedoes!"

"Belay that order," countered Nagatori from the flag bridge. "It could be a sensor duplicate caused by the planetary interference. I'm not risking this mission on a ghost."

"Sir, at least let us energize the phasers and start preparing a wild weasel. If there is trouble, at least we won't be such a sitting duck."

"Agreed," Nagatori conceded.

"Thank you, Commodore," Shannon responded. "Mr. Riven, energize phasers and initiate weasel load procedure." As he gave the command, the *Forrest* moved around the backside of the planet.

"Two K class hulls, sir. One D-hull, one F-hull, closing fast," announced Lieutenant Irvine.

"Dammit, Nagatori, look at them!" Shannon shouted. "That's not the ship that's supposed to be here. It's a trap! Here is your damned peace conference. Rest in peace. That's what it will be!"

Nagatori looked with horror at the screen. "No," he said in disbelief, "it can't be. We worked too hard for this. They promised... "

"Sir, what do we do?" interrupted Lieutenant Riven.

Nagatori continued to stutter as Shannon asked for him to concede command and then cut off the intercom with the first mumble that could be considered a "yes."

Great, thought Shannon. *You get caught with your pants down, and now I have to perform some kind of tactical miracle.* What he said was quite different.

"Thank you, sir," he said for the log. "Command transfer accepted." His next few commands came at a fast and furious pace.

"Mr. Riven, launch an ECM drone. Citrall, execute warp and impulse tactical maneuvers. Bring us around 120°. Change speed to warp 2.0 as soon as you can; we'll need the maneuverability. Mr. Riven, arm those phasers and start loading the photons. We're going to need overloads, so use the warp now while were are stuck crawling. Launch pseudo plasmas at the K5. Let's give them something to think about."

Bridge, Klingon D7K *Merciless* D733K

Kirlov sat in the command chair, looking at the tactical display. His blood burned. Combat fever, the essence of being Klingon, was upon him. The Federation vessel had just rounded the planet when his executive officer spoke.

"Federation battlecruiser! Range 150,000 kilometers."

"Plagues!" thought Kirlov. So much for an overwhelming victory against a command cruiser. It would take everything they had, and a little luck, to win this one.

"Squadron, engage at warp 2.96. Load disruptors, standard charge. We can't afford to let him move away. Weapons, bring ECCM to level 3." Gort repeated the order to the *Fire Angel.*

"Plasma and drone launch from the battlecruiser," announced Gort.

"Start tracking," Kirlov said, "and when they get close enough, identify targets."

"Battlecruiser is making tactical maneuvers. The drone is assuming a station-keeping plot."

"ECM drone!" noted Kirlov. If only he had been able to acquire some special drones. They could have swung the battle his way. But alas, he was lucky to have the drones he did.

"We aren't going to get any closer before that drone becomes active. Let's give them a little surprise. Squadron, lock all weapons on the Federation battlecruiser. Squadron, fire all disruptors."

Kirlov watched with satisfaction as five of six disruptors impacted on the battlecruiser's rear shield.

Bridge, Federation BCF *Forrest* NCC-1762

On the viewscreen, the K-hulls continued to close.

"They are firing!" announced Lieutenant Irvine. "Disruptors! Sir, these are Klingon ships!"

"Five hits on shield #4; shield reduced 63%," Lieutenant Citrall added.

"Klingons!" shouted Shannon, "how the hell did Klingons get over here?"

It really didn't matter, for they were here and were continuing to close, and fast.

Bridge, Klingon F5K *Fire Angel.*

"Plasma torpedoes' target has been identified as the *Fire Angel*," Tor said to Karten.

"Use reserve warp; temporarily increase speed to warp 3.11. Turn 60° to port. Put some distance between us and the plasma. Launch a drone and the scatter-pack. With our forces split, either we or the *Merciless* will be able to control it around the planet," commanded Karten.

Bridge, Klingon D7K *Merciless* D733K

Karten was moving his frigate away, attempting to outrun the short-lived plasmas. That meant, for the time being, it was just him and the battlecruiser.

"Federation ship has turned 60° to starboard," announced Gort.

Good, thought Kirlov, *we have a Captain that is willing to fight.*

"Helm, slip around the other side of the planet. Launch our drones; I want the Federation ship to waste fire at them instead of us. Continue closing the range. With their speed, we should be able to maneuver in behind them."

"Plasmas impacted on *Fire Angel*," announced Gort. "Captain Karten is reporting no damage; the plasmas were fake. He is attempting to rejoin the battle as soon as possible."

Bridge, Federation BCF *Forrest* NCC-1762

"D7 is continuing to close. Scatter-pack from F5 has deployed four drones," declared Lieutenant Irvine.

"Only four?" questioned Shannon. "That means there are two type-IV drones out there."

"Not necessarily," responded Lieutenant Irvine, "if these are Klingon ships, it is probable that they were cut off long ago. It is entirely possible that these ships have never been refitted. Drone from F5 is at 40,000."

"Use the G-racks in ADD mode on incoming drones as necessary," Shannon commanded, mentally thanking Nagatori for forcing him to unload all of the "offensive" drones.

"D7 at range 80,000 and closing," announced Lieutenant Riven. "G-rack firing. F5 drone destroyed. One ADD round expended."

"Bring us around, Mr. Citrall," he said with his voice showing signs of worry.

"I'm trying, sir, but she just won't turn fast enough."

"D7 is slipping to our flank, sir," commented Lieutenant Irvine.

"Range 60,000. Drones from D7 range 30,000. G-rack firing ADDs. One drone destroyed."

"Range 50,000," continued Lieutenant Riven. "ADDs have destroyed the other drone. Half of our loaded ADDs are gone. Scatter-pack drones are at range 100,000."

Citrall announced, "Turn completed. D7 is still outside of the forward arc, but he is within the forward hemisphere."

"Launch both plasmas at the D7," directed Shannon.

"D7 is now range 40,000."

"Turn off, you bastard. Turn off," Shannon murmured to himself, more a wish than an expectation.

Bridge, Klingon D7K *Merciless* D733K

"Plasma launch. Two type-F torpedoes, tracking forward centerline," Gort announced.

Kirlov countered, "Maneuver to starboard to force them to hit our flank shield."

"Range 30,000 to Federation battlecruiser. Plasmas are at range 10,000 off shield #6, but must HET to hit us."

"Fire flank phaser-2s at one of the plasmas. Use the ADD to destroy the battlecruiser's ECM drone."

Bridge, Federation BCF *Forrest* NCC-1762

"Range 30,000," Lieutenant Riven continued the countdown. "He's slipping around the plasma. He has destroyed our ECM drone with his ADD!"

Shannon cursed to himself. Damn, this guy was good. He was hoping for phasers on the same shield as plasma impact. Now, not only was that option lost, but protection of the ECM drone as well.

"Fire all heavy phasers that bear," he commanded.

Eight phaser-1s blasted away.

Bridge, D7K *Merciless* D733K

The ship shook as phasers impacted on the #6 shield.

"Reinforce shield with batteries," commanded Kirlov.

"Shield #6 destroyed. Minor structural damage, two phasers destroyed, and warp power down six percent. Plasmas have HETed, and impact on shield #5 is imminent."

"Range to battlecruiser 20,000. Plasma impact on shield #5. The shield is down, minor structural damage."

"Range 10,000."

"Point-blank range!"

"Navigator, turn 60° to port," Kirlov ordered.

"Turn off without firing?" questioned Gort.

"He has no more weapons that can fire. When our overrun is completed, all phasers will bear on his already weakened rear shield."

"Turn completed. Range 10,000."

Bridge, Federation BCF *Forrest* NCC-1762

"He's going behind us!" Citrall shouted.

Shannon immediately responded, "Use reserve power to raise electronic counter measures to level six."

The ship rocked heavily as the Klingon phasers sliced into the hull.

"Shield #4 destroyed. Minimal damage," Lieutenant Irvine reported. "One drone rack destroyed. Power down two percent."

"Klingon F5 has broken range 80,000," Lieutenant Riven added. "Scatter-pack drones closing."

Shannon sweated it out as the remaining G-rack's last ADDs destroyed two drones, and his remaining phasers beat the odds and destroyed the other two.

"Photons are fully armed," announced Lieutenant Riven. "F5 has reached range 40,000. D7 is at range 70,000 and moving away. Both are off the port side."

"Good," said Shannon. "Re-arm the phasers. Reload the G-rack with ADDs. Change electronics to level six ECCM."

"F5 is slowing down; his electronic counter measures have changed to level 3."

"Tactical maneuvers — port sixty! We've got him now."

"F5 is firing overloaded disruptors and all phasers."

The battlecruiser shook again as its shields absorbed the punishment.

"Shield #6 reduced 80%," reported Lieutenant Irvine.

"Mr Riven, target the F5. Fire photons and all heavy phasers in arc."

Bridge, F5K *Fire Angel.*

"Erratic maneuvers!" shouted Captain Karten.

"Erratic maneuvers initiated," Tor replied.

"He's firing..."

Bridge, D7K *Merciless* D733K

Kirlov watched the viewscreen as the battlecruiser turned and fired its alpha-strike at the frigate. Three photons hit and were immediately followed by phasers. The frigate shook violently then exploded. Coming from the fiery mass that used to be the *Fire Angel*, Kirlov saw the boom shoot forward and disappear.

"Did the boom survive?" Kirlov asked Gort.

"Unknown. If so, it has gone sublight and is unable to help us."

By absorbing the battlecruiser's fury, the *Fire Angel* had bought him time. But they were not in a position to capitalize on it yet. Phasers were being recharged; they had initiated erratic maneuvers and used electronic jamming as well. They were slowly turning around, but the disruptors were not overloaded.

"Drop erratic maneuvers. Launch the scatter-pack and two drones. Fire the disruptors and heavy phasers when the disruptors are in arc. Soften the battlecruiser's shields up a little more. Keep our starboard shields away, and prepare to overrun him. We should be able to get in, and out again, before his photons are rearmed."

Bridge, Federation BCF *Forrest* NCC-1762

"Get those photons and phasers ready again," commanded Shannon. "Continue tactical maneuvers. Keep the #1 shield facing them."

"D7 has turned and launched a shuttle," announced Lieutenant Irvine.

The D7 fired its forward phasers and disruptors, causing the *Forrest* to shudder slightly.

"Shield #1 reduced to 75%," Irvine reported.

A small burst of light came from the shuttle as four drones were deployed. Simultaneously with the shuttle's drone release, the D7 launched two drones.

"How much longer until we have phasers, Mr. Riven?"

"Drones will impact before phasers are re-armed."

Well, he only had one choice.

"Launch wild weasel. Mr. Citrall, bring us around 60° to port to get our #2 shield facing them. Mr. Riven, re-activate fire control as soon as the drones impact on the weasel."

Bridge, D7K *Merciless* D733K

"So," Kirlov murmured to himself, "he used a wild weasel on the drones. I expected as much. Now he will pay. He is stuck with only phasers available, and we can overrun him."

"Helm, warp 2.57. Plot an overrun course. Bring us in with our #1 shield facing them.

"Gort, overload disruptors. It is time to avenge the *Fire Angel*."

Gort began to count down the range.

"80,000 kilometers. 70,000. 60,000. 50,000. 40,000."

Kirlov still withheld his fire.

"30,000 kilometers. 20,000. 10,000."

"Now!" cried Kirlov. "Launch drones. Fire disruptors and phasers."

"Battlecruiser is firing!" Gort shouted.

The bridge shook violently as the *Merciless* absorbed the strike.

Gort surveyed the damage, "Shield #1 destroyed. Heavy damage to non-essential areas. Two more phasers, one drone, and one disruptor destroyed. Engineering is reporting a 10% loss in total power."

Simultaneously, the *Merciless* let loose its fury. All disruptors hit, destroying the facing shield and causing massive internal damage to the battlecruiser.

Kirlov noted with satisfaction that one of his two drones was not destroyed. The Federation captain had gambled that his defense phasers would be able to destroy them both and lost. This time he would pay, as the drone slammed its nuclear warhead into the nonexistent shield.

"Helm," he snapped, "get us out of overload range."

Bridge, Federation BCF *Forrest* NCC-1762

The damage reports continued flowing in.

"Shield #2 eliminated. All impulse power destroyed. Warp power down 21%. All reserve and most auxiliary power gone. Both defense phasers, as well as three heavy phasers, knocked out. One drone rack non-functional; both plasma launchers and one photon destroyed," Lieutenant Irvine concluded.

"Mr. Riven, finish loading the remaining photons. Citrall, let's get moving. Try to keep a good shield facing them. Engineering, assign priority to getting the impulse engines back on-line." *I may need a flyable saucer section,* Shannon thought, but only to himself. This time, however, there were no other ships around to rescue his crew by transporter.

Bridge, D7K *Merciless* D733K

"We have him now," Kirlov grinned.

"Repair that disruptor. Move to 150,000 kilometers. Keep shield #2 facing them. Continue circling and firing disruptors. With the condition his ship is in, he won't be able to get close without giving us an open shot."
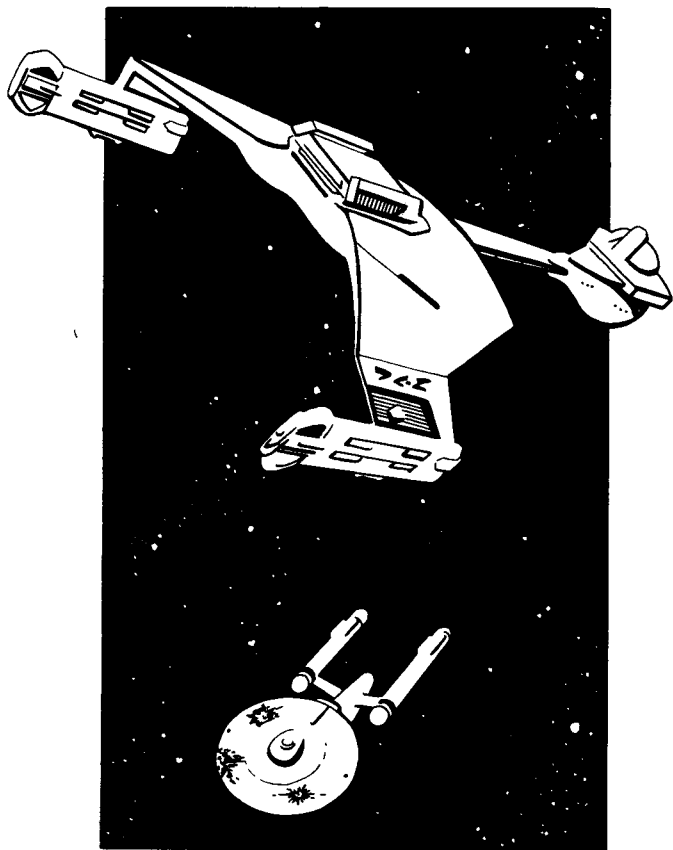
Bridge, Federation BCF *Forrest* NCC-1762

The battle continued, with the two ships exchanging volleys. The *Forrest* continued to fire its phasers, but the Klingon kept his ship outside of effective photon range, and he could not close without showing a down shield. Shannon realized that slowly his ship was being worn down. As it stood now, they were barely able to achieve the necessary acceleration to disengage.

"This fight is over," announced Shannon. "If we stay here much longer, we won't ever be able to get home. Citrall, plot course for disengagement at maximum acceleration."

Bridge, D7K *Merciless* D733K

"He is continuing to accelerate," Gort stated.

"Don't let him get away!"

"Commodore, sensors show Romulan King Eagle *Gloriosus* approaching."

"Curses!" He was hoping that the Orions would have been able to hold them off a little bit longer. They were in no shape to take on both the Romulans and the Federation. But, he had one more card to play.

"Groll, open communications channel to the King Eagle, and don't use the tight beam. Use that old code we know the Feds have broken."

Bridge, Federation BCF *Forrest* NCC-1762

"Romulan King Eagle has entered the sector," announced Lieutenant Irvine.

"They are hailing us. What do we do?" Citrall asked.

"Klingons are also hailing King Eagle," stated Lieutenant Irvine

"Can we intercept their transmission?"

"Trying."

A picture, full of static and interference, of a Klingon command bridge appeared on the screen.

"Kirlov here. You missed the designated rendezvous!" the Klingon shouted. "We have struggled, but victory will soon be ours, and we are not too proud to share it. Kai the Coalition!"

Shannon had heard enough. "Let them eat static. Continue our disengagement."

Y183, Orion Slaver
Somewhere in Federation Space

Kirlov stood looking out the view port of his quarters, reflecting over the previous year. Things had gone well since the battle of Oxvind-V. The Federation believed the Romulans had set a trap as they had done previously, and House Rama'ch soon fell into ill favor. The Romulans had refused to repair the *Merciless*, but instead insisted that the Klingons sell it to them. The Klingon Empire, knowing how close the Romulans had come to breaking away, did not want to give them any more reasons to be upset and agreed. Even now the *Merciless* was undergoing repairs and upgrades while it was converted to Romulan technology. Rumor had it that she was being converted to "X" technology. He was glad. The *Merciless* was a good ship. She had served him well and deserved it.

They were finally on their way home. Both he and Captain Karten had become heroes of the Empire. The *Fire Angel's* boom had survived. A search after the battle found them landed on Oxvind-III. For his role in the battle, Karten was promoted and would be taking command of a D5. Kirlov, on the other hand, would soon be taking command of a new squadron. And this time, he would be on the bridge of a C7.   ★★★

FOOTNOTES OF HISTORY

NON-TACTICAL WARP

Before warp engines (matter/anti-matter reactions) became available, all of the races used their impulse engines to generate what would later be termed "non-tactical" warp (NTW) fields. These could be used to make a series of limited "jumps" which cumulatively generated faster-than-light movement. These warp fields, however, could not be generated in combat conditions (or by ships with warp engines), and it was not possible to fight at warp (hence the term "non-tactical" warp). Booms, saucers, FRDs, and sublight ships also use NTW.

This system explains how Romulan sublight ships could reach the Federation border prior to the development of warp technology. It is thought that Gorn Prime Teams destroyed the Romulan labs developing true warp engines. —*SVC*

KLINGON ENLISTED RANKS

The Klingons recognized two levels of enlisted personnel: crewmen (marine privates) and naval Petty Officers (non-commissioned officers in the Marines and ground troops).

One large colored triangle behind the national trefoil indicated a private or crewman; two indicated a Petty Officer or NCO. Each of the two levels had four ranks. For the crewmen these were Recruit, Junior Crewman (Marine Junior Private), Veteran Crewman (Veteran Private), and Senior Crewman (Senior Private). For POs and NCOs, these were Junior PO (Corporal), Veteran PO (Junior Sergeant), Senior PO (Senior Sergeant), Master PO (Sergeant Major).

Senior Crewman

The rank within the level was shown by zero, one, two, or three small marks below the main insignia. (Two marks would indicate the third rank.)

The color of the large triangles indicated the service branch. The Deep Space Fleet used gray for line petty officers and yellow for technical petty officers. Green denoted Marines or Ground Forces, blue marked the Internal Security Forces, and red was the Empire Security Service. White marked the scientific and medical corps.

Senior Petty Officer

For the technical petty officers (who were specialists in some field, such as engineering; regular petty officers were supposedly qualified in all specialities on the ship), the marks for rank indicated the specialty: disks for engineers, diamonds for non-engineers, and triangles (points up) for pilots and shuttle crews. For the most junior technical petty officers, this symbol was shown at the bottom of the disk.

The disk of the trefoil indicated the status of the individual: gold for Klinshai Klingons, yellow for colonial Klingons, and white for non-Klingons.

Junior Technical Petty Officer (Operations)

The rank of Senior Crewman was very rare, as few were in service long enough to reach that rank without being selected for junior leadership training. —*SVC*
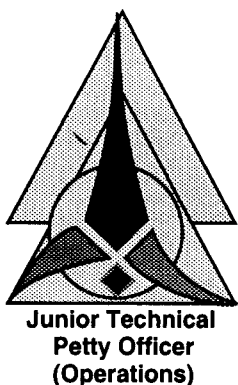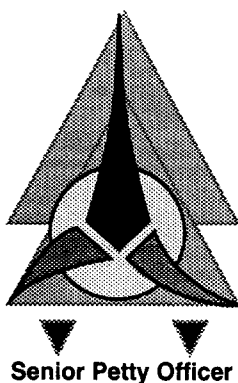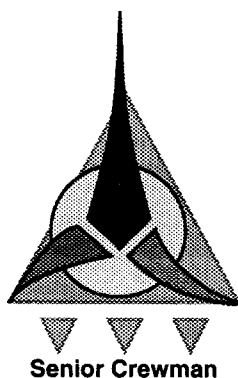
THE ROMULAN GOVERNMENT

The Romulan government includes the Emperor, the Praetor, the Senate, the Military Command (which includes the various fleets, training command, base commands, and military production), and the Civil Administration (planetary governors).

The Emperor is a hereditary monarch, although the lines of succession are not always clear. Theoretically, a new emperor is elected by the members of the ruling House, but if they cannot agree (or if another House claims to be the rightful ruling House), the Senate makes the final decision.

The Praetor is a prime minister selected by the Senate. The Emperor may indicate his preference in this selection, and depending on the relative political power of the Senate and Throne, the Emperor may succeed in blocking the election of an enemy or forcing that of a friend. The Praetor may, at any given time, be a bureaucrat who serves as Chief of Staff to an active emperor or the actual power. It was Praetor Karzan who led the Romulans into the First Romulan War (with the Federation).

The Senate consists of the ranking member of the various Houses. A House is an extended family of Romulan nobles. Various family members serve in positions within the Military Command and Civil Administration, and a House will attempt to maneuver its members into positions that enhance the power, prestige, and wealth of that House at large. By procedures that seem more Machiavellian than parliamentary, Houses can be divided or merged, new Houses can be declared, and existing Houses can be declared terminated.

Military Command includes the Imperial Military Headquarters, the Imperial Staff, the Imperial Intendance, and the five Military Prefectures. Imperial Headquarters is the personal military staff of the Emperor. Under strong emperors, these admirals actually command the fleet. Under weak emperors, the Military Headquarters becomes little more than a retirement plan for senior admirals. The Imperial Staff is, in theory, the administrative staff of the military forces and is under the authority of the Praetor. Under a strong Praetor, this is the actual military power center; under a strong emperor, this office (and the Praetor) simply handle the day-to-day operations under the policies set by the Emperor and the Military Headquarters.

The Imperial Intendance is the logistics support system for the Imperial military forces, managing the shipyards, supply system, construction, ship design, and training. The Romulan Empire is divided into five 'Prefectures' (Federation Border, Gorn Border, Imperial Capital, Development Zone, and Exploration Zone). The development zone is the area between the capital and the edge of the galaxy; the Exploration Zone is on the opposite side of the Empire from the Federation border and later became the ISC frontier. An Imperial Prefect is in charge of each of these, although many Romulans holding these positions are senior officials nearing retirement who spend most (if not all) of their terms ón the capitals. Each Prefecture has a Military Prefect, a senior admiral, who controls all of the fleet units and bases (starbases and battle stations) in the Prefecture. Each Prefecture also has a Civil Prefect who is in charge of all non-military activities in the Prefecture. The Civil Prefecture is divided into provinces, and there are governors on the various planets.

The Civil Administration controls the smaller bases, the 'police' forces (explaining why those ships never had cloaks), and the bulk of the ground legions (which perform primarily defensive and police duties). There is, in every Prefecture, a constant power struggle between the military and civil commanders, who compete for power, particularly in the case of an absentee Imperial Prefect. In rare cases, one of the two will become the Imperial Prefect and will retain his position as military or civil prefect, a powerful combination.   ★★★

by Stephen V Cole & Timothy D Olsen, from Prime Directive

IN THIS ISSUE...

We have another exciting issue of Captain's Log for you!

HISTORY includes an exciting story of stellar intrigue as well as information about the Klingons, Romulans, and warp.

DATABASE brings you up to date in the Universe.

Our SCENARIO section has more unique challenges.

The TACTICS section includes some interesting ideas.

STAR FLEET MISSIONS has a new variant.

STAR FLEET WARLORD is in full swing. CL14 brings you tactics, battle reports, and rules hints.

PRIME DIRECTIVE: Another tantalizing preview.

ENCYCLOPEDIA becomes a new feature of Captain's Log, beginning with the useful Rules Cross Index.

FEDERATION & EMPIRE includes tactics and a new scenario, plus another Total War preview.   ☻☻☻

STAR FLEET COMMUNICATIONS CENTER

HAVING A CONVENTION?

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

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

TOURNAMENT SANCTIONS

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

NEW TOURNAMENT KIT

Those running SFB events at conventions can obtain a Sanctioned Tournament Kit from Task Force Games for $10. This kit includes: Instructions, Rated Ace Nomination Form, $25 in TFG gift certificates for use as prizes, list of any recent tournament rules changes or authorized experimental rules, and the four-page "Judge's Errata" sheet. You must include a copy of the convention program or flyer (or a letter from the convention operators) showing your event listed.

STARLIST IS NOW ON LINE!

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

The list is arranged in zip code order. To obtain a copy of the list for your area, send a stamped self-addressed envelope and $1 to Task Force Games and request the list for your area. (Please, this must also be separate from all other correspondence in order to keep efficiency high and costs low.) If you wish to obtain the list for an adjacent non-sequential area (perhaps across a state line), include the zip code there and another $1. Players cannot order lists for non-adjacent states. These lists are available only for non-commercial use to find new players for your group or a local convention and are not to be used for mail solicitation of products or other services. We cannot guarantee we will have listings in your home town, but we will have at least one listing for your home state.

If you contact TFG, or ADB, you will automatically be put on the list. If you want your name deleted, just tell us.

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

TASK FORCE SPARE PARTS AND MAIL ORDER

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

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

JOIN "THE STAFF OF THE STAFF"

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

STARLETTER

Starletter, the official Star Fleet Universe newsletter, keeps SFBers up to date on new products, rules, and ships.

STARLETTER #85: Klingon F4 Early Years Frigate, with Scenario SP248 (fighting Tholians). Seven new ships for F&E.

STARLETTER #86: Tholian war cruiser carrier, SP396 Klingon PFs pursue escaping Fed battle pod, FCRs for F&E.

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

Subscriptions to Starletter should be mailed to: Task Force Games, P.O. Box 50145, Amarillo, TX 79159. Subscriptions are $5 for six issues in the US, Canada, APO, and FPO (mailed first class). Overseas subscriptions are $10 for six issues and are sent airmail. All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers on them. International Postal Money Orders (and US postal money orders) are acceptable. The above back issues are available from Task Force for $2 each (checks payable to TFG).

BATTLE REPORTS

★ VEGASCON, 26-27 Jun 93, Las Vegas, NV: Sanctioned. 1st Frank T. Gilson (Romulan), 2nd Randal Newell (Kzinti), 3rd David Glasser (Klingon) and Scott York (Lyran); Judge Donald Williams failed to provide the needed paperwork for ace status.

★ DRAGONCON, 16-18 July 93, Atlanta GA: Sanctioned. 1st Warren Taylor (Klingon), 2nd Stuart Eastman (ISC), 3rd Michael Gastright (Andro) and <unknown> (Lyran); Judge Bob Petrolillo stepped forward when the appointed judge failed to appear, but then lost the paperwork. Tournament director John Bunnell was able to reconstruct enough of it for a card to be issued.

★ KINGCON, 16-18 Jul 93, Saint John, New Brunswick: Sanctioned. 1st David Sutherland (Klingon), 2nd Don Duke (Lyran), 3rd Leslie LeBlanc (Gorn) and David Albert (WYN); Judge Timothy Walton.

★ DEXCON 2, 23-25 Jul 93, Newark, NJ: Sanctioned. 1st Robert Estrada (Hydran), 2nd Ameer Sulaiman (Romulan), 3rd Sang Moon (Gorn) and Joe Hong (Romulan); Judge Stephen McCann.

★ CANGAMES 93, 30 July-2 Aug, Ottawa: Sanctioned. 1st Robert Gloss (Kzinti), 2nd Luc Hamel (Kzinti), 3rd Dylan Ennis (Romulan); Judge Chris Naughton. No ace nomination received.

★ KING CON, 6-8 August 93, Dayton, OH: Sanctioned. 1st Scott Hickey (Kzinti), 2nd Steve Hecker (Kzinti), 3rd Kurt Kopp (Klingon) and Tab Postlethwait (WYN); Judge Michael Filsinger.

★ CONTEST 93, 6-8 Aug 93, Oklahoma: Sanctioned. 1st Darrell Brown (Kzinti), 2nd Jack Logsdon (Kzinti), 3rd Scott Fridenberg (ISC); Judge Michael Sweet. Due to a scheduling problem, there were very few players, so Judge Sweet (knowing there would be no ace card) used his initiative to change the single-elim tournament to a round-robin, arranging for every player to play every other player. That gave everyone an entire weekend of fun for their travel and entry money.

★ SHUTTLECON 93, 8 Aug 93, Fresno Ca: Sanctioned. 1st David Trauger (ISC), 2nd Jared Lemon (Orion), 3rd Dan Glenn (Gorn); Judge Vince Weibert; no ace nomination.

★ WARZONE NORTH, 20-22 Aug 93, Jacksonville, FL: Sanctioned. 1st Craig Horvath (Kzinti), 2nd Don Haynes (Klingon), 3rd Randy Livers (Lyran) and Newton Whitman (Gorn); Judge Frank DiVincenzo.

★ DRAGONFLIGHT 93, 27-29 Aug 93, Seattle, WA: Sanctioned Captain's Tournament. 1st Rob Biggar (Gorn), 2nd Dan Bennett (Gorn), 3rd Geof Clark (Romulan) and Drew Malidore (Romulan). Patrol: 1st David Ouimet (Neo-Tholian), 2nd Tony Crawford (Gorn). Judge Scot McConnachie.

★ NANCON 88-XV/TEXICON 93, 3-6 Sep 93, Houston, TX: Sanctioned. 1st Matt Burleigh (Klingon), 2nd Jim Doherty (Federation), 3rd Preston Kent (Kzinti) and Mark Gratkowski (WYN); Judges Frank Crull and Terry Haugh.

★ SUMMIT CITY CON, Sept 93, Fort Wayne IN: Not Sanctioned. 1st Ron Dodd (Orion), 2nd Seth Fry (Federation), 3rd Shane Chopin (Romulan); Judge Darryl Poindexter arranged a double-elim event for the eight players.

★ GAMECON 93, 25-26 Sep 93, Indianapolis, IN: Sanctioned. 1st Steven Hecker (Kzinti), 2nd Michael Wooster (Tholian), 3rd Greg Ernest (ISC) and Raymond Swartz (Federation); Judges Patrick M. Abram and Joseph Butler.

★ TACTICON, 25-26 Sep 93, Denver, CO: Sanctioned. 1st Alex Vaeth (Rom), 2nd Kie Krueger (Fed), 3rd Perry Carlson (Andro) and Steve Rolston (WYN); Judge Marc Michalik.

★ NOVAG VIII, 2 Oct 93, Fairfax, VA: Sanctioned. 1st Robert Estrada (Andromedan), 2nd Edward Slusarek (Federation), 3rd William Schoeller (Federation) and Seth Shimansky (Romulan); Judge Drew Gardner.

★ NOVACON 93, 5-7 Nov 93, Halifax NS: Not Sanctioned. 1st David Morrison (Kzinti), 2nd Leslie LeBlanc (Gorn), 3rd Perry Kurzynski (ISC) and Chris Levy (Kzinti); Judge John Green.

★ RUCON III, 6 Nov 93, Lock Haven, PA: Sanctioned Patrol style. 1st Guy Eubanks (Klingon), 2nd Rob Giacolono (Hydran), 3rd Matt Losch (Tholian); Judge Grant Meixel.

★ ROCK-CON, 7-8 Nov 93, Rockford IL: Sanctioned. 1st Scott Tipping (Kzinti), 2nd Dale Knipper (Klingon), 3rd Brian Folz (Gorn); Judge George Henion.

★ SCI-CON 15, 12-14 Nov 93, Virginia Beach, VA: Sanctioned. 1st Paul Sligh (Orion), 2nd Warren Taylor (Orion), 3rd James McClure (Andromedan) and Patrick Shrewsbury (Gorn); Judge Dave Bonham.

★ PENTACON IX, 13 Nov 93, Fort Wayne, IN: Sanctioned. 1st Tony Zbaraschuk (Kzinti), 2nd Shane Chapin (Romulan), 3rd Ian Alevizon (Gorn) and Ronald Dodd Jr. (Orion); Judge Thomas Brincefield.

★ RECCE IV, 19-21 Nov 93, Colorado Springs, CO: Sanctioned. 1st Jon Cleaves (Orion), 2nd Alex Vaeth (ISC), 3rd Perry Carlson (Andromedan) and Jack Love (Orion); Judge Steve Rolston.

Reports on the winners at SFB tournaments must include the following information: Convention name, date(s), format (ships used, structure, standard rules, etc.), top four finishers (and the ship(s) that they flew), judge(s), any special information, any other Star Fleet Universe events and their results, any special cases or situations, etc. Tournament winners are published in Captain's Log; Tournament announcements are published in Starletter. While we expect reports to be sent promptly, we will process valid reports whenever we receive them. The primary goal is to see that the winners and judges receive the recognition they have earned.

If your tournament was not reported here, send a report to Amarillo Design Bureau for inclusion in Captain's Log #15.

STAR FLEET BATTLES ON GENIE

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

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

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

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

Call GEnie at 800–638–9636 and ask them for information.

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

STAR FLEET BATTLES ON COMPUSERVE

ADB is now available on CompuServe. You can contact ADB at 71333,2123 and find messages posted in Section 11 of the Play-by-Mail Games Forum. Errata files and playtest material are in the libraries there.

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

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

LOST MAIL: IS YOUR NAME LISTED HERE?

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

Mike Aprahamian, Jose Barretto, John Bartoli, Graeme Bayless, Richard Beyer, Joey Bishop, Todd Bissell, William Blakely, Barton Bolmen, Greg Boschert, John Brandt, James Butler, William Carpenito, Douglas Carroll, John Casady, James Chou, Cole Cioran, Jonathan Clemens, Jay Clendenny, Ken Cole, Joseph Coppage, John-John Cord, David Coulthurst, Will Culbertson, Rick Daniels, Christopher Dearlove, Kevin Deitle, Alan Desalvio, VM Dobson, Kelly Donahue, Earl Durboraw, Stewart Eastman, Michael Eubanks, Ted Fay, Joseph Felten, Jay Fisher, Robert Gamble, Kurt Ganyo, Bill Gary, Michael Geiser, Bob Genso, Robert Giacolono, Frank Gilson, Richard Glover, David Goswick, Kevin Hart, Joeseph W Hatfield, Stephen Hill, Ed Holzman, David Hopkins, Jesus Huerta, Charles Hunt, David Jensen, Matthew Johns, C T Johnson, William Justice, Philip Kitching, Paul Kondon, James Kundert, Gerard R Lane, Chris Lee Larsen, Mike Lay, Derek Lee, Erik Lund, Norm Lyons, Sean Mattingly, Damon McCafferty, Tim McGillivray, John Meyers, Marc Michalik, David Monroe, Mark Morgan, Matt Morich, Albert Munson, Bob Nelson, Eric Nussberger, Scott Olson, Frank Otto, Andrew Patterson, Robert Patterson, A Paulina, John Peterson, Rick Phelps, Eric Pinnel, Victor Rachels, Tim Ray, Rodney Reineke, Josef Ricketts, Paul Rossi, Steven Rushing, Nathan Schattman, Eric Sims, Vincent Solfronk, Ty Stafford, John Stone, Dean Stow, David Sutherland, Howard Thompson, Michael Toler, Robert Tweedy, Sean Upchurch, Koen van der Pasch, J Wagner, Sandy Walkerton, David Watson, Donovan A Willett, Douglas C Wright, Mark Yeager, Chris Young, David Zimdars, Lyle Zoerman.

GAME STORES! Please photocopy this list and post it on your bulletin board as a service to your customers. We only list a given piece of lost mail twice, but we never throw it out. ☻☻☻

PLAY AID INSTRUCTIONS

On the inside cover of this issue of Captain's Log, you will find an energy record form for the Particle Cannon used by Seltorians and Old Galaxy Tholians, suggested by Terry Hewitt.

Simply enter the starting energy in the first column and the amount of allocated energy in the second. Leave the third column blank for now. As you fire the weapon during the turn, make a checkmark in the appropriate columns to indicate if your first shot was overloaded or standard and if there was a second shot. If Reserve Power is added during the turn, write this in the second column. At the end of the turn, total the first two columns to produce the third. Then determine the energy fired and write that in the seventh column. Subtract column seven from column three to yield the remaining energy, which you record in column eight (and then again in column one of the next line).

Use the spaces above each table to record which ship and which cannon on that ship each block of the table applies to. You have permission to make copies for your own use.

GOT AN IDEA FOR A PLAY AID? Then send it to ADB, and we'll consider it for a future issue. You don't have to write or draw the whole thing up; just a description of what you would like us to create and present will do fine. ☻☻☻

RATED ACES

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

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

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

If you feel you won an ace card but are not listed, it is possible that we never received the paperwork from the convention. Contact ADB to determine the status of unlisted conventions. If you are responsible for sending in the nomination from a convention, please send it promptly, but even if it is late, we'll process it. There is nothing worse than not sending it at all.

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

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

1993 TOURNAMENTS

Dragoncon (16-18 July 93): Warren Taylor.
Dexcon 2 (23-25 Jul 93): Robert Estrada.
Warzone North 93 (20-22 Aug 93): Craig Horvath.
Dragonflight 93 (29 Aug 93): Rob Biggar.
Nancon/Texicon 93 (3-6 Sept 93): Matt Burleigh.
Tacticon 93 (25-26 Sept 93): Alex Vaeth.
GameCon 93 (25-26 Sept 93): Steven Hecker.
Novag VIII (2 Oct 93): Robert Estrada.
KingCon (6-8 Aug 93, OH): Scott Hickey.
SciCon XV (12-14 Nov): Paul Sligh.
Pentacon IX (13-14 Nov): Tony Zbaraschuk.
RECCE IV (19-21 Nov 93): Jon Cleaves. ☻☻☻

BUILDING A BETTER *LOG*

We try to avoid formal surveys (no one has time to add them up), but we do want to hear from you about Captain's Log and how it can be better. Do you want more Term Papers, or fewer? Do you ever use the Battle Forces, or are they just a waste of space? We *think* that you really enjoy reading Victory At ___ articles, but aren't positive. How do you *really* feel about us using playtest scenarios in the Log? Did you ever play the scenarios in previous issues?

Look over this issue of Captain's Log (as well as #12 and #11), and write us about what you think is good, bad, wasted effort, or (most important of all) missing. Yes, what is "missing" from the Log. What sorts of articles would you like to see us print but we just aren't printing. (Everything that is here is here because someone, sometime, wanted it and suggested it to us.)

We can't get better without YOUR involvement! If you want a better Captain's Log, tell us how to build it! ☻☻☻

STAR FLEET SERVICE AWARDS

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

★ **STAR FLEET GOLD STAR**
  1992 Staff Service: Tony Zbaraschuk, Scot McConnachie

★ **STAR FLEET SILVER STAR**
  1992 Staff Service: Ray Olesen.

✻ **STAR FLEET BRONZE STAR**
  1992 Staff Service: John Berg, Bruce Graw, Stewart Frazier, Jeff Laikind, Tom Carroll, Greg Dieckhaus, Ken Burnside, Scott Mercer, Frank Crull.

✱ **STAR FLEET COMMENDATION**
  1992 Staff Service: Keith Velleux, Paul Paella, Gary Plana, Owen Riley, Chris Cafiero, Mark Schultz, Bill Heim.

■★■ **OUTSTANDING SERVICE AWARD**
  SHIP INDEX: Ray Olesen.
  CL#12: Ray Olesen.
  CL#13: Steven P Petrick.
  MODULE C3: Scott McConnachie, Tony Zbaraschuk.
  PRIME DIRECTIVE: Gary Plana.
  SPECIAL OPERATIONS: Owen Riley, Tony Zbaraschuk.
  CARRIER WAR: Owen Riley, Bill Walter, Tony Zbaraschuk.

■✦■ **SUPERIOR SERVICE AWARD**
  SHIP INDEX: Brian Moon.
  CL#12: Tony Zbaraschuk, Steven P Petrick.
  CL#13 (ISC IN F&E): Tony Zbaraschuk, Jeff Laikind, Bill Walter.
  MODULE C3: John Berg, Tom Carroll, Bill Heim, S Petrick.
  PRIME DIRECTIVE: John Berg, Steven P Petrick.
  SPECIAL OPERATIONS: Bill Walter, Steven P Petrick.
  CARRIER WAR: Jeff Laikind, Steven P Petrick.

■✦■ **MERITORIOUS SERVICE AWARD**
  SHIP INDEX: John Berg, Frank Crull.
  DF&E93: Owen Riley, Bill Walter, Tony Zbaraschuk, Jeff Laikind.
  CL#12: Frank Crull, Bruce Graw, Jeff Laikind, Owen Riley, Scott McConnachie, Mark Schultz, Stewart Frazier, John Berg, Gregg Dieckhaus, Tom Carroll, Scott Mercer, Ken Burnside, Gary Plana, Chris Cafiero, Jon Cleaves, Bill Heim, Keith Velleux, Chuck Strong.
  MODULE C3: Ken Burnside, Chris Cafiero, Marc Cocherl, Frank Crull, Gregg Dieckhaus, Stewart Frazier, Bruce Graw, Bill Heim, Jeff Laikind, Scott Mercer, Ray Olesen, Gary Plana, Mark Schultz, Chuck Strong, Keith Velleux.
  PRIME DIRECTIVE: Jon Cleaves, Cliff Yahnke, Reece Watkins.
  SPECIAL OPERATIONS: Chris Cafiero, Bill Heim, Richard Goransen, Scott Mercer, Jeff Laikind, Todd Dillen.
  CARRIER WAR: Chris Cafiero, Scott Mercer, Jon Cleaves, Scot McConnachie, Stewart Frazier, Ray Olesen, Frank Crull, Richard Goransen, Todd Dillen, D Jensen.

■■■ **GENERAL SERVICE AWARD**
  SHIP INDEX: Jeff Laikind, Tony Zbaraschuk, Matt Westmoreland, Scott Mercer.
  MODULE C3: Jeff DeBraal, Scott Moellmer, Chris Bowden, Mike Filsinger, Joseph Butler, James Beggs, Stephan Fassman, David Brinson, Richard Citti, Phillip LaBarge, Charles Hunt, Todd Dillen, M Scott Walters.
  CARRIER WAR: Felix Hack, Greg Ernest, James Chou, Andrew Patterson, Jim Moran, Oliver Upshaw.
  1992 Staff Service: Bill Walter, Chuck Strong, Brian Moon, Mark Michalik, Marc Cocherl.   ⍟⍟⍟

NEW SHIPS FOR SFB

(R3.945) G2C POLICE LEADER: A relatively rare variant of the standard G2 police ship, the G2C provides some increased capabilities that would be found useful in a police squadron. It is unclear (and irrelevant for game purposes) how many G2s were, in fact, G2C police leaders, but the number was certainly never more than 10% of the total G2 force. There is no record of a K-refit for this class, and it would have been very unlikely for political reasons. Drone racks are not mounted in the shuttle bays. UIMs were *not* available. This ship was originally intended for inclusion in Module R3, but we delayed it to Module R6 in order to develop Police Leaders for the other races. No spare shuttle, Y142, docking 2, explosion 7, command 4, nimble.

