

STAR FLEET BATTLES

▲ CAPTAIN'S LOG #15



TOO CLOSE TO
THE FLAME

TASK
FORCE
GAMES™

SPEED CHANGE RECORD FORM

SPEED CHANGE RECORD FORM

TURN #

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TOTAL				

TURN #

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TURN #

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Owner may photocopy for his own use; not for resale.

TURN #

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If reserve power is used, note this by "+3" (or whatever) in the hexes and energy columns and adjust the start/end impulse.

LET'S HAVE SOME FUN!

Players reading this issue may wonder "what the heck happened at ADB"?

After saying (only last issue) no new tourney ships, here are three new ones. After mumbling "no new races" forever, you'll find several of them have been in development for years. Those sending in proposals have found a new, more open, attitude. Scenario proposals are being evaluated faster, Prime Directive material is being given more latitude, and we even tried a "pull quote" in this issue.

What happened? Nothing really, it was just time to liven things up. The Doomsday conversion is finished, and it's high time to have a high old time! So hold onto your warp packs dudes, 'cause we're heading into the Excitement Zone! Join us.

SFB will never be the same again!

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TOO CLOSE TO THE FLAME

by Thomas Gondolfi

✦ Kzinti FH206 *Hollow Tooth* ✦
✦ Departing Sector Battle Station ✦

K'rrral, Commodore 5th Grade, stood on the bridge of his fourth command, the heavy frigate FH206 *Hollow Tooth*. His command of the vessel was temporary, as the 'flag officer' of a hastily thrown together squadron. His previous command, just hours before, had been the scout frigate SF131, affectionately but unofficially known as the *Cat's Eye*.

"Have the new Lieutenant 1st Grade report to the bridge as soon as he beams aboard," he said, his mind mulling over the assignment of a Cabal Leader to his ship. The sector admiral had given him the Cabal, literally a Stealth Hunting Pack, as a sop to assuage his arguments. A cruiser should be leading the squadron sent to the dangerous WYN sector, but the only available ship was in the repair dock after a disastrous brush with the Lyrans. The idea of having a Lieutenant 1st on a frigate did take some getting used to, since he drew the same pay as a Captain 5th.

"Admiral Grrav'en sends his regards," said G'vvvan, the com officer. "Message: Rend your foes. Carry out your orders." K'rrral frowned. The patrol mission they were on left little in the way of hope for personal glory. Their orders made them little more than glorified lookouts, with no backup. The orders read: 'Proceed to Disobe Sector and monitor Lyran activity along the front.' What the orders meant was: 'Cover the sector and make the Lyrans think that there are cruisers behind you, and perhaps they will leave you alone.' At Captain's School he had learned that such a mission was often needed when the right ship for the job was not available. It didn't make it any easier to perform.

"All ahead. One-third thrusters," he said, his tone showing his distaste for the lengthy mission ahead.

"Hailing frequencies to SF131 and FF183.

"B'rok, A'dva," he said as the view screen split to form into a view of his two Captain 5ths, "form up on the *Hollow Tooth*. Captain B'rok, you have point. Captain A'dva, you bring up the rear with the *Cat's Eye*.

"Navigator H'lor, engage plot."

"Aye, sir."

His *Cat's Eye* had been part of another squadron that was in for repairs, and the *Bold Claw* and the *Hollow Tooth* had been relegated to internal patrol duties for years. Normally, the commander of the *Hollow Tooth*, Captain 5th A'dva, would have been in command of the miniature fleet since it was the most powerful ship, but he was newly promoted. He had walked the bridge of the *Hollow Tooth*, his first command, only a few scant weeks. A few years ago, a brand new Captain 5th would not have been given such an important vessel as a heavy frigate, but the new destroyers made even the heavy frigates obsolete, and they were now relegated to internal patrol duties with brand new Captain 5ths assigned for what amounted to command training. Each new Captain 5th was given the next frigate available regardless of its type ... unless some admiral wanted the son of a friend to have a particular ship.

Central Command, in haste and dubious wisdom, had decided that K'rrral should be in command of the squadron, and hence of the heavy frigate, and A'dva should transfer to the *Cat's Eye*. This sat well with no one, especially A'dva, whose apparently promising career was badly blighted. A'dva was a

Captain of the Combat Line, officers who prided themselves on being in the thick of the action. An officer of the EW Corps, such as K'rrral, would benefit from command of a scout, but officers of the Combat Line called scouts "coward's vessels", and it was they who would decide when A'dva was ready for another diamond and a destroyer command. A'dva would not relish the option of transferring to the EW Corps, since those officers would never be promoted out of scouts and could rise no higher than Captain 3rd Grade. K'rrral was, at least nominally, still an officer of the Combat Line, but had gone to scouts to avoid facing charges of cowardice in a previous battle. Even if he might have been found innocent in the court-martial, the fact that charges were made would end his career.

Captain 5th B'rok also had no like of the situation, because he considered himself the better Captain and felt he should be in charge, despite K'rrral's seniority. K'rrral would have also felt much more at home in his own bridge, commanding a vessel he had specialized in. But, he had to admit, he had been on the front for the last season, while A'dva and B'rok had been chasing pirates away from convoys.

"View screen, track FF183." K'rrral said with a growl, equating roughly to a human sigh. He watched from his bridge as the *Bold Claw* slid expertly into the point position. He saw the extra mounts on drone pods where it had received the C10 fleet refit. His own scout frigate, he still thought of it as his own, a good thirty years older, wouldn't stand the stress of being ripped apart and patched back together and thus was an anachronism.

The *Hollow Tooth* had been built with the fleet refit, but he knew that, in addition to the refit, its command module was bulging from the heavy frigate additions, having an extra disruptor and phaser mounted where they really had no right to be. In fact the extra disruptor had more than once failed to operate in training exercises. The squadron, put together with odd parts, was the brunt of a new joke going around the base which called them the 'No Fur Squad'.

The turbolift doors opened with an all too familiar pneumatic hiss, admitting the huge (huge even for a Kzinti) red-orange bulk of Lieutenant 1st Brr'ev. All conversation and most work stopped as the bright orange shape stooped through the door. Navigator H'lor finally cut the tension.

"Warp 4, sir. ETA at the front fifteen days," H'lor, the navigator offered, adding a snarl of approval directed toward the new Marine Lieutenant 1st.

"Continue on course," K'rrral said after a short pause, his own snarl of approval forming for his new charge.

"Lieutenant 1st Brr'ev reporting to the flag bridge as ordered, sir." K'rrral looked up at this legend of a Kzinti. Scars in his fur told their own history. A wide black scar on his face, the Brr'ixton Assault. A blue discoloration of his pelt on his left thigh, the raid on V'th III. The pronounced limp in his left leg, the infiltration of the Lyran base on Bcalath. The list was as endless as the visible damage to the massive Kzinti. He belonged in a teaching position, or in one of their few commando ships, not on the most out of the way ship in the Kzinti Empire. *Whose courage had he questioned?* K'rrral wondered silently. He then turned his head away.

"Lieutenant," K'rrral said without turning his command chair to face the new arrival, "your mother was a plant eater, and your father stayed at home with you and your litter mates!" For a moment there was deathly quiet as the bridge crew silently wondered just how long it would take the new Lieutenant to rip apart the Captain. There were rumors of the Captain's previous cowardice, but this all but erased them. Lieutenant 1st Brr'ev stood with a look of controlled rage in his face.

"If that is so, Commodore," Brr'ev said as he moved down to the captain's chair and spun it toward him. He then looked right into K'rrral's eyes. "Then yours have the same traits, milk

brother." K'rrral returned his stare. Milk brothers had the same mother but came from different litters (and sometimes different fathers). Milk brothers were not siblings, and their feelings were closer to those of human cousins than brothers.

"Good!" K'rrral said finally, jumping to his feet and slapping his brother across the face, claws retracted. "I see you haven't grown soft leading an overpaid Cabal on 'diplomatic' and 'scientific' missions." Cabals were the starship equivalent of ancient Stealth Hunting Packs, groups of hunters so confident of their abilities and teamwork that each could close in on the prey without being in sight or sound of any other. A prey beast might see one of them, but would never know he was already surrounded.

"Don't you have something to do?" he said, baring his teeth at the weapons officer, who immediately found something on his board to be interested in. The bridge once again filled with sounds of people working.

"They are almost as nosy as Whiskers," Brr'ev said, mentioning the Kzinti intelligence agency.

"That they are," K'rrral said, dismissing the crew from the conversation and getting to the business at hand. "Welcome aboard, Lieutenant. I hope you and your team find your accommodations adequate."

"I am certain that we will, sir. Will there be anything else?"

"One more thing, before I leave you to your duties. I would like the pleasure of your company in my quarters for evening meal with a full report as to the readiness of your Cabal. Also, the commander of the Marine detachment on this ship was taken off with K'rragg's disease just before we left."

"Is he dead, or crippled?" Brr'ev asked. Kragg's disease had an 85% mortality rate and left the survivors crippled for life.

"I don't know. Does it matter?" K'rrral replied.

"No," Brr'ev answered. "Do you wish me to look in on them?"

"Yes, and report their status to me ... not that you will know any more about them by then."

"Aye, sir," the Marine officer said with a smile and a salute, retreating back into the turbolift. All eyes watched him squeeze through the door. A muffled gasp confirmed what everyone already knew. On the broad expanse of the legendary Kzinti's back was the brand of a Klingon slave, proof positive that Brr'ev was one of the few that had seen the Klingon hell pits and lived to tell of them.

✦ Captain's Quarters - Kzinti FH206 Hollow Tooth ✦ ✦ Later That First Day ✦

"Come," K'rrral growled at the sound of the entrance chime. The door slid back to reveal Brr'ev, in full dress uniform, but carrying the normal load of combat equipment of a Cabal team-leader. "You didn't have to get all dressed up for me," the captain said, baring his fangs in a ritual of a warrior species so ancient even they couldn't say why it was done. Brr'ev responded in kind, showing several refiled teeth, the sign of someone who used them often in anger.

"As you requested, Commodore 5th."

"Drop the Commodore stuff. We are milk brothers. You know what my personal name is."

"Yes, Commodore, I do."

"Well then use it! At least when we are in private, you overgrown bag of fluff." He motioned to two low soft couches on either side of a table filled with the large bloody carcass of a g'dron beast, something rarely seen even in a dreadnought, much less on a frigate.

"Good fare, Grrof. How did you ever get it on this scow?" asked Brr'ev with a sinister grin, loosening up to his 'brother', sitting down to the meal.

"I do have my connections..."

"Yes, you do," Brr'ev said, all but drooling over the fresh dish. The fact that it was real, freshly killed, meat, not the synthesized trash that was passed to most Kzinti crew-members, was not lost on Brr'ev. "Last time I'd heard from you, you were in line for command of the *Death Claw*," Brr'ev said, tearing a haunch from the bloody meal.

"Well, to be honest, I was briefly in command of her, but my first trip out in her was nearly a disaster. Only a VERY good Commander 3rd saved us. When we returned, the log spoke for itself. I was ready to resign my commission when Admiral Grrav'en suggested that I return to frigates. He had seen my papers on the usage of electronic warfare. He seemed to think that our EW Corps needed shaking up. I seemed to have a knack for it." The commodore ended by tearing off a huge hunk of the bloody flesh with his teeth, ignoring the lightly scaled skin.

"Which, the shaking up or the EW?" Brr'ev said, tearing off a haunch for himself.

"Both," he said with a smile that would have brought pleas of mercy from most furless beings. "Well, after a reasonably successful tour, I wound up here, flag officer of this scratch squadron. Why? I certainly don't know."

"Best officer for the job," Brr'ev said, mumbling through his food.

"Not bloody likely," K'rrral said, wiping some of the blood and scales dripping from his mouth onto his arm. "More likely I was the only officer here who wasn't new to the sector. Anyway, how did you end up on this scow?" he said, playing back into his brother's slur on his ship. "I would have expected you to be commandant of the T'ver Academy by now."

"Well, that is a story in and of itself. I was 'requested' to become a senior instructor at T'ver. I refused. I am not a teacher. I don't have the patience."

"So YOUR Admiral Grrav'en decided that I needed a lesson in humility to teach me my place. He assigned me to your ship specifically to show me what it means to be disgraced. He then told me that when I was ready for T'ver, to contact him and he would see to my reposting ... and not to contact him until then." K'rrral was silent for a moment.

"Hmmm, brother, you have earned a dangerous enemy."

"Not worried. I actually like this posting. I might actually get to see combat. I haven't been out of a c'cesrik in months. Those furless cowards have had me pushing papers until they were sure that I wasn't a Klingon spy." K'rrral snorted. The image of his huge brother sitting in a c'cesrik "bean bag" chair at a work station was ludicrous.

"Did you convince them?"

"Only by tearing the neck out of one Commander 2nd who I found out was selling weapons to the pirates. They seemed to think that was proof enough," Brr'ev said with an evil smile. Grrof shuddered, imagining his milk brother doing that to anyone.

"Yes," K'rrral agreed, "those trafkhed pirates have been getting a little out of hand lately, even with heavy frigates like this one on convoy duty."

"My old Cabal was still with me," Brr'ev explained, "and they were as tired of training new troops as I was, so they sent us to this sector, and the sector commander passed me along to you. And the first thing you assign me to do is train your Marines!" Brr'ev's laugh sounded too close to a growl.

"At least here," K'rrral pointed out, "you can lead the troops into combat."

"We shall see," Brr'ev shrugged, biting another mouthful.

✦ Rec Room 4 - Kzinti FH206 *Hollow Tooth* ✦
✦ The Third Day ✦

"No, trafkh it," said Brr'ev, cuffing a Sergeant 4th across the head. "You must be ready with the explosives!" The third practice drill of the week was going marginally better than before, Brr'ev had to admit to himself as the errant sergeant readied the block of plastique in short order. He continued to move around the mock-up of an Orion phaser control room as phaser blasts rocketed back and forth between the Aggressor Team and the Defending Team. It was the perfect drill to allow the lazy and inexperienced Marines of the *Hollow Tooth* a chance to learn the tools of their trade. An aggressor took a phaser blast in the chest, stunning him to the deck. And, he reminded himself, to learn the price of failure.

He looked about at the scorch marks on the walls and the smoke marks darkening the ceiling. The damage to the euphemistically named Recreation Room #4 was marginal, but the training was invaluable.

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦
✦ The Seventh Day ✦

"Captain, we need to transfer some material to the *Bold Claw*," Commander 5th H'rrora, the ship's operations officer said.

"Why wasn't that done at base?" K'rrral snarled, slightly angered that H'rrora used his permanent rank rather than his temporary if more auspicious rank of commodore.

"There were some spare anti-fighter drone electronics that were crated together. We took off our parts, and now we have to transfer the remainder to the *Bold Claw*. Also, sir, we have three crew-members from the *Bold Claw* that are cross-training our EW technicians. They are due to be cycled with three new members."

"Hmmm. So we did get those dogfight drones we were asking for. How did you manage it, Commander H'rrora?"

"Well, sir, the base had a glut on them. But personally I think it was the case of y'li brew that I traded the chief quartermaster."

"I'm impressed, H'rrora. I won't ask where the y'li came from. Good job. How are we doing on our projected 'at station time' at present?"

"One moment. We are five hours ahead of schedule at current speed."

"Good. Order the squadron to come to a full stop. Get me Captain B'rok on the *Bold Claw*."

"Visual."

"B'rok, we've got some personnel and materiel to transfer. Coordinate with H'rrora on the details."

"By the way, B'rok, that last drill..."

▲ Bridge - Kzinti FF183 *Bold Claw* ▲
▲ The Same Day ▲

"Commodore K'rrral was not happy with our last scatter-pack drill," Captain 5th B'rok said with a snarl forming. "We will be given the HONOR of being the Aggressors in yet ANOTHER drill." He raked at the already scored metal of his command chair arm. This was the fifth drill since resupply. Soon they would be on station and wouldn't have to go chasing all over the galaxy playing K'rrral's games, he thought. "Transporter room, coordinate with Commander 5th H'rrora from the *Hollow Tooth* for a beam over of men and materiel."

"Shuttle Room!" B'rok said all but shouting, as he slammed down his paw on the appropriate channel.

"Yes, sir."

"I want a scatter-pack readied out of reload stores. AND, just to make sure that you plant eaters understand what kind of trouble you are in, load it with LIVE ammunition. The one large drone with one-quarter of its payload armored, three standard drones, and two of the new anti-fighter drones."

"Yes, SIR."

"The clock has started!" B'rok stood and paced. He wanted some real action. A pirate, or maybe even a Lyran raider, would be nice. It was very demoralizing to just drill. The crew despised it. He despised it.

"Transporter room to bridge."

"What is it? Do I have to do your job for you as well?" B'rok barked.

"Well, no, sir. We have transferred back crewmen J'van, Kernn, and Assl. The *Hollow Tooth* transported fourteen crates of dogfight drone electronics into holding area one."

"Oh, very well, crewman 3rd." B'rok attempted to calm himself using the techniques they taught him in Captain's school. He could hear his professor saying, 'An angry mind is a clouded one, unable to see other possibilities.' It took several moments, but he managed to calm his nerves, only to have his peace shattered.

"K'rrral to B'rok."

"Yes, sirrrrr," B'rok said, barely controlling his contempt as he turned to face the main view screen.

"I forgot to mention. In this drill, you will have Lieutenant 1st Brr'ev and his Cabal on your ship. K'rrral out."

"Yes, sir," he said as he was left muttering at the blank screen.

"Transporter room, did you catch that?"

"Yes, sir. I will transport the party over at once." B'rok paced. He couldn't wait to get away from K'rrral. His mere presence infuriated him. *The coward*, B'rok thought as he paced.

"Transporter room to bridge."

"What is it, now, crewman 3rd?" B'rok said in the most calm tone he could muster, but still threatening a demotion in the same breath.

"Well, sir, the *Hollow Tooth* reports that Lieutenant 1st Brr'ev and his team have been on board our ship for the past few minutes."

"WHAT? Trafkh! Those crates! Did anyone think to check those crates?"

"No, sir."

"LEAF EATERS!" B'rok screamed. "Sound general quarters. I want Lieutenant 1st Brr'ev found! AND I want him found NOW!"

▲ Deck 8 - Kzinti FF183 *Bold Claw* ▲

This is what my Cabal really needed, Brr'ev thought, surveying their progress thus far. Four stunned *Bold Claw* crewmen were on the floor. As he watched his electronics expert tinker with the sensor array, he stretched up to his full height. Being packed into a crate was not his idea of a quiet moment to prepare for battle, but what lay ahead was welcome.

"Just one more minute," the tech said as he wormed his hands farther into the guts of the inappropriately named 'access hatches'. Just as he finished his sentence, the unmistakable roar of a general quarters alarm sounded.

"I think you'd better shorten that up!" Brr'ev, along with the other three Marines of his Cabal, watched the door and only true entrance to the room. The scientist, who was the technician's backup, had already finished shorting out the compartment lights. The seconds stretched on interminably, but no one came running in demanding to know what they were doing.

"It's done," the technician announced. Brr'ev smiled. Now it was time to have some real fun!

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

"Captain, message from Lieutenant 1st Brr'ev on special channel Kass. He says that, and I quote, 'The flame is out', end quote.

"That should shake up our frustrated B'rok. All ahead full. Course 112 mark 2. Shut down our fire control. When you've drained the energy from the scanners, rig for silent running.

"Relay those orders to the *Cat's Eye*.

"Let's see how B'rok deals with this drill."

▲ Bridge - Kzinti FF183 *Bold Claw* ▲

"Sir, I'm picking up a target out at about ... trafkh. My sensor bank just went dead."

"Mine too, sir."

"Sensor room," Captain B'rok barked.

"No response, sir. My panel doesn't show anyone at their post." B'rok roared in fury and dug a new set of grooves on the side panel of his command chair.

"Security. Intruder alert. Check sensor array room alpha. Phasers on stun. Your target will be Kzinti, INCLUDING Lieutenant 1st Brr'ev, so take extreme precautions.

"I want a damage control party down in the sensor room in five seconds, or someone is going to be 'evda fodder!" Even the gunnery officer winced at mention of the huge carnivorous plant, the only plant Kzintis feared.

"Engineering responding," came a somewhat cowed voice over the intercom.

"Sir, I was investigating a blip on the long-range scanners. It may have been a Lyran class-two vessel, but I'm not sure. The sensors went out before I could pinpoint anything," the *Bold Claw's* operations officer said.

"It was just a hallucination created by Brr'ev's raiding party. Besides, we haven't anything in this sector that would warrant a dreadnought. Don't worry about it, but get our phasers warmed up, just in case. Besides, it will make Commodore K'rrral wonder, if Brr'ev lasts long enough to report it." B'rok sat and began to think. "Knowing K'rrral, he's got even more tricks up his sleeve.

"Security, send a squad to the bri..." A loud bang punctuated his request, and the room began to rapidly fill with a thick choking smoke.

"I'm sorry, sir, but you and your bridge crew are all dead."

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

"Drop to warp 1.6. Rig for silent running," K'rrral said two minutes later. "Come back about to 270 mark 5. This should be fun," he said with a growl of laughter. Several of the bridge crew joined him.

"Range to *Bold Claw*."

"460Kkms, sir."

"Good. He should just barely even be able to detect us, and he certainly won't be able to tell what or who we are."

"Sir," announced the operations officer, "I'm picking up a fast moving blip on my sensors at maximum range. I can't tell much right now, but I know he's probably not a friendly. Not from that direction."

● Bridge - Lyran Command ●
● Cruiser *Golden Crown* ●

Captain Clawfist paced on the bridge of the *Golden Crown*. It made the rest of the bridge crew extremely nervous. This "deep probe" mission into Kzinti space was a total waste thus far, and it made Clawfist irritable.

"We've been inside Kzinti space for nearly two days now, and we haven't seen even a patch of molted fur. Have they surrendered to us already?" he joked. A few growls of approval went through the bridge crew, but for the most part the humor fell flat. The crew wished they could even bump into a freighter to ease the Captain's discomfort, but so far...

"Sir, I'm picking up a blip on the long-range scan. It looks like a Kzinti class four vessel."

"A destroyer by itself? Well, this could be a tasty snack for us and a welcome change to this boredom," Clawfist said. "Set intercept course, max speed. Sound general alert. I want two weasels warming in the bays."

"Phasers warming, sir," said one bridge member, obviously taking the initiative in an attempt to look good.

"Two minutes to simple intercept, sir."

"Arm ESGs and phasers, and keep the capacitors completely full. We're going to eat well tonight!" The next two minutes stretched on for nearly an eternity.

"The target is a frigate class."

"Well, even more the sport. Engineering, how many disruptors can we arm without dropping speed?"

"As you well know, sir, two."

"Satisfactory. Arm two at standard levels."

▲ Bridge - Kzinti FF183 *Bold Claw* ▲

"WHAT ARE YOU TALKING ABOUT?!" Captain 5th B'rok shouted at the thickening smoke.

"You and your entire bridge crew were destroyed by a torc grenade. We used a simulation in this case, so you'll have to simulate being dead," Lieutenant 1st Brr'ev said as he strode confidently through the vapors of the tear gas. B'rok's eyes betrayed him, watering like a cub. The rage he felt was kept under check by the phaser rifle pointed at his chest by one of Brr'ev's team. "Someone else will have to command your ship for the time being. I hope your Auxiliary Control crew is up to it.

"Sergeant, secure that communications console."

"You will pay for this, you..."

"Anytime, B'rok. How about now!" Brr'ev said, baring his claws and moving menacingly in B'rok's direction.

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

"Activate fire control. Get the *Cat's Eye* and the *Bold Claw* on line. I want to know exactly what that ship is... NOW!" K'rrral snapped.

"Fire control coming back on line."

"Sir, *Cat's Eye* is responding, but *Bold Claw* is not responding to our signals."

"Plant Dung! Tactical," K'rrral growled. The view showed a Lyran heavy cruiser class vessel at 300Kkms from *Bold Claw* at mark 4, and they were at 350Kkms from the cruiser at mark 5.5. The cruiser already had the jump on them and was taking advantage of it. "I want max speed at 270 mark 5. Keep attempting to raise the *Bold Claw*. Start filling a scatter-pack with a load of eight anti-fighter drones and a large drone. *Hollow Tooth*, load both disruptors as standard loads."

He watched the tactical situation resolve. Obviously, the *Bold Claw* was oblivious to the events that were taking place. "I want my movement orders echoed by the *Cat's Eye* until further notice.

"*Hollow Tooth*, lob a pair of standard drones at the cruiser. *Cat's Eye*, launch a pair of standard drones followed by two of the large 50%-armored drones at intervals. Also prepare a scatter-pack with a large and standard slug drone and three standard drones."

"Sir, we've achieved warp 2.4. Engineering is attempting more speed, but is unable to deliver until the warp field stabilizes," Navigator H'lor called out.

"Understood." He watched as the drones separated from the *Hollow Tooth*, two separate distinct groupings. "Launch two large drones."

"Drone rooms complying."

"I have it! Raise Lieutenant 1st Brr'ev on special channel K3A." A short pause as the comm officer complied.

"Lieutenant 1st Brr'ev coming on line."

"Captain, we've secu..."

"Not now! Get Captain B'rok on this channel immediately!"

"B'rok here."

"You have a Lyran cruiser driving down on you, bearing 295 mark 1, range 220Kkm. Get your ship on-line, NOW! Brr'ev will help reverse the damage he's done."

"Zhit..."

▲ Bridge - Kzinti FF183 *Bold Claw* ▲

"Lieutenant 1st Brr'ev, fix my ship. NOW!"

"Blowers on. As soon as we have our sensors on line, launch that scatter-pack with it set to release as soon as possible. I'm going to assume that it is ready. If it isn't, launch those milkbeasts with it."

"Warp 2.4 immediately, course 114 mark 2.5. Overload disruptor."

"Sensors coming back on line, sir. The problem was found by damage control parties. A simple short across the sensor dish."

"We couldn't actually damage our own ships," Brr'ev said with a smile.

"Scatter-pack away," announced the launch control officer.

"Launch two standard drones. As soon as the racks cycle, launch two large drones. Use the two with 75% warhead armor."

"Report to the transporter room, Lieutenant," B'rok said with obvious distaste. "We will need every possible edge if we are going to survive, and despite my personal distaste for you, you are an asset."

"Yes, sir," Brr'ev said with the closest thing to diplomacy that a Kzinti could manage.



● Bridge - Lyran CC *Golden Crown* ●

"Closing on target. Sir, we have just detected two more frigates bearing 12 mark 2.5, range 270Kkm. They are launching drones."

"Even better!" Clawfist smiled inwardly. He would have kills to paint on his hull by the end of the day. "Continue on course. What is the speed of those other two frigates?"

"Warp 2.4," the navigator called out mechanically.

"Range to target?"

"270Kkm."

"Announce ranges in 10Kkms increments once we reach 150Kkm."

"Yes, sir."

▲ Bridge - Kzinti FF183 *Bold Claw* ▲

"Transporter room to Bridge."

"Yes, Lieutenant Brr'ev."

"My team and one of your teams are ready and standing by in transporters for use."

"Very good. Bridge out."

"Range to target?"

"170Kkm." *Trafkh*, thought B'rok. The time was stretching into infinity, but he knew from experience that as soon as things started happening, time wouldn't be at his command.

● Bridge - Lyran CC *Golden Crown* ●

"Range to forward drones?"

"Now 110Kkm, with two more following at 20Kkm."

"Range to Kzinti shuttle?" Clawfist was tense but calm. This was going to be a promising first battle of his plunge into Kzinti space.

"Now 160Kkm. Minimum time to release is four seconds."

"Raise one ESG at range 10Kkm." One scatter-pack wasn't that much to worry about.

"ESG room number one complying."

"Drop shield number one. Transporter room, standby to transport small mine as soon as shield clears. Set it for the third drone to enter range."

"Shield down." The tension on the bridge increased slightly. A down shield was usually equated with death.

"Small mine away, sir."

"Raise shield. Change course to 113 mark 3.5."

"Aye, sir. Coming around now."

"Scatter-pack bursting. Six submunitions." Clawfist wondered if it would be that easy.

"ESG up at range 10Kkms as ordered, sir."

▲ Bridge - Kzinti FF183 *Bold Claw* ▲

"He just dropped his number one shield, sir."

"It's of no real importance. He knows he's outside our fire envelope."

"Commodore K'rral, did you copy that?"

"Yes, B'rok, I did. You are right. Hold your fire until it can be effective. He could block any damage easily with general reinforcement energy anyway."

"Aye, sir. I think I should fire on him at 80Kkm."

"Agreed. There goes his transporter bomb. It will take out the first four drones."

"Not quite, sir. Two of them were 75% armor."

"Good. It will take some of his phasers to destroy them."

◆ Bridge - Kzinti SF131 *Cat's Eye* ◆

"Range to target?"

"Continuing to close. Range 290Kkm."

"Any chance of getting a shot?"

"No, Captain A'dva. Not even if he turns to us."

He watched his tactical display as the heavy frigate came to the same conclusion he had just made and discharged its disruptors to space.

"Well, we didn't expect to get a shot, did we?" Captain 5th A'dva strained to joke. The effect was flat, and he felt the fear creep up his back, raising his fur.

● Bridge - Lyrans CC *Golden Crown* ●

"Mine transported and in place. It should take out the first four drones, sir. We set the detonation for the third drone, as you requested.

"One of the two frigates we're facing is a heavy frigate. He just discharged his unused loads into space."

"Grrrrr," Clawfist mused thoughtfully. "Continue to close."

"Range 130Kkm."

"Engineering, dump power into disruptors. Hold fire for my command."

"Two drones impacting on ESG field. Field intensity dropped to 55%. Two standard drones, sir."

"Come back around to 115 mark 4."

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

"The *Bold Claw's* drones impacted on ESGs, sir." A bright flash indicated the transporter bomb detonating next to the second pair of drones. Their trace did not go away.

"Engineering, can you beat any more speed out of this bucket of rust?"

"No, sir. The warp field hasn't stabilized. No additional speed possible." K'rrral had known the answer, but he had to ask.

● Bridge - Lyrans CC *Golden Crown* ●

"Drones 3 and 4 impacting on ESG field. Strength of ESG field now 33%," reported the Sensor officer.

Tricky bastard, Clawfist thought. He wasn't expecting to eat those last two drones.

"Range to target 90Kkm. Range to drones 40Kkm."

"When they reach 20Kkm, have the labs scan all three of them. It should tell us what we need to worry about." A short, but infinite seeming pause filled the bridge. The silence was thick with tension.

"Labs reporting in, sir. They've discovered that two of them are standard small drones, anti-fighter types."

"Good. Bear off a bit and give me some clearance. Then I want two defensive phasers and one half-armed offensive phaser targeted on those drones after they hit the ESG. That will deal with them all."

"Drones impacting ESG. Field down. Phasers coming on line. Firing."

"Two drones destroyed. One still functioning after phaser fire."

"M'eershk !" Clawfist cursed.

"Drone impacting ..." The ship rocked slightly as the war-head impacted on the forward shield.

"Shield strength?"

"Shield effectiveness down to 65%."

"Not enough, my foe! We will still have you for lunch."

▲ Bridge - Kzinti FF183 *Bold Claw* ▲

"You may yet survive this, B'rok. He doesn't have the power to hit you with overloads, and he's fired some of his heavy phasers," K'rrral said on the view screen.

"In that case I will hold my fire until the last possible moment!"

"Good. We will gut this nameless cub yet!"

"Range to target?"

"60Kkm," came an almost mechanical reply.

"Any anti-jamming measures?"

"No, sir. Looking at his power curve, I don't think he could put up any even if he wanted to."

"Gggggrrrrreat! Fire forward offensive phaser and overload disruptor at range 40Kkm."

"Engineering, dump overload energy into disruptor."

"Complying, sir." The bridge went momentarily dim as power was sucked from every source on the ship to overload the disruptor. Mere moments later a single bolt of hellish green energy flew directly into the Lyrans ship in a direct hit. This was followed by a very accurately placed bright orange phaser burst.

● Bridge - Lyrans CC *Golden Crown* ●

The bridge rocked again from the disruptor and phaser fire. Clawfist's XO looked questioningly at him.

"Not until range 20Kkm," he responded. "We should be able to cripple him there and still have our weapons to destroy the other two."

"Sir, he's bearing away at mark 2.5."

"Drift in direction mark 3. He isn't going to give our right side weapons a better shot. Hold fire."

▲ Bridge - Kzinti FF183 *Bold Claw* ▲

"Prepare to turn. Come about to 116 mark 3 now!"

"Some of the Lyrans' weapon systems coming on line."

"Fire remaining offensive phaser and the point defense phaser on that side!"

"Good damage," the weapons officer all but shouted out. "Lyrans forward shield is down, but..." he said, pausing as he read his scanner, "no internal damage."

"Incoming fire!" The ship rocked heavily as the small space between the two vessels glowed with a fire rivaling a miniature sun. Two of the bridge crew were thrown off their feet as the ship was impacted by the massive firepower. The hooting of damage control alarms pierced the bridge.

"Transport the boarding parties aboard now!"

"They are already away, sir." B'rok didn't have the chance to curse Br'ev at this time for taking his own initiative.

"Damage report."

"Number six shield down. We've almost put our number five to them."

"Good. Transport a small mine to where we are right now."

"But we could just roll the one out of the bay," the operations officer interjected.

"BUT, you plant eater ... we couldn't then roll one out as well. Drop one here out of the bay, and transport one to 116 mark 2, range 20Kkm." B'rok glared at his operations officer, daring him to note the change in orders.

"Sir, the Lyrans are beaming something behind us. Also I have an intruder alert in our system."

"Ignore the bomb. It will hit us on a fresh shield. Track down the intruders. Damage report."

"Disruptor out, forward phaser room not responding. Port drone room has been destroyed. Minor damage in the right

warp engine and major hull damage between decks 1 and 3 and in the aft section between bulkheads 4 and 9."

"Could be worse."

"One more, Captain. The defense phaser crew just reported that the defense phaser has been destroyed by Lyran Marines who fled as cowards after their attack."

"Again, acceptable. I thought we would be playing with kizra right now." The crew laughed at the mention of the small tasty animal that supposedly inhabited the Kzinti afterlife. B'rok muttered to himself that the Lyrans had accomplished what they set out to do before "fleeing" from the battle.

"Get some speed on and maneuver away from the battle. I will advise K'rral that we are combat ineffective."

● Port Outboard Disruptor ●
● Lyran CC *Golden Crown* ●

Brr'ev was earning his pay in the way that he always did. Deep within the bowels of an alien ship. His team was formed up behind him pressed tightly to the wall. In front of them was a guard in front of a bold red security door. Brr'ev motioned to his sergeant. The sergeant knelt down and put a smoldering hole through the guard's chest with his phaser rifle.

The team moved forward just as they had repeatedly drilled. Technician 3rd Y'zvar cleared the access panel in record time and ran a bypass that would have done a Technician 1st proud. The security door opened with a red light and siren roaring.



"Trafkh! Get in there and clear that room ... NOW!" Brr'ev roared. He decided to take the most dangerous task of all. Keeping their backs clear, with three blind hallways, would not be an easy task. He heard phasers fire and smelled charred fur and flesh, but dared not turn around. He rolled a torc grenade down the hall to his left and a mini-antimatter grenade down the one to the right. He hoped that it would be enough. They exploded almost in unison.

Two armored forms poked out from the hall directly ahead, and Brr'ev's phaser made short work of them. He knew he only had seconds. "Hurry up in there!" He still heard sporadic fire, but could tell by the whine of recharge that they were from his men, not the Lyrans. Every race's phasers sounded just a little different, and Kzinti phasers had a lower tone than the Lyran ones.

He moved more deeply into the mouth of the disruptor bay, hoping to cover his flanks. He caught a glimpse of Technician Y'zvar buried deep within an access panel. Two of the Cabal's Marines were moping up the remnants of the fire crew, while the other trooper and the scientist were doing as much superficial damage as possible. Break a panel here, phaser a conduit there. Just mass destruction, in the hopes of keeping the disruptor from ever firing again. Knocking out a disruptor wasn't that hard. Making it irreparable was a faint hope. A small hope, but one that they strove for.

A small metal-cased object came sailing around the corner at Brr'ev as he was watching his crew. His reflexes saved him as he dove around the corner. The grenade exploded in a small flash of fire and smoke. "GAS," he called as he pulled his mask back into position. "Y'zvar, are you done? If not, you had trafkhd well better hurry!"

"Two seconds," came a muffled yell from within the machinery.

"This is Brr'ev. Cabal will beam out in nine seconds." Five speeding fur-balls — Lyran Marines he realized — rushed through the thick smoke, phasers blasting at random. Brr'ev dropped the first two, but the third caught a bead on his Sergeant 3rd, and the fourth lobbed a grenade in his general direction. Brr'ev knew what an interminable time that a second was in combat, mere moments stretched on for eternities.

His mind went to even a higher speed, registering things that were impossible in the short milliseconds available as a plastisteel case rolled by his left claws and stopped a short meter away. He knew it wasn't a torc or anti-matter grenade by the shape, but even a concussion grenade would mean his death. He knew it but intentionally put his own death aside, trusting in the transporter technicians. He fired his phaser until it became hot in his hand.

As a whole, his team acted on instinct. As more Lyrans poured through the smoke, they died with a variety of horrid ways. Some died quickly. Some were left to suffer before they died. All this carnage was not without a price. The team dropped quickly from six working phasers to three.

At the same instant the satchel charge, buried in the innards of the disruptor bay, and the fragmentation grenade at Brr'ev's feet exploded with combined fury. Brr'ev felt the transporter beam catch him just as he felt his lower body catch hell-fire. He succumbed to the pain knowing his job was done.

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

K'rral felt the tension build within himself. It was the old fear. A fear that had never gone away, not in all the years of wishing and waiting. Even 90Kkms from the Lyran wasn't far enough, despite the fact that he would never see the face of an enemy, never get within even touching range. War had been made into something of an abstraction — not the real and personal thing that it was in The Arena where Kzintis deemed of marginal skill killed each other for the chance to crew a starship.

The fear was what lost him his last command. It wouldn't take him again. He would not allow it.

"Give me standard disruptors." The weapons officer turned toward him with a puzzled look on his face. "Do it, cub. He can blast us if we close. We must use our mobility now."

"Engineering, I want warp 2.5 with evasive maneuvers on my command only. Standby all drone bays."

"Sir, engineering reports that all warp at your disposal. Warp power on line for batteries or movement changes."

"Good. Give me a slow turn to the right. Lieutenant, what is that Lyran doing?"

● Bridge - Lyran CC *Golden Crown* ●

"Bring all phasers to the ready. Engine room, I want a speed change from warp 1.6 to warp 2.4 in thirty seconds. Keep the decoys warmed and ready."

"Sir, what about the disruptors?"

"Load all four as standards. I want the rest of the power on our number two shield."

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

"He's slowing down, dropping to decoy speed."

"As expected. Hold your fire. Watch what he is doing."

"Helmsman, keep us at 90Kkms no matter what. Is that understood?"

"Yes, sir."

"Cat's Eye."

"Awaiting orders. We've allocated full power to offensive jamming, per your orders, sir."

"Use it now. I want that ship to have the hardest time it can against those drones."

"Shuttle bay, how soon for the scatter-pack?"

"Sir, shuttle bay reports acknowledgement. They report 45 seconds until completion."

"Good." K'rrral watched as Lyran phasers lashed out at the lead two drones. Both dropped from the tracking log. The electronic warfare hadn't helped those two drones. If it didn't help the rest, this battle was going to get out of control.

● Bridge - Lyran CC *Golden Crown* ●

"By the gods' whiskers. Where did that jamming come from?"

"The scout frigate just switched to offensive jamming."

"What's the count?"

"They are throwing maximum jamming," said the EW officer. Clawfist sat thoughtfully for a moment, but only a short moment.

"I want those drones gone. Put an offensive and a defensive phaser into each."

"Firing."

Clawfist growled as he began to see his victory sliding from his grasp. The phasers had already lashed out before he could think to counteract some of the electronic clutter the scout was throwing at him.

"Brace for impact. One drone got through!" The ship rocked even as the navigator spoke the words. The damage didn't penetrate their reinforced shields, but that didn't stop the bruises everyone now wore.

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

"A J'llk for the drone officer," K'rrral said, knowing the small fighting lizards were a special favorite for him. There was a pause as H'rrora, the operations officer, worked the sensors.

"Minimal shield damage. He stopped most of that damage."

"That means that he probably didn't overload." K'rrral was thoughtful.

"Cat's Eye."

"Captain A'dva here."

"I want you to launch your scatter-pack now, soonest possible release. Time your last two drones to coincide with the scatter-pack. BUT, whatever you do, don't stop jamming."

"Yes, sir." K'rrral watched as the shuttle separated from the ship. He knew it wasn't fully loaded, but he needed the drone firepower if his plan was to work. The final two drones closed on the Lyran cruiser.

"Sir, the Lyran is increasing his electronic warfare. He countered half of the scout's jamming." K'rrral barely acknowledged the comment as he watched the final two drones close on the cruiser. The first fired a phaser blast, doing minor shield hits and going inert. The other winked out.

● Bridge - Lyran CC *Golden Crown* ●

"Phaser killed drone. Lab was correct again. Minor damage to shield three."

"Captain, speed increase coming."

"Good. ESG Starboard, standby."

"Shuttle bursting. Three drones coming out."

Clawfist frowned. They could be anything. Three large or some mix. Better count on them all being large, he thought. He watched his display as the three drones spread out across space, each following a slightly different path toward his ship. Two more were added by the scout frigate as the drone group passed it.

"I don't think we can handle all those drones with a single ESG. Standby to launch wild weasel, on my command."

"Bring disruptors to bear on the heavy frigate. We won't get another chance again for a while."

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

"Two moderate hits on our shield six by Lyran disruptors. Shield reduction of 50%."

"Turn into him now. We'll get to him before he wants to weasel, and he doesn't have the firepower to hurt us." The turn was almost radical as the slight ship leaped to obey the helm. "Call out range increments."

"Range 80Kkms ... Range 70Kkm."

K'rrral saw that this would be a good attack run. The Cat's Eye's drones were following him and would impact as he reached the Lyran ship.

"Range 60."

"Everyone take note. Unless I command otherwise, all offensive weapons fire at range 40Kkm. I want our batteries dumped into one of the disruptors for an overload. Drones hold until my signal."

"Navigator, as soon as we've fired..."

"Range 50Kkms."

"...I want a turn to port."

"Aye, sir. All weapons tied to ranging systems."

"Fort...." The rest of the navigator's words were covered by the sounds of energy weapons being discharged. Space wouldn't carry the sound, but the frame of the ship was an excellent conductor.

The Lyran ship seemed to glow slightly as all weapons connected with its number two shield and then farther into the bowels of the ship.

"Damage estimate?" K'rrral asked, turning to H'rrora.

"Two direct hits with the disruptors. Phasers hit for excellent effect. Phaser crews should be commended. Lyran shield two down. Power signature reduction in engine output. Some minor superstructure damage as well."

"Belay the turn. Continue to close. All weapons stand by."

"Drones are now passing us. Six seconds to impact."

◆ Bridge - Lyran CC *Golden Crown* ◆

"Both engines report minor damage. They say to expect about a 7% drop in warp power."

"Bring us fifteen degrees to port. Emergency stop. Launch control, launch weasel as soon as we have reached full stop." The artificial gravity strained under the emergency stop. All personnel were pushed forward as the ship stopped.

"Shuttle away."

"Is it going to get away far enough for us to escape collateral damage?" Clawfist asked his exec. The XO just flattened his ears, preparing for the blast.

+ Bridge - Kzinti FH206 *Hollow Tooth* +

K'rrral watched the shuttle explode in brilliance as the first drone detonated it very close to its launch point. One by one the drones flew in and vented their warheads on an empty piece of space, but fortuitously close enough to bleed damage over to the cruiser. "Wait for the burnout. We are going to neuter this milk beast."

● Bridge - Lyran CC *Golden Crown* ●

"Damage report?"

"Shield damage only. Shield five down 73%."

"Captain, the damaged disruptor is back on line with the second level crew."

"Good. Range to heavy frigate?"

"40Kkm."

"I want full overloads on all disruptors. Charge all phaser banks, and put the remaining power into the port ESG."

"As soon as all the weapons are charged, I want 67% of maximum anti-jamming. Announce when ready." Clawfist looked grim. He had but one chance now to live, much less excel as he had first expected. His fur reeked of fear. "Engineering, full erratic maneuvers on my command. Standby for weasel. I want warp 2.5 as soon as the weasel clears."

+ Bridge - Kzinti FH206 *Hollow Tooth* +

"Launch drones from port racks."

"Port racks now off-line for reloading, sir," the drone officer called out.

"As soon as the scatter-pack shows ready, launch it ballistically behind us targeted only on cruiser hulls." The only sound on the bridge was the drone officer complying with his captain's orders.

"Let's have full overcharges on the disruptors. We are going to have to hit him hard, or we're dead where we float!" There was a tense moment on the bridge.

"Cat's Eye, continue full offensive jamming on the cruiser. Operations, stage three jamming now."

"All stop! Tactical maneuvers for the next thirty seconds, then increase to warp 2.15." Seconds passed like hours.

"Fire all weapons!"

● Bridge - Lyran CC *Golden Crown* ●

"All weapons and EW systems report ready." Silence reigned on the bridge.

"Fire all offensive weapons!"

For a brief moment, the space between the two ships was brighter than a sun as energy bolts of huge magnitude ripped across space, finally finding a violent resting place within now scorched hulls. A few, a bare few, were stopped short of their

goal, but most did find their way to cause the death and destruction they were made for.

The bridge rocked heavily, but Clawfist held his post and started to immediately give orders, in rapid-fire succession.

"Damage report."

"Science officer, I want to know what they have left to fire."

"Range?"

"Damage reports coming in now, sir. We've lost that disruptor again. Three offensive phasers off line: numbers one, two and five. Light warp engine damage and some other inconsequential damage."

"Livable. What did we do to them?"

"Three direct disruptor hits, but the jamming blew our phaser accuracy right out the airlock. We got one disruptor and two main phasers. He's lost a bit of warp power, but best of all, we took out their main bridge."

"It won't take them long to transfer control to auxiliary. Pivot starboard."

+ Bridge - Kzinti FH206 *Hollow Tooth* +

K'rrral had made a serious mistake, and he knew it. *Closing to less than 80Kkms was stupid*, he thought as he watched the Lyran disruptors eviscerate his frigate, ripping through the paper thin shielding.

Over the intercom he heard the screams of the Kzintis in the engineering decks of his ship. He froze in place, remembering his disaster on the *Death Claw*. He had frozen at the decisive moment, and a Klingon D7C closed to 40Kkms and ripped a gaping hole in his cruiser. The screams of the past mingled with those of the present to tear at his sanity.

Through the remaining vestiges of his mind, he heard H'rrora give the order to TAC a fresh shield to the cruiser, but not in time to save being blasted by yet another Lyran phaser.

● Bridge - Lyran CC *Golden Crown* ●

"We have lost a defensive phaser and taken a direct hit on the impulse engine. Some additional power loss."

"Now to get away with our victory," Clawfist said moodily. "Increase speed now!" The cruiser strained to put out warp 2.15 from a standing stop, clawing for warp 3.

"Sir, that shuttle we thought was a decoy is bursting now."

"M'eerskh! Sensors, hook directly into the labs. We are going to need every edge we can get."

"Nine drones ... Repeat ... *Nine drones!*"

"Burn in hell you Kzinti scavengers." The drones could be anything, he thought to himself, but one thing was obvious: some, if not all of them, would make it through his ESG.

"Activate port ESG."

+ Bridge - Kzinti FH206 *Hollow Tooth* +

H'rrora watched two medics put the Commodore on a stretcher. The Commodore didn't even seem to notice. He was oblivious to everything going on around him. H'rrora, knowing he was now in command, tore himself from the nauseating scene. The rumors must have been true.

"Commander ... Sir, I show scatter-pack separation. Hold. I show ESG also coming on line."

"If we move starboard, he can't even ram us, if that is his intention."

"Sir, *Cat's Eye* on line asking for instructions."

"This is H'rrora. We've had a medical emergency here. I am now in command. Hold current course. Fire phasers if an open shield presents itself."

"Aye, H'rrora. We acknowledge the command change."

● Bridge - Lyran CC *Golden Crown* ●

"Labs reporting in. All four of the drones scanned are anti-fighter drones."

"Quickly! Fire the two bearing defensive phasers on any two drones NOT identified," Clawfist growled, praying for a miracle.

"Holding... tracking identifies two hard kills."

"Brace for impact." Once again the ship lurched heavily. Warning lights began to flash, and the main bridge lights turned off. Green combat lighting came on shortly after the outage, and crew struggled to return to their seats, some bleeding profusely.

"Sir," said the XO, who had somehow managed to retain his seat, "damage reports filtering in from all over. Both warp engines report additional damage. Estimated total power loss at 33%. Impulse engine output cut by 67%. Starboard outboard disruptor inoperable, and miscellaneous other damage."

"As consolation prize, we stopped all but one drone."

"Very well. Continue on course."

"Drones launching from the damaged heavy frigate."

"That ship has to be about out," the science officer reported. "Those have to be standards." "Don't forget, sir, the frigates had a refit to give them the large capacity racks."

"Good. I had forgotten. Bring our rear shield to them. As they come in, fire our remaining defensive phasers at one."

+ Bridge - Kzinti FH206 *Hollow Tooth* +

"Drones away. Sir, *Cat's Eye* requesting permission to fire." H'rrora glanced at the tactical display—130Kkm. Not the best shot, but damage was damage.

"Fire at discretion." H'rrora was nursing his frigate in behind the cruiser. If he could kill the marauder, he would definitely be in line for a command of his own. But his mind couldn't help but wander back to the coward that just stood, watching the battle, frozen like a kitten by a P'sora snake. He couldn't bring himself to take the command chair, half superstitious that he would be afflicted as had K'rral, just moments before.

"Sir, that Lyran is heading right for the *Bold Claw*."

"Communications, get the *Bold Claw* on the speaker."

"*Bold Claw*, this is H'rrora of the *Hollow Tooth*. The Lyran is about to overrun your position. All hands abandon ship, using ANY means available."

"Sir, we got no response."

"He's on his own then."

"Lyran firing his last phasers at one of the drones. He has a soft kill. The drone is spiralling out of control."

"Drone two impacted. Rear shield down to 10%."

"Continue to retain tracking on that drone until it is certainly lost and then release it." Without tracking, the drone would go inert and eventually burn up to avoid being a hazard.

"Aye, sir."

● Bridge - Lyran CC *Golden Crown* ●

"No internals from those hits, sir, but we are nearly shieldless. Shield five is our strongest, and it is at 25%."

"Understood. Helm, take any clear heading toward friendly space. Engineering, I want you to stand on those engines until they glow! Do you understand? We have to get out of here."

"Understood."

"I want our port ESG ready for deployment. We will take that crippled frigate with us!"

"All remaining power to rear phasers and shield five."

+ Bridge - Kzinti FH206 *Hollow Tooth* +

"*Cat's Eye*, give us full anti-jamming. I don't know if he's going to try and out ECM us, but we aren't going to take it."

"People, if he's running, like he should be, we only really have one last chance at him. Make it good."

"Full power to disruptor and to the phaser. *Cat's Eye*, close at top speed to get your drones and phasers in."

"Understood. Increasing speed to warp 2.9."

"Navigator, what's he doing?"

"He's speeding up. ESG is coming up, just as you suspected. He's going to ram the *Bold Claw*."

"I hope they are all out of there. Fire all weapons." The bridge crew watched the disruptor and phaser leap out and strike the weakened shield of the cruiser. With most of its energy spent against the reinforced shield, the resulting damage was minor.

● Bridge - Lyran CC *Golden Crown* ●

"More structural damage in the crew's quarters."

"Disregard. Concentrate on the frigate."

"ESG impact imminent."

"Sir, the scout is attempting to cut us off."

"Will they make it?"

"No, sir, but they will reach point-blank range before we can disengage."

"Fire phasers on the frigate, and turn into the scout. He can eat our ESG."

"But, sir, the scout might have enough firepower to be able to stop us from warping away!"

"You have your orders!" Clawfist growled, wrapping a hand around his phaser. Fortunately for the crewman, he said nothing but a simple acknowledgement.

◆ Bridge - Kzinti SF131 *Cat's Eye* ◆

A bright flash covered the bridge as phaser fire from the cruiser ignited the badly damaged *Bold Claw*.

"H'rrora, this is *Cat's Eye*."

"Go ahead, *Cat's Eye*."

"We are about to overrun the Lyran as ordered. Any suggestions?"

"No, only ... good luck."

● Bridge - Lyran CC *Golden Crown* ●

"Two drones incoming."

"Identify them."

"Labs reporting they are standard type-IV Kzinti drones."

"I want an offensive and a defensive phaser on each. Range to scout?"

"Now 25Kkm."

"When we reach ESG impact, I want the battery power dumped into one disruptor and one phaser. Hit that thing with all we have."

"Impact.... NOW!" Once again, phasers lit up an expanse of space. Raw energies crackled as shields interacted as the two ships near missed one another.

Clawfist watched as the ship once again stood up to more phaser lashings, and barely paid out as many as it took.

"Port ESG room reports a fire. More warp power reduction. Battery rooms do not report."

"What did we do to the frigate?" he wondered aloud.

"Severe damage in the crew decks, a defensive phaser, and about 20% power loss." Clawfist hung his head. His mission was a failure. It was barely a break even situation. The damage to his ship would take weeks to repair.

"XO, take us home. Warp as soon as possible."

"Sir?"

"I'm going to my quarters. Do not disturb me until we have reached Base 12."



✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

A cheer rang out on the bridge as the Lyran cruiser warped beyond the laws of standard physics, and beyond the ability to inflict or receive damage.

"This is the acting captain. We are now in a clear zone. Damage control parties form up at standard locations." H'rrora was silent for a moment with the mike open. "Remember, the crew of the *Bold Claw* gave their lives to save the Hegemony. Captain out."

The bridge was silent and somber for several moments.

"Sir, we are picking up a moving shuttle on our scanner."

"Is it theirs or ours?"

"Ours, sir."

"This makes no sense. We all used ours as scatter-packs. Unless..."

"Excuse me," came a scratchy voice over the damaged speakers of the bridge, "but would someone like to come and rescue us? It is traffhed stuffy in this boat for fifty of us." The voice was recognizably that of Lieutenant 1st B'rrev.

"Is fifty all you saved?"

"The rest bought their entrances to the Veldte."

✦ Epilogue - The Forty-Third Day ✦

✦ Bridge - Kzinti FH206 *Hollow Tooth* ✦

"Message for you, Captain," G'vvvan said to Commander 5th H'rrora.

"On view screen."

"From Admiral Grrav'en. To CAPTAIN 5th H'rrora," began the obviously prerecorded message. "Your command of heavy frigate number 206 has been confirmed. Your promotion to Captain 5th takes effect immediately. Understand your damage has been repaired. Continue your mission."

"Re: Commodore K'rral. For his outstanding tactics against the Lyran heavy cruiser *Golden Crown*, he has been promoted to Admiral 5th and will work as an advisor to the Electronic Warfare Corps. Admiral Grrav'en out." There was a tense silence on the bridge for several seconds.

"I don't believe those mate-less curs," H'rrora said, ripping the covering of his chair with his claws. "He freezes in battle — and they promote him."

For over half an hour H'rrora ranted across the bridge, doing damage to nearly every console there and even some minor damage to a few of the bridge crew. The crew was pleased to see him finally settle down.

"Well," a voice said, breaking the tableau on the bridge, "at least they took him out of the chain of command and made sure that the coward will no longer command a vessel!" H'rrora leapt to his feet ready to feed the speaker his head, until he saw Brr'ev's massive form looking down at him. He swallowed his pride for a moment.

"Yes, that is true."

"I heard that you were making a wreck of the bridge and came down to see if I could be of any assistance," the massive Kzinti Marine said as he flexed his newly healed legs. The muscles beneath the singed fur rippled impressively, even for a Kzinti.

"No, Lieutenant. I think I've done enough damage for one day." He looked over at the second navigator. "Get someone from engineering up here to repair this damage. NOW!" he growled, taking some of his frustrations out on the crew. "You have received new orders?"

"Yes, as if you didn't know."

"Yes, Lieutenant. We are to rendezvous with the Com-mando Cruiser *Darkness Song* and transfer you, your baggage, and your Cabal."

"Yes, Admiral Grrav'en finally saw reason. I'm going to a real troop ship."

"And H'rrora. You did well," the Kzinti said as he turned for the turbolift, leaving yet another myth behind of his ability to perform miracles.

★★★

MILITARY RANKS OF THE LDR

by Jon S. Cleaves

In Y145, Chairman Mithau's radical democratic government, overcome by a collective fit of equality, declared the old Lyrans military rank structure obsolete. The new military would be a reflection of the new society: only as much hierarchical structure as was absolutely necessary. Uniforms became extremely plain, with only groups of colored squares denoting who was 'more equal' than whom. Formal titles, military courtesies to superior officers, and medals and ribbons were abolished. Admirals and ratings were referred to alike as "comrade" (Lyrans: *kurboht*).

This state of affairs lasted until the Vandha campaign of Y153. This campaign nearly ended in disaster as the new military suffered tremendously from poor discipline and incompetence and 'committee solutions' to military problems. In fact, one ship was lost while the bridge crew debated the optimal allocation for the ship's warp power. Fortunately for the LDR, a group of competent officers seized control of key elements of the fleet and, after the campaign ended, returned to the old rank structure. The new Chairman, Kiroth, emerged from this group.

Thus, the current LDR rank structure is the same as that for the Lyrans, with minor exceptions. LDR officers are still referred to as "comrade", but now with the rank included, such as *kurboht-Zarkat* (comrade captain). Apart from this, however, the discussion below also applies to the Lyrans military.

OFFICER RANKS

All LDR military ranks reflect the tribal/clannish beginnings of the Lyrans people. In the earliest times, Lyrans placed much emphasis on the experience gained from paw-to-paw combat, and one's place in the clan depended largely on performance in such exploits. Young Lyrans males were kept safe from fighting until victory in their first melee signaled passage into manhood. Until that first fateful combat, they were employed as scouts, avoiding contact but reporting on the enemy clan to their elders. As they grew, Lyrans males gained more and more experience and were given commensurate responsibilities in the clan. Males more experienced than others in their peer group, but not yet ready to move to a higher level of command, were given the suffix '-alan' to their names and were allowed to act as leaders of others in the same category.

The two most junior officer ranks are *Molaz* and *Molaz-alan*, corresponding roughly to Federation ensign and lieutenant-JG, respectively. These officers are never in command, but are considered to still be in training, gaining experience aboard ship just after academy graduation.

Molaz-alans are "working officers" and set to watch over other *Molazi* to reduce the span of command of the next higher officer in the chain. The rank insignia for *Molaz* is a diamond (two for *Molaz-alan*) representing a stylized eye and the use of young adults as scouts in the old clan warfare. The nicknames for these ranks are, naturally enough: one-eye and two-eyes.

The next four officer ranks are those associated with ship command. While LDR officers also serve in staff positions, ship command is the only true goal of any self-respecting Lyrans. These ranks (and the Federation equivalents) are:

Naket Federation LtSG, fighter flight or PF
Tar..... Federation LtCdr, frigate captain
Mokatar Federation commander, destroyer captain
Zarkat Federation captain, cruiser captain

The insignia for these officers are one, two, three, and four stylized 'claws', respectively. As the Lyrans are impressed by prowess in paw-to-paw combat, the number of claws one was able to effectively employ in a fight showed various levels of experience. Fighter squadrons and PF flotillas are led by *Tars*, although wartime attrition meant that many were led by *Nakets*.

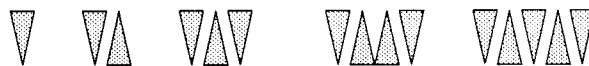


The last five officer ranks are associated with fleet command. As in the case of ship command ranks, officers of these ranks may be found serving as staff officers or department heads for officers of the next higher rank.

Zarmat Commodore, Marshal, squadron commander
Lovar Rear Admiral, Count, task force commander
Farek Vice Admiral, Duke, sector commander
Farek-alan ... Admiral, Archduke
Mozur Grand Admiral, the King

For the LDR, there is no *Mozur*. The chairman has the honorary title of *Farek-alan*, which most nearly translates as leader of admirals. The senior officer of the LDR Defense Command is a *Farek*; *Lovars* command the three LDR "fleets".

The insignia for these ranks are one to five triangles representing teeth. In the Lyrans mind, ultimate competence and bravery in paw-to-paw combat is finishing off the opponent with one's teeth. The nicknames for these ranks are first fang, second fang, etc.



In peacetime service in the Lyrans Empire itself, only the serving nobility hold ranks higher than *Zarmat*, although the informal title *Zarmat-alan* can be used to denote a senior non-noble commander (insignia: one fang and one claw). During the General War, many officers rose to the rank of *Lovar* and even *Farek* who were not themselves counts or dukes, and the rank of *Lovar-alan* (two fangs and one claw) came into use.

WARRANT OFFICERS

There are two warrant officer ranks: *Mosat* and *Mosat-alan*. These officers serve exclusively as fighter pilots. (Technical specialists in the Lyrans/LDR military are enlisted.) These ranks were created for those who would fight in purchased Klingon fighters. They draw more pay than enlisted specialists and get more perks due to their obvious bravery!

The insignia is a chevron with its vertex ending in the center of either one or two horizontal bars. The nicknames for these ranks are "crasher" and "leader of crashers". It is said the insignia represents the nose of a fighter contacting some solid object.



ENLISTED RANKS

The enlisted ranks of the Lyrans military are drawn from the peasants of Lyrans society. These commoners serve at the pleasure of their nobility. LDR enlisted men serve two-year enlistments, at the end of which those *Chondi-alans* who show promise are given the option to make the military a career.

Rank	Fed Equivalent	Insignia
Raket-alan	CPO/Sergeant Major	two chevrons
Raket	PO/Sgt 1st Class	one chevron
Aref-alan	PO/Sergeant	two diagonals
Aref	JPO/Corporal	one diagonal
Chondi-alan	Sr Crewman/PFC	none
Chondi	Crewman/Private	none



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. 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 seven-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.

TOURNAMENT RULES AND SHIPS UPDATE

For your convenience, a complete set of tournament rules and SSDs was published in MODULE T. Here is a complete list of updated rules and ships:

The Lyran ship should have a UIM-disruptor table, but at least it is clear that it can use its UIM (once). The LDR ship in Module T is cancelled in favor of the Red Jaguar in this issue of Captain's Log. *Note that the Red Jaguar does not have a UIM.*

The Andromedan PA mine (which is now legal) only drains 15 points from a plasma torpedo. It says this one place, but we wanted to reinforce the information lest it be overlooked.

An Orion with a drone rack can swap for type-IVs. For the Orion TBR (only), rule (D4.3221) is modified to provide that phaser-Gs are the "best" phaser and the "every third hit" count is cumulative for the whole battle, not just one volley, but does not apply to hits which could not damage the gatlings due to the directional damage rule (D4.321).

For (C12.364) penalties, use hull boxes, then labs.

The racetrack infield is a tournament barrier. Optionally, it is a "grass infield" you can fire across, but moving across it costs five movement points per hex (web movement rules).

The Archeo-Tholian ship is replaced in this issue.

In Assigned Target, you can hit the "markers" over more than one consecutive turn IF you draw your own ship on both turns. The "markers" should be in 2212, 1917, and 2517.

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.

Rated Ace tournaments must meet additional requirements: They must be at a convention, have 16 or more players, have the winner picked by three rounds of single elim, and fill out various simple forms and include a convention program.

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.

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 and Naperville IL, Mesa AZ, Houston TX, St Louis MO, Cincinnati and Dayton OH, Milwaukee WI, Los Angeles CA, Fort Irwin CA, Orange County CA, Colorado Springs and Denver CO, Saginaw MI, Atlanta GA, and Tacoma WA. If you want to contact a staff officer, send a letter 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, playtest scenarios open for reports, and ships.

STARLETTER #87: Federation Commando Frigate (including F&E data, SSD, and scenario SP221 *Kripney at War*) and a series of unusual ships for F&E. STARLETTER #88: Lyran DW Carrier (including F&E data, SSD, and scenario SP247 *Fast and Furious*). Also includes F&E data for Gorn BDV.

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 Task Force Games).

PRIME TIME

Prime Time, the official Prime Directive newsletter, provides active RPG players with convention announcements and reports, background files, questions & answers, new rules, new equipment, new skills, ideas for your own scenarios, and more.

PRIME TIME #1 included Winter Fantasy Report, Cygnan Naming Conventions, four questions for Commander Kosov, three ideas for new scenarios, a complete game index, new Tricorder rules, field stripping weapons, background questions.

Subscriptions cost the same as Starletter and use the same terms, so we don't need to repeat them, do we?

BATTLE REPORTS

★ ARISIA 94, 21-23 Jan 94, Boston, MA, Sanctioned, 1st Kevin Schwenk (Gorn), 2nd Daniel Beaulley (Thol), 3rd Charles Davis (Kzinti) and Joe Kwiatowski (ISC); Judge Rich Hamel.

★ WARCON 94, 4-6 Feb 94, College Station, TX, Sanctioned, 1st Mark Gratowski (WYN), 2nd Paul Kramer (Klingon), 3rd Jamey Johnston (Hydran) and Dan Schmitt (Tholian); Judge Cory Light.

★ MICROCON III, 11-13 Feb 94, Houston, TX, Sanctioned, 1st Brad Hinkle (Orion), 2nd Jim Doherty (Gorn), 3rd Terry Haugh (Orion) and Mark Gratowski (WYN); Judge Frank Crull.

★ GATEWAY 93, 3-6 Sep 93, Los Angeles, CA, Sanctioned, 1st Donald Williams (Orion: A ph-1, 2x ph-G, pl-F, ph-1; B ph-1, 3x photon, ph-1), 2nd David Gardner (Federation), 3rd Eric Reiser (ISC) and Victor Ippolito (Lyran); Judge Tom Gondolfi.

★ GENGHIS CON, 19 Feb 94, Denver, CO, Sanctioned, 1st Scott Moellmer (Kzinti), 2nd Alex Vaeth (Romulan), 3rd Steve Rolston (Orion) and Andrew Bortz (Gorn); Judge Marc Michalik.

★ BEYOND CONTROL, 5-6 Mar 94, Elkhart, IN, Sanctioned, 1st Patrick M. Abram (Kzinti), 2nd Joseph W. Butler (Federation), 3rd Rick Fireline (Romulan) and Robert Robinson (Federation); Judge Ronald W. Dodd Jr.

★ JAXCON 94, 18-20 Feb 94, Jacksonville, FL, Sanctioned, 1st David R. Livers (Lyran), 2nd Hans Kahl (WYN), 3rd David Bostwick (Kzinti) and Bobby Rolls (Tholian); Judge Richard L. Forrest.

★ HURRICON, 25-27 Feb 94, Fort Walton Beach, FL, Sanctioned, 1st Thomas Lutz (Gorn), 2nd Scott Hutchens (Romulan), 3rd Eli Bryant (Klingon) and Bruce Dolan (Federation); Judge Sidney H. Kuhn II.

★ ROUNDCON, 25-27 Feb 94, University of South Carolina, SC, Sanctioned, 1st James E. Bruce (Orion), 2nd Mike Boshears (Orion), 3rd Mike Mitchell (Orion) and Warren Taylor (Orion); Judges Michael Gastright and Eric Lance.

★ MAGNUM OPUS CON, 24-27 Mar 94, Greenville, SC, Sanctioned, 1st Paul Sligh (Lyran), 2nd Jim Bruce (Romulan), 3rd Mark Landess (Lyran) and Chris Williams (Federation); Judges Scott Cleland and Mike Mitchell.

★ PENTECON VI, 8-10 April 94, Cornell University, Sanctioned, 1st Dave Conroy (Gorn), 2nd Stephen Lasher (Federation), 3rd L. J. Sparvero (Klingon) and James LeBak (Hydran); Judge Peter D. Bakija.

★ WARZONE EAST, 8-10 April, Fort Myers FL, Sanctioned, 1st Steve Dickson (Klingon), 2nd Mike Karnow (Kzinti), 3rd Eric Weiner (Kzinti) and Bill Kelly (Lyran); Judge Frank DiVincenzo.

★ GUILD CON II, 23-24 April 94, UNCC Charlotte, NC, Sanctioned, 1st Michael Gastright (Andromedan), 2nd Joseph Creech (Gorn), 3rd Pat Stevenson (Andromedan) and Joseph Sommer (Lyran); Judge Stephen Eric Lowman.

★ CAPCON XVII, 15-17 April, Ohio State Univ, Sanctioned, 1st Jeremy Williams (WYN), 2nd Kurt Kopp (Klingon), 3rd J R Titko (Orion) and Steve Hecker (Kzinti); Judge David Preuss.

Reports on the winners at SFB tournaments must include: Convention name, date(s), format (sanction, ships used, rules, structure, etc.), top four finishers (and the ship that they flew), judge(s), any special information, any other Star Fleet 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.

Rated Ace nominations must include CLEAR and readable addresses (no abbreviations) for the players and a copy of the program or they will be sent back to the judge for completion.

If your tournament was not reported here, send a report to Amarillo Design Bureau for inclusion in Captain's Log #16.

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\$. You can contact Agents of Gaming at B.GRAW1 and ask questions about Warlord in topics #39-40.

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.

TASK FORCE SPARE PARTS AND MAIL ORDER

You can order any TFG product directly from Task Force Games. You can also order extra counters, maps, and other components. Send a stamped self-addressed #10 business size envelope (29¢ US postage) for a catalog. TFG now takes Visa, MasterCard, and Discover Card.

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 (minimum: \$4.00). 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. Mail Order Customers will receive the latest Subspace News, a newsletter showcases new SFB materials. You cannot subscribe to subspace news, but back issues are \$2 plus postage. #1 had Early Hydrans, #2 has Frax Submarines.

ON THE CONTINENT: European customers, please contact Task Force Games Ltd., Unit 30A, Hardwick Ind. Estate, Bury St. Edmunds, Suffolk IP33 2QH. This includes orders for merchandise, spare parts, Starletter and Prime Time subscriptions, and requests for catalogs.

LOST MAIL: YOU KNOW THE DRILL

For the last few issues, we have been printing the list of people who have "lost mail" in the "purple file." Most of the mail listed in Captain's Log #14 is still there, and we haven't added much to it since then, so we decided not to bore you with virtually the same list again. If your name is in CL#14 and you haven't sent for your mail, then please do so now! ☺☺☺

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 nomination 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. Judges are responsible for ensuring that every player in the event provides a complete and legible address, whether there are six or sixty players.

If you win a convention, protect your interests by getting the judge's name, address, and phone number before you leave. (The judge should be sure to get the same data for at least one convention official.) Take home a copy of the program and, if possible, a copy of the nomination form, in case it gets lost in the mail. We can't accept a nomination without the signatures, names and addresses, and a program.

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.

RECENT TOURNAMENTS

Gateway 13 (3-6 Sept, 1993): Donald Williams.
 Arisia 94 (21-23 Jan, 1994): Kevin Schwenk.
 Warcon 94 (4-6 Feb): Mark Gratoski.
 Microcon III (11-13 Feb): Brad Hinkle.
 Jaxcon 94 (18-20 Feb): David R Livers.
 RoundCon 94 (25 Feb): James E Bruce.
 Hurricon (25-27 Feb): Tom Lutz.
 Magnum Opus Con (24-27 March): Paul Sligh.
 Warzone East (8-10 April): Steve Dickson.
 Capcon XVII (15-17 April): Jeremy Williams.



STAR FLEET DECORATIONS



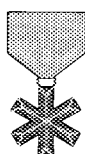
**GOLD
STAR**



**SILVER
STAR**



**BRONZE
STAR**



**COMMEN-
DATION**

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 rule-book. Those below who have not received their awards may send a stamped self-addressed envelope to ADB for them.

★ STAR FLEET GOLD STAR

1993 Staff Service: Tony Zbaraschuk

★ STAR FLEET SILVER STAR

1993 Staff Service: John D Berg, Jeff Laikind.

1982-89 Staff Service: Ray Olesen.

★ STAR FLEET BRONZE STAR

1993 Staff Service: Owen Riley, Ray Olesen, Scott McConnachie, Bill Walter, Gary Plana, Frank Crull.

★ STAR FLEET COMMENDATION

1993 Staff Service: Chris Cafiero, Ken Burnside, Gregg Dieckhaus, Mike Filsinger, G Scott Mercer, Jon Cleaves, Stewart Frazier, Bruce Graw, Tom Carroll, Mark Schultz, Chuck Strong, Keith Velleux, Bill Heim.

■ ★ OUTSTANDING SERVICE AWARD

ERRATA BOOK: Robert Cowan, Tony Zbaraschuk, Ray Olesen.

MODULE S2: John D Berg, Scott Moellmer, Ken Burnside, Frank Crull.

CAPTAIN'S LOG #14: Tony Zbaraschuk.

TIMELINE: Ray Olesen.

GRADUATION EXERCISE: Douglas Forsyth.

■ ◆ SUPERIOR SERVICE AWARD

CROSS INDEX: Bruce Graw.

ERRATA BOOK: Scot McConnachie, Marc Michalik, Jeff Laikind, Ken Burnside.

MODULE S2: Scott Mercer, Bruce Graw, David Cheever.

CAPTAIN'S LOG #14: Jeff Laikind, Ray Olesen, Scott Mercer.

TIMELINE: Chris Cafiero.

GRADUATION EXERCISE: Cliff Yahnke.

■ ◆ MERITORIOUS SERVICE AWARD

CROSS INDEX: Ray Olesen, Frank Crull, John Berg, Tony Zbaraschuk, Keith Velleux, Gregg Dieckhaus, Chuck Strong, Scott Mercer.

ERRATA BOOK: Keith Velleux, Frank Crull, Scott Mercer, Stewart Frazier, Ken Kazinski, Bill Heim.

MODULE S2: Charles Hunt, Jon Cleaves, Jeff Laikind, Stewart Frazier, Greg DeLaat.

CAPTAIN'S LOG #14: John D Berg, Tom Carroll, Stewart Frazier, Bruce Graw, Owen Riley, Mark Schultz, Bill Walter.

TIMELINE: Bruce Graw, Jeff Laikind, Chuck Strong, Tom Carroll.

GRADUATION EXERCISE: Gary Plana, Reece Watkins, John Berg, Jon Cleaves.

■ ■ GENERAL SERVICE AWARD

ERRATA BOOK: John Berg, Spencer Cocherl, Jon Cleaves, Gregg Dieckhaus, Mike Filsinger, Dave Cheever, Bruce Graw, Gary Plana, Tom Carroll, Chuck Strong, Paul Paella, Jeff Debraal, Mike Mitchell.

MODULE S2: Mike Vinarcik, Tony Zbaraschuk, Michael Stiles, Ray Olesen, Scott McConnachie, Chuck Strong, Chris Cafiero, Michael D'Auben, Gary Plana, Herbert Gara, Ken Kazinski, Jake Whitmore, Marc Michalik, Wil Culbertson, Kelly Donahue, Joseph Butler, Dan French, Gregg Dieckhaus, David Everett, Tom Carroll, Jeff Zellerkraut, Tony DelAguila, Richard Citti.

TIMELINE: Stewart Frazier, Tony Zbaraschuk.

1993 Staff: Brian Moon, Paul Paella, Spencer Cocherl. ☺☺☺

NEW TOURNAMENT SHIPS

We take special excitement this issue in bringing you four new tournament cruiser SSDs. With luck, you will be seeing some of these ships in a tournament near you soon enough.

WYN GREAT BLACK SHARK: WYN Commander Spencer Cocherl, just back from his tour of Saudi Arabia, Kuwait, Iraq, and Korea, wanted to celebrate his return to full staff duty with something special and proposed this tournament version of the Great White Shark. The shuttle bays, batteries, marines, and shields were adjusted to tournament standards, but it should generally fly pretty much like the historical Great White Shark. This ship cannot use a scatter-pack in the tournament. It has the same drone and option mount rules as the WYN Tournament AuxBC; option mounts limited to phaser-1, ADD-12, drone-B.

LDR RED JAGUAR: The LDR had been campaigning for their own tournament ship for years when we gave them one in Module T. But no, they were *not satisfied!* The LDR players wanted a CW-based ship, perhaps because none of them were used to running anything as big as a heavy cruiser!

The Red Jaguar was designed by LDR Commander Jon Cleaves (no relation to Count Cleaves of the Hidden Dagger County) based on a CW hull. He adjusted the power pack to create the proper mix of batteries and power. It was given a bit better damage control rating. The ship has no UIM, and should not need one. The shields and marines were adjusted to tournament standards. It does have the ESG capacitors provided in standard tournament rules.

SELTORIAN TOURNAMENT CRUISER: The Seltorians were designed to kill Tholians and are very good at doing that. In general combat, however, their ships are regarded more as a curiosity than an overwhelming threat to galactic peace. But the GIA has determined that their breeding rates are indeed a threat to the Galaxy as a whole, and feel that everyone needs more practice in dealing with them.

The batteries, shuttles, marines, and shields were brought into line with tournament standards, and it was given a non-historical breakdown rating that allows it to make one safe HET (needed for tournament competition). Other than that, it should fly and fight with the best of them.

ARCHEO-THOLIAN TOURNAMENT CRUISER: Due to the now-famous error in Module T, the Archeo-Tholian SSD lacked a few things (like enough power to move and cast web at the same time). Much as it pains us to admit a mistake, it was only fair to the players to put the corrected SSD in this issue. The SSD here actually has slightly less power than the "corrected" version announced earlier, which was itself "incorrect".

A SANCTION IN THEIR FUTURE? We hope to have these ships in sanctioned tournament service well in time for Origins and GenCon 95. Some of the new ships (remember that the TKE and TKR were in Module T) might even make it into Patrol Tournaments at Origins and GenCon. The key to getting a ship sanctioned is an exhaustive playtest program, which means we need several reports (from different groups) regarding each ship and each possible duel opponent. If you want a new tournament ship to be sanctioned, the best thing you can do is to playtest it against as many of the other tournament ships as possible and send reports on each duel to ADB. When we get enough to be certain that a new tournament ship is *just right*, a sanction will follow quickly. We cannot, of course, let a ship into the tournament that is too powerful, and there is no point in releasing one that isn't competitive. ☺☺☺

BUILDING A BETTER LOG

We received a few dozen letters (more than ever before) about Captain's Log, the vast majority of which said "keep doing what you are doing!" Everyone loved the new cover art and the improving interior art. Most people accepted that a little space had to be devoted to non-SFB games; all want three per year.

The scenario situation produced many people who were just as happy with playtest scenarios and a few that wanted only finished ones. With this issue, we increased the number of preliminary playtests to improve the quality of the offering.

Several players commented on various format issues. In response, we eliminated "In this issue" (since it duplicates the table of contents) and combined "After Action Review" with the first part of "Command the Future" since those overlapped.

Some love tournament stuff, and some hate it; we're giving you a little more of that this issue than usual, but won't have this much next time. "The Victory At ..." articles remain a perennial favorite, but several asked for an article by a player who went to Origins and LOST every game. Wise men, it is said, learn from the mistakes of others. If someone can write such an article with good humor and tactical insights, we will certainly consider it.

Some people love the Battleforce articles (for their insights into how to put a fleet together), and some (those who know everything there is to know about it) hate them. The one in this issue is at least a small one.

Bruce Graw has carved a niche for himself with his well-received example articles.

Many have said that some term papers appear slightly repetitive. The graders are told to exclude duplicates (and reject dozens for just that), but if someone has a worthwhile addition to an established tactical concept, you do have to give enough of the basic tactic to establish context. Also, the papers were not written in the order they are published, so no author (at the time of his submission) has seen everything that will be published before his paper gets picked, and no one wants to see their paper totally re-written.

We have been truly blessed to date with a new idea for a humor page in every issue, and no one has complained lately that there isn't a place for a few laughs among all that blood and wreckage of space combat.

Someone said that Warlord was useless to overseas gamers, but Agents of Gaming does offer three-week games for those in Europe as well as FAX and Internet access.

The F&E players were happy with their format (a new scenario, a new rule or two, tactics notes, questions, and a strategy article). Do not fear, however, that Prime Directive will expand to a similar format; the Prime Teams want their stuff in their own newsletter, not in Captain's Log. ☺☺☺

PLAY AID INSTRUCTIONS

On the inside cover of this issue of Captain's Log, you will find a speed change record form proposed by Allen Phelps and the gang in St Louis. The use of the chart is fairly obvious to anyone who can actually understand (C12.0).

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. We have several suggestions in the file (ESG record form, expanded Klingon firing arcs diagram, an Impulse Chart that counts backwards, an F&E command ratings cross-index, and any number of new ways to keep track of drones). If you want to see one of those (or don't want it taking up space), drop us a line. ☺☺☺

INPUT GUIDE: AN UPDATE

GETTING YOUR NAME IN THE GAME

For many Star Fleet Universe players, getting their name into the game for *something* is an important part of the overall experience. If this includes you, here are a few helpful hints on the best ways to accomplish this goal:

PLAYTEST A SCENARIO: This is the easiest way to get your name published. Just playtest an official playtest scenario (perhaps one in Starletter, or one of those in Captain's Log), and mail in your report. Whenever that scenario reaches official publication, you (and your friends) will be listed, and you will even get a "service award" for participating in a project! Success is automatic with this method; the only uncertainty is which product your name will be in. You can beat that by sending in several reports on different scenarios.

WRITE A TERM PAPER: We print over 100 per year, and someone has to write them. When we pick papers from the bulk files, we often look for new names. For better odds, write several on a variety of topics and hope we pick a special focus area your paper qualifies for. Note the new regular section on Tournament Term Papers. Please send any Warlord Notes directly to Agents of Gaming.

WRITE A TACTICS ARTICLE: Amazingly, we get very few good one-page and two-page tactics articles.

WRITE A SCENARIO IDEA FOR PRIME TIME: For Prime Directive players, this is a snap. (See the Prime Time newsletter for examples and instructions.) It's easy to do, but TFG can only print three or four of the dozen really good ideas each issue.

WRITE A SCENARIO: This is a high-class way of getting your name in the game. Hint: We look for smaller scenarios, well researched background, a unique challenge, no obvious loopholes or trick keys, and a fun introduction. It is of particular note that we simply don't get scenarios for F&E, and we need two or three of them a year!

DESIGN A SHIP: This is a great coup, but it is really very difficult to find a ship that is truly needed that no one ever thought of before. Even so, someone succeeded only a few days before these words were written, so it's not hopeless.

DESIGN A NEW RULE: This is an even greater coup, but even harder. The game has hundreds of pages of rules, and a new one will have to be really special.

PROPOSE SOMETHING. Even if you get rejected, if it's interesting enough, you'll find yourself in the Proposals Board.

WIN A TOURNAMENT: A lot depends on luck, skill, and who you get for opponents, but those who place high enough will see their names in the next Captain's Log.

JUDGE A TOURNAMENT: A lot more work, and you have to look for opportunities, but success in getting your name published is virtually guaranteed.

JOIN THE STAFF: This is a lot of work, and the rewards are mostly in the self-satisfaction of a job well done. Staffers get their name printed lots of places, but they EARN every one of them! To apply for a staff position, you have to be on GENIE, be the kind of person we want on the staff (knowledgeable, dependable, productive, and constructive), and wait for a seat to open up. Getting your name in the game through several of the above methods helps a lot.

PRIME DIRECTIVE: WHO'S IN CHARGE

Who should you send your new Prime Directive adventure to: TFG or ADB? The answer is: both! Send it to Task Force; they will arrange for ADB to review it. ADB has to approve all PD materials at every step. Everything in Prime Directive must be consistent with the established SFB Background.

Task Force has just completed an official set of writers' guides for Prime Directive. To get these, send TFG a stamped

self-addressed envelope. We can tell you the single most important part of those guidelines, however. Whatever it is you want to do, from a new skill to a new adventure, write TFG a letter first, explaining what you want to do, how you want it to work, and why the game needs it. Please DO NOT expend creative effort on something until TFG says that they want it (and that ADB has cleared it).

TFG did want to make clear that while they want PD stuff, don't ask if you can "do the sourcebook for the [insert race]". These will be done by TFG/ADB, although we ARE very interested in INPUT for those books, both in the form of usable material and wish lists of what you hope to find in them. The two Steves noted that the Klingons, rather than the usual plethora of religions, will have a plethora of 'warrior philosophies' (basically, schools of thought on how warriors should do their thing), and perhaps players might like to suggest one of these. ☺☺☺

PLAYTEST UPDATE

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 Fall 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 and a few local newsletters. They are also available on GENIE, and we just uploaded them to CompuServe.

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.

X-SHIPS UPDATE

Those testing X-ships and X-ship scenarios will want to send a stamped self-addressed envelope for the X-rules update, which changes many rules. In summary, X-Aegis is now good for only two shots. The X-phaser capacitors are now linked (no separate overload capacitors; those are part of the main grid), and you can draw power from the unified capacitor as you need it. An overloaded phaser-1 can be fired as two overloaded phaser-3s, but NOT as four non-overloaded phaser-3s. Plasmas loaded in one turn produce one F-torp, not "the next smaller size". Stinger-X has one phaser-2 and one phaser-G. Two-space Swordfish drones have phaser-1s. X-tech cannot be "hastily repaired" to non-X levels.

SCENARIOS

SP586 NERVES OF STEEL (CL#14): The correct starting hex for the Sun Snake is 4222, not 0805.

SP1281 HEY! THOSE ARE OUR FREIGHTERS (Module P3): This scenario needs to be re-tested using the temporal elevator rule for the Andromedan base.

SP329 COLD DISH OF PIRANHA (Module P3): Replace one FFG with a DW; the other with a DWS. The NVH should have one NAC and one DWA as an escort; all three arrive on Turn #4. The FFB that used to arrive on Turn #6 is now in the convoy. Ships which lose all of their warp or all of their control boxes can be detached from the convoy. ☺☺☺

AFTER ACTION REVIEW

CAPTAIN'S LOG #14: Another smash hit in the unending series of useful and entertaining manuals. \$9.95, 80 pages, #5710. The rules cross-index was hailed as the single most important thing ever published in any issue of the Log. Some thought that the G2C and F5W were wasted pages, although before we printed them they were the two most requested SSDs in the last year. We held the scenario for the story to this issue because we wanted to get playtest reports for it first. The Kzinti DWV has drone reload storage of 100.

MODULE S2: The long-awaited second scenario manual, with 53 scenarios (30 of them entirely new!) has been released. Includes the gorgeous full color Asteroid Field Map! \$11.95, 80 pages, Stock #5707.

MO#3 SHIP NAMES REGISTRY: There were a couple of glitches in the list. Delete the Gorn BDD Gorrior as there is a CDD of that name. Delete the CA Isandhlawana in favor of the CB of the same name. FFE Raker should be Raker's Guard. Admiral Kruge, not Terror, is the C9A. The second Hydran Upholder is the Uplifter. We'll do an updated list sometime.

MINIATURES

Task Force has announced that the first pack of new STAR FLEET 2300 MINIATURES will be released in early summer. This pack will include the Federation CA, the Klingon D7, two Tholian PCs, and a Romulan War Eagle.

Task Force has asked for players interested in miniatures to write to them and help pick the ships for future sets and packs. Include your complete name, address, and telephone number, and list the five ships you feel they **MUST** do and ten more than you would **LIKE** to see them do. Also list which games (SFB, F&E, PD, Missions, Warlord) that you play.

ORIGINS '94 NATIONAL GAME CONVENTION

ORIGINS '94 will be at the Convention Center in San Jose, California, on 7-10 July. SFB "Gold Hat" National Championships, F&E National Championships, and a major Prime Directive tournament. Total prizes will be over \$500, including cash, gift certificates, and 26 Rated Ace Cards! There will be seminars on Tactics, F&E, Prime Directive, and the SFB Universe. Info from Andon, P O Box 3100, Kent, OH 44240 or 1-800-529-EXPO.

All official SFB events will be in the Holiday Inn. ADB has run these popular events for 10 consecutive years.

GENCON '94 GAME FAIRE

GENCON 94 will be held at Mecca Convention Center, Milwaukee, Wisconsin, on 18-21 August. While GenCon is mostly RPGs, it does include the largest SFB event outside of Origins, plus an F&E event. And this year GenCon will host the first-ever Prime Directive National Championships. There will be seminars on Tactics, F&E, Prime Directive, and the SFB Universe. *And a better room this year, too!*

Info from P O Box 756, Lake Geneva WI 53147.

COMMAND THE FUTURE!

CAPTAIN'S MODULE X1 will be the "big Origins release" for the summer of 1994. You can expect a fairly big SSD book (including the X-bases), rules, several scenarios, and a sheet of counters. Retail price \$19.95; Stock #5612.

CAPTAIN'S MODULE F1 - THE JINDARIANS: An entirely new race with new technology. The Jindarians left their homeworld more than 100,000 years ago. (No one is entirely sure why, but some Prime Team will probably figure it out someday.) Since then, they have lived in caverns carved out of asteroids. Some of their asteroids are fitted with warp engines and fly around like starships — even if they ARE 30 miles long!

The Jindarians are galactic Gypsies; they get away with it because their ships "blend in" so well. The Jindarians have been in space for a long time and are monumentally disinterested in the galactic goings on of the races. Once they get into your asteroid belt, however, they kick out the local miners and jack up the prices on processed ore. Each Jindarian ship is unique (as reflected by special SSD and boarding party rules) and not quite like any other. Jindarian caravans are led by Jinbaros who recognize no authority beyond their own, but each ship is commanded by a Jindavo who only *barely* accepts the authority of the Jinbaro, and only so long as things are going swell. You'll find more about them in a preview in the PD section.

The Jindarians use miles and miles of solid rock for armor. Their railguns are able to blast enemies at long range, but can be set to spew out a hail of smaller projectiles, providing a defense that damages everything in a 120° arc! Their ships carry a dozen or more Prospecting Shuttles armed with deadly but short-ranged explosive charges.

ANOTHER NEW RACE is also in development. The Vudavians (name still not certain) live near the galactic rim. Their system is flooded with ionizing radiation, and they have become masters of ion technology. Their ships are armed with the Ion Cannon and a special defensive system. They defend their star system using Ion Storm Generators which make life unbearable for anyone else (and if that is not enough to make them go away, the directional gravity waves WILL). During the General War, the Vudarians expanded into a nice pocket enclave (three or four provinces) by moving into a system and setting up ISGs on asteroids before the owners could notice or stop them. No release date has been set. As other new races are also in development, we aren't certain if this race will be in Module F2 or another module.

PRIME DIRECTIVE is moving along, with new releases planned throughout the summer.

5806 UPRISING! \$7.95. This adventure for Prime Directive takes a Prime Team deep into the intrigues of an uprising on a world of amphibians. (...and just who is behind this uprising?)

5803 PRIME ADVENTURES: This module will include new adventures for your Prime Team, taking them across the final frontier in search of glory and action.

5811 FEDERATION SOURCEBOOK will tell you all about Star Fleet, Prime Central, home planets, awards, and more!

CAPTAIN'S LOG #16 will be on the way to you in Fall 94 with more all-new material. \$9.95, 80 pages, Stock #5712.

MODULE Y: THE EARLY YEARS should be along sometime in the late fall of 1994. It is scheduled to include two "new" races, the Early Hydrans (just waiting for the Klingons and Lyrans to come wipe them out) and the still classified "coreward race" (or races?) from the galactic core. 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.

WHY DID THEY DO THAT?

Why did the ISC peacekeepers build PFs, the ultimate warlike attrition unit? They never built "war cruisers" after all!

1501W: The ISC "gunline doctrine" clearly calls for the expenditure of small ships in battle to keep big ships intact. Given their logistical problems, having PFs (and fighters) which could be built at remote bases was the only way to keep distant fleets up to strength. CWs lacked the range for ISC operations.

Why would an Orion ever take an ESG in his option mounts? It takes up two mounts and is not THAT effective!

1502W: Why would he take a phaser-3, an ADD-6, or a cargo box? Lots of possible things aren't terribly useful, but might be the only thing available.

Why do some Gorn ships use G-18Bs instead of G-12s? The G-12 is just as good and a bit cheaper!

1503W: Some carriers had G-18s and some had G-12s. The G-18Bs are a needed improvement for those with G-18s, which are too expensive to convert to G-12s.

WHY NO EW IN THE TOURNAMENT?

Why doesn't the CAPTAIN'S tournament use the Captain's RULES! To be the SFB champion, you should have to know and use every rule!

1504W: The primary reason is that this makes the tournament take too long, and there are only so many hours in the day. Another reason is that many players do not use the more esoteric rules and would not be interested in a tournament where the use or ignorance of those rules meant victory or defeat.

WHY DOES IT WORK THAT WAY?

Why can an uncrippled fighter always break out of a tractor with an HET?

1505W: So tractors don't become automatic (and cheap) fighter killers. The fighter is forced to use his HET and to break off his attack. That's penalty enough.

Why can't a T-bomb be placed in the same hex as a ship?

1506W: The energy field of the ship disrupts the transporter just enough to make moving nuclear warheads that way too risky for the transporting ship. Given the average speed of most ships, it wouldn't do much good except against really slow targets, and would be very unbalancing against them.

Why are slug drones more limited than internal armor?

1507W: Because they are a special case. Because of their usage, the second armor module is actually a different and more complex type than the first one.

Why is the game in 32 impulses if no ship can do better than 31 impulses per turn?

1508W: There had to be a top end, and we wanted the fastest seeking weapons to be just a little faster than ships. The original game had only ships with 30 warp, and since impulse engines couldn't go trans-light, you couldn't use them for more than one point. That's 31, and 32 was a nice number that was easily divisible into no end of useful fractional turns.

Why do all UIMs cost 5 points regardless of the number of disruptors they control?

1509W: Because it is a single unit and costs the same at the factory gate regardless of which shipyard it is sent to.

GIVING THE GOOD STUFF TO THE ENEMY

Why does (G24.2195) prohibit "painting" the enemy with ECCM so that ALL of the ships of my fleet could hit it more easily?

1510W: The EW war has to end somewhere, with someone getting the last "zap", and for game balance reasons we decided to leave it where (G24.2195) does. That gives bases a slight advantage, but that IS very realistic.

QUESTIONS ABOUT SHIPS

Why does the SPB have 16 fighters? This messes up the squadron fighter limit rules!

1511W: It just worked out that way as the best way to design the ship. If your opponent is agreeable, replace four of the fighters with Admins (or leave the bays empty).

Why does the FRD have to pay the same for shields as the BATS when its shields are nowhere near as good?

1512W: It is big enough to hold a DN and has to pay DN shield costs.

Why did the SKE lose its third and fourth plasma-D torpedo racks in the Doomsday conversion?

1513W: Because those were outside of "the module" and could not logically be changed without a shipyard overhaul. Conveniently, this gives the SKE the same two plasma-D racks of the Gorn escorts.

Why is there no photon-version of an armed freighter? As the Fed player, I want one!

1514W: A single phaser-1 is more power efficient and effective for this class. There is, you'll notice, no hellbore-armed version and no plasma-G-armed version, either.

Why don't carriers have Aegis?

1515W: No one thought of it until it was too late, and even if they had, we would probably have left things the way they are as it gives a reason for escorts and carriers to work together.

Why does the Fed NCA have fewer free hits err.. labs ... than the Kzinti NCA?

1516W: Analysis of the published SSDs (see the DNG, DD refit, or NCL) shows that as the war dragged on the Feds replaced more and more labs with power-producing systems.

Why do all of the BCHs have mech links on the SSDs but the DNs do not?

1517W: Because the DNs go into service a decade earlier, and the BCHs generally come out just about the same time as PFs. The cost and refit are easily extractable.

Why do Romulan carriers have less plasma-D storage than Gorn carriers? Less than the drone storage of other carriers?

1518W: They have fewer than the Gorns because half of the Romulan fighters use plasma-Fs instead of plasma-Ds. They have fewer spaces than drone carriers because drone-armed fighters typically carry more spaces of drones than plasma fighters carry spaces of plasma-Ds.

Why did the superior disruptor arcs of the D5 appear on the B10 and C7 but not the D7W or DX?

1519W: Because the D7 series used standard engines while the B10 and C7 were new designs able to incorporate the subtle changes that allowed the wider arcs to be used.

TWO SHOCKING QUESTIONS

Why does the F6 suffer from shock when the Federation DD is the same size and has four photons (arguably making it even more over-gunned) and no shock?

1520W: The DD was designed to use four photons; the F6 has the extra disruptors stuck on where they have no right to be.

Why don't the LDR and WYN ships all have shock ratings?

1521W: We handled their unique "overburdened" situation by another means. Adding shock would put a clock on every battle, and that would really affect game balance. ☺☺☺

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.

WARP BATTERIES (1501B): Gregg Dieckhaus proposed that the Federation ships be allowed to always have warp power in their batteries to offset the tactical disadvantage of needing warp power for their photons. This was rejected because the tactical disadvantage in question had already been factored into other aspects of the Federation ships.

ARMORED CRUISER (1502B): John Stone proposed that the Federation (and everyone else) would be shocked by the number of cruisers destroyed and respond with a new class of armored cruisers that would be harder to kill. His proposal included some interesting features: armor (not used on "modern" ships, a special sensor (useless since it would be blinded when the ship fired), a repair box (we could not determine why this was there), an aft-firing photon (one photon wouldn't seem likely to discourage a cruiser that got behind you), three 10-box engines so the center warp would survive damage (we try really hard to avoid inventing new engines), a barracks box for extra marines (if allowed, this would be added to every ship, making every current ship obsolete), virtually no hull (everyone always wants to trade hull for something else, like power and weapons), and heavier shields (wouldn't we all like to have those?). Given that this would make CCHs and BCHs obsolete and give X-ships a run for their money, there was no way to incorporate the design into the history without totally re-writing it, and the ship couldn't be accepted.

LONG RANGE FIRE (1503B): Michael Stiles proposed a tug pallet that would have several heavy weapons but not enough power to overload them. The theory was that such a ship would stay back and fire at long range. The problem is that the ship would not be used for that; it would be sent straight into battle where its multiple weapons (even if not overloaded) would be more effective. The best long-range fire platforms would be drone-armed since drones do not lose warhead strength with range. Photons might also work, but the existing Fed DD would seem more than adequate for this special case.

OUTRIDER DRONES (1504B): R L Callaway proposed an "outrider" drone that had a phaser and followed the controlling ship around. The phaser could be fired by the aegis system. While doubtful that such a system could be built, it couldn't be allowed anyway due to the effect on game balance.

DRONE BOMBARDMENT FREIGHTERS (1505B): Many people have proposed these ships, which have the DB mission but use a freighter hull. This was considered impractical because the freighter would be too slow in reaching firing position and escaping retribution.

DUMMY ENERGY MODULES (1506B): Tom Bartholomew proposed that a cargo pod could be dropped and would look enough like an energy module to fool the Galactics and draw their fire. This was rejected simply because the amount of energy in PA panels is detectable, and the total lack of such on the cargo modules would instantly betray the deception.

THE POWER CANOE (1507B): A couple of retired staffers once proposed this system, which was the shape of a canoe and contained a number of APRs and batteries. It could, in theory, be welded (somewhere) on ANY ship in the game. It was rejected because it ruined the flavor of the game by allowing ships to have all the power they wanted.

ANDRO WEASELS (1508B): John Trauger proposed two different ways that the Andros could be given something that works like a wild weasel. Both were rejected because the history has established no such thing existed, and to add it now would be to re-write every Andromedan scenario.

And besides, with their speed, they don't really need it.

WILD ANYTHING (1509B): Any number of people have proposed alternatives to the wild weasel, from a pod that all ships carry to a probe to a drone and back again. Wild weasels are supposed to have a serious penalty, and using up a shuttle is the penalty we picked. We really aren't interested in "tossing the tactical salad" by having something else that will do what wild weasels do.

ORION TRANSPORT DREADNOUGHT (1510B): Stephen Metrulas proposed an Orion Priority Transport which looked more like a dreadnought. The 44 warp and 1.5 movement seemed a little excessive, although the 24 phaser-3s and the 32 armor boxes would doubtless have provided good protection. The 10 transporters made quick work of unloading the eight cargo boxes. The special sensors were dandy for avoiding trouble, and the four option mounts and the phaser-1s could deliver a "mild blow" to an attacking warship. The ship was, in the final analysis, much too big for the type of mission the title envisioned and was simply another big Orion warship, of which the Orions would seem to have plenty.

WEAPONS AUGMENTATION MODULES (1511B): Jim Brown proposed these base augmentation modules, each with two weapons, four power, two battery, and an Aux Control. Jim was unaware that the very first base augmentation module (the one that created the idea) was a weapons augmentation module, and indeed the other BAMs were created to use the rules created for that first module. When it came time to print the modules, they were all approved except that original drone-armed module. Jim had hoped to avoid this problem with a new kind of module that could only be installed on MBs and SAMs, but there was no way to convince anyone that such a module, if possible, would not have been built in a way that SBs and BATs could use it too.

AUXILIARY RESCUE SHIP (1512B): Robert Giacolono proposed an Auxiliary Rescue Ship, built on a military freighter hull. This wasn't really practical because any ship can do rescue work, and this ship was too slow to risk in a war zone or to reach a threatened colony in time.

AND LEST YOU THINK WE REJECT EVERYTHING, we have, recently, accepted two dozen scenarios, a couple of new ships, a couple of new races (albeit out of files from long ago), a whole host of proposals for changes to X-ship rules, three new tournament ships, the Klingon D5X, and the Gorn CMX. ☺☺☺

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.

CARRIERS

Q1501: My friend and I have had an in-depth discussion (actually a heated argument) concerning carrier supplies for fighters. According to (J4.75), the carrier has three chaff pack reloads, two EW pods, and three WBPs for each fighter on board. He believes that this is quite gross and makes carriers' BPV horrible. He thinks that we should have to pay for every chaff pack, EW pod, and WBP that we have for each fighter. Could you please confirm my belief in (J4.7)?

A: The supplies are included in the BPV of the carrier and its fighters. Any supplies above those listed in (J4.7) and some other rules that may be added later, such as pods in Module J [see (J11.13)], must be purchased separately and paid for. And don't waste energy or ruin your health with a heated argument. Toss a coin to finish the scenario, and then ask ADB for help.

Q1502: The percentages rolled on the chart in (G15.71) are set in concrete, regardless of class, correct? If you roll a modified 13, you are limited to 75% home fighters and 25% operating area fighters, whether or not they are class-III. Is this correct?

A: Essentially. The Orion captain can always take worse fighters than the quality he rolled up. He cannot take better. In line with this, if he does not want to use the 25% from the operating zone and only wants fighters inside the local area, he can take them.

Q1503: A carrier with fighters on the balcony hits a mine. What happens to the fighters?

A: Should something happen to the fighters? Rule (J1.531) is quite clear that shuttles on balconies are destroyed by "aft" hull hits, and this would apply to damage from a mine detonated by some agency (from some other unit moving, the carrier moving, or a command detonation).

Q1504: May I ask if this example is right? $12 \times \text{F-18} = (24 \times \text{type-I}) + (24 \times \text{type-VI}) = 36 \text{ spaces}$. The 12 spaces of type-VI drones is 33% of the drones which are general. Out of the 24 type-Is, 7 spaces may be limited, 11 restricted, leaving 6 general type-I drones. Then the remaining 164 spaces will be proportional with 33 limited, 49 restricted, and 82 general. The carrier is a Federation CVS.

A: Type-VI drones are not used in the calculations for availability; see (FD10.13) which notes simply that their speed can be improved based on the year. They are not considered general availability items for purposes of drone load-outs [note that they are not included in (FD10.61) for this reason]. You figure your special warheads based on available type-I, -II, -III, -IV, and -V drone spaces; type-VI does not enter into the calculation. So you base all your percentages for the squadron on the 24 type-I drones that the F-18s can carry, but note that if one is an EW fighter, you will only have 22 drones to work with.

Q1505: Rule (J7.732) brings up the question of whether there are any spare aircrews on a carrier, and, if so, how many? The same number as spare fighters? Since our utopian future rarely has any "hangar queens" or aircraft out of service, do we assume the same is true for aircrews (they are never sick, hurt, etc.) so we do not need more aircrews than spare fighters? What quality are they, random or all green?

A: This would be a nice idea, but we cannot add it since it would be addenda. Maybe someday we can do a separate rule for spare pilots.

DISPLACEMENT

Q1506: We have an Andromedan player who uses the displacement device to displace from outside of a three ring circus to the inner strand of web in one jump. This makes our webs useless as a defense against Andromedan ships. What can we do?

A: Your Andromedan friend is mis-interpreting (G18.671). This rule allows him to displace over "A" web, not multiple web strands. Note that displacing out of a web hex, whether in the direction from which it was entered or the other side, counts as the one web strand a ship can displace across.