(R3.926) F5W WAR DESTROYER: As the General War continued, all races found frigates increasingly inadequate and began using war destroyers as their smaller warships. The Klingons developed the F5W as a new hull type using some F5B components and switched some F5 production to F5Ws in Y175. More powerful engines were used, and the Klingons mounted the range-22 disruptors there (using mounts copied from the D5) to free hull space for additional phasers. Because the F5 remained in production, there were few if any variants of the F5W. This ship was in Starletter #61 (out of print), but players have demanded republication. No spare shuttle, Y175, docking 4, explosion 13, command 5. F5U leader: ph-1s replace ph-3s, range-30 disruptors, one UIM standard, command 6.

(R5.911) WAR DESTROYER CARRIER (DWV): In Y177 the Kzintis began deploying DWVs. The design had considerably less overall firepower than the CVE, but benefitted from series production and lessons the Kzintis had learned from their earlier carriers. The DWV design might, like the DW itself, have entered service earlier, but the Kzintis needed other variants of the DW more (especially DWAs). The design incorporated the Y175 refit. This ship can control a number of seeking weapons equal to double its sensor rating. *Design by Cole and Petrick.*

Year	Escorts	Fighters
Y175-80	AFF	8xHAAS
Y179-83	AFF	8xTAAS
Y182+	AFF	8xTADS
Y185+	DWA	8xTADS

Spare Shuttles 1 + 2; Year in Service Y177; Docking Points 4; Explosion Strength 11; Command Rating 5.

(R5.931) FAST CARRIER RESUPPLY FRIGATE (FCR): The Kzintis were later in deploying such FCRs than most races. During the early General War, the Kzintis were almost exclusively on the defensive. As the Kzintis increasingly raided into the Coalition held areas from Y175, they began to encounter difficulties in sustaining their carriers' operations. There simply were not enough tugs and MTTs available to resupply them.

The result was a heavily modified frigate. The ship sacrificed much of its firepower, relying on speed to evade contact. The shuttle bay was expanded to allow the use of an HTS shuttle to speed cargo transfers, but few if any FCRs ever carried one. The design sacrificed drone storage, which prevented the installation of the type-C drone racks of the Y175 refit, and lost the spare shuttle. The original Kzinti plan called for one ship to be available to support each carrier, but this number was never achieved. The loss rate of the ships was also very high, as they were often sent alone into dangerous areas.

The design incorporated the Y175 refit. *Cole and Petrick.*

Spare Shuttles 0; Year in Service Y175; Docking Points 4; Explosion Strength 7; Command Rating 3.   ⍟⍟⍟

PLAYTEST UPDATE

MODULE X1: X-SHIPS (MODULE P2)

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

MODULE Y: EARLY YEARS (CL12)

While we originally intended to bring you the Early Years Hydrans in this issue, the powerful and enthusiastic reaction to the prototype rules in CL12 encouraged us to move Module Y from the 1995 product schedule up to the 1994 schedule. This meant, however, that it would not be possible to present the Hydrans here, as the short time between this issue and Module Y would not allow adequate "volunteer" playtesting. So we are sending the Hydrans to assigned playtesters.

One question is the Tholians and their T-bombs. The Tholians arrived in Y79 with small mines (on minelayers and such) but no T-bombs. Seeing Klingon T-bombs used in battle, in Y83, they eventually copied them and used their own "radius zero" T-bombs in Y86. The Tholians got "radius 1" T-bombs with everyone else after the Early Years period.

SP225 should use three D4s against four PCs. Please mark reports with this Order of Battle as SP225A so that we can tell them from reports that continue to arrive on the original draft.

SP248 and SP225 have no T-bombs for the Tholians.

SCENARIOS

Module S2 was delayed a full year by a lack of scenario playtest reports. We can use all we can get! Send more!   ⊛⊛⊛

INPUT GUIDE: AN UPDATE

FICTION: START WITH A GOOD STORY

When we review a submitted story, we usually send the author a list of required changes. We expect that the changes will be made or that the author will send a letter explaining his reasons for not wanting to make the changes. What we do not expect is for the author to send the story back without making the changes but with an explanation of why he did not. This wastes time, since in all probability the changes were required to match existing background or contract requirements and must be made for the story to be considered.

LAUNDRY LISTS: PLEASE JUST SEND THE BEST

Just about the worst thing you can do is to send us a "laundry list" of 20 or 30 ideas for things you might want to create and submit for publication if we'll just give you some idea if we are interested. These lists take *forever* to answer, and normally we don't get more than a title and a few words and cannot give a rational answer without more data. If you want to query our interest in something before you create it (which is a VERY good idea!), you need to give us a paragraph on each item and leave us an inch or two of blank space under it so that we can jot down any questions or comments and indicate our interest. And we would ask that you don't send more than five ideas before you get a reply from us. The time to evaluate submissions is limited, and in order to deal with the largest number of people, anyone submitting more than five ideas gets put at the bottom of the pile, and we rarely get that far.   ⊛⊛⊛

COMMAND THE FUTURE!

RECENT RELEASES

CAPTAIN'S LOG #12: Another smash hit in the unending series of useful & entertaining manuals. $10, 80 pages, #5708.

F&E 1993: The new edition of F&E has been released to stores, with the Revision 3 rulebook, new full-color map, new (and beautifully detailed) charts (including new charts never seen before). Boxed, still $45, Stock #5006.

SPECIAL OPERATIONS: Good things come in small packages as this $10 module proves. Rules (EW, SFGs, LTTs, pods), scenarios, and counters make F&E more fun. #3206.

CAPTAIN'S LOG #13: We surprised everyone (even ourselves in this case) by putting out a Captain's Log in a few months. Of course, this issue consisted of updated files from the old *NEXUS* magazine, but fully half of the current SFB players joined us after *NEXUS* went out of business, and many of the veterans wanted updated versions or never got all of the originals.

And just to keep you on your toes, a considerable amount of entirely new material was presented in CL#13, including four new SSDs (of Klingon battlecruiser variants), three new scenarios, and the complete (through Y185) rules to bring the ISC into F&E. *And a killer cover painting by David Martin!*

MAIL ORDER ONLY PRODUCTS: Released in December, these products were demanded by the veterans but lacked the potential for a full store release. These three modules are each $5 and 32 pages.

MO#1 MASTER SHIP CHART: Once known to legend as D1A, completely updated, including the fighter and PF charts.

MO#2 COMMANDO MANUAL: The 16 Commando Ship SSDs never printed anywhere, plus 6 new scenarios and 4 new boarding party diagrams.

MO#3 SHIP NAME REGISTRY: All ship names listed by race and class, and ship histories in alphabetical order.

ERRATA BOOK: You can obtain your copy by sending TFG a 9x12 envelope with 52¢ US postage. (Canadians must affix 63¢ US postage or include two IRCs. Foreigners must provide four IRCs.) Or you can ask TFG at selected conventions.

PRIME DIRECTIVE: The long-awaited Star Fleet role-playing game. (See page 29 for a description.) Heavily illustrated, 192 pages, $20. More SFB background than ever printed before!

CAPTAIN'S LOG #14: You're reading it. What do you think?

FUTURE RELEASES

MODULE S2: The long-awaited second scenario manual, with 50 scenarios (more than half of them entirely new!) is now set for release in March 1994. $11.95, 80 pages, Stock #5707.

CAPTAIN'S LOG #15 will be on the way to you in May 94 with updates for the summer conventions. $10, 80 pages, #5711.

CAPTAIN'S MODULE X1 will be the "big Origins release" for the summer of 1994. More details will be in CL#15.

MODULE Y: THE EARLY YEARS should be along sometime in the late fall of 1994. Watch for it!   ⊛⊛⊛

TO ASK THE QUESTION *WHY?*

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

KLINGON TORPEDOES

Why do the movies show Klingons firing from the nose mounts but not SFB?

1401W: Because SFB is based on the original blueprints, which says that thing in the boom is a sensor grid and that the weapons are down in the engines. Which makes more sense, if you think about it. The boom is too weak to stand the shock of firing torpedoes day in and day out. They haven't been consistent anyway; a recent episode showed an "old Klingon" firing disruptors from the corners of the hull.

PACKED FIGHTERS

Why doesn't just turning the warp booster packs off count as dropping them for (J7.13)? What possible difference could it make as to whether two fighters can dogfight?

1402W: Fighters with packs, even inactive packs, are less maneuverable and cannot engage fighters without packs.

POT SHOTS INTO A DOGFIGHT

Why not allow fire from outside a dogfight to randomly strike a target instead of hitting everything?

1403W: Phasers slash in small arcs and heavy weapons produce various types of detonations, all of which affect a discrete area. Fighters in a dogfight are *that close.*

BIRDS OF PREY

Where is the Bird of Prey ship from the third and fourth movie? Why don't you have Klingons that can cloak?

1404W: The Star Fleet Universe was defined before the first movie, and defined that Klingons cannot cloak. The Bird of Prey ship is not within our license. The story is told that after the special effects for ST3 were shot, someone stole a copy of the script, and it was re-written to preserve surprise, changing the planned Romulans to Klingons and giving the Klingons Bird of Prey ships that can cloak. Since no one stole a copy of the Doomsday Rulebook, we have not been obliged to follow suit.

THE OLD GALAXY

Why do the Old Galaxy Tholians have those phaser–3s if there are no seeking weapons in that galaxy?

1405W: To shoot down Seltorian shuttles trying to crash land aboard with Marines.

SUBLIGHT EVASION

Lieutenant Blitzkrieg asked how a ship can escape by sublight evasion when the enemy can simply look out the window and see it sneaking away.

1406W: Looking out the window doesn't work unless you are within a few miles. You might use a telescope, but you'd have to know where to look.

A starship is an active emitter, and most of the tracking for units is based on their own emissions. The active scanners are looking for reflections from the magnetic fields of the warp engines, which are much more powerful than the backscatter from the metal hull of the ship.

In some ways, this reflects the difference between the player (who knows that the ship survived) and the captain (who, based on the die roll, was convinced by his sensor officers that the target was destroyed).

THE PASSIVE CLOAK

Why don't uncloaking ships get the EW benefit for passive fire control?

Because time spent cloaked does not count.

Ok, then WHY doesn't time spent cloaked count?

1407W: The cloaking device itself uses energy and produces a cloaking field which means you aren't "non-emitting" and cannot claim the passive fire control benefit.

DOGFIGHTS AND DRONES

Why is it that drones fired from an ADD rack by a disadvantaged fighter get better as the disadvantage gets worse?

1408W: Because that is the only time that a type–VI drone can be fired *backwards,* and when you are more disadvantaged, your enemy is in a better position for the type–VI to hit. A type–VI that is *chasing* a fighter has to catch up, and there is more reaction time to kill it, while one coming head on has the sum of the two speeds and is there before you know it.

DEATH RIDER TARGET DECISIONS

Why is it that you can change the target of a Death Rider (K7.301) but not other seeking weapons?

1409W: Because a Death Rider is not truly a seeking weapon. When controlling a seeking weapon, you are focusing coded scanner energy on the target and telling the weapon to head for it. When you control a Death Rider, you actually control its engines, throttles, and direction.

POLICE CARGO SHIPS?

Raymond Ford asked: Why do police ships have cargo boxes? It's not like they have to take loot away from pirates or exist for long periods without bases.

1410W: Police ships are, in many areas, the only fleet units present, and they serve as "Jacks of all Trades." The cargo boxes allow them to carry supplies to isolated stations and outposts, transport relief supplies, embark the passengers of a disabled freighter, and so forth.

CAPTOR RANGES

Why do hellbore captors have range 40 and photon captors have range 30 while disruptor captors have range 15?

1411W: These are standard weapon ranges, and anyway the disrupter doesn't do enough damage at range 16 to worry about.

KEX? GET REAL!

Chris C asks how the ancient WEs could possibly be upgraded to X-technology without flying apart. I understand that Rolandus didn't have anything else to convert, but these ships are a century old!

1412W: The Romulans kept the War Eagle and King Eagle in production through the end of the General War, so there were hulls only a few years old available for Rolandus to convert.

CARRIER CONVERSIONS

Tom Theobald asked why we changed the Fed CVA to be a DN variant instead of leaving it a separate hull type.

1413W: Several reasons. For one, it made the Feds consistent with the rest of the galaxy, which uses DN conversions. For another, it allowed players in F&E to produce CVAs by conversion like other races could. (We were on the verge of being forced to print a DNV that would allow the Feds to both build CVAs and convert DNVs, and all of the other races were screaming about that.) It also eliminated the oddball 18-box warp engines, since it's not efficient to keep too many types and sizes in production at once. ⚛⚛⚛

DECISIONS

OF THE STAR FLEET UNIVERSE
BOARD OF PROPOSALS

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

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

STEALTH CARGO DRONES (1401B): Prime Directive staffer Reece Watkins proposed a "stealth drone" that could deliver a single individual undetected to a planet from several hexes (or several dozen hexes) away. While an amusing idea for Prime Directive (as a handy way to get a Prime Team onto a planet), it caused no end of problems for SFB. Why couldn't such an undetectable drone be used to deliver a nuclear warhead to a planet or starbase? What about races that do not have drones? If they have these, why can't they use them for weapons?

As for how to get the Primes onto the planet, there are numerous ways (transporter, shuttle, smuggled in cargo), and if the Orions can smuggle things onto and off of just about any planet, whatever they're doing should work for Primes.

SLOW SHIELDS (1402B): Bill Heim proposed that when shields are activated, there should be a one-impulse delay between minimum and full shields becoming effective. This was rejected as an unnecessary complication.

CARRIER DRONE LOADS (1403B): Tony Zbaraschuk proposed that we standardize the drone storage on all carriers to provide a consistent number of reloads across the galaxy. This was rejected because: it was more historically accurate to have a wide variety in the number of reloads reflecting the hull volume and year, carriers which replace their fighters with more modern types cannot suddenly find more cargo volume to maintain a consistent number of reloads, and fighters with more drones tend to be in more intense combat and die more quickly.

ROGUE EAGLE: (1404B) Bob Theel suggested that the Orions captured a War Eagle and fitted it with Orion engines. This was rejected because there was no valid reason for the Orions to have an R-torp, and no reason for the ship otherwise.

URCHIN DRONES (1405B): Ken Burnside proposed these drones, which carried very small mine warheads able to damage anything and everything in the target hex. This was rejected because we have limited weapons that affect the whole hex to non-moving mines for tactical reasons.

SPACE FOR FIGHTERS (1406B): Keith Meadows proposed that heavy fighters might be more effective if they took up 1.5 shuttle spaces instead of 2. This would allow more to be carried. This was rejected because it upset the current balance of fighter performance (and would re-write fighter history since they would then be more than marginally-effective units), would require revising any carrier fitted with heavy fighters, and would be extremely awkward in the revision and interpretation of many rules.

CIVILIAN TUGS (1407B): John Crawford proposed this unit to build civilian bases, since the military would be busy and freighters too slow. The problem is that there is no need for it. In peacetime, military tugs are available for lease (and no one is building civilian bases anyway) if there is a hurry, and if there is no hurry, freighters are adequate. Worse than useless, however, the unit would be dangerous since to perform at even minimal levels would make it at least the equivalent of an LTT (if not a transport-tug), and that would make it something the military would call into national service in wartime. It would have to be accounted for in the strategic game, and that would inflate the number of tugs in service and unbalance the game.

ASSAULT SCATTER-PACK (1408B): Jim Hart proposed a 2-space shuttle, like the heavy transport shuttle, specifically designed for use as a 12-drone scatter-pack.

This was rejected because the shuttle would be too specialized and the effect of a 12-drone scatter-pack would be too unbalancing in favor of the drone-armed races.

SAUCERS AND HULLS (1409B): Several proposals have been received to combine the saucer of this Federation ship with the rear hull of that (not necessarily Federation) ship. All of these were rejected because saucers are specifically designed and mated to their rear hulls.

TRACTOR ON A ROPE: (1410B) Nicholas Weaver proposed a change to the tractor beam rules (or an optional type of tractor beam) which would act like a rope instead of a bar, with the two ships unable to affect each other unless the tractor link was stretched to its full length. This was rejected because the engineering background could not support the concept (it's a magnetic or gravitic attraction, not a rope) and it would be almost impossible to write rules for it.

GRAVITY WAVE GENERATOR (1411B): Tim Dolan proposed a new weapon for the Gorns, which would generate a gravity wave that would damage all ships in all directions. This was rejected for two reasons. First, the premise that the Gorns "need" some weapon which is "unique" is unfounded. Second, the weapon is impossible to justify from an engineering standpoint and would be virtually useless tactically.

DON'T WASTE YOUR TIME: We have several things under development in the staff and would like to take the opportunity to save those creative players the fruitless effort of developing them for submission to ADB:

FRAX: We plan to do the Frax in Module C4 (along with other "simulator races"). However, the Frax ships are already designed, and we don't need any submissions. (It is no surprise that the dozen submissions for a Frax BCH all look virtually identical. The ship designs are obvious and straightforward.)

ANDRO INVASION OF LDR: This is in development and playtest within the staff for inclusion in a future module. We are not considering input on this historical campaign.

TOURNAMENT SHIPS: While we appreciate your comments and evaluations, we aren't planning on more tournament ships anytime soon. There are more than enough.

LARGE SCENARIOS: We cannot get most groups to playtest large scenarios (those with more than five or six ships per side), which means that the few groups that will playtest these have a multi-year backlog of scenarios to test. If your group is willing to test large scenarios, please drop us a line.

CAPTURED AND CONVERTED SHIPS: We have dozens on file, and the possibilities are endless. We have, for some time, been preparing a series of articles on such conversions but have never had the space to print them. ☻☻☻

ASK KOMMODORE KETRICK

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

ANDROMEDAN DOCKING (Q1401): How do Andromedans dock externally to their bases? (C13.71) says that units can only dock to tractors, and Andromedan bases do not have any! Does this mean that they cannot dock externally to their bases, or is this an exception to (C13.71).

A: Sorry, but you will have to use a tractor-repulsor beam (E9.4) to dock.

Q1402: When docked to a satellite base, the rules say that a Dominator's weapon arcs are blocked. Would you please confirm this, as it confuses me just a little.

A: Blocked as per any other ship; see the docking rules (C13.72).

CLOAKS (Q1403): Could an Andromedan ship use a cloak?

A: There is a flat statement at the bottom of Annex 7H that the cloaking device cannot be combined with power absorber panels, which answers your query quite nicely, and with some finality.

ADMIRAL'S GAME

Q1404: In (U3.0), The Admiral's Game in the Captain's Edition, what can a base that is left behind receive in terms of replacement fighters and repairs? My thought was that as it is out of supply, it can complete scenario repairs and break out spare shuttles but nothing else. What do you think?

A: Bases are considered to be sources of supply in the basic version of (U3.0). As such, they have supplies for the fleet they are supporting. Cut-off bases are assumed to be capable of sustaining themselves, and any ships left with them, for the entire campaign. It is intended to eventually add a "logistics" module to the campaign under which players will have to track the supply situation of their combat units, and how much supply there is at a given base, forcing them to make decisions on what to store at a base and what of its supplies to use. This will include rules for "commerce raiding" by both sides on the other's logistics ships, as well as the need to guard against Orion Pirates, monsters, and Andromedans raiding your rear. Until that is published, a base is always in supply and will be able to replace its fighters, shuttles, drones, T-bombs, etc. under the provisions of (U1.0).

Q1405: Several questions for (U3.0) The Admiral's campaign.The problems arise from the following: The attacking player has chosen the Romulan mixed fleet with the mixed carrier groups. He is attempting to suicide the K4D and SNE escorts so that they can be replaced either with SkyHawk-A or SkyHawk-E ships. The defender claims that SkyHawk-A ships may not be used, and that the carrier group cannot be used at all if it is missing escorts.

A: I will have to run that down, but my general reaction to players who try to trash carrier escorts to replace them with 'good' ships is to say you cannot do that. General concept: You do not have to replace the escorts, but the missing escorts count against command limits. You can only replace them with other escorts.

Q1406: How could the LDR or Tholians/Neo-Tholians fit into a Free-For-All campaign? (Kind of like switching the Federation and LDR roles in Federation and Empire.)

A: Fitting the LDR into a campaign as a major race? No, sorry, you have to work that one out for yourself.
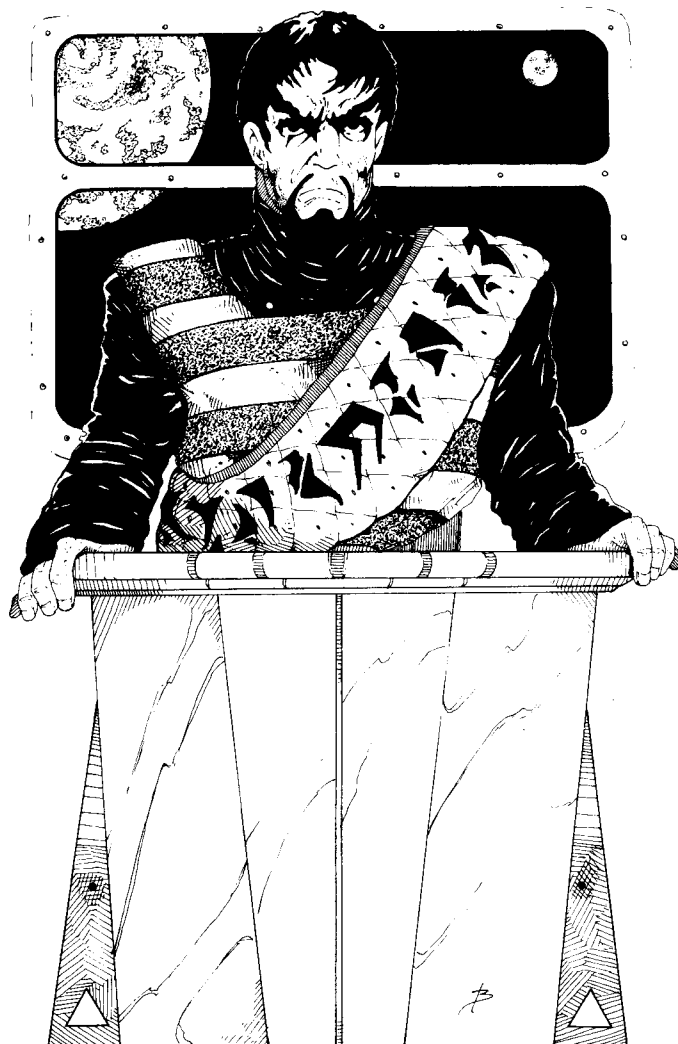
Kommodore Ketrick addresses his commanders before his ill-fated invasion of the WYN Cluster.

FIGHTERS

Q1407: (J11.141) Can an MRS carry "non-MRS" capable pods as inert pods?

A: So it would seem.

Q1408: Under (J1.212) and (J6.2), what effect does Pilot Quality have on the "rated maximum speed" of the shuttle or fighter in regards to death-dragging?

A: None. Structural failure due to high speed tractors is based on the frame of the fighter, not its pilot.

Q1409: (R2.F1) F-14 is not clear to me: The SSD shows four type-III special rails, and the second paragraph says to use (R1.F9). The F-14A adds two type-III rails, and the F-14C adds two more. When I first read this, I thought the F-14C could carry eight type-III drones, but I really do not believe that is what you meant. Annex #4 shows two or four special rails.

A: Regarding the F-14, we're sorry it is not clear. The SSD shows the F–14C. You have to make changes, i.e., reduce the numbers of type–III drones, for each variant. We have done this sort of thing all over the place. In any case, the instructions are not telling you to use (R2.F9), but to go there to see a similar drone set up for the type-IIIs.

OPERATION UNITY (Q1410): In (U6.283), the rule reads as follows: "...and (U1.33) is limited to 100 points for each race (total for the campaign); in addition, Klingons and Kzintis get 100 extra points, and the Federation and Orions get 50 extra points to be used only for drones...." The problem is that (U1.33) deals with drones only. Does this mean that the non-drone using races get 100 points for drones while the drone users get 200 (or 150)?

A: The reference means that the Lyrans, who may use CVL or CV class ships in the campaign, are limited to 100 points. It is also written this way to cover the possibility that one or more of the minor races that will be added to the game MIGHT have drones. Note also that a WYN squadron was added and is not listed as having additional drones and so is, like the Lyrans, limited to 100 points. Non-drone using races get nothing from this rule, e.g., the Tholians do not get 100 spaces of drones.

Q1411: Should the reference to (S3.2) in (U6S.432) be a reference to rule (U6.283).

A: No, the reference to (S3.2) is correct because it deals with the fact that a "drone" ship could have more than the normal percentages of "special" drones, e.g., a Klingon D6D.

Q1412: And still another question about Operation Unity. Our galactic player on the Klingon/Hydran/Lyran/WYN front is having difficulty with the carrier designations. The root of the problem is, would a Hydran Paladin be considered a carrier for purposes of fulfilling the "one carrier allowed per fleet" rule (U6.321)? Applicable rules are: (U6.321) General carrier limit rule for Unity. (S8.31) General scenario carrier limit. (S8.32) Makes it abundantly clear that there is a specific difference between Hydran true carriers and Hydran hybrid carriers.

A: The Paladin, as opposed to a Lord Paladin (SCS) or an Iron Duke (CVA), is not a "carrier" but one of the Hydran hybrids. It carries the fighters as an adjunct to itself as most Hydran cruisers do.

Q1413: Also, he is curious about the B10 (SSD as provided to date). Is it considered a carrier for (U6.321) or as just a ship having additional fighters in (S8.31)/(S8.32)?

A: As with a Hydran DN or Ranger, the same is true of the B10 or a Romulan SuperHawk-A or -K. None are true carriers; all simply carry some fighters as adjuncts to their inherent firepower. Note that if you add "casual PFs" on mech links to any of these ships, rule (U6.324) would be in effect, but the fighters they carry are not penalized in that rule.

Q1414: While I am asking questions for that front, are escorts required for the B10? If so, what are they?

A: If a B10S or a B10V were to be used in a variation, such a ship would be required to have escorts. The required escorts were listed in Module R5.

Q1415: (U6.211) states that Andromedans arrive carrying their standard medium satellite ships. Then, under (U6.213), it states that "Mambas may not be carried by newly arriving Intruders, Infestors, or Dominators unless the mothership spends one round having its hangar converted for this purpose under (U6.281)." In the case of a ship arriving and then immediately going into conversion, would the medium satellite ships go into the pool of available satellite ships and the large satellite ships would have to be added from the available pool of large satellite ships? More precisely, there is no way that large satellite ships can be added to the Andromedan force pool as a result of a new arrival, correct?

A: Your reading of the situation is correct. The medium satellite ships that the mothership arrived with would go into the pool of satellite ships, and it would have to draw new satellite ships (either large or small as appropriate) from those available at the Desecrator (or it could be configured to carry large satellite ships and carry mediums or smalls, though fewer of them, or it could undergo no conversion and simply trade its mediums for

smalls, again carrying only as many satellites as its hangars are configured for). Large satellite ships can only be built at the Desecrator, and none will arrive from Andromeda on a new mothership, excluding a few Pythons.

Q1416: (U.6.3) Is an Orion ship that takes all special sensors considered the scout for that front?

A: I am not sure I understand this question. I think you are asking if you can put all special sensors on an Orion ship and use it as a scout as the 12th ship in your battle force instead of a normal scout. I am forced to answer no for a variety of reasons. For example, you get into the question of whether or not the Orion could use one sensor and the rest drone racks, is this a scout? How about two special sensors and a drone rack? The Orions had no formal fleet organization, and no formal scouts. While some ships might have functioned in this role, they generally did not fight fleet battles and therefore have no scouts. Steve Cole said he would have approved the concept of using an Orion ship this way, but at this time this would comprise new rules.

Q1417: (U.6.3) In Unity, are the Galactic Powers limited by (S8.35) (i.e., can they take more than one scout per fleet)? What about the Andromedans (can they have two Eels)?

A: The Galactic Powers are limited by (S8.0). The Andromedans have no more than one scout per mothership (and if the mothership is a scout, it cannot carry another scout). So two Dominators could each bring an Eel to the party.

Q1418: In rule (U6.31), a reference is made to an Orion BCH. Do they mean the Orion BC, or is there an Orion BCH that is to be announced in later releases?

A: By now you have seen Module R5, which had the Orion BC which was the interim ship before the Orion BCH. The latter ship (BCH) is the one in the Orion order of battle.

Q1419: We have had some debate about the purpose of rule (U6.26). Does this rule mean that if the Andromedans advance into the galaxy (not use initiative, but advance), the Galactic Powers are not allowed to make any aggressive actions on any other front until the penetration is removed? In addition, the rule states that this penetration "will be the focus of operations...." Some of the Galactic players in the group believe this means that they have to bring all of their forces (from all three routes) to bear on the Andromedan penetration. Is this true? And finally, is the "preemptive advance" in (U6.231) also covered by (U6.26)? I think that rule (U6.26) needs to be reconsidered. Its reason for being is not in line with the new victory conditions. The Galactic players cannot pool their forces into one front and win because of (U6.62) in the Andromedan Victory Conditions.

A: The rule states "The penetration will be the focus of all operations...." This means that no Galactic advances can occur until the penetration is destroyed. The Galactic player is free to transfer ships within the rules as he sees fit to destroy the penetration. However, the Galactic player is not required to abandon any positions on other routes; he simply can't advance.

The second part of his question was whether or not this rule (U6.26) covered (U6.231). Unfortunately, it does, and the Galactic Powers will have to either advance or successfully defeat any Andromedan incursions. Allowing a successful Andromedan incursion into the galaxy is not a good idea.

(U6.26) is not superfluous in light of the victory conditions. I would point out that the rule is there for the Andromedans, not for the Galactic Powers. Consider that the Galactic Powers could simply leave a holding force at two entrances and mass everything on the third to drive to the Desecrator. The fact that the Andromedan player might conduct a successful attack on any of the routes to delay the advance is what this rule provides. So it forces the Galactics to commit forces to an advance on the other routes.

TRACTOR BEAMS

Q1420: Ship A is tractoring ship B. Ship B is tractoring shuttle C (which happens to belong to ship A). Ship A and ship B both have a movement cost of 1; the pseudo speed of A is 7 and the pseudo speed of B is 8. The shuttle is a standard admin type and is not crippled. Questions: On an impulse when A only is scheduled to move, will the shuttle be killed by death-dragging? On an impulse when B only is scheduled to move, will the shuttle be killed by death-dragging? If the answer to both of the two previous questions is no, will the shuttle be killed by death-dragging on an impulse when both ships are scheduled to move? Will the shuttle be killed by death-dragging if both ships are scheduled to move on the same impulse and that movement results in no change in location for the units?

A: (G7.54) says "effective speed," and (C2.412) defines effective speed as the total number of hexes that a unit moves, and provides for that to be judged at the rate at which it is currently moving in terms of hexes per turn. Therefore, if either ship moves, the shuttle is dead. If both ships are scheduled to move, and if their movement cancels out, (G7.541) provides that the shuttle is destroyed when "the ship moves" and (G7.36C1) specifically states "...neither ship moves." So the shuttle would not be death-dragged on that impulse.

Q1421: If two ships (say A is moving speed 30 and B is moving speed 20, both have a movement cost of 1) are tractored together and B is pushed into an asteroid hex by A, at what speed is asteroid damage resolved? I think it falls under (C2.412) and (C2.45) Effective Speed [see (C2.43) for speed calculation], but I am unsure because effective speed implies that the facing of the two ships with relation to each other may matter and, thus, could be very involved.

A: Use effective speed. Both the rules you have cited [(C2.412) and (C2.45)] say this. Irrespective of facing in this case, only terrain induced movement is allowed to "slow" a ship moving opposite the direction of the terrain. There is no special dispensation for a ship being towed. Essentially, if you want a pseudo science answer, the shaking caused by the counter movement of the two ships causes whichever one is in the asteroid field to "cover" more space and, thereby, increases its chances of contacting a piece of space debris. Therefore, even if ship A is moving with a pseudo speed of 15 in your example, and ship B is moving with a pseudo speed of 10 in your example, and both are moving directly opposite each other, the effective speed will be 25. Note, however, that because of the effects of (G7.36-C2), there will be times when the ships are supposed to move and no movement takes place, and under (P3.2) there will be no chance of damage on those impulses since no asteroid hex will be entered.

Q1422: According to (G7.353), negative tractor is available for the entire turn. Assuming that negative tractor was generated to repel a tractor attempt on your ship, is there any reason why this negative tractor energy could not be used to "repel" incoming drones or suicide shuttles? This assumes that no further attempts are made to tractor your ship. If not, why? (Please state rule number.)

A: Nice try, but in this case you have to cite a rule number which allows tractor energy to repel incoming drones or suicide shuttles. If such were the case, there would be a specific rule allowing normal tractor energy to be applied and used in such manner. There is no such enabling rule, so you cannot do it. The sole function of negative tractor is to negate an opposing tractor beam. There is nothing in the rules which allows negative tractor energy to do anything other than that. The rules do specifically note (G7.351) that power allocated or applied from reserve cannot be switched from one type of tractor (tractor or negative tractor energy) to another kind. You might also consider what effect it would have on the game if you could block

one drone or seeking shuttle per point of power applied to "negative tractor." If that were the case, the Kzintis would effectively cease to exist as a viable race in the game.

Q1423: In the Tractor Rotation Rules (G7.715), it states that if both ships are of equal size there is no rotation. Does size refer to size class or to movement point cost in this case? Or, more bluntly, can a CL rotate itself while tractoring a CA?

A: I do not think there is any place in the rules where size refers to anything other than size class. A size class 3 ship with a movement cost of 2/3rds is the same size class as a size class 3 unit with a movement cost of 1. Or to put it another way, the B10 is the same size class as the Tholian D.

Q1424: Concerning (G7.55), Captain's Edition, this says that to break away from a tractor, a fighter must HET, then travel 3 hexes away from the tractoring vessel at "top" speed. If the fighter has already spent movement points towards erratic maneuvers, does his top speed for the turn count for (G7.55) as his speed minus his erratic maneuvers or his top listed speed in annex #4, and if he is performing erratic maneuvers, he is doomed. And if for a tactical reason the fighter was going slower than his normal max speed, can he make an unplanned speed change up to that max speed to escape, or is he doomed to be tractored?

A: (G7.55) refers you to (C12.342). (C12.342) states that you can make the unplotted acceleration irrespective of when you made your last unplotted acceleration, but the limits of acceleration in (J1.22) and (C12.33) apply. So if the fighter is not moving at a speed which will allow it to accelerate to its maximum, it will not be able to break the tractor and will be killed. If you then check (C10.134), you will find that a fighter doing erratic maneuvers does not have to count in its maximum speed the point of speed lost to doing erratic maneuvers, and (C10.135) establishes that while an erratic fighter cannot HET, a fighter held, even for a brief moment, by a tractor beam is technically not erratic and can safely HET. Note that once the tractor is broken, under (G7.922) the fighter is again erratic.

Q1425: Can a Klingon Boom or Federation Saucer (or Tholian Command Module) separate when tractored?

A: (G12.35) states that the tractors remain attached to the rear hull when a boom or saucer separates. (G12.95) says that separation is accomplished as in (G12.0) and specifically includes tractors so that should take care of the Neo-Tholians.

Q1426: Does being tractored affect seeking weapon control? Specifically, a dreadnought tractors a cruiser that has just launched a suicide shuttle. Is the tracking of the shuttle lost? Does the identity of the shuttle's target (dreadnought or another ship) make any difference in this question?

A: (G7.91) and (G7.94) effectively establish that if you already had a seeking weapon on the map en route to a target, you can continue to guide it, but you cannot launch any new seeking weapons at any target except the one that has you tractored provided that you are not larger or equal in size to the unit which tractored you.

Q1427: A tractor beam established previously to a unit may be dropped involuntarily during the Energy Allocation Phase [in the Tractor Auction outlined in (G7.42)]. The wording here suggests that a link not dropped (voluntarily or otherwise) by Impulse #32 obligates the ship maintaining that link to allocate power for a minimum of one effective tractor point before starting the auction. In 6B4 of the Sequence of Play, the notation for the Operate Tractors Step states that this step is the only time for voluntary release (or activation) of tractor beams. If a tractor link is not dropped by Impulse #32, is the tractoring ship free to voluntarily drop the link during Energy Allocation by not powering the tractor at that time?

A: Yes, but this must be stated, and there will be no tractor auction.

CLOAKING DEVICE QUESTIONS

Q1428: I am a little confused with the interaction of rules (G13.552) (exploding mines revealing cloaked ships) and (G13.401) (voiding cloak rule and the note). If one ship were next to a cloaked ship revealed by a mine, would it gain a more or less guaranteed lock-on for the rest of the impulse (guaranteed lock-on being a sensor rating of 6), or would the ship immediately make the (G13.331) retain lock-on roll, and if failing that never have a lock-on? It is just that the part in (G13.401) under the heading "Note" does not seem to fit the rest of (G13.401).

A: See the example under (G13.3323). This demonstrates that a lock-on lasts from the moment you gain it to the Sensor Lock-On Segment of the Impulse Activity Phase. Thus, if you explode (or the cloaked ship causes to explode) a mine next to a cloaked ship in the Movement Step of Impulse #16, you will have a lock-on until the Lock-on Step of the same impulse. If you retain that lock-on in that step, you will retain it until conditions change.

Q1429: Can a cloaked ship drop mines out of its shuttle bay without voiding the cloaking device? And can minelayers drop them out of their mine storage?

A: Laying a mine from a rack or a shuttle bay is in some ways no different than launching a shuttle. The difference is that if you were using hidden movement, the launching of the shuttle would reveal the specific hex the cloaked ship was in. In normal play, shuttles can be launched without voiding the cloak (recovering them, and PFs, is a different matter). So mines can be rolled out the hatch without voiding the cloak. Of course, the mine still will not arm until the cloaked ship has moved away from it.

Q1430: When type-VI (warp-seekers, also known as dogfight drones) strike a cloaked ship, is the (G13.37) Fire Adjustment chart applied?

A: Rule (FD5.131) says that the dogfight drone (if it locks on) will retain the lock-on and will not lose it due to the target cloaking. Well and good. This rule also says that a dogfight drone is not distracted by EW, which of course means that it is immune to the (D6.361) Proximity of Detonation Table. Note that (D6.364) says that the cloak-versus-seeking weapons table (G13.37) and not the proximity table (D6.631) is used in the case of a cloaked target.

Rule (G13.3345) confirms that the dogfight drone (with a lock-on) will retain that lock-on. This rule mentions nothing about EW.

Rule (G13.35) says that seeking weapons use (G13.37) and provides no exception for dogfight drones.

Rule (G13.372) says that cloak is a 'gross effect' and provides no evidence that a cloak is some form of ECM.

Hence, there is no rule providing an exemption for dogfight drones from (G13.37), and hence dogfight drones are affected by (G13.37). One might argue that, based on the above and pseudo-Vulcan logic, perhaps there should have been. But there is not, and of course everyone knows that doomsday is over and that the rules cannot be further changed.

BOTTOM LINE: Dogfight drones are subject to (G13.37), and that is the end of it.

Q1431: For how long have cloaks and EW been compatible? The example after (G13.3323) and all the tables show that the two can be used together, but I distinctly recall one of your staffers saying that "The cloak is the ultimate form of EW" and that the two are not compatible.

A: The Cloak-vs-Combat Chart and an ECM shift cannot be applied at the same time; the cloaked ship must choose to use one or the other. Read the rule carefully.

Q1432: While hidden movement cloaking is very powerful, I have had the normal rule badly abused in the other direction.

My opponent flew a squadron of fighters out to "station-keep" on a cloaked ship of mine. Neither the carrier nor the fighters had any sort of lock-on, but the counter was on the map (as usual). The situation was such that I could not uncloak just to pop the fighters during their approach. Is there any ruling that will prevent this abuse?

A: Sorry, but do not cloak when your opponent can do this to you. That is the standard rule. Hidden cloaking is an optional rule and completely changes the balance of the game.

Q1433: If the range shift of an uncloaking ship places it beyond overload range, but the true range is within overload range, can the overloads be fired at the uncloaking ship successfully?

A: Yes, the weapon will hit with the same chance as a non-overloaded weapon of the same type fired at the effective range if it is a hit-or-miss type. Range-of-effect weapons are a little different. See (D6.126).

Q1434: Question on (G13.37). How can you achieve a die roll of "7 or more?"

A: You can get a die-roll of 7 or more by using the Experience Against Cloaked Ships rule (G13.6). ☯☯☯

COULD YOU GIVE ME AN EXAMPLE OF....
Tractor Beam Auctions?

by Bruce Graw

There are four points that need to be addressed, as follows:
1. How and when to do a tractor auction,
2. The change in ship speeds when a unit tractors another,
3. The way two ships move when they are tractored together (especially with respect to the end of the turn), and
4. Tractor rotations, a source of constant confusion.

For our example, a Klingon D7A traps an annoying Orion Pirate in stasis. Another nearby Pirate, in a Battle Raider, runs up and tractors the D7A in order to move it and thereby break the stasis field holding his fellow nuisance captive (G16.31). Naturally, the Battle Raider is doubling engines and runs up to the Klingon ship at speed 31. However, it can only reach range 2 by the end of the turn and wants to break the stasis immediately. From range 2, it takes 2 points of energy to affix a tractor beam (G7.61), but the Orion has plenty of power and tries anyway.

The Battle Raider applies a tractor to the D7A (G7.12). Having planned for something like this, the D7A has 4 points of tractor energy allocated and also 3 unused batteries (G7.414). He applies one negative tractor, forcing the Orion to use two more power to continue the tractor attempt (G7.63). The Klingon player snickers, knowing he still has 6 points of available power, and applies a second negative tractor point. The Orion has already spent 4 in the tractor beam and applies another 2 points. The Klingon applies another point. This goes on, in sequence, until the Orion is up to 14 points and the Klingon to 7 (all his available power, including reserves). The Orion now notes the sweat on the D7A captain's brow and applies another 2 tractor points, succeeding (finally) in grabbing hold of the target ship. (With doubled warp engines, a Battle Raider can move speed 31, pay for housekeeping, and put 26 power into tractors, assuming no weapons are charged!)

With the tractor now affixed, the two ships now calculate their new speeds (G7.32). [The stasis field is dropped in the Activate/Deactivate Stasis Field Step (G16.31) of that same impulse, just after drone launch would take place. The released Orion ship, already badly damaged, immediately flees the scene and takes no further part in this example.] The Klingon is, of course, moving speed 0, with a movement cost of 1. The Orion is moving 31 with a movement cost of 2/3, and since it is going speed 31, it is obviously using impulse power to move; in fact, it has 21 points of energy in movement. Its speed is determined by summing the two movement costs (in this case 1+2/3) and figuring its new speed based on this cost. Leave the impulse out of the calculation for the moment, and you can see, after a quick division of 20 by 1+2/3, that the result is an even 12. Now add the impulse power for a final total of 13. (If there had been a fraction left over, it would be dropped.)