Q1507: We have an Andromedan who uses the displacement device a lot and says that he does not need to write down anywhere that he is only moving a certain number of hexes. Is this right? Should it not be like ESGs? I know he has to tell me the target ship and the direction, but should he write down the distance? And about the direction, does he simply have to say left, right, forward, or rear as the firing arcs go?

A: According to (G18.311), the Andromedan only has to announce the direction the displacement will occur. He is under no obligation to announce a distance, and the rule states that. In (G18.41) he is required to announce a substitute direction for his random direction die roll when trying to displace a non-Andromedan unit. Again he does not name a distance, and actually cannot since the distance is totally out of his control.

Q1508: How exactly does an Andromedan announce the direction he intends to displace towards when he does not plan on displacing straight down one of the 6 hex rows???? (Again self-displacement.)

A: The Andromedan has to state a direction, but this direction is essentially a shield arc for self-displacement, and he can go anywhere in that shield arc. The Andromedan is NOT limited to a single hex row when self-displacing. (G18.511) specifically notes that displacement does NOT have to be along the hex grain. In addition, (G18.52) notes that when displacing another Andromedan unit, while the range of the actual displacement is less (6 hexes vice 12), it uses the same procedures as (G18.511), so you are also not restricted to the hex grain for the displacement. The only times you are restricted to the hex grain is when an Andromedan ship is making a random displacement as a result of displacement failure [(G18.512) or (G18.521)] or when displacing a non-Andromedan unit.

Q1509: If self-displacement always works (G18.322), why do you have to roll to see if it is successful (G18.511)?

A: Because the device will function, but maybe not properly. You may have displaced only 1,000 kilometers, which in a 10,000 kilometer hex does not help very much.

Q1510: According to (G18.53), an Andromedan ship that displaces itself suffers a fire control delay described in (D6.68). According to this rule, fire control is disrupted for four impulses. My question is "EXACTLY WHEN can the Andromedan fire"? Can the Andromedan fire on the fourth impulse, or does he have to wait until the fifth? Does the fire control get disrupted if the displacement fails?

A: An Andromedan ship which makes a displacement attempt on itself, whether it succeeds or fails, is under the effects of (D6.68) until the end of the fourth impulse, so it cannot fire until the fifth impulse. The consequences begin on the impulse in which he attempted the action and do not end until the same point in a subsequent impulse. As this is part of the DF Weapons Step, the consequences would end AFTER (actually, during the later half) of the fourth impulse's Direct-Fire Weapons Phase. Thus a displacement attempt on Impulse #1 would leave an Andromedan ship unable to fire until the Direct-Fire Weapons Step of Impulse #6, even though it is effectively no longer under the restrictions during step 6E of Impulse #5.

DRONES

Q1511: I know that I cannot tractor my own drone to break the tractor of the target ship, but can I tractor it just to provide negative tractor energy?

A: Nope, touch a friendly drone with a tractor, and it goes inert.

Q1512: An enemy unit has tractored my drone with one point of power. I spend one point of tractor power to negate his tractor on the drone. If I do so, does this cause the drone to lose its tracking and be removed from the board. Relative rules are (G7.37) and (G7.522). I believe that it does not. By (G7.37), I can introduce another tractor auction. By spending one point, I negate his one point. Neither he nor I now have the drone tractored. (G7.522) states a drone held in a tractor by a ship on the same side will lose tracking, but I do not have the drone "held" in tractor; therefore, it retains its tracking.

A: The application of tractor energy is considered to be sufficient and will cause the drone to lose tracking. The fact that your tractor and his tractor are nominally vying for the drone is irrelevant. You might also consider that even if your tactic was possible, all your opponent has to do is announce that he is releasing his tractor, and since you cannot release yours simultaneously, you would have a full tractor at that point anyway.

Q1513: Exactly when do Swordfish drones fire?

A: Swordfish drones commit to fire during movement when their firing parameters are met. The fire is resolved in the Direct Fire Weapons Stage D62, although the reference for this was buried in (FD15.212). During the interim between commit and fire, the Swordfish could be prevented from firing by various means (e.g., turned off by special sensors) or distracted (e.g., by a wild weasel) to a different target.

Q1514: Rule (R5.R5), among others of the drone-using races, refits ships with double drone reloads. Annex #6 allows players to buy extra drones. Is there room in reload for them, or would they have to be stored in an already prepared scatter-pack or on fighters?

A: Any extra drones (and you cannot buy extra drones unless you are already armed with drones or carrying fighters or an MRS which uses drones) go into reload storage. You cannot put them on a scatter-pack unless allowed by the weapon status rules, but if the weapon status allows a scatter-pack to be prepared, you can certainly use the extra drones for it.

Q1515: Could I have some confirmation please? (FD2.421) says that up to two spaces of drones per turn can be reloaded provided the rack is taken out of service for the entire turn. The Commander's Edition stated that while two spaces could be loaded, only one drone could be loaded. The question (at last) is this: under (FD2.421) can two one-space drones be loaded per turn?

A: Yes, two one-space drones can be loaded in a single turn into a single rack (or four could be loaded onto two racks).

Q1516: Can Swordfish drones be used by other races than Klingon, and can Spearfish drones be used by other races than Kzinti?

A: Any drone-using race can use Swordfish drones and Spearfish drones. They both became available in Y174.

Q1517: If a drone (not ATG-equipped) controlled by a ship moves out of the line-of-sight, for example behind a planet or gas-giant, does the ship lose control of the drone and remove it from the map or does the ship always have control of the drone?

A: If the target was not behind the planet (or gas giant), a drone could move behind a planet without losing its lock-on so long as such movement was legal under the conditions of (F2.1) and (F2.2). The drone could not move behind the planet if such movement would result in increasing the range, or maintaining the range if there was a way it could move to get closer to its

target. This could result in the drone being forced, by the specific need to get closer to the target if at all possible, to collide with the planet if that was the only legal hex it could move into to satisfy that requirement.

The guiding unit does not need to have a lock-on or line-of-sight to the drone (P2.34). However, both the guiding unit and the drone must have a lock-on and line-of-sight to the target; see (F3.31) and (P2.3222).

Q1518: Rule (FD9.13) says that the effect of ECM drones is not cumulative. Rule (FD9.14) says the effect of ECM drones is included within the 6-point limit (D6.392). My question: A Klingon C8 with 6 points of self-generated ECM launches three ECM drones that maintain the same speed and are in the same hex. Does the C8 receive 9 or 12 or 15 points of ECM?

A: The Klingon C8 receives the six points it is generating for itself (D6.3141) and three of the points from one of the ECM drones under (D6.3144). The intent of the reference to (D6.392) is that no unit can use more than six total points of lent EW. The ECM of ECM drones is lent EW. You could receive three points from one drone and another three points from a scout for a total of six, but you can only, under (FD9.13), receive ECM from one ECM drone at a time.



COMMODORE KETRICK ORDERS HIS SECURITY GUARDS TO TAKE A MUTINOUS CREWMAN TO THE AGONIZER BOOTH JUST BEFORE HIS FLAGSHIP ENTERS THE WYN CLUSTER.

FIGHTERS

Q1519: (J11.133) Can an escort buy (S3.2) pods that its carrier could not, like additional sensor pods?

A: The rule specifically says you cannot purchase a sensor pod as an option. Escorts cannot buy pods their carrier cannot.

Q1520: Do fighters ignore atmosphere or asteroid effects when using close combat maneuvers?

A: No rule I can find provides this benefit, so the answer is no. This type of question is asking for a rules change or hoping that we will be willing to write a new exception.

Q1521: When I use fighters with two chaff packs, can I use (J11.32) with (D11.0) "...dropping a maximum of one per impulse per fighter"? (D11.0) does not answer this.

A: As there is seldom anything to be gained by dropping two chaff packs on the same impulse, the thought did not occur to us that a fighter might want to use both its chaff packs at one time, plus a chaff pack from a chaff pod. As this is the case, I have to say that if you wanted to dump three chaff packs (two from the fighter itself and one from a pod) on a single impulse, you could do so.

Q1522: Does a player have to identify a shuttle as being a SWAC or a fighter upon launch?

A: Unless using Tactical Intelligence (D17.0), a shuttle must be identified as to its type (fighter, admin, SWAC, etc., including fighter type) upon launch under the provisions of (D17.91). See (D17.4); Level C, which allows fighters to be distinguished from all other shuttles, Level D which distinguishes shuttle size (one space or two space), and Level H which distinguishes exact shuttle type (with a few little exceptions).

Q1523: Fighters are allowed to carry special drones (ECM, Swordfish, etc.). How do you determine the allowable spaces of restricted/limited drones for fighters? Treat the squadron as a ship, or the fighters leech off the carrier's percentages? I cannot find any reference to fighter load outs that would answer this.

A: Treat the fighters as one ship (FD2.45), but the difference is pretty academic since it is all proportional to what the fighters carry anyway.

Q1524: If the F-15 is a "defensive" fighter based on planets, why does the CVB [rule (R2.29A)] carry F-15Cs? I would have thought F-14C/D to be more appropriate.

A: The rulebook does explain that the Federation wanted more firepower from the CVBs and F-14s would not physically fit into their bays, so some were given 'slight' modifications to use F-15s instead. Note that the F-15s were owned by the Air National Guard, and the squadrons on those ships were Guard squadrons on active duty.

Q1525: Does a fighter's BPV include its drones, and where do I find that in the rules?

A: The cost of a fighter includes the cost of its drones as slow speed drones. This is covered under (FD2.45). You have to add the cost of drone speed upgrades to the fighter's BPV, just as a ship has its BPV increased when paying for the speed upgrades of the drones in its racks.

Q1526: Do the special drones carried by a fighter count against special drone limits? Example: A Federation CVA carries 12 F-14Bs which are capable of carrying 48 type-III drones. The fighters and MRS have 124 spaces of drones (fully loaded). This works out to only 25 (24.8) limited availability drones. This is not enough to load out the F-14Bs' type-III rails. Are the type-III frames ignored when figuring availabilities, or can a CVA not load out an F-14B squadron?

A: You figure the drone load-outs of your fighters separate from any drone racks on the carrier. Generally you can figure out the number of rails you can load with special drones, and that is the number you can start with. Any others would be in storage and would have to be brought up on deck and loaded, although you could also at that point loot the carrier's drone

racks and drone reload storage for drones to load the fighters, and vice versa.

Q1527: Do fighters and MRSs used as scatter-packs retain their defensive ECM points? I could not find a rule that says they do not. Also, if the fighter above is part of a squadron, can the carrier, EWF, SWAC, or anything else loan EW points to defend it. I know that a scout could, or one could use an ECM drone, but is there something special for just being a fighter?

A: An MRS does not have built-in EW points; a fighter does and a fighter-SP would retain them. Rule (FD1.8) is the overriding rule. It lists the specific exceptions involved in any shuttle, including fighters, used as a scatter-pack. It does not allow the fighter to be part of a squadron, and (FD9.16) is specific that a shuttle or fighter cannot be protected by an ECM drone.

Q1528: (R2.F11) is not clear: How many pods can an F-111 carry (I read three in the bay, two on the pod racks, and six on the drone rails, for a total of 11, but no more than two phaser, two ground attack, two seeking weapon control, three EW (not counting the built-in one), one chaff pod, one sensor, any number of cargo)? If there are three pods in the bay, can they all fire?

A: Your count of 11 pods is correct, and your remaining data appears to be consistent with the rules. As to whether or not pods in the bay can fire, they cannot. This was recently clarified in the errata book.

Q1529: The F-111 can carry type-IIIXX instead of type-IV. Can the F-14D, F-15D, A-20, Z-H, TADSC, DASC, LAS, or any I missed also do this?

A: The F-111 was allowed this capability. As to any other fighter, see (J4.234). If the rail is defined as a "heavy rail", it can.

Q1530: According to (J1.620), a tractor is attached to the fighter and then it is pulled into the shuttle bay on Impulse #32. If a fighter is tractorized by his own ship on Turn #1 Impulse #30, will an opposing ship get a chance to fire at the shuttle on Turn #2 Impulse #1? That is assuming that the shuttle was not pulled into the bay on Turn #1. If it were one hex away and the captain just decided to allocate tractor energy on the next turn and tried to pull him into his hex on Turn #2 Impulse #1? As I read the rule, the captain probably should have pulled the fighter into his own hex and into the bay on Turn #1.

A: Fighters/shuttles would land in the "Shuttle and PF Functions Stage (6B8)" of the Impulse Activity Segment of Impulse #1 of Turn #2 in the situation you appear to be describing. This means that you could not fire at it on that impulse because you cannot fire until the "Direct Fire Weapons Segment" of the turn, and the shuttle has already landed.

Q1531: At the start of Turn #2, a shuttle held in a tractor beam is still one hex away from a friendly ship. Does it have to be pulled closer to range 0, or do I get to shoot at the shuttle on Impulse #1 after the friendly ship has pulled it closer to range 0? The friendly ship did not elect to use (G7.71) at the start of Turn #2. So when does it get pulled into the bay? Should he have pulled the shuttle closer on Turn #1 Impulse #31 to range 0? Could he do this to keep me from shooting at his shuttle?

A: If he is using the procedure in (J1.621) and had announced that he was using that procedure (J1.6211), including operating the shuttle/fighter under the restrictions of that rule, then under (J1.6213) when he pulled the shuttle/ fighter into range 0 he could on that same impulse land it, and you would not be able to fire at it.

Q1532: How the heck did the WYN get F-18s? (R12.7)?

A: The WYN bought them off some pirates, or perhaps from the Federation and some pirate transported them. Do not worry how they got them; after all, there were only a few of them. (They were too difficult to acquire in quantity.) The WYNs certainly could not build them.

MRS SHUTTLES

Q1533: Rule (J8.11) says each race has only one type of MRS, but the years given for the plasma MRSS overlap (one is Y150-Y167 while the other is Y165+). What gives?

A: This reflects a transition period.

Q1534: A player buys an MRS for a standard CA with Commander's Options. May he then buy a large mine (NSM) in order to give the MRS one to lay? May he purchase additional T-bombs in order to give the MRS some to lay? Or is the presence of an MRS no factor here?

A: If the MRS is to lay an NSM, the NSM must be one that the MRS found on the Romulan ship it was on or was purchased by the Romulan ship since they, and they alone, are permitted this. Otherwise your MRS has to go over to the minesweeper or minelayer you included in your fleet to get the NSM. The MRS can lay the standard T-bombs that the ship may have purchased, but if it wants to lay more T-bombs, it again has to go to a minesweeper or a minelayer, or in this case it can go to another ship that has T-bombs and get its T-bombs.

Q1535: How can an MRS pick up mines from another ship in the fleet if it can only be serviced by its home ship?

A: Because 'picking up a T-bomb' is not the same as 'being serviced'.

EXCESS DAMAGE

Q1536: In a recent battle, a Federation escort was alpha-struck by two cruisers. We noted in rule (D4.40) that the last excess damage point (the one to blow up the ship) cannot be scored if there is someplace else (the rule suggests hull, cargo, and mine racks) to score it. So we blasted our way through the sensor, scanner, and damage control racks, and the last two bridge boxes, before getting that last hit. This makes ships very hard to destroy. What's wrong?

A: You didn't read the rule literally enough. Rule (D4.40) states that no excess damage hits can be scored "so long as there is some other system (i.e., cargo, repair, mine rack) on which an excess damage hit can be scored". This refers to a place the damage can be legally scored under the rules, not any open spot on the SSD where you can write an X. Many people do not realize that in Annex #7E, those listed systems are also hit on an excess damage hit, so (D4.40) is merely reminding you of this, not saying that all boxes must be hit before excess damage is scored.

CAPTURING FIGHTERS

Q1537: Rule (G19.45) is a "Stab in the Andromedans Heart" as my friend puts it. He would like to go around and capture all of my shuttles and fighters that he can. Will there ever be a revision of this rule?

A: (G19.45) itself says "...such rules may be introduced at a later time...." He cannot do it NOW, but he may be able to do it in the future.

ARMOR

Q1538: (D4.12) says "Damage points which penetrate the shields strike the armor". Do you imply "regardless of the position of the armor"? So if damage points penetrate shield #4 on a Federation CL (R2.5), six points strike the armor before any damage is rolled on the DAC?

A: You are completely correct. Regardless of where the armor is positioned on the ship, any damage penetrating any shield on the ship is first scored against the armor. All armor boxes must be destroyed before any damage is scored against systems on the ship. Note that starbases (R1.1) form a unique exception to this procedure in that damage must first penetrate a shield and a docking module before any damage is scored on the armor. (Warning: Jindarian armor works differently.)

BASES

Q1539: What rules do battle stations use for damage allocation? Do you have to completely destroy one module (i.e., go to the last excess damage box scored on the armor as for starbases), or do you use the armor first or what?

A: If battle stations, base stations, systems activity maintenance stations, commercial platforms or mobile bases, used a system other than the DAC, it would have been stated in their rules. Since such was not done, damage is done as per the normal damage rules, with all damage penetrating the shields of the station first striking armor, if any exists.

Q1540: There is no SSD for cargo modules in the Captain's Basic Set. How much cargo is there in a cargo module, or if there is an SSD, where is it?

A: In regards to cargo modules, you are right, there were no SSDs for them provided in Basic Set. How did that happen? In so far as what they look like, simply take a PF module and convert the six tractor and six repair boxes to cargo. The module has a total of 12 cargo boxes in two rows of six boxes each. There are SSDs for cargo modules in Module R1.

ENVELOPING WEAPONS

Q1541: An enveloping weapon hits a starbase with several down shields. Due to the weird starbase damage rules, is this resolved as one volley or what?

A: (R1.1D) states specifically that the procedure is used when "a volley of hits penetrates one of the shields of a starbase". As enveloping weapons (hellbores, PPDs, and enveloping plasmas) are all resolved separately and as separate volleys from normal direct-fire weapons [(E10.43), (E11.332), and (FP5.32)], the PPDs of course being resolved separately even from each other, the normal damage rules would be used for such a volley of weapons. However, the damage the weapons scored would still be resolved versus the exposed docking modules before the main hull would be hit.

PSEUDO-SATELLITE SHIPS

Q1542: Could a pseudo-satellite ship drop T-bombs?

A: Pseudo-satellite ships cannot drop T-bombs, and there is nothing in (R10.12) to indicate that they could.

Q1543: In rule (R10.12) it says that a pseudo-satellite ship can emulate a Cobra-class ship. Does this mean only Cobras, or can it also emulate a Terminator (it being of the same size as a Cobra)?

A: There was much debate on this before Doomsday, and the resolution was that pseudo-satellite ships can ONLY simulate a Cobra. It cannot simulate any other hull based on the Cobra, and only the Cobras are Cobra-class ships. A Terminator may have been built on a Cobra hull, but it is a Terminator-class ship, not a Cobra-class ship.

IDENTIFICATION OF LAUNCH SYSTEMS

Q1544: If not using Tactical Intelligence (D17.0), which rule has precedence: (F1.23) or (D17.16) ala (D17.91)?

A: Rule (F1.23) has precedence.

ANDROMEDAN BATTERIES

Q1545: When an Andromedan battery is destroyed, is the energy held in that battery also eliminated? I know this is true on Galactic ships, but the Andromedans are 'closed energy systems' and often seem to be exceptions to the standard rules. Is there an exception here?

A: When an Andromedan battery blows up, the energy in it is lost. It does not flood panels; it does not cause extra damage. This goes back to the general battery rules. Any power in a battery (or allocated to that battery) at the time it is destroyed is simply lost. ☺☺☺

COULD YOU GIVE ME AN EXAMPLE OF.... Cloaking Out?

by Bruce Graw

A Romulan King Eagle is dueling with a Federation Command Cruiser+ in a field of scattered asteroids. The King Eagle times its approach to end the first turn 12 hexes from the CC+, launching a real plasma-R torpedo on Impulse #32 (full power had been allocated to arm the torpedo, so no batteries are used). Neither ship chooses to fire phasers from this distance. The CC+ does, however, launch a type-IM drone, enhanced with ATG, at the Romulan.

During Energy Allocation, the Romulan player decides to use the cloak. The King Eagle's cloaking cost is 15 points, for which he pays the full amount. He could allocate only part of the cloaking cost, relying on batteries for the remainder using the contingent reserve rules (H7.6), but decides this is unnecessary since there is absolutely no doubt he will be activating the device. (Contingent reserves are normally employed only when there is some question as to whether or not a system will actually be used.) He also puts 2 points of energy into shields and 1 into life support, but does not bother paying for fire control as he intends to be cloaked for the entire turn. Two more points of energy are spent to hold wild weasels, and another point is put into arming a third weasel.

The Romulan player wishes to continue moving as fast as possible, but wants to be sure to make retaining a lock-on as difficult as possible for the Federation player. Consulting (G13.331), he observes that speeds 9 through 12 have the same penalty for speed, so he applies 12 points of energy to move, deciding that speed 8 is too slow for his purposes. The remaining four unallocated points of energy are used for ECM, and of course he empties his six batteries for legal uses and refills them with warp power so as to have 6 points of reserve warp available (H7.41). The Romulan has decided not to re-arm his plasma-R torpedo.

When the turn begins, the Romulan announces speed 12 while the Federation ship is moving speed 24. On Impulse #1, the King Eagle announces activation of the cloaking device, during the Cloak Step of that impulse, and begins fade-out at that point. At this moment the Romulan player is required to make a choice which many players are not even aware exists, yet often will impact his and his opponent's actions during the rest of the fade-out period. The choice is whether the ship will continue to use the standard electronic warfare system (D6.3) or will use the Fire Adjustment Chart (G13.37) during the fade-out period. (Obviously, if you do not use EW, your choice will already have been made for you.) In this case, the Romulan player observes that the Federation ship is using 5 points of ECCM and his own 4 ECM will be of no benefit, so he wisely chooses the second option.

Since fade-out begins before direct-fire (see the Sequence of Play in Annex #2), the effective range from the CC+ to the KE is increased to 13 hexes (G13.14) before the Federation ship has an opportunity to fire its proximity-fuzed photon torpedoes at the preferred range of 12. Frowning, the Federation player checks the Impulse Chart and the ship positions and notes that he moves on Impulse #2, but he will only gain a hex of range while the continued fading of the Romulan ship will cause it to remain at effective range 13. However, on Impulse #3 both he and the King Eagle will move, and because of its current facing

and turn/slip modes, the KE will be forced to move closer to the CC+ during that impulse, closing the true range to 9 and the effective range to 12. Despite the rapidly approaching plasma-R torpedo, the Federation player chooses to wait for this shot.

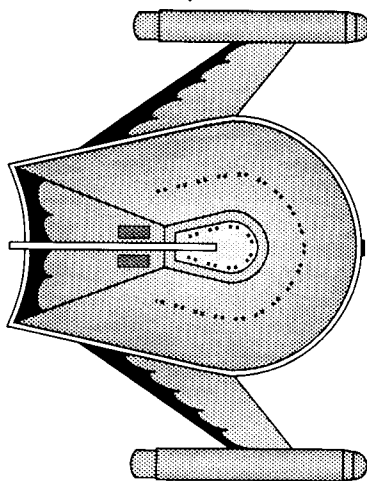
Impulse #2 comes and goes, and on Impulse #3 the Romulan ship considers using a high energy turn away from the CC+ (which would keep the effective range greater than 12), but declines. He could have done so using reserve warp (5 points of reserve warp are required and he has 6 available), but he wants to hold onto his reserve power against a possible anchor attempt by the Federation ship. The Romulan player allows the Federation player his proximity photon shot, hoping the damage from his plasma-R torpedo will be sufficient payback.

The Command Cruiser fires its four torpedoes at effective range 12, with a 1-4 chance to hit. Three of them impact, doing 4 points of damage each. However, because the Romulan ship is partially faded, the Fire Adjustment Chart (G13.37) must now be consulted. One die must be rolled for EACH torpedo (G13.373), adding the range penalty (in this case 3) and subtracting 5 (G13.361). The Federation player rolls a 1, 4, and 6, which, according to this formula, are adjusted to -1 [which is considered to be a 1 (G13.371)], 2, and 4. Consulting (G13.37) reveals that the 1 and 2 result in full damage while the 4 indicates only half damage, so the total scored is 10 points.

On Impulse #4, the Federation captain has an opportunity to turn away from the Romulan ship and then subsequently use a series of sideslips to move farther away from the plasma torpedo; he realizes that he can get the torpedo warhead all the way down to strength 25 before it impacts, but this will allow the King Eagle to follow along behind him and seize the initiative on the ensuing turn. Instead, he chooses to continue closing, taking the damage (assuming it is not a pseudo-torpedo) and possibly retaining lock-on to the Romulan, but keeping the initiative in either case. So, he moves forward. On Impulse #5 he does not move, and on Impulse #6 he moves forward again, watching the plasma torpedo close to range 2. The Romulan also moves, turning away from the Federation ship at a range of 7 hexes.

The Romulan ship completes fade-out on this impulse, and a roll to retain lock-on is made (G13.33) during the Lock-On Stage of the Impulse Activity Segment. The sensor rating of the CC is 6, the range factor is 1, and the speed factor is 2. The Federation ship also has 5 ECCM to the Romulan's 4, giving it a -1 EW modifier (one of the few times such a modifier can be useful). The formula is sensor rating minus EW adjustment minus range factor plus speed factor minus 4, which in this case results in a required die roll of 4 or less. The Federation player rolls the die, getting a 3 and retaining lock-on. Note that the ECCM of the ATG drone had no effect on the Federation ship's attempt to retain lock-on as it is not ECCM being lent to the ship by a scout or MRS.

Had he failed to retain lock-on, the Federation player had it in mind to try shifting his electronic warfare [using reserve power (H7.33)] to 4 points of ECM, forcing the plasma-R torpedo [which has 3 points of built-in ECCM (FP4.31)] to roll on the Proximity of Detonation Table (D6.36), and hoping for a 6 which would reduce the warhead by 50%. Since the lock-on was retained, however, the Federation ship is required to re-roll to retain lock-on if conditions change in favor of the cloaked ship. Therefore, lowering its ECCM to 2 to make room for the 4 ECM (D6.312) would be rather foolish. Instead, he fires his two LS phaser-1s at the torpedo, doing 8 points of damage. On Impulse #7 he slips left (taking the LS phasers out of arc, which is why



he fired on the previous impulse) and fires his remaining six phaser-1s and two phaser-3s for 38 more damage points, a grand total of 46, taking 23 points off the 50-point warhead.

The ship moves forward on Impulse #8, taking the 27 points of damage on the front shield, which holds (barely).

With the plasma gone and the Federation ship still coming (and a drone trailing one hex behind), the Romulan player now attempts to break his opponent's lock-on, not wishing to suffer damage from drones or suicide shuttles if the Federation ship successfully overruns him. He would like to arrange to let the Federation ship achieve range 4 and then move away to range 5, causing the range factor to increase and earn a new roll because of conditions changing in his favor. However, a check of the Impulse Chart reveals that there will never be an impulse during which he will move and the Federation ship will not, and with the Federation ship closing at twice his own speed, this option is obviously out. Instead, he concentrates on using ECM shifts to achieve his goal.

On Impulse #9 he uses one battery to raise his ECM to 5. This changes the Federation ship's EW adjustment from -1 to 0, forcing a new roll, but not until the Cloaking Device Step of the Sequence of Play (G13.3221), which does not come about again until the next impulse (Impulse #10). The Federation ship moves forward, closing the range to 5, not enough to reach the next column of the Range Factor chart. The new die roll is made, needing a 3 this time, and the Federation player rolls a 1, again retaining lock-on.

During the Fire Decision Step of Impulse #10, the Federation player reasons that the Romulan will once again try to change his ECM status and, therefore, raises his own ECCM to 6. He guesses correctly, and since these decisions are made simultaneously in the DF Assignment Phase, both changes happen at once. The conditions do not change, so the Federation ship does not have to roll again (G13.3323).

On Impulse #11, the Federation ship reaches range 4, raising the chance of retaining lock-on from 3 in 6 to 4 in 6, but a new roll is not required (G13.3322). As he closes, the Romulan begins to fear a possible tractor attempt (perhaps combined with a speed decrease by the Federation ship). With only four of his six batteries left unused, he decides he cannot afford to continue the "ECM Yo-Yo" tactic, for if it failed, the Federation ship would be able to tractor him on batteries alone. If the Romulan had decided to use the "ECM Yo-Yo", he would have dropped one point of ECM on Impulse #12, which would give the Federation a +1 to retain (no die roll required) and then applied one point of ECM again on Impulse #13, leaving three points in his batteries, which would reduce the Federation EW modifier to 0 again and require a lock-on retention roll. Note that (D6.312) requires an eight-impulse delay to switch an EW circuit from ECM to ECCM, but there is no delay for continuing to use the channel for ECM with a new point of power [(D6.312), (D6.315), and (D6.316); see also the example in at the end of (G13.332)].

Turning again, the King Eagle angles towards a nearby cluster of asteroids. The Federation ship reaches range 3 on Impulse #12 and does not move on Impulse #13. On Impulse #14 both ships move, and the Romulan enters an asteroid hex, rolling a 2 for damage (P3.2) and taking none. Note that the asteroid damage roll is not adjusted by the cloak (G13.48). However, being within an asteroid hex does award the King Eagle one point of additional ECM (P3.33), changing the EW

adjustment from 0 to 1 (7 ECM versus 6 ECCM) and forcing yet another roll, this time needing a 3. The Federation player's luck runs out, and he gets a 5, failing to retain lock-on.

The main penalty for losing lock-on is that the effective range is now equal to double the true range plus 5 (G13.301). As the true range at this point is 3, the effective range is 11. Also, no seeking weapons can now be targeted on the cloaked ship, and existing seeking weapons on the board lose tracking unless they are capable of self-guidance. In this case, the Federation drone is equipped with ATG, meaning that when it is released from control, it can immediately make its own attempt to retain lock-on (G13.3342). The drone has a sensor rating of 6 (G13.3344), an EW factor of 2 [it possesses 2 points of built-in ECCM (D6.393), but the KE is running 6 ECM (+1 from asteroids), so the shift is 2], a range factor of 1 (it is 5 hexes from the Romulan ship), and the speed factor of the KE is 2, making the drone's required roll a 1. The Federation player rolls a 2, and the drone's lock-on is lost; it is removed from play.

On Impulse #15 the Federation ship closes the range to 2. On Impulse #16 both ships move, and the range stays constant. However, the Romulan is forced to enter another asteroid hex and must roll for damage again, this time rolling a 5, indicating 6 points of damage. By (G13.48) the ship can now be locked onto during that impulse, but since the cloak is still active, it remains in effect, and the Federation player must again roll to retain lock-on [see note under (G13.401)] during the Cloaking Device Step of the Sequence of Play, which comes almost immediately after movement (i.e., before the Federation player can take advantage of his lock-on). The chance remains a 3, and this time he rolls a 1, retaining the lock-on (to the immense irritation of the Romulan player).

Seeing that he will not be able to escape the tractor threat by any other means, the King Eagle decides to use emergency deceleration, announcing this during the Final Functions Stage

of the Impulse Activity Segment. During Impulse #17 neither ship moves, and on Impulse #18 the Federation ship finally reaches range 1. However, before he can attempt to attach a tractor beam, yet another roll to retain lock-on must be made, since the parameters have changed in favor of the cloaked ship (G13.332). This time, however, the speed factor is -2 instead of 2, reducing the chance from 3 in 6 to -1 in 6 (in other words, no chance at all).

It should be noted here that while the Federation player could continue to attempt to regain lock-on using the infamous "flash cube" effect [detonating transporter bombs next to the Romulan to earn another chance at retaining lock-on (G13.52)], his chance of success can never be higher than 0 in 6 due to the Romulan's high ECM level and the fact that his maneuver rate is zero.

If a scout were in the area to loan ECCM to the CC+ (or some other means of getting ECCM, possibly an MRS shuttle, were available), it might be possible, but nothing of this sort is at hand.

The Romulan ship has successfully broken the Federation ship's lock-on, but has limited his speed and maneuvering by emergency deceleration. However, had he been tractored, he would have been an easy target for seeking weapons and would have lost the double range penalty (G13.301) versus direct-fire weapons. Against a heavily-armed ship like the Federation CC+, this would almost certainly have proved fatal for the Romulan crew. ☹☹☹

The Federation player reasons that the Romulan will once again change his ECM status, and raises his own ECCM to six.

BATTLE FORCE 300: FRIGATES!

This battle force (set in Y175) provides for at least three ships of size-class 4. These forces can fight each other or can be used to augment other battle forces for a slightly larger scenario.

FEDERATION (Ray Olesen)

DD+ (100): 2 T-bombs (+8), 3 extra boarding parties (+1.5), 1 commando boarding party (+1) = 110.5.

FFB (90): 2 T-bombs (+8), 3 extra boarding parties (+1.5), 1 commando boarding party (+1). Drones: 6 type-VIM (+1.5), 1 type-IIIECMM (+1) = 103.

FFG (75): 2 T-bombs (+8), 2 extra boarding parties (+1). Drones: 6 type-VIM (+1.5) 1 type-IIIECMM (+1) = 86.5.

With 9 photons and 13 phaser-1s for offense, 6 phaser-3s and 2 type-G drone racks for defense, this force can take care of likely opponents. The type-VI drones are useful against enemy drones and shuttles as well as cloaked ships. The commandoes are for offensive use while extra boarding parties provide guards. The DD+ could be replaced with either a DDL or DDG to tailor your forces to a specific enemy or just to keep your opponent guessing. Another variant of the frigate could also be used.

KLINGON (Warren Taylor)

F6 (108): Y175 refit (+0), 1 T-bomb (+4), 1 commando boarding party (+1). Drones: 1 type-IM swordfish (+1), 2 type-IIIECMM (+2), 5 type-IM (+2.5), 2 type-IVM (+1), 1 type-VIM drone for the ADD rack (+0.5) = 120.

F5K (81): Y175 refit (+0), 1 T-bomb (+4), 1 commando boarding party (+1). Drones: 1 type-IIIECMM (+1), 1 type-IVMWM [including type-VIM submunitions] (+4.25), 2 type-IM (+1) 1 type-IVM (+0.5), 1 type-VIM drone for the ADD rack (+0.5) = 93.25.

E4D (63): Y175 refit (+4), 1 T-bomb (+4). Drones: 2 type-IIIECMM (+2), 2 type-IVM with 1 internal armor (+1), 2 type-IMWM (+6.5) 4 type-IVM (+2) 8 type-IM (+4) = 86.5.

Total BPV for the force = 299.75.

This force has six disruptors, just as any Klingon three-frigate squadron would, but it has the advantage of having a better drone-launching capability. The heart of the unit's firepower, the F6, is an excellent ship for its size class. The drone load-out I chose is viable against either the Lyrans or the Kzintis, but is not optimal for fighting the Federation or Tholians.

ROMULAN HAWK (Stephan Fassmann)

SKA (102): 1 NSM (+8), 1 T-bomb (+4), 4 extra boarding parties (+2) = 116.

Two SEA (160): Each 1 NSM (+16), 1 T-bomb (+8) = 184.

This Hawk force can move fast under cloak and can use the cloak offensively, which it has to do with six plasma-F torpedoes. Try to always have some plasma left to deal with anyone trying to get close. The 10 phaser-1s and 8 phaser-3s will allow you to deal with most seeking weapon attacks.

ROMULAN KESTREL (Stephan Fassmann)

K5L (104): 1 NSM (+8), 2 T-bombs (+8), 2 extra boarding parties (+1) = 121.

K5B (84): 1 NSM (+8), 2 T-bombs (+8) = 100.

K4B (63): 1 NSM (+8), 2 T-bombs (+8) = 79.

The Kestrel force has two plasma-G torpedoes, four plasma-F torpedoes, seven phaser-1s, and seven phaser-2s. With the mines it is a formidable force. Use your dummy T-bombs to get your opponent to run over an NSM. It will make you life a lot easier.

ROMULAN EAGLE FORCE (Larry Lanning)

Two BHR (176): Each 2 T-bombs (+16), 2 commando boarding parties (+4), 2 heavy weapon boarding parties (+4), 6 extra boarding parties (+6), replace one Admin shuttle with a GAS (+4) = 210.

SNB (75): 2 T-bombs (+8), 2 commando boarding parties (+2), 2 heavy weapon boarding parties (+2), 6 extra boarding parties (+3) = 90.

This force includes 5 plasma-G torpedoes, 2 plasma-F torpedoes, 10 phaser-1s, and 6 phaser-3s. It also has 3 NSMs and 6 T-bombs. Use T-bombs to funnel the enemies into the NSMs. One NSM is sure to turn the battle in your favor.

ROMULAN COMBINED FORCE (Larry Lanning)

BHR (88): 2 T-bombs (+8), 2 commando boarding parties (+2), 1 heavy weapon boarding party (+1), 3 extra boarding parties (+1.5), replace one Admin shuttle with GAS (+2) = 102.5.

K5B (84): 1 NSM (+8), 1 T-bomb (+4), 2 commando boarding parties (+2), 1 heavy weapon boarding party (+1), 3 extra boarding parties (+1.5), replace one Admin shuttle with GAS (+2) = 102.5.

SEA (80): 1 NSM (+8), 1 T-bomb (+4), 2 commando boarding parties (+2), 2 extra boarding parties (+1) = 95.

This force includes only 2 plasma-G torpedoes, 4 plasma-F torpedoes, 9 phaser-1s, 3 phaser-2s, and 4 phaser-3s. It also has 3 NSMs and 4 T-bombs. Use the T-bombs to funnel your opponent into the NSMs. If you can get him to hit one NSM, it could change the battle in your favor.

KZINTI MIXED GUARD (David Jensen)

DWL (98): Y175 refit (+7), 1 T-bomb (+4), 1 extra boarding party (+0.5). Drones: 6 type-IVM (+3), 7 type-IM (+3.5), 1 type-IECMMX (+1) = 117.

DW (84): Y175 refit (+6), 1 T-bomb (+4), 1 extra boarding party (+0.5). Drones: 4 type-IVM (+2), 7 type-IM (+3.5), 1 type-IECMMX (+1) = 101.

FF+ (71): Y175 refit (+4), 1 extra boarding party (+0.5). Drones: 4 type-IVM (+2), 7 type-IM (+3.5), 1 type-IECMMX (+1) = 82.

This force has its benefit in its ECM drones. Use them to get close enough for your short-range phasers to be effective. Do not forget that you have limited drone control. At speed 20 you will have the advantage against all but a plasma-armed opponent.

KZINTI OLD GUARD (Mike Filsinger)

DD (90): Y175 refit (+4), drones: 8 type-IM (+4) and 6 type-IVM (+3), 2 extra boarding parties (+1), 2 commando squads (+2), 2 T-bombs (+8) = 112.

Two FF+ (142): Each Y175 refit (+8), drones: 8 type-IM (+8) and 6 type-IVM (+6), 4 extra boarding parties (+4), 2 commando squads (+4), 2 T-bombs (+16) = 188.

You only have four disruptors, but you have a dozen drone racks. No other race can match your drone firepower. Also remember that these ships are FAST. Keep your speed up and overwhelm their drone defenses.

GORN (Jeff Laikind)

BDD+ (98): 2 T-bombs (+8), 2 commando boarding parties (+2), 1 heavy weapon squad (+1), 2 extra BPs (+1) = 110.

DDF (91): 2 T-bombs (+8), 2 commando boarding parties (+2), 1 heavy weapon squad (+1), 2 extra BPs (+1) = 103.

DD+ (74): 2 T-bombs (+8), 2 commando boarding parties (+2), 1 heavy weapon squad (+1), 4 extra BPs (+2) = 87.

This Gorn force comes prepared in case it is called upon to support ground combat forces.

THOLIAN (David Brinson)

Two DD (160): Each with two T-bombs (+16), 2 commando boarding parties (+4), 2 heavy weapon boarding parties (+4), 8 extra boarding parties (+8) = 192.

DDP (80): 2 T-bombs (+8), 2 commando boarding parties (+2), 2 heavy weapon boarding parties (+2), 8 extra boarding parties (+4) = 96.

This small defense force has 12 phaser-1s, 6 phaser-3s, 6 web generators, 2 photons, and 4 disruptors. This force will almost surely be out-matched by any intelligent Klingon, so first pray you get a green Klingon fresh out of the Klingon Academy. If you do not get a green Klingon, then you really should think about pinwheeling the above ships, webbing the area, mining the area with your T-bombs, and then getting on the communications unit and pleading for reinforcements!

ORION (Mike Mitchell)

DBR (100): 2 T-bombs (+8) = 108.

Two DW (160): Each 2 T-bombs (+16), 2 boarding parties converted to commando boarding parties (+2), 4 extra boarding parties (+4) = 182.

Ten points for option mounts.

This force is ship-heavy, sacrificing the possibility of cloaks or OAKDISC purchases for larger vessels. You will also have to watch the number of drone racks you take in option mounts, as you only have 10 points for drone upgrades. A few T-bombs could be deleted to make up extra points for drones if needed. You have 11 option mounts, which allows you to have one from anywhere and two from the Operating Zone. Good hunting!

HYDRAN (David Jensen)

CRU (76): 2 T-bombs (+8), 2 boarding parties converted to commando squads (+1), 4 extra boarding parties (+2) = 87.

Two CU (122): Each 2 T-bombs (+16), 2 boarding parties converted to commando boarding parties (+2), 3 extra boarding parties (+3) = 143.

GEN+ (44): 2 T-bombs (+8), rebate for 2 admin shuttles (-4), 2 Stinger-2 (+20), 4 extra deck crews (+2) = 70.

This force give you 3 hellbores, 4 fusion beams, 13 phaser-2s, and 4 phaser-Gs (three having 360° firing arcs), plus the firepower of the two Stinger-2s. Close in this force can give you a hard time.

ANDROMEDAN (James Bradley)

Two PYT (264): Each 2 T-bombs/Power Absorber Mines (+16), 10 extra boarding parties (+10), 2 commando boarding parties (+4), 2 heavy weapon boarding parties (+4), 2 boarding parties converted to heavy weapon boarding parties (+2) = 300.

This force trades the firepower of two Mambas or three Cobras for the incredible maneuverability of the displacement device equipped Pythons. You can get as close as you need to, cripple one selected target, and get away clean. Against an opponent who stacks his ships, you can use the displacement devices to break up the formation and kill a fringe element. Plasma forces will be helpless against you. Have fun!

LYRAN (Gregg Dieckhaus)

DW+p (93): 2 T-bombs (+8), 2 commando boarding parties (+2), 4 extra boarding parties (+2) = 105.

DW+ (91): 2 T-bombs (+8), 2 commando boarding parties (+2), 4 extra boarding parties (+2) = 103.

DD+ (81): 2 T-bombs (+8), 2 commando boarding parties (+2), 2 extra boarding parties (+1) = 92.

There are no power packs on the DWs in this battle force, so you will have to be careful about your power use.

WYN DISRUPTOR FORCE (Julian Laisnez)

LDD+p (95): Y175 refit (+3); drones for rack: 2 type-IVM (+1), 1 type-IM (+.5), 1 type-IIIECMM (+1); 2 T-bombs (+8); HAAS fighter (+8); rebate for admin shuttle (-2); drones for fighter: 2 type-IM (+1) = 115.5.

ZFF (90): Y175 refit (+2), drones for racks: 5 type-IVM (+2.5) and 2 type-IIIECMM (+2), 2 T-bombs (+8), HAAS fighter (+8), minus shuttle (-2), drones for fighter: 2 type-IM (+1) = 111.5.

AXC (disruptor) (65): 2 T-bombs (+8) = 73.

INTERSTELLAR CONCORDIUM (James Bradley)

DDL (110): 2 T-bombs (+8), 10 extra boarding parties (+5), 2 commando boarding parties (+2) = 125.

Two FF (146): Each 2 T-bombs (+16), 9 extra boarding parties (+9), 2 commando boarding parties (+4) = 175.

I chose the DDL/FF combination for the better flexibility of the plasma-G torpedoes (which can be shotgunned if you really need the extra plasma-F torpedoes). Tactically, the two FFs form a natural gunline, with the DDL serving in the second echelon with its somewhat longer-ranged plasmas. This will protect the heavier ship, plus give a maneuverability advantage with the nimble FFs making "first contact".

LYRAN DEMOCRATIC REPUBLIC (Rodney Reineke)

Three MP+ (231): Each power pack refit (+27), 2 T-bombs (+24), 10 extra boarding parties (+15), 2 boarding parties converted to commando boarding parties (+3) = 300.

Tactics are simple. Get in close and blow them away with six ESGs and six phaser-Gs. Then send over the marines.

SELTORIAN (REVOLT) (D.M. Everett)

Two DD (190): Each 2 heavy weapon boarding parties (+4), 2 commando boarding parties (+4), 10 extra boarding parties (+10), 4 extra crew units (+8) = 216.

FF (73): 2 heavy weapon boarding parties (+2), 2 commando boarding parties (+2), 10 extra boarding parties (+5), 2 extra crew units (+2) = 84.

THOLIAN HOME GALAXY (David M. Everett)

DD (100): 2 heavy weapon boarding parties (+2), 2 commando boarding parties (+2), 10 extra boarding parties (+5), 4 extra crew units (+4), 2 extra probes (+2), convert 2 boarding parties to heavy weapon squads (+2) = 117.

Two FF (150): Each 2 heavy weapon boarding parties (+4), 2 commando boarding parties (+4), 10 extra boarding parties (+10), 4 extra crew units (+8), 2 extra probes (+4), convert 2 boarding parties to heavy weapon squads (+2) = 182.

FRAX (David Jensen)

DW (90): 2 T-bombs (+8), 2 boarding parties converted to commando boarding parties (+1). Drones: 1 type-IVM with phaser-3 swordfish module (+1) and 1/2 space of external armor (+0.25) [this drone has a speed of 16], 1 type-IIIECMM (+1), 3 type-IVM (+1.5), 3 type-IM (+1.5) = 104.25.

DW (90): 2 T-bombs (+8), 2 boarding parties converted to commando boarding parties (+1). Drones: 1 type-IVM with 1 space spearfish module (+1) and 1 space of internal armor (+0), 3 type-IM (+1.5), 3 type-IVM (+1.5) = 104.

FF (75): 2 T-bombs (+8), 1 boarding party converted to a commando boarding party (+0.5). Drones: 1 type-IVMWM [including type-VIM submunitions] (+4.25), 1 type-IIIECMM (+1), 3 type-IM (+1.5), 3 type-IVM (+1.5) = 91.75.

This force gives you some ECM defense and a few of special drones to surprise your opponent. ☺☺☺

21 TOURNAMENT QUESTIONS

1. Do I have to pre-register to play *Star Fleet Battles* at Origins?

A: This is not necessary at an ADB-run event (including similar events at GenCon). Just come to the tournament, and so long as you have a valid convention badge, we will sell you a ticket and get you into an event (assuming it is still running). This includes all of the events we run (and often other events in the same area). Most of the events have unlimited seating, and we can accommodate anyone who wants to play.

2. I went to the ADB tournament desk at Origins and waited for two hours for the one "food group" I lacked. I didn't want to lose a tie-breaker because I didn't have all four "food groups". Surely there is a better way!

A: There is, and it should have been used in your case. The use of food groups is limited to setting up games. The judge running a given event will simply not match you in a game in a food group you have already played, unless you have played all four, OR unless you wait 30 minutes and no one of an eligible food group shows up. In such a case, the judge grants you a "waiver" and matches you against anyone available (preferably, at least a different race than you have played before), and the waiver doesn't count against you for tie-breaking. If a judge matches you, he has given you a waiver.

3. How does the Re-Entry Draft work? And why do it? It doesn't seem fair to let someone back into a Single Elim event after they have been killed!

A: Once we know that we're going to have more than 128 players, or once we know for sure we have unsold seats within that number, we will allow those eliminated to buy another ticket and start again. We usually pair them off against each other. We do it since it costs a fortune to get to Origins and you shouldn't see your money go up in smoke in your first game. Why should another player get a "bye" when we can find an opponent?

4. Why is the Gold Hat always at Origins?

A: Because Origins is, after all, THE official national convention (at least for boardgames). Also, because Origins moved around. After it's been in Philadelphia a couple of years, we might consider another venue.

5. How do you set up the final 16-player tree at Origins? I know you always do this on Friday night in your hotel room, and I'm just curious.

A: We take all kinds of factors into consideration. We try to equally distribute the plasma, drone, and direct-fire races into both halves (or all four quarters) of the tree. We try to distribute the races so that two ships of the same race, if both keep winning, meet each other as late as possible. About the last consideration is whether two players are from the same group; we try to spread them out if we can. Since the layout depends on what those last 16 ships are, it's impossible to be specific.

6. How do I become an ADB-certified judge?

A: You get experience judging at local sanctioned conventions, and then come to Origins (or GenCon if Steve Cole is going to be there) and work as an assistant judge so that he can get some idea of your skills in handling paperwork, answering rules questions, dealing with players, and deciding games that run out of time. Sometimes you can do this in a single convention; sometimes it takes two or more. Some who aspire to this status come and play, then switch over to being an assistant judge if they are eliminated. Usually it's best to send a letter to

ADB before the convention stating your experience, indicating if you can work the whole tournament or just part of it, and asking to be considered. Remember, however, that since ADB is owned by Steve Cole, what we're talking about here is his personal confidence that you are up to the task and will uphold the integrity of the office.

7. Why is it that Rated Aces don't have to play each other until the later rounds? It seems they have already won something and don't need any help winning again.

A: Most competitions of all types have a "seeding" system so that the better players do not eliminate each other in the earlier rounds. This encourages more people to play in local events to get that coveted ace card and more of the local winners to show up at the national championships. It also avoids the problem of an inexperienced player getting into later rounds by the dumb luck of drawing only other inexperienced opponents. (If that happens, some ace is going to get a walk in a later round that should have been a much tougher game.)

8. I arrived at a local convention, and there were plenty of players, but the judge failed to show up. One of the players said he had run events at smaller conventions and would run this one if asked, and the convention official told him to go ahead. Was this legal? Didn't he have to be an ADB certified judge or something?

A: First, it was perfectly legal. Anyone who thinks he can handle it can run an SFB event. (The players will demand that he be replaced if it turns out he can't.) There are even cases where a convention had a person who was experienced as a judge (but not in SFB) "administer" the event while someone who knew the SFB rules better handles the rules questions. Just so long as no one who is playing is judging in the same event!

Second, there are only a dozen ADB certified judges, and 90% of SFB events are run by judges ADB has not seen or certified. But unless publicly DE-certified, anyone can run an event as a non-certified judge.

Of course, a volunteer stand-in judge or anyone who has the power to issue rules interpretations or decide the victory of unfinished games cannot play in any SFB tournament at that convention and must be physically present and not playing anything else during times the tournament is running.

Now, one point. Be sure that the judge, whether certified or not, whether the original judge or a last-minute stand-in, has a proper Rated Ace Nomination Form (sometimes called a Judge's Report Form) and properly completes it and gets it put into the mail. If no one has a form, get a clean sheet of paper and write down *clearly and legibly* the name and address of every player (do not abbreviate city names!), the name and address (and phone number) of the judge, the name-position-race of the top four finishers, get a convention official to sign it, staple it to a program, and mail it in. Everyone who seriously wants to shoot for an ace card should get a nomination form (available from TFG for a stamped envelope) and carry it in his rulebook.

9. What is the difference between sanctioned, sponsored, and Rated Ace events?

A: Sanctioned events are those run using the official tournament rules and ships without local modifications.

Sponsored events are those that got a tournament kit with the form to request TFG gift certificates for the winners. These can be sanctioned or unsanctioned. They can be any format.

Rated Ace events are sanctioned events which have at least 16 players, take place at a formal convention, and which pick a winner through at least three rounds of single elimination. And of course, you have to fill out and send in the forms.

10. The judge of our event lost the ace nomination forms. I can get the convention officials to write a letter swearing that the event really was run and really did have 16 (or more) players and that we did use the sanctioned rules. Can you send me my ace card and patch if I do?

A: No, sorry, we cannot award ace status (and the patch and card) without the complete paperwork, including all of the player addresses, official signatures, and the convention program. If you won, it's a good idea to get a photocopy of the nomination form and to keep your own copy of the program book.

11. The SFB judges at our local convention used a scoring system where they gave partial points for games called on account of time, or for what the judges thought were close games, or for other reasons. They selected the players for the finals based on these point totals. Was that sanctioned?

Some judges try to come up with a system like that, but we strongly discourage it, and it violates the sanction. The judge didn't watch all of every game and cannot possibly make an accurate judgment of whether this or that game produced a victory that was more or less worthy than some other game. Putting a judge into a position where he can award not just a victory, but a variable number of points, creates the impression among some players that the judge might be giving his friends a few more fractions of points than perhaps they deserved, and the integrity of the judging system demands that the judges be beyond any accusation of favoritism.

12. At a single-elim tournament in California, the losers of the first round went into a new bracket, and the winners of the two brackets played the final. Is that sanctioned?

No. Once you lose a single-elim game, you're out.

13. Why do you insist on a convention program as part of the nomination for Rated Ace?

To be sure that the convention actually existed and had dealers and non-SFB events (which are required if the convention is to draw a large enough crowd to ensure good competition). There have been cases of entirely fictitious conventions and small events that didn't really qualify. Your club might be able to get 16 SFBers into one room on a given Saturday, but that doesn't make it a convention or qualify the winner to be a Rated Ace.

14. The program for our convention was over 100 pages! Do you need it all?

We'll generally settle for the page(s) listing the SFB events, the cover, and the pages showing the convention date, location, and staff. Photocopies are fine.

15. What do I need to do to run a Prime Directive event? Beyond a copy of the game, of course.

Task Force is working on a formal kit. For now, just follow the rules in the PD rulebook and guidelines in Module T.

16. Why don't you have a continuous program with certain playtest groups assigned to do nothing but test changes to tournament ships (particularly the changes I am trying to talk you into)?

Because that would be a waste of a lot of playtest groups. Testing a new ship or a changed ship means playing it at least twice against every opponent, or 24 (or more) playtests. That same effort would get five or six scenarios ready to print (and every product has scenarios in it). The tournament ships are good enough, and as the Russian proverb says, "Better is the enemy of good enough".

17. The judges had to decide the winner of my game, which had reached the time limit, and decided against me. While the game was very close, my opponent had made two major tactical errors early in the game and I felt that these should have counted against him in the decision since he was obviously likely to make another big mistake, and the judges are supposed to figure out "who would have won." Don't you agree?

No, I don't. The effect of any and all tactical mistakes is there on the map (and SSDs) for the judges to see and account for. There is no guarantee your opponent will make another mistake. And if he made those mistakes and you STILL didn't have a clear win, something else was going on anyway.

18. My opponent asked a judge a rules question and didn't like the answer, so he went off looking for another judge. Was that legal?

NO! Once you ask a judge, your ability to take the matter to other judges is at an end. If you do not like the answer you got from the judge, then say so and make THE JUDGE go get another judge (or two). We do not allow "shopping around for the answer you want to hear".

19. What happens when someone asks a rules question that is not in the rulebook or errata sheet? What happens if the judge gives an answer, and an hour later someone finds the REAL answer in some out of the way corner of the rulebook, and the judge was wrong?

The first step is to try to answer it from published rules. Check the rulebook, the cross-index, the errata sheet, and all of the Ask Ketricks files. Ask a few of the more experienced gamers. (Ask them if they know where the rule is, not what they think it should say, at least not at first.) In desperate cases (and if you have contacted ADB before), you might call Amarillo for guidance, but that's tedious and expensive, and you might not find us anyway. Once it has been established that the question is not answered in the rulebook, the judge must come up with the best answer possible. This is then given to the players in that game, and to anyone else who asks. Later, if it is established that there IS a published rule that no one found, the published rule takes effect immediately although games which were being played with the previous rule are completed under that ruling if it is tactically impossible (in the judge's view) to switch to the correct rule.

20. Is Single-Elimination the only format allowed?

For a Rated Ace event, you must decide the winner with three rounds of single-elimination finals. How you pick those eight players is up to the judge, so long as it is done fairly and competitively.

Most tournaments run a patrol event for the first day and take the best records into the finals. This is good since it ensures players get to play more than one game. Many conventions then run a second patrol event, often including the new tournament ships, to keep everyone busy the second day. Some conventions will not, however, allow two days for even an SFB event. If there is a tie among best records, resolve it by comparing the records of the opponents of the two players.

Some events use all single-elim; if you do, arrange some other event to keep those eliminated busy and happy or they won't come back next year!

21. Should every gamer go to Origins at least once in his lifetime? Yes. Absolutely.

Have you ever played in a tournament at a convention?
No, I (Steve Cole) never have. Not in any tournament at any convention. There was never time. ☹☹☹

BUMPER STICKERS OF THE GALAXY

SEEN ON A FEDERATION CRUISER

My kids and my money go to
STAR FLEET ACADEMY

SEEN ON A KLINGON E4

MY OTHER SHIP IS A B10!

SEEN ON A KLINGON B10

I DON'T BRAKE FOR ANYTHING.
(I DON'T HAVE TO.)

SEEN ON A KLINGON SHIP ON THE HYDRAN BORDER

NOT the rear shields!
PLEASE, Not the rear shields!

SEEN ON A ROMULAN BATTLEHAWK

If you can read this, I am in really big trouble.

SEEN ON A ROMULAN KING EAGLE

NOW YOU SEE ME, NOW YOU DON'T.
NOW YOU SEE ME, NOW YOU'RE DEAD.

SEEN ON A KZINTI BATTLECRUISER

I'll bet YOU taste good on toast!

SEEN ON A KZINTI SCATTER-PACK

THIS SIDE TOWARD ENEMY

SEEN ON SEVERAL GORN AND WYN SHIPS

This ship makes WIDE turns!

SEEN ON A THOLIAN SHIP

HEART OF STONE

SEEN ON AN ORION SHIP

Pharaoh is a great profit!

SEEN ON A HYDRAN SHIP

If you can read this, you have made a serious tactical error.

SEEN ON JUST ABOUT EVERY ANDRO SHIP

T-BOMBS ON BOARD

SEEN ON AN ANDROMEDAN TERMINATOR

HIT ME WITH YOUR BEST SHOT!

SEEN ON AN ANDROMEDAN INTRUDER

That which does not kill us,
merely fills our panels.

SEEN ON AN ANDROMEDAN CONQUISTADOR

If you can read this,
look behind you.

SEEN ON A FAST PATROL SHIP

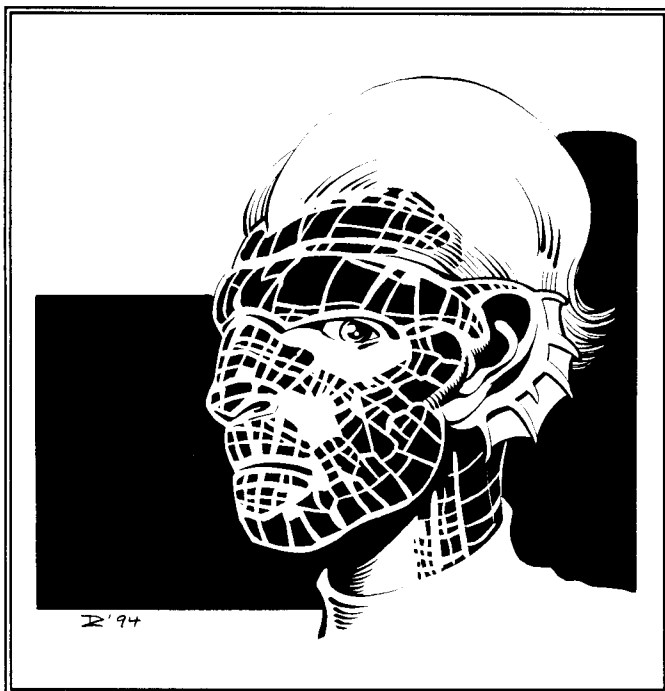
I was stupid. I was expendable.
Here I am.

SEEN ON A FRAX HEAVY CRUISER

This ship does NOT exist.

With help from: Ken Burnside, Van Henson, Eric Jimmerson, Dave Long, J Malis, Mike Mitchell, Steve Petrick, and others.

The Jindarians: A New Race



The material in this Prime Directive feature is drawn from a future SFB release, **Module F1: The Jindarians**, and is composed primarily of background created by Stephen V. Cole, Steven Petrick, and Reece Watkins. The Jindarian PD rules were written by Timothy D. Olsen and Mark Costello.

The Jindarians have no known homeworld and have been encountered throughout known space. It is not known if they originated within our sector of the Galaxy or arrived from elsewhere. They actually live inside their ships. The Jindarians have been in space for perhaps 100,000 years, while the other races of the Star Fleet Universe have been in space for as little as two centuries. This history, plus their nomadic lifestyle and their long individual lives, gives the Jindarians a decidedly disinterested view toward events around them. They do not form alliances or take part in wars simply because they consider all such affairs to be transitory in nature and of no real relevance to their lives.

Jindarian ships are built from asteroids, riddled with tunnels and fitted with warp engines and other systems. These asteroid ships are virtually indistinguishable from other asteroids, at least until they start moving or fighting. The ships have only "minimal" shields, using rock and Anti-Transporter Fields for defense. Their weapons include phasers and Warp-Augmented Rail Guns, which have an offensive capability with a single large energized projectile and a defensive capability that can flood regions near the ship with tons of projectiles deadly to fighters and seeking weapons but harmless to ships. Most Jindarian asteroid ships have only very small amounts of gravity (0.10g or less), and in many areas this falls to as low as 0.02g.

While walking is possible, most Jindarians move around inside their own ships by "swimming" through the air. The Jindarians use a "gravity suit" when forced to go to another ship or a planet, and these suits are often lavishly decorated with the crest of the current Jindavo-Captain. While there are distinct variations of suits between Caravans, a gravity suit will allow between 3–4 hours of operation in an environment up to 1.5g. (Salvagers, the Jindarian "equivalent" to Prime Teams, will have no problems with these gravity suits created to allow them to interact with other races, although the standard Jindarian will

have little or no opportunity to use these suits.) The Jindarians have had this technology for thousands of years, but the Galactic Powers have never matched their quality.

It can be presumed that the Jindarians originally evolved on a planet, although any memory of this is lost to them (or they have not cared to share it). Presumably they moved into asteroids at some point in the dim past and never went back to their planet of origin.

Adult Jindarians vary between 1.85 and 2.45 meters in height and mass between 75 kg and 140 kg. Jindarians reach half of their adult height and are able to begin productive work in about 8–10 standard years, and reach full adulthood in about 20–25 years. Jindarians are thought to live more than five centuries, partly explaining their attitude toward the events of the galaxy they inhabit. Skin coloration varies from tan to dark-brown and is covered with small scales. Their two eyes are widely-set, enabling a 240° field of peripheral vision, the better for a wider three-dimensional view in low-gravity locomotion. While Jindarians are humanoid, they differ from Humans in that their skeletons are composed of an intricate variably-ossiform cartilage and each limb has three discernible main joints; however, due to the cartilaginous nature of the Jindarian skeleton, the limbs may bend somewhat in other places. Each limb terminates in a six-digit hand, with four fingers and two thumbs, one on either side of the palm. A tough, pliant web of skin extends from the palms to the first joints of the fingers, with the remainder separate for fine work. The webbing along with the retractable scales provides the majority of the Jindarian motive force when moving through low-gravity atmospheres.

Chief among the differences between Jindarians and other known Galactic humanoids is the flexible skeleton, consisting almost entirely of elastic cartilage, save for the skull and upper 7/8 of the spinal column, which are the only portions of the skeleton composed of bone. The percentage of bone in the skeleton is usually directly linked to the strength of the gravitational field in a given Jindarian's home asteroid. Of great biological significance, however, is the inverse correlation between calcium levels in the skeleton and the amounts of calcium oxide compounds in the bronchial and alveolar mucus lining the lungs (needed for efficient respiration in micro-gravity). Due to the flexibility of the skeleton, the Jindarians exhibit fantastic dexterity and agility, just another beneficial adaptation to life in low gravity. Their muscles are well suited for constriction and torsion, enabling Jindarians to exert tremendous force upon anything which they can grab with two hands (and/or prehensile feet). Jindarians can hold their breath for 15–25 minutes, depending on the individual.

Federation scientists speculate that it would take at least 100,000 standard years of evolution to reach the degree of adaptation to microgravity they now exhibit.

The Jindarians appear to operate in groupings referred to as "Caravans", which can be anywhere from 3 to 12 of their asteroid ships. For reasons that are unknown, it appears that any Caravan about to become larger than 12 ships will subdivide into two or more Caravans, each moving in a different direction. There is no "national government" for the Jindarians. Each Caravan is led by a Jinbaro (often translated as "king") who recognizes no senior authority beyond himself (or herself) and no particular obligation to come to the aid of any other Caravan (although this has happened). Each ship is captained by a Jindavo (often translated as "prince"). The relationship between any given Jindavo and his Jinbaro varies widely, both over time and from Caravan to Caravan, and even within the same Caravan. Some follow their Jinbaros out of loyalty, others out of convenience. It is not unknown for a Jinbaro to "remove" a Jindavo from his command, even by assassination. Neither is it unknown for a Jindavo to promote himself to a Jinbaro, either

by murdering the current Jinbaro or by convincing other Jindavos to leave and form their own Caravan. All-out civil wars within a given Caravan are not unknown, although these are very destructive and, hence, quite rare. (It is more efficient to assassinate the Jinbaro than to wreck half of the Caravan to kill him. This is not always possible.)

There are sometimes "blood feuds" between two (or more) Jindarian Caravans. It is not unknown for one Caravan to "pursue" another across space, trying to drive it out of business or force it to be reincorporated into the larger group. Caravans totally unknown to each other may fight for control of a given asteroid field. This may explain why there are not more of them.

Without bases or a true homeworld, Jindarian ships carry complete family units. The "government" within a given ship (which is essentially a village) can range from a monarchy to a democracy to a commune; there is no standard type.

The Jindarians conduct mining operations in asteroid belts of planetary systems (or sometimes the Oort clouds). This is virtually their only activity and is the basis of their economy. The Jindarians use much of their processed ores themselves, but are not unwilling to trade some of the extracted minerals to outsiders. The Jindarians never completely "mine out" a given asteroid belt (there are simply too many asteroids) but move on (for reasons of their own) after a period ranging from months to decades. During their operations, they not only mine asteroids, but also convert likely candidates into more ships. If a Caravan remains in a single system for extended periods, it will probably divide as new ships are built, with new Caravans leaving periodically. Most Jindarian Caravans operate in systems that are not inhabited, hence their activities go on almost unnoticed. When they move into an inhabited system, however, problems quickly result. They try to drive out any miners already there (and often succeed) rather than tolerate interference with "their" claims. In an uninhabited system, the prospectors simply move on to less disputed stakes. In an inhabited system, the effect is generally ruinous to the local economy, as the Jindarians keep most of the fruits of their labors and what they sell is at prices just below what the material can be imported for.

They appear to have no real interest in either contact with, or the affairs of, any other Government beyond some occasional trading. To some extent, the Jindarians appear to operate as "Gypsies", establishing themselves in a system's asteroid field, and later moving on. Several races have tried to form alliances with the Jindarians, only to find out that without a central government, each deal can only be with a given Caravan. While the arrival of one Caravan in one occupied system can cause local economic disruptions, it proved impossible to "hire" any significant number of Caravans to cause any more widespread impact. Because of this, their impact on the overall strategic situation has been minimal at best. No one knows how many Jindarian Caravans are operating at any given time. At various times, there have been campaigns to eradicate them (or drive them from some areas), all of which have failed because of the ability of Jindarian ships to "hide" in asteroid fields, for years if need be, until the local government gives up the effort.

Generally, the Jindarians take no part in the actions of others. They have proven to be more a menace to the Orions than anyone else, partly because the Orions consider asteroid fields to be good places to loot captured ships, and the Jindarians appear to believe that there is nothing wrong with robbing a robber. Still, the Jindarians do occasionally intervene in combat actions inside of their asteroid fields. The circumstances are usually a surprise to the warring sides. The Jindarians sometimes attack both, and sometimes side with one or the other. The Jindarians sometimes simply wait (unnoticed) for a battle to end so that they can partake of a rich bounty of salvage left by the combatants.

The only way to stop a Jindarian Caravan is, effectively, to intercept them while in transit and thus in deep space. Pursuing Jindarians into an asteroid field has been found to be sheerest folly unless overwhelming fleet elements can be gathered against them. Because their ships are essentially asteroids themselves, the Jindarians are able to shut down active emitters and conceal themselves in any asteroid field. There are simply too many asteroids in any given field for the computers of any ship (or even a starbase) to track the movements of all of them and determine which are Jindarian ships and which are simply rocks. More than one warship sent hunting for Jindarians found them only when the Jindarians opened fire at point-blank range. Any ship engaging a Jindarian asteroid-ship must accept that there may be (and probably is) another, undetected, Jindarian in the immediate vicinity.

Jindarian ships of all types possess numerous and very large hangar bays from which they operate prospecting shuttles. While not fighters, the sheer numbers of them present a considerable threat to any warship at close range. During the General War, the Jindarians began to carry fighters in place of some of their prospecting shuttles. Some Jindarian ships later carried Interceptors and PFs of their own design.

Salvagers – Jindarians in Prime Directive

While the structure of the Jindarian culture does not lend itself to the creation of a cohesive Military, the Jindarians are occasionally interested in intervening in an ongoing clash occurring in one of their asteroid fields, either against other raiding Caravans or against alien interlopers. In these situations, almost all the adult Jindarians are capable of acting as "soldiers" under the direction of their Jindavo, with a high degree of variation between Caravans, and sometimes even individual asteroid ships. Occasionally, however, a Jindavo will form (or allow to form, the distinction is unclear) a group of unusually competent and individualistic Jindarians into a special band known as "Salvagers". Salvagers are usually found in bands of 3-6 and are of unusually high intelligence and agility. Salvager bands serve as elite fighters in wartime and act as explorers and trouble-shooters in unusual situations.

The name Salvagers seems to have evolved from the Jindarian practice of giving over a special share of any recovered goods or material to the members of the ship or Caravan that actually go into a wrecked ship or derelict.

While certainly not a close analog for Prime Teams, Jindarian Salvagers are the only things that come close.

STANDARD JINDARIAN CHARACTER TEMPLATE

STR - 2	LDR - 2	INT - 3	TEC - 3	PER - 2
ACC - 3	LGC - 2	DIS - 3	GKN - 4	SPD - 2

All Jindarians have Zero Gravity Maneuvering with a Skill Level equal to TWICE their Accuracy characteristic. (Please note: This is an exception to the normal skill/stat limit and reflects the special adaptations brought about by the many centuries the Jindarians have spent in little or no gravity.) Standard Jindarians move at half-speed when wearing gravity suits.

JINDARIAN SALVAGER CHARACTER TEMPLATE

STR - 3	LDR - 3	INT - 4	TEC - 3	PER - 3
ACC - 4	LGC - 3	DIS - 4	GKN - 5	SPD - 3

Jindarian Salvagers suffer no movement penalties when wearing gravity suits.

JINDARIAN WEAPON – THE ENTANGLER

While the Jindarians use hand weapons “salvaged” from other races, they do possess a unique weapon of their own. The Entangler is designed to restrain and confine their enemies, rather than to physically harm them, and fires a bolo of fine wires covered with contact adhesives and numerous weights. While the Entangler does no damage, it *does* immobilize its target. As a result of this special attack, the Entangler uses the following special effects by SL rather than inflicting D#s.

Complete SL – Target is completely snared by the Entangler attack. A character snared in this manner is incapable of movement and, except for trying to break free of the Entangler (as described below), may perform no action that requires the character to move in any way. A character may attempt to break free each action by performing a Strength Characteristic RRT using the “point system”, described on page 41 of the Rulebook. At this SL, the Entangler is assumed to have a Strength Characteristic of 8 for the purposes of the RRT. A character must reach a score of 5 to break free from the Entangler. If a character’s “score” is ever reduced to negative 3 or below, he is no longer capable of freeing himself from the Entangler and must wait for someone to free him instead.

Moderate SL – Target is significantly snared. A character who has been snared to this degree has his Movement reduced to 0 (i.e., he cannot move from his current location) but may perform other physical actions, including all Defensive Actions, with a Flat +4 mod. A character may attempt to break free each action by performing a Strength Characteristic RRT using the “point system”. At this SL, the Entangler is assumed to have a Strength Characteristic of 5 for the purposes of the RRT. A character must reach a score of 5 to break free from the Entangler. If a character’s “score” is ever reduced to negative 3 or below, he is no longer capable of freeing himself from the Entangler and must wait for someone to free him instead.

Minimal SL – Target has been only partially snared, and while this impedes his movement somewhat, it does not prohibit it altogether. The character may now only move at one-third of his normal Movement, down to a minimum of 1 meter. A character with a Minimal LoA may not move at all. While the character is snared, all his physical actions are resolved with a flat +2 mod. The character may attempt to strip the Entangler from his body. This attempt to break free may be performed each action by performing a Strength Characteristic RRT using the “point system”. At this SL, the Entangler is assumed to have a Strength Characteristic of 3 for the purposes of the RRT. A character must reach a score of 5 to break free from the Entangler. If the character’s “score” is ever reduced to negative 3 or below, however, then he has accidentally gotten himself wrapped up even tighter into the mess! Assume that the Entangler attack is now resolved as a Moderate SL, as described above.

Failure – Misses the target. However, the Entangler round still goes somewhere, and the GM must determine just exactly who — or what — it hits!

Botch – The Entangler either misfires or fails to expand as it leaves the weapon.

NOTE – A single target that is struck by numerous Entangler rounds is not at a cumulative penalty for each round that hits him. Rather, the character must successfully break free of each round in order to start dealing with the next. In this case, start with the highest SL hits and work your way down to the next lower level, and then the next, etc. Also, it requires only 1 action to cut someone else out of each Entangler round if the assisting character has a knife or some other cutting object. (Using a phaser or other energy weapon is not recommended.) A character who has been struck by a Complete SL Entangler requires 2 rounds of cutting per such attack to free himself.★★★

STAR FLEET MISSIONS

THREE NEW VARIANTS

VARIANT: PIRATE RAID

The player who reads the Mission Card, before drawing that card, has the option to conduct a PIRATE RAID. This requires an Orion ship; if the player does not have an Orion ship, he cannot conduct a pirate raid and play proceeds normally.

The purpose of the Pirate Raid is to steal a Mission Card from another player (i.e., steal one “victory” from another player and add it to your own).

If the player conducts a Pirate Raid, he may send one (and only one) Orion ship from his hand on the raid. He designates the target player and plays his pirate ship face down. The target player may then send one ship to defend against the raid. This can be any ship from his hand; the ship is played face up. (If the targeted player elects not to defend, the raid is automatically successful.) After the defending ship (if any) is played, the raiding player turns his Orion ship face up, and the raid is resolved. If the combat factor of the Orion ship exceeds that of the defending player, the raid is a success. If it is equal to or less than the Combat Rating of the defending ship, the raid fails. In either case, both ships are discarded and NOT replaced by drawing new cards. (They can be replaced after the “real” mission during the normal draw.) If the raid was a failure, nothing further happens. If the raid was a success, the raiding player may take any Mission Card from the targeted player.

After the raid, and regardless of its success or failure, the raiding player draws a Mission Card and reads it; play proceeds normally from that point. —*Steven P Petrick*

VARIANT: DRAWING CARDS

Instead of refilling your hand to five cards at the end of each mission, draw two cards (even if you have four or five). If you have more than five cards, immediately discard any excess. If you have fewer than five cards, make do with less.

As part of this variant, players have the option to skip a mission (not sending any ships), in which case they cannot possibly win it. Also, players have the option to send a “short squadron” on missions that call for two or more ships, that is, to send fewer ships than required. In this case, the chances of victory are reduced but not eliminated. If a mission requires two ships and uses different factors for each of them, and you send only one ship, then that ship can only provide one factor to the mission, not both. For example, told to use the Combat Rating from one ship and the Marines Rating from another, a single ship could use EITHER its Marines or Combat Rating, BUT NOT BOTH. —*Stephen V Cole*

VARIANT: KEEPING SCORE

The current scorekeeping system counts only mission victories and does not keep count of how great or narrow each of your own victories were. In this variant, each victory produces not a single “mission point” but a number of “victory points” equal to how much you won the mission by. For example, if your DN (combat 12) was opposed by a war cruiser (combat 7) and a frigate (combat 5), you would win 5 points (12-7). But if you were opposed by a heavy battlecruiser (combat 10), you would win only 2 points. This scoring system will require a more elaborate way to keep score. (Suggestion: Use pennies or poker chips.) In the case of a Pirate Raid, the pirate would capture as many victory points as he outgunned the defending ship by. For example: An 8-point heavy cruiser would capture 4 victory points if confronted by a 4-point frigate but only 1 if confronted by a 7-point NCL. —*Stephen V Cole* ★★★

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 up to 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 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 \$10. If you'd like more information, you can also call AoG at (513)233-6886 (voice or fax).

QUICK NEWS

Paper Mayhem's survey of player satisfaction with PBM games lists Star Fleet Warlord as #2 of 78 games, and the best science-fiction PBM game in its listing.

New Rulebook: A new Star Fleet Warlord rulebook is currently in production. This version updates the ship list, adds some new orders and items (including Prime Teams), and highlights many of the game features in greater detail. By the time you read this, the rulebook will have been completed and mailed. All currently active players will have received a free copy! If you have purchased a rulebook from AoG in the past, it is obsolete. In order to play, you will have to get a new one. **Special Offer:** Players not in current games, send us your old rulebook and we'll send you a new copy free! Otherwise, it will cost you \$5 (\$10 for non-APO/FPO overseas customers).

Turns By Electronic Mail: Agents of Gaming now accepts Star Fleet Warlord turns sent by electronic mail! The GENie network is used for this purpose (for more information on reaching GENie, see the Database section of this Captain's Log). A computer program called the Warlord's Aide is available through GENie which will allow you to input your turn and generate a file suitable for uploading to our GENie account. The Aide will check your moves and orders for errors and can also print out an orders sheet for your permanent records. The Aide is provided free of charge (other than download time) to SFW players, and turns submitted via GENie won't cost you a penny more than they would if you mailed them in.

BATTLE REPORTS

GAME #X1 (a one-week fax-only game with only 16 players) was won by Kelly Lofgren's Beermongers Corporation in Y177. The victory conditions for this "express game" were to be the first to control just TWO sectors. Kelly sealed his victory when the one Corporation contesting him in his second sector failed to conquer his brand-new base in Y176.

GAME #13 was won by Mark Hall in Y190 (turn 25). Mark's *SMERSH* Corporation won with just over 80 sites, narrowly defeating three other Corporations who had site totals in the seventies. This victory was especially sweet considering the game was made up of all veteran players (that is, players who had been in one or more previous games).

GAME #14's surprise winner was Wendell Martin, who stunned the field in Y192 by holding on to 7 sectors for a full turn, while controlling only 62 sites! The Megadollar Unlimited Corporation was awarded control of quadrant 14 of the Greater

Magellanic Cloud, proving once again that having the biggest and nastiest fleets doesn't always guarantee victory.

GAME #15 ended when David Wendel, CEO of the Weazel's Lair Corporation, controlled over 80 sites during Y190. He narrowly defeated two other Corporations who had over 70 sites each, and one of these missed a seventh sector bonus (which would have won the game) by only one site.

Congratulations to all our winners! Star Fleet Warlord is moving into its second year, with games 16 through 27 currently in operation (as well as Historical Games 1 through 4). We will have more victory reports for you in future issues!

ASK THE GAMEMASTER

Assume I have a ship that flies into a radiation zone hex, and there defeats an enemy ship. Now, it had a crew of 4 coming in. It loses 1 crew point to the radiation zone before the combat, but then gains a crew point for battle experience. Do I have a ship with crew 4 (4 -1 + 1), or is it currently at 4 but CUREable to 5? In short, does combat experience increase current crew level only or boost the current crew maximum by 1 point even if the crew level is currently below the maximum? The ship never reached crew level 5, so its "maximum" crew level remains 4, and a CURE order will only restore it to this level. This is an important feature of all crew-draining terrains — unless you are using a hospital ship or ship with a Legendary Doctor, there is no way to gain crew levels during a battle in such a hex!

*Can a tug from a race that does not use fast patrol ships (e.g., the Federation tug) switch to the PF tender mission? ANY generic ship can switch to the PF Tender mission, including the Feds. The Galactic Council provides you with some generic PFs which you can assume are the right race for your ship but which are so balanced with each other that the differences in attack and defense factors are negligible. Incidentally, if there were a generic Andromedan ship, it *could* use the PF Tender mission — which is why there aren't any!*

If I submitted orders to buy several ships at one of my Warp Gates and that WG was destroyed by another player before my turn ran, what would happen? Your ships would arrive at your Home Office and, finding no Warp Gate of the number specified, would remain there. There is no way to redirect them to a different WG under these circumstances.

If I assign a Legendary Doctor to a base with some ships with lowered crew, or a Legendary Engineer to a base with damaged ships at it, will they cure or repair (respectively) the ships at that base immediately, or at the start of next turn, or would I have to wait a pulse at that base for repairs to happen? The cure or repair effects would occur immediately, at the moment the officer was assigned. It has not always worked this way; this is a recent improvement to the game.

If I move a ship into toll zone terrain but do not have enough EPs to pay the fee, does my ship bounce? No, it enters the terrain, and you are still charged the full cost, sending you into a negative economy. This doesn't cause any adverse effects, other than the fact that you won't be able to buy anything until you get back in the black. Since Income Phase is the first thing that happens during any given turn, that's not very difficult to accomplish.

WARLORD WRITERS NEEDED!

Got an idea, strategy, or tactic which you could meld into an article for Captain's Log or the Warlord Newsletter? Or even a short bit of fiction? Send it to Agents of Gaming, P.O. Box 31571, Dayton OH 45437-0571 or to B.GRAW1 by Email on GENie, or B.GRAW1@genie.geis.com by Internet. There might be a turn credit or two in it for you if your article gets published!

WHERE TO EXPAND

by Sean O'Connor and Mark Menter

One of your first goals during the opening turns of the game is to scan as many nearby sectors as you can, as soon as you can. Once you do that, the next question is which direction to send your ships. Here are some quick thoughts on this issue.

Most games have 50 players, and that means the other 50 sectors will either be a computer player's sector (also called "non-player Corporations" or "NPCs") or a "wild" sector. You will be able to tell the difference immediately upon scanning one. "Wild" sectors have more "obnoxious terrain" than the NPC sectors. This is not necessarily bad! Depending on the terrain and your relation to it from your home sector, you may be able to find a safe (or reasonably safe) path through the terrain to most of the sites. Or you may have a clear shot at some of the closer sites while some of the farther ones have difficult terrain between you and them, forming a natural barrier to slow others' expansion towards you. Also, much of the wild sector's terrain will be worth prospecting, so you can get a lot of economic points that way. Prospecting one asteroid field can net as much income as four planets would produce in a single turn!

NPC sectors have less terrain, so the sites therein will be much easier to conquer. A few ships should suffice to this end. Try to arrange to have them wind up in prospectable terrain (what little of it there is) after each site has been captured. Also, gather together a fleet of 5 frigates (or the equivalent) and make a beeline for the NPC Corp's Home Office. It will be one of the sites in empty space at least 5 hexes from every sector boundary. Usually there will be only one or two choices. If you need to, use the Espionage order to locate the Home Office (it won't cost much). The computer rarely defends its HO very strongly, so 5 frigates and/or destroyers will take it out with no losses — *usually*. Doing this also freezes its ships, and keeps it from producing more.

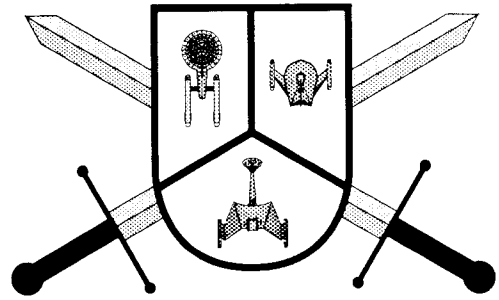
Where did you send your Warp Gate? This has serious repercussions on your ability to project force, i.e., which sectors you are going to be able to project your power into immediately, and which ones your expansion into will be delayed by travel time. Some players will buy a second Warp Gate and head it in the opposite direction as the first. This makes it easier to make your presence felt in more than just one part of the galaxy. Also look at which sector is the closest to your Home Office. Remember that SFW is kind of a race to control as many sites as possible, and grabbing the nearest ones makes good sense. Keep in mind that the sector close by you might also be close to someone else, yet another reason to keep your options open with a second Warp Gate.

Don't forget about those ships from your initial build. Now that you have scans of adjacent sectors, your initial ships can now cross into them and grab undefended sites. After you conquered your home sector, you *did* move these ships to the borders of sectors you were about to scan, right? Good! Now keep these ships moving outwards! A wimpy small armed freighter can take an uncontrolled site just as easily as a cruiser, after all.

Take a look at your battle reports from adjacent sectors. That will give you an idea who is where and with how much. The ideal situation would be to roll into a sector and quickly take it over without any opposition from other players, but this is not going to happen often. Careful reading of the battle reports should help you pick a nice quiet sector to subjugate!

Finally, don't eliminate the diplomatic aspect of the game. In order to get your second sector bonus by Turn #10, you will probably have to make some alliances. If you have a second bonus by then and are strongly in a few other sectors, you are doing pretty well. Diplomacy will also help you follow the comings and goings of other players, and can clue you in on poten-

tial areas for future expansion. After Turn #10, attrition begins to take its toll on players. Be ready to race into the vacuum when opponents pass from the game.



WARLORD NOTES

AVOIDING SPEED LOSS EFFECTS — by Bill Grace

When you are moving a ship through terrain which drains warp (such as a negative energy field), try to arrange to repair the ship by the end of the turn. Speed losses do not actually affect your ship until the turn after they happen, so if you can get them fixed on the same turn, you lose only one pulse of movement (the one spent using the REPR order). Of course, if it is a repair ship or has a Legendary Engineer, it will be immune to the effect in the first place. If not, try to rendezvous it with a nearby repair ship, or get it to a base for a REPR order.

EASY PICKINGS — by David Brinson

When considering what sites to steal from enemy players, look for minor sites like gas pockets and repair planetoids. These are almost never defended. Some players never even bother capturing cold stars or neutron stars due to the terrain effects, and you might be able to build a base on one without his ever knowing it was there.

GET IT THERE IN A HURRY — by Jerry Morris

Want to move a Dominator (or other big Andromedan ship) into a sector immediately? The best way to do it is like this. On your current turn, capture a site in the target sector and defend it by leaving some ships on it. Move your big, nasty Andro to one of your starbases somewhere else. Also turn Reversed Orders ON. Now, if all goes well, on your next turn you can use a miscellaneous order (which now comes at the start of your turn since you activated Reversed Orders) to build an instant starbase at the target site, and your Andromedan can displace to it on its first turn of movement.

GET THE MOST FROM YOUR PROSPECTORS

— by Mark Menter

If you have extra pulses of movement available, always train your prospecting ships to crew level 5 before sending them out to do their work. It costs 45% of the ship's base EP cost in People resources (one of the four resources in SFW) to get from level 3 to level 5, but this will give you a 20% bonus to any prospecting you do. The key here is that you only pay People to get the crew, but you get extra EPs back later. The cheaper the ship, the better. A 60-EP ship will only cost you 27 People to train, but if it prospects a 100-EP asteroid field, you get an extra 20 EPs! You can train to crew level 6 as well, but this costs another 45% in People, so it is not as cost-effective (unless you have a large surplus in that resource). Crew level 5 is best because it also makes your ship immune to the damage caused by dust, asteroids, and meteor swarms, the terrains you want to prospect most often anyway. ★★★

ADJUSTING THE BATTLE PLAN

While everyone understood the need to use playtest scenarios in Captain's Log (to save the fully tested scenarios for more important products), some seemed ill-at-ease with the concept of investing time in a scenario that might not work.

So to strike a middle ground between "good enough to test" and "good enough to publish", we had the Star Fleet Staff test these scenarios specifically for this issue. This eliminated all of the major flaws and leaves the fine tuning to you.

So play and enjoy these scenarios. If you find a place for improvement (or do a formal report), let us know. After we clean up anything else (about the time this *Log* goes out of print), we'll republish some of these scenarios in a major product.

(SL143.0) BETRAYAL AT OXVIND V!

(Y182)

by Gregg Dieckhaus, Missouri

This scenario represents the battle fought in the fiction piece of the same name in Captain's Log #14.

(SL143.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL143.2) INITIAL SET UP

TERRAIN: Small Gas Giant (5 hexes across) (P2.22) centered in hex 1917.

FEDERATION: BCF *Forrest* in 2215, heading C, speed 1, WS-I. See (SL143.45).

KLINGON: D7K *Merciless*, F5K *Fire Angel*, set up within 5 hexes of 2230, heading A, speed max, WS-III.

EITHER: Romulan King Eagle *Gloriosus* set up by the owning player (SL143.46) 30 hexes in direction D from the planet before the Energy Allocation Phase of Turn #10, heading A, speed max, WS-III.

(SL143.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL143.4) SPECIAL RULES

(SL143.41) MAP: The map will float as ships move toward an edge, but cannot float in such a way that the center hex of the Gas Giant would no longer be on the map. If the map has floated as far as it can in a given direction and ships continue to move in that direction, treat it as a fixed map; any ship moving beyond the edges opposite the Gas Giant has left the scenario and cannot return. Neither side can disengage by acceleration or separation until the Romulan King Eagle's loyalties have been determined (SL143.46). The Federation units can only disengage in directions E or F. The Klingon and Romulan units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SL143.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL143.421) If using optional MRS shuttles, the *Forrest* has an MRS. No other unit can have an MRS in this scenario.

(SL143.422) 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).

(SL143.423) There are no PFs in this scenario.

(SL143.43) COMMANDER'S OPTION ITEMS

(SL143.431) The Federation BCF 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.

The Klingon ships cannot purchase any Commander's Options, but each has its allowed complement of T-bombs.

The Romulan ship cannot have any Commander's options, except for T-bombs, even if it is loyal to the Federation (SL143.46).

(SL143.432) All drones are "fast," i.e., speed-32.

The Federation BCF can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. All Klingon drones are standard (type-IV or type-I) explosive drones, and no special drones may be purchased for their ships. Note that (S3.2) allows drone ships extra points for this purpose.

(SL143.44) REFITS: Both Klingon ships have received the K refit, but due to being cut off in Romulan space, neither ship ever received the Y175 refit. The D7 has a UIM refit. No other refits have been applied to any units in this scenario.

(SL143.45) FORREST: The Federation was leery of the possibilities of a Romulan trap and had taken a few precautions before the action begins. In addition to the normal status of a ship at WS-I, the BCF has a wild weasel prepared at start. Both G-racks hold two spaces of drones and four ADDs at start.

(SL143.46) GLORIOSUS: This ship was to enter into peace talks with the Federation when it arrived. Finding a battle in progress, the Commander of the ship weighed his options and took sides. To determine which side the King Eagle will join, assess the situation as follows:

FEDERATION

<i>Forrest</i> is not destroyed	+1
<i>Fire Angel</i> has been destroyed	+1
<i>Merciless</i> has been crippled	+1
<i>Merciless</i> has been destroyed	+2
<i>Forrest</i> has no internal damage	+10

KLINGON

<i>Merciless</i> has not been destroyed	+1
<i>Fire Angel</i> has not been destroyed	+1
<i>Forrest</i> has been crippled	+2

If the Federation point total is equal to or greater than the Klingon point total, the Romulan ship will be controlled by the Federation player. If the Klingon point total exceeds the Federation point total, the Klingon player will control the Romulan ship. Points can only be awarded for the condition of a ship one time, e.g., the Federation player receives 10 points if the *Forrest* has no internal damage (this does include the effects of any repairs) but does not receive a point because the *Forrest* has not been destroyed. He receives 2 points if the *Merciless* is destroyed, but does not receive a point because the *Merciless* was crippled before it was destroyed.

(SL143.5) VICTORY CONDITIONS: The Federation player wins if he gains control of the Romulan ship (SL143.46) and the BCF is not destroyed. The Klingon player wins if the Romulan ship joins his side (SL143.46) or if the BCF is destroyed.

(SL143.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL143.61) The Romulans had previously used an offer of negotiations to destroy a key command ship (see "The Wreck of the *Rex*") and could have been trying to do the same thing here. Replace the D7 with a K7B and the F5 with a K5B; delete the King Eagle. The Romulans only win if the BCF is destroyed. The Federation wins if the BCF manages to disengage.

(SL143.62) Move the action to the Lyran-Kzinti front by replacing the Federation BCF with a Kzinti BCH and the Romulan King Eagle with a Lyran CA+p.

(SL143.63) For a smaller and faster battle, replace the BCF with an NCA and delete the F5K.

(SL143.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SL143.71) Allow the Klingons to purchase special drones.

(SL143.72) Replace the BCF with a BCG.

(SL143.73) Delay the arrival of the King Eagle until Turn #11 or #12, or allow it to arrive on Turn #9 or Turn #8.

(SL143.8) TACTICS

FEDERATION: For once you will have the edge in EW, since you will be able to use ECM drones and have an MRS available. You must use this advantage for all that it is worth.

KLINGON: Be careful going for the kill with overloads on the first turn. If you are not careful, you will not get close enough and his electronic warfare will make your firepower almost worthless.

(SL143.9) **PLAYTESTER COMMENTS:** Very fast moving.

HISTORICAL OUTCOME: The *Forrest* was crippled and disengaged when the Romulan ship was sighted approaching. The *Merciless* sustained some damage, and the *Fire Angel* was destroyed. The *Fire Angel's* boom successfully separated and was later rescued.

(SL144.0) TOO CLOSE TO THE FLAME

(Y181)

by Thomas Gondolfi, California

A Kzinti frigate squadron, while screening their space from Lyran raiders, is conducting a tracking exercise (the FH+ and SF were on silent running) when a probing Lyran CC stumbled upon them. The Lyran CC scanned what appeared to be a lone Kzinti frigate. The Lyran captain, on a deep probe mission, rejoiced in his good luck and moved in for the kill only to find himself in over his head when the other frigates went active.

(SL144.1) **NUMBER OF PLAYERS:** 2; the Kzinti player and the Lyran player.

(SL144.2) INITIAL SET UP

KZINTI: FF+ *Bold Claw* in 0230, heading B, speed 4, WS-I; see (SL144.45).

FH+ *Hollow Tooth* in 4102, heading E, speed 4, WS-0.

SF *Cat's Eye* in 4202, heading E, speed 4, WS-0.

LYRAN: CC+ *Golden Crown* in 0301, heading D, speed 16, WS-III.

(SL144.3) **LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL144.4) SPECIAL RULES

(SL144.41) **MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Lyran units can only disengage from 01xx map edge. The Kzinti units can only disengage from 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SL144.42) **SHUTTLES AND PFs:** The Lyrans may purchase booster packs for their shuttles. The Kzintis do not have booster packs available for their shuttles. All PFs have booster packs.

(SL144.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL144.431).

(SL144.422) 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).

(SL144.423) There are no PFs in this scenario.

(SL144.43) COMMANDER'S OPTION ITEMS

(SL144.431) Each Kzinti 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.

The Lyran ship may purchase 10% (it has been out of supply for a considerable time) and may have a maximum of two T-bombs.

See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SL144.432) 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.

(SL144.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Hollow Tooth* historically carried one "Cabal" team. Due to the constant drills, however, this team could begin the scenario on any other Kzinti ship at the Kzinti player's option (recorded secretly and in writing).

While command cruisers such as the *Golden Crown* nominally were authorized a "Stalker" Prime Team, there is no historical mention of one being present on that ship. Players might add such a team to the *Golden Crown* as a balance factor if they wish.

(SL144.44) **REFITS** are as provided in the scenario set up. No additional refits may be purchased as Commander's Options.

(SL144.45) **SPECIAL WEAPON STATUS:** The FF+ *Bold Claw* has a special WS. It is nominally WS-I; however, it has a fully loaded scatter-pack, if desired, on Impulse #8. Additionally, the FF+ must move no faster than speed 4 until Impulse #8; then it may accelerate up to a maximum speed of 14. It may not fire or launch any weapons (including its shuttle or laying mines) until Impulse #8. Its fire control is inactive at the beginning of the scenario and cannot be activated before Impulse #8. The Kzinti SF and FH+ both activated their fire controls on Impulse #28 of Turn #0.

(SL144.46) **FROZEN FORCE COMMANDER:** Any time any of the Kzinti frigates takes internal damage, there is a chance that their force commander may freeze up. Roll a six-sided die, and if the roll is a 1 or a 2, the force commander has frozen in place. This results in all Kzinti ships not being able to fire their weapons or launch drones for eight impulses at any target, except seeking weapons that have the ship in their FA arc. Seeking weapons in flight at the time the commander freezes are unaffected. This can only happen once in the scenario.

(SL144.47) **RESTRICTION:** Because their primary mission is to screen the sector they are in and convince any probing enemy force that there are stronger elements behind them, the Kzinti frigates cannot disengage before the end of Turn #4.

(SL144.5) **VICTORY CONDITIONS:** The Kzintis use the Standard Victory Conditions (S2.20), except that they do not count the FF+ *Bold Claw* in any way, either in their initial BPV or their losses. The Lyrans must at least cripple the FF+ *Bold Claw* to receive ANY victory points. Note that if the *Bold Claw* attempts to sublight disengage, it will in effect have crippled itself by dropping its warp engines. Crippling the FF+ *Bold Claw* does not score any points but is a requirement for obtaining any of the following points (these points are cumulative):

CONDITION	POINTS
Destroy FF+	+1
Doing internals to FH	+1
Cripple FH	+1
Destroy FH	+2
Doing internals to SF	+1
Cripple SF	+1
Destroy SF	+3
Bonus for destroying or crippling ALL frigates	+3
Disengaging before second Kzinti ship is crippled or destroyed	-2
Disengaging before first Kzinti ship is destroyed	-1
Getting own ship crippled	-2
Getting own ship destroyed	-10

If the Lyrans score 0 or a negative amount, he is in disgrace (assuming that he lived), is demoted to captain of a Lyrans frigate, and spends the rest of his days running guard detail on convoys. The level of defeat (modifier 'tactical/massive/crushing...') is determined by the number of victory points below 1.

If the Lyrans score is +1 to +2, he retains his command but is humiliated. The little comparative damage he did is small and is easily countered. This is a Marginal defeat.

If the Lyrans score is +3 to +4, he has managed to give as much as he took and the High Command accepts that three frigates are more than a match for one CC. He is recognized for his competence and continues in command. This is a Draw.

If Lyrans score is +5 or more, he has performed admirably, is seen as a tour d'force in the ranks, and can be expected to be promoted to command one of the new BCs. The level of victory (modifier 'marginal/tactical/exceptional...') is determined by the number of victory points over 4.

(SL144.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL144.61) Replace the Lyrans CC with a Klingon D7C.

(SL144.62) Add a Lyrans DD in the same hex as the Lyrans CC at start, same facing and weapon status. Add a second Kzinti FF in the same hex and under the same at start conditions (heading, weapon status, etc.) as the *Bold Claw*.

(SL144.63) Allow the Kzinti player to switch the start up hexes of his frigates. Which ever frigate begins in which ever hex is under all the restrictions of the frigate that was in that hex in the original scenario set up.

(SL144.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL144.71) Change the Lyrans CC to a CWL.

(SL144.72) Delete a refit from the FH or FF, or add it to the SF.

(SL144.73) Add an Interceptor on a mech link to one side.

(SL144.8) TACTICS

KZINTI: Try to link your forces while keeping the Lyrans at bay with drones. Most likely the FF+ will be crippled or destroyed, but by the Lyrans victory conditions, he must engage you. Get the FF+ to do as much damage as it can to the CC before it (the FF+) is useless. Then disengage it off the map before he can destroy it.

LYRANS: You must either finish off the FF+ before turning to engage the pair of frigates or cripple it so badly that it cannot be a force. Make sure that they do not link up, as together they can destroy you. Use your few available T-bombs to the best of your ability to save your ESGs until you really need them.

(SL144.9) PLAYTESTERS COMMENTS: A great little guy versus big guy scenario. Good for practicing drone defense/attack

and timing of the CC alpha strike. Both sides will have to use every system in the book.

HISTORICAL OUTCOME: See *Too Close to the Flame*.

(SL145.0) SPINNER'S MOON

by Andrew Odendhal, Washington

While crossing a poorly charted (and rarely traveled) void, en route to a battle brewing on the far side of the sector, an oddity is encountered. A small moonlet with an ancient alien base is found wandering through space. Quick calculations indicate that a brief amount of time may be spent investigating the base. As the ship closes, the captain learns that, although the base is derelict, it still has some automated defenses left.

(SL145.1) NUMBER OF PLAYERS: 1; the base operates by automatic rules; see (SL145.45).

(SL145.2) INITIAL SET UP

TERRAIN: Small moon (P2.23) in hex 2120.

PLAYER: One ship worth 100 BPV (not including Commander's Options), sets up anywhere within 4 hexes (inclusive) of the xx01 map edge, heading towards hex 2120, speed max, WS-III.

BASE: Set up on moon in hex 2120; see (SL145.45) (the moon actually is the base).

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.

(SL145.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to the player have been destroyed or have disengaged. The player must disengage by the end of Turn #10 because of other mission requirements.

(SL145.4) SPECIAL RULES

(SL145.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The player's units can disengage from any map edge.

(SL145.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected for the scenario allows their use.

(SL145.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL145.431).

(SL145.422) 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).

(SL145.423) There are no PFs in this scenario.

(SL145.43) COMMANDER'S OPTION ITEMS

(SL145.431) 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.

(SL145.432) 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 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.

(SL145.44) REFITS: The player can determine the refit status of his ship subject to the year selected for the scenario and his available BPV.

(SL145.45) THE BASE: The base's weapons fire automatically. Its weapons are one Spinner launcher and six type-1 phasers capable of firing 360°.

(SL145.451) PHASERS: When an object is within 5 hexes of the base, a phaser (if available) will be fired at it. No object will have more than one phaser fired at it in one impulse, although several objects might each have a phaser fired at them on the same impulse. If, in any impulse, there are more objects within range than the base has phasers left to fire, select the closest targets. If objects are equally near, determine the targets randomly by assigning each a number and rolling a die to determine which will be fired on.

(SL145.452) CLOAKS: When the base has no lock-on to a cloaked unit (assume the base has a sensor rating of six), the cloaked unit is ignored entirely. ECM has no effect on the base's chance of lock-on.

(SL145.453) SPINNERS: The base may launch one Spinner a turn (but may launch two on consecutive impulses over a turn break). Whenever an object is within 8 hexes of the base, it will launch a Spinner at it if one has not already been launched that turn. A Spinner is placed in one of the hexes adjacent to the base which is nearest to the offending object.

(SL145.454) OTHER: The base may not be fired upon (it is in bad enough shape as it is; remember it is being investigated, not fought). The moonlet is small (P2.23). Data is collected via labs (G4.1) and probes (G5.2). Note that the base may be damaged by causing Spinners to move near it

(SL145.46) SPINNERS: Spinners are small disk-like objects that appear to spin. They move about on a form of jump drive which causes a kind of spatial distortion. (Use any convenient counters for the spinners.)

(SL145.461) DAMAGE: A Spinner causes 2 points of damage from a random shield direction to everything in a hex that it moves through, and 1 point of damage to a facing shield to everything in hexes it moves adjacent to. This damage is resolved as the first action in Step 6A3, i.e., before ESG interaction. If the Spinner does not move but something moves adjacent to it, whatever moves next to or into the Spinner's hex will be damaged. It will not cause any damage to the base on the impulse it is launched, but will damage the base on any subsequent impulse if it moves by it or into its hex. Spinners do not damage each other.

(SL145.462) PLASMA: The Spinner's effect damages plasma torpedoes. Every 2 points of Spinner damage causes 1 point of warhead reduction.

(SL145.463) MOVEMENT: A Spinner initially moves at a speed of 32, but its speed is reduced by 1 for every 2 damage points done to it. One that takes exactly 64 damage points is reduced to speed 0. All speed reductions are applied to the Spinner immediately. If a Spinner moves on an impulse when its target does not, it moves 1 hex in the direction it last moved. If the Spinner does not have lock-on to any target on the map, possibly due to (SL145.467), the Spinner stops in its current hex until the scenario ends or it gains a lock-on to a target.

(SL145.464) DESTRUCTION: A Spinner that has taken more than 64 damage points is destroyed and is removed from play.

(SL145.465) TARGETING: A Spinner tracks its targets like a seeking weapon, but may change its target any number of times in a turn. A Spinner will never view the base as a target.