Now it is Impulse #32. The Orion ship moves the pair of ships, does some firing, and the impulse ends. [For purposes of this example, the D7A has previously made a tactical maneuver and cannot use a Zero Energy Turn (C5.13) to bring a stronger shield toward the Orion.] The Orion player announces that he is maintaining the tractor. Before energy allocation, the two ships begin another auction (G7.42) (note that this takes place BEFORE tractor rotations). The D7A has 39 points of power; the Orion knows the most he can generate, assuming full doubling, is 50 (remember, he lost two warp to doubling last turn). The

Klingon, however, needs 4 for housekeeping and would also like to expend 1 for a tactical maneuver (he does not have the Orion in his forward arc), 2 for wild weasels (held from a previous turn), and 16 to overload his disruptors, for a total of 23, leaving 16 unallocated. The Orion player announces 2 points to hold the tractor (G7.421); the Klingon breaks it with 1 point (G7.352). This continues as before until the Orion has committed 32 energy points while the Klingon has used the 16 he had available. The Orion announces another 2 points, moving up to 34, and the Klingon stops applying negative tractor.
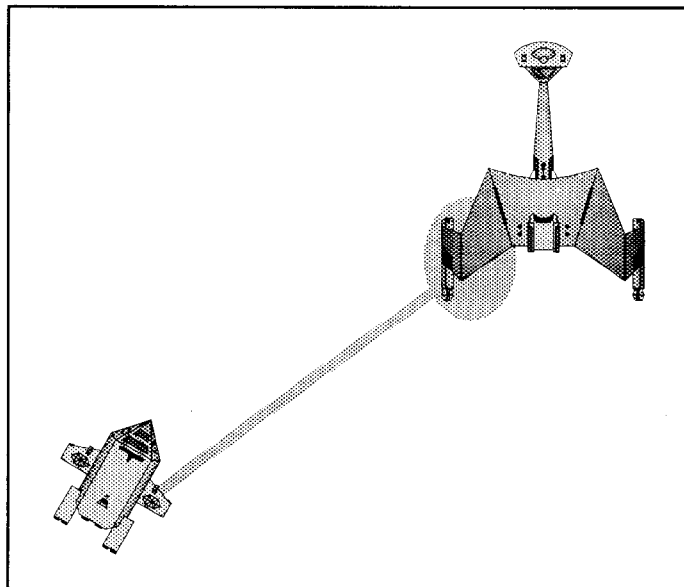
The Orion must now pay 34 energy for tractors, plus 4 for housekeeping, leaving him with only 12 available power after all doubling. He pays 2 energy to hold two wild weasels, 2 to hold two suicide shuttles, 4 for movement (speed 6), and 4 more for tractors in case the Klingon tries breaking it with more power on Impulse #1. He notes the firing arcs of the Klingon ship, and the power he expended in the auction, and reasons that the Klingon player will probably pay for a tactical maneuver and fire on Impulse #2. He also notes that a tractor rotation cannot be used since the D7A is the same size class as a Battle Raider. However, the ship COULD be pulled closer because of (G7.715), and it turns out that doing so would actually be a good thing, because the Orion plans to launch five type-IVF drones (he has B-racks in his option mounts) on Impulse #1. If the Klingon is only one hex away, these would hit on Impulse #2, before the D7A could tactical maneuver. Therefore, the Orion pulls the Klingon ship one hex closer to himself, chuckling at his own brilliance.

Energy Allocation is now filled out, and the turn commences. The Orion launches his drones, but the Klingon player dropped his earlier plan and put 19 more energy (the 16 originally planned for the disruptors, the 1 for the tactical maneuver, the 1 for fire control, and 1 of the weasels) into negative tractor. (Note that the Klingon had to make this decision during the Energy Allocation Phase. He could not do it subsequent to that point.) This, added to the 16 already allocated to negative tractor as part of the auction (G7.353), totals 35. This would be more than enough to break the tractor if the two ships were still at range 2, but the rotation has brought them to range 1, so the Orion's 34 points of tractor energy are at full strength. The Orion has, however, cannily put extra power to the beam and ups the tractor strength to 36, exceeding the 35 and holding on. The D7A captain is going numb about now and realizes that, when he decided to go all out to break the tractor link, he should have

done so during the auction rather than waiting until the start of the turn. If he had done this during the auction, he could have kept going until he won and avoided the rotation that effectively doubled the Orion's tractor energy. [It's worse than that, since the D7A has no energy remaining in the phaser capacitors and cannot fire the three phasers in arc. Also, his ADD rack is empty.]

However, a Klingon C7 some distance away fires all of its weapons at the five drones in narrow salvoes. This kills three of them, and the resulting drone damage (followed up by phasers and suicide shuttles, of course) cripples, but does not kill, the D7A. The C7, which had fired a desperate salvo from range 22, now closes the range, intent on rescuing the stasis ship. It is now the Orion's turn to begin sweating, but rather than drop the tractor, he holds on (knowing he can kill the ship the next turn). He is paying 4 points of energy for movement, and not using impulse power, which results in a pseudo-speed of 2 (remember, his combined movement cost is 1+2/3, and the remaining fraction is dropped). The Orion is doing this to retain an acceleration of faster than 10 on subsequent turns after the tractor is released.

The C7, which is conveniently (for the Orion) out of weapons, rolls up to the Orion late in the turn and decides to grab him with a tractor at range 1. The Pirate still has 2 left-over points of tractor energy, and 4 batteries, and tries to auction the C7 on the off chance the Klingon ship did not allocate power for tractors but is operating on batteries alone and may not have all 7 of them available. Unfortunately, this proves to be wrong, and the Orion player winds up spending all 6 remaining points and is caught in tractor anyhow.

The speed calculation now becomes more complicated. The C7 has a movement cost of 1, which combined with the 1+2/3 of the Battle Raider-D7A combination yields a total of 2+2/3 (yuck!). The C7 was moving at a speed of 28, paying 27 warp and 1 impulse to move; the Orion was paying 4 warp and no impulse. Dividing 27 by 2.67 for the C7 yields 10.112 or so, which, after dropping fractions and adding the impulse, yields a speed of 11. The Orion divides 4 by 2.67, yielding the predictable result of 1, after dropping fractions.

Note that the Orion ship is not forced to release his tractor on the D7A because the C7 is of the same size class and is, therefore, exempted from (G7.91) because it is of an equal size class AND an enemy ship. Also, only two ships are allowed to generate pseudo-speed under (G7.373), but since the D7A is not even generating practical speed, it does not matter and is ignored. [If the D7A had been moving at a practical speed of 1 or more, the Orion's movement would be ignored because it is the smallest of the three ships, by movement cost, as detailed in (G7.373).]

On Impulse #30 speed 11 moves, and the C7 moves the conglomerate of ships, choosing that moment to turn towards the Orion and centerline him, thereby bringing the maximum number of phaser-1s to bear on the Pirate. Impulse #31 passes with no movement, and on Impulse #32, both speeds 1 (the Orion) and 11 (the C7) are called for. Since slower speeds move first, the Orion moves, turning in such a way that the C7 would move directly forward. No matter how the C7 captain moves his ship (he cannot turn, having done so on Impulse #30), this results in two movements by each ship. Under (G7.36-C-3), the larger ship (by size class, then by movement cost if the same size class) makes its movement first, then the smaller ship on the next impulse. Therefore, the Orion's movement does not occur (but its turn does), and the C7 moves the group forward. It should be noted here that if the C7 maintains the tractor link, the Orion will get to make its postponed movement on Impulse #1 of the next turn.

Now it is auction time again. The Orion loses three more engine boxes and knows he will double again, giving him 44 power next turn. The C7 has 44 as well, while the D7A is down to 3 points of energy (all warp), having lost the rest of his internals to suicide shuttles and phasers during the turn. The C7 captain notes that two other Orion ships are moving towards his position, and he cannot afford to go too slowly next turn. But he wants to kill the Orion, so he takes the auction up to 26 points, figuring he can still move at a speed of 14 (with no weapons powered). He knows the fastest the pirate can move is 16 (since his true speed on the previous turn was 6). (This will have the effect, he hopes, of removing all shield reinforcement and phaser energy the Orion might pay for and make him an easy drone target.) Therefore, the C7 has paid 26 points for tractor, while the Orion has paid 26 for negative tractor. Also, the postponed move for the Pirate ship is lost because the tractor was not maintained.

The tractor auction phase is not over yet, however. The Orion wishes to continue holding the D7A (he has a diabolical plan in mind, as you will shortly learn) and does so by paying 1 point of power to maintain the tractor. The D7A, with only 3 points of power, goes ahead and resists to make life hard on the Pirate. The auction goes all the way since the D7A can stay on emergency life support, and the Orion winds up paying 4 to hold the tractor while the Klingon pays 3 for negative (and can do nothing else the next turn and, by this point, is hoping to survive only long enough to finish repairing an impulse box and disengage by sublight evasion, and is probably deeply regretting that he did not shut down his boom impulse engine under (G12.71) so that he could at least escape with the boom under (G12.35)). This leaves the Orion with 30 points into tractor and 14 other power remaining. It should be noted that the D7A may have made a critical mistake. The D7A could use a Zero-Energy-Turn (C5.13) on Impulse #32, and it could have turned an intact shield into the Orion and should have used 2 of its power points to raise that shield.

Next is the rotation step. The Orion pulls the D7A one hex closer once again so that the two ships now occupy the same hex, and both are one hex away from the C7.

The Orion ship moves at speed 13 on the next turn (at a cost of 8+2/3 power), powers housekeeping for 4, and puts 1.33 points of power into phasers. The C7 moves at maximum speed (14) to stay out of overload range from the incoming Pirate ships. The resulting speed for the Orion is 5, after figuring in the cost while still tractoring the D7A.

On Impulse #1, the Battle Raider launches five drones, which the C7 player correctly guesses are type-IVFs. He knows they are targeted on him as under (G7.943) the Battle Raider could only launch the drones at the C7. He fires an ADD at one, which misses, and his phasers (what remains of his capacitors) at two others, killing them. The remaining three hit on Impulse #2, and the Orion captain adds insult to injury by firing four phaser-1s as phaser-3s (thereby using all his available capacitor energy) at the D7A (they are not in arc to fire at the C7), blowing it up. Too bad the ship needed one more turn to finish repairing the impulse box in the boom. The Orion absorbs the 19 points of explosion strength on a strong shield while the C7 has to eat it on his newly downed shield.

The Orion captain is quite pleased with himself by this point, but his luck runs out. The C7 captain is through playing around and launches four type-IVF drones of his own. The Orion, having no energy in tractors and nothing left in his phasers, can only watch helplessly as the four impact on a rear shield, causing 72 internals and leaving his ship a flaming wreck.   ☻☻☻

BATTLE FORCE 900

This Battle Force was designed to include non-carrier forces which could fight each other. They can also be matched against the 900-point Carrier Groups from CL#9.

The requirements of this Battle Force were: Y175, a scout had to be included, and at least three size class 4 ships had to be in the battle force. Also, the designers were required to devote a minimum of 100 BPV to commander's options. The WYNs were excluded as they did not have large ships capable of engaging in open battle. The Orions were allowed to have a conjectural force including their DN, and forces for the Tholian Old Galaxy were also included.

FEDERATION (Ray Olesen)
CB (162): drones; 2 type-IECMM (+1), 12 ADD (+0); MRS (+8); drones for MRS; 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5); 10 extra boarding parties (+5), 2 commando boarding parties (+2); 3 T-bombs (+12) = 194.5.
NCA (147): drones; 2 type-IECMM (+1) 12 ADD (+0); 10 extra boarding parties (+5), 2 commando boarding parties (+2); 3 T-bombs (+12) = 167.
NCL+ (120): Y175 refit (+0); drones; 1 type-IECMM (+0.5), 6 ADD (+0); 10 extra boarding parties (+5), 2 commando boarding parties (+2); 3 T-bombs (+12) = 139.5.
Two DD+ (200): each 9 extra boarding parties (+9), 1 commando boarding party (+2); 2 T-bombs (+16) = 227.
FFG (75): Y175 refit (+0); drones; 1 type-IECMM (+0.5), 6 ADD (+0); 6 extra boarding parties (+3); 2 T-bombs (+8) = 86.5.
FFS+ (75): Y175 refit (+0); drones; 1 type-IECMM (+0.5), 6 ADD (+0); 4 extra boarding parties (+2); 2 T-bombs (+8) = 85.5.
Total = 900.

This force is meant to take on historical opponents. T-bombs are for drone defense and cloak hunting. ADDs are for drone/shuttle defense. Commandoes are for hit-and-run raids, and the extra boarding parties are for guards (Federation ships never have enough). With 42 phaser-1s, 22 photons, 14 phaser-3s, and 7 G-racks, this force has good offensive power and defensive ability. If a better EW platform is needed, replace the FFS+ with an FFG and one of the DDs can be replaced by an SC+ at the cost of six T-bombs. If the scenario is a year of more after Y175, the NCL+ could be replaced by an NSC+ by trading in only one T-bomb. If you want drones in the racks, giving up a few T-bombs will provide the BPV. Note that having the option of replacing various hulls with a scout variant is handy for Tac-Intel; replacing a DD+ with a DDL+ or DDG+ can also keep your opponent guessing and helps you tailor your force as needed.

KLINGON (Mike Filsinger)
D7W (155): drones 2 type-IM (+1), 4 type-IVM (+2), 2 type-IIIECMM (+2); MRS (+8); drones for MRS; 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5); 2 commando boarding parties (+2), 3 T-bombs (+12) = 186.5.
D5L (132): Y175 refit (+0); drones 2 type-IM (+1), 4 type-IVM (+2), 2 type-IIIECMM (+2); MRS (+8); drones for MRS; 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5); 2 commando boarding parties (+2), 2 T-bombs (+8) = 159.5.
Two D5K (224): each with Y175 refit (+4); drones 2 type-IM (+2), 4 type-IVM (+4), 2 type-IIIECMM (+4); 2 commando boarding parties (+4), 2 T-bombs (+16) = 258.
F5L (97): Y175 refit (+4); drones 2 type-IM (+1), 4 type-IVM (+2), 2 type-IIIECMM (+2); 2 commando boarding parties (+2), 1 T-bomb (+4) = 112.
F5SB (85): Y175 refit (+3); drones 3 type-IM (+1.5), 1 type-IVM (+.5), 1 type-IIIECMM (+1); 1 T-bomb (+4) = 95.

F5K (78): Y175 refit (+3); drones 3 type-IM (+1.5), 1 type-IVM (+.5), 1 type-IIIECMM (+1); 1 commando boarding party (+1); 1 T-bomb (+4) = 89.
Total = 900.

This is a fairly standard force, being composed of seven cruisers and frigates. Its firepower is well balanced, with a large number of disruptors and phasers backed up with an adequate number of drones. Your electronic warfare support is weak, but you have ECM drones. The D5 squadron should make you almost drone proof.

ROMULAN (Stephan Fassman)
NovaHawk-K (192): 1 NSM (+8), 4 T-bombs (+16); MRS (+8); convert 2 boarding parties to commando boarding parties (+1) = 225.
SPA+ (135): 1 NSM (+8), 4 T-bombs (+16); convert 2 boarding parties to commando boarding parties (+1) = 160.
SPF+ (130): 1 NSM (+8), 4 T-bombs (+16); convert 2 boarding parties to commando boarding parties (+1) = 155.
Two SKA (204): each 1 NSM (+16), 2 T-bombs (+16); convert 2 boarding parties to commando boarding parties (+2) = 238.
SKF (110): one NSM (+8), one T-bomb (+4) = 122.
Total = 900.

This force can move fast and cloak aggressively during the reload turns. Use the mauler as an anvil, anchoring selected ships, and hammer them with the four plasma-S torpedoes of this force, backed up by ten plasma-F torpedoes. The scout has lots of channels, which can be used to break drone lock-ons or, if in a heavy electronic warfare environment, put most of its power towards protecting the squadron.

KZINTI (Mike Filsinger)
CCH (147): drones 6 type-IM (+3), 6 type-IVM (+3), 2 type-IIIECMM (+2); 2 commando boarding parties (+2), 4 T-bombs (+16) = 173.
NCA (130): drones 6 type-IM (+3), 6 type-IVM (+3), 2 type-IIIECMM (+2); 2 commando boarding parties (+2), 3 T-bombs (+12) = 152.
CM (110): Y175 refit (+7); drones 6 type-IM (+3), 6 type-IVM (+3), 2 type-IIIECMM (+2); 2 commando boarding parties (+2), 3 T-bombs (+12) = 139.
Two DW (168): each Y175 refit (+12); drones 6 type-IM (+6), 6 type-IVM (+6), 2 type-IIIECMM (+4); 2 commando boarding parties (+4), 2 T-bombs (+16) = 216.
DWD (86): drones 10 type-IM (+5), 10 type-IVM (+5), 2 type-IIIECMM (+2); 2 commando boarding parties (+2), 2 T-bombs (+8) = 108.
DWS (90): Y175 refit (+6); drones 6 type-IM (+3), 6 type-IVM (+3), 2 type-IIIECMM (+2); 2 T-bombs (+8) = 112.
Total = 900.

These ships are all wartime construction and are ideally suited to fighting together. You have massive drone launch capabilities and enough direct firepower to deal with nearly any threat. The drone load-out assumes a Klingon opponent. Against a Lyran, replace some of the explosive with armor modules in the type-IV drones. Against massed fighters, exchange some of your T-bombs for BPV points and use this to add some multi-warhead modules to some of your drones.

GORN (Jeff Laikind)
CS (161): MRS (+8); 4 T-bombs (+16); 2 commando boarding parties (+2), 2 heavy weapons squads (+2) = 189.
Tug (44): F-refit (+14), with P-LB (+50); 2 T-bombs (+8); 2 commando boarding parties (+2), 2 heavy weapons squads (+2) = 120.
CLF (122): 4 T-bombs (+16); 2 commando boarding parties (+2), 2 heavy weapons squads (+2) = 142.

HDD+ (117): 2 T-bombs (+8); 2 commando boarding parties (+2), 2 heavy weapons squads (+2) = 129.
BDD+ (98): 2 T-bombs (+8); 2 commando boarding parties (+2), 2 heavy weapons squads (+2) = 110.
DDF (91): 2 T-bombs (+8); 2 commando boarding parties (+2), 2 heavy weapons squads (+2) = 103.
BDS+ (97): 2 T-bombs (+8); 4 boarding parties (+2) = 107.
Total = 900.

This squadron has something for everybody, new and old. It has 1 plasma-R torpedo, 5 plasma-S torpedoes, 2 plasma-G torpedoes, and 12 plasma-F torpedoes, for a total of 480 points of plasma. It also has 33 phaser-1s and 14 phaser-3s to deal with close-in defense and add to offensive strikes. Four regular boarding parties may be exchanged for each pair of heavy weapons squads if ground combat is not likely. Commando squads are useful to improve the effectiveness of hit-and-run raids and to have a better chance to void wild weasels.

THOLIAN (CJ Csakany)
CCH (153): MRS (+8); 4 T-bombs (+16); 4 extra BP (+2); convert 2 BP to commando (+1) = 180.
CA (128): 4 T-bombs (+16); 4 extra BP (+2); convert 2 BP to commando (+1) = 147.
CA (128): 4 T-bombs (+16); 4 extra BP (+2); convert 2 BP to commando (+1) = 147.
CAP (128): MRS (+8); 2 T-bombs (+8); 4 extra BP (+2); convert 2 BP to commando (+1) = 147.
DD (80): 2 T-bombs (+8); 2 extra BP (+1); convert 1 BP to commando (+0.5) = 89.5.
DD (80): 2 T-bombs (+8); 2 extra BP (+1); convert 1 BP to commando (+0.5) = 89.5.
SC (90): 2 T-bombs (+8); 4 extra BP (+2) = 100.
Total = 900.

This is a rapid maneuver group based around the newly introduced CCH. The force is well supplied with T-bombs for cloak hunting as well as extra boarding parties to resist Klingon boarding attempts. The inclusion of a single CAP in the squadron, with the capability of holding full overloads (of course), should deter overruns from any but a massed group of attackers. Good luck and good hunting!

ORION CARTEL LORD'S FLEET (Bruce Graw)
DN (280): drones 16 type-IM (+8); 4 T-bombs (+16); and 2 commando boarding parties (+2) = 306.
Two BR (230): each 4 T-bombs (+32); 2 commando boarding parties (+4) = 266.
Two DW (160): each 2 T-bombs (+16) = 176.
DWS (100): 2 T-bombs (+8) = 108.
BPV for optional weapons, OAKDISC, special drones, cloaks = 44.
Total = 900.

This force centers around the awesome conjectural Orion dreadnought, with two supporting cruisers and a war destroyer squadron as its escorts. There are 25 option mounts in this force, so three can be from outside the selected cartel home area, and five more can be from outside the Cartel's operating zone. This allows the force to be tailored to fit any opponent.

ORION MERCENARY ASSAULT TEAM (Bruce Graw)
CA+ (135): Y175 refit (+2); drones 8 type-IM (+4); 4 T-bombs (+16), and two commando boarding parties (+2) = 159.
BR (115): 2 T-bombs (+8); two commando boarding parties (+2) = 125.
Two MR (220): each 2 T-bombs (+16) =236.
DBR (100): 1 T-bomb (+4) = 104.
Two LR+ (73) = 146.
LRS+ (93): 1 T-bomb (+4) = 97.

BPV for optional weapons, OAKDISC, special drones, cloaks = 33.
Total = 900.

This force is made up of older ships (Y169 and earlier) to illustrate that even "older" ships can make a phenomenal attack force. It is built around the venerable heavy cruiser, with three additional cruisers to make up for the lack of a DN, and a squadron of antiquated light raiders as support ships. There are 29 option mounts in this fleet (two of the LRS's three are used as special sensors, otherwise it would be 31). Three can be from outside the selected Cartel home area, and six more can be from outside the Cartel's operating zone. This allows the force to be tailored to fit any opponent.

HYDRAN BARON-MULE TEAM (Catherine Lizama)
BAR (121): fighters; 4 Stinger-2 (+40), 2 Stinger-H (+20); MRS (+8); 4 T-bombs (+16) = 205.
LTT+ (80): with P-CM (+80); fighters 8 Stinger-2 (+80); 4 T-bombs (+16); 2 extra deck crews (+1), 2 commando boarding parties (+2), 2 boarding parties (+1) = 260.
NSC+ (130): fighters 6 Stinger-2 (+60); 4 T-bombs (+16); 2 extra deck crews (+1), 2 commando boarding parties (+2) = 209.
CRU (76): 2 T-bombs (+8); 4 boarding parties (+2) = 86.
Two CU (122): each 2 T-bombs (+16); 2 boarding parties (+2) = 140.
Force Total = 900.

A balanced Hydran force for both the offensive or defensive roles on any border. Seven hellbores and 20 fighters allow closure for the 8 fusions, 11 phaser-Gs, and 20 phaser-1s and -2s to knife-fighting ranges.

ANDROMEDAN (James Bradley)
INT (265): 2 T-bombs (+8), 2 power absorber mines (+8), 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2); convert two boarding parties to heavy weapons squads (+1), 5 reload probes (+5) = 296.
MAM #1 (130): 2 T-bombs (+8), 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2); convert two boarding parties to heavy weapons squads (+1) = 148.
MAM #2 (130): 2 T-bombs (+8), 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2); convert two boarding parties to heavy weapons squads (+1) = 148.
COQ (172): 2 T-bombs (+8), 2 power absorber mines (+8), 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2); convert two boarding parties to heavy weapons squads (+1) = 198.
EEL (92): 2 T-bombs (+8), 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2); convert two boarding parties to heavy weapons squads (+1) = 110.
Total = 900

LYRAN (Stewart Frazier)
DN+ (215): phaser refit (+4), power pack refit (+9); MRS (+8); 4 T-bombs (+16); 2 commando boarding parties (+2), 10 boarding parties (+5), 1 boarding party converted to heavy weapons squad (+1) = 260.
DWS+ (100): power pack refit (+9); 2 T-bombs (+8); 2 commando boarding parties (+2), 2 boarding parties (+1) = 120.
DW+ (91): phaser refit (+2), power pack refit (+9) UIM refit (+5); 2 T-bombs (+8); 2 commando boarding parties (+2), 6 boarding parties (+3) = 120.

Five FF+ (325): each phaser refit (+10); 2 T-bombs (+40), 2 commando boarding parties (+10), 6 boarding parties (+15) = 400.

Total = 900.

Best used (offensively) on the Kzinti border or as a pinning force against any opponent. Some commandoes should be transported to the DN during the first turn for maximum usage.

INTERSTELLAR CONCORDIUM (Scott Mercer)
CC (220): MRS (+8), 4 T-bombs (+16), 2 commando boarding parties (+2), 10 boarding parties (+5) = 251.

CS (155): 4 T-bombs (+16), 2 commando boarding parties (+2), 8 boarding parties (+4) = 177.

DDL (110): 2 T-bombs (+8), 2 commando boarding parties (+2), 6 boarding parties (+3) = 123.

Two DD (184): each 2 T-bombs (+16), 2 commando boarding parties (+4), 6 boarding parties (+6) = 210.

SC (126): 2 T-bombs (+8), 2 commando boarding parties (+2), 6 boarding parties (+3) = 139

Total = 900.

LYRAN DEMOCRATIC REPUBLIC (Jon Cleaves)
BC (196): power pack refit (+18); MRS (+8), extra UIM (+5), 4 T-bombs (+16), 2 commando boarding parties (+2), 6 boarding parties (+3) = 248.

CWL (142): power pack refit (+9); MRS (+8), 4 T-bombs (+16), 2 commando boarding parties (+2), 6 boarding parties (+3) = 180.

CW+ (127): power pack refit (+9), 4 T-bombs (+16), 2 commando boarding parties (+2), 2 boarding parties (+1) = 155.

DW+ (101): power pack refit (+9), 2 T-bombs (+8), 2 commando boarding parties (+2) = 120.

MP+ (77): power pack refit (+9), 2 T-bombs (+8), 2 commando boarding parties (+2) = 96.

MPS+ (92): power pack (+9) = 101.

Total=900.

This is the LDR Home Fleet from Y175. Its strengths are maneuverability and up-close firepower. With only 13 of 17 disruptors capable of range 30, it must close with the enemy. At range 3, or less, 20 phaser-Gs and 14 ESGs will compensate for this deficiency. This force has no problems with drone defense or overruns!

SELTORIANS (HOME GALAXY) (Ken Burnside)
BCH (190): 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2), 2 boarding parties converted to heavy weapons squads (+1), replace two admin with GAS (+4), 5 reload probes (+5) = 209.

Two CA (284): each 10 boarding parties (+10), 2 commando boarding parties (+4), 2 heavy weapons squads (+4), 2 boarding parties converted to heavy weapons squads (+2), replace two admin with GAS (+8), 5 reload probes (+10) = 322.

Three DD (285): each 10 boarding parties (+15), 2 commando boarding parties (+6), 2 heavy weapons squads (+6), 2 boarding parties converted to heavy weapons squads (+3), replace 2 admin with GAS (+12), 5 reload probes (+15) = 342.

Total = 873.

This force is provided to fight Tholians in their original galaxy as the Seltorians and the Neo-Tholians had not arrived in our own galaxy in the selected year. As this takes place in the Tholian home galaxy, several Commander's Option Items are not available. This force has 16 particle cannons and 8 web breaker/shield crackers. The plethora of transporters and marines all but ensures that the fleeing Tholians will be brought

back to justice, rather than blown up in space. Look for opportunities to use your massive marine contingents to board and capture Tholian ships.

To give players something to use this force against...

THOLIAN (HOME GALAXY) (Ken Burnside)
Three NCA (510): each 10 boarding parties (+15), 2 commando boarding parties (+6), 2 heavy weapons squads (+6), 2 boarding parties converted to heavy weapons squads (+3), replace two admin with GAS (+12), 5 reload probes (+15) = 567.

Two NDD (200): each 10 boarding parties (+10), 2 commando boarding parties (+4), 2 heavy weapons squads (+4), 2 boarding parties converted to heavy weapons squads (+2), replace two admin with GAS (+8), 5 reload probes (+10) = 238.

NFF (75): 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2), 2 boarding parties converted to heavy weapons squads (+1), replace two admin with GAS (+4), 1 reload probe (+1) = 90.

Total BPV = 895.

As with the Seltorians above, this force is in the Tholian home galaxy. There are several Commander's Options Items not available. The disruptors on the SSDs for the NCAs are replaced with particle cannons. This force has eight web casters, and with only 16 particle cannons, it needs them. Employed against the Seltorians, the web casters are probably best used in fist mode, or only when you have eligible anchor points available. As the NDDs and NFF are fragile, they should be expected to die quickly. The extra marines should make it harder for the Seltorians to overrun one of your ships, but do not give them the option as their total marine complements have you heavily outnumbered.

You could optionally use either of the above to fight against the other forces presented. Be wary of seeking weapons however. Note that neither force has a scout as these were not used in their home galaxy, and players may consider deleting a DD from the Seltorians or the NFF from the Tholian home galaxy force in exchange for a scout.

FRAX (Will Culbertson)
CC (153): AFD refit (+8); drones 11 type-IM (+5.5), 1 type-IIIECMM (+1); MRS (+8) drones for MRS; 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5); 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2), convert one boarding party to heavy weapons squad (+0.5) 4 T-bombs (+16) = 205.5.

Two CW (240): each AFD refit (+16); drones 11 type-IM (+11), 1 type-IIIECMM (+2); 10 boarding parties (+10), 2 commando boarding parties (+4), 2 heavy weapons squads (+4) convert one boarding party to heavy weapons squad (+1); 4 T-bombs (+32) = 320.

Two DW (180): each AFD refit (+16); drones 11 type-IM (+11), 1 type-IIIECMM (+2); 10 boarding parties (+10), 2 commando boarding parties (+4), 2 heavy weapons squads (+4); 2 T-bombs (+16) = 243.

DWS (100): AFD refit (+8); drones 11 type-IM (+5.5), 1 type-IIIECMM (+1); 10 boarding parties (+5), 2 commando boarding parties (+2), 2 heavy weapons squads (+2), 2 T-bombs (+8), = 131.5.

Total = 900.

This is a very tough anti-drone defense unit. The 18 disruptors and 25 phaser-1s make this a mean force, especially given the Frax firing arcs and the ability to use all four side shields on attack runs. Twelve drone racks just add more headache. ④⑤④

TEN MORE QUESTIONS

51. ANDRO-X WANTED: As an Andro player, I do not mind the changes you made to them in Doomsday. However, Andros which are now a fair match for Galactic ships are dead meat when they face X-ships. Can you either give the Andros X-ships or create some Neo-Andromedans or something? We'd like to stay competitive.

Sorry, but we can't help you, and you really don't need help. X-ships are much more expensive, meaning that the Andro forces in a given battle will be much larger than those in a battle against non-X units (or the Galactic forces will be much smaller). The history says that X-ships killed the Andros, and to introduce some new more powerful Andros at this stage would invalidate all of the history, including Operation Unity. While we strive to publish balanced scenarios, the Andros lost the war and there isn't anything we can or should do about that. If you want to compete (and your campaign opponents agree that you should), then use the Devastator.

52. OH CANADA! Would you mind terribly listing us Canadians as being on *HMCS Ontario* (or whatever)? That stands for Her Majesty's *Canadian* Ship. We have enough trouble being confused for the 51st State without being confused with the UK!— *John Green*

Mea Culpa. I know better and can only offer as a pathetic defense that no one has called this injustice to my attention before this very day, that is, 10 Dec 93. I have updated all term papers on file from Canada (and a couple from Australia, who will serve on HMASs) and made a note not to make this mistake again. In furtherance of North American Slabness, could I ask for Canadian players to submit the names of Canadian military heroes to use for future starships? Supporting documentation is needed; a copy of the nominee's Victoria Cross citation will do.

53. WHAT HAPPENED TO SFB? Why are you turkeys wasting time on F&E, Star Fleet Warlord, Star Fleet Missions, Prime Directive, rather than doing more SFB?

We are trying to develop the market, bring in more players (most of whom are also interested in SFB), and build a stronger company and universe. The other products all have their own development teams, and while ADB spends some time overseeing their work, that's time liberated from the completion of the Doomsday conversion process.

At this time, we have several new "universe" games in various stages of negotiations and development. More later.

54. THE EXTRA RACES: Why are there Kzintis, Lyrans, Hydran, etc. in SFB that aren't in the TV show?

We added those new races to provide more fun and diversity in the universe. The TV people can catch up with us any time they like and add them to the screen!

55. NEW RACES: Are there going to be more new races added to SFB? When? In what products?

Yes! The long-term development plans have always included new races, and we have several in development.

Module C4 is already in the design stage, including four "simulator" races (the Frax from the Klingon computers, the Qaris from the Federation, the Sharkhunters from the Romulan computers, and the Barbarians from the ISC databanks). Using computer simulations avoids questions about where on the map they are and what they've been doing.

We have 135 races on file from the old Supplement #4 project (which collapsed when it took over a week to evaluate each proposal, time we didn't have). We aren't sure what will happen to these, since they were not done to Doomsday standards and many authors do not play SFB any more. But any decision on new races must account for them.

The Early Years will be the venue for several new races in development, including the Early Hydrans, a race that the Gorns fought (explaining why the Romulans survived the sublight era), the various "national" fleets of Federation members, and a canine race on the Kzinti-Lyran border. Some of these will be in Module Y, and some will be in a Y2 expansion.

New races must be carefully developed, however, to avoid wrecking the existing history. We can't put a race in the off map areas because there is no way to explain what fleet is watching it and what circumstances could allow that fleet to enter the war. Tiny races in Neutral Zones don't work since they either have so few ships they are meaningless and boring or so many ships they destroy the balance of power. Gypsy races make no sense as what race is going to let them wander through its territory with a huge armed convoy? Other galaxies are easy to design, but does anyone want to game somewhere that there are no Feds or Klingons or Romulans?

56. OTHER UNIVERSES: Will we see the SFB system used for other TV shows/movies like Battlestar Galactica or Star Wars?

Doubtful. The licensing is difficult, we have our hands full with SFB, and the SFB game system wouldn't necessarily work with any other universe. But it's a thought. If someone with the necessary rights approached us with an offer, we would seriously consider it, but we don't expect that to happen.

57. THE FUTURE: How far into the future are you going to take SFB? We hardly hear anything about the Trade Wars any more.

Right now we are concentrating on the period up to the fall of the Andros (about Y205). We will consider the 2X era only after we get Module X1 published and fully supported.

58. ARTISTIC DEVELOPMENT: There has been more art used in recent SFB products, and we like it! Do you plan to use even more in the future?

Yes, we do. The proliferation of art has been the result of having Tim Olsen serving as art director at TFG (among his other duties). Having someone in charge of art has meant that someone is recruiting, cultivating, training, and encouraging artists. Someone is there at every meeting to report what art is being solicited and is available for use. Someone is also there to take note of upcoming art requirements and get someone busy filling them. And Tim has been very diligent in getting ADB involved, encouraging ADB to create art guidelines and reference files, and getting ADB input and approval for everything.

Tim is also the designer of PRIME DIRECTIVE, and RPGs traditionally use more art than boardgames. Because he is the designer and art director, Tim is enthusiastic about getting *lots* of art for PD to use, and since the games have only a small overlap, we're able to use a lot of the art in both systems.

Anyone with any artistic talent is encouraged to contact Tim at TFG and show him what you can do.

59. MINIATURES: Are these ever going to come back?

YES! We are in final negotiations with two miniatures companies and expect to ship the first package (Fed CA, Klingon D7, Romulan Warbird, Tholian PC) this year. After that, we'll develop other packages and single-ship packs as we judge market responses. These will be new sculpting, but to the same scale as the Starline 2200 ships done years ago.

60. TELEVISION: Any thoughts on bringing Star Fleet Battles or Prime Directive onto cable TV as syndicated shows?

Oh, *sure,* just as soon as the lawyers get everything worked out on the contract end. Should be *any year now.*　　⊗⊗⊗

TRIVIDEO GUIDE: Wednesday, 19 October, Y216

The Romulan Channel: 9:00 p.m. "I, Colus" Episode 9: Chief of Staff Petricchio nearly causes an interstellar incident when he mistakes Minister for Andromedan Affairs Gastrightus for a common stomach ailment. (2 hrs.)

Gorn-o-Vision: 8:00 p.m. "Stuff We Can Sneak Up On" Episode 12: The Terran snail, a couple of sickly Seltorians, and white paint drying. (3 hrs., 30 min.)

Klinzhai Value Channel: Continuous: "Mail Order Weapons of Mass Destruction." Tonight's special: Rice-a-Roni, the San Francisco Treat.

Federation Network: 10:00 p.m. "Politically Correct in the 30th Century." Tonight: Dr. Saccharine discusses how to calm a distraught Kzinti with tender words and folk songs. (64 sec.)

Kzinti Central: 10:02 p.m. "Food and Fun with Crrowl." Tonight: How to Bone a Human. Special Guest Star: Dr. Stuart Saccharine. (28 min.)

Andromedan Channel Z: 7:00 p.m. "Etude in E Flat Random: A Little Night Static" Part 28: Rapidly fluctuating force patterns to a white noise accompaniment by the Kelvan Cacophony Orchestra. (5 hrs. π min.)

Hydran Box Office: 9:30 p.m. "The Tritomic Methane Story" Series Finale: Dr. Gixnafern blows himself to tiny bits in his laboratory. (105 min.) See CLOSE-UP at right.

ISCTV: 9:00 p.m. "Comedy Retrospective" Tonight: Veltressai Comedians Bob, Bob, Doug, and Doug McKenzie discuss the comedic significance of back bacon, toques, and beer, eh? (30 min.)

Unauthorized Pirate Broadcasting: (various times) "The Life and Times of The Dread Pirate Roberto" Episode 4: An accident with a new cloaking device renders Roberto's upper torso invisible, causing much consternation for his Orion parrot. (1 hr.)

WTTN, Tholian Channel 17: 8:00 p.m. "Vacation Dreamlands" (Original Title: "The Volcanoes of The Sol System") Tonight: Mount St. Helens and the lower hemisphere of Io. (1 hr.)

Video Free Seltoria: 10:00 p.m. "Eternal Vigilance" Tonight: How to tell if your paperweight is actually a well-disciplined Tholian spy. (4 hrs.)

WYN Network: 8:30 p.m. "A Bit of Hitch and Watkins" Two refugee Earth comedians try to make life in an irradiated section of the galaxy a little more bearable for its inhabitants. They fail miserably. Again. (Episode 226, 30 min.)

Lyramax: 10:00 p.m. "Destruct-O-Mania '601" Grudge Match in the Klingon Pain-Cage for the Top Cat Title. Death Match: Bill, The Wonder Lyran vs. Kzaptain Kzinti. Guest Referee: Hulk Hogan XXIII. (sched. 1 hr. 30 min.)

FRAXTV: Pay-per-view: "Simulating Virtual Reality." All your dreams guaranteed to come true. At least you'll think so.

Republic Broadcasting: 10:00 p.m. "Overthrowing a Count," part 2 of 12. Helpful hints from the LDR for Lyrans everywhere.

Article transcribed from USAF datatapes by Reece Watkins

CLOSE-UP: The Tritomic Methane Story

Finale, Wednesday, 9:30 p.m.; Hydran Box Office
The true story behind the work of Gixnafern, the Hydran Scientist, somewhere in the Hydran corner of the galaxy....

"Ah, Tritomic Methane! Soon the power will be mine!"

"But, sir, there's no such thing."

"Shaddap. Hand me that bottle. With a stroke of my tentacle, the secrets of this most elusive compound (or molecule) will be laid plain!"

"This bottle, sir? The Q'naabian Chlorine Enzyme? What does this have to do with methane?"

"Shaddap. And it's TRITOMIC Methane, you sniveling sycophant!"

"I don't snivel, sir; it's not in my contract. Although for a few kewmargs more a week, I'm sure I could..."

"Shaddap. Have you any idea of the untapped power we have here in this, this magnificent compound, or molecule? Why, when mixed with the poison known as oxygen and subjected to the merest spark, it gets really, Really Hot! Ahahahaha!"

"All this work just to heat a pot of kurva beans? Big deal."

"Shaddap. Hand me that brown flask, and be quick about it, you three-legged monstrosity, you!"

"Sir? We all have three legs here."

"Shaddap. This is Science!"

"Sigh. Here's your flask, sir. What exactly does 'Bosco' mean, anyway?"

"Shaddap. It took our spies three months to smuggle this out of a Federation laboratory!"

"Ugh. Looks like motor lubricant #4 to me. I still don't see why we didn't try to steal the secret of the Ham Sandwich instead."

"Your tiny brain couldn't possibly comprehend the awe and mystery that this compound, or molecule, known deceptively simply as Tritomic Methane holds in store for we who dare to probe its most secret places!"

"What happened to starting all your sentences with 'shaddap'?"

"Shaddap. And give me that spoon! And if it's wrong-side-up again, I'll flay the bunark off of you!"

"Sir, I don't have a bunark. I don't think anyone or anything in existence has a bunark. You're making this up as you go along."

"Shaddap, or I'll GIVE you a bunark! SPOON!"

"You know, it'll take forever to put two quarts of water into that little envelope with this spoon, sir. Even longer if you insist on holding it convex-side up."

"Shaddap. Who's the scientist here, anyway?"

"I often have my doubts, sir. Oh, please come to your senses, sir! Just as the Gorns realized the futility of trying to synthesize banana pudding, even your addled brain must realize that there's no such thing as Tritomic Methane!"

"If you'd just shaddap like I asked you to, there WILL BE!"

"Oh, by the way, there's a Klingon Dagger Team outside. They want to know if you're finished with their Zoolie, and if it's ok to come in and break a few things."

"Blast their curiously-flat foreheads! They're always dropping by at the wrong time. Brutal gits."

"Now, now. You know how much they hate being called 'brutal'. Perhaps they could help you with this mess-, er, METH-ane, that you're making."

"Shaddap. Go tell them I've converted to Buddhism."

"You know, I'm thinking of having my name legally changed to Shaddap, just so you'd have to increase your vocabulary, sir. All right, I'll go stall the Klingons."

"Now, just one more drop of inhibited red fuming nitric acid, and I'll have Tritomic Methane at las..." <kaboom!>   ✪✪✪

• What's in store for '94 •

Prime Directive has finally made it to the shelves of your local game store, and reports from around the country indicate that it is selling out and that people love it. The first question players seem to have about the game is "What's next?"

Well, to start the New Year off right, 5802 Graduation Exercise will be shipped soon, and the first issue of **Prime Time**, the bi-monthly Prime Directive newsletter, will go to press in February.

Here is a preview of some of the excitement we have planned for you this year.

5802 Graduation Exercise

The door glowed white-hot and began to buckle under the force of the plasma blasts. The technicians barricaded in the room felt the beginnings of real fear, but Rhodes gathered his wits and continued to send out the mayday.

"Mayday mayday mayday. Federation Deep Space Listening Post 78 is under attack. I repeat, Federation DSLP 78 is under attack. Cloaked ship. Mayday mayday mayday."

Rhodes knew that they were probably jamming his transmissions, but there was nothing else to do. He could only hope that Akorri would pick up the signal and flee...with Mizari'Jhot and Bahri. He continued the mayday signals when, all at once, the door gave in to the fury of the blasts, and a stun grenade rolled into the room. Rhodes closed his eyes.

"Run, Bahri. May Y'Ghan protect you."

• **5802 Graduation Exercise** combines an adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central with a comprehensive trifold Gamemaster's screen. Everything is going well for the Team... until the three Cygnans on the run enter the equation!