Target selection goes by this order:

1. Nearest moving object
2. Nearest non-moving object

3. Any plasma torpedo

4. Slowest object

If unresolved as yet, then the largest object determined by movement cost in the case of ships and PFs, and by number of weapons (each drone space and/or weapon charge is counted as a separate weapon) for fighters. If there is a case where two or more objects are equally near (and the nearest objects), are or are not plasma torpedoes, are of equal speed and of equal size, then select the target to be pursued by assigning a number to each one and rolling a die. Roll again if an unassigned number is rolled until a target is selected.

(SL145.466) SELF-DESTRUCTION: If on a given impulse a Spinner is moving slower than all objects on the board and none are moving towards it (i.e., moving in such a way that the distance to the Spinner will either decrease or remain constant), the Spinner immediately self-destructs with a base force of 50 (less 1 point for each point of damage previously scored on the Spinner).

(SL145.467) CLOAKS: If a target being tracked by a Spinner cloaks and the Spinner cannot maintain lock-on (assumed sensor rating of 6), the Spinner no longer views the unit as a target. If a spinner moves close to a cloaked unit, apply the normal damage (SL145.461).

(SL145.468) OTHER: Spinners are considered size class 6 targets for purposes of aegis (D13.21) and weapons fire (E1.7). They cannot be tractor or boarded.

(SL145.5) VICTORY CONDITIONS: Score 1 point for each point of data acquired. Subtract 2 points for each point of damage scored on the base [this should only happen if a Spinner moves near the base or a seeking weapon targeted on a Spinner accepts the base as a target (P2.3222)]. Subtract the BPV of any shuttles/fighters destroyed or left behind. If any fighter or shuttle pilots are killed or left behind, subtract the BPV of their shuttle/fighter a second time. Evaluate your resulting victory as follows:

Decisive..... 200+ points.

Substantial 100-199 points.

Commendation . 50-99 points.

Reprimand..... Less than 50 points or
ship crippled or

did not disengage by the end of Turn #10.

Court martial..... 2 or more Reprimand conditions apply or
ship destroyed or
ship unable to disengage by acceleration
on Turn #10.

(SL145.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL145.61) Use two small ships of a total BPV (not counting Commander's Options) of 170.

(SL145.62) Play the scenario in an asteroid field (P3.0). Spinners are not damaged by moving through asteroids at any speed in this variation.

(SL145.63) Add a second player. The first player's ship sets up in hex 1001, heading C, speed max, WS-III. The second player's ship sets up in hex 4201, heading E, speed max, WS-III. Because of the potential importance of this find, denying the enemy knowledge of it may be critical. The player who destroys or drives off his opponent wins.

(SL145.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL145.71) Increase or decrease the number of phaser-1s available to the base.

- (SL145.72) Increase or decrease the time you are allowed to gather the points in (SL145.5).
 (SL145.73) Allow the base to launch two Spinner's each turn.

(SL146.0) PHASER TAG

by Stephen V. Cole, Texas

The Masters (SL50.0) contrived all manner of entertaining (for them) combat scenarios for their captive ships and crews (who found entertaining the Masters to be less than enjoyable). During one period, a shortage of new ships and declining morale among the "gladiator" crews created a crisis. To solve it, one Master created a scenario that could be played without damaging ships or causing crew casualties, but nevertheless created an exciting challenge on which they could wager.

(SL146.1) **NUMBER OF PLAYERS:** Six is the preferred number. The scenario will work with four to eight.

(SL146.2) INITIAL SET UP

TERRAIN: The map is an Asteroid Field (P3.1) and is surrounded by a Tournament Barrier (P17.0).

SHIPS: Each player selects one ship from an agreed BPV point value (150 BPV is recommended), or perhaps tournament ships from Module T can be used. Set up as per (SL146.45). All ships are speed 0, WS-I.

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. Y181 is assumed if no other year is selected.

(SL146.3) **LENGTH OF SCENARIO:** The scenario continues for three turns. Players may select a larger or smaller number of turns. See also the variations below.

(SL146.4) SPECIAL RULES

(SL146.41) **MAP:** The map is fixed; it does not float. See (P17.0) for ships which attempt to leave the map. There is no way to disengage in this scenario.

(SL146.42) **SHUTTLES AND PFs:** There are no shuttles or PFs used in the basic version of this scenario. If they are used in a variation, the presence of warp packs will be determined by the year selected for the scenario.

(SL146.421) MRS shuttles are not used in the basic scenario, but if the players agree to their use, they may be purchased [up to the limits in (J8.5)] under (SL146.431).

(SL146.422) There are no fighters in this scenario (including on Hydran ships). In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters).

(SL146.423) There are no PFs in this scenario.

(SL146.43) COMMANDER'S OPTION ITEMS

(SL146.431) No Commander's Options are used in the basic version of this scenario. In the Combat Tag version (SL146.64), 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 as part of the ship's BPV for the total BPV selected to purchase a ship.

(SL146.432) Drones are not used in the basic version of this scenario. All drone speeds and types are available subject only to the year selected for the scenario if playing the Combat Tag (SL146.64) variation. Note that speed upgrades do count as part of the 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.

(SL146.44) **REFITS:** The players can determine the refit status of their ships subject to the year selected for the scenario and their available BPV.

(SL146.45) **INITIAL POSITION:** The initial location of each ship is determined as follows.

(SL146.451) Use a number of drone counters equal to the number of players numbered consecutively (e.g., 1-6). Place these in a cup, and have each player draw one counter blindly. Players should keep these counters as they will be necessary for identification purposes later. Alternatively, select a counter from the appropriate race with the correct number on it.

(SL146.452) The player who drew the #1 counter places his ship anywhere on the map. The other players then place their ships on the map in the order of the counters they drew. No player can place his ship closer than 10 hexes from any other ship.

(SL146.453) After the last ship is placed, the players determine the initial facing of the ships, each player turning his ship to the selected facing in the reverse order to which they placed their ships on the map, e.g., if there are six players, the sixth player to place his ship would determine its facing first followed by the fifth player and so on back down to the first player.

(SL146.46) **SYSTEMS:** All weapons of the ships, other than phasers, are deactivated for this scenario. This includes shuttlecraft, PFs, probe launchers, T-bombs, Marines, etc. Web casters should never be used due to the effects of the asteroids. Electronic warfare is optional, but the players should decide to use it or not before selecting ships.

(SL146.47) **BEING "IT":** The object of the scenario is to avoid being "it" at the end of the scenario.

(SL146.471) Determine who is "it" at the start of the scenario by placing a number of counters with the same numbers as determined by (SL146.451) into a cup and having one player draw one. The number drawn will indicate that the corresponding ship (and player) is "it" at the start of the scenario. This draw is done after the ships are placed on the map and their initial facings have been determined, but before the first turn's Energy Allocation Phase.

(SL146.472) Whoever is "it" can transfer this distinction to another player by "tagging" his ship under (SL146.473).

(SL146.473) A ship is "tagged" (thereby becoming "it") by scoring one point (or more) of damage with phasers on that ship's shields (or PA panels) in a single volley. Since fire is simultaneous, the ship which has been tagged cannot immediately tag anyone else on the same impulse.

(SL146.474) Only the ship which is "it" can fire phasers.

(SL146.475) The phasers on all ships have been adjusted to the combat training low-power setting and do not actually score any damage [note that this DOES mean that the phasers will not clear paths through asteroid hexes under (P3.25)]. Other than to keep track of firing arcs (and damage from asteroid collisions), players do not really need SSDs for the basic version of this scenario.

(SL146.476) Shields must be operated on at least minimum level at all times and can be reinforced. (Although reinforcement has no effect on whether or not a given ship has been "tagged", players should remember that hitting an asteroid hex at high speed can cause significant damage.)

(SL146.5) **VICTORY CONDITIONS:** The player who is "it" at the end of the scenario loses. Any player who has never been "it",

or who has taken internal damage from asteroid collisions, also loses. Keep track of the number of impulses that a player is "it". The player who has been "it" the longest also loses. Everyone else wins.

(SL146.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL146.61) SEQUENTIAL TAG: At the end of each impulse, the player who is "it" rolls one die. The resulting number indicates the player who must be "tagged" (and the only player who can be tagged). If the die roll produces the ship number of the player who is already "it", that player remains "it" and rolls again on the next impulse.

Note: If there are more than six players, you will need an eight-sided (or larger) die. If the die roll produces a number for which there is no corresponding player, roll again immediately.

(SL146.62) TEAM TAG: Divide the players into two (or more) teams. You may allow the teams to set up in designated areas, or perhaps use the original system. Any ship can fire at any time, each tag (scoring of one or more damage points by one ship using phasers on one different-team ship during a given impulse) scoring one point for the team.

(SL146.63) TWO "ITS": Designate two players as "it". Each operates (by whatever rules are used) independently, tagging other ships (either by the random or sequential systems) and possibly even tagging each other.

(SL146.64) COMBAT TAG: Ships can use any weapons to tag the target ship, and the damage is real, not combat training. If the target has a down shield, the tag may be made by a successful hit-and-run raid or by the target hitting a T-bomb placed by the ship that is CURRENTLY "it".

In Team Tag, the object could be to put an enemy team-member out of action, keeping him from scoring any more points. Note that it is still one volley during one impulse which scores a tag point, regardless of how many damage points are scored.

In normal tag, the object could be to leave the ship which just became "it" so damaged that it cannot tag anyone else or will at least be at a disadvantage later in the scenario.

(SL146.7) BALANCE: The scenario can be balanced between players of different skill levels by selection of the ships used.

(SL146.8) TACTICS: Obviously, the tactics depend on the game being played. In normal tag, keep your speed high and your phaser capacitors full. Stay away from "it" as much as possible (at least after you have been tagged once). While he can chase you to the side of the map, you can loop around an asteroid cluster and keep running. Remember, however, that asteroids only weaken fire (through their ECM effect); they do not stop it.

In Team Tag, work together to trap an enemy ship somewhere and tag him repeatedly with Mizia volleys.

In Combat Tag, work to cripple ships and leave them in a non-competitive condition. Use Mizia volleys to score more points while also scoring more critical damage.

(SL146.9) PLAYTESTERS COMMENTS: A wild and wooly scenario with lots of fun for all parties. Teaches electronic warfare, maneuver, and firing arcs. Excellent for training new players without bloodying their noses.

DESIGNER'S NOTE: I designed this as a "party" scenario, and we plan to have something similar in future issues. It also creates new tactics, in that your heavy weapon firing arcs and the need for an alpha strike no longer dominate tactics. It fit right in with the "tournament theme" of this issue.

(SL147.0) ACCURSED ARE THE PEACEMAKERS

(Y185)

by James Chrysler, Texas

The General War ground to a halt in mid-Y185, but the ceasefire agreements and Organian proclamations did not bring a total end to armed conflict. Political leaders of the various empires were no more ready to address the war's underlying causes than their predecessors had been 20 years before. Warfare had almost become an acceptable way of life. Embittered veterans still carried the scars and grudges of countless bloody battles, while younger officers longed for any opportunity to prove themselves in combat. Fleet commanders were not always willing, or able, to restrain their subordinates. In such an atmosphere, border encroachments and interracial incidents constantly threatened to rekindle open fighting.

The ISC watched these developments with nervous skepticism. Though for years they had opportunistically "emancipated" Gorn and Romulan border systems, they refrained from immediate intervention after the war to "give peace a chance." Dissatisfaction with the other empires' failures to move toward peaceful relations ultimately led the ISC to their program of enforcing the peace.

Even during the interim, the ISC sometimes found forbearance impossible when events threatened ISC interests. In one memorable instance, a small ISC task force tried to break up a Gorn-Romulan duel near ISC space. Despite their long-standing hatred for each other, the Gorns and Romulans both deeply resented the ISC and its interference. In this incident, they gave the ISC a foretaste of the hostility with which other races would greet armed mediation.

(SL147.1) NUMBER OF PLAYERS: 3; the Gorn player, the Romulan player, and the ISC player.

(SL147.2) INITIAL SET UP

GORN: BCH *Basilicon* in 2201 (map #1), heading D, speed max, WS-III.

ROMULAN: NHK *Heir Apparent* in 2230 (map #2) heading A, speed max, WS-III.

ISC: CS *Mira*, DD *Defender*, FF *Shield*, enter on Turn #2 between 4215 (map #3) and 4215 (map #4) in standard echelon formation, heading at option of the ISC player, speed max, WS-III.

(SL147.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to two sides (i.e., the Gorn and the Romulan, or the Gorn and the ISC, or the ISC and the Romulan) have been destroyed, captured, or have disengaged.

(SL147.4) SPECIAL RULES

(SL147.41) MAP: Use four fixed maps, from top right numbered 1, 2, 3, 4. Any unit leaving the maps has disengaged and cannot return.

1	3
2	4

The Gorn units can only disengage from any map edge hex between 0130 (map #1) and 2401 (map #3). The Romulan units can only disengage from any map edge hex between 0101 (map #2) and 2430 (map #4). The ISC units can only disengage

from any map edge hex between 4201 (map #3) and 4230 (map #4). Units which disengage in unauthorized directions or areas are considered destroyed.

(SL147.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL147.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL147.431).

(SL147.422) 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).

(SL147.423) There are no PFs in the basic scenario.

(SL147.43) COMMANDER'S OPTION ITEMS

(SL147.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

The *Basilicon* has a full load of T-bombs and may purchase an MRS.

The *Heir Apparent* has only two T-bombs and dummies and may purchase an MRS. There are no other Commander's Options available to this ship due to confusion in Romulan supply systems caused by the ongoing civil war.

The ISC force is at the limits of its current supply line. The CS has its full load of T-bombs and may purchase an MRS, but no other Commander's options are available.

(SL147.432) In a variation of this scenario where a drone-using race is present, 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. This purchase is not restricted by the rules in (SL147.431), and whatever remains of a given ship's 20% after purchasing an MRS or allowed T-bombs may be used here. Note that (S3.2) allows drone ships extra points for this purpose.

(SL147.44) REFITS: The ISC CS and DD have the rear-firing torpedo refit; the other ships never receive refits. In a variant, ships will have refits appropriate to Y185.

(SL147.45) ENGAGEMENT RESTRICTIONS: Since none of the races is currently at war, there are special rules to reflect peacetime priorities.

(SL147.451) As each race needs all available cruisers (the Romulans are facing civil war, the ISC plans galactic pacification, and the Gorns must defend their territory), any crippled cruiser must attempt to disengage as rapidly as is reasonably possible. It must proceed at best possible speed toward an appropriate map edge; an HET is not required; course deviations to avoid seeking weapons or hostile ships that threaten internal damage are permissible.

(SL147.452) ISC gunline ships must accompany their cruiser if it disengages and must disengage if it is destroyed. ISC ships may not fire at a disengaging crippled ship unless that ship takes hostile action against the ISC (fires weapons, employs tractors, operates transporters, etc. directly against ISC non-seeking weapon units).

(SL147.453) Gorns or Romulans may attack crippled vessels.

(SL147.5) VICTORY CONDITIONS: Any side whose cruiser is crippled can do no better than a draw. Any side whose cruiser is destroyed (or captured) automatically loses.

Gorns and Romulans use the Modified Victory Conditions (S2.201). If the ISC cripples or destroys the Gorn or Romulan ship, the surviving ship of the opposing race is credited as if it had done the damage.

The ISC wins by controlling the sector when the scenario ends. The level of victory is established by the following conditions:

Impossible Victory: No ship (on any side) suffers internal damage. Captain decorated and promoted for perfect intervention.

Decisive Victory: CS has no internal damage, and no ISC ships are crippled. Captain decorated and will be promoted in the near future.

Substantial Victory: No ISC ship is destroyed. Captain commended for effective intervention. Promotion prospects good.

Tactical Victory: CS uncrippled, and DD is undestroyed. CS has no internals (DD/FF uncaptured). No official action taken.

Marginal Victory: CS is uncrippled, and FF is undestroyed. Captain congratulated, but there are private concerns about his battle leadership.

Pyrrhic Victory: CS is uncrippled (but DD and FF are both destroyed OR either is captured). Board of inquiry is convened to investigate captain's fitness for upcoming campaign.

Since the ISC's goal is to break up the duel, reduce an ISC victory by two steps (but not below "pyrrhic victory") for each enemy ship destroyed (or captured by the third side). Should the ISC disengage, they cannot win.

NOTE: It is possible for all sides to win or for all sides to lose.

(SL147.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL147.61) The ISC might well have interrupted a duel on any border during their pacification campaign. Use BCHs from any two adjacent hostile races. (Hydrans use CHC with 3x Stinger-2; Tholians use NCA.) In such an encounter, the peacetime encounter restrictions (SL147.45) would not apply and the ISC gunline ships would have their T-bombs.

(SL147.62) Substitute an ISC task force of CL and 2xDD for a different kind of echelon.

(SL147.63) For a smaller and faster scenario, use a Gorn CDD, Romulan SPA+, and ISC DDL and 2x FF.

(SL147.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL147.71) Two PFs each might be added to the Gorn and Romulan ships and up to four PFs to the ISC force. These must all be standard combat versions.

(SL147.72) Down-size one or both of the BCHs (Gorn CCH or MCC, Romulan FHK), or up-size the NHK to a KHK.

(SL147.73) Replace the ISC CS with a CA or the FFs with DDs (favors ISC), or replace the CS with a DDL or the FFs with POLs (disfavors ISC).

(SL147.8) TACTICS

ISC: The standard echelon formation should work well here. Be conservative in your torpedo launches, as you do not have any plasma-G or plasma-S torpedoes for fast-loads. Be wary of them ganging up on you. You cannot afford to get decisively engaged with any single opponent.

GORN: Always hold one plasma-S torpedo back for a sucker punch. Use EPTs on the target of your choice to eliminate shields. You, more than any other ship in the scenario, have the firepower to decide who the winner will NOT be.

ROMULAN: While cloaking is tempting, it also leaves you a sitting duck for plasma torpedoes or the PPD when you come out. Try using EPTs on the Gorn to make him a more tempting target for the ISC's PPDs.

HISTORICAL OUTCOME: The Gorn and Romulan ships briefly allied to face off against the ISC force (after the ISC Commander had pointedly refused to help either against the other). Unfortunately for the Gorns and Romulans, their brief alliance could not hold. They succeeded in destroying the ISC frigate, but could not resist opportunities to fire on one another (both accused the other of having done so first). Eventually, the two ships, both crippled, withdrew, leaving the ISC in control of an otherwise worthless area of space.

STAR FLEET 500-BPV TOURNAMENT

The purpose of the 500-BPV tournament is to test a player's skill with some of the more advanced rules in the game system and to allow an SFB group to demonstrate their tactics in a small squadron battle. These rules are a modification of the standard tournament rules presented in the SFB MODULE T: TOURNAMENT BOOK. The Standard Tournament rules are considered in effect except where specifically modified below. These "experimental" rules may be modified in the future.

GENERAL CONDITIONS

NUMBER OF PLAYERS: The number of ships available in the 500-BPV Tournament varies between 3 to 5, depending on the race chosen. To qualify for play in the tournament, each team must have at least three players, and no more than one player per ship.

TIME LIMITS: Each team will have 10 minutes each turn to make plans and allocate energy. Each round can take no more than four hours. Judges may authorize 30-minute extensions if warranted.

VICTORY: Teams are expected to fight until all opposing ships are destroyed or disengage. In the case of any unresolved games, the judge will determine the winner through the use of (S2.20) in the SFB rulebook. Players are not allowed to voluntarily surrender a ship. If a team abandons a game, a judge will control their ships and try to disengage. If the time limit runs out, judges will adjudicate the fate of each ship for point value purposes. Judges reserve the right to review and revise scores in the event of obvious collusion by one team to give the other team a superior score.

FORCE SELECTION: Each team will pick one of the BF500 forces made available at the start of the tournament. These forces originally appeared in the BF500 entry in CL#7 and have been fully updated to Captain's standards. No other ships, options, or battle forces will be allowed.

DRONES: Ignore racial restrictions, but you won't have enough points to violate them anyway. You can exchange two type-IMs for one type-IVM (maximum of four per ship, no transfers between ships) but do not gain any BPV by doing so.

BETWEEN ROUNDS: A team's ships are considered fully repaired and reloaded between rounds. Destroyed ships are considered replaced. It is unclear, in this experimental tournament, how many rounds will actually be played, or if overall victory will be determined by elimination or by some point system. Teams may not change forces between rounds.

SCENARIO SET UP: Four maps will be used. Force A will start on map#1 within 3 hexes of 0306; Force B will start on map#4 within 3 hexes of 4024. All ships are at WS-III, speed max, heading at the option of the owning team (all ships from one team must start with the same heading). The map is fixed and does not float. Force A may disengage by exiting the map from the 01xx hex row of maps #1 and #3. Force B may disengage by exiting the map from the 42xx hex row of maps #2 and

#4. Any ship which disengages in any other direction is considered destroyed. No terrain will be used.

RULES USED: All rules allowed in the standard tournament are in effect, with the addition of the following rules:

ATG drones,
AEGIS fire control,
balcony and track systems,
boarding party combat,
BPVs,
chaff (Hydran fighters and MRS shuttles only),
chain reactions,
commander's options (defined in force lists),
crew units,
disengagement (only by leaving the map),
docking,
dogfighting (Hydran fighters and all shuttles),
drone racks (as per the SSDs),
special drones,
electronic warfare,
emergency damage repair,
erratic maneuvering,
launch tubes (Hydrans only),
landing in the opponent's shuttle bay,
T-bombs, and
MRS shuttles.

Not all races and force lists will be able to use all of these rules.

MINES: Romulan Eagle ships have their NSMs. Mines are not hidden. NSMs can be told from T-bombs, and T-bombs are not hidden if dropped from a shuttle bay.

500-BPV TOURNAMENT BATTLE FORCES

Y174 is assumed for all battle forces. If a refit is not specifically stated in the set up, the ship does not have it (examples: the War Eagles do not have rear phasers, the Orion CA does not have its refit, and no unit has its Y175 refit).

NOTE: All forces will "fight" at 510 points, so each team can spend the additional points from their starting point level for additional Commander's Option items (including special drones). These must be approved before the game begins by a judge. You can select them after knowing your opponent.

FEDERATION: One CC+ (147), with AWR refit (+2),
two T-bombs (+8), and four type-IM drones (+2,
two sets of reloads, one of which is ADD) = 159
Two NCL+ (120 each), with AWR refits (+4 each), one
T-bomb (+4 each), and four type-IM drones (+2
each, two sets of reloads, one of which is ADD) = 260
One FFG (75), with AWR refit (+1), one T-bomb (+4),
and four type-IM drones (+2, two sets of reloads,
one of which is ADD) = 82
Total for force: 159+130+130+82 = 501 points

KLINGON: One D5C (126), with one T-bomb (+4), and 12
type-IM drones (+6, one set of reloads), ATG on four
drones (+2), and replace six ADD with type-VIM drones
(3 in each ADD rack; +.25 each for the exchange, +.25
each for speed upgrade, for a total of +3 points) = 141
Two D5 (110 each), with two T-bombs (+8 each), eight
type-IM drones (+4 each, one set of reloads each),
six ADD replaced with type-VIM drones (as per the
D5C, +3 each) = 250
One F5DB (93), and 30 type-IM drones (+15, two sets
of reloads) = 108
Total for force: 141+125+125+108 = 499 points

ROMULAN-EAGLE: One KE (140), with one MRS (+8)
 = 148
 Two WE (100 each) = 200
 One BH (85) = 85
 One SNA (65), with phaser refit (+3) = 68
 Total for force: 148+100+100+85+68 = 501 points

ROMULAN-KESTREL: One KRL (181), with one MRS
 (+8) = 189
 One K7B (166) = 166
 One KRB (132) = 132
 Three T-bombs distributed among the ships (+12).
 Total for force: 189+166+132+12 = 499 points

ROMULAN-HAWK: One NH-K (192), with one MRS
 (+8) = 200
 One FH-K (179) = 179
 One SKA (102) = 102
 Five T-bombs distributed among the ships (+20).
 Total for force: 200+170+102+20 = 501 points

KZINTI: One CC (135), and 16 type-IM drones (+8,
 one set of reloads); MRS (+8) Drones for MRS
 one type-IVM (+0.5), five type-IM (+2.5), six type-
 VIM (+1.5) with one identical reload = 155.5
 Two CM (110 each), with 16 type-IM drones (+8 each,
 one set of reloads each) = 236
 One DW (84), with 16 type-IM drones (+8, one set of
 reloads) = 92
 Five T-bombs distributed among the ships (+20).
 Total for force: 155.5+118+118+92+16 = 499.5 points

GORN: One CM (161), with MRS (+8) = 169
 Two HDD (111 each), with one T-bomb (+4 each) = 115
 each. 230
 One DDL (100) = 100
 Total for force: 169+115+115+100 = 499 points

THOLIAN: One CC (148), with one MRS (+8), and four
 T-bombs (+16), and replace one admin shuttle
 with Web Anchor (10 - 2 = +8) = 180
 One CA (128) with four T-bombs (+16) = 144
 Two DD (80 each), with two T-bombs (+8 each) = 176
 Total for force: 180+144+88+88 = 500 points

ORION: One CA (127) with two T-bombs (+8), and four
 photons (+0), and eight type-IM drones (+4 with
 one set of reloads), add ATG to four of the drones
 (+2) = 141
 One BR (115), with one type-S non-swivel plasma
 torpedo (+4), and one type-F non-swivel plasma
 torpedo (+0), two plasma racks (+6), and two T-
 bombs (+8) = 133
 One BR (115), with three hellbore (+6), and two
 phaser-G (+4), and two T-bombs (+8) = 133
 One DW (80), with one photon (+0), two type-C drone
 racks (+2), eight type-IM drones (+4), and two T-
 bombs (+8) = 94
 Total for force: 141+133+133+94 = 501 points

HYDRAN: One BAR (121) with four Stinger-2s (+40)
 and two Stinger-Hs (+20), and four T-bombs (+16)
 = 197
 One HR+ (95) with six Stinger-2s (+60), and four T-
 bombs (+16) = 171
 One TR+ (117), with four T-bombs (+16) = 133
 Total for force: 197+171+133 = 501 points

ANDROMEDAN: One INT (265) = 265
 One MAM (130) = 130
 One COB (83) = 83
 Six T-bombs (+24) distributed among the ships.
 Total for force: 265+130+83+24 = 502 points

LYRAN: CA+p (139), with one T-bomb (+4) = 143
 Two CW+ (115 each), with power pack (+9 each), and
 one T-bomb (+4 each) = 256
 One DW+ (91), with power pack (+9) = 100
 Total for force= 143+128+128+100 = 499 points

WYN: One Great Black Shark (145) with type-B drone
 racks in the wing mounts (+2), medium speed
 drones (+12), one Lyran MRS (+8) 167
 Orca CW (120) with type-B drone racks (+2), medium-
 speed drones (+12), two T-bombs (+8) 142
 Mako DD (98) with phaser-1s (+0), medium-speed
 drones (+6), convert 2 commando (1) 105
 Barracuda FF (80) with medium-speed drones (+6) 86
 Total 500

ISC: One CA (185) = 185
 One DD (92), with one T-bomb (+4) = 96
 Three FF (73 each) = 219
 Total for force: 185+96+73+73+73 = 500 points

LDR: CWL (142): power pack (+9) = 151
 CW+ (127): power pack (+9), UIM (+5) = 141
 DW+ (101): power pack (+9), UIM (+5) = 115
 MP+ (77): power pack (+9), UIM (+5) = 91
 2 Commando BPs = 2
 Total 500

SELTORIAN: Two CA (142 each) = 284
 One CL (127) = 127
 One FF (73) = 73
 Four T-bombs distributed among the ships (+20).
 Total for force: 284+127+73+20 = 504 points

PLAYTESTER LIST

BATTLE GROUP ATLANTA: Reece Watkins.
BATTLE GROUP CALIFORNIA II: Scott Mercer.
BATTLE GROUP CHICAGO: Cliff Yahnke, Alex Pundy, Joe
 Lewis, Lysander Lysandron, Tim Longacre, Jon King, Mike
 Incavo, Randy Demsetz, Karl Blatter, John D. Berg.
BATTLE GROUP CINCINNATI: Mike Filsinger.
BATTLE GROUP COLORADO, 1st Squadron: Scott Moellmer,
 John Bowers, Scott Hanse.
BATTLE GROUP COLORADO, 2nd Squadron: Chuck Strong,
 Eric Eklund, Sean Bundy, Steve Roiston.
BATTLE GROUP DETROIT: Keith Velleux.
BATTLE GROUP HOUSTON: Frank Crull, Terry Haugh, Brad
 Hinkle, Mike Grubbs, James Chrysler, David Johnson, Jim
 Doherty, Mark Gratowski.
BATTLE GROUP LOS ANGELES: Ray Olesen, Tom Gondolfi,
 Vern Sloggett.
BATTLE GROUP PHOENIX: Ken Burnside, Ken Daly, Kent
 Wilkinson, Alan Campbell, Rich Sherman, Bill Laughhey,
 Darin Cochran, Mike English, Steve Sims, Mark Culp.
BATTLE GROUP ST LOUIS: Gregg Dieckhaus, Allen Phelps,
 Jay Clendenny, Brian Montgomery.
BATTLE GROUP TACOMA: Tony Zbaraschuk, Max Bowie.
FORT IRWIN STAR FLEET GARRISON: Jon Cleaves, Spence
 Cocherl, Bill Corr.

THE HYDRAN SEMINAR

The class fell silent as the Captain entered the room and walked to the podium.

"Gentlemen," he began, "today's session is on the tactics of our Hydran allies. While the opportunity to conduct joint operations has not arisen in a decade and is unlikely to arise anytime soon, it is important to remain aware of how all of the races of the galaxy — friendly, allied, or neutral — operate.

"Few of you will ever see a Hydran ship in combat, and presumably none of you will ever fight one, but nothing can be certain in space. If any of you can predict which one or two of you will actually *need* this information in combat, we can save everyone else the trouble of learning it." The class laughed nervously. They would *all* need the information for graduation, when a couple of percentage points of their final rating might well be determined by their knowledge of Hydran tactics. And for all of the cadets, those points might just be the ones that made the difference between a choice assignment and a mundane one. The race for the captain's chair had already begun.

"The Hydrans use the integration of three tactical systems, two of which are reflections of each other. These are the fusion beam, the Stinger fighter, and the hellbore. The Stingers are simply a reflection of fusion tactics, except for the handful of hellbore-armed fighters which are a reflection of hellbore tactics.

"What is the primary difference between Hydran and Federation tactical doctrine?"

"They follow theirs, and we ignore ours?" the cadet with the engineering loops suggested. The Captain speared him with a glare that put a suicide-overloaded fusion beam to shame, then focused his attention on the Marine cadet sitting beside the engineer, letting it be known that there was a penalty for not knowing the material, or the Captain's mood for that matter.

"The primary difference is that the fusion beams force their ships to get close in order to do effective damage. While the hellbore allows for long-range fire, it is frequently necessary for such a ship to make one close pass to damage a shield in order for the weapon to exploit its unique capabilities."

"The symptom, Cadet," the Captain responded, "but not the disease. Obviously the result of a limited viewpoint. Cadet Brynkhali?" The Andorian cadet's antennae flushed a deep blue, indicating that he was concentrating.

"Their fighters, sir," Brynkhali responded.

"Another symptom. Cadet Zellerkraut?"

"Their fighters have to get to point-blank..."

"Wrong again. Cadet Growler?" the Captain targeted the Kzinti exchange student.

"The primary differrenz izz that the hellborre distributess itz damage overr all of the zhieldz of the tarrget..."

"Wrong again," the Captain sighed, his response punctuated by the snapping of a pencil used by the cadet with the science corps loops on his epaulettes.

"Federation units can use long-range sniping?" Cadet Jimmerson suggested. The commander only glared.

"Their use of attrition units?" Cadet Van Wootten asked.

"Close, Cadet," the Captain nodded. Once in every session he had to provide the specific answer he was looking for in order to get the discussion headed in the right direction.

"The most fundamental difference is that, *because* they must get close to use their weaponry, they must accept the fact that they will take heavy damage before they can fire to best effect. They design their ships to survive this damage in full fighting trim, as evidenced by their unique naval architecture. While their Stingers are known as 'attrition units', the point is that ALL of their fusion-armed ships must be regarded as, essentially, attrition units."

"The unified hull," Cadet VanSickle noted.

"The seventh shield," Cadet Cookson agreed.

"Precisely," the Captain responded. Turning to the cadet with the science loops on his epaulettes, the Captain flipped to the next page of his notes. "Cadet Watkins, describe the operating characteristics of the fusion beam."

"Sir. The fusion beam is a highly-energized tritium plasma that releases tremendous energy as it continues to fuse along the path of the beam. However, as the tritium reaction is so fierce, it has two great limitations. Its destructive power is limited to an effective range of 20,000 kilometers. Second, the initiation temperatures in the pre-release chamber are near the tolerances of available metallurgy, and hence, there is a mandatory cool-down period. Besides the standard arming procedure and the customary overload, there is a higher level of energy available. This level is self-destructive, however, as this reflects the collapse of the pre-release chamber."

"Indeed," Cadet Malis interjected, "this self-destructive feature is another aspect of their 'attrition unit' mentality."

"They are," Cadet Cookson noted, "the only race to design a weapon that voluntarily damages their own ships."

"Worse than that," the Marine cadet added, "suicide overloads cannot even be discharged without damaging the ship and destroying the weapon itself, so the decision to arm it in this manner must be carefully made."

"Or done with reserve power," the engineer remarked.

"At point-blank range," the Marine resumed, "the suicide-overloaded fusion beam will do, at worst, damage equal to a photon, but it could do nearly 39% more with a good hit."

The Captain prepared to move on, but did not get the chance to do so.

"Sir," Cadet Brynkhali began, "I would challenge the notion that the fusion beam cannot effectively be employed beyond 20,000 kilometers." The Captain gave him an inquiring glance. "There is no appreciable reduction in effectiveness from 26,000 kilometers to 100,000 kilometers, allowing the weapon to be used as a middle-range sniping weapon. This can be particularly useful when supported by hellbore-armed ships able to take advantage of the damaged shield. Massed volleys of fusion beams from these ranges can wreck ships quickly even without support from hellbores."

"In fact," Cadet Finan added, "the Hydrans can engage in this manner from beyond overload range, minimizing damage to their own ships and controlling the range. The effect is similar to bolted plasma torpedoes on the Romulan border."

"So you would say," the Captain responded, "that the Hydrans are optimized to fight their disruptor-armed neighbors, and if they ever fought an enemy with photons or plasma torpedoes, they should adopt middle-range tactics?"

"Bloody right!" Finan blurted. "Federation and Gorn ships, which concentrate their firepower in shorter, more intense bursts, can deal more damage than a Hydran can stand."

"Excellent point," the Captain responded, knowing that precisely this point was on the upcoming quarterly exams. "But we must move on."

"As you know," turning another page in his notes, "the standard Hydran fusion tactic is to get close to the enemy before switching power from movement into the fusion beams. How do they integrate their fighters into this tactic?"

"There are two basic options," Cadet Jimmerson advised. "They can send the fighters ahead to take the first shot, or have the fighters follow them in to finish off the target."

"And under what circumstances is each of these tactics appropriate?" the Captain asked.

"Against the Klingons," Cadet VanSickle proposed, "I would send the fighters in first to clear any drones and absorb some of their disruptor fire."

"Even if the Klingon wants to keep overloaded disruptors to use on the Hydran ship," Cadet Jimmerson added, "he cannot afford to ignore Stingers at close range. Two or three Stingers can wreck any cruiser if they can survive to point-blank range."

"And against the Lyrans?" the Captain asked.

"It depends on the available ESG power," the engineering cadet responded. "It would normally be better to take down the ESG with the ship, letting the fighters close in later. If the ESG is weak enough that several fighters can take it down without being crippled, that will do as well."

"Dizagrrree completely," Cadet Growler growled. "I would keep zhe fighterrz with the zhip and spread the ESG damage."

"If the fighters follow the ships," Cadet Storra noted, "the enemy may wreck the ship and maneuver away before the fighters can engage."

"I would keep the fighters with me," Cadet Everett insisted. "Use tractors to drag the fighters if you have to. They will add to your firepower, provide drone defense, and absorb some of the enemy firepower."

"Regardless of where the fighters are," Cadet Coulthurst noted, "even a few can do serious damage, so the enemy cannot afford to ignore any of them."

"There is another tactic," the Marine noted. "Launch the fighters only after closing to short range, in effect using the bulk of the ship to protect the fighters."

"You're crazy!" the engineer exclaimed. "One last penetrating disruptor hit on the ship will kill several fighters, while if the fighters are in space, it can kill at most one of them!"

"Easily solved," Cadet Finan scoffed. "Launch half of the fighters, and use the empty bays to absorb the damage."

"Nonsense," Cadet Watkins sneered. "By the time their fire controls stabilize, the situation will be entirely different."

"Yeah," Cadet Zellerkraut answered, "the Stingers will all be dead. They have to expect 50% casualties even when they are fully functional. Launching under enemy guns is suicide."

"The Klingons and Lyrans give the Hydrans a really bad time," Cadet Malis noted. "They snipe from long range until the fighters are all destroyed. The fighters have to use electronic warfare and erratic maneuvers to survive. And if the fighters mount warp packs, they become highly vulnerable to long-range attrition before they can shoot back."

"How can hellbore-armed fighters support a fusion-armed ship?" the Captain asked.

"By exploiting down shields created by the fusions," Cadet Watkins answered.

"And conversely," the Captain asked, "how can fusion-armed fighters support a hellbore-armed ship?"

"A valiant but suicidal charge to point-blank range?" the engineering cadet suggested.

"Idiot," the Marine cadet responded. "Hellbore-armed ships don't have enough Stingers for a direct assault."

"That's true," Cadet Jimmerson broke in. "The best means to employ them is to fire at 100,000 kilometers. The massed volley of even a small squadron will take down an enemy shield, and then the hellbores can set to work."

"Firing at that range is less effective," Cadet Malis noted, "and once those fusion charges are gone, you'll have to land the fighters to rearm them, or they're just portable phasers."

"Portable GATLING phasers," the engineer noted.

"Hellbore ships mount fewer fighters, but make up for it in power," Cadet Zellerkraut noted. "The hellbore ships have a very good energy balance."

"The ship does have enough reload charges to rearm the fighters — once — without reducing its effectiveness."

"Fighters can be outmaneuvered," the Marine cadet noted. "If you can separate the fighters from the ship, you can defeat each of them in detail."

"The Hydrans can use echelon tactics similar to those of the ISC," Cadet VanSickle noted.

The classroom had grown more and more chaotic, approaching a fighter melee in intensity. Cadet Watkins was trying to take the Captain's blood pressure with his tricorder. The Captain decided to regain control by shifting the subject. He skipped the usual preliminaries over what a hellbore was.

"How do the Hydrans use hellbore-armed ships, and hellbore-armed fighters, in support of their fusion tactics?"

"The hellbore ships wait until the fusion ships and fighters weaken an enemy shield," Cadet Fridenberg explained, "then fire at long range for additional damage."

"When fighting Lyrans," Cadet Laikind added, "the hellbores are used to drop the ESGs and let the fusion ships get close."

"You just wasted your heavy firepower on a defensive system," Cadet Filsinger retorted. "It would be better to wait until the ESGs go down, then use the hellbores on the ships."

"The hellbore ships force damaged enemy ships to turn away before they can destroy the crippled fusion ships," Cadet Watkins noted.

"The hellbore has a direct-fire option," Cadet Christopher added, "but this is used only to dent a shield for future attacks."

"Hellbores are less affected by EW than most weapons," Cadet Stora added.

"Time is on the side of the hellbore ships," Cadet Zellerkraut noted. "As a battle goes on, shields become degraded and a hellbore becomes more and more effective."

"The mixed-weapon command ships are limited to hellbore sniping and a fusion *coup de gras* on a crippled ship," Cadet Brynkhali noted, "as they are very susceptible to damage."

"No problem," Cadet Watkins dismissed. "They don't need to get close to do their job."

"Hydran commanders seem all too willing to sacrifice fusion ships to preserve the hellbore types," Cadet VanSickle noted.

"And finally," the Captain asked, "how is all of this assembled into a coherent tactical system?"

"The fusion units do the close-in killing," the engineering cadet responded, "while the hellbore units soften up the targets and then polish off the cripples. Their gatling phasers make them all but drone proof and are powerful damage producers at close range."

"The fusion ships provide the bulk of the fighter force," Cadet Zellerkraut interjected.

"And their PFs cannot be ignored," the Marine cadet added. "And you cannot afford to fire all of your weapons as long as there are fighters around, or on his ship."

"They can do a credible anchor," Cadet Brynkhali added.

"And what of the inherent weaknesses of the Hydran fleet?" the Captain asked.

"Hydran ships," the Marine cadet noted, "are very poor in boarding actions due to low numbers of Marines, transporters, and shuttles compared to their neighbors — and to us."

"It seems," Cadet Cookson observed, "that the Klingons and Lyrans have been quick to respond to each Hydran technological development. Shield refits, special drones..."

"Most Hydran ships," Cadet Coulthurst noted, "have only a narrow overlap in their forward firing arcs, meaning they have to centerline the target for maximum firepower."

"The Hydrans have few weapons covering the rear of their ship other than the short-ranged gatlings," Cadet Laikind said. "Their fusion ships cannot make a retrograde work."

"Their dependence on fighters hurts them against mines," Cadet Malis noted, "and against Andros."

"That's all of our time for this class," the Captain said, stopping the discussion. "I have arranged a simulator exercise involving Hydran ships. It begins now. And it will include a boarding action, for those interested. This way, please." ★★★

TERM PAPERS

MINES AND THE WEB CASTER

— *Ensign G. Bear, USS America*

When moving toward a transported mine (especially probable when pursuing Andromedans), spend one point of power to place a strength 10 (within 10 hexes) cast web on the mine. When your ship's movement triggers the mine, its explosion will be contained by the web. You deprive your opponent of his T-bomb and do not lose any movement, all for one point of power.

When penetrating a minefield (around a starbase, for example), lay a line of cast web from your ship(s) toward your target. Have your ships move with this line of web, and any mines that are detonated by their passage will have the web strength subtracted from their explosion force. If more hexes of web are needed, lay another one hex (remember, that they cannot touch) from the end of the first. This does create some danger if a mine is detonated when entering the empty hex between the two lines of web. If these lines are laid in a straight line toward the base, they will also shield you from weapon fire until they dissipate.

Rated the Best Term Paper in this issue.



MISMATCHED LOAD

— *Vice Admiral Tony Zbaraschuk, USS Washington*

Most early fighters have a standard load of two type-I drones. In some situations, however, a load consisting of one type-I and one type-VI drone has certain advantages.

First, the fighter can launch the type-VI drone if it gets in a dogfight. Second, and more important, this allows the fighter to launch two drones at one target during the same turn. This is effective in overloading enemy defenses or if the fighter is facing heavy defenses during the launch turn (in which case it may be crippled or destroyed before it could launch a second type-I drone).

DE-SANDING THE POWER ABSORBER PANELS

— *Ensign Preston Poulter, USS Texas*

Andromedan tactics revolve around dragging the battle out into a long attrition war. There have been several term papers about how the Galactic powers can "speed up the Andromedan clock", but here is a good tactic to make the most of your power absorber panels and give you more time. According to (D10.546), an Andromedan ship may allocate repair points to an undestroyed, but degraded power absorber panel in order to restore it to full capacity. Note that, no matter how many degradation points that this repairs, it only counts as one system for (D9.76). If an Andromedan takes one degradation hit, the Andromedan should allocate four repair points to it on the next turn, even if the player deems it too soon to do so. The panel takes five points to repair, but I would urge that the Andromedan ship actually wait until the panel gets more degraded before allocating this additional one point. Since the Andromedan has not switched to repairing another system, the repair points will remain there for five turns under (G17.33). When it comes time to repair the panel, you will only need to allocate one additional repair point, allowing the others to be used for other urgent repairs.

DEFENDING FROM CLOSE-IN SUICIDE SHUTTLES

— *Captain Steven P. Petrick, USS Texas*

When your enemy launches a suspected suicide shuttle timed to hit you on the next impulse of movement, take a close look at the speed of the shuttle and the Impulse Chart. You may not need to kill it; crippling it may be enough. For example, a shuttle launched on Impulse #15 moving at speed 6 will move on Impulse #16 and hit you. It would take 6 points of damage to kill it, but if you do 4 points of damage, you will cripple it and its speed will automatically drop to speed 3, which does not move until Impulse #22, allowing you other options to deal with it. Note that a phaser-1 at range 1 is guaranteed to cripple a suicide shuttle. Be wary that your opponent may be using an MRS for this suicide mission after reading this paper, though that is wasteful of that shuttle's unique talents.

SELTORIAN NAVIGATORS

— *Cadet Charles VanSickle, USS North Carolina*

The best Legendary Officer for a Seltorian ship is a Navigator. With the Navigator you increase the ship's turn mode (most Seltorian ships have very poor turn modes, considering their opposition) and cure the breakdown problem (4-6 on most ships), giving them one free HET. When attacking wedding cakes and pinwheels, the reduced cost of erratic maneuvers comes in handy. Since Tholians tend to hang around asteroids, the Navigator's ability to reduce asteroid damage may save your ship some shield damage (or internals). The 8 points are well worth it if you are serious about hunting Tholians.

FLEXIBLE ENERGY MODULE

— *Cadet Kevin McGroarty, USS Illinois*

When choosing your Andromedan ships for a patrol scenario and given a choice between an Energy Module and a Mauler, go for the Mauler. As with any strategic or tactical choice, there are advantages and disadvantages. The primary disadvantage of the Mauler choice is cost. The smallest Mauler, the Asp, is 85 BPV. The largest Energy Module (able to hold twice the energy) costs 25 BPV less. Assuming full panels, a large Energy Module could dissipate 48 points of energy a turn while the Mauler could only dissipate 32 (6 into space, 6 into batteries, and 20 through the Mauler system). However, the tactical flexibility of the Mauler is greater.

According to (D10.424), any energy released by panels must go to an Energy Module before it can go to batteries. That is fine if the batteries are full, but even Andromedan batteries run dry from time to time. With a Satellite ship in the hangar, the energy can go to the ship or to the batteries, depending on the situation. A Mauler is best due to its ability to get rid of the energy; plus it is, after all, a Mauler!

SCOUT BLINDING ANDROMEDANS

— *Cadet Jack Huskey, USS Arkansas*

When attacking a drone-armed fleet with Andromedans, you should save one displacement device for use against the enemy scout for the following reasons.

1. For four impulses he cannot loan electronic warfare to anybody.
2. It cannot guide drones at anybody, except the ship that displaced it, and cannot accept control of seeking weapons.
3. It usually has less ECM than most of the other ships in the fleet.

If you can get a displacement device equipped ship within 15 hexes of the scout without getting loaned 6 points of offensive electronic warfare, do this. It does not matter where the scout goes; just moving him 1 hex in any direction is sufficient. After you do this once, your opponent is going to be on guard against this, but it will break up his game plan once.

NEBULA FIGHTING

— *Commodore Ken Burnside, USS Arizona*

The enveloping plasma torpedo is the single deadliest weapon in a nebula.

First, the three ECCM gives it excellent odds to avoid the Proximity of Detonation Chart.

Second, the nebula prevents the use of wild weasels (or transporters, when dealing with Andromedans and power absorber mines).

Third, the enveloping plasma torpedo can sustain twice the damage of a non-enveloped plasma torpedo, which is a factor when dealing with (P6.73).

Finally, the target is reduced to minimum shields (or standard level power absorber panels for Andromedans), almost guaranteeing internal damage from the follow-up phaser strike.

THOLIAN ASSEMBLAGE

— *Cadet Michael Lee, USS Michigan*

When attacking a base, the Tholians can achieve an unusually powerful effect by pinwheeling three war cruisers together, having them tractor another Tholian ship (or ships) at a range of 3, and having these other units push them into action against the base. With the very strong conjoined shields of a pinwheel (90 boxes, in the case of a war cruiser pinwheel) and the ability to use almost all its power for weapons and shield reinforcement, the pinwheel will be in an advantageous position in regards to the base, and the ship pushing it, being farther away from the base, will be less exposed to fire.

ANTI-HELLBORE SHIELDS

— *Cadet R. Loughrey, USS California*

Using the deception rules, shields can be lowered to equalize them in conjunction with reserve power and shield reinforcement. You should be able to split hellbore damage between several shields. This works especially well with larger ships that do not have to worry about the shields being penetrated completely (note that if a reduced shield is penetrated you lose any shield boxes you did not have active).

TURN-ABOUT TRACTOR

— *Cadet Jeffrey C. Glass, USS New York*

In a fleet action (especially if you have lots of seeking weapons), go ahead and capture an enemy destroyer or light cruiser if you can. Why? Well, remember that tractor beams are one of the few systems on a captured ship that you can use. Enemy ships are likely to close to try to avenge themselves by retaking the ship, and will be surprised when the ship tractors them, making them dead meat for your seeking weapons.

BEATING DRONE DEFENSES

— *Senior Lieutenant Geof Mahl, USS Indiana*

One of the preferred drone defenses is to fire a phaser-3 at 2 hexes range and another at 1 hex range for a guaranteed kill on any unarmored type-I drones. Drone users should plan on this and take the time to try to swamp the enemy's available drone identification methods (e.g., the number of his labs) with enough drones that he cannot identify them all. Then include a few drones with 1/2 payload space of armor or, even better, a few type-IVs. The point here is that, once you have done this a few times, you remove his option to EVER rely on two phaser-3s firing at different ranges. This is because there is a good chance that the phaser-3s will not be a guaranteed kill on such drones, and he will have to use more phasers to assure destruction. Sending in a type-IV with a payload space of armor on occasion will increase this paranoia even more.

HIT THE PHASERS — *Ensign Reece Watkins, USS Georgia*

When making hit-and-run raids, target facing phaser-1s over heavy weapons. The reason for this is twofold:

1. Everyone usually guards their torpedo/drone hits, making hit-and-run raids extremely difficult to complete successfully.

2. Barring EW shifts, if you are within transporter range, you are within the never-miss zone of a phaser-1. Most heavy direct-fire weapons can still miss between range-2 and range-5, but you KNOW that any phaser-1 pointed at your ship at those ranges WILL damage you.

Do not try to target phasers with 360° firing arcs, as these are also prime candidates for guards.

USE THE RELOAD CYCLE

— *Cadet Kevin McDonnell, USS New Jersey*

Two- or three-turn arming weapons prosper in an electronic warfare environment: use maximum ECCM on the firing (launching) turns (fire/launch all the weapons) and maximum ECM on the reload turns. This gives you a slight edge over the "one-turn wonder" weapons, which must balance defense against firing opportunities every turn. In a fleet action, alternate the ships' firing turns to encourage the enemy to switch targets and maximize the use of your scout(s).

HIT-AND-RUN TACTICS

— *Cadet Michael Eubanks, USS Pennsylvania*

While hit-and-run attacks can be risky and difficult to accomplish, they have several advantages that should not be overlooked. Transporters are extremely power efficient. For 1/5th of a point of power, they can be used to damage an enemy. No other direct-fire weapon can operate on so little power. Secondly, hit-and-run raids are selective. They allow you to inflict damage where it is needed, rather than depending on lucky die rolls to destroy a critical system. For example, you want to break an enemy tractor beam. If your opponent has more than one tractor, you would need to score enough damage to reach the F column on the DAC. In addition, you would have to be lucky enough to score the tractor hit a number of times. But, if you have powered transporters and available boarding parties, removal of the offending tractor beam can be accomplished by dropping the intervening shields and making one successful hit-and-run raid.

Hit-and-run raids have the advantage of being able to remove systems normally protected on the DAC. They can also produce a pseudo Mizia effect by allowing additional attacks on systems that would be one time hits on the DAC. Protected items, such as out of arc phasers, can be attacked. Higher priority weapons can be removed quickly with hit-and-run raids. For example, phaser-1s can be destroyed when the opponent would normally take the DAC allocated damage on phaser-3s.

Do not commit suicide trying to set up a hit-and-run raid. But do not ignore their usefulness if the situation presents itself.

LESS IS MORE

— *Fleet Captain Sandy S. Hemenway, USS North Carolina*

Most players choose to fly at the top of turn modes. However, if you use reserve warp for speed changes, it is better to travel at 1 or 2 under your turn mode. Since most reserve speed changes are used to gain 1 hex at a particular moment, they will usually push your ship to the very bottom of the next turn mode. If your Gorn or Fed Cruiser moves 16 rather than 17, when you need that extra hex, you can get it without destroying your ability to turn. (Try turning a Fed CA at speed 17 compared to 18). For a Klingon, it may mean moving at 14 (the same as your Hydran opponent), but at the same speed the Hydran CA must still move first, letting you react to his movement on each impulse (because your turn mode is B and his is C).

IMPULSE BETTER THAN WARP

— Fleet Captain Frank Gilson, USS California

Whenever you plan to change speed to zero in order to make use of TACS, make sure to have an impulse TAC available. This is because an impulse TAC can be made 2 impulses after stopping whereas warp TACS must wait until 4 impulses after stopping [Rule (C5.53)]. As a corollary, try to have a point of reserve impulse as well as reserve warp if you believe you will need to emergency decelerate. That will allow the fastest change of facing (useful to bring new weapons and fresh shields to bear). Also, since emergency deceleration does not cancel HET energy and such a maneuver can be made at any point (no waiting period after deceleration), consider having one allocated (but remember the restrictions involved after making a HET). To make your energy allocation more efficient, allocate a point of reserve impulse, the rest reserve warp, and if your reserve warp is not enough to HET, put the few more points necessary under partial HET allocation (which can be completed with reserve warp).

THOUGHTS ON THE ANCHOR ATTACK

— Lieutenant JG Marc Michalik, USS Colorado

Things to consider when anchoring the enemy:

- You must have enough power for the anchor. Allocate enough (including your batteries) to overcome anything he could have in his batteries (plus whatever you think he might allocate), plus one point.
- After your torpedoes have hit (or you are really, really sure that there is nothing he can do to stop them), release the tractor and get out of there before his weapons can recycle. The anchor should be a hit-and-run, not an engagement to get married to him!
- Fire your phasers on the impulse that the torpedoes hit, and be sure that you can target the same shield.

AVOIDING THE ANCHOR

— Lieutenant JG Lee Larsen, HMCS Ontario

If your enemy is chasing you trying for an anchor, and you allow him to get to range 1, let him attach his tractor only if your pseudo speed lets you move next impulse. Consider moving in such a way as to allow him to get to range 1 on an impulse before your future pseudo speed moves. He will then undoubtedly launch all of his seeking weapons, believing that they will hit their anchored target. Next impulse you move and they follow, but will not hit. Now announce emergency deceleration, apply negative tractor to break the tractor, and announce a speed change if you do not move for the next two impulses. Two impulses later the seeking weapons still have not gotten any closer than range 1, and you can now pop a weasel. Set the weasel's speed so that it moves on the impulse after you launch it if you can to avoid collateral damage.

You have now cleaned your opponent out of all his plasmas/drones and taken no damage. If you do not have the power to break the enemy's tractor beam, or make the speed change necessary to avoid the seeking weapons while you are emergency decelerating, you will die.

Yes, this maneuver requires timing, reserve warp, a wild weasel, negative tractor power, and nerve.

TURN-ABOUT T-BOMB

— Cadet Scott Fridenberg, USS Oklahoma

If a Lyran is using T-bombs against your drones, study the situation. If you do not need to move more drones or your ships through that area, drop tracking on the drones the impulse before they would have detonated the mine, leaving it to possibly complicate his employment of ESGs. Care must be taken when using this tactic. Do not use it unless you are confident that the T-bomb will complicate his life more than it will yours.

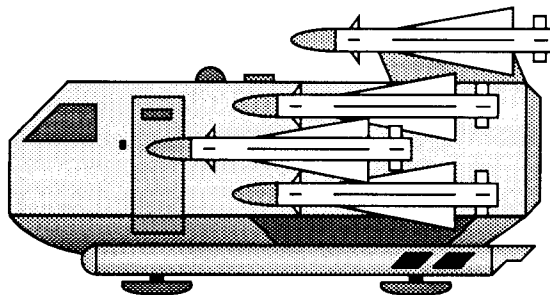
SWEEPING UP — Cadet Jim Davies, HMS England

In a fleet action against Lyrans, do not destroy small cripples. Tractor them instead, and use them to ram ESGs. The power-starved Lyran cannot easily outrun you, and the cripples will not be able to resist. PFs are ideal for this. Enemy fighters, shuttles, drones, and any other rubbish are suitable. Why destroy your own units when his are so much cheaper?

SCATTER-PACK PROMISE

— Commodore John Berg, USS Illinois

Are you a casual drone user with more shuttles than drones to put in them? Purchase an MRS for your cruiser. The extra drones will come in handy. This tactic is especially useful for Federation cruisers with their abundant shuttles. A Federation cruiser can fill its G-rack with ADD and still have several scatter-packs in the wings, and the MRS's abilities.



MINES AGAINST THE ESG

— Ensign Eric Dunsmore, USS New Jersey

When you're faced with a Lyran ESG being forced down your throat, place two transporter bombs just to the right of the ESG ship's course and just far enough in front of his field to allow them to arm. This will reduce all but multiple strength fields to impotence, and possibly score some damage on his ship. As another option, place the mines inside the field itself set to not go off on the size class of his ship so that, when he drags the field over the mines, you get the same general effect, but any excess damage may be scored on a non-facing shield which may have been dropped from your fire earlier, or is at least not reinforced.

SUBLIGHT TRACTOR TACTICS

— Cadet Peter Garino, USS New Jersey

For ships which lack warp engines, the tractor can be a great help. Each time a ship makes a run at you, allocate power to your tractors. You can use them against drones and suicide shuttles until weapons are available. Tractor an enemy ship after he goes by so your weapons can get in the first shot next turn. If he fires a mass of drones and you cannot get rid of them, tractor his ship so you can allow him to drag you to safety. When enemy ships make a "run", they line it up so next turn a slight turn will put them in range to blast you. They trust you will be there. If you tractor them, those 5 or 6 hexes can throw them off. If two ships are making a run, tractor one to slow it down. While the other goes flying off, concentrate your fire on your victim. In other words, separate the pack. Note that since sublight ships spend little power for movement, the tractored enemy ship will be slowed greatly. Judge the power to put into the tractor carefully, since not too many people will expect to be tractored by you and will probably be relying on their batteries when the time comes. A few long-range phaser shots should serve to draw some of his battery reserve to enable you to succeed in tractoring him. Unfortunately, if he has read this paper, or you have done this once, it probably will not work a second time, but the expression on his face the first time will be priceless.

EXIT? WHAT EXIT?

— *Ensign Marton F. Carungay, USS California*

In many scenarios the victory conditions for your opponent merely require that his ship(s) successfully disengage from combat by escaping through a specified direction on the map-board or leaving through a narrow "escape route". In such cases, it may be advantageous to buy a generous supply of T-bombs for your force and use them to block his escape route. Romulan ships have the added benefit of the NSM. It is important to plug up his escape route BEFORE engaging his ships. In doing so, your opponent will be forced to offer battle, a situation that is probably to your advantage to begin with. Why else would he be trying to run away?

RALADS DO'S AND DON'TS

— *Ensign Dave Weidner, USS New York*

While RALADs are useful anti-fighter weapons, some of their characteristics can create risks for those who rely too heavily on them against certain races' fighters.

While RALADs are useful against low-technology, low-speed fighters, when fighting high-speed (13-15) fighters, their use gets more difficult. In head-on attacks, the target can often close from range 4 to range 2 in a single impulse, making a hit with RALAD a 50-50 proposition. In these situations, a dogfight drone should be launched instead, as it will do more damage on impact or at least draw off some (if not all) of the target's phaser firepower.

RALADs should be used against drone or fusion-armed fighters. Against drone-armed fighters, RALADs can either be used against the fighter or against the drone it will launch, saving your phaser(s) for other uses. RALADs are particularly useful against Hydran Stingers, since they cannot be stopped by phaser-Gs or fusion beams. Use this tactic by mounting RALADs on a Klingon Z-1. The Zoran is then converted into an effective Stinger-killer.

Against plasma-armed fighters, even relics like the Gladiator-I, squadron leaders should not replace all of their type-I drones with RALADs because the optimum range of the RALAD is also well within the effective range of plasma-F and plasma-D torpedoes. While a plasma fighter will probably survive a hit by a RALAD, the same cannot be said for a RALAD-armed fighter hit at less than 11 hexes range by a plasma torpedo.

As a fleet defense weapon against fast (speed 20+) drones, the type-VI drone outperforms the RALAD. If a fighter fires a RALAD at a drone and misses, the chances are it will not get another shot for at least 8 impulses. If the target is a speed 32 drone, the fighter will not GET a second shot unless it uses its phaser(s) (it could drop chaff, however). With a type-VI drone, as long as the launching platform is between the drone and whatever the drone is targeted on, the type-VI will hit its target.

DUCT TAPE AND VELCRO

— *Cadet Gary T. Langtimm, USS Idaho*

At speeds 20 and 32, type-VI dogfight drones open up the whole area of deception-based short-range scatter-pack load-outs. One of the best against a phaser defended enemy is the splatter-pack (4x type-VI and 2x type-IV each with a half space of internal armor). As it releases six drones, it is often mistaken for the standard six type-I scatter-pack, or after some of the drones are labbed, the equally standard one type-IV, three type-I, two type-VI load-out. In addition, at a range of 1, a phaser-3 at each type-VI and two phaser-3s at each type-IV leaves an 80% probability that one, and a 33% probability that both 18-point warheads will survive. Place ATG on the type-IVs if you can afford to do so.

BALLISTIC DECEPTION

— *Admiral Ray Olesen, USS California*

When targeting a weapon being launched ballistically for deception purposes, the target hex is very important. Consider a hex about the same distance or greater on the other side of the "target" unit (the unit you want the enemy to think is targeted) as you are, as this will give you the greatest number of options in where to move the weapon to achieve your deception.

EXAMPLE: Weapon after first movement is in hex 2020, target hex 3005, enemy ship(s) are in hex 2412. A legal path for the weapon is formed by the area bounded by 2020-3015-3005-2010-2020. This area will change each time you move the weapon. This allows you to move the weapon to appear to be seeking a target or, if a high value target is behind a closer one, to appear to be moving around the nearer target and its defenses to reach the target farther back. This can be more difficult if the enemy is positioned down a hex row on launch, unless you can be sure which side of the hex row the enemy will turn next. Care in the target hex selection will make it easier to maintain your deception longer.

SPECIALIZED PFs

— *Ensign Mark J. Kicmol, USS Pennsylvania*

When you are picking up your fleet for a major engagement, do not forget to include a few "casual" special PFs. A minesweeping PF to hang on mech links from your minesweeper might be useful, sneaking in with your regular PF flotilla (it will not be protected by the scout) to lay a few handy NSMs to disrupt the enemy's plans. A few Bobcat-Bs or G1Ps to hang from the escorts of the carrier to assist in drone defense, or perhaps a G1K or two to hunt down enemy fighters. A few drone Needles to increase the drone launch rate of your Kzinti drone ships perhaps. Remember, these will all be casual PFs, but they can be worth their weight in dilithium.

SFG TACTICS— *Cadet Scott Olson, USS California*

Another SFG tactic is to make the SFG ship an obvious TARGET for seeking weapons. If the Kzinti or Fed opponent launches a wave of drones at you, you decelerate, launch the weasel, and ride out the wave, coming up after it is over with the SFG ready to fire. This tactic is much improved if you can have an HET plotted. It's also easier to use if the exact type of ship is not known to the opposition. The point is that you're going to have to stop anyway, so why not make it look convincing?

DREADED MARINES

— *Cadet Stephan Fassmann, USS Utah*

There are certain dreadnoughts in the game that are very good at delivering troops to a planet you are trying to capture, especially if you convert some of their shuttles to GAS. These ships are: the Federation DN+ with six transporters and eight shuttles, the Romulan K9R with eight transporters and nine shuttles, and the ISC DN/DNT with eight transporters and eight shuttles. These ships are able to weaken the defenses of the planet with their weapons and in conjunction with a commando ship can land enormous numbers of marines on a planet.

TRANSITION YEAR DRONES

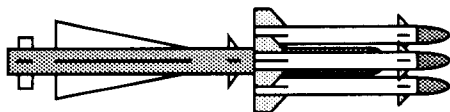
— *Senior Lieutenant Chuck Strong, USS Colorado*

During those years of transition between slow-medium and medium-fast drones where they are available as limited or restricted items, purchase them with external armor so that they are of the same speed as the generally available drones for the current year. If you overwhelm your opponent's ID capability, he may not be able to ID them and may assume that they are regular type-I or -IV drones. This will work best against non-ADD armed opponents.

MULTIPLE WARHEAD DRONE TARGETING

— Lieutenant JG Mike Lay, HMS England

One of the main problems with these drones is that, if the main body is decoyed (chaff usually), you can lose all the submunitions if they are forced to release too far from their targets. This can be overcome by picking a target which has no chaff or has used its chaff as the main target for the multiple warhead drone, and targeting the submunitions randomly. The primary target could be an enemy ship, PF, or admin shuttle. While in the latter case, one of the submunitions may be wasted in that it will (if set to pursue size class 6 targets randomly) pursue the shuttle instead of the enemy fighters, all three submunitions will pursue any drones or ships or whatever if set to randomly pursue things other than an object the size class of the primary target.



SPECIAL TERM PAPERS

These papers were not really tactics and cannot count for promotion points, but were so highly rated by the staff that we felt they should be published.

CREATION OF A WEB CASTER CHART

— Ensign G. Bear, USS America

If you plan to use a web caster, you **MUST KNOW** when and where to cast your web to catch your opponent. The best way to do this is to photocopy the Impulse Chart. Use a highlighter to mark the impulses where a speed moves only once in four impulses. This is where you cast (3 hexes of web) one hex in front of (centered) your opponent. It does not matter if his turn/slip modes are fulfilled or not. Next mark with another color highlighter all of the impulses where a speed moves twice in four impulses. If your opponent will not have his turn mode fulfilled in this time period, cast the web two hexes in front of him. Finally, mark with a third color the impulses that move three times in four impulses. If your opponent has just sideslipped and will not have his turn mode fulfilled in the next four impulses, cast the web three hexes in front of him. Unless your opponent speed changes (and you may still get him), does a high energy turn, or emergency decelerates, he will hit the web. Remember to use strength 12+ web to force the breakdown roll.

PLOTING THE SPEED LINE

— Cadet Rob Hammond, HMCS Ontario

Before a game, sit down with your Turn Mode Chart and an Impulse Chart and count out the number of hexes of movement at each of your top speeds that each turn mode moves, in the 1-4, 5-12, 13-20, 21-28, and 29-32 impulse brackets. This greatly facilitates mid-turn speed changes for two reasons: one, obviously, you can move at the top of your turn modes at any time, and not have to recalculate every time you allocate; and two, it means that during the game you are not giving away the surprise when your opponent sees you reach for the Impulse Chart during the Energy Allocation Phase. One slight disadvantage is that it also takes away a little flexibility if you rely on it too heavily, because it becomes a process of your opponent waiting for your speed change on each of Impulses #4, #12, #20 and #28.

ENCORE TERM PAPERS

Encore Term Papers are additional papers by players who have already been selected once for publication in this issue, not papers that have appeared before.

HORNET'S NEST

— Fleet Captain Sandy S. Hemenway, USS North Carolina

When approaching disruptor ships with unboosted Stingers, plot to activate the boosters on Impulse #27.

This is because disruptors are usually fired by most players on Impulse #25 so that they will be ready to fire on Impulse #1 of the following turn. You announce speed change on 26 (if you had announced it on 25, you would have alerted them before they had to announce that they were firing their weapons, and they would have delayed firing until after you activated the boost packs), and speed up on 27, (gaining 3 movements by the end of the turn).

This also gives the appearance to the disruptor ships of firing into a Hornets' Nest and making them angry.

FOOLING MCIDS

— Commodore Ken Burnside, USS Arizona

A tactic to use in monster scenarios to get your probe drones to reach the monster is to set up a shatter-pack with eight type-VI drones and two probe drones. Because the Monster Close In Defense System rates "explosive warheads" as being a greater threat than a probe drone, it will not engage the probe drones until all the type-VIs have been destroyed. As an added benefit, dogfight drones do only a small amount of damage so there is little risk of losing the scenario by doing too much damage.

Be sure to set the SP to release at range 8 and to retrieve your shuttle if at all possible.

(For ships with more shuttles and more dogfight drones, a ratio of ten dogfight drones to one probe drone in each scatter-pack might be a better investment.)

PREEMPTIVE REPAIR

— Ensign Jim Davies, HMS England

On the turn before you expect to lose a shield, it is often worth accepting a point of sniping damage to that shield, instead of reinforcing it. This allows you to use damage control on that shield on the second turn. Having a single shield box on Turn #3 allows you to reinforce it.

This is significant for the Federation when fighting Klingons. On Turn #1, the Klingon will zap at you from a distance to stay out of overload range.

On Turn #2, you hope to overrun him. If successful, you will lose a shield and will not be able to fire photons on Turn #3, so you will want to reinforce that shield against his disruptors.

It has similar value against hellbores, when you absolutely must reinforce the weakest shield.

TRANSPORTER CAPACITORS

— Senior Lieutenant Lee Larsen, HMCS Canada

During Energy Allocation, an Andromedan can send 2 points of power from batteries to each transporter and 2 more from batteries to recharge batteries, and if the transporters are not used, this power returns to the batteries at the end of the turn.

If the batteries are full when it returns, you may cancel the other 2 points you allocated to recharge the batteries. This is 2 "disposable" points of power that are not taking up space in your batteries, giving you more capacity to absorb power from panels mid-turn. Specifically for the Big Dump.

ESG TERM PAPERS

ESG ACTIVATION

— *Commodore Gregg Dieckhaus, USS Missouri*

When announcing ESGs, a Lyran is often put into a guessing game in which he must attempt to figure out the range his opponent will be at (and thus the range ESGs need to be raised at). Many a Lyran captain has lost his ship because he misjudged the range of his ESG activation. One way to avoid this is to announce ESGs on Impulse #29 of a turn and take advantage of rule (G23.312), which allows the Lyran to wait until Energy Allocation to decide the strength and radius of the ESG that becomes active on Impulse #1, thus effectively eliminating the 4-impulse delay between decision and activation.

Rated the Best paper in this special ESG section.

ESG DRONE ESCORT — *Cadet L. Neil Chochrek, USS Texas*

It is known how well ESGs work against drones. However, they work incredibly well at protecting them too. ESGs defend drones in several ways:

1. (G23.61) protects them from mines.
2. (G23.82) prevents ADDs from affecting them.
3. (G23.86) makes it impossible to ID them with probes.
4. Seeking weapons used in a counter-drone role.
5. Other ESG fields.

It also discourages use of T-bombs because of the risk of a shot through a down shield. Also, with a little luck, you have several drones ready to impact after a healthy ESG ram. The ESG escort is accomplished by getting as many drones within 2 hexes of the ship performing the escort mission. Then that ship travels with the drones to their target, putting the ESGs up at the appropriate time and the proper radius, depending on how close the escorted drones are to the ship. Caution is recommended because it is rather embarrassing to destroy your drones with your own ESG. The ESG escort works best with medium speed (i.e., speed-20) drones. It is a little more difficult to pull off using fast (i.e., speed-32) drones. Fast drones usually require a carefully timed launch at the beginning of the turn or at the end of the turn. Judicious use of a mid-turn speed change is also effective. Lastly, delay as long as possible in activating your ESGs to maximize their operating time.

ESG TIMING — *Admiral Alan Gopin (Retired), USS New Jersey*

Timing is critically important to the effective use of ESGs, especially when (G23.32) activation on any impulse is being used. If the ESG is being used offensively, e.g., to ram, the attack should be timed so that the announcement of ESG activation and the actual ram attack occur during the same turn. Giving an opponent an opportunity to do Energy Allocation in anticipation of an ESG ram will almost always doom it to failure (of course, sometimes this is your intent, and the announcement can be canceled early in the turn after your enemy has committed himself to a course of action, like running like mad, that you desired). The target simply has too many options when given a chance to allocate energy. He can evade by movement using an HET, max speed, etc. He can reinforce the facing shield. Worse yet, he can grab you with a tractor to avoid ESG impact. If he is a Kzinti, this does triple duty: it keeps him from being hit with the ESG, it keeps him close and you slow so that he can hit you with drones when the ESG drops, and it prevents you from using a wild weasel in your own defense. The moral of the story here is not only to hit your opponent on the same turn as you activate the ESG (again, it must be pointed out that you might be running a bluff to get him to commit power to something he might not really want to do), but also put points into negative tractor to keep him from holding you at bay.

ANTI-ESG SHIELDING

— *Lieutenant Commander Gerard R. Lane, USS Massachusetts*

If you are about to be rammed by an ESG, you should try to concentrate as many targets for the ESG as you can. Just before the collision, drop a mine out your hatch (if you will not move on the next impulse or can arrange for the ESG to hit it before or on the same impulse it reaches you) or beam one or more out through a non-facing shield into a hex the ESG must also hit. While the mine will not arm because it is too near your ship or has not been on the board long enough, each will absorb 4 points of ESG damage, while dummy mines will absorb 1 point. Launch a shuttle for the same general effect as the mine. Hydrans with multiple bays and/or launch tubes are especially good at this. Kzintis can fill space with armored drones. Do as many of all the above (and anything else you can think of) as you can. The trick is to mitigate the amount of damage each will take and, thereby, reduce the damage your ship will take. Remember, though, that some actions are mutually exclusive. You cannot roll a mine out your shuttle bay on the same or within one impulse that you are launching a shuttle from that hatch, so make your choices with some care and an eye to the future battle.

LYRAN MULTI-SHIP TACTICS VERSUS DRONES

— *Ensign Tom Ostergaard, USS California*

When in multiple ship combat with drone using ships, Lyrans should run three or four ships together in the same hex, with one ship having all of its ESG fields active at radius 3. As one ship's ESG fields go down, another will raise its ESGs to maintain continuous coverage. If there is a large number of drones coming in that will overload the up ESG fields, time the second set of fields to come up at a radius of 2 immediately after the first set is dropped. Thus, a drone swarm that would overwhelm a single field set at radius 0 may have to penetrate as many as four separate fields, set at radius 3, 2, 1, and 0 to reach the ships. This will also work against fighters. You must be careful though, as a ship crippled inside the sphere could create a gap in coverage when it falls out.

THE FINAL PUSH

— *Captain Steven P. Petrick, USS Texas*

When closing in for an ESG ram, optimum value is attained by ensuring that your ESGs will strike the same shield that your direct-fire weapons will fire through. Naturally, your enemy will seek to avoid this by trying to ensure that, if he must accept the ram, he takes it on a shield NOT directly facing your ship. For this, you will need your reserve power and a careful study of the Impulse Chart. Determining when your enemy and you will move, you can dump your reserve at the precise time to gain that critical edge in maneuver to thrust the field against his ship through the expedient of an unplotted mid-turn speed change. Naturally, you will have to carefully track (as normally) your target's and your own turn and side slip modes to determine the optimum conditions, and your enemy may still be able to control things somewhat through a judiciously applied HET. However, he will not be able to predict when or if you will change speed, and potentially could change his own speed and leave himself exposed by faulty timing. Reserve impulse power is particularly good for this so long as you are not already using impulse power to move.

ADMINISTRATIVE CREDIT

Ken Burnside has been given credit for one term paper in recognition of his Temporal Elevator tactics used in Module C3.

Lee Larsen has been given credit for one term paper based on rules loopholes he discovered for the Andromedans; these were corrected in the Errata Book.

TOURNAMENT PAPERS

This new regular feature will focus on tactics for use in the SFB tournaments. Send your papers for this special section!

BACK TO THE WALL

— *Commodore Ken Burnside, USS Arizona*

The tournament takes place in the goldfish bowl of a fixed map, yet the wall is often the best place to be if you are in danger of being overwhelmed by seeking weapons. Because of (P17.0), a ship which hits the wall during the Movement Step is eligible to launch a wild weasel on that same impulse. As an added bonus, tractor beams that are attached to the ship impacting the wall are automatically broken if the tractorship's movement causes the impact. Best of all, the ship which has used the 'tournament speed bump' is under NO emergency deceleration restrictions and is eligible to announce using reserve warp to move on the very next impulse (although waiting until the seeking weapons hit the wild weasel is advised) if the following conditions are met: It has been eight impulses since the last mid-turn speed change, you have sufficient reserve warp left to accelerate with, and the impulse allows you to accelerate via mid-turn speed changes.

Rated the best paper in this special section.

EPT TACTICS — *Cadet B. W. Johnson, USS America*

Use of an EPT early in the scenario is a wise idea for several reasons. First, you will likely be using '2 turn Fs' later in the scenario. Second, against a ship with its full complement of (charged) phasers, a non-EPT is easily reduced (e.g., six phaser-1s at range 1 will do 16 points of warhead damage, enough to reduce even a plasma-S torpedo to an acceptable level of damage), while an EPT will retain most of its punch. Third, and most importantly, an EPT looks more threatening to a ship with a severely weakened or down shield than it does to a ship with all healthy shielding. Thus, a ship may allow an EPT to hit early in the scenario, while fleeing or WW one later on. In terms of eventual internal damage, a ship which takes an EPT hit before direct fire and/or normal plasma hits will end up taking more damage than vice-versa.

PICKING A PULSE IMPULSE

— *Ensign Michael Mitchell, USS Georgia*

Standard doctrine for multi-turn arming weapons is to fire near the end of a turn to shorten the arming cycle. This becomes even more important for the ISC, since the PPD can fire across the turn break.

Take the example of an ISC tournament cruiser. A common tactic for opponents of the ISC is to move at moderate speeds on Turn #1, thereby allowing for significant shield reinforcement. If the ISC player tries to shoot through the reinforcement, he will do very little damage, allowing the opponent to speed up and pursue on the rearm turn. However, if you arrange to end the turn at an appropriate range (either 10 or 15, depending on the opponent), you can fire the PPD on Impulse #32. You will lose the first pulse to reinforcement, but you would have lost it anyway. By firing on Impulse #32, you can restart the arming cycle while the weapon is still firing, thus shortening your rearm time by almost a turn. Additionally, your opponent will have to choose between reinforcing the shields against the PPD or speeding up to pursue you.

As an added bonus, consider firing one or both of the plasma-G torpedoes on Impulse #32. This will give your opponent serious pause to pursue you, or to slow down for shield reinforcement, allowing your PPD to continue to hurt him.

TOURNAMENT HET CONTINGENCY

— *Vice Admiral Tony Zbaraschuk, USS Washington*

If you have the spare power, contingently allocate at least 1 point of warp power to a high energy turn. This will allow you to use some of your reserve warp power for an unplotted speed change and still do a high energy turn on battery power if you need to. Staying flexible usually helps.

SURVIVING THE WEB TUNNEL

— *Cadet Warren E. Taylor, USS Georgia*

When fighting the Tholian TC, he can complicate your life by skilled use of the web caster to create the "web tunnel" effect. One well-known tactic against the tunnel is to dive into the web and burn your breakdown bonus. This can catch the Tholian in your alpha strike, for the price of your breakdown bonus. If he is close to you on the other side of the web, you might even get away with plotting a speed below 12 for the impulses you are likely to enter the web.

However, if you do not intend to dive into the web, slip away from it. This will help minimize phaser damage he is sure to inflict on you from the safe haven of the other side of the web. Also, being right up against the tournament barrier restricts your maneuverability. If you slip out, it gains you the ability to turn in toward the web sooner. You can use sideslips and the natural hex grain to maneuver around the other end after he has fired his phasers at you.

ISC REVERSAL OF FORTUNE

— *Cadet Jeffrey Kinzer, USS Tennessee*

When playing the tournament battle, an ISC ship should start the first turn going zero, do an impulse tac before Impulse #8 (to the left), and do a warp tac on Impulse #8 (to the left also) so that you are pointed to the right (the rear of the ship). On Impulse #8, declare a mid-turn speed change to 10 in reverse. Also, have the plasma-G torpedoes on rolling delay. If facing a fast ship, you can finish arming of at least the left side plasma-G torpedo with reserve power. After moving 3 hexes in reverse, turn once to the left to be moving toward the other side. Move 3 hexes again, side slipping at each possible opportunity, and then turn again and finish out turn. If the enemy ship moves within 15 hexes, launch the left side plasma-F torpedo; do not launch the plasma-G torpedo unless the enemy ship is within 8 hexes. If the enemy ship has plotted at least speed 15, which most likely it has, your ship will be anywhere from range 13 to 5. On Turn #2 accelerate to speed 20 on Impulse #8 and hold that speed. Essentially, start driving toward your left corner. After one move on Turn #2, you will be able to turn one more hex side and should have the enemy ship either in your forward arc, or close to it. If the enemy has tried to get behind you, plot for a high energy turn to be facing in the direction he is. You will be able to move away and still fire the PPD and gain some distance, depending on the speed of the enemy ship. Movement for the turn will only cost 17 points, so that leaves plenty of energy for (two) enveloping plasma-G torpedoes.

SEEKING WEAPON TACTICS — *Ensign Sam Clark, USS Ohio*

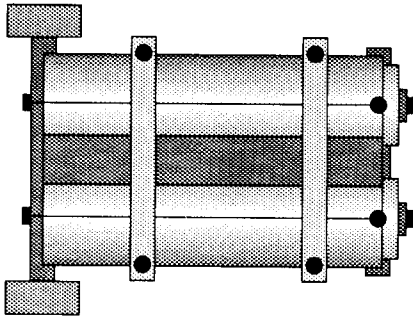
When launching speed 32 seeking weapons at a war cruiser in order to drive it away (such as an Orion Tournament Cruiser), keep the drone or plasma off the #4 shield when they are at range 1. Otherwise, the war cruiser will HET back towards you and foil your plan. If you keep it off its #3 shield, the cruiser will HET towards his #5 shield and your plasma will have to HET or slowly turn. In either case, the cruiser gains a hex on the weapon. By keeping it on the #4 shield, the cruiser can only try to destroy it or run it out of endurance. HETing will not help him as it will only let the weapon hit him.

PATROL VICTORY: GENCON 93

by Paul Pundy

Over the past year, my family had been practicing for the SFB tournaments. August came, and it was time to see if all the practice had really made perfect.

I chose the WYN tournament ship for many reasons. First, it is fast enough to run away from anything, especially pesky plasma torpedoes. Second, it has more excess power at higher speeds than most ships, due to its movement cost. Third, it has drones, which are surprisingly effective in the tournament. Last, it has the famous option mounts. The option mounts allow me to specialize how I want to play the game.



This year's options held two hellbores in the nose, a gatling in the left wing, and a disruptor in the right. Hellbores, I feel, are the best weapons in the game. They have a good hit percentage, cause wonderful damage, and, best of all, seek out the weakest shield. In the shield game found in many tournament rounds, a game of exchanging one of your shields for one of your opponent's, the hellbore easily prevails. The gatling is excellent for every purpose except long-range fire. Mostly, I use it for seeking weapon defense.

The right side disruptor gives me what I lack with the gatling, long-range fire, not to mention that I can fire it backwards as well as repair it in one turn as a range 10 weapon. The fact that the ship is lopsided does not hinder it at all. Many times I hear opponents saying they can stay to the gatling side of the ship outside of range 2. This belief, as well as any other belief of controlling distance or position, is a fallacy. With the WYN's high speeds, only an equally fast ship can share the reins of control. All in all, and contrary to popular belief, the WYN is an excellent ship.

I approached the Patrol Tournament at GenCon a little differently this year than from previous years. Knowing that I wanted to play in both events, but feeling a little uncomfortable jumping right into the Captain's Tournament, I decided to try to reserve a space in the Patrol Tournament first. This would let me get the feel of things once again. (You do not know the pressure of an SFB tournament unless you have played in one.) I managed to squeeze five Patrol games in on Thursday. Luckily, I won all five, leaving my nerves settled for Friday.

Now comfortable with my position in the Patrol, I entered the Captain's tournament... and ...after getting knocked out of the Captain's tournament, I still had a chance to win Patrol.

THE EARLY ROUNDS

Unfortunately, in the haste of the games, many of them have blurred together. Let me try to recall what happened in the earlier rounds. My first game was against Marcus Maurer, a Klingon. We wound up dancing around each other for approxi-

mately seven turns. I saved most of my drones as did he. In the end the hellbores caught up with him. The second game was against Archie Sokolik, a Tholian. Archie tried to catch me with the web, but my continual speed of 31 prevented him from doing so. (At speed 31, I can avoid any web cast so long as I stay away from the side of the map.)

Next, Ron Stanton came at me with an Orion. Ron tried to run through my drones on a turn where I TACed and had lots of them on the board. Ron played this tricky game well, but he eventually showed up at my door empty-handed.

My fourth game was against Tim Janota, another Klingon. Tim gave up his front shield early and was unable to chase me.

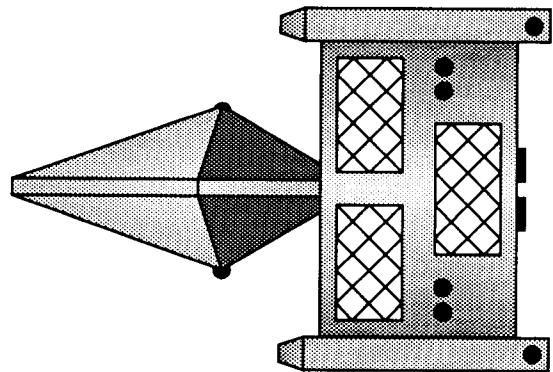
My fifth round was against Jordan Dowling, a rare ISC player. Jordan used his PPD well, but did not launch enough plasma torpedoes to keep me away.

ROUND 6 THE WEB SLINGER

My first finals round was against Dan LaFleur, a Tholian who liked to cast web instead of using web fist.

Dan came after me on the first turn at speed 20 with standard disruptors. I ran for my corner at speed 21, launching drones along the way. Dan fired his disruptors at me, as well as a web fist, for some 20 points of damage on the first turn.

On the second turn, he tried ducking behind a web and a snare; I chased him around it and eventually caught him at range 5. I fired the hellbores and phasers. Later in the turn, I launched more drones. There were now six on the board.



On the third turn, he came at me knowing I did not have the hellbores ready. He waded through the six drones and three shuttles using tractors, all of his shuttles, and the snare. We caught each other close up. He fired all of his remaining bearing phasers and heavy weapons. I fired my phasers and then, on the next impulse, launched four more drones. Dan looked up and then commented on how he could not deal with all the drones. Perhaps also realizing that I would have the hellbores ready to fire the next turn at range 2, he conceded.

ROUND 7 A LYRAN MAKES A WRONG TURN

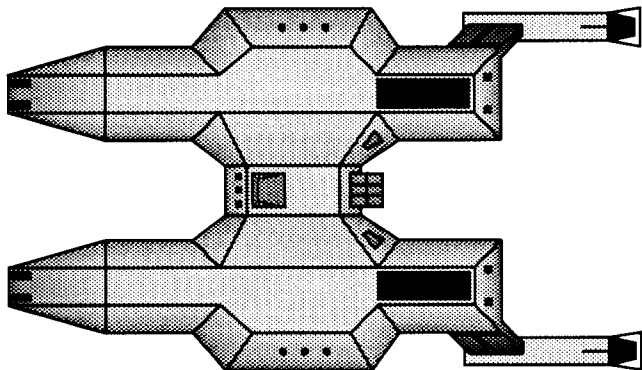
My quarter final game was against John Hilgers. John was an ace Lyran player, who played his game superbly.

On the first turn, I once more ran for my corner at speed 21 while launching drones. He approached at speed 20.

On the second turn, I charged him. When we got to range 8, he fired at me and then turned away. I managed to get to range 3 and fired upon him, although I did minimal damage besides knocking down the ESGs with the hellbores. John, thinking I was done for, HETed directly into me! When I got to

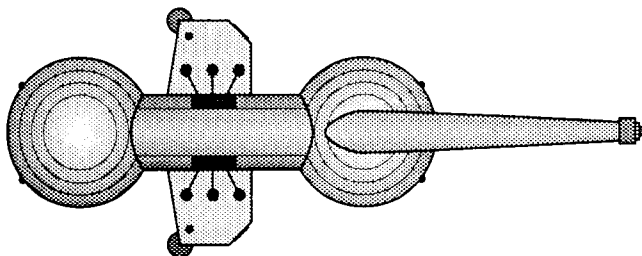
range 1, I tractor'd him with four allocated points of power and let my drones do the work for me. John, using all of his resources, knocked down most of the drones and let the rest hit him on non-bearing shields.

John played to the end, hoping for a mistake on my part to get even. I held the Lyran in a tractor at range 1 and kept stringing out drones at him. The game was decided when he ran out of forward shields to fire heavy weapons through.



ROUND 8 ONE REALLY GOOD GORN

My semifinal game was against Allen Phelps, a player I had previously met at Origins. Allen flew a Gorn, which I must say is probably the least challenging ship to play against as the WYN. This however was offset by the playing ability of Allen, who I knew was unusually well experienced.



Allen and I charged each other on the first turn at high speeds. Just before getting to overload range, Allen launched an enveloped plasma-S torpedo at me and turned so that I would have to eat the torpedo if I wanted to get a shot in. I turned away and let the torpedo follow me. Just a little later, Allen turned back at me, hoping to chase me. He made his move an impulse too soon. I turned and accepted the enveloping torpedo (whose warhead was now 30 points) to get the range 8 shot.

The second turn, Allen chased me at a speed of 29 while I ran at 31. I fired some weapons back at him and launched some drones. Allen circumnavigated the drones and later bolted three torpedoes at me as well as firing six phaser-1s at range 4. He hit with everything! I lost a good portion of my ship, some 50 plus internals.

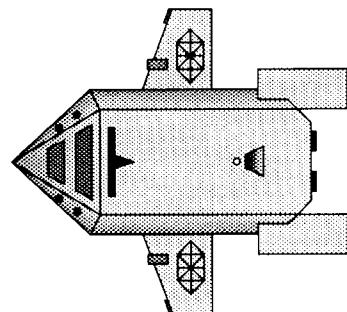
The third turn was glory. Although I had taken much more damage than Allen, I had him pinned to the wall at range 5. The drones he had avoided on the previous turn were back to haunt him. Desperately, he tried running away at speed 29 without recharging anything. I TACed and Miziaed him until he had only two torpedoes left and no phasers anywhere.

In the end, I think I was still more damaged than he was, but I had many more weapons. Allen conceded when he realized he could not even deal with three drones per turn.

ROUND 9 THE CUNNING ORION

My final round was against Bret O'Neil, a veteran Orion player. I knew he was good because I had played him two years ago as a Fed, and my father, Dr. Andrew Pundy (not coincidentally also playing a WYN) had played him earlier in the Captain's Tournament. Unfortunately for me, my father had discussed the family WYN tactics with Bret after their game, not suspecting that I might have to play him later.

Bret's option package was a rare choice. He had two photons, a gatling, a fusion, and a phaser-1. Going into this game, I knew I was in for something different. I decided to try something radical.



On the first turn, I charged the Orion at speed 31. Bret decided to make a move for his corner at a speed of 16, not doubling any engines. We ended the turn at range 8. Bret let me fire on his #6 shield. I gave him the hellbores and the phasers. He held his fire, hoping to catch me on the second turn.

Turn #2 was a high-speed chase to the other side of the map. I managed to fire my disruptor and phaser-1s on his non-reinforced #2 shield. Bret fired both photons at range 8 towards the end of the turn. The dice bit him, and he missed with both.

On Turn #3, I TACed in the corner. I felt that I could not shake him off my tail. I overloaded the hellbores because he was going to start the turn at range 7; I knew I was guaranteed a shot. Bret was in a tough spot, and he handled it well. Four drones had been chasing him for a turn, and I had the ability to launch four more this turn plus all of my shuttles. He HETed and bluffed to run away. I fired my heavy weapons at him, as well as the phasers, and scored a downed shield with a few internals. Bret then turned in on me and waded through six drones and two shuttles late in the turn. We fired at each other at range 2. His fire was somewhat diminished because of my drones and shuttles. Neither of us scored a crippling blow.

On Turn #4, I had two drones on the board as well as two shuttles. Neither of us could fire our gatlings or phaser-3s until later in the turn. I had to decide whether or not to tractor him. In the end, I decided on TACing and did a combination of applying energy to reinforcement and tractors.

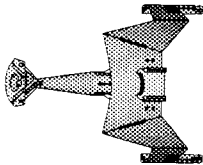
Bret tried a trick that unfortunately backfired. He started the turn TACing also. Then, he weaseled on the first impulse after I launched one drone his way. After the drone hit the weasel, he had a speed change later in the turn as soon as his fire control became active. He intended to fire his readied phasers down my throat. Unfortunately, he miscalculated his speed change in relation to the post-explosion period of the weasel and got caught having to deal with five drones under passive fire control at close range, not knowing which two were the type-IVs.

The game was over. Bret O'Neil played a strong game. He was courteous and cunning throughout. Unfortunately, as all Orions should be — he got stuffed.

★★★

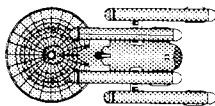
ASK UNCLE ARDAK

Dear Uncle Ardak: I have been assigned to command an invasion of the WYN Cluster. Worse yet, the flagship I have been given is the C7 "Death". The supply corps has delivered more tons of "next of kin" forms than it has of drones. What should I do? — Kommodore Ketrick



Dear Kommodore: Well, the first thing is to pay me that 50 Klugons you owe me from last week's poker game. You can afford this by delaying your resubscription to *Klingon Times* until you get back. Then be sure your will is up to date, your life insurance is paid up (better get some extra "travel" insurance just to be safe), all of those questions on your desk are answered, and that your bar tab at the officer's club is settled. Been nice knowing you.

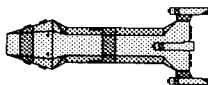
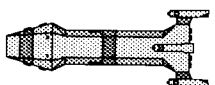
Dear Uncle Ardak: We have been assigned a simulator exercise in which a C7 and a Lyrn BCH must engage a Federation battleship supported by a cruiser. How should we proceed?—Kadets Kerik and Kjim



Well, lads, you have an even fight in combat power, but a dynamic one in that you have two equal ships and the enemy has one larger one and one smaller one. You have roughly equal drone firepower, but all of yours is in one place. He has 12 photons facing you (and two facing the other way) while you have only eight disruptors, so the long-range sniping duel is going to get interesting. You don't need to worry about an overrun so long as your ships are close enough that the four ESGs on the Lyrn ship can get in his way.

Standard tactics in ANY situation are to start killing enemy weapons, and to do so as quickly as possible. The cruiser's shields are thinner, so hits there will start getting to weapons faster and reduce the overall firepower. If he keeps the cruiser back behind the battleship, he's doing your job for you, cutting down his own firepower.

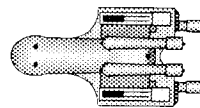
Dear Uncle Ardak: Here in command school I am commanding a Klingon fleet against the Hydrans in a long-term strategic campaign. Should I continue the standard tactics of killing fighters from long-range, or is some other plan better suited to a strategic situation?—Kommander Kansickle



Dear Kommander: Each battle must be fought with its own tactics (i.e., continue killing the fighters with long-range disruptor salvos, starfish drones, and T-bombs), but tactics are only a means to a strategy. Killing fighters just clears the way for you to get to and destroy his ships, and if you aren't killing ships in every battle, you aren't getting things done. The enemy, however, is unlikely to stick around after his last fighter dies, so in a tactical situation or a strategic one, you'll have to kill enough fighters to get to his ships, but you have to start killing ships as soon as you can. Capitalize on your advantages, first of which being the use of ECM drones.

The Hydrans won't want to play your game. They'll keep the fighters out of range until you empty your weapons against his ships. And he'll be trying to shove those fusion boats into your fleet all the time. You have to outmaneuver the ships and keep killing fighters until you have an overall advantage.

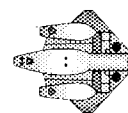
Dear Uncle Ardak: I'm commanding a Romulan SPB group with mixed Gladiator-IIs and -SFs, and we're out gunning for a Fed CVB. It's Y175, so he has speed-20 drones. Any ideas?—Commander Kereninius



Dear Commander: Thank you for the case of ale; most appreciated. You are outgunned, so take along a handy destroyer to make up the difference. Even without it, you'll have one S-torp and six F-torps to work against six photons and six gatlings.

If his fighters stay near his ships, they will be pretty well impervious to your ship-mounted plasmas, so you have to get enough plasma torpedoes in flight from your fighters to overload his defenses. The seven F-torps from the fighters (assuming the standard EW fighter deployment) should be enough to generate a huge wave that can blow through his defenses. This, however, leaves you standing there with empty launch tubes when his drone-armed F-15s close in. The best bet, therefore, is to concentrate on taking out his fighters with plasmas and phasers, forcing him to disengage. If you want him to stick around and fight, then kill half of his fighters and rely on your plasma-Ds to get the rest.

Dear Uncle Ardak: My ISC echelon is defending a BATs against an attack by Tholian ships with web casters. We keep getting slaughtered, and I heard a rumor that maybe you could help.—Constable Coldthrust



Dear Constable: Always willing to help the ISC fight the Tholians. First, you have to realize that your chain of command is filled with idiots. Tholians don't attack anyone who isn't invading their territory and don't attack bases unless those bases are used to attack them. But far be it for me to dissuade you from attacking Tholians!

The ISC has unique problems in engaging the Tholians due to the effect of web casters on wavelock. Get your shots in when you can, and realize that you'll be through pulsing before free-standing webs can solidify. So don't target ships which are in a position to cast anchored web.

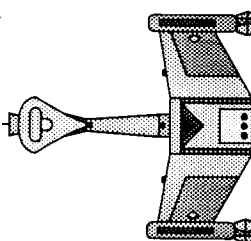
Dear Uncle Ardak: I have been assigned to a War Eagle and sent to attack a Federation Heavy Cruiser. Can I win this battle? If so, how? —Sub-Commander Brinsonius



Hail and well met, Commander! You have a tough job since his ship is more powerful and you have only one torpedo. Your best option is to maneuver toward the nearest friendly forces and lure him along, but we'll assume that is beyond the scope of the question. Use your NSM if you can, and try to get a very short-range shot with your plasma torpedo directly into his #1 shield. With the King Eagle (which is more balanced for this opponent), you have better ability to take damage and the F-torps give you considerable flexibility in arming and firing cycles.

Dear Uncle Ardak: The enemy keeps blowing up my carrier escorts. How can I avoid this?—Kommander Koulthrust

Dear Kommander: Stop putting them where they cannot survive. Keep the carrier back and the escorts in position to do their job (i.e., to kill seeking weapons) without getting killed.



STAR FLEET UNIVERSE TIMELINE

The first edition of this timeline was published in Nexus #1 back in May of 1982; the second was in Captain's Log #5 in 1987. Since that time, much has been added to the game and to the history of the Star Fleet Universe, and the timeline has been long overdue for updating.

- Y1** First contact between Humans and neighboring races.
- Y4** Federation formed.
- Y36** First Gorn-Romulan War begins.
- Y38** First Lyrans-Klingon War begins; few details known.
- Y39** Gorns lose first Gorn-Romulan War at Gorn-Shima.
- Y40** First Federation-Romulan War begins.
 Lyrans attack what they believe is a Klingon mining colony.
 The outpost is, instead, from the Hydrans, a race not previously known, starting the First Lyrans-Hydran War.
- Y42** Lyrans-Klingon War ends when several Lyrans counties abandon the war to protect their homes from the Hydrans. Lyrans are forced to accept an unfavorable settlement.
- Y43** Lyrans defeat Hydran invasion, but reach negotiated settlement rather than continue the war. First Lyrans-Hydran War ends.
- Y44** Gorns battle a powerful mysterious ship (SN1).
- Y46** First Federation-Romulan War ends with ceasefire.
- Y48** First Lyrans-Kzinti War begins.
- Y50** First Klingo-Kzinti War begins.
- Y56** First Lyrans-Kzinti War ends.
- Y62** First warp-powered cruiser is launched by the Federation.
 Other races develop warp power over the next several years, although primitive Romulan warp engines cannot be used in combat, a significant disadvantage.
 Second Gorn-Romulan War begins.
- Y65** Drones are first used in combat. Klingons and Kzintis deploy these new weapons virtually simultaneously.
- Y66** Gorns develop tactical warp power. Gorns could use this advantage to destroy the Romulans, but choose to fight defensively.
 Incidents along Hydran-Klingon border. Klingons want settlement rights on oxy-nitrogen planets in Hydran territory; Hydrans want same rights on Klingon methane worlds.
- Y67** Gorn Vanguard teams conduct lightning raids on numerous vital Romulan research facilities, perhaps contributing to the Romulan inability to develop tactical warp technology as quickly as the other races.
- Y68** Gorns win the second Gorn-Romulan War.
 Second Lyrans-Hydran War begins.
- Y71** Federation forms the United Star Fleet. Member planets begin disbanding their "national" fleets.
 Second Lyrans-Hydran War ends when improved Hydran weapons (the Nova Cannon) give them a decisive advantage over the Lyrans.
- Y72** Klingons-Hydran "incident" (brief border war).
- Y73** Hydrans attack Klingons. They do not have a formal alliance with the Kzintis (who are still at war with the Klingons), but are considered as co-belligerents. Klingons are hard-pressed to fight a war on two fronts. The Nova Cannon gives the Klingons much concern.
- Y75** Badly outnumbered Klingon fleet defending the Hydran Frontier is decisively defeated by the Hydrans. Klingons agree to a peace settlement granting the Hydrans trade concessions and allowing them to colonize several methane-atmosphere planets within Klingon Empire. Kzintis howl with rage because Hydrans will not continue the war. Klingons purchase

tons of war material (at ridiculously inflated prices) from Hydrans and launch an attack on the Kzintis.

- Y79** Tholians arrive in our galaxy, settling in the tip of the same spiral arm that includes the Klingons.
- Y82** First Klingo-Kzinti War ends. Klingons capture three key planets.
- Y83** Tholians first encountered by the Klingons. First of several vicious border wars lasts two years. The Klingons had long claimed this territory and had some minor colonies in it, but are unable to eject the Tholians.
 The Long Lance (III) drone enters service.
 Federation Marine Major General Kripney delivers the now famous "Case for Primary Contact Action Teams in Novel Contact Environments" report to Star Fleet Command.
- Y84** Klingons, having defeated Kzintis, attack the Hydrans. This is known as the "Second Klingo-Hydran War" to Federation Historians, as the "War of Retribution" to the Klingons, and as the "War of Infamy" to the Hydrans. Lyrans attack collapsing Hydran border (Third Lyrans-Hydran War) and capture several planets, but are not formal Klingon allies.
 In the Federation, Tumball Massi is placed in charge of the Primary Contact program; genesis of Prime Teams.
- Y85** Ground breaking ceremonies for Cultural Indoctrination Center and for the Prime Central facility on the Moon.
- Y87** Klingons smash Hydran fleet and destroy Hydran colonies. Many atrocities are committed by the Klingons. All Hydran ships larger than police frigates are destroyed, and the Hydran Kingdom is reduced to a Klingon client. Klingons establish governors for Hydran planets. Due to the difference in atmospheres, however, these governors are never really able to control the populace and rule from orbiting satellites. These satellites have powerful weapons aimed at the planet below, but are poorly defended against attack from space.
- Y88** First Federation-Kzinti War begins as Kzintis attack.
 Second Lyrans-Klingon War begins in arguments over division of the Hydran Empire. In the confusion, the Hydran colonies of Altroth, Minxitith, and Krooth have not been found or occupied by the Klingons. These colonies were established by the Hydran merchant guilds, and the later power of the Guilds stems from this period. The Guilds maintain the monarchy through Prince S'Lenthna, the last heir of Hydraxan IX. The Prince is a virtual puppet (the Guilds hold the real power), but his presence is important in rallying the Hydrans.
- Y89** Kzintis make gains on Federation, capturing several planets.
 Romulans attack Tholians (by mistake?), but abandon the "First Romulan-Tholian War" in less than a year.
- Y90** Third Gorn-Romulan War begins with Romulan attack.
 Civil wars in the Hydran "lost colonies" as Prince S'Lenthna tries to break the power of the Guilds.
- Y91** Klingons and Lyrans settle their differences by negotiation. The Klingons are anxious to do so because they plan to attack the Tholians and rid the galaxy of the "Tholian Menace".
 Federation begins counter-offensive to regain territory occupied by the Kzintis, making steady progress.
- Y92** The Great Klingo-Tholian War begins.
 First Federation-Kzinti War ends, with border re-established in the original location.
 Primary Contact Team, The Wraiths, encounters energy creatures on Vetrised IV.
- Y93** Extended-range drones enter service.