Currently in the design and development stages are the following planned releases:

5803 Prime Adventures

Pinned down in the makeshift foxhole, the Prime Team set to eating their meager rations, cleaning their equipment, and considering their current situation. The mortar bombardment had finally stopped, and D'Naars had relaxed enough to get some well-deserved rest. They were scheduled for Recall, but Chandler couldn't help but feel that there was something missing, something they hadn't done.

• **5803 Prime Adventures** (the first adventure book for Prime Directive) is set for release later this year and contains a wide variety of adventures which range from two or three player mini-assaults to full-fledged campaigns which will test the mettle of even the most experienced Prime Team.

5804 Hidden Agenda

He was with four others, running down a glistening steel corridor, wearing the same black and white uniform as the others, a weapon of some kind in his hand. He tried to see the faces of his companions, but their faces were all in darkness, and no matter how hard he tried, he could not make out their features. A doorway lay ahead of them, blocking their path, and Stoner ran forward of the others, his hand reaching for the release.

"Stoner! No!" One of the others shouted, just as the door exploded from the other side. The blast knocked him aside, slamming him against the corridor wall. He could feel warmth on his face, and he struggled to get up, but his muscles wouldn't obey. As he looked up, a woman dressed all in red stepped through the doorway, her cloak catching on the ragged edge of the shattered doorframe. As she reached down to free the cloth, her face came to within a few inches of Stoner's, and he could smell her perfume as she whispered in his ear.

"Stoner...you're not smiling."

• **5804 Hidden Agenda** is a large-scale campaign adventure. The action takes place on Meva Station, a desolate and forbidding spaceport on the edge of nowhere. The mysteries which surround this station threaten to destroy your Prime Team...and your sanity!

• **5805 Lost on Andor** features the adventures of The Templars Prime Team (assigned to the *Excalibur*) as they search for a fellow Team member who has disappeared while on Homeworld Shore Leave. The wonders of the Andorian homeworld are explored in detail for the first time.

• Sourcebooks! •

Two very important sourcebooks are under development and should be released during the Summer and Fall. They are:

5811 UFP: The Federation Sourcebook

This will contain sections which expand upon the material and topics already covered in Prime Directive, including expanded coverage of the Federation races and their cultures, languages, and homeworlds (including maps of capital cities and surrounding areas), Prime Central (including maps and floorplans), and Federation technology and equipment. Set to contain at least one adventure.

5810 Klingons: Empire of Steel

All of the information you need to create Klingon player characters, including military ranks, service divisions, military nobility, technical warrants, subject races, Security Service watchdogs, Dagger teams, Sword teams, religions and philosophies, local Klingon and subject race governments, Klingon civilians, renegades from enemy races, political intrigue, mutiny and counter-mutiny operations, and more.

Follow a Black Dagger team as they complete their training in a live-fire combat operation against Kzinti volunteers from a POW camp, warriors who have nothing to lose and glory to gain as they try to destroy the Empire's best.

Then explore other missions as your Dagger Team serves the Emperor and the Empire.

—Timothy D. Olsen

ABOUT PRIME DIRECTIVE
FOR SFB PLAYERS

Listen UP, troops!

We're aware that many SFB players are *board gamers, by God!,* and view the arrival of a Role-Playing Game with the same unabashed glee that the Pentagon felt toward the arrival of Bill Clinton, but it's not going to be *that* bad.

For years, every time you have gone to the store, the gaming club, or a convention, there have been role-players in the next room, and it's never bothered you, now has it? At least now, when you meet them at the concession stand, you'll hear them talking about Klingon subject races (just why do the Cromargs and Dunkars hate each other, anyway?) instead of those silly elves and fairies. You never know, RPGers might turn out to be nice people.

So, if an RPG is inevitable, let's set aside some of your fears. Will you see more and more Prime Directive stuff filling up space in your Captain's Log? Not likely. Prime Directive will eventually have its own products and modules and publications, and RPGers would resent having to buy 70+ pages of board game stuff just to get a few tidbits of Prime Directive. We'll bring you a few updates and some interesting background information developed for PD, but it would be a waste to put five or ten pages of scenarios here. Will Prime Directive slow down the flow of Star Fleet Battles products? Not really. Prime Directive has its own design team, and while the two Steves will write the module for the Klingons, they can do that just by putting a tape recorder beside their beds and transcribing what they mumble in their sleep. (Besides, we're starting to get some other authors for SFB material into the system. And haven't 34 new products in 36 months been enough?) Will Prime Directive start forcing changes and limits on SFB like some think F&E has? Not at all! The Prime Directive design team has been told that SFB is the profound truth and they have to fit OUR background.

As you can see, Prime Directive will be something you can ignore if you wish. It will never bother your SFB games.

But it can be MORE. Prime Directive can actually HELP your SFB gaming. For one thing, it will generate more fiction, art, and background material. The sales will make Task Force Games a healthier company that can keep the now-gigantic SFB product line growing and in stock. More gamers (albeit RPGers) who are familiar with the background of the Star Fleet Universe will make your efforts to recruit new board gamers more successful. More tables in the average convention devoted to games of the Star Fleet Universe will mean more attention and more recruits for ALL of the games.

The potential exists for linked SFB-Prime Directive gaming. The initial release of Prime Directive includes an SFB scenario in which Federation and Romulan Prime Teams are transported onto an alien space probe. While the ships are fighting in space, the Prime Teams are fighting hand-to-hand (and avoiding the deadly Seeker robot), with one PD "combat turn" equalling two SFB impulses. The starship commander need not be bothered with the minutia of the boarding action, and what does it matter to you if this is decided by a die roll (as it is now) or by someone acting out the whole boarding action or hit-and-run raid with another game system.

It is well known that women are more likely to play an RPG than a board game. Why not buy your lady a copy of Prime Directive and encourage the lady friends of the whole SFB group to form a Prime Team. Instead of your SFB time being time away from the dear ladies, you can all go to the club together, where the ladies can do their thing at one end of the room while you do yours at the other. (And if some of the guys want to be Primes and some of the ladies want to fly starships, why not!) Everyone has a good time, and no one is left out.

ABOUT PRIME DIRECTIVE
FOR ROLE PLAYERS

Yo, Dudes!

Apparently your bored-gaming friend has seen fit to show you this article on the new Star Fleet Universe role-playing game. Now you too can lead Klingon commandoes in a desperate attack on the enemy shuttle bay, or even negotiate the Romulans out of their cloaking device.

Here are some facets of the game system:

. ROLE TO PLAY: Rather than focusing on starship combat (where the captain makes every decision, and the other characters are reduced to mere button-pushers), Prime Directive focuses on the "Prime Team," a landing party (also known as an action team) of about six characters who combine the abilities of a commando team, a scientific research group, and a diplomatic negotiating committee. To function, such a team must include not merely warriors, but a mix of characters of different skills.

DICE are six-sided, but if any die-roll is a six, you roll again, add the result to the six, and subtract one.

CHARACTERISTICS: There are several of these, including Strength, Accuracy, Speed, Leadership, Logic, Intuition, Discipline, Technical skills, General Knowledge, and Perception.

SKILLS: Each characteristic supports a series of skills. For example, the characteristic Accuracy supports your ability to fire various weapons, but you still have a separate skill for each weapon. A player with an Accuracy of 6 might have a 4 skill with a phaser rifle and pistol, a skill rating of 2 with a Gorn gauss gun, and a skill rating of 3 with a Federation 32mm shoulder-fired multi-mode rocket launcher.

CREATION: When you create a character, you start with basic characteristics for your race, gain a set of skills based on your service division, then spend points buying better characteristics and skills. Some skills cost a lot more than others.

INITIATIVE: Every turn (here referring to the four-second "Time In Combat" or TiC), each player-character rolls a die to determine his initiative level (i.e., who goes first) and how many actions (stand still, simple action, complex action) that character can take during the turn.

TRICODES: Any action, from a 4-second attempt to pull and fire a phaser to a 10-minute attempt to repair a tricorder to a 4-hour attempt to perform brain surgery, has a "tricode" which is expressed by three numbers. For example, the basic tricode to hit anyone with a weapon is 4/6/8. The first number means a "minimal" success (perhaps forcing the target to take cover), the second means a "moderate" success (you hit the target but only wounded it), and the third number means a "complete" success (putting the target down). Getting less than a minimum success means you missed. Get a LOT less than the die roll for a minimum success, and you "botch" (i.e., drop the weapon).

OPERATING SYSTEM: When you want to do something (i.e., take an action), you look up the success tricode, add any modifiers (e.g., target partially hidden, your footing uneven, target is stationary, etc.), then roll a number of dice equal to the average of the relevant characteristic and skill. For example, with an accuracy rating of 6 and a skill of firing phasers of 4, you would roll 5 dice. With an unfamiliar weapon, your skill would be zero and you would roll 3 dice. You use the best die roll in each case.

REPUTATION: You have Heroic and Professional reputation points, which are earned for your performance in various adventures. These points can be used at various points for bonus die rolls, to get additional equipment, reverse a bad die roll, or convince the gamemaster that your mission performance rates a better evaluation than he gave you. Don't count on these points to solve all of your problems; you do not get enough of them. ★★★

WANT TO BE A WARLORD?

Star Fleet Warlord, or SFW for short, is a play-by-mail strategy game set in the far future of the Star Fleet Universe, as part of a tri-video series in which Galactic Corporations vie for control of the Greater Magellanic Cloud. You begin with about 500 economic points and one planet, and set out to be the first to conquer 80 of the 1000 or so worlds or 7 of the 100 sectors in the galaxy. With 49 other players all trying to do the same thing, this is not as easy as it sounds!

The ships of Star Fleet Battles are used in the campaign, but combat is entirely handled by the computer, and game turns are processed every two weeks like clockwork. Customized games with different turn lengths (three-week or one-week) are also available, as are specially-sized games tailored to fit your gaming group.

Star Fleet Warlord is a totally computerized play-by-mail system operated by Agents of Gaming. For a complete 30-page rulebook with no obligation to play, send $5 (US funds only) to Agents of Gaming, P.O. Box 31571, Dayton, OH 45437-0571. Overseas customers send $7. If you'd like more information, you can also call AoG at (513) 233-6886 (voice or fax). Note that this is a new phone number, replacing the one listed in previous Captain's Logs.

THE STAR FLEET WARLORD HISTORICAL GAME

Players of Federation & Empire might wonder what would happen if the General War were to be fought using Star Fleet Warlord rules. To this end, a Historical Game variant of SFW was developed.

The SFW Historical Game, often called the General Takeover War, pits two six-player teams against each other in a simulation of the F&E galaxy. One team plays the Coalition (Lyrans, Klingons, and Romulans) and another the Alliance (Federation, Gorns, Kzintis, and Hydrans). The galaxy is small, set up in a 10x3 array, with "wild sectors" or heavily defended non-player sectors (WYN, Tholian, ISC, and LDR) between each enemy player. Control of the wild sectors between you and your enemy is vital, in order to set up for the inevitable invasion of their home space. Teams are allowed to transfer economic points and resources between each other, limited only by stock value, enabling funds to be shifted to Corps that need them. Teamwork is essential to the play of the game, and the team that best coordinates its attacks and resources will almost certainly win.

If you have a team of six people who can get together regularly to discuss the game and plot the doom of your enemies, consider the SFW Historical Game. If you don't have a team, we can put you on a waiting list and place you with a group of other interested individuals. Team play presents an added challenge you have to experience to believe!

To receive a set of rules to the Historical Game, simply write to Agents of Gaming and request one — it's free! Of course, you do need the Star Fleet Warlord rulebook to play, and experience with SFW is strongly recommended.

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THE STAR FLEET WARLORD NEWS

A four-page newsletter dealing with SFW is produced quarterly by Agents of Gaming. Subscription rates are $4 in US and Canada (and APO/FPO), $5 overseas (US funds only) for one year (4 issues). Back issues are also available for $1 each ($2 overseas). Issue #2 listed and explained the special orders available to starbases, and issue #3 detailed the space monsters and their special abilities. Issue #4 is scheduled for March 1994.

WAR REPORTS

GAME #12: Recently concluded on its 25th turn, won by David Schroeder of the *Galaxy Funeral Home* Corporation. With the ending of this game, the last of the old-style "Galactic Conquest" format games is complete. Games #13 and #14 of Star Fleet Warlord, started one week apart in March 1993, represent the current "leading edge" of SFW.

GAME #13: Is in Turn #22. The top Corporations (about five of them) all appear to be approximately equal in strength.

GAME #14: Appeared to be dominated by one Corporation early on, the *Rockin' Robz Raiders* Corporation. However, a surprise invasion of his home sector eliminated him as a threat, and the remaining Corporations continue to scramble for the advantage.

GAMES #15 - #23: As of this moment, games #15 through #23 are in progress. These are standard games; each began with 50 players. A few of these games had special features. Game #18 had 50 "wild" sectors (no computer-controlled corporations) while Game #22 had 50 computer-controlled corporations and no "wild" sectors.

SPECIAL: Game 16A, 20A, and 22A are games with three-week mail cycles and about 12 players each. Game X1 is a special "express" game with a one-week turnaround using fax machines to avoid mail delays. Games 17A, 16C, and 20B are custom games tailored for the interests of the players involved. AoG can create a custom game for any group; ask for details.

GAME #24: Will start in January 1994.

Star Fleet Warlord continues to grow with no end in sight!

NOTES FROM THE GUILDMASTER: STRATEGIC INTELLIGENCE OPTIONS

by Dan O'Connor

Intelligence (in the information-gathering sense) is one of the prime requisites of any strategist. There are several ways to gather intelligence about other Corps, which include the following: Scans, Battle Reports, the Stock Chart, the Best Corp List, Diplomacy, and Allies. Each of these will be discussed below.

SCANS

This is the simplest and most basic of your intelligence-gathering means. As your Corporation expands into new sectors, a high priority should be to build at least a battle station in each new sector you enter. The automatic scans a battle station gives you are invaluable, as they tell you the location and quantity of enemy ships within that sector. The location of ships should be plotted and tracked each turn. Noting the paths that ships take is quite easy and very informative, as it gives you insight on what that ship may be going to do in the future (enabling you to do something about it in advance).

Non-player (computerized) Corporations follow restrictions which allow them to be readily identified by their thoughtless movement (although always in the your worst and your enemies' best possible direction). Although other player Corporations' ship moves cannot be as easily identified, probable movement locations can be calculated and avoided as

necessary. Also, by tracking the movement of ships in the sectors surrounding yours, you will have sufficient warning to deal with any possible moves against your Home Office. You might even be able to spot an enemy Warp Gate by its slow movement across the sector, and Warp Gates make tasty targets.

If you do not have sufficient funds to build a base, scouts are the next best option. A basic scout will give a scan equal to a base station. If a scout is trained to crew five, the scan is equivalent to a battle station. A crew nine scout will give an even better scan (but then again crew nine ships do everything better).

STOCK CHART

The Stock Chart provides a very rough measure of a Corporation's potential strength. Every site captured or battle won increases a Corp's stock by some variable amount, while every site or battle lost causes a Corp's stock to drop slightly. You must be cautious while using the Stock Chart as a gauge, as the stock increase for winning a battle or capturing a site is usually greater that the decrease for losing a site or some ships. It is possible for Corps in relatively bad shape to have a huge stock value as they continuously capture and recapture the same sites repeatedly. Although the fact a Corp is on the Stock Chart does not necessarily mean they are one of the best Corps; the fact a Corp is NOT on the Stock Chart is normally an indicator of average or sub-average Corporation.

One other fact is this: The Stock Chart is a great way to tell if a player is killed. When a Corp's Home Office is captured, their stock immediately drops to zero (if they somehow manage to recapture their HO, the original value is restored). If a player drops from the Stock Chart when the previous value was significantly above the lowest Corp on the chart, it usually means the Corp has been eliminated.

BATTLE REPORTS

Battle reports (or "battle blurbs") are the most overlooked source of information in the game. Battle blurbs are very useful in identifying individual ship types your bases and scouts have already scanned. Take a look at the hex in which a battle was fought, and compare it to the ship scan you have of that sector, and you can quickly identify what those blips are on your scopes.

Battle reports also give you information on enemy Corp activity outside of your operating area, help to identify the location of sites in unscanned sectors, and may identify the type of monsters or NPC Corps in other sectors. You will learn to appreciate this kind of information as you get more involved in your game of Star Fleet Warlord.

BEST CORP LISTS

The "Best Corp" lists are a fountain of information. Beginning on Turn #7, you begin receiving six of the twelve possible lists and can purchase all twelve if you wish (for a nominal fee, of course). All the lists provide useful information and can greatly help in the assessment of any given Corporation.

Along with these lists, the individual rankings are useful (especially if the Corp does not fall in the top five of most lists). These rankings can be found in three manners: defending against a Corp, allying with a Corp, or by use of the espionage order. This will give the Corporation's current rating in income, power, ships, and fortifications. The important thing to remember when using these lists and rankings is that all the information is relative to other players. The difference between positions six and ten on a given list may be very small or huge, but there is no way for you to know which.
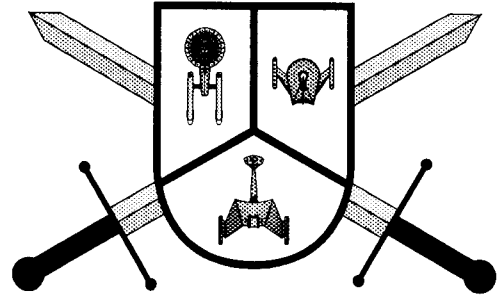
DIPLOMACY

Star Fleet Warlord is first and foremost a combat game. However, it is possible to win a game without doing battle with other players. The key to this is diplomacy.

If you attack everyone around you, most times at least one player will get irritated and counterattack in strength. Diplomacy is needed to secure some sectors around you, enabling concentration of forces elsewhere. In addition, it can be very helpful in assessing the strength and intentions of other Corporations in your area. Most players like to talk about how the game is going and what is happening around them, and will freely pass all kinds of information along. However, verify any information when possible as disinformation is also a highly effective tool.

The exchanging of information between Corps is extremely useful. For example, battle blurbs, ship prices, unreceived lists, and player rankings can all be easily exchanged between Corps. You do not have to be allies to benefit from this sort of interaction; in fact, information exchanges are far easier when the players involved are too far away from each other to ever meet in battle.

ALLIES

No man is an island, and no Corp can win by fighting everyone. To be successful you must help another player, or at the very minimum not have an enemy in someone nearby. Alliances vary in depth from simply agreeing not to enter each other's home sector to dividing the adjoining sectors, and even so far as to set up mutual attacks against a common enemy. The most common alliance is either dividing the sites in a sector you have both already entered or agreeing to enter different sectors. Early in the game a Corp can only afford to move into one sector with any significant numbers, and nothing slows expansion more than having to fight another player immediately for control.

Near the end of the game, it is rather common for several weaker Corps to gang up on a Corporation near the point of winning the game. Several relatively weak Corps cooperating together can wreak havoc on a strong Corporation. Cooperation can include trading resources to maximize EP production, exchanging ship and terrain scans (ship scans are very helpful when the enemy Corp runs between you), and exchanging ship prices. Sometimes just the fact you don't have to worry about someone attacking from one direction can free up many ships to fight a common enemy.

CONCLUSION

In summary, remember that Star Fleet Warlord is primarily a game of military conquest, and accurate intelligence is vital to any military operation. Set up your scanning bases as early as you can, watch your turns for battle reports and other important data, and make a strong ally or two with whom you can share information. With a good intelligence network, you'll be amazed at how much you can accomplish!   ★★★

WARLORD NOTES

Captain's Log will publish "Warlord Notes" in each issue. Send them to Agents of Gaming; they will be judged by a panel of veteran Warlord players. They will not count for general SFB promotion credits.

DON'T FORGET THE LOAN — *Jim Christensen*

The Request Loan (RL) order can be used each turn until Y170, and you will get money each turn as long as you expand. Capturing sites, defeating your monster, building bases, and so on are all good ways to raise your stock and make more money available through the loan.

Once you have the loan, though, you have to pay it off. Don't take out the money unless you need it for some specific reason, and on any turn thereafter when you expect to have money left over that has no good use, use a PL 999 order. One of the worst things that can happen in the game is to owe 800 or more EPs to Guido on Turn #13!

KILL THE PROSPECTORS — *Dan O'Connor*

When invading a sector, be sure you get a ship scan as quickly as possible. Now take a look at the locations of enemy ships. Any which are located in prospect-able terrain are prime targets for destruction. They are probably going to sit still for a turn to use the PRSP order, so run a cruiser through the hex and destroy them! Sure, they'll be able to prospect that hex, but it's the LAST thing they'll prospect!

Crew five cruisers are the best for this mission as they are not affected by weaker terrains such as asteroids and dust clouds. Also, when the battle is fought, there's a chance the ship's crew will go up from combat experience! This is often called "prospecting training."

NO SECTOR SCAN? NO PROBLEM! — *Origin Unknown*

Don't have a sector scan of your enemy's sector? Not a problem. Use this simple trick to find a clear path to attack their Home Office (or any other nearby sites, if you don't think you can take them out).

First, use the Espionage order (ES) to find out where their Home Office is (or where ALL their sites are). Then use your handy starbase scanning orders (over the course of several turns) to clear a pathway through his sector. This will take several turns to complete, most likely, but the surprise factor will be tremendous. Most players believe that if they've never been scanned, they're invulnerable to attack. Wrong!

DOCTOR'S ORDERS — *Wendell Martin*

Never buy a hospital ship in Star Fleet Warlord. It is much cheaper and you will get the same effect by putting a legendary doctor on a ship. Instead of spending 100 or more on a weak ship in combat, a doctor can give ANY ship hospital abilities for 20% of that ship's base cost in either People or Food resources.

MAKE'EM THINK THEY'VE BEEN SCANNED — *Kelly Lofgren*

If you want to fool someone into thinking they've been scanned, use the SX order on their home sector and send a small ship across the border on that same turn. (You can immediately retreat it the next turn.) He will think a cloaked scout made a scan of his sector and may then waste resources defending his sites and Home Office.

This works best if you can fool him into thinking someone ELSE did this. Move the ship in along the edge near another player. If he has a treaty with that person, he may think it's been broken and may just declare war!

Of course, if you actually plan to attack this Corporation, don't go anywhere near this tactic. You may tip your hand early and find his sector better defended than you'd like.   ★★★

STAR FLEET MISSIONS

OPTIONAL VARIANT: DISCARDS

No one wants to have his hand full of the little ships that never win a mission, so before drawing new cards, each player has the option to discard one card and replace it as part of his normal draw. This will produce more ties, however.

GAME #2: THE KLINGON HOUSE RULES

These rules provide for more player interaction, but be warned that as they allow players to "attack" each other, they may not appeal to some players. This system works best with partners. Four players would form two partnerships of two. Six players could form two partnerships of three or three partnerships of two players each.

The player who reads the mission card plays his ship face up. Each player, in turn proceeding clockwise (to the left), then plays his ship face up. As each player plays his (or her) ship, he indicates if this ship is going to try and achieve the mission or if it will, instead, attack one of the other ships. (It cannot attack a ship of the same race, e.g., a Klingon cannot attack another Klingon, except ships fighting a civil war.) If it attacks another ship, it cannot win the mission. If a ship is attacked, the Rating it is using is reduced by the Space Combat rating of the attacking ship. The Rating cannot be reduced below zero. (If the only ships trying to accomplish the mission have their factors reduced to zero, they cannot win.) If the attacked ship is using the total of two or more ratings, it is the total, not each rating, that is reduced. A ship can attack an attacking ship, reducing the first attacking ship's Space Combat rating and thereby increasing the effective Mission Rating of the ship that was originally attacked.

After all players have played their ship(s), the player who originally drew the mission card has the option of allowing the mission to be resolved at that point or of calling for Reinforcements. If Reinforcements are called for (and only the player who originally drew the mission card can do so), each player, in turn, plays one additional ship face up, either trying to accomplish the mission or attacking another ship. The mission is resolved at that point. Reinforcements can only be called for once. Breaking ties (which works in a similar way) is done only after Reinforcements are played (or it is decided not to call for them). If there are only two or three players, each plays a card, then each plays a second card, *then* Reinforcements can be called, then ties are broken.

GAME #3: FACTORS

This is the game played at Star Fleet Academy, where a deck similar to the Ship Cards provided in Star Fleet Missions is used to train cadets in ship recognition. Each player is dealt five cards. Each round, one player (starting from the dealer's right and progressing to the right each round) selects a card from his hand and states the "factor" (combat, marines, science, cargo, or diplomacy) which will be used to determine the winner, then plays his card face down. Each of the other players (in no particular order) plays one ship card face down. After all have played a ship, each player turns his ship card face up and the winner is resolved. (Play extra cards to break any ties just as you would in Game #1 Star Fleet Missions.) After the mission is resolved, each player draws replacement cards and play proceeds to the next player to the right. In effect, each player in turn simply declares a mission and everyone plays it. You can even create more complex missions (e.g., highest combat rating but you must have a cargo rating of at least four) if you wish. The point, obviously, is that the player who best knows the deck will be able to design missions that his ship can win.   ★★★

A BOLD DEPARTURE

This issue of Captain's Log marks a new direction for our scenario section. In the first 12 issues, we have printed 143 scenarios (counting two SL108s), all of which were fully developed and playtested. In CL#12 we also included some playtest scenarios (which generated more playtest reports than any other playtest scenarios in history, which is to say about 20). Because of the unusual format of CL#13, it went to press with three new playtest scenarios. This issue completes that transition and includes only playtest scenarios, not fully tested ones. This was done for three key reasons:

- 1. The number of playtest reports coming in is not adequate to complete as many scenarios as are needed. The dozen that were diverted to Captain's Log each year (more now, since we will have a third Log in the lineup) meant one module that never went to press for lack of scenarios. We think you'd rather have the module.
- 2. Printing playtest scenarios in the Log gets more of them into the hands of the players, meaning more reports are generated.
- 3. Because Captain's Logs are not reprinted, the scenarios in out-of-print logs are recycled into scenario modules. While this is swell for new players entering the universe who arrived too late to get the Logs, it will eventually start to annoy veterans who have already seen them once. By including only playtest scenarios, the later appearance of a revised and updated version in some other product should be welcome, rather than annoying.

Do not assume, however, that the scenarios are "raw data" with no testing at all. They have been tested enough to find the major flaws, but lack the rigorous testing that ensures that nothing can possibly go wrong. Because we are (in response to the players) concentrating mostly on smaller, faster scenarios, even if one of these scenarios breaks down at some point, you will have only invested a couple of hours, and it will still have been a ball to play. Your comments are welcome.

(SP586.0) NERVES OF STEEL

by Eric Huber, Idaho

Two cruisers in the Neutral Zone separating their two races have made a major find; a planet rich in rare minerals. As the ships square off to contend for possession, both are notified by their respective science officers that a new factor has entered the equation.

(SP586.1) NUMBER OF PLAYERS: 2; Player A and Player B; the monster(s) moves by automatic rules; see (SP586.46).

(SP586.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 0805.
    The edge of a star reaches onto the corner of the map. This is marked by placing asteroid counters in hexes 0106, 0105, 0204, 0203, 0303, 0302, and 0401.
SUN SNAKE: In hex 0805; see (SP586.46).
PLAYER A: Ship of 150 BPV, including refits, drone speed upgrades, and Commander's Options, in 0923, initial heading at player's option, speed max, WS–III.
PLAYER B: Ship of 150 BPV, including refits, drone speed upgrades, and Commander's Options, in 3307, initial heading at player's option, speed max, WS–III.
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y167 is assumed if no alternate selection is made.

(SP586.3) LENGTH OF SCENARIO: The scenario continues until only one player's ship remains on the map or the effects of a Sun Snake triggered nova are resolved.

(SP586.4) SPECIAL RULES
(SP586.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
    If the sun goes nova, the Player A and Player B units can only disengage from the 42xx map edge.
    If the sun does not go nova, Player A can disengage only from the xx01 map edge and Player B can only disengage from the xx30 map edge.
    Units which disengage in unauthorized areas are considered destroyed.
(SP586.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected for the scenario allows their use.
    (SP586.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SP586.431).
    (SP586.422) There are no EW fighters in this scenario. In a variant in which enough fighters are present to allow an EWF and the year is Y172 or later, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
    (SP586.423) There are no PFs in this scenario. They might be added in a variation.
(SP586.43) COMMANDER'S OPTION ITEMS
    (SP586.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.
    (SP586.432) All drone speeds and types are available subject only to the year selected for the scenario. Note that speed upgrades do count as part of the 150 BPV to purchase the ship.
        Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SP586.44) REFITS: Both players can determine the refit status of their ships subject to the year selected for the scenario and available BPV.
(SP586.45) GROUND COMBAT: Both sides have deposited ten crew units (consisting of ten boarding parties, two heavy weapons squads, and four militia squads) on the planet's surface prior to the beginning of the scenario. These forces must be either all be purchased as Commander's Option Items (deducted from the 150 BPV available to the player) or subtracted from the ship's complement. (Note that the players will have to purchase the heavy weapons squads as these are not normally carried by ships.) These are all assumed to be on hexside 0805A. Neither side has control of the three Control Stations at start.

(SP586.46) SUN SNAKE: The Sun Snake operates by the following rules found in the Sun Snake Scenario (SM5.0) in Advanced Missions: (SM5.45) thru (SM5.47) and (SM5.49).

(SP586.5) VICTORY CONDITIONS: Victory is determined as follows:

Decisive	Sun Snake destroyed and enemy ship captured, destroyed, or forced to disengage. The enemy boarding parties will have no choice but to surrender.
Substantial	Sun novas, but enemy ship is captured, destroyed, or forced to disengage.

To achieve this level, the player must rescue at least 6.5 of his crew units. If less than 6.5 crew units survive on the planet, the player must rescue all of the survivors.

Tactical — Sun novas, but enemy ship is captured, destroyed, or forced to disengage. To achieve this level, the player must rescue at least 5 of his crew units. If less than 5 crew units survive on the planet, the player must rescue all of the survivors.

Draw — Sun novas and both ships disengage, or both ships are destroyed. Status of troops on the planet is irrelevant.

Defeat — Failure to achieve any of the above levels of victory.

(SP586.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP586.61) Add an Andromedan Python to the scenario, operated by a third player. The Andromedan's goal is to see that neither player can claim the planet, and he does this by aiding the Sun Snake in reaching the Sun. The Andromedan wins if the Sun Snake reaches the Sun and the Andromedan ship is not destroyed. He achieves a draw if the Sun Snake reaches the Sun but his own ship is destroyed. Any other outcome is a defeat for the Andromedan player.

(SP586.62) The Sun is a variable pulsar (P5.0). This has no effect on the Sun Snake which ignores the pulsar effects.

(SP586.63) For a larger battle, add two standard combat PFs to each side. These were carried on mech links.

(SP586.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP586.71) Add a second Sun Snake.

(SP586.72) Reduce or increase the starting BPV of the players to select their ships from.

(SP586.73) Increase the Sun Snake's speed.

(SP586.8) TACTICS: Both players will have to carefully balance attacks on the enemy versus attacks on the Sun Snake. Of course, if you own ship is badly damaged, you might hang around just to make sure the Snake reaches the Sun.

(SP367.0) SHARKS!

by David J. A. Stamper, Ontario

From the unknown depths of space, they have come, the hideous spawn of some long past alien war, bred to kill starships and their crews. A desperate cry for help from a remote sector summons a squadron of naval vessels to deal with the new menace. Will brave starship crews be able to face the horror of the Sharks?

(SP367.1) NUMBER OF PLAYERS: 2; the Shark player and the Naval player.

(SP367.2) INITIAL SET UP
NAVY: Three ships totaling no more than 400 BPV set up within 4 hexes of 4027, heading F, speed max, WS–III.
SHARKS: Six Sharks set up within 4 hexes of 0402, heading C, speed 16. See (SP367.45).
YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits,

fighters, drone speeds, and other items. Y170 is assumed if no other year is selected.

(SP367.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP367.4) SPECIAL RULES
(SP367.41) MAP: Use a floating map.
The Sharks can only disengage in direction F.
The Navy units can only disengage in direction C.
Units which disengage in unauthorized directions are considered destroyed.

(SP367.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected for the scenario allows their use.

(SP367.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SP367.431).

(SP367.422) If fighters are used, and if using EW fighters (assuming the year allows their use), use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SP367.423) There are no PFs in the basic version of this scenario. Players might want to experiment with PFs versus the Sharks by either using a single flotilla in place of their ships or purchasing casual PFs (standard combat versions, no leaders or scouts) as part of their allowed BPV.

(SP367.43) COMMANDER'S OPTION ITEMS
(SP367.431) The Navy player may purchase a maximum of 80 BPV worth of Commander's Option Items for his squadron. These points are not included in the 400 points he uses to purchase his ships. These points may be used to purchase special drone modules in (SP367.432) below.

(SP367.432) All drone speeds and types are available subject only to the year selected for the scenario. Note that speed upgrades do count as part of the 400 BPV to purchase the force.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SP367.44) REFITS: The Navy player can determine the refit status of his ships subject to the year selected for the scenario and his available BPV.

(SP367.45) SHARKS: The Sharks are living creatures whose objective is to capture ships so that they can use them as nests for breeding their young. They do this by attacking ships with an organic equivalent of drones. These organic drones are able to put spores on board the attacked vessel which act as boarding parties. In many respects the Sharks act like PFs, having equivalent weaponry and maneuverability, but their ability to put boarding parties on board their prey makes them considerably more dangerous.

(SP367.451) SSD: Sharks do not have an SSD. Each Shark can absorb 60 points of damage before it is destroyed. This damage can come from any direction and can be caused by any weapon (exception: ADDs cannot damage Sharks). The loading of each Shark's drone racks must be tracked (SP367.4543).

(SP367.452) ENERGY ALLOCATION: Sharks do not fill out an Energy Allocation Form. The player simply keeps track of what speeds each individual Shark moved during a given turn in order to determine how fast it can move on the current turn (SP367.453).

(SP367.453) MOVEMENT: The ability of Sharks to move is governed by the following rules

(SP367.4531) Sharks can move at any speed between 1 and 20 determined by the Shark player during the Energy Allocation Phase. This is determined for each Shark in writing and revealed at the same point that the Navy player announces the speeds of his ships.

(SP367.4532) Sharks can move at a speed of 30 on any turn, but must move no faster than speed 10 on the following turn. The limit to a speed of 10 applies for any use of a speed greater than 20 by the Shark.

(SP367.4533) After a Shark has been reduced to one-third or less of its original damage points, it may only move a maximum speed of 10 with a speed of 20 available to it once every four turns. After moving speed 20, such a Shark must move no faster than speed 5 on the following turn. The limit to a speed of 5 applies for any use of a speed greater than 10 by the Shark. The ability to move speed 20 is not available until the start of the fourth turn after any previous use of speed 20 or more.

(SP367.4534) If using (C12.0), Sharks can change speed in mid-turn, a maximum of four times. For purposes of (C12.313), Sharks are not nimble units, i.e., they must wait eight impulses between speed changes. Any mid-turn speed change that exceeds speed 20 (speed 10 for Sharks reduced to one-third of their damage points) imposes the reduced speeds of (SP367.4532) and (SP367.4533) on the subsequent turn.

(SP367.4535) Sharks can perform one HET each turn. There is no risk of a "breakdown," but the Shark cannot perform more than one HET per turn. The Shark cannot HET on Impulse #1 of a given turn.

(SP367.4536) Sharks can perform erratic maneuvers, but for each impulse spent under erratic maneuvers, they must spend one impulse without using erratic maneuvers once it has been discontinued before it can be resumed. Note specifically that this means that Sharks cannot use the normal tactic of approaching a target using erratic maneuvers, dropping erratic maneuvers on Impulse #31, and then announcing the re-adoption of erratic maneuvers on Impulse #32 to take effect on the following turn. As with ships, Sharks can only initiate or stop erratic maneuvers once per turn. Sharks can spend a maximum of 32 consecutive impulses using erratic maneuvers, after which they would have to wait 32 impulses before again using erratic maneuvers.

(SP367.4537) Sharks have a turn mode of AA but, because of the Order of Precedence (C1.313), will always move before ships do.

(SP367.454) WEAPONS: Sharks are armed with weapons that approximate the effects of those used by Galactic races. These include weapons which simulate the effects of phasers and drone launchers.

(SP367.4541) Each Shark is equipped with three FX phaser-1 "eyes." These phaser eyes may be fired once per turn, but not within a 1/4 turn of a previous firing.

(SP367.4542) Each shark is equipped with one RX phaser-G eye. The eye functions for all purposes as a phaser-G.

(SP367.4543) Each Shark is equipped with four organic drone launchers. These drone launchers are functionally similar to a type-C drone rack, except that they have six spaces of "drones." Each drone rack can regenerate one space of drones every two turns (64 impulses) from the instant of firing.

(SP367.4544) Each drone launched by an Shark is the equivalent of a standard type-IF drone. It takes four damage points to destroy the drone, and it will score 12 points of shield damage if it hits its target. If the shield is destroyed, no damage actually strikes the ship. Instead,

divide the damage that would have been scored on the ship by four and round any fractions up; this is the number of "spore" boarding parties that have entered the ship. Combat between these "boarding parties" and the ships are resolved by (D7.3) except that the ship cannot give up control spaces as casualties (the spores are interested in lunch, not ship control systems). For every two spore boarding parties that enter a ship and survive the initial boarding party combat, the Navy player must eliminate one crew unit. The Navy player can give up crew units to satisfy boarding party casualties on a one for one basis. When all crew units (which includes boarding parties, deck crews, etc.) are eliminated, that ship is considered captured. It immediately stops moving and cannot perform any action for the remainder of the game, unless recaptured by the Navy player. If energy was allocated for shields, they stay up for the remainder of the turn, but are dropped at the beginning of the next turn (this can only happen as a result of the last crew units being killed by a "drone" hit in the middle of a turn). Note that damage blocked by shield reinforcement does not count as penetrating the shield. For example, if one drone hit an 11-point shield, one damage point might have reached the ship. One divided by four would be .25, which is rounded up to one.

(SP367.4545) When a Shark is reduced to one-third or less of its initial damage points, one phaser-1, the phaser-G, and two of the drone racks cease to operate.

(SP367.4546) Each Shark has MCIDS (E6.0).

(SP367.455) REPAIR: Sharks cannot repair themselves during a scenario, but are repaired between scenarios.

(SP367.456) BREEDING: If the Sharks capture a ship and are in possession of it at the end of a given scenario, four additional Shark flotillas will result from breeding in that ship. This information is only important in a campaign.

(SP367.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Each Shark is worth 75 points, but the Navy player gets points only for crippling or destroying the Sharks. Crippling a Shark involves reducing it to one-third or less of its original points. The Shark player receives no points for crippling or destroying Navy ships, but receives triple points for capturing them.

(SP367.6) VARIATIONS

(SP367.61) Replace the Navy ships with a flotilla of six PFs.

(SP367.62) In order to win at all, require the Navy player to gather 500 points of scientific (lab) information on the Sharks.

(SP367.63) For a smaller and faster battle, use only three Sharks and allow the Navy player only 200 BPV to purchase ships and 40 BPV for Commander's Options.

(SP367.7) BALANCE

(SP367.71) Increase or decrease the number of spore boarding parties that result for a drone hit on a ship.

(SP367.72) Increase or decrease the amount of damage the Sharks can take.

(SP367.73) Increase or decrease the BPV of the Navy player to purchase his force.

(SP367.8) TACTICS

NAVY: Watch your shields. Keep your Marines handy.

SHARKS: Try to overwhelm one ship at a time with spores. Time your speed bursts to always have a few Sharks able to accelerate to maximum speed to keep the pressure on the Navy ships. Never give them a chance to regroup.

(SP991.0) RALLY POINT RED

(Y180)   *by Bill Barsh, Michigan*

Titanic clashes between the Alliance and Coalition continued in this, the thirteenth year of the war. Alliance forces were looking for soft spots in the Coalition's defenses, and the Coalition was attempting to maintain a stalemate until they could regain the means to resume major offensive operations.

One Kzinti-Federation Alliance drive briefly broke through the Klingon border defenses, and the Klingon reserve for the sector attacked to seal the breach. As the main fleet elements tangled, both dispatched damaged ships to selected rally points where they could be repaired for further operations.

In what must have been a cosmic jest to amuse a bloody-handed War God, both sides had selected the same obscure planet in an obscure system as their rally point. As the damaged ships arrived, the Alliance forces found the Klingons astride their retreat path, leaving them no option but to fight.

In the historical annals of all three cultures, the resulting engagement is known simply as "Rally Point Red."

(SP991.1) NUMBER OF PLAYERS: 2; the Alliance player player and the Coalition player.

(SP991.2) INITIAL SET UP
TERRAIN: Small gas giant (P2.22), radius three, centered in hex 1718.
   Asteroid counters (P3.0) in hexes 0822, 1009, 1704, 2706, 2613, 1426, 2621, and 3523.
ALLIANCE: FEDERATION: CAR+ in 0503, FFG in 0404, both heading C, speed max, WS–III.
   DEA in 0121, heading B, speed max, WS–III.
   KZINTI: CVL+ in 0212, FF+ in 0214, 4x TAAS within 5 hexes of 0212, all heading C, speed max, WS–III.
KLINGON: D7L in 2222, D5P in 2426, both heading A, speed max, WS–III.
   F5L in 3909, F5D in 3419, E4B in 4008, all heading F, speed max, WS–III.

(SP991.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP991.4) SPECIAL RULES
(SP991.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Alliance units are operating inside the Klingon defensive sphere and can only disengage from the 42xx map edge which leads back to their own lines.

The Klingon units can disengage from any map edge except the 42xx edge.