- Y95** Star Fleet Marine Corps is formally brought under the umbrella of Star Fleet Command.
- Y96** Third Gorn-Romulan War ends.
- Y98** Klingons attack Tholian homeworld. While causing much damage, they cannot destroy it and withdraw.
- Y101** Hydran civil wars intensify. Much of Minxitith rendered uninhabitable.
- Y102** Klingons abandon war against Tholians.
Federation Primary Contact teams officially renamed Prime Teams.
- Y103** Second Klingo-Kzinti War begins.
- Y105** Federation colony on Aberdeen III is found to be completely abandoned under mysterious circumstances.
- Y106** Kzintis win second Klingo-Kzinti War and regain planets.
- Y109** Second Lyran-Kzinti War begins when a Kzinti CS destroys a Lyran exploration ship. The Lyrans claim a moral outrage over the attack, but ignore the fact that their "exploration ship" was exploring Kzinti territory for new colony sites.
- Y110** First Federation-Klingon War begins with Klingon attack. Tholians capture disruptor technology from Klingons in a daring raid. The Klingons are furious but unable to react.
- Y111** First Federation-Klingon War ends inconclusively.
- Y113** Federation completes the disbanding of the "national" fleets as the Federation Star Fleet is completed. Sixteen Orion ships and 9,000 skilled crewmen mutiny and disappear.
- Y114** Second Lyran-Kzinti War ends.
Klingon-Tholian "Incident" emphasizes border problems.
- Y116** Kzinti Civil War. The Usurper attempts to overthrow the Patriarch (SL11, 12, 38, 13, 14) and fails (or succeeds?). Usurper (or Patriarch?) flees to WYN Cluster.
- Y117** Orion Pirates are observed to be in widespread operation.
- Y120** Fourth Gorn-Romulan War begins.
- Y121** Klingo-Tholian "Incident" renews border tensions.
- Y123** Third Klingo-Kzinti War begins.
- Y125** Fourth Gorn-Romulan War ends. Gorns gain some territory.
Lyran attack Kzintis (Third Lyran-Kzinti War) with part of their fleet, taking advantage of the Klingo-Kzinti War.
- Y128** Hydran civil wars end as Prince S'Lenthna abdicates in favor of his grandson. Under-age, all of the boy-king's regents are heads of Guild houses.
- Y129** Hydran "lost colonies" begin preparations for restoration of the kingdom. Technology is acquired from unknown foreign sources, later said to be Kzinti or perhaps Orion.
- Y131** Third Klingo-Kzinti War ends, with inconclusive results.
Third Lyran-Kzinti War ends.
Federation Commercial Starliner, *The Celestial Queen*, with numerous dignitaries on board, is boarded by Orion Pirates. Highlanders Prime Team, under the command of Sheroc Kelleret, liberates the Starliner with no civilian fatalities.
- Y132** Hydran agents begin infiltrating the Klingon-occupied planets of the kingdom.
- Y133** Gatling phaser developed by Hydrans.
- Y134** New Hydran ships (Ranger, Lancer, Scout, plus the first fighters anywhere) are in service in the "lost colonies".
- Y135** Hydrans from the lost colonies under King Hydraxan XI attack the Klingon satellites over the Hydran planets. In a swift campaign, lasting only a few weeks, the Hydran Kingdom is restored. The personal popularity of Hydraxan XI makes him "unacceptable" to the Guilds, and he dies under mysterious circumstances. While Hydraxan XII ascends the throne, the Guilds solidify their power.
Kzintis field first battle tug, which defeats an Orion attack on a convoy (SH121).
- Y136** Second Federation-Kzinti War begins as Kzintis attack Federation border stations; see F&E Scenario (682.0).
Orions discover the Kzintis living in the WYN Cluster.
- Y137** Third Klingo-Hydran War begins; Hydrans attack Klingons.
- Y139** Klingo-Tholian Incident.
- Y141** Third Klingo-Hydran War ends. Hydrans have gained no territory, but have regained their self-respect. For reasons that remain obscure, four new kings take the throne in less than a year. The last, Hydraxan XVI, lasts for two years.
- Y142** Second Federation-Kzinti War ends with no change in border.
- Y143** Brief Fourth Lyran-Hydran War begins and ends as Hydrans recapture two planets from the Lyrans. Lyrans are unable to devote full attention due to troubles on Kzinti border.
Orions recover intelligence drones from Hydran space for Klingons, who are seeking Hydran colonies (SH35).
- Y144** Fourth Lyran-Kzinti War begins.
- Y145** Kzinti renegades (of a neo-samurai cult) raid Allen's Planet, slaughtering all 3,000 colonists and kidnapping a human infant (William S Gerard). "The Marquis" (the Kzinti noble in charge of the Federation border) captures and executes the renegades to preserve peace, but cannot return Gerard without explaining what the samurais had planned to do with him.
Revolt in Lyran Dark Star County results in democratic government loyal to Lyran Empire. Battle of the Long Claws (SH122) assures survival of democratic government. This ended the practice of having all of a family's sons return home for family celebrations.
- Y146** Hydran "civil war" begins, but all combat will take place within the palace over the next five years.
- Y148** Orions attack Klingon convoy (SL108A).
- Y149** Klingo-Tholian Incident: A Klingon fleet enters Tholian space and captures a PC (SL109), hoping to take it home and learn the secrets of web technology. The operation ultimately fails, and the PC was destroyed (SL110) to prevent recapture.
- Y150** ECM drones in service.
- Y152** Hydraxan XXIII ("The Great") ascends the throne, which he will hold for almost two decades.
Federation and Kzinti units fight over a stasis box (SH47).
Klingon and Hydran forces exchange base attacks (SH42).
- Y153** Battle of Vandha (SH123) Lyran vs. Dark Star County.
- Y154** Second Federation-Romulan War begins.
Lyran Democratic Republic declares independence.
A Klingon E4J escapes to the WYN Cluster.
- Y155** Treaty of Pelione re-establishes the Neutral Zone and ends the second Federation-Romulan War.
Incidents along Federation-Klingon border. Klingon F5 attacks Federation tug *Cassini* (SH48). Federation CL Texas is engaged by a Klingon cruiser (SH50) while attempting to recover a survey party. Orions attack a Federation base (SH49).
Ensign Phillip Kosnett graduates from Star Fleet Academy.
Ensign Ardak Kumerian graduates from DSF Academy.
Fourth Lyran-Kzinti War ends.
- Y156** Second Federation-Klingon War begins. Federation Q-ship *Starduster* masquerades as Orion freighter and attacks Klingon Tug *Grolika Amelko* (SH51). War ends the same year with the Organian Treaty.

First appearance of hellbore-armed ships (UL2); the first Dragoon destroys Klingon border station #13.

Orions destroy a Kzinti border station in a raid (SH8).

Kzinti-Hydran Treaty signed. Each pledges to attack the Klingons and Lyrans if the other is attacked. The Klingons and Lyrans sign a joint defense treaty six weeks later. Many Lyran nobles oppose this treaty, resulting in a sporadic civil war (only one of many), about which few details are known.

Y157 Gorn-Federation "war" starts as the result of a small incident where two brash young captains shoot first and face embarrassing questions later. Both fleets mobilize, but no actual fighting takes place. The Romulans attempt to disrupt treaty negotiations (SH52), but the "war" ends six weeks later with signing of the Treaty of Algoran.

Hydrans attack the Lyrans, claiming this is a pre-emptive attack and the Kzintis should join them. The Kzintis refuse, but alert forces on their borders for possible war in the immediate future.

Lyran civil war ends abruptly.

Klingons launch abortive attack on LDR (SH124-SH126).

Y158 The Klingons, feeling threatened by the Kzinti buildup, launch an attack on the Kzintis. Citing their treaty, the Hydrans almost immediately launch an attack against the Klingon border squadrons. The Kzintis attempt to block a Klingon supply convoy by long-range drone fire (SH4). The Lyrans join the Klingons in fighting Kzintis, merging the Fourth Klingo-Kzinti War and the Fifth Lyran-Hydran War into the Four Powers War.

LDR shipyards are able to build destroyers.

The Federation, anxious to reduce the threat posed by the Klingons, shifts fleet units to the Klingon border and discusses with Organians a limited action to restore the "Balance of Power". This is, however, a "hoax" (the Federation would never consider military power as a solution to the problem) intended to influence the Klingons to negotiate an immediate settlement to end the war. The plan backfires.

Y159 Klingon-Romulan Treaty of Smarba signed. Klingons begin supplying advanced technology to the Romulans, allowing the experimental conversion of six Warbirds to War Eagles. These increase pressure on Federation Border. Federation transfers ships back from the Klingon to the Romulan border. This allows Klingons to transfer ships to fight Kzintis. Federation attempt to use the "threat of force" as a substitute for simple force has failed and resulted in a dangerous situation.

Trade with WYN Cluster begins.

Y160 First KR and K5R ships transferred to Romulans by the Klingons enter service. Minor skirmish on the Gorn-Romulan-Federation border (SH53). ISC forces observe a Gorn-Romulan battle (R13). Marcus Tal is selected by the Romulan Preditrate for Praetorian duty. He will become one of the most well-known Romulan Praetorians.

Federation-Klingon incident during rescue of plague infected survey team (SH76). Phillip Kosnett becomes captain of the Heavy Cruiser *Kongo*. In one of his first missions, he protects the planet Pollux IX from a meteor set on course by the Klingons (SH3).

Klingon troops hold out on Kobol's Rock (SL58) behind Kzinti lines.

Shipyard begins operating in WYN Cluster.

Replacement of base stations with battle stations complete across the galaxy.

Y161 Kzintis introduce fighters. Other races begin deploying fighters shortly after. While the Hydrans have had fighters for 30 years, this is the first use of fighters by other races.

Kosnett and the *Kongo* are active on the Klingon border. The *Kongo* is sabotaged while on a special mission and attacked by a Klingon battlecruiser (SH1). Kosnett rescues Federation hostages held by the Klingons (SH7).

Kzinti drone frigates launch a series of harassment attacks on Klingon forces. In one case a Klingon squadron intercepts and destroys two of these frigates (SH54).

Romulans develop the enveloping plasma torpedo; acquire warp-powered freighters and Q-ships.

LDR acquires Hydran gatling phaser technology.

Y162 *Kongo* converted to Command Cruiser.

"The Marquis" sends William Gerard home in a fighter.

Four Powers War ends with inconclusive results, but the seeds of the General War have been sown.

Suffering from repeated pirate attacks, the Kzintis set a trap for an Orion pirate (SH128).

The Bezwel Index episode (SL60); Klingons interfere with Federation treaty negotiations; Kosnett intervenes.

Romulans begin regular conversion of Warbirds to War Eagles.

Gorn CA *Predatoricon* destroys mind-controlling plants (SH127).

Y163 Klingo-Tholian Incident.

Kongo conveys delegates to conference to organize anti-pirate forces (SH67). Orions attack ship and try to stop conference.

The Federation galactic survey cruiser *Marco Polo* is attacked by the Romulans and rescued by the cruiser *Hood* (SH129). Federation Scout *Crockett* attacked by Romulan frigate *Draco* (SL127). Marcus Tal distinguishes himself during the Sherioki Incident.

Orions ambush the Klingon D6 *Conquest* (SL35). The Klingon captain separates the boom section to escape. The rear hull is later converted into the OK6 *Conquest*.

Kzintis deploy the first carrier *Long-Lean* (SL119).

Y164 The Federation tug *Al Rashid* is disabled near the Kzinti-Klingon border (SH55). Kzinti ships arrive to rescue the ship; Klingons arrive and claim that the Kzintis are pirates.

Kongo enters time warp and returns (SN1).

The Klingon D6 Gnasher raids Rita's Planet in the Neutral Zone, massacring the Federation colonists (SL61). The *Kongo* arrives and rescues Burt Engles, the only survivor. While carrying him to Organia to testify against Commander Kremler, the *Gnasher* attempts to intercept the *Kongo* (SL62).

Kumerian assumes command of frigate *Vigilance*.

On the Fed-Romulan border, a Romulan Praetorian team led by Crusia Malak attacks Deep Space Listening Post 78 in an effort to capture a Federation scientist developing a system to track cloaked ships. He escapes by shuttle to Sebelia-IV, a jungle planet used to train Federation Marines and Prime Teams, where a team in training rescues him. Malak's promising career is sidetracked, as she was still the same rank eight years later.

Y165 Pirates capture a new improved MRS prototype and are pursued by Federation police forces (SH58).

Klingon D6 *Devastation* is surprised by the Federation DDL *Bowie*, the first Federation ship to mount plasma torpedoes (SH56). En route to rescue a Federation listening post in the Thetis system, the Heavy Cruiser

Yorktown, under Captain Merrin Hunter, is ambushed by the Klingon D7 *Pitiless*. After a daring subterfuge, the *Pitiless* is crippled and the *Yorktown* is able to assist the listening post (SL104). The Klingon D6J *Purgatory* is attacked by Orions in an attempt to rescue Hamilcar's son (SL133).

A Lyran prince is killed in battle with Kzintis (SL132).

The Federation scout *Bowie* is disabled and drifts into Tholian territory. Kosnett arrives in *Kongo* to negotiate (SH130).

A spy disables a ship carrying Federation officials on a tour of border areas (SH57); Romulans attack the ship.

Romulans test new fighters against the Gorns (SL128).

Andromedans build a base in the Lesser Magellanic Cloud.

Y166 Series of incidents on Klingon-Kzinti border (undeclared war). Kumerian destroys Kzinti shuttle squadron #26 (SH5) and is promoted to command the D6 *Destruction*, which was undergoing repairs after two encounters with the Kzintis (SL138). Encouraged by Kumerian's success, the D7 *Annihilation* under Captain Kolodian attempts a similar raid, but is intercepted by the Kzinti CV *Cutlass* (SH10). Klingon D6 *Devastation* operates as experimental semi-carrier and conducts several raids on Kzintis to test fighters.

Federation CA *Yorktown* suffers a systems failure in an asteroid belt and is attacked by Klingons (SH36).

Orion pirates attack Zeta Omicron station (SL6) and attack a Federation Starliner (SH131).

Lyran-Kzinti incident (SH41).

Kzintis double-cross WYNs, destroy KE4 (SH77).

First encounter with an Andromedan intruder.

William Gerard graduates from Star Fleet Academy.

Ensign Peltier graduates from Star Fleet Academy.

Federation-Kzinti articles of agreement.

Y167 Klingon squadron attacks Tholian Base Station Argon (SH95) to prevent asteroids from being positioned around it. Kumerian and the *Destruction* are sent to the prestigious Tholian Border Squadron, where he serves as commander of the 2nd Fighting Division. He destroys the Tholian 3rd Patrol Squadron after it forms a pinwheel (SL3) and is promoted to commodore in command of the Squadron. He makes a demonstration attack against a Tholian base led by his flagship *Darkslayer* (SH6). Threlvis Kren, an officer under Kumerian's command, starts an incident with the Tholians which backfires (SL64). Needing a scapegoat to quiet Federation complaints, the Klingons pick Kumerian. He is stripped of his position as commodore, but is allowed to retain his rank as captain and command of his original ship *Destruction*. The ship is sent to the Western Fleet. Korath replaces Kumerian in command of the Tholian Border Squadron.

Klingo-Federation incident at Adanerg (SL118); Federation realizes its squadron battle training is inadequate.

Romulan attempt (with Klingon help) to ambush the Gorn cruiser *Reptilicon* fails when the ships enter Federation territory and the Federation command cruiser *Lexington* intervenes (SL25).

Two Kzinti frigates (one now owned by the WYNs) fight at the edge of the cluster (SL134).

Deth O'Kay's ship *Hammerfield* attacks a convoy (SL51).

An Orion Q-ship attacks a Federation convoy (SH132).

Y168 On the Tholian border, the Federation destroyer *Ares* is destroyed. *Excalibur* rescues the crew (SH59). Gremlins capture the Federation survey cruiser *Cousteau*, it is recovered by two police ships. The

destroyer *Shaitan* discovers that Klingons have subverted the government of Aairsis-IV (SL139).

The Federation CC *Excalibur*, the Klingon D7C *Darkslayer*, the Tholian CA *Arrakk*, and the Orion raider *Gossamer Phoenix* defeat the extra-galactic Juggernaut (SL1). The *Darkslayer* is destroyed, but Korath is given the new *Direslayer* and a Federation commendation. Korath has, however, sworn revenge against Federation Captain Gray for calling him a coward during the battle.

Kzintis launch fighter raids on the Klingons (SL120).

First General War begins when war erupts on the Lyran-Kzinti border as forces of the two sides battle over shrines commemorating the war dead from the Four Powers War (SH78). This is at first known as the Fifth Lyran-Kzinti War.

Y169 Klingons join Lyrans and declare war on Kzintis. Korath, the *Direslayer*, and the Tholian Border Squadron deploy to the Kzinti border where Korath eventually becomes an admiral.

The Hydrans launch a pre-emptive strike on the Coalition and their attempted breakthrough (F&E 681) to Federation territory. As part of the pre-emptive attack, two Hydran DDs attack a Lyran CA (SH79). Other Hydran forces try to slip through LDR territory but are discovered (SH112).

William Gerard serves as an "observer" with the Kzinti fleet. To atone for his failure and gain revenge against the

Federation, Kumerian raids Sherman's Planet where he personally leads marines in hand-to-hand combat.

Federation and Klingon bases in the Tyson System fight one of the strangest "carrier duels" in history (SH134).

Federation experiments with fighters on carrier *Discovery*. ISC forces defeat a Romulan squadron and make initial contact with the Gorns.

Federation tries to capture pirate vessel *Berol Turquoise*, but the pirate cruiser *Hammerfield* intervenes (UL3).

Y170 Klingon D6 *Destruction* mutinies and is interned at a Federation starbase. It is returned to Klingons next year.

The Klingons are outraged that the Federation dismantled the Ubitron Interface Module and want to declare war, but are restrained by the Organians.

Kumerian, captain of the *Destruction*, is demoted in disgrace and sent to command the penal frigate *Insufferable*. His son, Kollo, graduates from the Deep Space Fleet Academy, but is refused a naval commission. He transfers to the Internal Security (Police) Forces.

Klingons attack the Federation tug *Swift-Tuttle* (SH135).

The Kzintis attack the Klingon carrier *Berserker* (SH15).

The Klingon advance into Hydran territory depends on a tenuous supply line (SH18). The Hydrans convert the captured D7 *Anarchist* into a D7H (SL8). The Lyrans raid Hydran logistics bases (SH135).

Klingon police and military forces battle over a captured shipload of contraband (SL84).

Kzinti carrier *Typhoon* encounters Andromedans (SL140). Romulan and Gorn destroyers fight over a probe returning from ISC space (SL114).

Y171 Federation fighters harass neutral planet Leebayh (SH12).

The Organians disappear. Several races are blamed for this, but none know the true situation.

Klingons declare war on Federation and attack outposts. The cruiser *Hood* is reported destroyed by three Klingon cruisers (SH19), but the saucer returns in Y174. Battle Station #7 falls to the Klingon onslaught

after a brief but heroic fight (SL117). The Klingon squadron then sweeps on to raid Talkor-IV; a follow-up force assaults the planet.

The Klingons send ambassador Thad Vak Kaleen to the Romulans seeking an alliance. The Federation attempts to intercept Kaleen (SH80), but he succeeds in reaching Romulus.

The *Anarchist* makes several attacks on the Klingons (SL9). Lyrans and Hydrans fight several battles; Hydran DD *Concept* escapes a trap (SH40).

Orion Pirates under Klingon pay attack Federation convoy (SL68). Federation CVL *Byrd* attacks Orion base (SL108). The Federation springs a flawed trap on Lion's Heart Cartel (SH68).

While the Romulans do not yet declare war on the Federation, they launch a series of raids (SH60, SH69).

Y172 Federation responds to Klingon invasion with raids by new carriers. Federation fleets are sent to assist the Kzintis, and a Federation expedition (Operation Hydra) unsuccessfully attempts to reach the Hydrans. In an unusual case, a group of pirates is trapped between Klingon and Federation fleets fighting on the border (SH61). In another, a Klingon CVL battles a Federation auxiliary carrier (SH136).

Deth O'Kay carries a contract cargo to Hydran territory, but is betrayed and attacked by the Hydrans (SL52).

Incidents on the Fed-Romulan border include a skirmish over a mining planet (SL69), an attack on a Federation carrier (SH96), and raids by Privateers on Morkedia-III (SH20). Romulan Praetorian Team under Marcus Tal is destroyed while investigating a deep space probe (SD1). Tal survives and leads a mission to Debrock, a planet inside the Federation.

Y173 Deth O'Kay is captured by Stocker, but rescued (SL53). Klingon squadron battles Andromedan ship *Cortez* (SH46). Hard-pressed by the Federation, the Klingons convince the Romulans to declare war on the Federation and launch a massive attack. Federation Commodore Stocker discovers the invasion and launches a pre-emptive attack, catching a Romulan squadron unprepared and badly mauling it (SH2). Another Federation squadron is ambushed at Denebola during treaty negotiations with an Orion base (SL89). The old cruiser *Republic* fights two groups of Romulan raiders (SL88). The Romulans capture Morkedia-III and pursue (SH97) a convoy carrying evacuees.

On the Klingon border, the Federation carrier *Yamamoto* received its new F-18s sooner than the Klingons thought (SH137).

Y174 Gorns join Federation. First General War has now reached virtually complete escalation. Grand Alliance (Gorn-Federation-Kzinti) fleets battle Coalition (Romulan-Klingon-Lyran). Hydrans have co-belligerent status with Grand Alliance, but are not formal allies.

Orions begin operating against the Grand Alliance, using unprecedented numbers of ships. Orions discover Andromedans in their asteroid claim (SH113).

On the Klingon front, the Klingon C8 *Kang* battles the Federation carrier *Nelson* (SH70); Admiral Osage is killed. Klingon training units attack a Kzinti convoy (SL115).

In combat on the Romulan front, two Federation NCLs and two Romulan SkyHawks are destroyed (SN12). A Klingon squadron is cut off behind Romulan lines.

Responding to a peace initiative from the Kzintis, the C8 *Admiral Kang* sets out on its most exciting voyage (T3). Ironically, a peace conference between the Federation, Klingons, and Romulans collapses at Olsen's Reach

when a Federation ship activates its fire controls, violating the meeting protocols (SL111).

Y175 Fighting continues on all fronts (SL112).

Klingons trap a Federation fleet in a stasis field. Rear Admiral John "Cracker Jack" Radey and his carrier group rescue them (SH81). NCL *North Carolina* is destroyed in combat by the Klingons (SN15). The Klingons destroy a Federation spy ship (SN16).

Threatened by a powerful pirate group, the Federation must pull the *Sam Houston* carrier group out of combat to deal with them (T4). Robert Scorpio builds the first Police Carrier.

Workers at a Klingon shipyard seize two cruisers and run for the LDR border (SL113). The Klingon D7C *Demonlayer* mutinies (SH62).

Honest Abdul tries to sell stolen fighters to Mad Jack Nelson (SH37).

Hydran fighters pursue fleeing Klingon booms (SH107). Hydran raiders find more Klingons than expected (SL141).

The Black Eagles Prime Team disrupts potentially dangerous spy operations on Data Processing Station 119.

Y176 Alliance forces recapture much Federation territory, reaching the Tholian border and cutting off direct contact between the Klingons and their Romulan allies. The Tholians tentatively accept membership in the Grand Alliance.

A Klingon raiding force (SN13) is trapped (SN14) by the Star Fleet. Klingons use carrier groups in a series of attrition raids on Federation bases (SH71).

Romulans ambush Gorn CC *Rex* at peace talks (SH138) and attack a Gorn forward repair site (SH105).

The Hydrans are defeated in a counter-attack (SL72). Lyrans test Interceptors in combat against Hydran convoys (SL116) and Hydran police (SL121).

ISC begins incursions into Romulan and Gorn territory.

Y177 Vulkalis Kurlak, commander of the Tholian Border Squadron, finds himself a fleet commander without ships in a backwater of the war. Amassing hundreds of fighters, he attacks the Tholians, exposing their weakness (SL85). The Coalition launches "Operation Nutcracker" to destroy the Tholians once and for all. Besieged, the Tholians let ships of their allies enter the Holdfast, but only those of the Gorns and Kzintis (since they would not pose as much of a threat after the War). A Tholian carrier attacks a Klingon convoy (SL123).

Federation NCA attacks Lyran repair freighter (SH82).

The Romulans attempt a long-range cloaked attack on Rigel IV (SH63), throwing the Federation into a panic. Klingon and Lyran forces manage to separate Hydran squadron from its fighters with predictable results (SH140).

Gorns pursue Romulan FH *Starhawk* into a nebula (SH98).

ISC catches Orions fleeing with loot (SH139).

Ardak Kumerian restored to captain of D6 *Destruction*.

Y178 Federation captures an intact Romulan mauler (SL105); Romulans pursue and recapture the mauler.

Federation ships probe for a gap in Klingon lines (SH85). Klingons raid a Federation mining colony (SH104).

The Neo-Tholian 312th Battle Squadron arrives. After these ships get into action, Operation Nutcracker begins to break down (SH22). Direct contact between Klingons and Romulans is broken and never reestablished.

A Gorn offensive culminates in the disastrous battle of Delmac. The Gorn carrier *Archaeopteryx* (SH21) escapes from a Romulan trap. In another battle, a

Gorn carrier group led by *Snakebite* is badly mauled by the Romulans and forced to abandon its fighters (SL124).

A small Federation force recovers valuable computer crystals from ancient ruins on a planet before it falls into a black hole. Gorns assisted the Federation force against Romulan intervention (SH38).

Romulans send a special envoy to the Klingons (SH99).

Y179 Klingons begin operating PFs. Two Flotillas are formed: 700th (DSF personnel) and 701st (ISF personnel). Kollos Kumerian's 701st Gunboat Flotilla ("The Bounty Hunters") destroys 135 Kzinti fighters in a year and a half. Other flotillas are quickly formed. One of these attacks and destroys the Federation auxiliary carrier *Hen* (SN9) and its fighter group (SN8). Lyrans and Gorn escort cruisers battle over downed pilots (SL142).

Federation Tomcats intercept Klingon 714th Gunboat Flotilla during its attempt to ambush a convoy (SH9.0). NCA *Dayton* catches two Klingon tugs exchanging pods (SH84). Federation ships probe for gaps in the Klingon lines (SH86). Klingon PFs pursue a fleeing Federation DNG saucer (SL129). A Klingon ambush misfires due to a shipment of faulty drones (SH141).

Ardak Kumerian re-promoted to Commodore, but in a staff position under the commander of the Western Fleet.

Klingons disrupt the construction of new Tholian bases (SH43) but are defeated by new web casters. Klingon police intercept pirates near the WYN Cluster (SH13). Tholians and their allies defeat a Romulan incursion (SH142). Tholians rescue a Federation squadron trapped by Romulans (SH143).

Pirates attack a Federation convoy (SL54) in the first use of Death-Rider Interceptors.

Romulan Decurions attack Federation planet while its defending fighters are engaged in practice maneuvers (SH33). As the Decurions fled toward their tenders, they were pursued by a Federation force (SH34). A Federation frigate disappears while investigating a battle station that held out behind Romulan lines for six years.

Y180 Romulans penetrate the Gorn lines and are engaged by support forces (SH64). Later, the Gorns and Romulans fight a major battle over the planet Hoka (SL73). A Romulan ship disappears on the frontier (SH44), a victim of an ISC cruiser.

Klingon slaves on K't'tothos-IV revolt (SH65). The Federation discovers a group of Klingons left behind their lines (SH108).

Continued fighting on Klingon-Kzinti border. Klingons engage a Kzinti Q-ship (SL37/SN11). The Lyrans DND *Golden Cub* protects a crippled Lyrans CL from Kzinti pursuit (SH87). A Lyrans base is bombarded by the Kzintis (SH145).

Hydran offensives were blunted by Klingon "guerrilla" forces operating from asteroid bases (SH144). One of the first Lyrans NCAs, the *Chotiska*, suffers a system failure and is towed to a repair dock, where it is destroyed. Hydran PFs delay a Klingon counter-attack (SH147).

Deth O'Kay, the chief "enforcer" ship captain for the Orion Hamilcar Cartel, and his ship, *Hammerfield*, disappear under mysterious circumstances. (They were kidnapped by a race known as "the Masters" who used entire ships to play wargames for their own amusement.)

The Red WYN Express (an Orion convoy) delivers high-technology equipment to the WYN Cluster, but not in the quantities wanted (T6).

Y181 "Operation Remus". Federation and Kzintis attack from the west (SH100) while Gorns drive from the north. The Kzinti fleet surprises a Romulan fleet at anchor (SL74) and destroys it. Reasoning that their mission to guard the flank of the Federation fleet has been fulfilled, and responding to reports of Klingon attacks on their territory, the Kzintis withdraw. Facing heavy pressure, the Gorns are diverted westward and cannot reach Remus. The Federation Fleet reaches Remus alone; forces of both sides annihilate each other. Crippled CVA *MacArthur* crashes into Remus during the assault, causing such devastation that the planet is effectively rendered uninhabitable.

Fighting on the Kzinti front includes a disastrous attempt to carry fighters into battle on PFs (SH14), a Lyrans attempt to crush the WYN Cluster (SH16), the ambush of a Lyrans battlecruiser (SH72), the destruction of a Kzinti drone cruiser by Klingons (SH89), and the counter-ambush of a Kzinti carrier (SH30).

Fighting on the Federation-Klingon front includes a comic-opera battle between two convoys (SL75) and a massive PF attack on the Federation squadron patrolling the front (SH29). Klingon PFs pursue a Federation battle pod (SH148). Klingons ambush two Federation cruisers and discover one is a CX (SL135). Ardak Kumerian promoted to Admiral and made commander of the Red Fleet, which is the Klingon training command for new ships, not a tactical formation. Phil Kosnett promoted to Commodore on the Klingon frontier.

On the Hydran front, no escort is no problem (SH66) for a Hydran tug attacked by Klingons.

Tholian PFs stop a Romulan blockade runner from reaching Klingon space (SH31).

Y182 Gorn fleet units transfer to the Klingon frontier (SH101) for a major assault in cooperation with Kzinti and Federation units. "Operation Cavalry" is launched. Kumerian and his Red Fleet are hastily reorganized as a tactical formation and sent to stop the Cavalry. His fleet is all but destroyed (SH11), and he is reported missing in action (SL2). The Alliance forces attack a Klingon starbase and are themselves badly beaten. The remaining forces are pursued (SL131) by the Coalition. In later actions, Klingon PFs pursued a convoy of Federation shuttles evacuating Tarrin-VII (SH149).

The Seltorians arrive and begin fighting Tholians (SH114) and their allies (SH115).

Lyrans and LDR PFs skirmish on the border (SH27).

Klingon and Kzinti forces battle in an ion storm (SL130).

A Kzinti invasion of the WYN Cluster fails, although not before the AuxDN *Nancy* enters the battle (SH90).

On the Romulan front, Operation Achilles distracts the Romulans while a damaged Gorn dreadnought escapes (SH150). The Amazons, an all Alpha-Centauran Prime Team, foil an attempt on the life of the Federation President during the Susturia Conference. Although the culprits are Orion mercenaries, Romulan involvement is suspected. One Romulan Great House seeks a separate peace with the Federation, but their attempt to meet is spoiled by the last Klingon squadron in Romulan space (SP978). The Klingon frigate is destroyed, and the last Klingon D7 in Romulan space (*Merciless*) is sold to the Romulans to become a K7X.

Y183 Battles continue between Federation/Kzinti and Klingon forces. A Klingon raid destroys the tug *Copernicus* and

its cargo of F-14s (SH73). Federation CVA *Napoleon* heavily damaged and knocked out of the war. Kzinti forces trap the Klingon 701st PF Flotilla (SH153). Battles are fought at Blackfoot Pass (SL20). The cruiser *Australia* rescues the tug *Messier*, which had been trapped by the Klingons (SH23). Kosnett launches an attrition campaign (U5). Kzinti, Federation, Klingon, and pirate forces battle for control of a key sector on the triple border (SL86). The DND *Golden Cub* is destroyed by the Kzintis.

On the Hydran front, PFs raid an advanced Klingon base (SH151). The Klingons track down the PFTs (SH152) that carried them into range and attack them.

Y184 Pleiades Turkey Shoot (SH17). The Klingons launch a massive fighter attack on a Federation carrier group (*Zhukov*), reasoning that if they can destroy it, they can win the War. "Cracker Jack" Radey bets the entire General War on a single battle, and wins. The B10 *Inviolable* fights the only battleship action of the General War against an Alliance squadron (SH91). Federation F-15s attack Klingon base elements in Blackfoot Pass (SH39).

The Black Eagles Prime Team uncovers the source of the mysterious disappearances on Meva Station.

Romulans launch a series of raids to keep the Gorns off balance. One notable success is at Gijard III (SH28). Gorn X-ships intercept Thunderhawk (SL136). A Federation CVT narrowly escapes a Romulan trap (SH102).

Andromedan Dominator-class dreadnoughts appear for the first time, presaging the Invasion. One Dominator suffers an inexplicable breakdown; its satellite ships flee for a rendezvous point with help from the pirates, but stumble into one of the last major battles on the Federation-Romulan front (T7).

Y185 Klingons launch a desperate final attack on the Kzintis, which is blocked by the White Elephant Division (SH32).

Seltorian and Tholian PFs skirmish constantly (SH116).

Organians return and halt the war. They offer no explanation for their absence, but hope that the "Lower Empires" (as they call the others) have "learned the futility of war." This hope is in vain.

Hydrans attempt to take Landfalk system from Bargantines. Andromedans investigate the Tholians (SH74) and decide against plans to conquer them first.

Romulan Civil War begins.

Y186 ISC forces begin occupying Gorn (SH103) and Romulan territory and enter Federation territory.

The WYN War of Return begins with an attack on Battle Station Rampart (T8). As the WYNs drive into Kzinti space, several battles are fought (SH117) (SH118).

Andromedans interrupt a prisoner exchange brokered by the LDR (SH154).

Y187 Federation forces dispute the ISC-mandated neutrality of the Fornax star system (SH24). The Klingons are more forceful in their dealings with the ISC (SH25).

The WYN War of Return ends in a duel (SH119).

ISC briefly attempts to pacify the Tholians, and reaches the Hydrans (SL137).

Romulan Civil War ends. Romulan ships intercept an ISC force (SH92). ROC *Senator* is destroyed by the ISC.

Y188 The ISC completes its "conquest" of the galaxy, effectively occupying the neutral zones between most of the warring parties. The Lyrans battle an ISC squadron (SH155).

The boom section of the B10 *Invulnerable* is destroyed while defending the capital from an Andromedan raid (SH93).

Y190 The Andromedans launch a full-scale galactic invasion, including key attacks on ISC logistics bases (SH45) (SL125).

The ISC Echelon of Judgement (all X-ships) arrives at the capital barely in time to halt an Andromedan Dominator.

The Andromedans raid Hydraxaport (SH26).

Y192 The Andromedans attack the Federation.

Y195 Survey ships discover the Andromedan Rapid Transport Network. The LDR is conquered by Andromedans. In one of the largest battles in history (SL98), two Andromedan Dominators attack a force including the B10 *Invincible* and SCS *Napoleon*; Federation-Klingon alliance sealed.

Y197 The height of Andromedan power is reached. Two B10s destroy an Andromedan satellite station (SH94), the only battle in history involving two battleships. A scratch force of Federation ships destroys an Andromedan base (SH75).

Y198 Andromedan power begins to decline sharply as the Rapid Transportation Network is heavily disrupted.

Y201 The Galactic Powers launch "Operation Unity" in an effort to destroy the primary Andromedan starbase (U6).

Y202 Final defeat of Andromedans as Operation Unity destroys the Desecrator (the starbase in the Lesser Magellanic Cloud).

Y203 Organians declare "Era of Tranquility". Two dreadnoughts engage in a gunnery competition (SH156).

Y205 Era of Second Generation X-ships and Trade Wars.

Klingon X1 frigate *Vandal* disappears into a time warp.

Y225 End of recorded history. Presumably a third generation of X-ships was developed, but The Next Generation is not within the scope of *Star Fleet Battles*.

TECHNOLOGY TIMELINE

Y50 Sublight shuttles in general service; will remain in service in the Romulan Empire until Y175 at least.

Y62 First warp-powered cruiser is launched by the Federation. Other races (with the significant exception of the Romulans) develop warp power over the next several years. [Note: All races had been using "Non-Tactical Warp" (basically an impulse-powered warp jump capability) for decades; this was the first warp power that could be used during combat.]

Y65 Drones are first used in combat. Klingons and Kzintis deploy these new weapons virtually simultaneously.

Y66 Gorns develop tactical warp power.

Y70 Administrative (Admin) and Ground Attack (GAS) shuttles in service with all races.

Y77 Additional drone types (II, IV, V) are in service. Type-II and type-V drones are limited availability (FD10.65).

Y83 The Long Lance (III) drone enters service. Klingons encounter Tholian webs, Tholian Pinwheel.

Y90 Heavy Transport shuttles (HTS) in service with all races.

Y93 Extended range drones enter service.

Y100 Type-II and -V drones are restricted availability (FD10.65). Ground Bombardment (GBS) shuttles in general use.

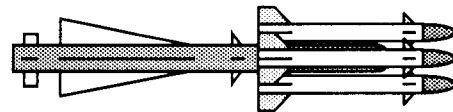
Y110 Tholians capture disruptor technology from Klingons.

Y117 Orion Pirates are observed in widespread operation.

Y120 Type-II and -V drones are generally available (FD10.65). Heavy Assault (HAS) shuttles in general use.

- Y126** ATG developed by Federation, provided to Kzintis. Klingons copied it the next year.
- Y127** Orions begin operating CRs, first true pirate ships able to double engines, and including the stealth technology and suicide bomb. Stealth technology not adopted by regular fleets due to the design tradeoffs the Orions accepted to use it.
- Y133** Gatling phaser and fusion beams developed by Hydrans. Kzintis deploy drone bombardment cruiser.
- Y134** Hydrans deploy the first fighters in use by anyone. Launch tubes in use.
- Y147** Tholians begin welding PC hulls together to create larger ships.
- Y150** ECM drones in service.
Tholians noted operating web tenders, Federation cargo pods.
Multi-Role (MRS), Mine Sweeping (MSS), and Mine Laying (MLS) shuttles in service with all races.
- Y152** Orion scientists develop probe drones.
- Y155** Probe drones in general service by all races.
Federation experiments with drones on DD.
- Y156** First appearance of Hydran hellbore-armed ships.
- Y158** Federation begins converting eight old CLs to MS.
Hydran bases and monitors equipped with hellbores.
- Y159** First KR and K5R ships transferred to Romulans by the Klingons. They are in operation the next year.
Federation begins rear phaser refit of CAs.
Replacement of base stations with battle stations is essentially complete.
Tholians improve webs.
- Y160** Kzintis convert first CS to BC.
ISC observe Gorns and Romulans fighting and begin building defensive forces.
All races experiment with the Positron Flywheel, but none are able to make the system work.
First experiments with Super-Intelligent computers.
- Y161** Kzintis introduce fighters. Other races begin deploying fighters shortly after.
Romulans acquire warp-powered freighters and Q-ships.
LDR acquires Hydran gatling phaser technology.
- Y162** Romulans begin conversion of Warbirds to War Eagles.
Romulans develop the enveloping plasma torpedo.
- Y163** Kzintis deploy the first non-Hydran carrier; other races eventually follow this lead.
- Y164** Kzintis deploy fighters able to control their own drones.
Lyran produce first prototype war cruiser and war destroyer, ship classes that changed the galaxy.
Romulans deploy first Falcon-class mauler.
Federation receives plasma-Fs from Gorns as part of Treaty of Algeron. These are mounted only on a handful of ships for test purposes (DDL, FFL).
- Y165** The Romulans begin building the new Hawk-Series ships.
Federation begins "refits"; other races follow suit.
Klingons begin deploying stasis field generators, Ubitron Interface Modules, and DERFACS.
Lyran begin production of trimaran ships, including the first of the "war cruiser" classes.
Plasma-D racks are first deployed.
All plasma races begin deployment of new MRS shuttle.
Medium speed drones available in limited numbers.
Jammer pods deployed for MRS and fighters. Shuttle cargo pods available. Shuttle sensor pods available.
ISC begins rear phaser refit of their ships.
Orions begin looking for a replacement for the CR class.
- Y166** Lyran receive Ubitron Interface Modules and DERFACS from the Klingons and begin to deploy them on their ships. They also begin plus refits.

- Kzintis begin C-series (comprehensive) refits.
Medium speed drones available in restricted numbers.
Andromedan Intruders first observed; power absorber panels, displacement devices, transporter operations involving size class 4 units, tractor-repulsor beams all observed in use.
- Y167** Medium-speed drones available in general service.
Limited aegis system is deployed.
Federation and Klingons commission dreadnoughts.
Federation converts several destroyers to DDGs.
Lyran deploy ESG capacitors over the next three years.
The capacitors were invented as a spinoff of an unsuccessful effort to make ESGs more resistant to hellbores.
Kzintis start construction of first DN.
Plasma races stop using old MRS shuttle.
- Y168** Federation and Klingons introduce dreadnoughts into active service.
Federation deploys gatling phasers on first carrier escorts.
All disruptor-using races begin deploying DERFACS on their ships.
Hydrans develop and begin deploying system to "hold" fusion beams. Hydrans deploy Traveler and Horseman war cruisers.
Lyran Foremost/Homeworld ships have ESG capacitors installed. P- (phaser) refit begins; power pack refit begins.
ISC forces begin deployment of the first PPD-armed ships.
Gorns develop the plasma shotgun.
Klingons develop the single-submunition Stingray drone.
While not a major tactical innovation, the Kzintis were able to adapt the technology to multi-warhead drones two years later.
LDR gets monitor.
Chaff packs available. Fighter electronic warfare and ground attack pods available.
- Y169** Klingons begin construction of B10 Battleship *Invincible*; obtain mauler technology from Romulans; begin installing K refits.
Romulans, Orions, and ISC acquire plasma shotgun capability.
Lyran ships of the Far Stars and Enemy's Blood Duchies have ESG capacitors installed. LDR acquires ESG capacitor technology from the Lyran Empire.
Gorns create BDD by adding rear bubble to DD.
Kzintis introduce Medium Cruiser.
Hydrans deploy DN.
Orions refit old ships to increase shields over the next five years.
- Y170** Kzintis deploy multi-warhead drones. Other races quickly copy the type-IV MW drone.



- Federation begins upgrading APRs on photon-armed ships to AWRs; new construction includes this upgrade. NCL enters production; DD production virtually ceases. The Federation examines a copy of an Ubitron Interface Module and the DERFACS fire control program but never copies them.
Romulans begin installing B-refits on KR type ships and deploy Condor DN.

Hydrans begin plus-refits and deploy gatling phasers and hellbores on fighters.

Orions begin operating carriers.

Lyrans deploy mauler.

LDR receives Ubitron Interface Modules from the Klingons and begins to deploy them on their ships.

Tholians receive photon torpedoes from Federation.

Orion Pirates and WYN Cluster obtain ESG capacitor technology.

Type-G plasma torpedoes are improved to Type-S.

Generally in this period, most ships received swivels for their plasmas. Some units (Monitors for example) always had swivels, and ISC warships always had swivels.

Gorns begin plus refits, adding phaser-3s to their ships.

ISC begin replacing many type-G torpedoes on size-class 3 units with PPDs.

Fighter chaff pod becomes available.

Y171 RALADs become available.

Romulan old series ships begin to receive rear phaser refits.

Andromedan Conquistadors observed.

Federation begins operating CVAs, deploys gatling-armed fighters, and deploys SWACS.

First ISC ships receive rear plasma refit. First ISC DN built. Gorns deploy DN.

Y172 Starfish drones deployed by the Klingons and quickly copied by other races.

Romulans add first plus refits to some SparrowHawks.

EW fighters first deployed.

Fighter phaser-3 pod available.

Y173 Tholians deploy Web Anchor Bouys.

Gorns deploy carriers; create CM by adding rear bubble to HDD.

Y174 Swordfish drones deployed by Klingons and quickly copied by other races.

Nearly all Federation photon-armed ships have the AWR upgrade started in Y170.

All Orion ships have received shield refit by end of this year.

Romulan SparrowHawk series ships begin receiving refits.

Andromedan Infestor observed for first time.

Y175 Full aegis is deployed. Drone racks on all races are refitted with more reloads and better racks. Plasma racks receive additional reloads. New heavier warships (NCAs, CCHs) enter service for most races.

Kzintis introduce heavy fighters; other races follow suit.

Spearfish drones deployed by the Kzintis and quickly copied by other races.

Romulan SparrowHawks all had the plus upgrade.

Gorns begin F and heavy destroyer refits.

Federation develops multi-warhead drones on type-I and type-III frames; other races quickly copy these.

Klingon Command ships nearly all have K refits.

Tholians make second improvement to their webs.

Fighter seeking weapon control pod available.

Y176 Romulans begin Condor+ refit.

Y177 Lyrans introduce the Interceptor. Other races follow suit.

Klingons deploy the first "swarm" attack and begin using Interceptors.

Kzintis begin using Interceptors.

Federation launches the first heavy battlecruiser and begins deploying F-111 fighters.

Some Federation fighters modified to use type-IIIMW drones; other races quickly copy these.

Y178 Lyrans introduce PFs and make extensive use of mech links and casual tenders; other races follow suit.

Federation deploys heavy SWACS.

Fast drones available in limited quantity.

Romulans deploy cloaked decoys.

Neo-Tholian 312th Squadron arrives bringing web casters and improved welding technology to the Holdfast.

Y179 Klingons begin operating PFs. Klingons and Lyrans operate the first Space Control Ships.

Death-Rider Interceptors first used by Orion Pirates (SL54).

Fast drones available in restricted quantities.

Tholians deploy war cruiser and begin using Interceptors.

ISC begins to refit all ships with rear plasma torpedoes.

Romulans begin using Decurion Interceptors.

Gorns deploy Pterosaur Interceptors.

Y180 Hydrans build their first Space Control Ship.

Fast Drones become available in General Service.

Nearly all Klingon ships have K-refits.

The era of X-ships begins.

Tholians begin using Arachnid PFs.

Warp packs are developed for shuttles of all races.

All PF using races begin using Death-Riders.

Orions begin using Buccaneer PFs.

ISC produces Interceptors.

Andromedan Pseudo Satellite Ships (PSS) encountered.

Y181 Federation and Klingons build first X-ships.

Kzintis begin using Needle PFs.

Y182 New production PFs include shield upgrade.

First non-Neo-Tholian ship (CCW Protector) equipped with web caster.

Kzintis deploy Fi-Cons.

Romulans begin using Centurion PFs.

Gorns begin using Pterodactyl PFs.

Y183 Tholians begin Snare refit.

Drone-armed fighters equipped with C-refits.

Kzinti deploy Multi-Role Needle PFs.

WYN Cluster begins production of Freedom Fighter PFs.

ISC begins producing PFs.

Y184 Pleiades Turkey Shoot, the second and last "swarm" attack.

Andromedan Dominator-class dreadnoughts, Terminator class maulers, and energy modules appear for the first time, presaging the Invasion.

Romulans deploy StarHawk modular PFs.

Tholians begin limited production of web casters.

Y186 Federation begins operating SCS.

Y189 B10S *Insatiable* completed.

Y195 B10K *Invincible* completed.

Andromedan Rapid Transport Network (RTN) identified.

Y205 Era of Second Generation X-ships and Trade Wars.

TIMELINE OF WARS

Y36 First Gorn-Romulan War begins.

Y38 First Lyran-Klingon War begins; few details known.

Y39 Gorns lose first Gorn-Romulan War at Gorn-Shima.

Y40 First Federation-Romulan War begins.

First Lyran-Hydran War begins.

Y42 First Lyran-Klingon War ends.

Y43 First Lyran-Hydran War ends (Lyran victory).

Y46 First Federation-Romulan War ends with ceasefire.

Y48 First Lyran-Kzinti War begins.

Y50 First Klingo-Kzinti War begins.

Y56 First Lyran-Kzinti War ends.

Y62 Second Gorn-Romulan War begins.

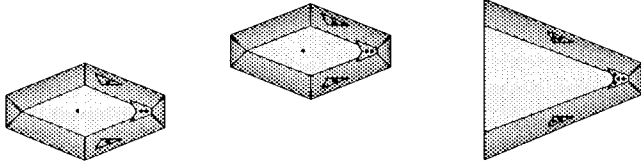
Y66 Incidents along Hydran-Klingon border.

Y68 Gorns win the second Gorn-Romulan War.

Second Lyran-Hydran War begins.

Y71 Second Lyran-Hydran War ends; Hydrans advantaged.

Y72 Klingon-Hydran "incident".



- Y73** Hydrans attack Klingons.
- Y75** Klingons agree to a peace settlement with Hydrans, launch an attack on the Kzintis.
- Y82** First Klingo-Kzinti War ends. Klingons capture 3 planets.
- Y83** Tholians first encountered by the Klingons. First of several vicious border wars lasts two years.
- Y84** Klingons, having defeated Kzintis, attack the Hydrans in the Second Klingo-Hydran War. Lyrans attack (Third Lyran-Hydran War), but are not formal Klingon allies.
- Y87** Klingons destroy Hydrans and take over Hydran territory.
- Y88** First Federation-Kzinti War begins as Kzintis attack. Second Lyran-Klingon War begins in arguments over division of the Hydran Kingdom.
- Y89** Kzintis make gains on Federation, capturing several planets. Romulans attack Tholians (by mistake?), but abandon the "First Romulan-Tholian War" in less than a year.
- Y90** Third Gorn-Romulan War begins with Romulan attack.
- Y91** Klingons and Lyrans settle their differences. Federation begins counter-offensive to regain territory occupied by the Kzintis, making steady progress.
- Y92** The Great Klingo-Tholian War begins. First Federation-Kzinti War ends, with border re-established in the original location.
- Y96** Third Gorn-Romulan War ends.
- Y98** Klingons attack Tholian homeworld. While causing much damage, they cannot destroy it and retreat.
- Y101** Hydran civil wars intensify.
- Y102** Klingons abandon war against Tholians.
- Y103** Second Klingo-Kzinti War begins.
- Y106** Kzintis win second Klingo-Kzinti War; regain planets.
- Y109** Second Lyran-Kzinti War begins.
- Y110** First Federation-Klingon War begins as Klingons attack.
- Y111** First Federation-Klingon War ends inconclusively.
- Y114** Second Lyran-Kzinti War ends. Klingon-Tholian "Incident" emphasizes border problems.
- Y116** Kzinti Civil War.
- Y120** Fourth Gorn-Romulan War begins.
- Y121** Klingo-Tholian "Incident" renews border tensions.
- Y123** Third Klingo-Kzinti War begins.
- Y125** Fourth Gorn-Romulan War ends. Gorns gain territory. Lyrans attack Kzintis (Third Lyran-Kzinti War).
- Y128** Hydran civil wars end.
- Y131** Third Klingo-Kzinti War ends, with inconclusive results. Third Lyran-Kzinti War ends.
- Y135** Hydrans eject Klingon conquerors.
- Y136** Second Federation-Kzinti War begins as Kzintis attack Federation border stations.
- Y137** Third Klingo-Hydran War begins with Hydran attack.
- Y139** Klingo-Tholian Incident.
- Y141** Third Klingo-Hydran War ends.
- Y142** Second Federation-Kzinti War ends.
- Y143** Brief Fourth Lyran-Hydran War begins and ends.
- Y144** Fourth Lyran-Kzinti War begins.
- Y145** Kzinti renegades (of a neo-samurai cult) raid Allen's Planet, slaughtering all 3,000 colonists. Revolt in Lyran Dark Star County. Battle of the Long Claws (SH122).
- Y146** Hydran "civil war" begins (inside the palace).