Units which disengage in unauthorized areas are considered destroyed.
(SP991.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
   (SP991.421) While several ships in this scenario are nominally able to carry MRSs, all such shuttles were lost prior to this action, and none may be purchased except as a variant.
   (SP991.422) The EWF of the CVL was destroyed in a previous action, so no EWF may be used.
   (SP991.423) There are no PFs in this scenario.
(SP991.43) COMMANDER'S OPTION ITEMS
   (SP991.431) All ships involved in this encounter had expended all of their Commander's Option stores before

the encounter depicted here. No ship may purchase any options in this scenario.
(SP991.432) All drones are "fast," i.e., speed–32.
   Each drone-armed ship only has enough drones to fill half of its undestroyed drone racks after applying damage. There are no reload drones available.
(SP991.44) REFITS are as defined in (SP991.2), except that the Federation FFG and CAR both have the AWR refit and all units that have a Y175 refit have received it.
(SP991.45) SHIELD DAMAGE: All ships have one badly damaged shield and one slightly damaged shield.
   (SP991.451) First determine the badly damaged shield by rolling one die for each ship, indicating the ship before rolling the die (this is all done publicly). The shield corresponding to the number rolled has only 10% of its boxes remaining (round any fractions up, e.g., 10% of 11 is 2).
   (SP991.452) A maximum of two ships on each side can have their #1 shields reduced to 10%. If, after two ships on a given side have had their #1 shield reduced, a third ship on that side rolls its #1 shield, re-roll to select a different shield. Continue to re-roll until a shield other than the #1 shield on that ship is selected, and follow this same procedure for any remaining ships on that side.
   (SP991.453) Roll one die for each ship again, with the shield corresponding to this second die roll having only 25% of its shield boxes remaining, again rounding any fractions up. If the heavily damaged shield (SP991.451) on a given ship is rolled again this second time, re-roll to determine a different shield.
(SP991.46) INTERNAL DAMAGE: All the ships involved in this action have sustained internal damage. All internal damage is assumed to have resulted from a single volley. For purposes of phaser directional damage, any phasers lost must be able to fire through the shield which has only 10% of its boxes remaining (see (SP991.451). Each ship must have at least one phaser hit; if no phasers are hit as a result of internal damage, assume that the last internal rolled hit a phaser. The internal damage lists a maximum number of weapons which can be hit on each ship. If more weapons hits are rolled than indicated, skip to the next column of the DAC, or as far as necessary, to determine a non-weapon hit. As with determining shield damage above, the determination of all internal damage is done publicly.
   (SP991.461) Internal damage on Klingon ships is distributed as follows:
      D7L: Twenty internals, maximum of three weapons hit.
      D5P: Ten internals, maximum of two weapons hit (special sensors are not weapons for this purpose).
      F5L: Ten internals, maximum of two weapons hit.
      F5D: Eight internals, maximum of two weapons hit.
      E4B: Five internals, maximum of one weapon hit.
   (SP991.462) Internal damage on Alliance ships, and damage to Alliance fighters, is distributed as follows:
      CAR: Twenty internals, maximum of three weapons hit.
      CVL: Ten internals, maximum of two weapons hit.
      DEA: Fifteen internals, maximum of four weapons hit.
      FFG: Eight internals, maximum of two weapons hit.
      FF: Five internals, maximum of one weapon hit.
      TAAS fighters: Each has 1–3 damage points, determined by rolling a single die for each one, dividing the resulting number by two and rounding any fractions up.
(SP991.47) STORES: All the ships involved in this battle have used all non-crew expendable stores except as noted.
   All drone racks have only enough drones to be half-filled, and all such drones are limited to standard type-IF explosive drones. No special drones remain. If a drone rack is destroyed under (SP991.46), its drones are lost. The TAAS fighters each have two type-IF drones.

ADDs are also half loaded and can only contain ADD, not type-VI drones.

All the ships in this action have used all of their admin shuttles and have not had time to break out their spares from storage.

No Commander's Option Items remain (T-bombs, extra marines, etc.).

The Kzinti CVL has no fighter stores remaining (warp packs, pods, drones, etc.), but its deck crews can repair damage to any fighters which land aboard.

All ships have only 20% (round fractions up) of their original boarding parties remaining, except the D7L, which has 10 boarding parties.

(SP991.48) DAMAGE REPAIR: All ships have expended all damage repair capacity prior to this encounter, except one "2" box on their respective damage control tracks (this has been used for shield repairs). No ship may use (D9.7) in this scenario. Use of (D14.0) is limited to burning out the last "2" box remaining on any given ship's damage control track. Use of (D9.2) is available so long as the last "2" box on a given ship's Dam Con track is not destroyed by damage or by (D14.1).

(SP991.49) ASTEROIDS: The effects of (P3.2) apply only to the hex the asteroid counter is in and the six surrounding hexes.

(SP991.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

(SP991.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SP991.61) Replace the Klingons with Lyran ships as follows: Lyran CC+ for D7L, Lyran WPF+ for D5P, Lyran DD+p for F5L, Lyran DD+ for F5D, and Lyran FF+ for E4B.
(SP991.62) Allow each player to replace one ship with a similar hull type, applying the damage originally scheduled for the replaced ship to the new ship.
(SP991.63) For a smaller and faster battle, delete the D7L and E4B from the Klingon force, and the Federation CAR and Kzinti FF from the Alliance force.

(SP991.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SP991.71) Change the D7L to a D7K.
(SP991.72) Replace the CAR with a CB.
(SP991.73) Delete or add a frigate (E4B) to or from one side.

(SP991.8) TACTICS
ALLIANCE: The Klingon ships are smaller, but their firepower is evenly distributed. Your prime goal is to bite off one piece at a time. Do not go for overkill, and spread your fire evenly. Keep in mind that Klingon ships do not take internal damage as well as your ships do, especially since they are damaged before the battle begins. Many of them will be close to the breaking point where every additional point of damage really matters.

KLINGONS: If you have an advantage, it is that the opposing force is a combination of two different races, and they do not work well together. Your best bet is to kill the Federation ships first. Their photons are too devastating against your small ships over the long haul. Get your ships together to provide mutual defense. Consider using the combination of transporters and Marines on the D7L to try and grab a small enemy ship. Keep your damaged shields away from the enemy as best you can.

(SP991.X) DESIGNER'S NOTES: Flying an undamaged ship is much easier than flying a damaged one. This scenario is a test for veterans, and no one will go without rolling internals.

HISTORICAL OUTCOME We await your playtest reports to determine the outcome of this battle.

(SP1543.0) PREVENT DEFENSE

(Y184) *by Christopher Sweitzer, Florida*

Sometimes even the smallest cargo can be extremely valuable. A case in point occurred in Y184 as Seltorian operations moved into full swing with their new PFs.

Fighting desperately to defend an increasingly exhausted Holdfast, the Tholians discovered that their few photon-armed ships were the most effective in defending their fixed installations. This was due to the shock effect of the photons (especially overloaded) on any Seltorian ship that tried to use its web breaker at close range. Unfortunately, the Tholians discovered that the increased wear on their few photon tubes rapidly outstripped their capacity to produce replacement parts. The simplest solution, that of the Federation providing the badly needed parts to make up the shortage until Tholian production facilities could be expanded, was adopted.

Unfortunately, the Tholian's paranoia created a new snag. The Tholians refused to allow any Federation vessel, even a tug or a freighter, to enter their space. (The Tholians remembered earlier attempts by the Federation to spy on them using freighters.) By this time the ships of the Gorn Confederation and Kzinti Hegemony had all been withdrawn from Tholian space. The Tholians also felt that they could not afford to send any of their own warships on such a mission since they needed them to defend the Holdfast.

After intensive negotiations, it was finally agreed that the Federation would send a lone express boat to a designated location, and that the Tholians would meet the boat to receive the parts. The Tholians selected a meeting point that was relatively near the fighting front over Federation objections. The apparent Tholian theory was that if the Federation attempted anything, the Tholians would be able to use some of their warships to intervene. (The logic behind this remains obtuse to Federation military analysts to this day.)

Unfortunately, it was not the Federation who crashed the party, but the Klingons. The presence of the Klingon PFs remains a mystery. Did they know of the planned transfer, or were they simply in the area?

(SP1543.1) NUMBER OF PLAYERS: 2; the Alliance player and the Klingon player.

(SP1543.2) INITIAL SET UP
ALLIANCE: FEDERATION: FDX in 4201, heading F, speed 12, WS–I.
THOLIAN: APT in 3409, heading F, speed 0, WS–I.
Three Arachnid PFs within 4 hexes of 3409, heading at player's option, speed 4, WS–III.
KLINGON: Four G1 PFs, two in 1030 and one each in 0928 and 1230, all heading B, speed 12, WS–III.

(SP1543.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP1543.4) SPECIAL RULES
(SP1543.41) MAP: Use a floating map. The Tholian units can only disengage in direction D. The Federation units can only disengage in directions A or B. The Klingon units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SP1543.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SP1543.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SP1543.431).

(SP1543.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SP1543.423) The three Tholian and four Klingon PFs are standard PFs. No versions or variants, including leaders or scouts, are used in the basic version of this scenario.

(SP1543.43) COMMANDER'S OPTION ITEMS

(SP1543.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

The Tholian APT has two T-bombs, and associated dummies, and two extra boarding parties.

The Klingon PFs can each use 20% of their combat BPV to purchase special drones under (SP1543.432).

(SP1543.432) All drones are "fast," i.e., speed–32.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SP1543.44) REFITS: All PFs have received the shield refit.

(SP1543.45) CARGO TRANSFER: The FDX is carrying 150 spaces of cargo and must transfer as much of it as possible to the APT by any means allowed under (G25.0). Cargo boxes destroyed do not count as transferred. The FDX and APT cannot disengage until all 150 spaces of cargo has been transferred or destroyed or until one of the two ships is destroyed.

(SP1543.5) VICTORY CONDITIONS: The Tholians win a strategic victory if the APT escaped with at least 50 points of cargo transferred from the FDX. The Klingons win a strategic victory if they prevent this. Use the Modified Victory Conditions (S2.201) to calculate tactical victory. Note that tactical victory is irrelevant in this scenario. If the spare photon parts reach the Tholians, the Klingons will have to send a few more ships to support the Seltorians, ships that they cannot spare.

(SP1543.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP1543.61) Replace the Klingon PFs with four Seltorian PFs.

(SP1543.62) Allow both sides to select from the available versions and variants of their PFs. No more than one Leader PF of any type on each side (Klingon PFL shuttles cannot be used as SPs in this variation). No Scout PFs or Mine PFs. Note that the Tholians might want to consider a cargo PF, but this is not advised.

(SP1543.63) Replace the Tholian PFs with six Spider-III fighters, and the Klingon PFs with eight Z-YC fighters. All have warp packs.

(SP1543.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP1543.71) Change one of the PFs to a PFL.

(SP1543.72) Replace one or more PFs on one side with Interceptors.

(SP1543.73) Delete shield refits from one or more PFs of one side.

(SP1543.8) TACTICS

ALLIANCE: The Klingons have a lot of drone racks, so you have to hold back some of your weapons for drone defense. If you can run them out of drones, you will have a major superiority in firepower and must exploit it. Use the APT's T-bombs to discourage the Klingons from using a mass drone salvo. Remember that a single type-IV may be enough to cause the FDX to explode, and a single type-I hit will probably destroy all of its cargo boxes. The APT is a little more durable and does have a tractor beam to aid its drone defense. In both cases, you will probably need to use their repair capacity to repair cargo boxes, just to keep something between the Klingons and destroying all of the badly needed spares.

COALITION: It does not take much to kill the cargo ships, but you only have 32 spaces of drones to do it with. Once you empty the racks, you cannot win a gun battle with the Tholian PFs. Your only real chance is to get in quick at the start and do the job. Once the APT and FDX get moving, they can maintain speed 31 and transfer the cargo between themselves. Concentrate on the APT at first.

HISTORICAL OUTCOME: The Tholians apparently were so intent on watching for Federation betrayal that the Klingon PFs achieved total surprise. In a running battle, the Klingon PFs managed to destroy the APT at the cost of two of the G1s. The FDX ran for Federation space after the APT exploded, and the surviving Klingon PFs turned for home, leaving the Tholian PFs in control of a stretch of otherwise worthless space.

Analysts agree that the destruction of the APT, despite its temporary strategic effect, did not indicate that the Klingons knew what was going on. It simply indicated that the Klingon PF crews realized that such a meeting in deep space meant that there was something important about the cargo ships, and they acted accordingly.

Strategically, the Klingons probably were able to deploy a few ships to other theaters because of the pressure the Seltorian raids placed on the Holdfast.

(SP662.0) ENEMY OF MY ENEMY – BUT STILL MY ENEMY

(Y191) *by Kirk M. Towner, Alaska*

The ISC Pacification was in full retreat; the Andromedan Conquest was in full swing. The various races had not come to terms with their need to ally themselves against this external threat, and they used much of their revitalized fleet forces to reestablish control over disputed space. These actions continued despite the growing threat of the Andromedans. However, since all races recognized the threat the Andromedans posed, temporary alliances were more the rule than the exception when an Andromedan ship crashed a party.

(SP662.1) NUMBER OF PLAYERS: 3; the Andromedan player, Galactic player #1, and Galactic player #2.

(SP662.2) INITIAL SET UP

ANDROMEDAN: Conquistador with Cobra, set up within 5 hexes of 0101, heading C, speed max, WS–II. The Cobra may be set up on the board (within 5 hexes of 0101) or carried in the Conquistador's hangar bay at start.

GALACTIC PLAYER #1: Set up within 5 hexes of 2026, heading B, speed 12, WS–III. See (SP662.45).

GALACTIC PLAYER #2: Set up within 5 hexes of 4301, heading E, speed 12, WS–III. See (SP662.45).

(SP662.3) LENGTH OF SCENARIO: The scenario continues until all forces that do not belong to one side have been destroyed, captured, or have disengaged. The scenario ends when the units of only one (or fewer) player remain on the map.

(SP662.4) SPECIAL RULES
(SP662.41) MAP: Use a floating map.
The Andromedan units can only disengage in directions A or F. The Galactic player #1 units can only disengage in directions D or E. The Galactic player #2 units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.
(SP662.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SP662.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SP662.431).
(SP662.422) There are not enough fighters in this scenario for an EWF. In a variant in which large numbers of fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
(SP662.423) There are no PFs in this scenario.
(SP662.43) COMMANDER'S OPTION ITEMS
(SP662.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.
(SP662.432) All drones are "fast," i.e., speed–32.
Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SP662.44) REFITS are as defined in (SP662.45).
(SP662.45) GALACTIC FORCES: The two Galactic players must select their forces from those presented here. The Galactic players must select forces that can historically oppose each other (e.g., one cannot select Federation, Romulan, or Gorn if the other has selected Lyran or Hydran). The third column lists the races from which opposing ships could be selected from. All ships have Y175 refits if available for them. All Federation ships have the AWR refit if available for them.

RACE	FORCE A	FORCE B	RACES
FED:	FFG, DDG	CB	Klingon, Rom
KLINGON:	Two F5K	D7W	Kzin, Fed, Hyd
ROM:	BHR, SEA	FHK	Fed, Gorn
KZINTI:	Two FFK	CCH	Klingon, Lyran
GORN:	BDD+, DD+	BC	Romulan
HYDRAN:	TR+, KN+	LB w/3x St-2	Lyran, Klingon
LYRAN:	Two DD+p	CC	Kzinti, Hydran

(SP662.46) DISENGAGEMENT: No player's forces may disengage unless the specific ship attempting to disengage is crippled. Exception: the Andromedan Cobra must disengage if the Conquistador is destroyed or crippled.

(SP662.5) VICTORY CONDITIONS: The only way to win this scenario is to still have a ship (not a shuttle or a fighter) on the map. If all ships of all players are destroyed or disengage, then all players are deemed to have lost the scenario.

(SP662.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SP662.61) Change the year to Y176, and limit drone speeds to medium.
(SP662.62) Add terrain, such as an Asteroid Field (P3.0), to the map.

(SP662.63) For a larger battle, replace the Conquistador with an Imposer and the Cobra with a Mamba, and use the following Galactic forces. Note that Lyran tri-hulls include power packs.

RACE	FORCE A	FORCE B
FEDERATION:	Two NCL+	BCG
KLINGON:	Two D5K	C7
ROMULAN:	Two SPA+	NHK
KZINTI:	Two CM	BCH
GORN:	Two HDD+	BCH
HYDRAN:	Two TR+	OV w/4x St-2, 2x St-H
LYRAN:	Two CW+p	BCH

(SP662.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SP662.71) Increase or decrease the size of a Galactic ship by selecting the next smaller or larger BPV ship.
(SP662.72) Limit the Commander's Options available to one or two players.
(SP662.73) Delete refits from the Galactic player ships.

(SP662.8) TACTICS
ANDROMEDAN: You are big enough to give either side a tough fight, but you cannot take them both. Try to hurt one side enough that he will then have to help you fight the other in order to have a chance to win. It is your only real chance to win.
GALACTIC PLAYERS: You will have to team up to kill the Andromedan, but you both have to be leery of your partner giving you the "honor of leading the attack." Watch your damage status carefully. If you are falling too far behind your erstwhile ally, it might be time to team up with a damaged Andromedan to have a chance at winning.

(SP368.0) STARBASE SANGUINAX

(Y195)   *by David J. A. Stamper, Ontario*

During the Andromedan Invasion, the rare starbase assault became somewhat more common. Using their Rapid Transport Network (RTN), the Andromedans would conduct strikes throughout a large area, causing the defending Galactic ships to disperse to defend various sites. Then, faster than the Galactic forces could react, they would mass forces for strikes at key bases, even the mighty starbases.

The destruction of a starbase could severely affect operations by Galactic forces in a whole sector, leaving the Andromedans free to implement their nefarious plans. One such assault, the last before Galactic forces learned the secret of the RTN, occurred in Y195 against the Romulan starbase in the Sanguinax system, a battle which would be sung about in Romulan ale halls for the next century.

(SP368.1) NUMBER OF PLAYERS: 2; the Romulan player and the Andromedan player.

(SP368.2) INITIAL SET UP
ROMULAN: Starbase *Sanguinax* [4x HBM (6x G-FSF, 6x G-III, 6x Trib), 2x PFM (6x StH, 6x Cen)] in hex 2216 on Map #3, initial facing and rotation rate (C3.7) at the Romulan player's option, WS–0.
Minefield: 20 large explosive mines, 60 small explosive mines, 5 large captor mines, 10 small captor mines. Control systems: 3 large, 10 small, 2 large captors, and 3 small captors are controlled mines. All remaining captor mines are either robot or chain controlled. The mines are deployed on Map #3 within the following defined boundaries inclusively: 1101-0106-0127-1232 and 1901-0508-0525-2032.

FHX and SKA inside any docking module of the starbase at start, speed 0 (docked), WS–0.

SEA set up on any hex of any map, heading E or F, speed max, WS–III.

ANDROMEDAN: Dominator (2x Mamba, 1x Eel, 1x Terminator, and 1x Medium Energy Module) and Dominator (2x Mamba, 1x Eel, 1x Terminator, and 1x Medium Energy Module), set up in any hex of the 01xx hex row of Map #1, heading at Andromedan Player's option, speed max, WS–III. Satellite ships may be aboard the motherships or deployed at start at the option of the Andromedan player.

(SP368.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP368.4) SPECIAL RULES
(SP368.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. This scenario requires three map sheets arranged as follows. Note that the 42xx map edge of Map #1 links with the 01xx map edge of Map #2, and the 42xx map edge of Map #2 links with the 01xx map edge of Map #3.

1	2	3
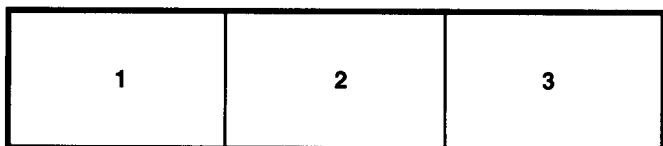
The Romulan units can only disengage from the 42xx edge of Map #3. The Andromedan units can only disengage from the 01xx edge of Map #1. Units which disengage in unauthorized areas are considered destroyed.

(SP368.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SP368.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SP368.431).

(SP368.422) If using EW fighters, one of the G-IIIs on the starbase is an EWF. If not using EW fighters, it is a standard G-III. Note that Tribunes have special EWF abilities defined in (R1.F7A).

(SP368.423) The six Centurion PFs and the six Starhawk PFs are each a standard flotilla, including one leader and one scout.

(SP368.43) COMMANDER'S OPTION ITEMS
(SP368.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SP368.432) There are no drone-armed units in this scenario, but in a variation where drone-armed units are present, all drones are "fast," i.e., speed-32.

Each drone-armed ship in a variation using drone-armed units can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SP368.44) REFITS: The starbase includes the Y170 and Y175 refits. There are no refits for any other units involved in the historical version of this scenario. In a non-historical version, any Galactic ships would include all refits available in Y195. Note that X-upgrades are not considered a refit.

(SP368.5) VICTORY CONDITIONS: The objective of the Andromedans is to destroy the starbase or at least cripple its usefulness. For damage to units other than the starbase, use the Modified Victory Conditions (S2.201). For damage to the starbase, points are scored for each box that is marked as destroyed (and not repaired) when the scenario ends as follows:

Shield/Armor..............................0 points
Weapon hits ....5 points per weapon
Control system hits....................3 points per control box
Other hits..................................2 points per box

(SP368.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SP368.61) Replace the Romulans with a Federation force. Replace the starbase with a Federation starbase, the FHX with a CX, the SKA with a DW, and the SEA with an FFG.
(SP368.62) Allow the Andromedan to create his own satellite ship groups within the limits of the capacity of the Dominators. This will give the Andromedan more of an element of surprise.
(SP368.63) For a smaller and faster battle, delete the FHX, SKA, and SEA from the Romulan side and one Dominator and its satellites from the Andromedan side.
(SP368.64) Require the Andromedans to capture the starbase. Success (without losing a Dominator) automatically elevates the Andromedan to a decisive victory. If a Dominator is destroyed (even if the starbase is captured), the Andromedan automatically loses.

(SP368.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SP368.71) Change the SKA to an SPA.
(SP368.72) Replace the Mambas on one Dominator with Cobras.
(SP368.73) Delete or add a Romulan frigate or destroyer.

(SP368.8) TACTICS
ANDROMEDAN: You know where the minefield is, so that will help in getting across it. The problem is whether you should deploy the satellites and breach the field (which will at least allow them to have a high speed) or deploy them after displacing across the field (where they will be moving slow in the face of plasma torpedoes). Plan on carrying mostly PA mines. They will probably be of more value than T-bombs, but you will need at least a few T-bombs to hunt cloaked ships.

ROMULAN: A starbase has a lot of intrinsic firepower in its own weapons and attachments (including its minefield). However, you will need to husband it carefully. Get the docked ships deployed immediately, including the PFs. Do not waste time with long-range sniping. Just get the Seahawk inside the minefield where it can support your other ships. Get as many extra Marines as you can because you can be sure the Andromedans will probably have their own Marines and will try to board something (maybe even the base itself).

HISTORICAL OUTCOME The outcome of this scenario awaits the reports of the playtesters.
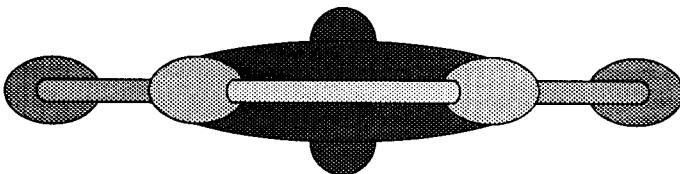
THE SELTORIAN SEMINAR

The Commander walked into the lecture hall and strode to the podium, noting that the class had fallen silent as he walked in rather than waiting for him to call it to order. Today's session was a special case, and cadets from all four years had been brought together for this briefing. The Commander arranged his notes, as he always did, noting how loud the shuffled papers (so few of the professors still used written notes) were in a classroom gone strangely quiet. The cadet with the engineer loops on his epaulets had come to his feet.

"Sir," was all the cadet said.

"Yes, Cadet, what is it?"

"May we be the first, sir, to congratulate you on a long overdue promotion to Captain." The cadets burst into cheers.

"What?" the Commander blurted. "If this is a joke, it's not terribly funny. And may," he flustered, "even be against Star Fleet regulations."

"It is no joke, sir," the engineering cadet insisted. "We read your promotion orders off of the command database only seven minutes ago." The cadet stepped forward and handed the Commander, now the Captain, one of those tissue-thin printouts that came from the student terminals. It was genuine, which meant two things. He *had* been promoted. And the cadets had managed to penetrate the security codes on the mainframe computer's core *again*. He wondered which one of them had been able to do it. Then he decided that only several of them working together, from different terminals, could have pulled it off.

"If you'll excuse me," the Captain said, "class will be delayed while I call the computer technicians."

"Not necessary, sir," the engineering cadet said. "A work order was turned in shortly after we found that document. Obviously, something in the security system broke down, so we advised them to look into it and suggested where the problem might be found."

"Very well," the Captain said, "and thank you.

"Now, however, we must move into the scheduled subject matter for this seminar.

"As you are aware, gentlemen, Star Fleet Intelligence has reported for more than a year that a new race has appeared on the galactic stage. These 'Seltorians' appear to be the long-expected overthrowers of the Tholians, who have now arrived to hunt down their former masters. However, Intelligence reports confirm that the entire Seltorian force consists of a cruiser squadron, some smaller units, and a few PF flotillas. We have seen their first engagements, and you have all read the reports. Some of you have even fought them in the simulator.

"Cadet Petrick," the captain selected his first victim, "please describe the general operating characteristics of the Seltorians."

"Yes, sir," Cadet Petrick rose to the challenge. "Seltorian ships have poor maneuverability and are very prone to breaking down in high energy turns. This tends to define their future tactical movements more closely than most adversaries. Their weapons are mounted to bring everything they have to bear on the forward centerline of the ship. Defenses to the rear are much weaker than those found in the forward arc, and seeking weapon defenses are almost non-existent.

"They have two main weapons: the particle cannon, which while weak in and of itself has a very high rate of fire for a heavy weapon, and the shield cracker, which facilitates the boarding actions for which their ships are specialized. This latter weapon also has a web-breaker function, which is useful against their principle enemies, the Tholians."

"And what is the main effect of this web breaker?" the Captain asked.

"The primary function of the web breaker is to make the usual employment of Tholian web casters, i.e., the shattering of formations and isolation of individual units for destruction, almost impossible."

"Good enough," the Captain evaluated. "Cadet Cookson, the Seltorians do not employ fighters but have become fanatical users of fast patrol ships. How are these PFs operated? How are they dealt with?"

"They are basically the same as Klingon PFs," Cookson began, "but without drones."

"Very well," the Captain noted. "Cadet Watkins, can you define the basic tactics of the Seltorians for the class?"

"Sir," Cadet Watkins began, "the Seltorian tactics are defined by their weapons. The particle cannons are used to wear down the shields of an enemy ship, after which the shield cracker is used in an overrun attack to facilitate boarding."

"Indeed, Cadet," the Captain responded.

"Cadet Delaguila," the Captain selected another target, "how do the Seltorians engage the Tholians, who have equal all-around shields and are generally more maneuverable?"

"They overrun them," Cadet Delaguila answered.

"Cadet Delaguila," the Captain patiently asked, "how can an overrun work given the low single-shot damage output of the particle cannon?"

"Well," the cadet began tentatively, "since their weapons are mounted for centerline fighting, an overrun is about all that they *can* do."

"You've missed the point, Cadet," the Captain sighed. "What did he miss, Cadet Kelly?"

"Sir, the Seltorian lacks the maneuverability to conduct an effective overrun. At shorter ranges, the enemy will maneuver to one side to avoid the firing arcs of some of the weapons, reducing firepower even more."

"And the target can spread particle cannon damage over several shields," Cadet Mercer noted. "The Seltorians are not maneuverable enough to track the same shield."

"True, Cadet Kelly," the Captain replied, "but not the point I was trying to make. Cadet Petrick, would you care to try?"

"The technical problem with the PC," Cadet Petrick began, "is that only the first shot it fires in a cycle can be overloaded. This makes it difficult to use the overload and then fire the follow-on shot against the same shield. The solution seems to be to not overload either shot, but to head straight in with all weapons loaded and held. Fire the first particle cannon shot at a point selected to allow time for the second shot to come on line, and continue on in, using the second PC shot, combined with the shield cracker and phasers, to break the enemy shield. Then send in the Marines. A tractor might be tried to allow some shuttles to attempt to force a landing, but the Seltorians might better employ suicide shuttles in current service."

"No, no, no, no, no," the Captain shook his head. "You still haven't solved the problem.

"An overrun requires high speed, putting the two consecutive firing points at a considerable distance apart in space," the Captain explained, "effectively putting one of them out of effective range. The first shot would be too far away, the second too late. How would *you* make it work, Cadet Watkins?"

"Sir," Watkins began, forming his words carefully. "I would fire the first shot overloaded at the best range under the tactical circumstances. Then I would close and tractor him to ensure I would be within range for the second shot."

"Where are you getting the power?" the engineering cadet whispered *sotto voce*. Chuckles rippled across the class.

"Anyone else have an idea?" the Captain asked.

"Sir," Cadet Cookson spoke, "using speed changes could save power to make the tractor work, and could alternatively keep the ship in firing position."

"So you're going to move into overload range," the Captain asked, *"and then SLOW DOWN?"*

"Well...."

"Never mind, Cadet," the Captain sighed. Once in every seminar he had to take things into his own hands. "There are several possible solutions.

"Seltorians can use medium-range gunnery duels to soften up enemy shields before closing.

"They can skip the second shot, arming only the overloaded one, since they'll rarely get a chance anyway.

"They can fire the first shot against another target which is closer, then go after their real target with the second shot and the shield crackers.

"They can fire the first shot, then pull out of range and come back (within the same arming cycle) to make the main attack. Remember that when you are focusing on how rapidly he can fire the two shots of a given arming cycle, he might be thinking about how far apart they can be.

"Whatever they do, they cannot change their minds, not with their inability to make a safe high energy turn after the attack run starts.

"Let us move on," the Captain said, shuffling his notes. "And someone please wake up Kaufman."

"What about the web caster? Cadet Smith? Cadet SMITH?" The question was to no avail. The eyes of Jefferson Davis Smith were locked with those of the female Orion cadet. Making a note to have the medical corps give her a booster shot of hypno-suppressors, he selected another target.

"Cadet Watkins?"

"Sir, the Tholians try to keep their enemies at a distance with their web casters. Since the Seltorians have an effective anti-web weapon, the Tholians are generally forced to use their casters as web fists, so the tactical problems do not apply."

"I see," the Captain said, "the enemy is going to cooperate by removing our largest problem. Don't bet the lives of your crew on that one. Cadet Butler, you give it a try."

"Utilize the web breaker on the Tholian's web. While the Tholian is pouring power into arming his web casters to protect himself, use the particle cannons to snipe at his shields."

"Ineffective, Butler," Cadet Cookson retorted. "That move leaves even less power for damage-producing weapons."

"Not really," Butler insisted. "Move into overload range. The Tholian will use his web casters just to force the Seltorians to use their web breakers."

"So," the Captain analyzed, "your tactic is to move into overload range to force the enemy to use a weapon so that you can use a counter-weapon? I believe there is a job waiting for you at one of the defense contractors." He waiting for the laughter to die down. "Cadet Mercer, what did he miss?"

"The shield cracker is effective at ranges up to 10,000 kilometers, just enough to avoid overload range."

"There is, however," the engineering cadet interjected, "a key point. The web breaker and shield cracker are the same weapon, as are the web fist and web caster. If the Tholian uses cast web, the Seltorian replies with a web breaker. If the Tholian uses web fists, the Seltorian is free to use his weapons as shield crackers."

"On the other hand," Cadet Filsinger interjected, "that gives the initiative to the Tholian. If the Seltorians get close and fire their shield crackers, they are totally vulnerable to the tactical effects of the web caster."

"Good observation," the Captain noted. "Moving on. Cadet Kelly, how do the Seltorians employ their weapons in squadron-sized battles?"

"They primarily use two tactics," Kelly began.

"The first is to use long-range strikes, alternating the firings of various ships to maintain a continuous hail-of-fire. This works best in open space where there is no terrain feature to restrict the battle.

"The second tactic is a variant of the first, sending part of the ships into overload range while others stay just out of it to prevent any enemy pursuit."

"A good point," the Captain remarked, "but there may be another view. Cadet Watkins?"

"Sir, with all due respect to Cadet Kelly, the Seltorian can use the chase-and-mace technique as well as most other direct-fire races — and he has a second punch available. While he can saber dance very well, it is not REQUIRED for a Seltorian to do so. The Tholians have a tricky decision, but not an impossible one. If the Tholian has a multi-ship squadron with two or more web casters, he can alternate web fists and cast web to minimize the Seltorian close-and-kill."

"Cadet Butler, did you have something to add?"

"Yes," the cadet began, "the particle cannon is the best saber dancing weapon ever."

"I believe I said that," Cadet Kelly replied.

"So," the Captain began, "with a firm grasp of how these ships operate against the Tholians, we must perform our first solemn duty and ask, are these ships a serious threat to the Federation or to the supremacy of Star Fleet? Cadet Butler?"

"No, sir," Cadet Butler began. "The Seltorians seem to be determined to eliminate the Tholians almost exclusively."

"Wrong," Cadet Petrick interrupted. "They have hellacious breeding rates and will always be seeking more space. There is no way for us to know if the Seltorians are a strategic threat or not. No one, not even the Klingons, knows for certain when the next Seltorians will arrive. There is no reason for us to believe that what our intelligence sources claim the Seltorians told the Klingons is accurate, or that the Seltorians were telling the truth. The long-term strategic threat is very real for a race that can breed that fast and pursue someone they hate for that long. Don't discount anyone as a future threat, least of all the Seltorians."

"True, Cadet Petrick," the Captain noted, "We cannot afford to rely on the belief that they will always be someone else's problem. But that was not the point I was seeking in this seminar on TACTICS.

"Cadet Cookson, are the Seltorian weapons and their combat style a threat to Federation ships? Are they dangerous? More dangerous than the average Klingon, or the average Lyran?"

"Their power curve and ability to inflict damage is nothing to ignore, but can be dealt with by standard tactics that work against the Lyrans and Klingons."

"Cadet Watkins, what would you say?"

"Sir, the whole problem can be summed up as follows: They don't outgun us, they can't outrun us, and our maneuvering is equal. All we have to do is load the photon torpedoes to full overloads, then run in at maximum warp and blow them away. It would be worthwhile to post boarding parties at key facilities, but given the small chance of any offensive boarding action, that is not a tactical problem."

"Cadet Horgan, did you have something to add?"

"Yes," he replied. "From a weapons standpoint, the web breaker is a non-item. The shield cracker is dangerous, but only at closer ranges. The particle cannon is good for a sniping duel, but our proximity photons are better."

"Cadet Kelly, did you have some observation?"

"Yes," Cadet Kelly replied. "Using proximity photons, given how long it takes us to reload them, just encourages the Seltorians to turn toward us and go for the overrun."

"Cadet S'Phelps, what did they miss?"

"Electronic warfare, ssir," the Gorn began. "Their ability to conduct a long-range ssniping duel iss vulnerable to jamming."

"Good point," the Captain admitted, "but there is still something out there. Anyone?"

"Drones!" Cadet Malis barked. "They have no real defense against seeking weapons, even the small numbers most of our standard warships can employ."

"Marines!" Cadet Cookson chimed in. "Always take on board extra Marines for defensive duties, and form militia whenever this is possible."

"Moving along," the Captain turned to another page of his notes, "As you all know, there are Kzinti and Gorn ships operating in the Holdfast to support our Tholian co-belligerents. How are Kzinti tactics different when fighting Seltorians? What tactics do the Seltorians use against the Kzintis?"

"The zhipz of the Patrriarrch," Cadet Hunter, the Kzinti exchange student, began, "will uze theirr trradtional larrge numberz of zeeking weaponz. The Zeltorrians are shorrt on close-in defenzez and have poorr maneuverability to boot."

"Cadet Brinson, did you have something to add about Kzinti-vs-Seltorian tactics?"

"Sir," Cadet Brinson began, "the Seltorians must divert much of their phaser firepower to drone defense. The Kzintis must be kept at medium range, where the Seltorians want the gunnery duel to be in any case, to provide enough time to deal with incoming drones."

"Using phasers for drone defense," Cadet Mercer interrupted, "will only slow the ship down and make it harder to control the range and avoid the weapons."

"How so?" the Captain asked.

"Because when conducting the medium-range duel, the Seltorians normally do not need to fire their phasers. They can charge them slowly over longer periods, and have them ready should an overrun opportunity present itself."

"The Kzinti must get in close," Cadet Laikind added. "His weapons are more effective and more numerous, and his wide firing arcs make it fairly easy to avoid the firing arc of the shield cracker. Without an ability to safely HET, getting on a Seltorian's six-o-clock is enough to insure victory."

"Cadet Filsinger, did you have something to add?"

"Sir," the cadet replied, "while the Seltorians are the most vulnerable to seeking weapons of any race in the galaxy, they are responding to the situation. They have recently begun to use wild weasels and T-bombs, which have improved the situation considerably. Even so, using their phasers for defense makes the Seltorians themselves vulnerable to overrun attacks."

"Cadet Watkins," the Captain turned his gaze to that side of the classroom. "How can the Seltorians survive against the Kzintis?"

"Sir," he replied, "the Seltorians can use a high-speed retrograde maneuver. Their phasers can stop a drone attack, and the particle cannons can be held in readiness indefinitely for anti-ship work. The Kzintis will run out of drones, and patience."

"Ourr new shipz," Hunter interrupted, "have copiouz ammo bayz with many more drronez than before."

"Not enough," Watkins retorted.

"Isn't going to work," Cadet Laikind interrupted. "During the retrograde, DERFACS-boosted disruptors will outgun the particle cannons. The Kzintis don't have to waste their drones in a fruitless pursuit."

"Dissruptorss can," Cadet S'Phelps observed, "fire more quickly than particle cannons for short periods, when two arming cycless coinsside."

"Question, sir," Cadet VanAlstyne asked, "given the higher firing rate, would a particle cannon be better for attacking scatter-packs?"

"Not really, Cadet," the Captain replied. "With less firepower per shot, the weapon is more likely to damage the shuttle and trigger a premature release.
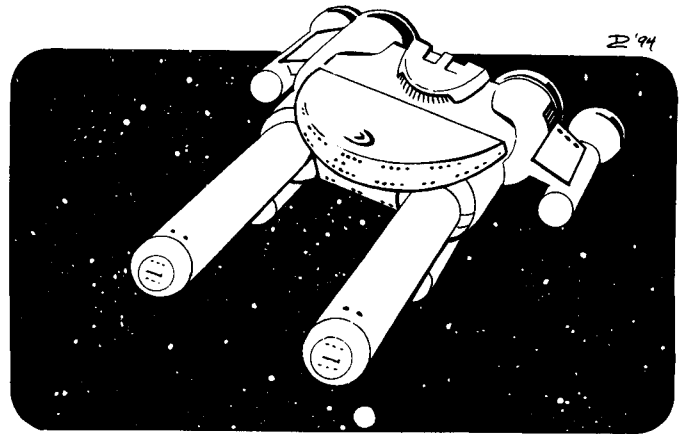
"The second shot of a PC cannot be fired before the pack has released its drones."

"As I noted," the Captain turned another page of his notes, "there are also Gorn ships in Tholian space. Cadet S'Phelps, would you enlighten us as to how Confederation ships have dealt with the Seltorians?"

"We uss sstandard tactics," the Gorn exchange student replied. "Lotss of electronic warfare on the approach to minimisse the effect of the particle cannons. Oncse closse, the anchor workss well enough. Without the ability to make a high energy turn safely, the unmaneuverable bugships are fairly easy targetss."

"Cadet Cheever?" the Captain shifted targets.

"The Seltorians have problems against the Gorns. Their centerline weapons force them to make maneuvers that are highly vulnerable to plasma torpedoes. The Gorns can use oblique attacks to control the battle."

"They'll need it," Cadet Horgan snorted. "The Gorns are nearly as unmaneuverable as the Seltorians, and while the Gorns can HET, that maneuver is always a risk."

"While such encounters are rare, and indeed some are only theoretical," the Captain smiled, turning to the last page of notes, "how do other races fare against the Seltorians?"

"The Seltorians are no challenge for the Andromedans," Cadet Cookson observed. "They simply cannot prosecute a lot of damage in a one-time attack to overload the panels."

"And particle cannons do not leak through panels," the engineering cadet added.

"The Hydrans can have the Seltorians for lunch," Cadet Watkins laughed. "The Stinger is the most dangerous seeking weapon in the galaxy, and we all know the Seltorians cannot defend themselves against seeking weapons. The hellbore is better at the sniping duel than the particle cannon ever will be."

"The rigid formations of the ISC," noted Cadet Petrick, "let the Seltorians get maximum use from their particle cannons."

"Then again," Cadet Mercer retorted, "the unmaneuverable Seltorians are easy targets for the plasmatic pulsar."

"Any other questions?" the Captain asked, putting his notes away and observing there was just enough time to get to the base exchange for a new set of rank insignia before it closed.

"Sir," Cadet Watkins asked, "will this be on the final?"

"Cadet," the Captain smiled, "*everything* will be on the final. Everything, and then some." The Captain turned and strode from the room, feeling younger than he had in years. ★★★

TERM PAPERS

ISC DOUBLE TAKE — *Lt JG Chuck Strong, USS Colorado*

On ISC ships with multiple rear plasma-F launchers, you can launch what might appear to be more than one torpedo at a target larger than size class 5. Launch the first one ballistically on what appears to be an intercept heading at the enemy ship that is bearing on your rear flank. (This may work better if it is launched so that the apparent intercept will occur within 5 hexes.)

Your opponent knows it must be real (no pseudoes) and may fire his phasers at it to avoid some or all of its warhead. If he does, launch the second at him and watch him grab for the rulebook. Since the first torpedo was NOT launched at a size class 4 or larger target, it frees up the second to be launched as such. This works best against ships with weakened shields, limited internal boxes, or few, if any, used labs (labs can ID plasmas launched on a ballistic heading). In addition, if you lose one of the torpedoes and are still within its 8-impulse window, launch it first to add to its deception value.

RATED THE BEST TERM PAPER IN THIS ISSUE.
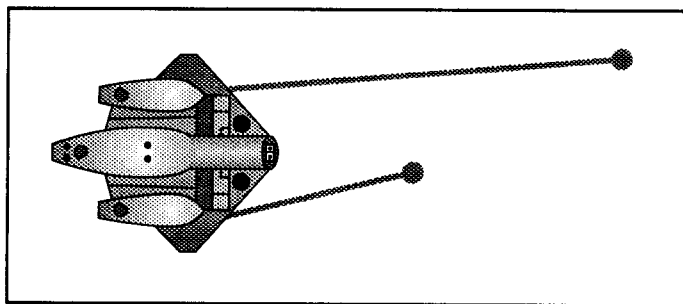
FINAL APPROACH x 3 — *Lt JG Mike Lay, HMS England*

When attacking a base, on no account approach along any one of the six hex spines leading directly to the base, until you need to get to range 1. All bases have at most three axes along which they can fire all of their weapons. This tactic is valid even if your ship has a "centerline" weaponry arrangement as you can fire, turn, and fire again all at the same shield. After all, you know when the base is going to rotate.

A standard base tactic is to fire all facing weapons the impulse before rotation, and then fire again on the next impulse (having rotated new weapons into arc) aiming to hit the same shield on the target ship and, with sufficient damage the first time around, use the Mizia effect. To counter this, ensure that you move every impulse that the base rotates so that you can turn if necessary, saving your valuable HET bonus for a more serious problem. One way of accomplishing this is by raw speed, another is by speed changes.

The ideal approach to an enemy base is a sideslipping advance along one of the base's shield boundaries. This is because such an approach allows you to face any of your three front shields to the enemy with a simple combination of sideslips and turns. For example, consider a base in hex 2215, and assume that the attacking ship reaches hex 2011 (range 5) without incident. At this point the ship has its front shield facing the base. It can then move to hex 2012 (shield #6 now faces the base), sideslip to hex 2113 (shield #1 now faces the base at 3 hexes range), and move to hex 2114 (shield #6 now faces the base). From here there are two possibilities: moving to hex 2214 or to hex 2115 — your choice will presumably depend on the orientation of the base and which weapons have fired. A left turn at any point in the procedure will get the #2 shield facing the base.

DEATH-REAVER — *Commodore Bruce Graw, USS Ohio*

Getting a hit with a Death-Rider is not impossible; in fact, it is quite easy if you just remember the good old Gorn Anchor. First, fly up and tractor your target, making sure he is right in front of you. Then find an impulse on which you (and your victim) do not move, but speed 15 does. On the impulse before that one, launch away! Your enemy is now looking at 35 points of damage which will take at least that much to destroy (not counting reinforcement) and which he cannot stop any other way — he cannot even tractor it due to the Sequence of Play. The unique thing about this "Death-Reaver" tactic is that the PF itself protects your ship from damage before you launch it. If your opponent alpha-strikes you, you can accept as much damage as you like on the PF, and it can still hit (as explained above) so long as you launch it during the same turn (PFs do not suffer energy balance due to damage). No matter how damaged the PF is from this punishment, it will still have full shields (and any allocated reinforcement) once it is launched.

DARKFIRE — *Ensign Nicholas Cioran, HMCS Ontario*

This tactic is only useful for ships with ADDs or G-racks, which have type-VI drones in them. When facing an opponent you know will weasel later in the turn, or one who has already commenced cloaking, launch a type-VI drone at them. Fly your ship in along the drone's path at the same speed. When both the ship and the type-VI drone are adjacent to the target, and the type-VI will hit on the next impulse, launch as many drones as possible at the type-VI. The drones will all enter the target hex and strike the ship the type-VI is targeted on under (F2.54). This tactic can also be applied much more easily using multiple fighters, ships, or SPs, launching from opposite sides and equal ranges from the target of the type-VI drone.

SPIKE THE REACTORS
— *Senior Lieutenant Ken Burnside, USS Arizona*

In tournament (or general play), one of the best places to hit a ship with hit-and-run raids is the APR system. Rule (D7.8372) states that one guard can cover all adjacent Impulse and Warp engine boxes, but fails to mention APRs or AWRs. Thus, they are much harder to guard individually and still deprive your opponent of power.

INTEGRATED ANTI-DRONE TACTICS
— *Lt Commander Eric Nussberger, USS Texas*

The key to effective anti-drone tactics lies in a defense in depth. When faced with an incoming wave of drones, there should be an eight level defensive zone. The first is multiple warhead drones and scatter/shatter packs. Any drones that get through them should be engaged by type-VI drones launched by fighters and ship E-racks (standard drones may be launched from normal racks as well, if this is necessary), comprising the second level of defense. Drones penetrating that cloud into the third zone should be destroyed by well placed T-bombs. If any continue their advance, they should be deactivated by scout channels in the fourth zone. The fifth level begins the close defense as the drones are engaged with ADD fire. Drones that make it through all this into the sixth zone will still be capable of being engaged by phaser fire, but all drones to be so engaged should be labeled to determine the correct dosage of phasers to be employed. The seventh level is the use of tractor beams to deny the drone impact on the target and to hold it to be dealt with later and the desperation launch of suicide shuttles in the counter-drone roll. The last is the use of a wild weasel by the targeted ship if too many drones will penetrate all the defensive efforts to this point. PF tenders have the option of their PFS going wild, and the Federation can in some cases employ the SWAC shuttle in this role.

ESG STRENGTHS
— Commodore G. Scott Mercer, USS California

When facing a Hydran hellbore ship, the Lyran player should make sure that when he puts up an ESG he activates it with the right amount of power to shield the ship most effectively. For example, if you plan on making a range 8 pass versus a suspected overloaded hellbore, put the ESG up at radius zero with four points of power, not five. Since an overloaded hellbore at range 8 does 19 points, the hellbore would not take down a full 20-point ESG, and that one point of ESG left would just guarantee a hit with the NEXT hellbore. If a 16-point ESG is up, you would take 3 points of damage, but the next hellbore could miss. In a long-range battle, the Lyran should figure out what range he wants to fight at. If at 15, put up a 20-point ESG. It will handle two hellbores exactly. If out at 16 to 22 hexes range, put up a 16-point ESG. That also will handle two hellbores exactly. At greater ranges, each point of power handles one hellbore. The idea here is to be efficient with your ESGs. Get the most out of the power. This is much harder to do before the ESG capacitor refit.

LEGENDARY COCAINE OFFICER
— Cadet John M. McConnell, USS Oregon

Putting your legendary officer to work with emergency damage repair (D14.0) can enable you to extend your Orion engine doubling habit. Continuous Damage Repair (D9.7) often requires two and one-half turns to repair one warp engine box and is just too slow for most Orion operations. Also, hastily repairing warp engines as auxiliary warp reactors robs your ship of the speed fix it needs.

A legendary science officer, engineer, or captain (acting in either role) can, at no power cost, work as three lab boxes performing emergency damage repair (D14.25). Mark off the lower (non-zero) damage control ratings first, saving the highest one for shield repairs (D9.2). On most Orion ships, this should allow you to continue your addiction for at least two more turns. Thus, you have more opportunities to control the tempo of the contest.

KEEP YOUR EYE ON THE POWER
— Ensign Lee Larsen, HMCS Ontario

Andromedan vessels, should they require more battery space than they presently have to absorb power released from deactivated panels, can use the delayed use of reserve power rules to clear this extra space (e.g., for transporters, tractors, erratic maneuvers, etc., for erratic maneuver reserve impulse can be used for maximum delayed power use). This creates extra space until the end of the turn when, if you did not (or could not) use it, the power returns. This improves your ability to absorb massive amounts of power released from the panels or at least redistribute power between panels. Any returning power you cannot shed you can put back in the panels of your choice after absorption from panels and before dissipation. Meaning that even with full batteries you can clear six points by sending it to erratic maneuvers, take two points (10%) from the front panels, absorb four of the six returning points from unused erratic maneuvers to top off the batteries, and shunt the other two points to the (empty) rear panels for immediate dissipation.

HYDRAN FIGHTER EW — *Ensign Phillip LaBarge, USS Utah*

Try this with Hydran fighters for an electronic warfare advantage. Close while under erratic maneuvers. Drop erratic maneuvers on Impulse #31, fire on Impulse #32, and announce that you are beginning erratic maneuvers again. As there is no 8-impulse delay to restart erratic maneuvers over a turn break, your fighters will be protected by them on Impulse #1 of the following turn.

BOOM DOOM
— Fleet Captain Sandy S. Hemenway, USS North Carolina

When placing multiple mines in a single hex, set each one to accept only one size class each, but not the same one. This means when your opponent moves multiple targets of differing size classes into detection range, there is no need to roll, as each mine can only "see" one target. Each mine will go off when it detects its one possible target, and your mine damage will be consolidated, with possible Mizia effects under (M2.502), if shield penetrations occur.

Example: A Kzinti CS and FF with ECM drones are approaching. Place three mines; one set for size-3 only, one for size-4 only, and one for size-7 only. When they move in, all three mines go off. This will encourage your enemy to spread his forces, though ships with ECM-drones will remain vulnerable to the "20-point surprise."

ESG RANGES
— Commodore Gregg Dieckhaus, USS Missouri

When a Lyran ship is attempting to use its ESG(s) in a ramming situation, careful consideration must be given to the range that the ESGs are raised at. A general rule is that ESGs used in this manner should never be raised at a range of 2 hexes. Why? Because range 2 is the only range (within the effect of ESGs) that an enemy ship can end up on a hex spine or shield boundary. The shield boundary is usually the death of a Lyran, as the ESGs damage a different shield than direct fire (G23.513). A Lyran must also be careful to avoid this situation with range 3 ESGs. Maneuvers that close the range from 4 to 2 (in one impulse) can also bring about this situation.

RECYCLE YOUR FI-CON
— Cadet Alex W. Freeman, USS Kansas

In a PF flotilla with a Fi-Con, after the fighters are launched, the Fi-Con is still useful. Use it to tow the flotilla scout. This allows some fantastic flotilla EW levels as well as allowing the rest of the flotilla to more easily overload their weapons, reinforce shields, recharge batteries, or produce additional EW.

SETTING OFF YOUR OWN
— Lieutenant JG Bill C. M. Tam, HMCS Ontario

When attacking a stationary target, such as a base, lower your rear shields a quarter turn before overrunning the base. As you pass over the base, beam out your T-bombs into the hex directly beside that base where you are attacking its shields and raise your shields. As you pass out of the base's hex, launch whatever seeking weapons you possess back at the base (most of whose weapons are now empty). As each one enters the base's hex to attack a shield on the opposite side from your initial attack, it will also be able to roll to see which T-bomb it triggers as it hits the base, resulting in the base being hit with both the mine explosion (which will go through a down or into a very weak shield because you timed this with his rotation rate in mind) while the seeking weapons strike the opposite shield.

MATCHING FLEET SPEED
— Fleet Captain Mark Schultz, USS Pennsylvania

In many cases, there will be a ship or class of ships within a fleet which limits the overall fleet speed. The principle of concentration of firepower clashes with the axiom that "speed is life" in this case. One option is instead of making the speed of every ship the speed of the slowest one, ships with higher speed capability can allocate for the higher speed. Simply use paired side slips (one left, the other right) to reduce the actual movement while maintaining speed. This keeps the fleet together through speed differences up to 50% of the slowest ship's speed while maintaining flexibility of maneuver.

DRONE DEFENSE
— Fleet Captain Frank Gilson, USS New York

Against drones, too many people rely totally on phasers and forget their tractor beams and ADDs. It is usually possible by controlling your speed and checking the Impulse Chart to create an opportunity to fire at the drones, move, and fire again. This is especially effective with ADDs which have an effective range of 2 to 3 hexes. It also allows you to use phaser-3s against type-I drones more efficiently. At range 1 or 2, a phaser-3 can fail to kill a type-I drone. Giving yourself an extra impulse can allow you to finish off those half killed drones. Against type-IV drones, use two phaser-1s firing as phaser-3s. This will save a point of energy and kill the drone where a single phaser-1 might have missed. Allowing yourself an extra impulse also allows you to tractor drones you cannot kill. Always keep a couple of points of reserve power around for this, and do not forget your labs.

THE WEIRDIES — *Lieutenant JG Andrew Dederer, USS Illinois*

Certain ships have a clear imbalance between their power and weaponry and, thus, demand special thought in their employment. Only rarely will these ships be useful in duels (drone ships are a good example of this latter category), because they have obvious weaknesses that only a fool could not exploit.

Over-armed ships (such as the Federation DD) should hang back from the center of a formation. They should either engage out of overload range or act as a second wave of attackers. Do not give your opponent an easy shot at one, as they usually explode fairly spectacularly.

Conversely, under-armed and overpowered ships (the Hydran Traveler is the classic example of this category) should stay clear of their own fleet to take advantage of their speed. Use them to hit small valuable targets (scouts, carrier escorts, or any frigate in the middle of a group of fighters). Do not get too near the enemy main body if you can help it. Think of yourself as a PF (in fact such ships can be invaluable in supporting a PF attack). These types are best used in squadron rather than fleet sized engagements.

USE YOUR ADDs LAST
— Admiral (Retired) David Zimdars, USS Montana

When faced with a drone- and ADD-armed opponent who has more offensive drone capability than yourself, it can be a good tactic to use your own drones to supplement your defensive ADD fire in order to free some phasers for a direct-fire attack. Make sure, however, that when you are closing with your opponent you use all of your drones to intercept incoming drones before you use your ADDs. If you are forced to use drones to destroy enemy drones inside knife-fighting range (3 or less), you may find that your opponent's otherwise useless ADDs are destroying some of your drones that you had counted on intercepting his. Your opponent may also use his phasers to destroy your drones. There is nothing, however, that your opponent can do to intercept your defensive ADD. Note, however, that your opponent may close to a range where ADDs are ineffective, so always keep a defensive phaser or two in reserve.

CAPTURE OBJECTIVE — *Ensign Frank Otto, USS Florida*

To capture a ship, you need only capture all of its operating control rooms. So when sending over the Marines, target any single box control rooms with hit-and-run raids. One or two less boarding parties usually will not affect the number of casualty points you inflict too much, but one or two successes can radically speed up the capture. This especially cuts down the time to capture a large freighter.

ANDROMEDAN ANTI-SP TACTICS
— Cadet Preston Poulter, USS Texas

One quick method to deal with scatter-packs is to displace out of the tracking range of the drones, or their guiding ship, once the scatter-pack has released. This requires you to move out to about 24 hexes range from the suspected scatter-pack for a displacement device equipped ship. Alternatively, you could have a satellite ship within 20 hexes of the scatter-pack with a mothership 25 hexes from the scatter-pack. When the scatter-pack releases, transport the satellite ship aboard the mothership (you will have to make sure it has been going slow enough to be transported aboard). Then on the following impulse, displace the mothership away. This can save your T-bombs for other uses.

Of course, once you have done this once, you can expect the drone users to set release ranges of much less than 24 (or 18) in future. (Kzintis are sensitive about the scatter-packs you know!)

MINE SURPRISE
— Fleet Admiral Ray Olesen, USS California

When using fighters and you have T-bombs available, set a string of four of them with a detection radius of zero in a line with one vacant space between each. Fly your shuttles away from pursuing fighters and drones between the mines. Your opponent will fly right into them, believing you would have set any mines off that were there. If his units are gathered together, this will destroy or damage more of them as the explosion radius is the same.

OBSOLETE IS GOOD — *Fleet Admiral Frank Crull, USS Texas*

All too often, players overlook the terrain of the battle. In doing so, some good ship choices can be overlooked. Take nebulae for example. One of the better ship choices for a nebula battle is the Gorn DD. All ships have equal five box shields in a nebula. The Gorn DD is on the same footing with all opponents from the defensive standpoint. From the offensive point of view, if you buy a completely refitted Gorn DD, you have a ship with almost the firepower of a Gorn HDD minus two phaser-1s and with the center torpedo limited to a G.

Other ships that do well in a nebula are ships that have armor. The Federation CL and Romulan early series all come with armor to supplement the five box shields that a ship is limited to in a nebula.

GETTING YOUR PFs OVERKILLED
— Ensign Jeffrey Zellerkraut, USS Alabama

A PF will often have just enough damage scored on it to destroy the warp packs and engines, crippling it and making it a non-factor in the battle. By placing two PFs in the same hex, often the enemy will overkill one PF (using firepower that will cripple two or more PFs) so that the explosion will damage the other one. Unfortunately for the enemy, the explosion will damage a random shield (and will not create a down shield in any case), leaving one full-strength PF instead of two useless ones (exception: drone-armed PFs).

WEB BREAKER BATTERY
— Cadet Matthew T. Kemps, USS Minnesota

When you are filling our your energy allocation, only allocate one (1) point of power per web breaker. By (E15.21) you can power the web breaker over more than one turn, and by (E15.23) you can complete arming with reserve power. If you have reserve power at the end of the turn and did not fire the web breaker, you can finish arming it and not have to allocate power for it the next turn. Also remember, at WS-II or WS-III the web breaker is already charged (E15.22).

HELLBORE FUNNEL — *Lt JG Geof Pinello, USS America*

Ships in a hellbore environment with active ESG fields that have been reduced by impacts with various objects should give careful thought to dropping the fields soon. Remember, a one-point ESG field hit by a hellbore will funnel all but one point of that hellbore directly to your ship, and the hellbore does not have to have your ship in arc, only the ESG field. Ships in such a condition should consider dropping ESGs to prevent this. If caught with an activated ESG and too close for comfort (you know, when you're not within their arc, but you're looking to see how much longer until the turn is over), have conventional defense prepared: EM, ECM. On a small ship, its problem is limited ESG strength, but EM comes much easier for it.

ARTIFICIAL TERRAIN

— *Ensign Reece Watkins, USS Georgia*

A word to novice players: Terrain is obviously an important tactical consideration, but it is not always in the scenario, or is it? Neo-Tholian web casters are the most obvious artificial terrain generators, but plasma torpedoes, drones, and even shuttles, used properly, can influence your opponent's movement. If you want your opponent to move to his left, launch a seeking weapon toward his right. This has the following consequences:

1) You have just forced him to re-think his overall plan, if even for one impulse. Remember the old SFB proverb: "Make the enemy play your game, never play his."

2) If he fires at your "terrain," even just a phaser-3, that is weapon energy that will NEVER reach the inside of your ship. Anybody would rather lose two points off a torpedo than the torpedo launcher itself.

3) If he launches a wild weasel, smile! That is the ultimate reward for this tactic. So what if 60-odd points of drones or plasma torpedoes just self destructed? A good, unanswered phaser volley leaves you completely undamaged and the other guy minus a few boxes on his SSD.

Any system that can put an object on the map is an artificial terrain generator. Space junk can save your ship.

PLASMAS AND MCIDS — *Cadet James Adams, USS America*

The Monster Close In Defense System (MCIDS) under the Captain's Edition has a pretty devastating effect on plasma torpedoes. If your ship is armed with anything less than a type-R torpedo, then, regardless of size (S, G or F), arm your plasmas only as F torpedoes and bolt them at range 5 or less. This will give you, on the average, the maximum amount of damage for the energy invested. If you have a type-R torpedo, however, you will use your energy slightly more efficiently by loading a full R torpedo and launching it so that it impacts on the next impulse (giving the monster only one chance to use its MCIDS on the torpedo). If you do this, try to arrange to be elsewhere so as not to eat the feedback damage!

RAID THE SHUTTLES

— *Cadet David Everett, USS California*

When conducting hit-and-run raids, a good target is the enemy's shuttles. Most guards are assigned to other more important systems. A significant advantage can be gained by doing this. If your opponent is a drone-using race, you will have a chance to destroy a loaded scatter-pack or at least prevent him from future use of one. If you are a drone or plasma using race, you will have the possibility of destroying his wild weasel or, again, preventing the future use of one. If you are successful in destroying a good portion or all of his shuttles you can then use drones and plasmas to greater effect, since he will be denied the weasel option. Therefore, he will have to waste phasers or T-bombs that would normally be used against your ship.

FADING INTO OBLIVION

— *Cadet Marton Carungay, USS California*

Any good Federation or Gorn captain that has fought Romulans already knows about the T-bomb flashcube tactic. However, a cloaked ship (especially if slow moving) can easily slip by the mines undetected because of the die roll modifier of (G13.55).

As an alternative, use T-bombs against the cloak capable ships while they are fading in or out. The cloaking device does not get the (G13.55) benefit during fade impulses. If the Romulan begins to fade in or out within transporter range of your ships, immediately place one or two T-bombs one or two hexes from his ship. The T-bombs will activate in two impulses while the fade period lasts for five impulses, and he will not be able to shoot at your dropped shield, which you can turn away from him before he comes fully uncloaked.

POINTED OFFENSE

— *Cadet Daniel Sullivan, USS California*

When your opponent is using his admin shuttles as point defense against your drones, target some of the drones on the shuttles. Shuttles used as point defense are usually deployed between the unit they are defending and the direction from which the drones are coming so that they may fire their phaser-3s at a range of zero and increase their chance of destroying the drone. If the shuttles wait until the drones enter their hex, you will permanently silence that phaser-3. If your opponent learns your trick, he will at least have to take his shots at a range of 1, which doubles his chance of not destroying your type-I drone, or quickly lose his shuttles. A type-I drone for a shuttle may not seem like a very good trade, but it is better than a type-I drone for a phaser-3 shot. Of course, once you have him used to shooting at the drones at range, you might try to send a type-IIIMW drone set for random targeting a hex or two behind just enough drones to draw all of his shuttles into firing.

SPEED AND MANEUVER

— *Lieutenant Commander Jay Clendenny, USS Missouri*

Ships with inferior maneuverability or that traditionally run slower can gain a temporary advantage on a more maneuverable opponent. Speed is almost everything in SFB as the advantage in moving second is so important. By watching your opponent move first, you can react to what he does (follow turns, slips, etc.). A speed advantage is critical for a Lyran attempting an ESG ram as the Lyran can ensure the same shield as direct fire is hit by the ESG, and by ships trying for a particular range bracket. Obviously, you cannot run speed 31 all turn, but you can run a medium speed early in the turn (at least until Impulse #16), and then change on Impulse #17 to a speed of 31, and then on Impulse #25 reduce to speed 26 for the remainder of the turn. This also allows you the flexibility of using your reserve warp to cancel the last speed change (continuing to run speed 31 to escape or close) or to slow down and allow a high energy turn at a critical point late in the turn. Making the other guy move first gives you an enormous advantage; use it.

MIRV DRONES — *Ensign Warren Okuma, USS Okinawa*

The type-IV multiple warhead drone is a relatively cheap, disposable scatter-pack and one heck of a weapon. Not only can it deal with fighters, interceptors, PFs, and harass star ships, it is also very useful against drone and ESG users. A single type-IVMW drone can knock out five drones or drop an ESG field by 21 points. The submunitions are self-homing, making control less of a problem. Incidentally, when two type-IVMW drones are used against a single ESG field, every one of the submunitions and both buses will survive to get through and must be dealt with by other means.

HIGH SPEED ACCELERATIONS
— Lieutenant Commander Robert Tweedy, USS Texas

If you should find yourself running at speeds of 29 or 30 away from a large stack of plasma torpedoes and you need an extra hex of movement, consider the following: DO NOT allocate impulse to movement during Energy Allocation. Put a point of impulse into a battery. You cannot use reserve warp as you need two points and have only one (or none if moving 30). Reserve impulse is the only option. Using one point of reserve impulse will gain you an extra hex of movement while increasing your speed by one. This could mean the difference between death or merely a lot of internals. This works best when moving 30 AFTER Impulse #1.

Of course, if you were smart enough to look far enough ahead, you would not need to do this, but then you might need the point for something else like negative tractor.

The relevant rule is (H7.47). This is another of the obvious things (well, to ME anyway) that I never saw until I was working out how to get away from a high speed plasma ship on the tournament map. Better to die while running like heck than to be stopped and watching him raise the plasma axe for the coup de grace, so to speak.

ASSAULT SHOTGUNS
— Captain Steven P. Petrick, USS Texas

As a plasma fleet tactic, when you have decided to close with your enemy, do not normally load your torpedoes larger than "F"s. Instead, shotgun every torpedo you can. As you charge into your enemy's fleet, and take the damage he deals you, short of a ship exploding it will still have the "shotguns." Each ship taking a torpedo hit will be one of the first to release its shotgun blast. The advantages are the large number of targets that can be engaged and the better power to damage ratio. (An "R" takes 9 points of power to do 50 points of damage; shotgunned, it takes 14 points of power to do 100 points of damage. An "S" is 8 - 30, or 12 - 60. A "G" would be 7 - 20, or 10 - 40).

This is, of course, a variation on the "Shotgun Scatter" paper. The intent here is for the entire fleet to attack the enemy at once with shotguns. With the main tubes blazing away supported by the true "F" tubes, major damage can be done to the enemy. The fact that an approaching group of plasma ships is coming in will give the enemy trouble since he only knows that you have armed the weapons; he does not know which tactic you are going to use. Perhaps all the power that did not go into shotguns or enveloping torpedoes is held for tractor beams for Gorn anchors, or cloaks in the case of the Romulans. Variations on these three tactics will go a long way to making your opponents nervous whenever your plasma ships turn up.

CONCEALING UNPLOTTED SPEED CHANGES
— Fleet Captain Tom Carroll, USS New Jersey

Often when making mid-turn speed changes, your observant opponent can tell when you are making an unplotted speed change or not by your actions, such as looking at the speed chart or making movement cost calculations. This can give him insight into your energy plot and available battery power which you prefer to keep secret. To discourage and/or confuse the enemy, peruse the speed chart whether the speed change was plotted or not. Another idea is to have some possible unplotted speed changes calculated ahead of time so that you need not look at the chart.

BULL THROUGH THE EPT
— Ensign Jim Weisser, USS Texas

When confronted with an enveloping torpedo, you should go through it. You know that it is an real torpedo, which will tell

you how many torpedoes he has remaining. Also, it only does one-third the damage of a normal torpedo, even though it does it to every shield. This allows you to close on him, because of the power he spent to envelop the torpedo, and allows you to get close enough to administer some major damage to his ship, especially before he can reload.

ENCORE PAPERS

THE ERRATIC ANDROMEDAN
— Ensign Lee Larsen, HMCS Ontario

Tradition marks the impulse after a ship drops erratic maneuvers as the impulse of devastation. All hell breaks loose as every ship within 8 hexes unloads its weapons on the now vulnerable vessel.

This need not be the case for Andromedans. A quick numbers breakdown for the results of various weapons under various electronic warfare shifts shows the TR beam and phaser-2 are less affected by electronic warfare than other weapons at short range. For example, under a +2 shift induced by erratic maneuvers at range 3, a TR beam will do on average 75% of its normal unadjusted damage, while a photon torpedo will do only 50% of its normal unadjusted damage. A better deal for the Andromedan than the Federation. Indeed, this may well be the only way for an Andromedan to survive within 8 hexes of of a Federation vessel. With the exception of hellbores and a few other weapons at various ranges, the TR beam does not suffer as much in an electronic warfare environment at close range. Consider the effect of a scout on these figures, and you will understand why they created the Electric Eel. ECM and ECCM can make Andromedans truly fearsome.

Thus, Andromedans should start erratic maneuvers and stay on erratic maneuvers when in combat. They have the power for it, and it gives them an edge.

THAT SHUTTLE COST A BILLION CREDITS!
— Fleet Captain Sandy S. Hemenway, USS North Carolina

When launching a long-range SP, plot speed 12 for 10 impulses so that you can tractor and recover your shuttle after it blossoms. This will help get your SP drones between you and your target. This will also give you a shuttle in the late game for use as an extra SP, WW, point defense, or pseudo-suicide shuttle. While you will be limited to a maximum speed of 24 for the next turn, the benefits are well worth it. *The speed 24 max is well worth the benefits.*

EXIT, STAGE RIGHT (OR LEFT)
— Fleet Admiral Ray Olesen, USS California

A Tholian equipped with a web caster or snares has one out if suddenly confronted with a threat (such as a large wave of seeking weapons or an enemy dreadnought that just came out from behind a planet) too close to allow web to solidify between his ship and the threat. Cast the web on the side away from the threat, and turn/slip through it. This does require sufficient speed to make it behind the web in time.

KEEP YOUR OPTIONS OPEN
— Fleet Captain Mark Schultz, USS Pennsylvania

When entering combat, be sure both your turn and sideslip modes are fulfilled. Needless turns and sideslips on approach are invitations to multiple volley fire through a downed shield (Mizia effect) and often result in your ship being weaponless. High speed is also beneficial as it allows turns on almost any impulse (if the turn mode is satisfied), again avoiding multiple volley fire on a downed shield.

SCATTER-PACKS

A LITTLE EXTRA CARE
— Ensign Earl Durboraw, USS Missouri

One of the known scatter-pack loads is a single type-IV mixed in with three type-Is and two type-VIs. The object is to slip the type-IV through to hit the target while your opponent is expecting all the drones to be type-Is since six came from the scatter-pack. The problem is that if he engages the type-IV with two phaser-3s, one at range 2 and one at range 1, his chances are pretty good to kill it even if he did not identify it. Even if he waits until range 1 and engages it with a single phaser -1, there is still a 33% chance that he will kill it and never know how close you came to success.

The solution is to replace one-half the payload with armor. While it is only going to do 12 points of damage, it will not be stopped by two casual phaser-3 shots or a single point-blank phaser-1 shot. At the very least, it will make him wary in the future.

Rated the Best Term Paper in this special section.
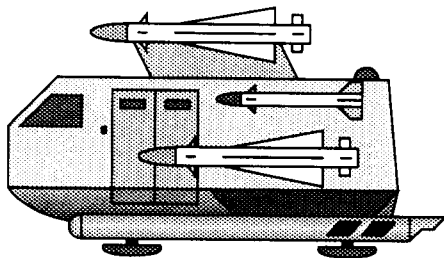
TWICE AS MUCH FOR THE BUCK
— Commodore John Berg, USS Illinois

A drone user can effectively double his special drone availability. This can be done by using a scatter-pack at WS-III, rule (FD7.21) "drawing drones from reserve stocks," and rule (FD2.45) "Reload drones are presumed to be of the same type but without paying additional cost."

Example: A D7B has 2xA racks and chooses one swordfish and one ECM module with ATG. According to (FD7.21), he has an identical set in storage. At WS-III he loads a SP according to (FD7.21) and puts the reserve swordfish and ECM ATG drone in the SP. Now he has essentially increased his 25% availability to 50%. In one turn he can launch all his special drones. This tactic is particularly nasty for Federation CVA groups. If they have the fighters take the appropriate amount of swordfish drones, they then could load a SP with the reserves; 6 swordfish in a SP! (Not to mention those already on the fighter).

SHATTER OPTION
— Fleet Admiral Ray Olesen, USS California

While the most effective counter against a scatter-pack is a counter shatter-pack, timing can be difficult. If you launch after scatter-pack release, you need about 11 impulses of time (scatter-pack releases, your shatter-pack is launched, 8 impulses, then minimum 2-hex range to enemy drones). One somewhat risky option is, once you are fairly certain one of the enemy shuttles is a scatter-pack, to launch your shatter-pack targeted on an enemy shuttle or ship with random targeting on drone-sized targets. This will cut down on the delay targeting on the enemy ship/shuttle and means that even if the drones are closer than 2 hexes it is OK since your shatter-pack only has to be at least 2 hexes from the PRIMARY target (the enemy ship/shuttle). If your opponent starts sending out unloaded shuttles, start including shuttles as acceptable targets to be sure some benefit is obtained.

SHATTER-PACK CONFUSION
— Commodore Bruce Graw, USS Ohio

When considering the SHATTER-PACK CONFUSION tactic (previously published in Captain's Log #10), which involves placing 1 type-I drone and 10 type-VI drones in a shatter-pack, do not forget that this can be even more annoying when used with a drone-armed MRS shuttle, which can carry up to 8 spaces of drones when used as an SP.

Put 1 type-IV on the drone rails, and 1 type-I and 10 type-VI drones inside. Your opponent, upon seeing 12 drones, is likely to assume it is a standard shatter-pack. Even if he identifies one or two, chances are 1 in 6 each that he will get one of the dog-fight drones and make the same assumption. He might also identify the MRS using tactical intelligence, so be sure to pull it aboard as quickly as possible (a good idea anyway, since it can later be used as another large SP or for the EW support).

CONTROLLED SCATTER-PACKs
— Cadet Mike Morris, USS Tennessee

The following tactic assumes a situation where a barrage of drones will be launched and the enemy is expected to counter with a wild weasel. The goal in using a scatter-pack is to increase the rate of launching of drones. Ideally, a large number of drones should be launched as soon after a wild weasel becomes ineffective (for whatever reason). Lessening the delay between loss of wild weasel benefits and impact of the drones is important in making effective use of the weapons. The hard part of using a scatter-pack is picking the effective point at which to deploy the drones. To be able to choose the time after launching the SP, one may use the following convoluted plan.

Send a PF or small ship toward the target at a speed that the scatter-pack can keep up with. Have the PF or small ship use an ECM drone (which should be in the hex with it). Launch the scatter-pack from another ship so that it is 3 hexes behind the PF/small ship and the ECM drone. Target the scatter-pack on the ECM drone [Rule (D1.53) allows friendly fire upon seeking weapons], with the deployment of drones to happen at range 2. Immediately sideslip with the PF/small ship, the ECM drone, but let the scatter-pack move ahead. When the proper time has come to release the drones, sideslip back in the other direction, allowing the scatter-pack to catch up with the ECM drone.

DOUBLE DRONE OVERRUN
— Commander Tom Chartoff, USS New Jersey

Drones are most effective when delivered in large numbers. A way to do this is to launch a wave of drones near the end of a turn (Impulses #28-#32), and on the next turn to go a speed slightly slower than your drones and launch another wave of drones after your racks have fulfilled their 8-impulse delay. Your opponent now faces two separate but close waves of drones and your ship. After he fires at your ship and the drones is a good time to tractor him and release a scatter-pack as a third wave of drones.

SCATTER-PACK LOADING
— Senior Lieutenant Geof Mahl, USS Indiana

Try loading a scatter-pack with four type-VI and two type-IV drones. Any phasers he saves to fire at them are wasted on the type-VI drones or will not be certain to destroy the type-IVs, which will do major damage. Chances are he will not have enough labs to identify them all and see through the trick, or assume that there is only one type-IV drone and stop once he has identified it. Just pay attention to the release range and speeds of the target and the drones, and do not launch more drones than you can control

CLOAKING TACTICS

DEFENSE AGAINST THE FLASH CUBE
— *Captain Steven P. Petrick, USS Texas*

When you are cloaked, and your opponent has placed a T-bomb by you in order to expose and tractor you, launch a wild weasel. The wild weasel's speed should be set to place it near the T-bomb first so that, if it is set for a ship of the size class of your vessel, it will detonate on the weasel. The key factor here is that so long as you are protected by the weasel, you cannot be tractored. Note also that during the explosion period seeking weapons cannot be launched at you in any case, and you can employ the ECM Yo-Yo to break the enemy's lock-on from the explosion during the explosion period. Yes, the drawbacks from this tactic are that the cloaked unit is limited to speed 4, and yes he is going to have to be ready to use one shuttle to negate each mine that the enemy ship may have, and yes he is going to have power tied up in holding weasels instead of holding suicide shuttles or using the power for speed. However, this will tend to grant cloaked ships some means to negate the infamous flashcube tactic. *Best in this section.*

ANDROMEDAN ANTI-CLOAK
— *Ensign James Bradley, USS South Carolina*

A displacement device equipped Andromedan can be one of the best ships in the game against a cloak-using ship. When your opponent cloaks, slow down to speed 15 or so (optimize your turn mode) and circle him within range 5. Fire phasers when you get a decent shot, but save the tractor-repulsors! They take too long to arm and are too much of your offense to waste on a cloaked ship. When your opponent uncloaks, turn towards him (using an HET if you have to) and accelerate to some very high speed (like 27 or so), using your reserve warp capability. Time this so that you will arrive very close to his ship (range 2 or closer) on the last impulse of fade-in (so that he cannot fire at you). Once you get there, announce displacement, fire a full alpha strike, and get out of there! You will have just delivered a point-blank alpha strike (TRs consider range 3 to the same as range 0), and your opponent will be doing comparatively little in return. The only thing that can go wrong is a failed displacement, but if you still have enough reserve warp, you can HET and speed away from his plasma as best you can.

FINDING THE DECOY
— *Commander Tom Chartoff, USS New Jersey*

The only way to expose a cloaked decoy is to gain a lock-on to it or to the ship which launched it. A simple way to do this is to place a T-bomb in front of the suspected decoy. When it goes off, the blast will reveal whether you have found the ship or the decoy, although (G13.551) makes this less than certain. Even better, if the decoy was from a size class 2 ship, it will survive the blast and can be recovered! A web could also be used to trap the ship/decoy and reveal it. A third way is to blow up a small unit (a PF?) near the cloaked unit and use the blast to gain a lock-on. In a non-historical scenario, an ESG could be used to go "trawling for Romulans."

CLOAKED YO-YO REVISITED
— *Cadet Sam Clark, USS Ohio*

When plotting mid-turn speed changes to break a persistent lock-on, take a look at the movement chart and time your speed drops to allow your ship to move during the first impulse at the lower speed. In this way, your opponent cannot close to gain a better range factor on the same impulse you drop into a better speed bracket on the cloak chart, and thereby forces a new lock-on retention roll.

DESTROYING CLOAKED SHIPS
— *Ensign Fraser Cain, HMCS Columbia*

When a ship cloaks in a single ship duel, move at speed 16 plus, plot an HET, overload weapons, ready a pair of weasels, put the rest of your power to tractors, and wait. Attempt to lock-on to keep track of where he is. When he uncloaks, pull the HET, close the range, grab him in the tractor beam, and deal large amounts of damage onto him before he can even finish uncloaking. Launch drones that are timed to hit his ship before he can get his plasmas out, then emergency decelerate, drop the tractor, and launch a weasel.

You had better have destroyed all of his plasmas, or when he finishes uncloaking, he will launch one to kill your weasel and slap a tractor on you to keep you from launching the other one and force feed you the rest of his plasmas. Remember, he has all the plasmas for 8 impulses, and you have only a 4-impulse window of weasel explosion period.

CLOAK TRIANGULATION
— *Cadet Eric Dunsmore, USS New Jersey*

When faced with a cloaked ships using "hidden cloaking," an opposing commander can spread out his ships so that they can triangulate the distances to the cloaked ships. This is helpful in finding what the cloaked ship(s) are up to. Ten hexes between triangulating ships is convenient for this purpose.

PLASMA VERSUS CLOAK
— *Lieutenant JG Lee Larsen, HMCS Ontario*

When a Romulan begins uncloaking next to you, launch a plasma at him but on a ballistic trajectory. He will probably have a strong anti-tractor ready with a weasel, so he will launch the weasel. Since a cloaked vessel cannot use labs, he will not know the plasma in on a ballistic course and will not touch the weasel. Now he has a problem. He cannot launch on passive fire control under 5 hexes and has to wait 4 impulses after reactivating active fire control, which is probably his only real choice. When he goes active, launch a second torpedo from the same launcher. He can lab under a weasel, so he knows it is on him this time. Another weasel, only this time it gets hit by the pseudo. Back to square one, with him down two shuttles when you are only down one torpedo.

HIGH ENERGY ATTACK — *Ensign Jay Hypes, USS Virginia*

A dangerous alternative when faced with a cloaked ship that has gotten behind you is to allocate energy for an HET and, if the cloaked ship begins fading in reasonably near you, turn toward him and use reserve warp power to close on his location quickly. Fire on him from as close a range as you can get before he has fully uncloaked, and hope that you can destroy enough of his weapons to render him reasonably impotent. Then emergency decelerate and launch a wild weasel. This is risky because, if your attack fails, you will not be able to HET safely again later, and if you do not remove most of his weapons, he may be able to kill you before you can get into motion again or re-arm you own weapons.

CLOAK TIMING — *Senior Lt Ken Burnside, USS Arizona*

As there is no limit to the amount of speed you can decrease by between turns, canny cloak players should begin fading out in the last four impulses of a turn. This allows you high speed for the first part of the fade-out, and you can plot speed 4 or speed 6 for the beginning of next turn for lock-on attempts, with an appropriate mid-turn speed change on impulse 4 to get you going again once you are under. This gets you farther away from your opponent for the first part of the fade-out, but does not give him a high speed on the critical impulse, when retention lock-ons are rolled for.

UICTORY AT GENCON 93

by Captain–General Alex Pundy

Gencon 93 was one of the most challenging Star Fleet Battles tournaments in existence, with people coming in from all over the US to participate. Out of over one hundred people playing, only one would receive the silver medal.

I chose to fly the WYN tournament ship because I feel that it is the best tournament ship out there, and because I am extremely proficient with it. My standard option mounts are two hellbores in the forward arc, a phaser–G on the left side, and a disruptor on the right. This option mount package covers all the bases: a phaser–G to knock down drones and provide close-range firepower, hellbores to do the big damage, and a disruptor as extra padding for the hellbores.

This ship uses different tactics against every opponent, but I usually try for an initial shot at range 4–5 in order to knock down a shield. Then two turns later I come back with the hellbores doing a lot more internals through the downed shield. Although this sounds like a reasonable tactic, it hardly ever works the way I want it to. I usually end up tacing next to my opponent at range 1 and slugging it out.

All of my opponents were good challenging players, and I apologize ahead of time for my errors in this record that time or memory may have wrought or any hyperbole I may have used.

Game#1: 3 turns
A photon sandwich
Opponent: Jerry Melhaff, Federation

Tactics: Against a Fed, I usually run for the right hand corner on the first turn in order to build up a drone wave. That way, on the second turn when the Fed hits me, he is forced to use some of his phasers against two sets of four drones.

Turn 1: I ran for my corner, launching drones late in the turn. The Fed came at me at speed 18, and we ended the turn facing each other at a range of 14.

Turn 2: I plotted a speed of 30 for the first half of the turn and then slowed down to 17. This allowed me to allocate 7 points into tractors. Then I came at him, trailing my drones.

The Fed also had some tricks planned. He turned away at first, shooting down four of the drones that were coming in a little too close. I chased him from behind, and as I was getting in close enough to really hurt him, he suddenly HETed into me and unloaded point blank with four overloaded photons and six phaser-1s. He scored 55 internals, and my ship looked like a big tube. He looked happy. But I still had something in store for him. With my one good tractor, I grabbed him and shoved two type-IV drones down his throat along with a suicide shuttle and an alpha strike, scoring 60 internals myself.

Turn 3: We fought it out toe to toe. I launched drones and fired phasers into him. But since he had to use most of his firepower to deal with my drones, he lost the exchange. He conceded after taking 15 more internals.

The lesson: Even half dead, the WYN is a terrific Fed hunter.

Game#2: 4 turns
Getting Out of a Jam
Opponent: Jerry Klasen, Gorn

Tactics: Against a plasma ship, I usually try to claim the center of the board as quickly as possible in order to gain a lot of running room. I also like to take down the Gorn's #1 shield to prevent him from chasing me.

Turn 1: I charged at speed 31 toward the center of the map. The Gorn came at me at a speed of 24. Around Impulse #23, I fired at the Gorn's #1 shield, doing 3 or 4 internals and knocking out a phaser. I then turned away.

That was when things went really bad for me because the Gorn decided to bolt his plasmas, hitting with three of them. Worse yet, because I had just turned, he was able to Mizia me with phasers for the next four impulses. I looked like a bear without its claws. I was down to two drone racks, three phaser-1s, a phaser–G, and a hellbore. I had also lost 6 points of power. The Gorn then cut behind me and ran away.

Turn 2: I was desperate. I went speed 12, trying to turn around so that I could catch the Gorn before he reloaded his plasmas. The Gorn made a U-turn and came in for the kill. However, his front shield was down, so I shot my three remaining phaser-1s through it, hitting two more of his phasers, while the Gorn only dented one of my fresh shields. He then turned and ran away from me for the rest of the turn.

Turn 3: I counted up my power and found that I could only achieve a speed of 16 or so. I figured that this was going to be the last chance for me to catch the Gorn before his plasmas came up. I asked what speed he was going and was relieved to hear that he plotted tactical warp maneuvers. I cruised on up to range 1, emergency decelerated, and fired an alpha strike, doing about 20 internals (knocking out 3 more phasers). He returned fire at me, but because he also had to shoot down my drones, he only scored 4 or 5 internals.

Turn 4: This was the big turn for the Gorn. All of his plasmas came back on line, and I had used my surviving hellbore on the previous turn. I was just hoping that I could survive with the two weasels that I had loaded.

What the Gorn did took me completely by surprise. On Impulse #2, he HETed his down #1 shield to me and bolted all of his plasmas. I gladly accepted his shot. In return I fired phaser-1s, phaser-3s, and an overloaded disruptor (that I had repaired to range 10). I did about 45 internals; he did about 15. He conceded after this. He had almost no phasers left, and I still had my drones and some other weapons.

The lesson: Don't lower your guard even if you think your opponent is a dead duck.
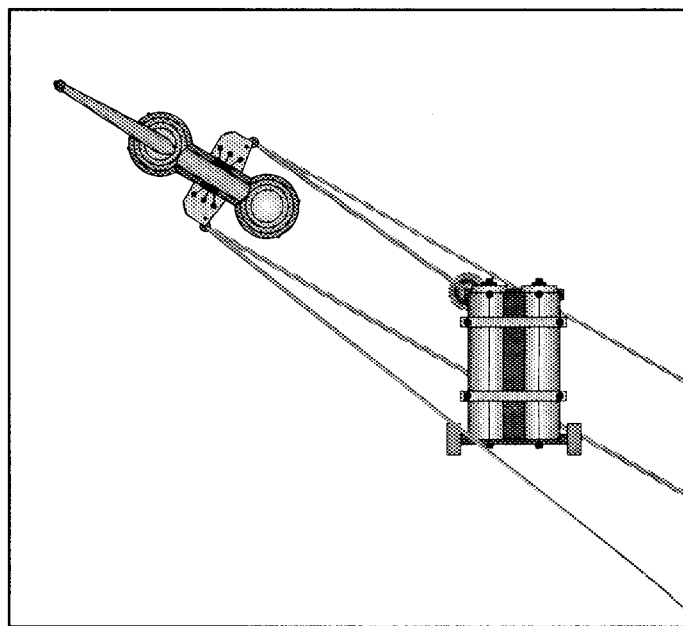
Game #3: 2 turns
Waiting for the Kill
Opponent: Michael Walter, Federation

Tactics: My standard anti-Federation tactics (run for the corner) had worked before, and I used them again.

Turn 1: I ran for the corner at speed 21, launching drones on Impulse #21 so that they could get in front of me. Meanwhile, the Fed charged at me at a speed of 18. At the end of the turn, I fired one disruptor, pinging his front shield.

Turn 2: I plotted speed 30 with a speed change down to 16 in the middle of the turn ready to over–run the Fed. The Fed turned himself into a battle station by plotting speed zero?!?! I thought this was a mistake because it took away all of his initiative and eliminated his chance to ram four overloaded photons down my throat.

Well anyway, he started off by weaseling off my drones. I stalked him at range 8 and declared fire (one phaser). He did an alpha strike, but I held the bulk of my fire. He only did average damage to my #2 shield. Then I turned in and pounced.

At range 1, I had him center-lined ... and eviscerated.

Lesson: In Star Fleet — speed is life.

Game#4: 3 turns
The Hook and the Bait
Opponent: Chris Colton, Orion
1 HB, 2 Phot, Drone LS, PH–1 RS

Tactics: I felt pretty good about this fight because the only Orion I'm afraid of is the all phaser version. The other ones are not much of a threat because they can't put up 30 points of direct shield reinforcement. I usually like to plot speed 31 on Turn 1 against Orions because sometimes you can catch them in the corner without both engines doubled.

Turn 1: The Orion doubled one engine and came at me at speed 26 while I flew at him at max speed. We threw the first punches at range 4. The Orion fired everything except his phaser–3s while I jabbed with a disruptor and two phaser–3s. I then stepped in with the Klingon hook maneuver, closing to range 2. I connected solidly with all my weapons, doing 27 internals. The Orion hit back with a couple of phaser–3s through my down shield. Both bleeding, we circled each other for the rest of the turn.

Turn 2: At this point things were looking good for me because I had done more internals to him then he had to me. So my plans were to just tac-warp and let the Orion come to me. I sat still, but he was smart enough to stay out of range and reload his weapons.

Turn 3: I was still tacing when the Orion came at me with his engines ablaze. We hammered each other with alpha strikes at range 2. It turned out that I could dish out more damage then he could take.

Lesson: Don't charge directly at an opponent who is tacing. Also, Orions are not designed to fight in close with only one engine doubled, and speed is, apparently, not always life.

Game#5: 4 turns
Paddling up a Plasma Stream
Opponent Sam Clark, Gorn

Tactics: I felt a little uneasy going into this battle after the beating Jerry Klasen had given me in Game 2. I was even thinking of changing my tactics so that I wouldn't get totally greased after the first pass. Eventually, I decided to stick to my original plan, but this time I would keep the range a little more open on the initial pass.

Turn 1: I began by charging to the center of the map at speed 31. The Gorn also plotted a high speed and came straight at me. Upon reaching a range of 10 or so, the Gorn launched two plasma-Ss, which I thought were pseudo because he continued to close in behind them. I managed to get a range 5 shot on the Gorn's #1 shield without getting hit by the plasmas. Then I turned and ran, and it's a good thing that I did because at the end of the turn the plasmas hit, scoring 10 points of damage on a rear shield.

Turn 2: The Gorn turned away, and I came around to chase him down.

Turn 3: The Gorn plotted a medium speed and ran for the corner while I went at a high speed and chased him. I eventually caught him at range 1, although I had to eat two plasma-Fs to do it, and unloaded my Alpha Strike, which included two large and two standard drones. The total volley did two sets of 25 points of damage, leaving the Gorn with almost no weapons on his ship. I kept running and got to range 5 before the turn ended.

Turn 4: The Gorn launched his two plasma-Ss at me, and I kept running from them. After comparing the damage scored to each of the ships, Sam decided to concede. Sam played a good game, but innate WYN speeds allowed me to dart in and out without taking substantial damage from his plasmas.

Lesson: Be careful of your plasma launches, especially when playing against a fast moving ship such as a WYN.

Game#6: 4 turns
Custer's Last Stand
Opponent: Don Clarke, Federation

Tactics: With two Fed kills already under my belt, I felt confident that I could win this battle. I saw no need to change my playing style for this battle. Don Clarke is well known for his battle codename "Kamikaze" and his tendency to win the game with fewer than 10 boxes left on his ship.

Turn 1: I ran for my corner, as I normally do to build up a drone wave, but the Fed did something that was somewhat unusual — he decided to run for his corner also. This really didn't bother me much because it only gave me the opportunity to further strengthen my drone wave on the next turn.

Turn 2: I turned in towards the Fed because I was coming near the 35-hex limit for drone tracking. I threw out two more drones in front of me to get my full six drones on the map. At this point, Don was really sweating it out because he could see that going through my drone wave was going to be difficult. Still he kept going, right to the center of the swarming drones. On Impulse #32, with drones all around him, he alpha struck at my ship, 5 hexes away. He had only shot one phaser at a drone. With Custer's luck, only one of his torpedoes hit, causing minimum damage. I held my fire waiting for the massacre.

Turn 3: Don had two options: he could move at speed 26 HET and run away from me and the drones or he could tac and weasel off the drones. In order to cover both contingencies, I plotted a high speed for the first half of the turn with a huge speed change at the end of the turn.

Don opted to make a stand. On Impulse #1, he weaseled but had to take a lot of collateral damage from my drones because they were split up over a number of hexes. I closed with him and emergency decelerated in his hex. On Impulse #6, we had a fire decision, and with the Fed still under the effects of the weasel, he was put in a horrible position. If he fired and I didn't, I could take about 20 internals from all his phasers. On the other hand, if I fired and he didn't, I would have to take a

shift because of his weasel. So I sat around contemplating what to do. I carefully studied Don's face and saw that he has a habit of blowing on his fingers when he is nervous. I figured that he was going to fire. Impulse #7 dawned, and we both exchanged alpha strikes. I blew down a shield and did about 12 internals with phasers and a separate volley of 25 internals from hell-bores Don did around 16 internals. I then started launching drones at him. This was a painful process because he would weasel them and cause collateral damage to both of us. I managed to hit him with a suicide shuttle, a type-I drone, and two phaser-3s from some shuttles that I launched. In return, I had to eat a suicide shuttle that he launched at me.

Turn 4: At this point, both ships looked really bad. Neither of us had much in terms of shielding, and both were low on weaponry from all the sniping and collateral damage. But I was still ahead because of the drones that I had on my ship. It was just a question now if I could survive his photon salvo at range 0. On Impulse #1, I launched all my drones and fired an alpha strike which consisted of a phaser-G, three phaser-1s, and a phaser-3 while the Fed fired all his phasers at my drones and two photons at my ship. After the smoke cleared, there wasn't much left of the Fed ship while I still had a couple of drone racks and a few phasers left.

This was probably my bloodiest battle.

There were many points in the game where I had to make big decisions. Don played an excellent game to the very end. This was Custer's last stand.

Lesson: There really isn't much I can say about this fight because neither of us made any big mistakes. One thing that I have found is that the Fed really has a hard time against the WYN because of all its drones. In this kind of match up, the WYN will win every time if he stays cool.

Game #7: 5 turns
Knifing It Out
Opponent: Bill Albert, Kzinti

Exhausted by my game with Don, I had an uneasy night's rest because the final round would be against a Kzinti who had killed three other WYN players in his earlier games. Naturally, I consulted a few people on tactics. What I finally decided that I had to do was knock down the Kzinti's #1 shield so that he couldn't chase me and then just play a distance game, letting my hellbores do their work.

Turn 1: I came at Bill at a speed of 27, holding two weasels and having 5 points of reinforcement on my #2 shield. Bill went at a speed of 20 for the first eight impulses then had a speed change to 14 for the rest of the turn. On Impulse #8, he also launched his scatter-pack. Seeing that Bill was going such a slow speed, I figured he had a huge amount of reinforcement on one of his shields. By watching his response to my maneuvering, I was able to determine that his #6 shield was the one. I managed to force him to turn away from me, and after phasering a couple of drones, I got a range 8 shot on his #5 shield, which lowered it to 2 boxes. But I scored no internals.

Turn 2: I turned and ran away at a speed of 30 while the Kzinti chased me at a speed of 26. On Impulse #32, Bill had me up against a wall. At range 4, we both launched four drones and exchanged alpha strikes excluding phaser-3s. Neither of us managed to do any internals.

Turn 3: I had two options at this point: tac or run. I decided to sit still and tac, but I figured that I would probably lose the knife fight at range 4. So somehow I would have to get to range 2 where my phaser-G would become more effective. The turn started with both of us tacing. I weaseled in order to get rid of about six drones, while Bill phasered down my drones. I then

increased to speed 4 to close the range. On Impulse #8, Bill fired four overloads and two phaser-1s, doing two internals. I fired my overloaded disruptor and four phaser-1s, lowering a shield. On the next impulse, Bill fired another phaser-1 and two phaser-3s, netting him 7 more internals. We both lobbed drones at each other and killed them with phasers. Finally Impulse #16 came around, and I moved into range 2 and fired two over-loaded hellbores, doing 24 internals (which cost him a disruptor, a drone rack, and a phaser-3). I then came to a stop and started tacing. We both threw out a couple more drones and launched shuttles at each other. Things became very confusing as knife fights always do, and Bill forgot about one of my drones. It hit him in the nose for 24 points of damage. Needless to say, Bill was upset because this would allow me to fire my phasers through the same shield on Impulse #1 of the next turn.
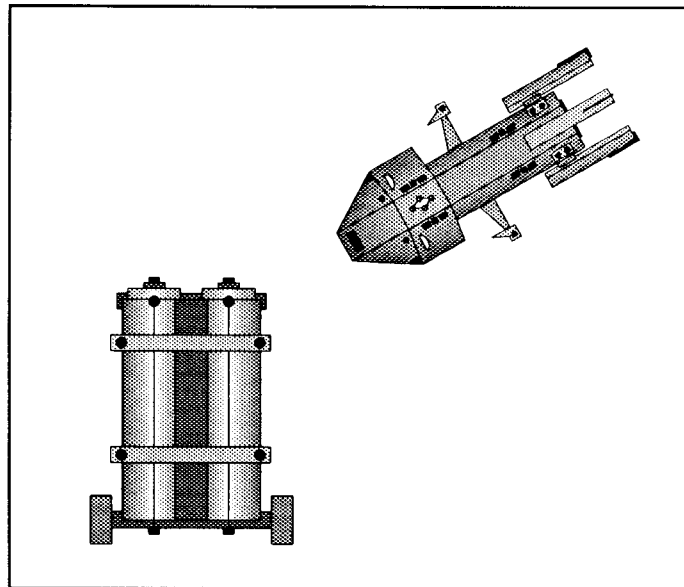
Turn 4: Still at range 2 on Impulse #1, Bill fired three over-loaded disruptors, two phaser-1s, and three phaser-3s at me. He only scored 9 internals as I stopped the rest with shields and reinforcement. I fired three phaser-1s and a phaser-3 through his open shield, doing 16 internals. We continued to lob drones and shuttles at each other for the rest of the turn.

Turn 5: The range 2 fight continued, but Bill was inexorably losing it. Having taken more damage, he had less to throw at me, and I was bouncing most of that. A final hellbore shot brought out the white flag.

Lesson: Be very, very careful when playing a knife fight. Make sure you can deal with anything your opponent throws at you. Never just alpha strike your opponent because he will probably end up hitting you with a suicide shuttle or something even worse.

CAPTAIN–GENERAL

After the battle I went through the formal honors of excepting the silver medal and $125 dollars worth of gift certificates and prizes. I would like to express gratitude for being able to play against some of the finest SFB players alive. Every person that I played against was extremely courteous, and that makes the game enjoyable. The best part of it was that my brother managed to win the Patrol. (His story will be in CL#15.) And our Father narrowly lost the Saturday Patrol, which would have been a sweep for the Pundy clan. Wait until next year!

ASK UNCLE ARDAK

In a simulator exercise, I am commanding a Federation force including an FFB, an FFV, an FFA, and two FFGs. We are under attack by a Klingon C7S battle group and were caught at Weapons Status–I. What should we do?—Lt Cmdr Kassmann

Surrender immediately, and throw yourself on the mercy of the empire!
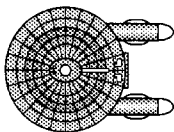
Dear Uncle Ardak: I have been assigned to command a Romulan force attacking a Tholian base. He's got web set up all over the place! What ships and tactics should I use?—Commander Talascus

Holy Mismatch, Commander! Romulans against Tholians is the worst possible racial clash (for the Romulans). But it's not as bad as the pundits would make you believe.

Your cloaks won't do you much good, but they are of little use in attacking a fixed installation anyway (beyond creeping through the minefield). They can reduce damage for ships moving into position, but he probably isn't interested in firing at any ship that isn't actually busy.

The standard onion-peeling tactics are the only ones that ever worked, but it's a tough battle. You need overwhelming firepower and a minesweeper or maybe two. You'll have to shove ships into the outer ring of web, blast his ships that try to power it, then wait for it to power down. Fortunately, you have huge alpha strikes and can crush anything that tries to power the web under your nose.

Capitalize on your racial benefits. Those NSMs you guys carry around can be used to block parts of the web from Tholian ships that want to go there and power the web. (We Klingons have to use ships for that purpose, exposing them to attack.) Put a cloaked ship outside the web at that point to move forward and punish any ship that accepts the mine damage.
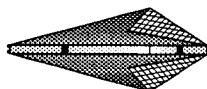
Dear Uncle Ardak: While commanding a Hydran squadron on the Klingon border, my fighters were slaughtered by the starfish drones and ship-mounted ADDs. The Klingons fought an in-and-out sniping battle, trying to engage only from ranges 13-15 to avoid direct contact. When I pursue, he drops T-bombs. What should I do?—Lieutenant Commander Keim
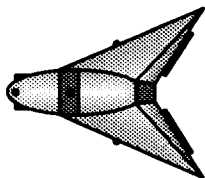
You mention four problems, so one at a time.

The starfish is the most dangerous thing that a Stinger squadron has to face, but it's expensive and rare. When facing a Klingon who might have them, calculate how many he does have and let him know you are counting. This may encourage him to keep the last one in reserve. When a single drone approaches, keep your fighters in their kill-packs and have one fighter take out the drone beyond ADD range. With several inbound drones, break up the pack and send one fighter on ahead to trigger any ADD warheads. Once trigger range is reached, you'll know which ones were and which aren't and can deal with the rest accordingly.

The ADDs on his ships are nasty little zingers, but you at least know from the ship displays how many there are. Have

some fighters fire their fusion beams at greater ranges, then close for a gatling attack (and to soak up the ADDs, which probably won't kill the fighters). Then send the rest of the pack in for the kill.

As for the in-and-out attack, you're already playing HIS game. Why not play your own? Use standard Hydran tactics. Move at high speed, get in his face at the end of a turn, arm the weapons and launch the fighters, and let him have it.

As for T-bombs by a fleeing enemy, take the normal precautions any cadet would know. Keep track of any transporter signals. Keep track of where his ships have been. (Avoid both of those areas.) Stagger your fighters out so only one will hit a mine at a time. Keep track of your own "blazed trails" so that you'll know where you can slip follow-up fighters through the mines.

Dear Uncle Ardak: I'm taking a correspondence course on Lyran carriers prior to deployment as an exchange officer. How do they manage to reload fighters on their carriers while maintaining their ESG operations?—Lieutenant Kolzman
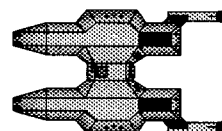
Well, like all carriers, they operate their fighters in groups of 3, 4, or 6 (depending on fighter types and fleet mission) and rotate reloading times (allowing several deck crews to concentrate on fewer fighters).

However, I suspect that your question has more to do with slipping through the ESGs to reach the reload bay. The secret is timing. Know when the ESGs are going to cycle, and position the fighters to make their run to the carrier during the interval. You can surprise your enemy by dropping an ESG a few impulses early. You can also run a dandy deception by having fighters approach for reload in mid-cycle, causing the enemy to believe that you are going to drop the ESG to take the fighters on board. Then turn away after the enemy commits himself to this mistaken course of action.

In a larger fleet action, you can keep the carrier away from the enemy to simplify the questions on ESG cycles and, of course, make use of your escorts for reload stations.

Speaking of escorts, pull the fighters in snug with the carrier, then drop its ESG and have an escort put up an ESG around the carrier *and* the fighters.

KOMMODORE KETRICK SAYS:
REMEMBER YOUR LABS! THEY CAN TELL YOU WHAT A SEEKING WEAPON IS, WHAT IT IS TARGETED ON, HOW HARD IT IS TO KILL, AND HOW BIG A BANG IT IS GOING TO MAKE!
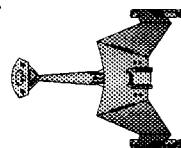
Captain Ketrick's rather dire warning about identifying seeking weapons reminds us that you cannot trust your enemy to cooperate with your plans. The plasma you thought was targeted on your wingman's wild weasel may suddenly slam into your ship. The drone you thought was a type-IV may be a lowly type-VI there to draw your fire so that the type-IV could be launched against your now empty weapons.

Ships have very few labs, and they are the principal means of identifying enemy seeking weapons. Use them carefully, or find yourself fatally surprised.

No one ever won a battle by failing to get information! ★★★

INSTRUCTIONS

The SFB Rules Cross Index is designed to allow players to quickly locate key rules which define the interactions between various systems. For example, the rule defining how ADDs are fired through a planet atmosphere (P2.548) can be found by looking under Anti-Drones for the cross-listing atmosphere or by looking under the entry for Atmosphere under the cross-listing for Anti-Drones.

Veteran players will remember the original index from Captain's Log #4. That format (basically a spread sheet or grid) was found to be impractical for this expanded listing due to the larger number of topics.

This cross index was originally prepared for the Star Fleet Encyclopedia, but it has been decided to serialize that material in the next issues of Captain's Log rather than as a separate product.

BLACK HOLES P4.0

No cross index was needed for this item as all of its rules interactions are in (P4.0).

CLOAKING DEVICES

CREW QUALITY G22.0

No cross index was needed for this item as all of its rules interactions are in (G22.0).

DIRECT FIRE WEAPONS

DISPLACEMENT ...G18.0

ELECTRONIC WARFARE

FIGHTERS..............J0.0

HELLBORES.........E10.0

HIGH ENERGY TURN

PLASMATIC PULSAR

TRANSPORTERS G8.0

STAFF ACKNOWLEDGEMENT

IN THIS EMPIRE

Owen G Riley, Bill Walter, Tony Zbaraschuk, and Jeff Laikind

Our expanded F&E command staff (reflecting the increased importance of the game within the universe) has worked hard to bring you another interesting selection of F&E material. They have provided you with a scenario (suitable for playing in one session), a tactics article (from the Alliance perspective this time), more tactical notes, the updated commentaries that were used in the F&E–93 Revision 3 rulebook, and a new preview for Total War (fighter modules for bases).   ○○○

REFERENCE CARDS

On the inside back cover of this issue, you will find another exciting play aid for Federation & Empire, a prototype for a new series of Ready Reference Cards we are considering for inclusion in a future F&E product. Each card provides the information which that player needs during the game. Some special cases are not listed due to a lack of space. The back of the final cards would include a copy of the Sequence of Play and a copy of the Combat Results Table. Your comments on these cards, including the format and selection of information, are invited and welcome.   ○○○

FEDERATION & ENQUIRE

CREATIVE KLINGON ACCOUNTING
Q1401F: The Klingons can play games, activating mothball D6s with balance option F, then converting them to D6Ms and D6Ds with balance option C, then putting them back into mothballs with balance option G, all at no cost whatsoever!

A: ILLEGAL! The last sentence of the 3rd paragraph of the general rules says "A player can never apply negative factors to his own forces." Unless your enemy is willing to conspire with you, this manipulation cannot be done.

CARRIERS OVERBOARD!
Q1402F: The new rules in Carrier War allow the individual ships of a carrier group to be converted separately, bringing the cost down to low enough that even starbases can produce respectable carriers. The Kzintis have produced 28 carriers in the first three turns, and my offensive was smashed! Who blew it? Who let this happen?

A: You did, when you let the Kzinti player ignore the limits on carriers in Annex #705, which provides for two carriers (and one CVE) per turn, regardless of how they are produced.

AVOIDING BOREDOM IN THE EAST
Q1403F: What do the Romulan, Tholian, Federation, and Gorn players do before entering the war?

A: Not much. They build their pre-war construction and hunt pirates. Seriously, those races are at peace and have nothing to do. Any construction or conversion would unbalance the game.

What some groups do is to play the whole game with four players. You start with the Hydran, Kzinti, Lyran, and Klingon players. By the time the Feds are in, the Hydrans are out, so the Hydran player takes over the Feds. By the time the Romulans enter, the Lyrans are pretty much integrated with the Klingons and either one of those players could play the two races together and let the other go play the Romulans. By the time the Gorns enter, the Kzintis are hanging on by the fur of their tails and that player can manage the Gorns.

SHINY NEW ANNEXES
Q1404F: Now that you have completely replaced the annexes in Carrier War, shouldn't the next reprint of F&E itself include these new annexes?

A: No, it should not. The Carrier War annexes include many new units that would only confuse people who did not have that product. Also, many changes (such as the increased production for the Feds and Klingons) were made to balance other provisions of Carrier War and would unbalance an F&E game played without Carrier War. We did, however, reflect the corrected errors in the latest printing of F&E, such as the E4s added to the Klingon production schedule.

ALL ABOUT PRODUCTION
Q1405F: Why is the Hydran production rate more than their economy can support?

A: Because that is their capacity, what their shipyard COULD do. Too bad they didn't have the money for it. Don't forget that the Hydrans are on a wartime economy on turns 1 and 2. In a free campaign, their allies (Lyrans or Klingons) could give them enough money to build their full schedule, making them a sleeping giant of a potential ally.

Q1406F: Can you overbuild more than one ship of a class? Could the Kzintis build their normal schedule, then overbuild six more FFs, two more BCs, and one more CC, each at double the cost, or just ONE more ship, or one ship of each class?

A: You can overbuild anything you can afford, but some ships are too large to overbuild (such as the CC you want), and some variants (carriers, drone ships) have specific production limits.

Q1407F: Is there any limit to the number of conversions beyond that of the number of starbases and, of course, the ships available to convert and your treasury? Can I have six starbases each convert a CA into a CC?

A: If you have the money and the bases (and there are no specific limits in the annex), then convert away!

Q1408F: If I am scheduled to build a CA, and want to build both a CA and a mauler, which one is the overbuild?

A: A 10-point mauler cannot be overbuilt, although you can build a cruiser, then overbuild another cruiser and then convert (during construction) either cruiser. This, however, uses up a conversion (5 points for a D6 to D6M) and costs more (8 + 16 + 5 = 29; this assumes you convert the first non-overbuilt cruiser. It would cost 5 more if you converted the one you overbuilt). You would probably be happier to overbuild the cruiser (16) and use the original cruiser slot for a substituted mauler (10), since this would cost 26 total.

Q1409F: Do the Federation DN, DN+, & DNG all cost 16?

A: All DNs cost 16, including the 10-point Fed DN, the 10-point Tholian D, the 14-point Gorn DN, and the 13-point Romulan Condor.

CARRIER PRODUCTION
Q1410F: Can you accumulate free fighter factors?

A: Sorry! The commentaries in CL8 under (431.74) say you cannot accumulate free fighters. While we forgot to include this in Revisions 1-2, it was added to Revision 3.

Q1411F: When overbuilding a carrier, do you pay twice the conversion cost for the group or twice the surcharge as well as the doubled base hull cost?

A: You overbuild groups as individual ships, so the overbuilt ships would pay twice their respective surcharge. If you overbuild an entire group, the conversion cost is the total of the combined ship surcharges, so players just pay twice that amount (431.34).   ○○○

A STARSHIP MARCHES ON ITS WARP ENGINES

Q1412F: We have had a heated argument regarding supply rules. Rule (410.31) states that movement rates are at 50% for unsupplied ships. Our Alliance player argued that based on the phrase "If an unsupplied unit moves into supply during the turn..." that if a different unit moved to reopen the path, supply for movement would be restored, and the unsupplied unit would regain its full movement allowance because it hadn't moved yet. Others said that based on (410.21), supply status for Operational Movement is evaluated at the start of Operational Movement Phase, and since this rule never says it is reevaluated, that supply can never be reestablished during a turn for operational movement.

A: In the first place, avoid heated arguments. It's only a game. If you can't come to a conclusion and it's not close to time to shut down for the day, toss a coin and get on with the game.

But to answer your question, (410.21) is rather clear that supply status for Operational Movement is evaluated at the start of the Operational Movement Phase and is not re-evaluated later, so changes that occur during Operational Movement, even before some units move, has no effect. The unit would (assuming the supply path stayed open into the Combat Phase) be in supply for Combat.

Q1413F: Concerning rules (410.51) and (204.2), can a homeless ship (not supplied) use Strategic Allied Movement? I have 24 Kzinti ships cut off in Federation territory in our game. The Feds are supplying 12 of them as homeless ships, and I want to move the other 12 out of harm's way quickly (they are currently at a planet). When the Gorns enter, I will probably deliver them to the Gorns. Can I use Strategic Movement to move them away from the Klingon/Lyran front, or do they move at a speed of 3 as unsupplied ships?

A: The Strategic Movement system has its own separate supply system (basically, giving the ships lots of fuel at each node so that they can go real fast to the next one) which is not related to anything else. So your Kzintis can indeed strategically move out of the way and go visit the Gorns. Or, you can strategically move them to the Fed off-map area and send them home that way. Either way, they would count against the Federation Strategic Movement limit. Your best bet would be to move them to the Gorn border by Strategic Movement and then send them across (to be interned) on the next turn by unsupplied Operational Movement.

Q1414F: Rule (203.42) says "The moving stack might ... divide itself into two or more stacks that move in different directions." Does this allow the stack to move one or more hexes, split, and then EACH substack continue to the limit of movement? Or must the stack split before movement?

A: Stacks divide during movement, each continuing to the limit of its original movement. If a stack moved three hexes and then split into two stacks, each of the daughter stacks could complete its normal movement allowance.

LIMITED WAR

Q1415F: The Klingons decided not to invade the Federation on turn 7, so the Feds are now at Limited War. What are the Federation Home and 3rd (Klingon border) Fleets allowed to do? What is the Klingon East (Fed border) Fleet allowed to do? Specifically, are they allowed to upgrade bases in their deployment area? Are they considered to be "Released" but with specific restrictions, or are they "Unreleased" until the Klingons actually attack or turn 10 when the Feds can attack? The rules are a little vague.

A: Those fleets are "unreleased." Building or upgrading bases there would be a provocation, so it won't be done.

HEY! THAT'S MY PROVINCE!

Q1416F: If the Federation takes a Kzinti province away from the Coalition (which was holding it), but the province is not connected to the Kzinti supply grid, is the province treated as a captured province for the Federation or as a disconnected Kzinti province?

A: As a disconnected Kzinti province. Just personally, I would assign a tug to collect the EPs and take them home.

ADMIRAL, I'M TIRED OF BEING A CARRIER

Q1417F: If a Klingon CVT loses its escorts, can it drop its pods (for no cost) and become a TGA or does it still cost 1 point to convert it back to a standard ship? Logically, it shouldn't cost anything since it is a standard tug with CV pods. If converted back to a TGA, do the Klingons get another set of CV pods added (the ones removed from the CVT)?

A: A Klingon CVT (the permanent kind on the starting OB, not a tug counter with a Pod counter) can drop its pods (which are then lost forever) and become a TGA, even without losing its escorts first, at no cost for the "conversion."

INACTIVE FLEETS

Q1418F: Can the Federation move ships from an active fleet's area (ones that have been engaging the Klingons) into an inactive fleet's area (preparing for the Romulan attack). Once ships move into that area, do they themselves become inactive, and follow restrictions of inactive fleets?

A: A race can move active ships into the area of an inactive fleet and move them out again later. There is one partial exception. Unallocated pre-war new construction (which doesn't apply to the Federation, which has all of its PWC allocated to fleets) can be assigned to an inactive fleet, but it then becomes part of it and remains under those restrictions.

THE TACTICS OF RETREAT

Q1419F: During a retreat, why can the retreating player fill up his force to the limits of the command ship, while the pursuing player can only use six ships? For example the Kzintis are falling back after two turns of combat. They must place their two crippled ships in the battle force. Then they place a DN and two CCs as the three uncrippled ships they are allowed to use. Then they designate the DN as the command ship and place five more BCs into the force to bring it up to the command rating of the DN. Meanwhile the other player can only have six ships in his pursing force.

A: You cannot afford to send the entire fleet in a headlong pursuit toward the enemy's strength when you need to be consolidating the position you just took. The six-ship limit was specifically selected in playtesting to reflect a mid-sized force. If the enemy can field a full-strength fleet with very few cripples (such as the one you described), he is not so much retreating as "retiring in good order" which *should* make pursuit difficult. In the case you described, his 11-ship fleet will crush your pursuit squadron in exchange for two dead cripples. If he has a lot of cripples, even a full-strength fleet cannot protect them all, and your pursuit squadron can kill enough cripples to be worth the risk. In the end, it's a question of dynamic balance of the entire game combat structure.

STUCK IN THE WEB

Q1420F: I just realized that if you commit a B10 to attack Tholian web, there is no way to pull it out of the web! There is no ship within 2 defense factors of the B10. How do you resolve that situation?

A: Destroy the base before it destroys the B10. Send another B10 to pull it out. Even better, do not send a B10 to the Tholian Front in the first place.   ❁❁❁

TACTICAL NOTES

Tactical notes are the Federation & Empire equivalent of SFB term papers. Players should use the same procedure for submitting tactical notes. The ranks listed below are the same as term papers; players have a single rank and can earn promotions by term papers, tactical notes, or for short articles in various sections. One "Best of the issue" award, counting as two papers for promotion, is granted for F&E in each issue.

INACTIVE FLEETS — *Cadet Chris Garver, USS Georgia*
Never ignore inactive fleets. These fleets are often left in place until their release, with the fleet admirals left nothing to do but polish their medals. Aggressive demonstrations conducted by repositioning ships can confuse your opponent, although he knows the fleets are unreleased, and movement of ships can cause concern. The fact that you can only move six ships a turn by Operational Movement can help your deception; you appear to be massing your forces at the maximum allowed rate while your opponent is now concerned with a fleet he had previously ignored. For the same reason, carefully consider using your scarce conversion capabilities to upgrade a key ship in an inactive fleet. It will eventually benefit you and may draw his attention elsewhere.

If fighting defensively, use the inactive fleet territories as "safe zones" for your ships. Your opponent cannot pursue these ships without releasing another fleet earlier than he intended. Use the base repair capacity in this areas to their fullest. Also, consider establishing your repair points in these zones. They can be secured with the inactive fleet, freeing active ships to fight elsewhere. A careful positioning of ships not on a base near an unmarked border on the map (for example, hex 4105 in the Gorn 2nd fleet territory) can draw an enemy into attacking what he thinks are unprotected ships and cause him to release a fleet he had not intended to fight.

Deception is difficult in F&E. Use of your unreleased fleets can assist you in this with little effort.
RATED THE BEST TACTICAL NOTE IN THIS ISSUE

NO LAUGHING MATTER — *Cadet Will Culbertson, USS US*
When fighting a battle where you expect a large amount of crippled ships, particularly important ones, it is a very good idea to take along an auxiliary carrier. Not only can it add its fighters to the battle force, but upon retreat, it will also block the enemy from pursuing your crippled ships. The auxiliary carrier cannot retreat, so the enemy is forced to fight a final battle with it as you run home laughing.

ROMULANS FIRST — *Ensign Erik Lund, HMCS Columbia*
In case anyone needed urging as Alliance players, kill Romulans! They have no money, and even less after Turn #15. They are isolated, have an "out-turned" border (which means that their reserve fleets in the rim-ward direction are pretty stretched), have a low average density (surprisingly enough), and do not nearly enough free fighter factors to build up a fighter-heavy defense. On top of this, attempts to build a large number of carriers founders on the excessive demand for SkyHawks! They have useless tugs, and the Falcon mauler is especially vulnerable to directed damage. The Gorns thump Romulans real good by themselves, and with a Federation fleet to help, there is no reason for the Romulans to still be in the game by Turn #19. Literally, they lack an off-map area and so have no place to hide their cripples from directed damage in capital assaults. There may be ways of delaying the inevitable and exacting heavy damage from the Alliance as it comes in, but it cannot stop the wave without absolute victory.

COALITION PRIORITIES
— *Commodore G. Scott Mercer, USS California*
The one seemingly endless argument in F&E since the time of its creation has been: "Which capital to assault first? Kzinti or Hydran?" Well, assaulting the Kzintis or Hydrans does not give the Coalition a win. To win, the Federation Capital must be always in the plans of the Coalition. What good is it to destroy the Hydrans or Kzintis in a costly capital assault if it leaves the Coalition weakened enough to allow the Federation to strengthen and resist the initial Klingon and Romulan attacks?

The Klingons should instead concentrate on merely weakening the Hydran and Kzinti economies with attacks aimed at devastation of planets, not capture. Do not go around fighting starbases because they are there. Starbases provide a tremendous advantage to the defender, an advantage you cannot easily remove with directed damage. Always think if the objective is worth the losses. Why should the Klingons husband their forces? Because it IS possible to capture the Federation Capital on Turn #8. Yes, that was Turn #8. The Federation Capital is 11 hexes away from the Klingon BATS guarding the Federation Border. With an immense fleet, destroy one BATS and place that entire fleet within 6 hexes of the Federation Capital and in supply. (That is what killing the BATS was for.) New production on Turn #7 can move up and establish defensive positions for the BATS that can keep you in supply. Now, the following is very important. You must have a tug with that immense fleet. That tug is going to keep you in supply for Turn #8.

What does the Federation do now? The Federation Capital is threatened, as well as a huge section of Federation Space. Can the Federation afford to keep a forward position? Not really. He has to worry about keeping the shipyards alive. He will probably convert some (or all) of the three MBs he has to BATS, build more Defense Battalions, and assume a defensive posture. Great. Now, if your fleet is big enough, you just do not care about defenses. The Federation Fleet is simply not that big on Turn #7 (even with production) and is horribly out of position.

On Turn #8, the Klingon fleet attacks the Federation Capital, with the tug acting as a supply point. Turn #8 production can use their free Strategic Movement to move to that tug to protect it. Properly done, the Federation Capital falls on Turn #8 (before any extra starbases can be added, which is vital).

The ramifications of this are immense. Not only is the Federation in a horrible bind, but also on Turn #10 the Romulans can pull a similar maneuver on the Gorns with the Western fleet moving to hex 3805, neatly 6 hexes away from the Gorn Shipyards in 4402.

How to assemble the immense fleet needed should be noted. Place most new construction in the Eastern Fleet. Have ships attacking the Kzintis on Turn #6 retrograde to hex 1707, where those ships can then attack hex 2306. The Strategic Movement supply can take ships from the Hydran border on Turn #6 and place them also in 1707, which is not part of the Eastern Fleet Deployment area.

FRANGIBLE FLAGSHIPS
— *Lieutenant Commander Ken Burnside, USS Arizona*
As the full 12-point DN becomes rarer and rarer, the BCH slips into the command role. In order to get the most out of your BCs, it is best to pay the conversion cost to make them into BCSs and BCVs. Not only does this improve their combat factor density by a significant fraction, it also comes at a significant discount from the cost of a CVA group (an important consideration in war-torn economies). This is particularly important in the late game for the Coalition, who are forced into an economically devastating war of attrition.

SUSTAINING THE KLINGON SURGE
— Ensign David Coulthurst, USS Wisconsin

The Klingons should hoard their tugs prior to the invasion of the Federation. On the second turn of the invasion, include a tug in each fleet sent on a deep raid. If the Klingons are following an aggressive policy, they should end their turn sitting on several Federation planets that the Federation will be unable to leave in Klingon hands lest they become supply points to allow the Klingons to attack deeper into Federation territory. When the Federation forces counterattack to retake the planets, the Klingon forces that are threatened with defeat can retreat to minimize their losses. On the following Klingon turn, they can declare the tugs to be supply points and raid deeper into Federation territory.

New fleets can be brought up to the front and used to retake the abandoned planets. This is best used when the Alliance has so many targets to attack that you can expect to either see your tug survive his turn or you can voluntarily sacrifice it to protect some other prime target (such as a PDU that the tug may have just placed on a captured planet).

KLINGON OPENING SALVO
— Commodore Stewart Frazier, USS Ohio

Bill Walter's Molasses Attack in Captain's Log #7 gives an excellent view of the Klingon Empires' initial attack on the Kzinti Hegemony. The main disagreement I have is that a squadron of ships (I prefer an F5Q and carrier group) should be placed on the wings (1107/1707) instead of his E4s at 1807 and place the (remaining) North Fleet at 1307 (directly threatens 1304) with the Red at 1507 (aimed as 1502). Be that as it may, this is to note the construction and conversions the Klingons should (and the Lyrans wish they could) do during their 'setup' turn.

The Red Fleet, or Turn #1 construction, starts with 15 new ships and 7 mothballed ones. A TGB (TGA if one really wishes another) is substituted for the D7, a D6M is substituted for the D6, and the mothballed D6s are converted into a D6D and a D6M. An FV group is substituted from an F5 and E4 to use the free fighters, and a D5S is substituted for a D5 (could be an F5S for an F5). A PDU or MB is purchased for placement in Kzinti territory on Turn #3 at 1504 (PDU) or 1502 (PDU or MB) as a command point for future use. Other conversions [allowed by (600.32)] should have an F5 and E4 being converted to an FV group at 2318 (Tholian Border Squadron) or at 1509 (northern reserve). The other should convert a D6 to D6D or D7 to D7C. The third conversion, at 1716, should see a D6 to D6D or D7 to D7C conversion, whichever the TBS and Northern Reserve conversions did not take. This gives the Red Fleet a composition of D7C, 2 D6M, D6D, TGB, 5x D5, D5S, 2x F5Q, F5, FV, 2x E4, PDU, and command point at a cost of 108 (110 for a TGA) economic points. The other conversions will cost 12 economic points for a total of 120 economic points, leaving 22 economic points for miscellaneous builds (additional FRD or MB) or overbuilding D5s.

The Orange Fleet (Turn #2 construction) is similar to the Red Fleet except that the D6M substitutes for the D7 instead of the tug. Conversions at 1716 and 2318 (you did move an East Fleet ship down on Turn #1, didn't you?) follow along similar lines. The 1509 conversion may be a scout or FV group if the ships are there.

Now for the options. Attacking the Kzintis on Turn #1 (653.3-B) certainly is one to consider, as you come over the border with the Lyrans with only the Kzinti Home Fleet playing reserve, but the Red Fleet only reaches 1405/1506. Being delayed (653.3-H) can really be made to work in your favor by giving the Lyrans the Blitz option (654.12) and by preparing the Crimson Fleet (Turn #3 construction) and attacking normally (hoping the Lyrans can handle the Kzintis). The only other

option that you should consider is (653.3-C) which allows some D6s to be converted into D6Ms and D6Ds.

ROMULAN RAIDERS
— Rear Admiral Tony Zbaraschuk, USS Washington

The Romulans can use commerce raiders as a highly effective means of reducing enemy war potential. Simply send a number of frigates into the enemy's rear areas. They will capture or contest many provinces, reducing the enemy's economic income. This will force him to withdraw ships from the front to hunt down the raiders. Of course, the raiders can use their cloaks to evade the hunting groups.

STRIKE NORTH — *Lieutenant JG Ted Fay, USS California*

One of the things that makes the Federation such a nasty opponent is its sheer size and gargantuan economy. There are some ways to deal with this problem.

Get a Coalition ship in supply into the Orion province; this deprives the Federation of 10 economic points a turn.

A lot of Coalition players do not pay attention to how big the Federation off-map area is. This area can produce 30 or 40 economic points per turn in not too much time. By sending its three CVLs off map, the Federation can have 10 survey ships. This is an average of two provinces per turn. After five or six turns of this activity, he will then get one new province a turn. If you can attack up into that area (be sure to eliminate Kzinti help) and place a starbase or two against the Federation off-map area, you will keep all these economic points from being added to the Federation production. This will deprive the shipyards of these points. Attacking into this area has two other benefits: it cuts off the Kzintis from the Federation entirely so that they will get no more aid from the Federation, and the captured territory will send economic points to your treasury. Overall, it is an excellent strategy.

If you can reduce the Federation economy to less than that of 75% of the Klingon economy, you should be on the road to eventual victory.

COURTESY PAYS, SOMETIMES
—Fleet Admiral Owen Riley, USS Pennsylvania

Attackers should always offer a base defender an approach battle in major engagements. The rules require the offer on the first combat round, but that attacker can repeat the challenge on later rounds. The main advantage is that the defender may accept and thus lose the base's numerous advantages for the combat round. This could prove decisive in close battles.

There is no harm in asking because the attacker still has the option to close with the base if the defender declines.

IGNORING BORDER BATS
— Lieutenant JG James Chou, USS California

The only function of a border BATS is to prevent enemy deep strikes into your territory. They are static defenses, and they do not give you enough ComPot bonus. It is better to station your ships at starbases, some important BATS, and planets rather than to defend each of the border BATS. Yes, you will lose a lot of BATS, but your opponent will pay those back with interest when he attacks your starbases. Fortified positions, such as starbases, BATS, and PDUs, are really force multipliers. Any damage you do will be multiplied. So the key is to station your ships at places your opponent must attack, and more often than not, it is your starbases and planets.

For the attacker, border BATS are nothing but a nuisance. The only true objective is the Capital hex. You should bypass BATS, even SBs, when they do not block your route to the Capital. Any ships your opponent cares to place at those irrelevant places is one less you have to deal with.

ALLIANCE STRATEGIES
by Will Culbertson

F&E is a big game, a long game. To win, the Alliance must take the long view to heart. The beginning moves will affect how the later turns will take place. Survival is first on the menu, but this changes to Strengthening and Attacking later on.

KZINTI OPENING MOVES: A LESSON IN HUMILITY

For the Kzintis, the beginning starts bad and goes downhill from there. Foremost on the priority list is the protection of the homeworld. If it falls, the Coalition won't have to keep as many ships in the area to pin down the Kzintis and this means more ships to attack the Hydrans and Federation. The first two turns will see the loss of at least one starbase, depending on which one the Coalition concentrates on and which one the Kzintis decide to protect.

The Kzintis should place a small force on BATS 0701 and a slightly larger force on 0703. Leave 0803 open, and place the Duke's fleet at 1003 as a reserve. Make sure to place a scout at 1003 so that the force can react 2 hexes to either the SB or BATS. Leave enough ships for a Reserve fleet to go where needed. The SB at 0902 should be protected, but not with a huge force, as the Lyrans can't muster enough ships to kill it on Turn #1.

On the Kzinti part of Turn #1, attacking is not always the best answer, unless you can kill some key units, such as SAFs or FRDs. The BATS at 0706 is your best target for a counter-attack if it isn't too well guarded. Remember, you need as many ships as possible to defend your bases and planets, so don't waste any on pointless battles. Turn #1 should see the first mobile base planted at the Capital system and some PDUs built there, too. Don't waste time with the outer capital planets; they will die anyway. Concentrate on the Capital planet Kzintai and put as many PDUs there as possible.

Carrier construction is the key to survival as the Coalition has few good carriers and will have to trade ships for fighters in any fight. In battle, use up as many fighters as you can before you leave. Any fighter left over is a waste. Also, when taking ship casualties, use up the surplus carrier escorts. CVs can be refilled with escorts taken from CVLs and partially from CVEs. Don't bother replacing the escorts from the smaller carriers. They don't need them as their only role will be to feed fighters to the larger carriers. At the end of Turn #1, retrograde or move ships back to the Duke's starbase.

Forget the BATS, except for maybe a frigate to set the BIR. The BATS will die anyway; the SBs need to be defended. At the end of Turn #1, depending on the Klingon's deployment, one of the SBs should have a larger defensive fleet than the other. Optimally, this is the one in 0902. By saving this SB, the Lyran plans will be disrupted and the Capital attack delayed. The Home Fleet should guard against a Klingon pre-emptive strike on the homeworld, but should have a Reserve marker.

Turn #2 will probably see one SB destroyed as well as many of the BATS. This is acceptable, as hopefully there are many crippled or destroyed Coalition ships as well. Turn #2 for the Kzintis is used to reinforce the surviving SB and homeworld. The Barony Fleet will move onto the homeworld to defend it and should set up its MB there. If there are enough EPs, the MB set up on Turn #1 should be upgraded to a BATS. More PDUs and carriers should be built. Remember, with the new rules in Carrier War, CVLs can be produced at SBs for only two points plus the fighters. Do this as often as feasible.

On Turn #3, the Coalition will most likely try to assault the capital. If one of the SBs lived, one enemy will most likely not participate with a full fleet of ships, making the assault more of a raid. Try to leave a Reserve fleet in the Barony and on the sur-

viving SB. This way the capital can be defended if the SB is avoided, or the SB can be reinforced if the capital is not fully assaulted.

One point to make about defending SBs. Try to always have a SAV with the SB. Leave the LAVs at the homeworld to help with the defense. The SAV will allow the SB to be destroyed, and the enemy will still not be able to pursue any cripples as they have to fight one more round with the Aux. On Turn #3, the Kzintis will basically do the same, upgrade the capital defenses and make raids on key units. Of special importance are Maulers, D6Ss, SAFs, and auxiliary carriers. These ships are usually in short supply and should be killed, especially SAFs which can cause the loss of a SB in two turns.

THE HYDRANS: TWO OPTIONS

For the Hydrans, there are two options, depending on the Lyran player. If the Lyran has sent a lot of ships to reinforce the Enemy's Blood Fleet, especially the SB, take out a Lyran BATS or two but don't risk too much. If the Lyran didn't reinforce the EB fleet, or split the force up along the border, an all out Hydran attack is called for. Position the 1st Fleet at 0915. Send enough ships from the Home and 2nd Fleets to pin all ships at the border. Send the lowest density ships possible; you are not there to fight, just pin. Then send the rest of the 1st, Exploration, and 2nd Fleets to the SB in 0411. Make sure the FCP and FSP are on tugs and in these fleets. With some luck, the SB should fall.

Watch your retreat placement as you might get cut off from retrograding. A good idea is to retreat after the SB battle, whether you win or not, as it will take you one hex closer to home. Leave a few ships in the Home Fleet to defend the Klingon border SB, as they and ships from the attack at 0413 are the only ones that can reach that SB on retrograde, and you will have few reserve ships if any. This is a very bold plan, but if it works, it will devastate the later Lyran offensive.

A point to remember on the Hydran 1st turn. DO NOT INVADE THE KLINGONS. This will only allow the Klingon Home Fleet to get in a better position on Turn #4. It is not worth it. Save your ships for defense. Another good idea is to try to move at least one, if not both, of your FRDs off map.

The next few turns will be limited to surviving Coalition attacks and some limited counter-attacks. The Hydrans should take out the remaining Lyran BATS, making the Hydran border out of supply range from any other original Lyran bases. Counter-attacks by both the Hydrans and Kzintis should be limited to killing bases, convoys, and special units. With a little luck, both capitals can survive until the Federation is invaded.

ENTER THE FEDERATION

On Turn #7, if things are going well, the Hydrans and Kzintis will still be in the game with functioning homeworlds (even if some planets are devastated). The Federation should be careful with the placement of ships, especially the 3rd Fleet. Amass most ships at the SB with a few pickets at close by border BATS. The 4th Fleet should be in position to reserve-move onto the SB at 1704 and perhaps react to the BATS at 1805. Unless enough ships are present at the 3rd Fleet's SB, the Klingons can take it on Turn #7.

The first few turns, the Feds will be fighting a losing campaign against the Klingons. It is best to fight only a few rounds of each offered battle, taking fighters or frigates as damage, and falling back to more secure areas. MBs should immediately be laid down at the planets at 2509 and 2610 (as well as more PDUs). These should be upgraded to SBs as soon as possible. Also, by reinforcing both the bases and planets on the Romulan side (the ones out of the 6th Fleet deployment area) and the planets at 2106 and 2306, the Federation can have secure areas to fall back on and conduct attacks from.

As many forces as allowed should be sent to the Kzintis if they are still threatened, as the introduction of Federation forces, especially scouts, will stiffen their defense even more.

On Turn #9, most new production should go to the 6th Fleet area to fend off the Romulans. Again, watch out for the SB assault, but most likely, the Romulans will attack planets and BATS first, then wait to have the Home Fleet attack the SB.

Federation production should concentrate on carriers and scouts, with a tug or LTT being built as needed. SC and CVLs will make a huge difference in the EW war. Put an escort with the CVL and include it in a Battle Force with a SC in the scout position, and the 8 points of EW will be almost overwhelming, especially against the Romulans who don't have many good scouts. SWACS should be used only in important battles, for they will rarely survive a battle round. A CVA and CVB together in a Battle Force will present an awesome 23 fighters, something equaled only by Hydrans. The Federation should end up, if the Coalition offensive proceeds normally, with defenses positioned about 3 to 4 hexes from the capital and over 6 hexes from the enemy's original supply bases. This will mean that the Coalition will have to build forward supply bases, and those can be killed in raids. Watch out for captured planets, as they can extend the supply of enemy fleets into dangerous areas. Also, try to send as much money as possible to the Kzintis. They need the money, and the Federation has a hard time spending it with their small production the first few turns.

THE OTHER FRONTS

The Hydrans, during this time, will either be fighting a hopeless battle to save the capital or will be secure in its defense. Either way, it is important to tie down as many Coalition units as possible. When it looks hopeless, abandon the capital and start again off-map. Don't kill all your ships on one turn to save the capital, only to see it taken next turn because you didn't have enough ships left. Cripple your entire fleet and leave it if it looks hopeless. By having a large number of ships still in service, it will tie down significantly more enemy ships. Remember, it will take 6 turns to rebuild your shipyard during which you cannot afford to lose ships. Striking out from a last SB, BATS, planet, or off-map area to kill Coalition ships is necessary for the Alliance's chances. What happens to the Hydrans affects everyone else.

When the Gorns enter the war, they should either focus on killing Romulan BATS or going for the SB, depending on the Romulan deployment. Beware: If you attack the BATS, splitting your forces too much means that more key units, such as CCs, BCs, or CLs, can be destroyed. Keep the Romulans on the defensive by holding forces close enough to attack multiple areas. Both SBs are very vulnerable if not strongly defended.

By Y175, the Coalition attack should have been stopped. With the Federation producing a vast number of ships and an economy that doesn't stop, Coalition forces should be slowly pushed back to the original borders. At this point, a decision must be made: Who to concentrate on? If the Hydrans and Kzintis are still weak, go for the Romulans. Isolate them and drive for the homeworlds. It is possible to drive them out of the war before it is over. If the Hydran Capital didn't fall, or they have come back in force, concentrate on the Klingons. By having the Gorns (with some Federation help) keep the Romulans at bay, and the Hydrans forcing both the Klingons and Lyrans to split their forces, a concerted drive to Klinshai can be attempted, if not achieved. Beware any build up of Coalition bases, especially Lyran ones, at key areas. A sweep to the south can cut off the Klingon-Romulan link and possibly take over the southern Klingon areas. In this case, the Hydrans should try to link up with the Federation and attack Klinshai from the south. Most likely, the attack will come from the neutral planet at 1910 or

nearby. This planet is an important link that should never be allowed to be built up by the Coalition.

It is doubtful that the Lyran homeworld could ever be taken. Go for either the Klingons or Romulans, but whichever one it is, stick with it. Remember, the later part of the game is when the Alliance shines. The Feds don't reach exhaustion until Turn #28 and the Gorns until Turn #27. This is 12 turns after the rest have started; take advantage of it! Watch out for PF introduction, as it will stiffen the defenses of the Coalition as well as add needed combat potential to their attacks. PFs are not necessarily the answer for the Alliance on a large scale as most races have gone with the carrier early on. PFs can get expensive, and often it is more economically efficient to have fighters.

SOME FURTHER ADVICE

Always kill maulers. This is foremost in the first few turns. Killing two a turn every turn until 170 will mean no net increase in maulers. Once the Lyrans start, it still means fewer bigger Lyran ships being built. War cruiser maulers are not as effective, but should still be killed. After the Romulans come in, this effect will be lessened, but try to kill as many as possible.

Reduce the EW advantage! By killing or at least crippling Coalition scouts, especially D6Ss, you can lessen your EW disadvantage. Start building good scouts as soon as possible. The Kzinti CD is a very valuable unit as it is the only 2-point Kzinti scout for a while. When the Federation comes in, convert as many Federation DDs to SCs as possible. NSCs help when there aren't enough SCs around. Keeping lots of scouts in reserve will help you win the EW war as if they are attacked by directed damage, that saves other ships, and if not, the enemy damage inflicted on you will be lessened.

Fighters! Fighters! Fighters! Build as many carriers as possible. The Alliance has a huge advantage in carriers. Taking fighters as casualty points means more ships can be saved for later. The Federation should build as many CVAs and CVBs as possible. It may cost a lot, but it is worth it. Ignore history (which says three CVAs were built). Always make a CVA or SCS when allowed. You have a lot of EPs, so spend them. Also, always keep the best escorts in your groups. Replace those ECLs and FFEs with DEs as soon as you can. ECLs cost as much as a DE and are less effective; never build more of them. When NACs and DWA come in, try to replace your escorts with these new ones. The same goes with the other races. Try to get the best density out of your carriers as possible. Finally, the Federation should build NVHs when allowed. These ships have a density of eight with nine fighter factors and a 1-EW scout. Three of these will put more fighters in a battle than anyone but a Hydran can, but a CVA and NVH is just as good.

Fight only when necessary. A pointless fight is only a waste of ships. During the first few turns, only attack areas that hold key units. Convoys, FRDs, SAFs, and MBs should be taken out whenever possible. Reducing the Coalition's ability to make deep strikes, repair ships, or amass ships in key areas can mean the difference between life and death. Also, keeping the Coalition off captured planets stops him from strategically moving ships into attack position.

With good strategy, some skill, and lots of luck, the Alliance can win, and win big. History does not have to repeat itself, either way. Watch your enemy, and prepare yourself. The Alliance has to suffer greatly the first dozen or so turns, but eventually it can conquer.   ❍❍❍

COMMENTARIES

This file includes updates, rules interpretations, examples, and clarifications. All of these were incorporated into the 1993 Revision 3 rulebook.

(203.731) The out of supply friendly units must be in combat, or the reserve fleet cannot be used to open a path to them.

(205.71) Fighters and PFs less than a ship equivalent cannot react unless a ship is also reacting.

(302.352) This was clarified to note existing rules allowing any fighter factors to be transferred into the Fed CVB or CVA and magically become F-15s or F-14s.

(302.36) Unchosen flagship candidates cannot be excluded if they are part of a group.

(302.73) In the case of a retreating force consisting of units from two or more allies, they must all remain together and use the retreat priorities of the race which provided the flagship of the last battle force (or the force that produced the first retreating units, or the first battle force if using a retreat before combat). An ally cannot, in this case, refuse (207.21) entry to an off-map area.

(302.73) A ship cannot be forced to retreat into the area of an inactive enemy fleet.

(305.25) The points to recapture the ship are unchanged, even if it has the formation bonus.

(305.4) Hydran hybrid warships lose their fighter factors.

(308.131) This was reworded to reinforce the existing rule that BOTH sides can retrograde their carriers at this point.

(308.132) Only destroyed, not unbuilt, escorts can be replaced in this manner. This is done at the end of the combat round in which the escort was lost.

(308.132) The hex must be in supply for a warship to be converted to an escort. One race cannot build foreign escorts or provide escorts of its own construction to a foreign carrier group. Only "basic warship" hull types can be converted.

(413.4) A partial grid can be entirely composed of captured territory.

(421.21) Towed and regular movement cannot be combined.

(431.8) References now mention the exception in (432.4) which provides that drone and scout substitutions DO pay the base hull PLUS conversion cost.

(431.8) You cannot substitute a ship then convert it during construction into the originally scheduled type.

(432.41) Drone ships (per 440.2) are a once-per-year substitution, not once per turn. A drone/scout ship would count against both limits.

(433.14) This rule was clarified in light of CARRIER WAR. If you convert the group all at once, it counts as a single big conversion. You can also convert the individual ships as individual smaller conversions.

(433.433) If a ship is converted or substituted during construction, A-modules are built and stored.

(503.5) The enclave becomes neutral immediately, before any Federation Reaction Movement or any further Coalition movement. The supply status is checked at the start of each Federation player turn.

(508.21) The 10 points can be scored as directed damage. These points can be voluntarily given after the PDUs are destroyed.

(509.21) Tholian CPCs can perform mission J.

(511.1) The original starbases are with the first major planet in each system.

(515.5) This procedure was slightly revised to require FRDs and convoys to be assigned to a specific planet; only battles at that planet can attack these units. Crippled ships are automatically assigned to the best defended planet (the one with the most PDUs) and can be attacked by directed damage if this planet is under attack.

(601.14) The CL8 commentary saying that the Hydrans cannot retrograde into Fed territory is wrong due to (503.4). However, due to the various limits of (206.2), this is going to be extremely difficult unless the battle hex is adjacent to the Fed-Klingon Neutral Zone, in which case a simple retreat will suffice.

(603.2) Romulan Northern Fleet released if Gorns attacked any Romulan unit or entered Federation or Romulan territory.

(604.11) The Tholians will remain neutral forever if no one ever attacks them.

(703) We added the E4 production and D6V substitutions from the Carrier War annexes into the Original F&E annexes.

Note that the CL10 rules on drone ships being built only by conversion were changed in CL11 as part of an overall revision of the production system as reflected in Carrier War.

CARRIER WAR NOTES

(515.33) Battleships cannot be used as escorts.

(515.35) This rule prohibits the tactic of adding an extra "heavy" escort to the carrier group, then giving up the original "light" escort, providing a group with the original number of ships but with more density. If the required "light" escort is destroyed, its "command space" is still vacant and any "extra" heavy escort is still an "extra" escort taking another command slot.

(515.54) Escorts must be the same race as the carrier they are formed into a group with.

(518.45) If two SWACS are assigned to the same mission (bombardment disruption or going wild), the effect is the same, except both SWACs survive on a roll of 4–6, one SWAC is lost on a roll of 2–3, and both SWACs are lost on a roll of 1. (Thanks to playtester Richard Goranson for reminding us of this lost rule.)

(653.9l) GSC should be SR.

(655.5) The Tholian Border squadron is released only if both the Klingons and the Romulans are at war with the Federation.

(752.0) Build cost 8 = Lyran BP, 4 = Lyran KBP, 2 = Lyran KVP.

(754.0) Numerous errors in the Command Ratings annex were corrected in Special Operations.   ❍❍❍
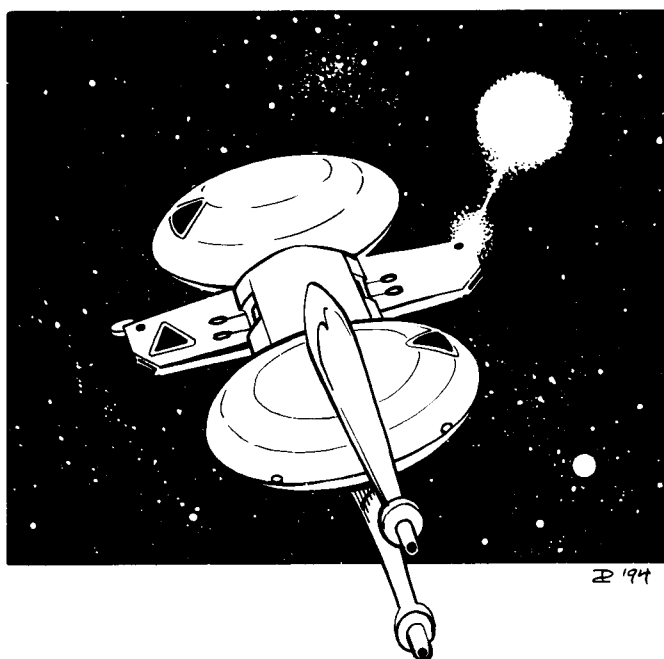
(689.0) THE THOLIAN GAMBIT

by Jim Shanley

Late in year 168, the Klingons watched as the Lyrans started yet another war with the Kzintis. The Klingons had several options at that time. They could stand by and do nothing, they could assist the Lyrans in destroying the Kzinti Hegemony, or they could attack another race.

Historically, the Klingons joined the Lyrans in demolishing the Kzinti Hegemony. However, the Klingons could just as easily have decided to wipe out the Tholian Holdfast. After all, the Tholians had been a thorn in the side of the Klingon Empire for years. This would be a perfect opportunity to reclaim the Klingon territory captured by the Tholians since galactic attention would be primarily engaged in following the Lyran-Kzinti conflict. However, the campaign would have to be waged swiftly before the Tholians could convince other powers to intervene on their behalf. This scenario simulates the Klingon attempt to annihilate the Tholians as a possible alternative to their historical course of action.

The scenario is playable in a long evening.

SCENARIO NOTES

1. Number of players: Two – Klingon and Tholian.

2. Length: Three turns – Fall Y168 to Fall Y169.

3. Areas allowed for movement: Both races are restricted to Klingon and Tholian space and the Neutral Zone hexes between Klingon and Tholian space [within the limits of (503.33)].

4. Both the Klingon and Tholian economies are at wartime level on Turn 1, Fall, Y168, and both races are considered to be at war. Neither race may operate survey ships.

SPECIAL RULES

1. Reserves: Both sides' reserves are attached to the designated fleets as per (703.0) and (707.0) and are released when the fleet is released as per the fleet release schedule (see below).

2. Repair ships: Klingons may use 2; Tholians may use 1.

3. Pods: Klingons may use one pair of battle pods and one pair of carrier pods. The Tholians have none.

4. The Klingons deploy their forces first. The Tholians deploy their forces last. The Klingons move first.

5. The Klingons and Tholians may use all of their free fighters and free command points as per (703.0), (707.0), and (308.9). The Klingons may not use any of their stockpiled command points against the Tholians (308.96).

6. Each race otherwise has all of its capabilities as per the standard game on Turns #1 through #3. All fleets are set up as per (703.0) and (707.0), and standard builds, conversions, and overbuilds are as specified for the standard game for Turns #1 through #3.

THOLIAN FLEET RELEASE SCHEDULE

For the Tholians, this war was a life and death struggle. Therefore, all Tholian forces are released as soon as any Klingon ship enters Tholian space. All new builds are released and available for use if a Klingon ship has previously entered Tholian space; otherwise, the new builds are added to the Home Fleet.

KLINGON FLEET RELEASE SCHEDULE

While the Klingons desired to obliterate the Tholians, they had to watch their other borders as well, lest some other race believe that it could take advantage of the Klingon involvement in the Tholian Holdfast. Therefore, only the Southern Reserve Fleet and Tholian Border Squadron are released to deal with the

Tholians. All Klingon new builds are released and available for use against the Tholians. All starbases and BATS are available for their conversion and/or repair capacity.

If a Tholian ship ever enters Klingon space, 12 ships (of the Klingon player's choice) are released from the Home Fleet and may be used against the Tholians. Of these 12 ships, no more than 6 can have a defense factor of greater than 6 and the C8 may not be 1 of the 12 chosen.

At the Klingon player's option, up to 6 ships of the Southern Reserve Fleet may initially set up with the Tholian Border Squadron.

VICTORY CONDITIONS

The game is a major victory for the Klingons if they destroy every Tholian ship and base and devastate or capture the Tholian homeworld.

The game is a substantive victory for the Klingons if they devastate or capture the Tholian Homeworld.

The game is a marginal victory for the Klingons if they destroy every Tholian base and devastate or capture the Tholian homeworld.

The game is a draw if the Tholian starbase at the homeworld is undestroyed.

The game is a marginal Tholian victory if the Tholians have a base outside of the homeworld hex undestroyed and the homeworld SB undestroyed.

The game is a major Tholian victory if the Tholians have three or more bases outside of the homeworld hex undestroyed and the homeworld SB undestroyed.

ALTERNATE CAMPAIGN GAME START

Players may note that this scenario could easily be adapted to provide an alternate start for the campaign game. Players desiring to use this as an alternate start should use the timeline provided below rather than that in (600.1) for the first nine turns of the game.

Turn 1: Lyrans attack Kzintis; Klingons attack Tholians.
Turn 2: Kzintis may attack Klingons.
Turn 3: Hydrans may attack Lyrans; Klingons may attack Kzintis.
Turn 4: Lyrans may attack Hydrans; Hydrans may attack Klingons.
Turn 5: Klingons may attack Hydrans.
Turn 6: The War continues.
Turn 7: Klingons may attack Federation.
Turn 8: The War continues.
Turn 9: Romulans may attack Federation if the Klingons destroy all the Tholian bases and devastate the Tholian homeworld by Turn #3. ❍❍❍

F&E SCENARIOS IN CAPTAIN'S LOG

TOTAL WAR PREVIEW

There has been something of a "sea change" since we last talked (in CL#12). After reviewing all of the available material, we have decided that the next installment for F&E will be Module #2, Advanced Operations. This will include the X-ships and the Ground Combat rules, as well as other rules. (Current attention focuses on battleships, fast carrier resupply ships, and Special Attack Forces, but the list changes daily.)

The key point is the X-ship rules. EcoWar, Civil Wars, and ISC/Andro War all need the X-ship rules, and we did not want to include them in one of those modules. We decided to put the X-ship rules in a separate module so that it would be the building block for the three Total War modules. Once Advanced Operations is published (sometime in 1994, the exact date depends on when another product with double-sided counters will go to press), we can then do the three remaining parts of Total War in any order, allowing us to give you, the players, just exactly what you want.

(4J.0) SPECIAL BASE CONSTRUCTION *(by Jeff Laikind)*

At various times, it may be necessary to produce bases and PDUs without fighters or PFs. Those bases could later be upgraded to include fighters and PFs.

(4J.1) PLANETARY DEFENSE UNITS WITHOUT FTRs/PFs

A planetary ground base (PGB) is a defense battalion without fighters or PFs. It has a combat factor of 3 and is treated the same as a PDU (508.1).

(4J.11) A player can construct (at his shipyard) PGBs for 3 Economic Points. These can be deployed or stored by the same methods as standard PDUs (508.3).

(4J.111) A PGB can be deployed in the capital/shipyard hex without the use of a tug. If deployed outside the capital/shipyard hex, the PGB must be moved and set up by a tug.

(4J.112) PGBs can only be deployed on planets, including captured planets. If a PGB is deployed on a planet which already has a PDU or PGB of the same race, it starts functioning immediately.

(4J.113) PGBs may be stored as PDUs are stored (508.34).

(4J.114) PGBs cannot be established on an allied planet, but may be established at a planet conquered by an ally.

(4J.12) A PGB can be added to an undevastated planet that has an existing PGB or PDU by the self-generation system (433.421) for a cost of 4 Economic Points. If a planet has only PGBs as existing defenses, self-generation cannot be used to produce PDUs. No more than one PGB or PDU may be added to a planet on one turn using this system.

(4J.13) A PGB can be added to any planet with an existing PGB or PDU by the upgrade method (433.422) for a cost of 6 Economic Points. If a planet has only PGBs as existing defenses, upgrading cannot be used to produce PDUs.

(4J.14) PGBs count against the limits for PDUs for adding to planets and for total number of defense units (433.24).

(4J.15) If a PGB has not been upgraded (4J.31) before PF deployment, it is ineligible to receive PFs [(502.5) and (502.6)].

(4J.2) BASES

(4J.21) Mobile bases can be upgraded to battle stations and battle stations to starbases without deploying fighters or PFs. The procedure in (433.41) is used to perform the conversion. The cost for conversion is 2 Economic Points less than that shown in (751.0), i.e., MB to BATS costs 7 points, BATS to SB costs 28 points. The combat factors of the resulting BATS or SB are unchanged, but it has no PF or fighter factors.

(4J.22) A BATS with fighters may be converted to a SB without additional fighters, which costs 28 points. After PF deployment, a BATS with fighters and PFs can be converted to a SB without additional fighters or PFs, which costs 28 points.

(4J.23) BATS or SB without fighters receives free PFs (502.6).

(4J.3) UPGRADING PLANETARY GROUND BASES

Existing PGBs can be upgraded to PDUs by three ways, all of which involve adding fighter and PF capability to an existing defense unit. If PF deployment has already occurred (502.6), the cost of PFs is added to the upgrade cost.

(4J.31) The shipyard may produce planetary fighter bases for a cost of 1 Economic Point (plus 3 points for fighters). These fighter bases can be added to existing PGBs by the same methods as PDUs are deployed (508.3). Fighter bases can be added to stored PGBs (4J.113), which are then treated as PDUs. If deployed outside the shipyard hex, the fighter base must be moved by a tug, comprising its entire cargo.

(4J.32) The self-generation system (433.421) allows an undevastated friendly planet to upgrade PGBs. This does not require a tug, but the planet must have at least one PDU and must be within a Supply Grid capable of funding the upgrade, which costs 1 point (plus 3 points for fighters). No more than one PGB per planet may be upgraded per turn by this system.

(4J.33) The PGB can be upgraded with the use of a tug (433.422). The cost of 2 points (plus 3 points for fighters) must be paid by the Supply Grid that includes the planet.

(4J.34) The economic cost for Federation PGBs upgraded to PDUs after the first turn of PF deployment is unchanged except for the doubled cost of fighters.

(4J.4) FIGHTER AND PF MODULES

(4J.41) Fighter and PF modules can be purchased for deployment on bases (those built without them) and FRDs.

(4J.411) Fighter modules have 3 fighter factors each and cost 1 point (plus 3 points for fighters) to produce.

(4J.412) PF modules can carry 6 PFs each and cost 2 points (plus 3 points for PFs) to produce. PF modules cannot be built until the third turn of PF deployment (502.6). SBs, BATs, and PDUs get PF modules free at the same time as the free PFs.

(4J.413) Fed heavy fighter modules have 6 fighter factors each and cost 2 points (plus 6 for fighters) to produce. They may only be deployed on BATS and only after initial PF deployment.

(4J.414) After PF deployment, Federation SBs use 6 regular fighter modules (total 18 fighter factors) and a modified docking module for hangar space. Conversion costs 2 points (plus 6 points for fighters) and adds 6 fighter factors to the base.

(4J.42) Fighter and PF modules can be constructed at the shipyard or any starbase. If deployed outside the construction hex, the modules must be moved (operationally or strategically) by a tug. A tug can carry two modules of any type; an LTT can carry one. They are then set up as mobile bases (i.e., the tug must remain in that hex until the start of the next Operational Movement Phase). If deployed in the hex of construction, no tug is required. Modules start functioning immediately upon delivery.

(4J.43) Deployment maximums:

(4J.431) A BATS can carry a maximum of 2 fighter modules and 1 PF module. A SB can carry a maximum of 4 fighter modules and 2 PF modules. An FRD can carry a maximum of 2 modules with no more than 1 of them being a PF module.

(4J.432) After PF deployment, a Federation BATS can carry a maximum of 2 fighter modules and 1 heavy fighter module. A SB can carry a maximum of 6 fighter modules plus the modified docking module. Federation FRDs cannot carry a heavy fighter module.

(4J.44) Once deployed on bases, fighter and PF modules cannot be removed. They can be removed from FRDs.

(4J.45) Modules can be stored (undeployed) as mobile bases are stored; see (510.12).   ❍❍❍

KLINGON G2C
POLICE LEADER (ISF)

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

BRDG
PH-2 [2] FX
SCTY [2]
F HULL
PH-2 [1] FX
APR
DRN [2]
IMP
WRP [R]
TRAN EMER BTTY DRN
AFT HULL
SHTL TRAC
DRN [1] IMP
ADD [1]
WRP [L]

EX DAM
DAM CON [2|2|2|0]
SCANNER [0|1|3|9]
SENSOR [6|5|3|0]

THE PHASERS MAY FIRE INTO THE HEX ROW
EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D2.33).

CNTR

SHIP DATA TABLE
TYPE =	G2C
POINT VALUE =	53
BREAKDOWN =	5-6
SHIELD COST =	1/2+1/2
LIFE SUPPORT =	1/2
SIZE CLASS =	4
REFERENCE =	R3.945
Y175 REFIT =	+4
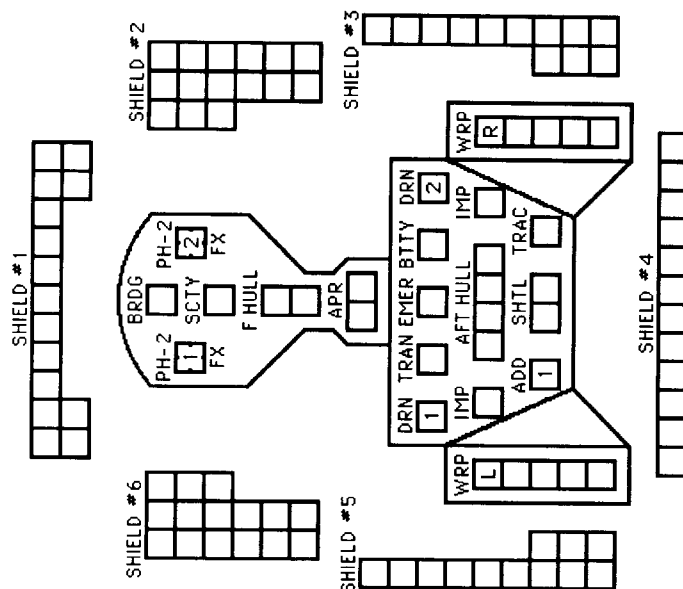
TURN MODE TABLE
	A	SPEED
	1	2 – 6
HET	2	7 – 12
	3	13 – 19
BD	4	20 – 26
	5	27+

NIMBLE SHIP

RF R
LF RR
L LR

FX = L + LF + RF + R

ANTI-DRONE TABLE
RANGE	0	1	2	3	4+
HIT*	–	–	1-2	1-3	1-4

[5] = HET COST (3) = ERRATIC MANEUVER WARP COST

CREW UNITS [*] [10]

ADMINISTRATIVE SHUTTLE
IDENT	HIT POINTS	NOTES

T-BOMBS

BOARDING PARTIES [6]

DRONE RACKS
1								A	B
2								A	B

D | D

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD)
UNTIL THE Y175 REFIT, WHICH CONVERTED
THESE TO TYPE-B DRONE RACKS (2 RELOADS)

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

TYPE III DEFENSE PHASER
DIE ROLL	0	1	2	3	4–8	9–15
1	4	4	4	3	2	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	1	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONES [1]

6 ROUNDS BEFORE Y175 REFIT.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX
SPEED	1	2	(3)	4	5	6	[5]	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1⅓	1⅔	2	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

KLINGON F5W WAR DESTROYER

CNTR

SHIP DATA TABLE

TYPE	= F5W
POINT VALUE	= 104
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.926
K REFIT	= +3
UIM REFIT	= +5

TURN MODE

	SPEED
A	1	2 - 6
	2	7 - 12
HET	3	13 - 19
	4	20 - 26
BD	5	27+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4 - 8	9 - 15
1	4	4	4	3	1	0
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	4	3	1	0	0	0

ANTI-DRONE TABLE

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

H&R UIM ☐

CREW UNITS

*	

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
10		
20		

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D

PROBES

5

ANTI-DRONES

1

DRONE RACKS

	B
1	B
2	B

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6 - 8	9 - 15	16 - 25	26 - 50	51 - 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	3	0	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4 - 8	9 - 15	16 - 30	31 - 50
1	6	5	5	4	3	2	1	1
2	6	5	5	4	2	1	0	0
3	5	5	4	4	2	1	0	0
4	5	5	4	3	1	0	0	0
5	5	4	4	3	1	0	0	0
6	5	4	3	3	0	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-5	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE ,STD	0	5	4	4	4	3	2
DAMAGE ,OULD	10	10	8	8	6	3	0

FA = LF + RF
RX = L + LR + RR + R

SENSOR

6 5 3 0

SCANNER

0 1 3 9

DAM CON

2 2 2 0

EX DAM

PHASER-2's MARKED "K" ARE CHANGED TO PHASER-1 ON THE K-REFIT.
THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES
EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

Ⓖ = ERRATIC MANEUVER WARP COST

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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

⑤ = HET COST

KZINTI WAR DESTROYER CARRIER

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

CNTR

PH-1 RS · TRAC · DRN 2
PH-1-FX 1
EMER · BRIDGE · DISR-FA B R
PROBE · F HULL · DISR-FA A L
HULL · R · TRAN · LAB · APR · R WRP
SHTTL · AUX · IMP · C WRP
HULL · R · BTTY · DRN 3 4 · LAB · APR · L WRP
PH-1 LS 2 · TRAC · DRN 1

SCANNER 0 1 3 5 9
EXCESS DAMAGE
SENSOR 6 6 5 3 0
DAM CON 2 2 2 0

SHIP DATA TABLE

TYPE	= DWV
POINT VALUE	= 90
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.911

TURN MODE

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4- 8	9- 15
1	4	4	4	3	1	0
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	1	0	0
5	4	4	3	0	0	0
6	3	4	3	0	0	0

LF · RF
L · t · R
LR · RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

5 = HET COST
6 = ERRATIC MANEUVER WARP COST

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES 6
DECK CREWS 8
10 20
CREW UNITS *

TRANSPORTER BOMBS D D
PROBES 5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	5	4	3	2	1	0
3	7	6	5	5	4	4	3	2	1	0	0
4	6	5	5	4	4	3	2	1	0	0	0
5	5	5	4	4	3	2	1	0	0	0	0
6	5	4	4	3	2	2	0	0	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	1-3
HIT (STD)	NA	1-5	1-5	1-4	1-4	NA	NA	
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA		
DAMAGE, STD	0	5	4	4	3	2		
DAMAGE, OVLD	10	10	8	6	3	0		

DRONE RACKS

1	C
2	C
3	B
4	B

THIS SHIP ALWAYS HAD DOUBLE RELOADS FOR ITS DRONE RACKS.

TAAS FIGHTERS
2×Ph-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ TADS ONLY

4
8
3
7
2
6
1
5

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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

KZINTI FAST CARRIER RESUPPLY SHIP

CNTR

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

PH-3 | 3 | DRN | 2 | RS
PH-3 | 2 | DRN | 1 | LS

PRB, BRDG, BTTY, EMER, PH-1-FA | 1, F HULL, BTTY
AUX, HULL | R, TRAN, R WARP
SHTL, CARGO, IMP, C WARP
TRAC, HULL | R, LAB, IMP, L WARP

SENSOR | 6 | 6 | 3 | 0
SCANNER | 0 | 1 | 4 | 9
DAM CON | 2 | 2 | 2 | 0
EX DAM

SHIP DATA TABLE

TYPE	= FCR
POINT VALUE	= 60/50
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.931

TURN MODE

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

HET
BD

DRONE RACKS

| 1 | B |
| 2 | B |

RACKS ALWAYS HAD TWO RELOADS.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

LF RF
L R
LR RR

5 = HET COST
6 = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

	IDENT	HIT POINTS	NOTES
	10		

CREW UNITS

*

BOARDING PARTIES

2

TRANSPORTER BOMBS

D | D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	1	0	0
4	6	5	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

F&E '93   KLINGON READY-REFERENCE CARD

COMMAND RATINGS

10	9	8	7	6	5	4	3
B10, B10A, B10V, B10S, C8, C9A, C8V, C8S, C7, C7A, SB	D7C, CVT, BATS	D7, D7A, D7D, D7V, DV, DVS, D6, D6D, D6M, D6P, D6S, D6V, TGA, D5W	D5L	D5, D5A, AD5, D5D, D5V, D5P, D5S, MD5, LTT, TGB, MB, LAV	F5L, FV, F5W	F5, F5E, F5S	E4, E4A, EV, SAV, PF/Ftr forces

SPRING BUILDS 1-6
C8, 2xD7, 9xD5, 2xF5Q, 3xE4

FALL BUILDS 1-6
D7C, D7, D6, 9xD5, 2xF5Q, 3xE4

SPRING BUILDS 7-13
C8, 2xD7, 9xD5, 3xF5Q

FALL BUILDS 7-13
D7C, D7, D6, 9xD5, 3xF5Q

SPRING BUILDS 14+
C8, 2xD7, 1xD5W, 8xD5, 3xF5W, 2xF5Q

FALL BUILDS 14+
D7C, D7, D6, 1xD5W, 8xD5, 3xF5W, 2xF5Q

PRODUCTION COST
C8 16
LAV (incl ftrs) 16
FRD 10
MB 10
SAV (incl ftrs) 8
Convoy 6
D5W 6
TGB 6
DP 6
D5 5
F5L 4
F5W 4
BP 4
F5 3
E4 3
VAP (+12; fighters) 2
VP2 (+5; fighters) 1
VP3 (+6; fighters) 1
PF 0.5
PF pod set 6

CONVERSION ....COST
C8 or C8V to C8S ....†¥5
D7 to D7C 2
D7 to D7D 1
D6 to D6M 5
D6 to D6D 3
D6 to D6S 4
D6 to D6P ¥5
TGB to TGA 5
D5 to D5D 3
D5 to MD5 4
D5 to D5S 3
D5 to D5W 3
D5 to D5P ¥5
D5 to LTT 3
F5 to F5W 2
F5 to F5L 2
F5 to F5S 2
Ship to carrier ....†2
Ship to escort 1

ALLOWED SUBSTITUTES

Unit	For	When
C7	D7 or C8	Y178+
D7C	D7	T179+
D6	D7	Any
D6M	D6 or D7	1/T
D5D	D5	1/T
D5V	D5	T170+
LTT	D5	T169+
F5	F5L or F5W	Any
E4	F5	Any
Tug	D6/7	1/Y

Y ....Once per Year
T .... Once per Turn
† .... Plus cost of fighters
¥ .... Plus cost of PFs
Two D6D per turn by any means; D5D within limit.
Pods are individuals.

F&E '93   LYRAN READY-REFERENCE CARD

COMMAND RATINGS

10	9	8	7	6	5	4	3
DN, CVA, SCS, BC, BCH, SB	CC, CA, CV, NCA, BATS	TGC, STT	CWL	TGP, CL, CW, PFW, CWS, CWE, CVL, STJ, LTT, LAV, MB	PFT, DW, DWS, DWE	DD, SC	FF, FFE, SAV, PF/Ftr forces

SPRING BUILDS 1-13
DN, CA, 3xCW, 3xDW, 3xFF

FALL BUILDS 1-13
BC, CA, 3xCW, 3xDW, 3xFF

SPRING BUILDS 14+
DN, CA, NCA, 2xCW, 3xDW, 3xFF

FALL BUILDS 14+
BC, CA, NCA 2xCW, 3xDW, 3xFF

PRODUCTION COST
DN 16
LAV (incl ftrs) 16
FRD 10
MB 10
SAV (incl ftrs) 8
BP 8
Convoy 6
NCA 6
TGP 6
CW 5
DW 4
KBP 4
FF 3
KVP (+12; ftrs) 2
VP (+12; fighters) 2
PF 0.5
PF pod set 6

CONVERSION ....COST
DN to SCS ¥5
BC to BCH 1
CA to CC........................1
CA/CC to DN..................6
CA to STT 5
CA to TG 4
CW or SC to CWS 3
CW to PFW ¥5
CW to LTT 3
CW to STJ......................4
CW to NCA 3
CL to BC 6
CL to BCH 7
DW to DWS....................3
DD to CW........................3
DD to SC........................2
DD to PFT ¥5
FF to DW........................3
TGP to TGC....................5
Ship to carrier ....†2
Ship to escort 1

ALLOWED SUBSTITUTIONS

Unit	For	When
BCH	BC/DN	Y180+
CC	CA	T180+
CL	CA	Any
CW	NCA	Any
DD	CW	Any
LTT	CW	T170+
STT	CA	Y170+
STJ	CW	Y171+
TG	CA	1/Y
CVL	CW	Y171+

Y ....Once per Year
T .... Once per Turn
† .... Plus cost of fighters
¥ .... Plus cost of PFs
Pods are individuals.

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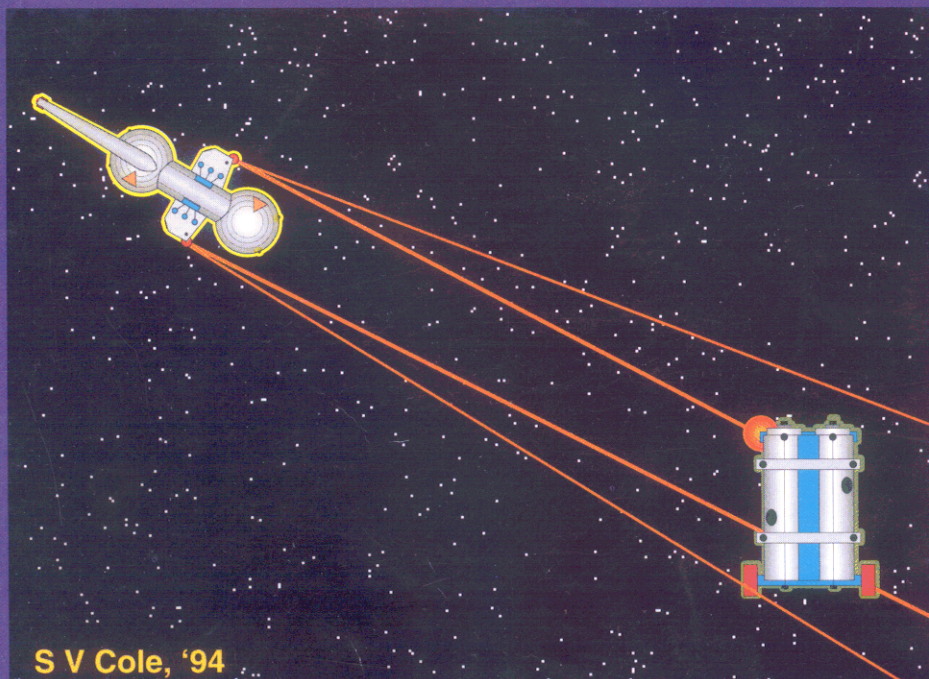
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