- Y149** Klingo-Tholian Incident.
- Y153** Battle of Vandha (SH123) Lyrans vs. Dark Star County.
- Y154** Second Federation-Romulan War begins.
- Y155** Treaty of Pelione re-establishes the Neutral Zone and ends the second Federation-Romulan War. Fourth Lyran-Kzinti War ends.
- Y156** Second Federation-Klingon War begins. War ends the same year with the Organian Treaty. Lyran Civil War; few details known, one of many. Kzinti-Hydran Mutual Defense Treaty signed.
- Y157** Gorn-Federation "war" starts; ends six weeks later. Fifth Lyran-Hydran War begins. Lyran civil war ends abruptly. Klingons launch abortive attack on LDR (SH124-126).
- Y158** Fourth Klingo-Kzinti War begins. Hydrans attack Klingons; Lyrans join the Klingons in fighting Kzintis. This becomes the Four Powers War.
- Y159** Klingon-Romulan Treaty of Smarba signed. Klingons begin supplying advanced technology to Romulans.
- Y162** Four Powers War ends.
- Y163** Klingo-Tholian Incident.
- Y164** The Klingon D6 Gnasher raids Rita's Planet in the Neutral Zone, massacring the Federation colonists.
- Y166** Incidents on Klingo-Kzinti border (undeclared war). First encounter with an Andromedan Intruder. Federation-Kzinti articles of agreement.
- Y168** Lyrans attack Kzintis. This is known at the time as the Fifth Lyran-Kzinti War, but is in fact the start of the General War.
- Y169** Klingons join Lyrans and declare war on Kzintis. The Hydrans launch a pre-emptive strike on the Lyrans and an attempted breakthrough to Federation. ISC defeats a Romulan squadron; contacts the Gorns.
- Y171** The Organians disappear. Klingons declare war on the Federation. While the Romulans do not yet declare war on the Federation, they launch a series of raids.
- Y173** Stalled by the Federation, the Klingons convince the Romulans to declare war on the Federation and launch a massive attack.
- Y174** Gorns join Federation. First General War has now reached virtually complete escalation. Grand Alliance (Gorn-Federation-Kzinti) fleets battle Coalition (Romulan-Klingon-Lyran). Hydrans have co-belligerent status with Grand Alliance.
- Y178** Tholians are dragged into the General War.
- Y185** Organians return and halt the war. Hydrans attempt to take Landfalk from Bargantines. Romulan Civil War begins.
- Y186** ISC forces begin occupying Gorn and Romulan territory and enter Federation territory.
- Y187** ISC briefly attempts to pacify the Tholians. Romulan Civil War ends.
- Y188** The ISC completes its "conquest" of the galaxy, effectively occupying the neutral zones between most of the warring parties.
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- Y197** The height of Andromedan power is reached.
- Y198** Andromedan power begins to decline sharply as the Rapid Transportation Network is heavily disrupted.
- Y201** The Galactic Powers launch "Operation Unity" in an effort to destroy the primary Andromedan starbase.
- Y202** Final defeat of Andromedans.
- Y205** The Trade Wars begin.

Encyclopedia Project Staff: Ray Olesen, Stewart Frazier, Jeff Laikind, Chris Cafiero, Chuck Strong, Tom Carroll, Bruce Graw, Scott Mercer, Tony Zbaraschuk.

IN THIS EMPIRE

Jeff Laikind and Tony Zbaraschuk

This issue marks another transition for F&E. The staff's chief F&E guru (Owen G Riley) and his deputy (Bill Walter) have retired to devote full time to their business endeavors. The transition to a new command team (Jeff and Tony) has been a smooth one, as they have been working closely with Owen and Bill (and the two Steves) on all of the recent projects.

This issue is special in many regards, both because the new strategic directors have delivered an issue not unlike that of their predecessors, and because they have begun to put their own stamp on the game system. Owen's tireless work helped the two Steves "finish" the rulebook, and the new team is dedicated to getting NEW STUFF into your hands. ☺☺☺

REFERENCE CARDS

On the inside back cover of this issue, you will find two more in the series of extremely popular Ready Reference Cards for F&E. Each card provides the information which a player (in this case the Kzintis and Hydrans) needs during the game. Some special cases are not listed due to a lack of space. The back of the final cards will 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. Many players commented quite favorably and enthusiastically on the cards in CL#14.

Do you want the rest of the cards in future issues of the Log, or would you rather have something different and save the cards for when we can do the complete set in one product? Your opinions are invaluable to us. Let us know! ☺☺☺

FEDERATION & ENQUIRE

CARRIER PRODUCTION

Q1501F: Shouldn't the Hydran Exception (432.24) for lower production of non-true carriers apply to all single-ship carriers, such as the Romulan SUP and Fed CVL?

A: Certainly not! It is based on the Hydran hybrid-carrier tactical concept, which pervades their entire production system and economy.

Q1502F: When a carrier shows up on the production schedule, does it include producing the escorts or must other ships be converted to cover these? For example, the Feds build a CVA every other turn. Does this include the CL and 2xDDs, or must other production be changed to make the escorts?

A: In the F&E rulebook, a carrier listing includes the escorts. In Carrier War, most of these listings were broken down to show the escorts and carriers separately. See (515.0).

FREE CAMPAIGNS

Q1503F: When playing a free campaign, how is construction done? When a race goes to war before it would in the "historical" campaign, does it continue with its normal building rate or does it jump to its wartime construction rate?

A: We left this vague because free campaigns require a LOT of player extrapolation. Generally, you can go to wartime economy whenever you want, and wartime production follows as a product of that. Of course, you start running into exhaustion sooner that way.

BUILDING LYRAN DREADNOUGHTS

Q1504F: Is there a limit on the DN conversions for the Lyrans? They build one per year and could (if they paid the points) convert four more CAs to DNs in that year? That seems really powerful as no one else can convert cruisers to DNs.

A: The Lyrans can convert as many CAs to DNs as they can afford. Note that a second capital SB is required to perform the second major conversion. Also, STTs may be almost as valuable, and you'll have to pick between them.

TURN ONE, BUT NOT IN THE WAR YET

Q1505F: Can the Klingons overbuild on Turn #1?

A: Yes. They're on a wartime economy and can overbuild, convert, and accumulate economic points. Note that their FLEETS are inactive and this presents certain limits.

Q1505F: Is the Hydran Turn #1 and Turn #2 production limited to placement in the capital hex during their setup?

A: No, by (600.34) these ships can be added to any fleet.

IT'S A SET UP!

Q1506F: When it says to set up a fleet in Provinces x, y, and z, does that mean set up the same units in EACH of those provinces or to SCATTER the units among those provinces?

A: It means "spread these ships around inside these provinces". Of course, you can stack them all in one place if you want.

Q1507F: F&E rule (706.0) Gorn Order of Battle shows BCs throughout the whole game (starting Y168). Annex (760.0) does describe the BC as an upgunned CA. However, in SFB, the BC doesn't come on line until Y175 (two years after the Gorns joined the war). What's up?

A: Basically, the same thing applies to the Romulans and their upgrades (and to the ISC and theirs). To make the Gorn cruiser a 9 that is upgraded to a 10 would mean adding more counters and rules or requiring a "not on the counter" factor to be remembered. And it's not just the Gorn BC. It's virtually every Gorn, Romulan, and ISC ship. It's just not worth the trouble, and we just accepted the fact that relative combat power wasn't going to change and simplified the game.

Q1508F: Must the Hydrans put at least one ship in each hex as listed in their order of battle for First & Second fleets?

A: The rule says "and/or" which should be terribly self-explanatory. No, you do not have to put one ship in each hex.

CARRIER ESCORT PRODUCTION

Q1509F: Can players use deficit spending to pay the escort surcharge for hulls moved into the shipyard during movement/after economics phase? Rule (430.61) says you cannot use deficit spending during the production phase. Thus, allowing deficit spending for escort conversion in this case would effectively allow a limited form of deficit spending during production.

A: Deficit spending was intended to handle involuntary or semi-voluntary out-of-sequence expenses as a means of relieving the administrative burden of recording that you had to make the conversion later. Hence, you CAN use deficit spending for such conversions.

Q1510F: Is there a limit on substitutions for carrier escorts? That is, if several CV groups have lost escorts by CEDS, how many escorts may be produced by substitution and how many must be produced by conversion?

A: Rule (515.53) limits substitutions of escorts (not part of newly-built groups) to three per race per turn. Of course, by that same rule, conversions are unlimited. ☺☺☺

TACTICAL NOTES

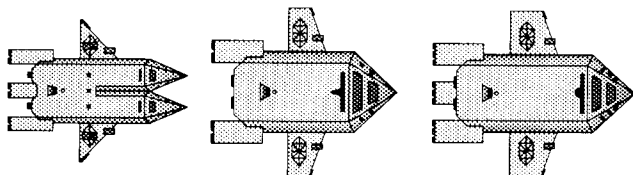
Tactical notes are the Federation & Empire equivalent of SFB term papers. Players should use the same procedure for submitting tactical notes. The ranks listed below are the same as term papers; players have a single rank and can earn promotions by term papers, tactical notes, or for short articles in various sections. One "Best of the issue" award, counting as two papers for promotion, is granted for F&E in each issue.

ORION PROTECTION RACKET

— *Cadet Shawn McKee, USS New York*

By combining the rules for bribery and piracy, the Orion player can maximize his profits. After a few turns of building your fleet strength (I recommend Battleraiders, the war cruiser price is hard to beat), you make it known to both players (privately) that you expect a bribe not to conduct piracy in their territory. Keep the prices low to start. If either player fails to pay up, he should be visited by a plague of Orion piracy. Every ship. Your fleet should be large enough by now to seriously disrupt his operations. A little between-turn negotiation should convince the uncooperative player that a reasonable bribe will prevent further hassles. If he still does not pay, keep at him. He will either pay up or lose the game. When both players are paying their "taxes", all of your ships will be available for mercenary duty. Leasing ships is your bread and butter. Your ships cannot be destroyed, except by directed damage, and rarely crippled. Easy money. You may encounter a situation where both players jointly agree not to pay. If this happens to you, choose the more vulnerable player and attack him with massive piracy until he pays up. This will break their unity. If one player pays up, the other player must also. Remember, you are a pirate; have fun and be ruthless.

Rated the Best Tactical Note in this issue.



ESCORT YOUR B10

— *Cadet Matthew K. Hargraves, USS Michigan*

By escorting a B10 with an AD5 and an F5E, you create a unit with factors of 30-32 (4). This is almost impossible to direct damage on, unless it is in a Capital Assault. And if the B10 has stasis field generators on it, and gets crippled while using it (them), you still have a unit that is impossible to take out in a pursuit battle. Also, if using electronic warfare factors, you can put this huge unit in the regular Battle Force while you place a D6S in the free scout slot and another scout in the formation bonus slot [D6D, D6S, TGA (with drone pods), D5S, etc.]. This way, at starbase assaults you need not worry about your B10s, and you will probably have him beat in electronic warfare factors unless he sacrifices COMPOT on the starbase. Also, if you lose the F5E, the unit density rises, as the small escort slot only must be taken up with one if the minimum escorts are two (such as medium carriers), or there are two escorts. As a B10 has no minimum escort allotment, it can simply have an AD5 and only take up two command slots (one if the B10 is the command ship) in the Battle Force.

Note: A crippled B10 with two uncrippled escorts could not even be directed at by a pursuit force of six Paladins, and then it can cripple an escort (the F5E), and retrograde back to a starbase to be repaired in full by CEDS retreat and repair, before another force could come after it.

DIFFERENT SCOUTS FOR DIFFERENT MISSIONS

— *Ensign Scott Stanford, USS California*

With the electronic warfare rules, different scouts have different capabilities. "True" scouts (four electronic warfare points) are best used for the most critical battles, where a die roll shift can add up over several combat rounds. Consider producing some of these (often based on older hulls) if your original supply is in danger of running thin.

War cruiser scouts (three electronic warfare points) are the backups for the true scouts. They are usually sturdy (or sturdier) and are less likely to be targeted for directed damage.

War destroyer scouts (two electronic warfare points) serve two purposes: extended reaction capability and counter-scouting (avoiding the die shift for your own forces) for a low price.

Frigate scouts (one electronic warfare point) cannot compete with the larger scouts, but are cheap and travel with hordes of other frigates to better pin enemy ships.

Note that you are limited by (432.41) to one scout substitution per turn. This should probably be a true scout so as not to deplete your major conversion capability.

Your conversions will be based on need and convenience. Keep an eye on the opposing number and classes of scouts, as well as ships which might be converted. Keeping the right scout(s) with your base gives it more options on firepower selection and can complicate an attacker's planning, especially if he is running thin on true scouts and war cruiser scouts.

BATTLE TUG PIN FORCE

— *Cadet Russell Sakne, HMS England*

Tugs, especially battle tugs, tend to be too valuable to risk in direct combat with the enemy. However, they have a high command rating. This makes battle tugs excellent to use as the flagship of a force dispatched to "pin" an enemy force. The battle tug's command rating affects the number of ships that the enemy can move out of the hex, perhaps pinning an enemy dreadnought (203.55), but can be left out of the Battle Force selection under (302.32) and, thus, not be exposed to enemy attack.

CRIPPLE LARGE UNITS TO SAVE THE STARBASE

— *Lieutenant JG David Coulthurst, USS Wisconsin*

If the enemy is SIDSing your starbase and is only just achieving the required number of damage points to do it each round, consider crippling a large unit when only one damage point remains to be resolved on your Battle Force.

Crippling a cruiser instead of leaving your opponent with a plus point (or killing a fighter factor) will leave him with seven minus points and might just make it impossible for him to score a SIDS step. If you are not using Carrier War's carrier escort rules, you could even flip an entire carrier group (because it is a single unit) and leave your opponent with a frustratingly huge number of minus points to resolve in front of your starbase's weapons.

GORN SUPPORT — *Cadet Bill Grace, USS New Jersey*

The Gorn fleet has a lot of COMPOT, but with few carriers and a very low construction rate, they have a difficult time sustaining an offensive or even winning a war of attrition. The Federation has high production, and lots of attrition units, but does not have a lot of high COMPOT ships. This allows both to benefit each other by arranging an exchange between the two races. Using bases to maintain supply grids, send Federation NCLs, CLs, and FFs (including some NCD drone support) to aid the Gorns and send back Gorn BCs, CCs, Tugs, and perhaps even a DN to work with the Federation units. This does not help in the earliest stages, but helps down the road.

ADVICE FOR THE GORNS

— *Ensign Erik Lund, HMCS Columbia*

Other than the obvious (build an SB in hex 4408 or 4608 or both for supporting a thrust into Romulan space or at least to make the Romulans worry that such a thrust is coming), be aggressive. The Romulans only build three more ships than you do, and they are worse ships. One Federation new production carrier a turn and a few frigates are all you need to keep up with the Romulans. After Turn #15, they probably have less money than you do. And throughout they are under pressure to attack the Federation or else be attacked by the Federation. In other words, you are tougher than they are and will be even if there are Romulan ships sitting on the Federation capital (although in this latter case you will not stay tougher for long). Attack! Ignore the starbases in hexes 4411 and 4812, except to screen them, and go straight for the capitals. Force him to build defenses in Remus and kill his tugs. Once they are gone, he is milquetoast. By the time the ISC wakes up, they will be faced with a solid wall of Gorn BATS from the Rime to the Center. Of course, if the Romulans play a tight defensive game, you will not be so successful, but since the Klingons will be decisively defeated in this case, the Romulans will surrender anyway.

MAKING ALLIGATOR SHOES

— *Cadet Joe Stevenson, USS New Jersey*

The Gorns can be a pesky bunch to the Romulans, but they should not be an imminent threat. While they have an impressive array of ships, their production rate is just too poor to be a significant threat. Simply put, they cannot survive a war of attrition. However, their high density formations, coupled with the firepower of a base, make them extremely dangerous on the defense. The Romulans should NOT commit to an extended attack on the Gorns. An aggressive static defense is much more economical, allowing more pressure to be placed on the Federation (which will definitely enhance the Klingon's efforts).

Static Defense: When the Gorns attack, they have 48 ships in range of the Romulan border, of which a mere three are scouts. That gives them approximately four task groups. At least one target (probably a battle station) must be attacked without a scout. Add in the cloak effects, and the Gorns are at a severe disadvantage. The Romulans start the game with 36 ships, including two maulers. The addition of three war cruisers and two maulers, plus some frigates and destroyers for attrition losses, when added to the battle station's firepower will give the Romulans enough strength to chew up the Gorns. Target the scouts FIRST!! With a roughly equal ComPot and a 1-2 point shift in your favor, the Gorn offensive will wilt before your eyes. Throw in a couple of SPCs, and it will be a rout. After targeting the scouts, DO NOT use directed damage, unless you have a mauler. The Gorns simply do not have the shipyard capacity to replace significant losses. If Gorn CVAs are not allowed, his attrition units will be HDs and BDs. You will have the bases' fighters, and throw in an SKB group or two for big battles. Limit offensive actions to destroying the battle stations at 4408, 4608, and 4506. Set up a mobile base at 4408 and upgrade it. This gives you a base from which you can assault the Gorn capital. Defend this base at all costs. Once this is completed and the above three Gorn battle stations are gone and the Gorn offensive threat is removed, you can take back the initiative.

If the Gorn decides not to attack, he will just make it easier for you. If he just stays static and defends, ignore him, only sending enough units to the border to maintain parity with the Gorn forces. If he defends his territory and sends forces to aid the Federation, use your superior numbers to A) go on the offensive as outlined above against the somewhat reduced Gorn forces and B) use your enhanced numbers (enhanced by the fact that you have NOT committed much to the Gorn effort)

to fix the Gorn forces in Federation territory and pulverize the Federation defenses.

The Gorn Home Fleet is only a threat until you can upgrade the mobile base at 4408. Once it is completed, the Gorns cannot spare the firepower to destroy it (particularly if it is a starbase) or they risk leaving their capital open to Romulan assault.

HOMEWORLD ASSAULTS, BIR, AND SHIP CHOICES

— *Senior Lieutenant Ted Fay, USS California*

When attacking an enemy homeworld (or even a well defended starbase), choose a high ComPot fleet and a low BIR. That is, open with your best cruiser/carrier fleet and choose a BIR of one or two. Let us assume that you are attacking an enemy system with 400 ComPot or more, including ships.

If you open with frigate fleets, it is true that you will initially preserve your better ships, but you pay a high price. You will be doing far less damage to enemy positions so that his ComPot will remain high for a longer period of time. Thus, the overall amount of damage that you will take will be greater. Also, since the frigates can take less damage before being crippled, you will have to destroy a lot more of them to deal with the 100+ damage points he will be dealing to you every round. These are ships you will need desperately later in the war. Therefore, open up with cruisers, large carriers, and war cruisers. You will bring his ComPot down more quickly, and you will suffer fewer destroyed ships.

Choosing a low BIR simply makes good statistical sense. It is true that you will be doing less damage, but you will receive MUCH less damage. A difference of 5% means you do 5 less points of damage with your 100 ComPot attack fleet. On the other hand, you will receive 20 less points of damage to your fleet from his 400 ComPot defense force. In other words, in terms of real damage sustained, you are less vulnerable to variations in damage done and to a lower BIR. Furthermore, on homeworld assaults where you could be taking 100+ damage points per round, a lower BIR will mean that your attack fleet is merely crippled as opposed to destroyed. Again, you are preserving ships that will be desperately needed later in the war.

LYRAN THUNDERBOLT

— *Lieutenant JG James Chou, USS California*

The ordinary opening move for the Lyran is to smash the border BATS on Turn #1, destroy the SB on Turn #2, and raid the Kzintis Capital on Turn #3. However, with appropriate Klingon support, you can attack the Kzintis Capital on Turn #2 with two to three fleets. The key is to bypass the unnecessary BATs and the SB at 0902.

On Turn #1 march the whole Lyran Red Claw fleet through 0702 to the SB at 0902, attack 0803 with the Home Fleet, and attack 0703 with the six ships detached from the Home Fleet. If you do this right, the ships at 0701 and 0703 cannot react. Retreat the Red Claw fleet to 0802 if the Kzintis move reserves to the SB; otherwise blast the SB and do NOT retrograde.

On Turn #2 feint the Count's fleet and send both fleets into the Kzintis Capital and send detachments to secure the BATS at 1004 and the planet at 1202 (supply route). Send the whole of the Klingon North fleet into the Kzinti Capital, and attack the SB at 1304 and the necessary BATS with the Klingon Northern Reserve fleet and Turn #2 new construction. You will not leave your border undefended, since the Lyran Far Stars and Turn #2 production along with the Klingon Tholian Border Harassment Squadron arrive to defend these borders and serve as reserves.

Even if you do not have enough power to capture Kzintai, you can cut a sizeable chunk out of their economic output. If you capture the Kzinti Capital, they are really in a bad position. Their ship yard is destroyed, they have lost a major portion of their economy, and the Baron's fleet cannot arrive except by using

their limited strategic movement allowance. Worse, the Coalition can now shift forces to crush the Hydrans. The Hydran Capital should fall by Turn #6 at the latest, just in time to allow a massive combined attack on the Federation.

ENCORE TACTICAL NOTES

More wisdom from the acknowledged experts!

SUPPLY TUG — *Ensign Shawn McKee, USS New York*

When launching an offensive into enemy space, always include at least one tug, with whatever pods are available. Whether these tugs fight this turn is not as important as what the tug can do for you next turn. You have the option of declaring the tug as a supply point. You can now strike very deeply into enemy territory. With careful planning, you should have many worthy targets for your fleet. The supply tug will not be in any danger, since a supply tug is a strategic movement node. You can strategically move most of the new production to the supply tug's location and declare them as reserves. From this location these reserves can protect your supply lines, and during your turn they can join your fleet in the attack. The drawback of all this is that the supply tug is not a valid retrograde point. If you plan on maintaining this drive, you should send a mobile base or an FRD to the supply tug's location to provide a retrograde point.

ISC IN FED AND EMPIRE

— *Ensign Matthew K. Hargraves, USS Michigan*

Go to limited war for two years, and capture all neutral zone hexes within range (to the north and south). If the war goes as historically it did, the Alliance is too busy with a major offensive to stop you, the Romulans are too busy surviving to bother with you, and their losses will be minimal to begin with. You will cut off the Romulan off map area and gain 12 economic points per turn, barring any combat you might get involved in. After those two years pass, you must get off limited war economy, so go to war. The Alliance has now probably just taken casualties in the Romulan Capital assault and will not be able (or probably want) to stop you, as long as you do not get too greedy. The Gorns will soon begin economic exhaustion, and the Romulans (whom you can take the entire southeastern area from) are well into it (50% on Turn #27, when you just start 100%). The Romulans will just suck it up and drive on, while the Gorns will probably just bide their time and try to minimize their losses. You will soon get in over your head, when you hit the Federation-Romulan border (or so they think). You should set up a base in Romulan-Gorn Neutral Zone to connect your supply grid to the planet in the Romulan-Gorn Neutral Zone. You are well on your way to Galactic Pacification, and it is only Y184.

This paper deals with the Aggressive ISC rules in CL#13.

HYDRAN MASSACRE PART II

— *Senior Lieutenant Ted Fay, USS California*

Once you have crushed the Hydrans and captured their planets, you do not want to waste a lot of resources keeping them down. The best way to keep the Hydrans contained permanently is to build two starbases on top of each other (one Lyran and one Klingon) in orbit above the Hydran Capital. This way, if the Hydrans want their homeworld back, they have to deal with 96 ComPot from the starbases alone before ships are factored in (something that the Hydrans will have a hard time facing with their limited resources). The bases also have the benefit of extending the supply grid of both the Klingons and the Lyrans into Hydran territory, so that the Hydran planets and provinces can be exploited, and are terminus nodes for strategic

movement. Note that the Hydran capital hex can reach almost any hex in Hydran space. Furthermore, with a double starbase in place, the Coalition can take more ships (that would have been used occupying Hydran territory) and use them to fight the Kzintis and the Federation where they are desperately needed.

Be sure to have more ships in your fleet (include the Hydran fighters in your count) than the Hydran has while you are building the bases. This way you can react to pin any pesky Hydrans that do not want you building starbases around their former homeworld. Keep in mind that the bases are vulnerable to a quick strike while they are being built. If care is taken in the performance of all the above, and the Hydran fleet is severely reduced before it is driven off-map, it will be virtually impossible for the Hydrans to post any sort of operational force for the rest of the war.

IMPLICATIONS OF FLEXIBLE CARRIER GROUPS

— *Senior Lieutenant James Chou, USS California*

Carrier tugs are no longer a liability. Neither are PFTs. With escort protection, committing them to battle no longer guarantees their immediate loss. In fact, the high ComPot density of the PFT make them even better than CVAs in raising ComPot density.

Non-carrier/PFT groups are less vulnerable to hit-and-run raids. The raider must fight at least three times as long (to kill off a maximum of two escorts and the target). This means more losses and the necessity to commit more ships to the raid. ☼☼☼

F&E COMMENTARIES

(205.71) Should read: "Fighters AND PFs less than..."

(414.2) Should read: "Convoys cannot enter a hex containing enemy UNITS."

(515.35) The two parenthesized comments got reversed in editing. The one required "light escort" in a group with two or more escorts can be replaced with an equivalent "light" hull. The other escorts in a group with two or more escorts can be light or heavy escorts (or light or heavy equivalent hull warships). A group with only one escort can have a light or heavy escort, or an equivalent standard (light or heavy) warship.

(653.91) The term GSC should be SR two places.

This file includes updates, rules interpretations, examples, and clarifications. You have our abject apologies that we could not find anything else wrong with the rulebook. ☼☼☼

TOTAL WAR UPDATE

With all of the excitement about new races over in the SFB department, it's amazing anyone remembers F&E. It will be this Fall before Advanced Operations appears (at the earliest), but the F&E staff has been advised that F&E rules and counters for the Jindarians will be in Module F1. It is unclear if this can also be done for the Vudavians (who have more ships, or at least, more ships in play at any given time), but if it's possible to do it right, we'll do it.

Speaking of Advanced Operations, we do still need playtest reports on the X-ship rules and the Ground Combat rules. If you want to help Advanced Operations get out sooner, playtest those rules and send reports to us. This not only helps get the rules finished, but also shows the all-powerful Marketing Committee that F&E has devoted fans waiting for new products.

Two new rules for Total War are included in this issue; see page 76. We would like playtest reports on them as well. We plan to include the Prime Team rule in Advanced Operations, so that is a playtest priority. ☼☼☼

(690.0) THE LATE KINGDOM*Stephen V Cole and Steven P Petrick*

The Klingons and Lyrans conquered the Hydran Kingdom in Y87. It was restored in a military campaign in Y134-135.

But what if the fighting between the guilds and the Hydran royal family had remained unresolved? The General War might have had a very different start.

SCENARIO NOTES

This is a variant to the historical game, defining an alternative set up. All rules from the historical scenarios and campaigns remain in effect except where noted.

HYDRAN SPACE

All of Hydran space has been conquered by the Klingons and Lyrans. All Hydran battle stations, starbases, and planetary defense units are destroyed.

The Klingon and Lyran battle stations along the original border remain intact, but are base stations, not battle stations. It costs 4 EPs to upgrade a base station to a battle station. Base stations cannot be built during this scenario.

The Klingons have a starbase in 0718 and battle stations in 0617 and 1017. The Lyrans have a starbase in 0318 and battle stations in 0416 and 0617. There is a defense regiment on (actually in orbit around) each minor planet and a defense brigade on (around) each major planet.

Provinces 0114, 0614, 0316, 0318, and 0517 are held by the Lyrans. Provinces 0714, 1015, 1217, 0917, 0716, and 0718 are held by the Klingons. The Hydran capital hex 0617 is separate from province 0517 and is jointly held by the Klingons and Lyrans, with the revenue divided equally each turn. The Lyrans hold Neutral Zone hexes 0113-0613 inclusive. The Klingons hold Neutral Zone hexes 0713-1319 inclusive. All of this territory is considered "long term conquered territory" and produces full economic benefits for the Klingons and Lyrans as appropriate. Any province or planet captured by the Hydrans, however, is thereafter treated as Hydran territory for all purposes; the long-term conquest benefit is lost.

COALITION FORCES

The Klingon Western Fleet is deployed entirely in conquered Hydran territory held by the Klingons.

The Lyran Enemy's Blood Fleet is deployed entirely in conquered Hydran territory held by the Lyrans.

Each of these players may, at the start of any given turn before the Hydrans enter the map, withdraw a number of ships and other units from these forces (i.e., release them and allow them to leave Hydran territory) equal to 25% of the total attack factors in that territory (i.e., the Klingons can withdraw 25% of their current forces each turn, not 25% of the total Coalition forces each turn). Additional ships may be sent to these occupation fleets at any time under the normal rules.

Lyran and Klingon ships may not enter each other's sectors of conquered Hydran space until the Hydrans have reappeared (even temporarily) on the map. Neither side may have more than six ships in the Hydran capital at any given time until these conditions are released.

The Lyrans and Klingons may build bases and other defenses in conquered Hydran space, but each race may (by any means) add no more than one defense battalion and perform one base action (placing a mobile base, upgrading it to a BATs, upgrading a BATs to a starbase, adding pods to a base built without pods) during each turn.

THE LYRAN DEMOCRATIC REPUBLIC

It is unclear if the LDR could have been created, or could have survived, without Hydran support. Players might experiment with reincorporating the LDR into the Lyran Empire. Even if it is independent, the LDR ships would not have gatling phasers and would be treated as standard Lyran ships.

HYDRAN FORCES

The Hydran "at start" forces include:

FIRST FLEET: 1x:LC, 2xRN, 2xLN, 1xSC, 1xTG, 1xSA, 2xHN, 1xFRD, 1xMB, 1xResv.

SECOND FLEET: 1x:LC, 2xRN, 2xLN, 1xSC, 1xTG, 1xSA, 2xHN, 1xFRD, 1xMB, 1xResv.

The SA (Saracen) is 4-5 with no fighter factors; crippled it is 3 with no fighter factors.

The Hydrans have two command points. They have the same pods, allowable substitutions, repair ships, and production notes as they would in the historical order of battle (709.0).

The Hydrans have secretly built a defense brigade (with fighters) on any three planets of their choice. These units can be revealed at the Hydran player's discretion at any point.

THE HYDRAN ECONOMY

The Hydran off-map economy includes 2 major planets, 1 minor planet, and 4 provinces (an increase of 2 provinces from the normal Y168 status). This is a total of 21 economic points. There are 10 economic points in the treasury at start.

The Hydrans have a shipyard off-map able to produce the full schedule given in (709.0), assuming they can find the money to build it with. There are no hellbore-armed ships in the initial forces. This weapon was (in this alternate history) invented in Y166 and is just now (Turn #1) available for production.

BALANCE WITH THE HISTORICAL GAME

This variant will, obviously, have a profound effect on the balance of the historical campaign. The Coalition will not have to fight a two-front war (at least not at the start), and the two partners will have considerably more money to spend (about 25 points each) during the critical first turns.

Restoring balance in the historical game may be all but impossible. Some suggestions, any one of which may approximate the original balance of power, include:

1. Delete the Klingon Imperial War Reserve, since it was created for the crisis of a three-front war now thought to be impossible. (Players might experiment with selling a few of these ships to the Romulans, but that creates even more imponderable balance problems.)

2. The Federation may move to a wartime economy on Turn #3 (assuming that the Coalition attacks the Kzintis on Turn #1) and may go to war and attack the Klingons on Turn #7. The Federation Home Fleet is released (but must remain within Federation territory) if the Kzinti capital is attacked, and the detachment of the Federation Fifth Fleet may be transferred to the Klingon border. The Federation, once at war, may build and upgrade bases in any fleet sectors bordering the Klingons or Kzintis. This reflects the closer alliance that would have been formed between the now-friendless Kzintis and the Federation.

3. Without the threat of a two-front war, the Coalition might have been less devoted to a military buildup. Delete all CWs, D5s, maulers, and drone bombardment ships from the Klingon and Lyran at-start forces. These are built normally from Turn #1.

DESIGNER'S NOTES

Even though we knew some players would grumble about "another Coalition fantasy" scenario, we did feel that this was a historically plausible concept and worth looking into. Besides, no one else sent in an F&E scenario for this issue. ***

KZINTI VICTORY — THROUGH ATTRITION!

by Farrell Hopkins and Jon Thompson

It can be argued that the stronger the performance of the Kzintis, especially during the first years of the General War, the more likely it is that the Alliance will prevail over the Coalition. The Kzintis must take the long view of the war, and plan accordingly. It is crucial for the Kzintis to try to take away, or at least blunt, the initiative possessed by the Coalition at the beginning of the war. The primary strategic consideration of the Kzinti Hegemony should be the active pursuit of a war of attrition with the Coalition. Trading Kzinti carrier escorts and fighter factors for key Coalition ships can only help the Alliance cause. This doctrine of "Victory Through Attrition" can, and should, be the basis for the generation of Kzinti strategy and tactics. Also to be considered are other non-traditional Kzinti stratagems.

A successfully waged "Victory Through Attrition" doctrine will effectively disembowel Coalition fighting strength. It accomplishes this not by destroying raw numbers of Coalition ships, but rather by eliminating the ships which provide the punch, or ComPot density (usually 8+), for a Battle Force. Even a numerically superior fleet will generally be defeated if it can't field more than a few good (density 8+) ships. Of course, it isn't easy to generate enough damage to kill density 8+ ships. Barring exceptional dice-rolling, an average Kzinti carrier fleet (CC + 3xCV) is going to need some supplementing. This supplement often takes the form of a fixed defense (PDUs, BATS, or SBs).

Fortunately, the Coalition is almost always obliging enough to face the Kzintis in a hex with fixed defenses. The only hurdle to be overcome now is of a logistical nature — the Kzinti fleet isn't really large enough to effectively punish a Coalition force which spreads out and attacks several targets (the classic molasses attack). This means that the Kzintis must pick key areas to fight at; generally speaking, battle hexes which contain SBs and large planets should have priority over BATS and minor planets. In fact, the best hex to fight at is the Kzinti capital planet (Kzintai). By increasing the number of PDUs and installing one or more mobile bases on Kzintai, a fleet combined with the fixed defenses is capable of destroying even a DN with formation bonus! If one stops to think about it, this is probably the only time the Kzintis will have the opportunity to do so.

Unfortunately, following this doctrine as efficiently as possible probably means sacrificing the capital hex. It is fairly obvious that by continually direct-firing ships, not enough damage in general will be done to the invading fleet, and the Kzinti fleet will run out of reserves before the Coalition will. This is usually a two-turn process; the first turn wherein the Coalition destroys the bulk of the fixed defenses (anything smaller than a SB), the second turn being fought over the guns of the Kzintai SB until the Kzinti fleet runs out of fighters and escorts. Also, the expense of building four PDUs a turn on Kzintai (the maximum allowable) means foregoing maximum carrier construction.

Is this strategy worth the possible loss of the capital? In the opinion of the authors — yes! Probably the best way to make the capital effectively uncapturable is by installing a second starbase on Kzintai. Unfortunately, alert play by the Coalition can stop these upgrades at will, as the Coalition can field forces too large to be effectively pinned away from the capital. The point is that really determined play by the Coalition will probably capture the capital anyway, so the thought of sacrificing the capital as an opportunity to direct-fire to excellent effect isn't such a heinous crime after all. In any event, there is a corollary tactic to consider in case of a possible captured capital.

THE DUAL STARBASE APPROACH

Basically, the corollary tactic revolves around building a second starbase in the Marquis provinces, stacked with the starbase already there. A dual starbase site in the Marquis (at hex 1704) is useful for many reasons. First of all, two Kzinti starbases stacked together are practically invincible, as they can provide 60 points of ComPot while generating 12 EW points! This firepower will prove invaluable when using directed damage against Coalition units. The repair capacity generated by the combined starbases shouldn't be overlooked either, and any Coalition player foolish enough to cut the starbases off from the main Kzinti economic grid is allowing an awful lot of "free" repairs to take place [see rule (410.34) for details]. The dual starbase hex also occupies a strategically important location; it can help keep the strategic movement network between Federation and Kzinti space open, it can help support operations in northwest Federation space, and it can also support raids fairly deep into Klingon space, certainly deeper than could the original capital. Last, but not least, this is probably the only way that the Kzintis will be able to field two starbases together on-map.

Installing a second starbase co-located with the starbase in the Marquis provinces is easier to accomplish than one might think. Even though the Marquis starbase is initially in an inactive fleet area, effective preparations can still be taken. A mobile base can be installed, and the Marquis starbase can be declared a "satellite stockpile" and funds stored there to help provide for the base upgrade process. This process can even begin on Turn #1. Of course, the MB cannot be upgraded until the Marquis fleet is released, and if possible, the Kzintis want to begin upgrading the MB on Turn #4 at the latest (preferably on Turn #3, if possible). The key is to invoke the capital defense priority rule (511.4). This is accomplished by making sure that the capital planet gets devastated — simply resolve 10 points of damage on the capital planet (devastating it) once the helpful Coalition player destroys all of its PDUs! Now, the Marquis fleet is released, and the base upgrade process can begin. One very important consideration to keep in mind is that if the Coalition tries to stop the base upgrade process by attacking the upgrade site (hex 1704), they have just provoked the Federation into a state of limited war! This is great for the Alliance, as this is probably the only way to get the Federation to enter the war early (the Hydran expedition usually fails if attempted).

This base upgrade process works best if begun on Turn #3 or #4, the prerequisite having been the worthwhile trade of capital planet PDUs (and the devastation of Kzintai) for key Coalition ships. If the Coalition hasn't destroyed the bulk of the PDUs on Kzintai by Turn #4, then the Kzintis probably don't need a second starbase in the Marquis. With Federation entry coming soon, a large Kzinti fleet presence, and continued PDU construction, it is probable that the Coalition has waited too long to capture the Kzinti capital and still win the game. In the event that the Coalition is nasty enough to leave Kzintai with only a handful of PDUs at the end of Turn #4 [Coalition phase], the Kzinti player now faces a problem: Since Kzintai was not devastated, the Marquis fleet is not released and the MB cannot be upgraded. Yet with only a few PDUs, the capital is not capable of holding out against a determined assault.

At this point, there is only one way to release the Marquis fleet and allow the base upgrade process to begin — abandoning the capital! Declaring a new capital releases the Marquis fleet and allows the MB to be upgraded to a BATS. Unfortunately, there is a drawback in that the capital hex will not generate income that turn due to rioting. Keep in mind that it is pointless to start the base upgrade process later than Turn #4, as the Coalition can stop a BATS to SB upgrade during their part of Turn #7 with impunity (there's no threat of "limited war" to

stop them). It is probably best for the Kzintis to avoid this dilemma in the first place by making sure that either Kzintai is devastated by the end of Turn #4 [Coalition phase] or is well enough fortified to hold out until Federation entry.

A tactic that evolves from the Marquis "dual starbase" approach is the "early" raiding of northeastern Klingon space, including the Eastern fleet zone. It is usually a bad idea to activate an enemy fleet area, as it releases the fleet in that area, as well as allowing base upgrades to take place. However, it is probably okay for the Kzintis to stage a Turn #5 raid into the Klingon Eastern fleet area. It is of small significance that the Eastern fleet ships are released, as a good Klingon player already has those ships where he wanted them anyway (the Eastern fleet has had several turns to maneuver). As far as bases now eligible to be upgraded, the Klingons still face a logistical problem. Bases may not be upgraded unless a TG or LTT starts the turn stacked with them. In other words, unless the Coalition had left a tug with an Eastern fleet base at the end of their part of Turn #5, they won't be able to upgrade any bases, even though those bases are now eligible for upgrading! By destroying northeast Klingon BATS, the Kzintis hamper Coalition efforts to support operations in Federation space by destroying supply points and reducing repair capabilities, always a nice thing to see happen to one's enemy.

ADAPTING TO TOTAL WAR

The Carrier War and Special Operations expansions to Federation and Empire open important new considerations to Alliance and Coalition players alike. These considerations mainly involve the use of new units and the adaptation of tactics to the rules additions.

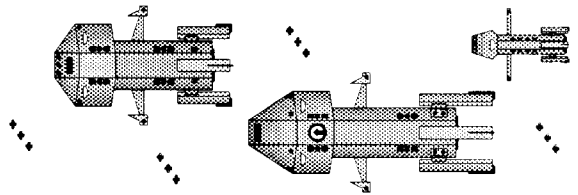
Salvage (439.0) is a godsend for the Alliance. The Kzintis (and, for that matter, their allies the Hydrans) operate on a very tight budget. The extra cash made available when the Coalition kills Alliance ships can be very useful in sustaining the Alliance. Although one prefers not to lose ships, sometimes the Coalition doesn't leave one with the choice; getting some recompense towards constructing new ships and defenses helps.

Auxiliary carriers are a useful addition. Although limited by their inability to retreat, these units help extend the Kzinti capability to fight in their capital. Note well that we said "capital". Anywhere else, the auxiliary carrier will only see combat with the Coalition once, since the Coalition will likely win the battle at any other location if a serious effort is made. Losing the auxiliary carrier after one battle is a waste of the fighter factors.

Flexible carrier groups (515.0) are an important addition for the game's premier carrier race. Put carrier pods on a TGC, giving it two escorts from a CVL group, and use it as a scratch carrier group. At 16-19 with 6 fighters, it has somewhat higher ComPot density than a Kzinti CVL. If it loses the outside escort due to directed damage, however, it still counts as three ships (515.26). [Pity it cannot operate under (515.42) as a single escort could produce a ComPot of 10.] Since the Coalition will almost certainly use its directed damage capability to reduce the PDU horde that the Kzinti player deploys, this means that the Kzinti player can risk a one-escort carrier tug group during the PDU destruction process since the Coalition maulers will be busy with more important targets.

A second tactic, useful for all races but particularly well suited to the Kzintis, is the "overcripple" tactic. This tactic involves resolving all but one point of damage through combinations of ships and fighters, and then crippling an entire carrier group [possibly augmented to larger than normal size through (515.0)]. As a result, 15 to 25 minus points are generated, depending on the carrier group's size. This reduces the opponent's damage points on the following round to such a small amount that, even with a high ComPot, major ships cannot be

destroyed and often cannot even be damaged by directed damage. The tactic is particularly useful in those battles in which the Kzintis have engaged the Coalition in deep space. Normally, the Kzintis fight the Coalition over fixed defenses and can retreat leaving the defenses behind to prevent pursuit. This protects crippled Kzinti ships from directed damage. Unfortunately, one can't do this in empty space unless one is prepared to sacrifice a non-retreating unit such as an auxiliary carrier. By using this tactic prior to retreating, however, the Kzinti player can retreat secure in the knowledge that even if the Coalition successfully pursues, it cannot do enough damage to use directed damage against the larger, more important crippled ships. A pursuit force is exceedingly lucky to do so much as 20 points; so if one has 19 minus points from the prior combat round, it is impossible to use directed damage against any Kzinti cripples at all. Granted, the extra repair bill is several EPs, but this is less than the 8 EP cost of a SAV. As a result of this tactic, the carrier gains even more importance as a combat unit.



The technique also forces a Coalition player to carefully manage how PDUs are destroyed on the capital, lest the Alliance defender use the tactic to shield the PDUs from directed damage. Basically, the Coalition must manage the destruction of PDUs in such a way as to keep the Alliance in minus points (through fighter losses caused by destruction of their bases), or the defender will be able to "overcripple" and produce enough minus points to reduce or prevent directed damage on PDUs during the following round.

Another benefit of crippling carrier groups to resolve damage is that one can retrograde these groups to bases and immediately conduct CEDS repair and replacement. Particularly during the Alliance turn, this is important, as ships can then be repaired at the lower regular costs, instead of at field repair prices. You gain the benefit of using repair and production facilities that would otherwise be unusable, since CEDS repair and replacement draws in advance on future repair and production capability: If you conduct CEDS repairs at a base which is destroyed during the following Coalition player turn, you have gained repair from that base which would be unavailable if one had to wait for the repair phase of the next Alliance turn.

With the advent of the Carrier War and Special Operations supplements, electronic warfare (313.0) is much more of a concern than it was previously. Generally, the Kzintis will be on the short end of the EW "stick" on any location but a Kzinti starbase, making it even more important to choose the sites they defend carefully. The only effective way to offset the Coalition's lead in electronic warfare is by converting BCs into CDs. The Kzintis will probably have to do this conversion often in order to have a fighting chance against Coalition fleets sporting Klingon D6Ss, D5Ss, and D6Ds. At least the CDs also double as drone bombardment ships, and as a result the DF class is much less useful.

IN CONCLUSION

The strategies and tactics outlined above will hopefully provide F&E players with food for thought and should be used as a springboard to generate their own stratagems.

The authors would like to thank Scout Baker, Rodney Cross, Michael Ehli, and Iain Valentine for playtest and comments upon these strategies as they were developed. ☺☺☺

TOTAL WAR PREVIEW

(592.0) PRIME TEAMS IN F&E

Prime Teams are represented by counters that can be carried by any ship or non-ship unit.

(592.1) Each turn, each race receives one Prime Team if it is at war. The Federation and Klingons receive two Prime Teams if they are at war, one if they are at peace. Any race at war can buy one extra Prime Team per turn at a cost of 5 EPs. All new Prime Teams are placed in the capital shipyard hex. No race can have more than 10 Prime Teams operating at any given time; the Federation and Klingon Empire can each operate a maximum of 15. The Tholians, Seltorians, LDR, and WYNs are limited to a maximum of 3 Prime Teams in operation at any given time. In Fall Y168, the Klingons and Federation have four Prime Teams; the Tholians, LDR, and WYNs one each; the Seltorians none; and other races (including Orions) two each.

(592.2) Prime Teams can be carried by ships or can move (without actually being on a specific ship/counter) by strategic movement (without counting against the strategic movement limit) but must end that movement at a base or other unit.

(592.3) Prime Teams must always be "on board" a specific ship or other unit. Prime Teams are unaffected by the supply status of the ship or unit carrying them. Prime Teams are destroyed if the unit they are on is destroyed (i.e., removed from play) unless they "survive". To see if a Prime Team survived, roll one die. If the result is "1" or "2", the Team survived and is placed with any other friendly unit in the hex. If there are no friendly units in the hex, the Team was captured and is removed from play. Prime Teams can also be destroyed in combat (592.4). No ship (or other unit) can operate more than one Prime Team; no Battle Force can operate more than four Prime Teams. Prime Teams can be transferred between friendly units in a given hex at the start and end of any Combat Round. Prime Teams cannot operate from units of a foreign race.

(592.4) During each Combat Round, each Prime Team may perform ONE of the following missions:

1. Assist in combat by functioning as a commando unit. To be used in this manner, the Prime Team must be in the Battle Force. It counts as two extra attack factors. It cannot be given up to resolve casualties and cannot be targeted by directed damage. The Prime Team might be lost (592.3) if the ship (or unit) it is on is destroyed.

2. Assist in combat by attacking a Defense Battalion. To be used in this manner, the Prime Team must be in the Battle Force. Designate the Defense Battalion that the Prime Team will attack, and roll one die. A result of 1-2 destroys the Prime Team; a result of 5-6 destroys the battalion. A result of 3-4 has no effect on either the Prime Team or the battalion. The ship carrying the Prime Team is not under any of the restrictions or conditions of (591.0) Ground Combat.

3. Assist in the capturing of an enemy ship. To be used in this manner, the Prime Team must be part of the Battle Force and must survive the Combat Round. When rolling the dice to see if a ship was captured (305.1), the use of a Prime Team means that a die roll of 2-3 captures one ship (2-4 in the case of pursuit). However, a die roll of 11-12 means the Prime Team was destroyed in combat (i.e., is immediately removed from play). Each Battle Force may use only one Prime Team for this purpose each Combat Round.

4. If on a Survey Cruiser, each Prime Team adds one to the die roll for (505.2), but if the roll is a 1 for that Survey Cruiser, the Prime Team bungles a treaty negotiation and is destroyed (i.e., is removed from play) without adding to the die roll.

5. Orion "Crime Teams" have an additional function. If on a ship assigned to "piracy", that ship produces 1 extra EP for the Pirates for that turn. Crime Teams can be on mercenary units.

(593.0) NEO-THOLIANS IN F&E

The 312th Battle Squadron arrived in our Galaxy on Turn #20 (Spring Y178). At this point, all ships are treated as crippled and must be "repaired" before they can enter service.

The Combat Factors of the Neo-Tholian ships are:

BB P2W 20	SCS P6W 14	NDN W 14	NCA W 9	NCL W 7	NDD W 5	NFF 4
BB P1W 10	SCS P3W 7	NDN W 7	NCA W 5	NCL 4	NDD 3	NFF 2

The 312th included two NDNs, four NCAs, and six NCLs. One NDN can be converted to an SCS at a cost of 5 points at any time starting Turn #26 (Spring Y181). The NBB, NDD, and NFF classes never appeared in this galaxy but are included for reference. The Tholian player may, at his option, select any 12 ships with a total of uncrippled combat factors of 106 or less. He cannot take more or less than 12 ships.

Each ship with a web caster can do one of the following special actions each combat round:

1. Add 2 to its own attack factor.
2. Designate one enemy unit which loses 50% of its attack factors (including those of any fighters or PFs), round-up.
3. Against ISC forces, each web caster reduces the ISC battle intensity by one point (but never below 2).
4. Each web caster used in Rule (305.1) Capturing Ships reduces the die roll by one (maximum reduction four).

No more than four web-caster ships can perform special action #2 or Special Action #3 (total) in any given combat round.

TOTAL WAR TO DATE

Quite a bit of Total War has already been published. Here is a complete list. If you do not have or cannot obtain some of these elements, send us a playtest report on one of these elements that you DO have. For each element you report on, you can request one additional element to be sent to you.

ADDITIONAL RACES

Andromedans Captain's Log #11
ISC Captain's Log #13
Lyrans Democratic Republic Module P5
Seltorians Starletter #82
(Seltorian attacks will not trigger a Tholian-Coalition war.)

SCENARIOS

Firewall Module P3
Kaltic Freestates Module P1
Stellar Dawn, Early Years Captain's Log #12
They Who Would Be King Starletter #73-74

NEW RULES AND UNIT TYPES

Bases without fighters or PFs Captain's Log #13
DW Carriers Starletter #88
Fast Carrier Resupply Ships Starletter #86
Fighter and PF Modules Captain's Log #13
Ground Combat, Commando Ships Module P4
Military Convoys Module P1
Monitors Module P1
Police Ships Captain's Log #9
Ships from Module R5 Starletter #78-81, 83-85
Special Attack Forces Module P1
Survey Ships Captain's Log #10
Unusual Ships Starletter #87
X-Ships Module P2

Expect more Total War Previews next time!



ARCHEO-THOLIAN
TOURNAMENT
COMMAND CRUISER

CNTR	
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SHIELD #1[illegible]DAM CON SHIELD #2[illegible]

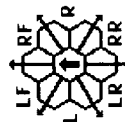
DAM CON EX DAM

[illegible]SHIELD #6 SENSORS

6	6	5	3	1	0	CANNER	0	0	1	3	5	9
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[illegible][illegible]

P# 01315



SNARES ARE DESTROYED ON "DRONE" HITS.
THIRD DRONE HIT MUST BE SCORED ON THE WEB CASTER.

PLAYER	TOURN	ROUND
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$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

5 = HET COST

MINIMUM ENERGY TO PERFORM WORK																															
	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	
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	2	2	3	4	5	6	6	7	8	8	9	10	10	10	10	11	12	12	13	14	14	15	16	16	17	17	18	18	19	20	20
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20			

GUARDS ASSIGNED

SHIP DATA TABLE	
TYPE	= TCC
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

HIT & RUN
DERFACS

[illegible]

TYPE I OFFENSIVE PHASER TABLE

[illegible]

ADMINISTRATIVE SHUTTLES				TYPE III DEFENSE PHASER									
IDENT	HIT	POINTS	NOTES	DIE ROLL		RANGE		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			

PROBES

				5
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PROBES			
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DISCUSSION

RANGE												
	0	1	2	3-4	5-8	9-15	16-22	23-30				
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2				
HIT(DERACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3				
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA				
DAMAGE, STD	0	5	4	4	3	3	2	2				
DAMAGE, OULO	10	10	8	8	6	0	0	0				

WEB CASTER STRENGTH TABLE						WEB FIST TABLE							
ENERGY # OF WEB HEXES CREATED						RANGE		1-10		11-20		21-30	
USED	1	2	3	4	5	HIT	MISS	1-4	5-6	1-3	4-6	1-2	3-6
1-2-3	10	5	3	2	2	ENERGY		DAMAGE					
2-3-4	20	10	6	5	4	1		2		0		0	
3-4-5	30	15	10	7	6	2		4		2		0	
4-5-N	35*	20	13	10	8	3		6		4		2	
5-N-N	35*	25	16	12	10	4		8		6		4	
						5		10		8		6	

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX
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CNTR

SHIP DATA TABLE	
TYPE	= TCWL
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

ADMINISTRATIVE SHUTTLES		NOTES
IDENT	HIT POINTS	

[illegible]

GUARDS ASSIGNED

PROBES

PLAYER	
TOURN	
ROUND	

ROSMAS

6 6 5 3 1 0

SCANNER00-1359

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

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
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	4	3	1	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE					4- 9- 8 15				
	0	1	2	3	8	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	4	3	0	0				
5	4	4	3	2	0	0				
6	3	3	1	0	0	0				


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15

DISRIPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

WARP ENERGY MOVEMENT COST = 2/3 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	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

SHIELD #1

[illegible]


CNTR

SHIP DATA TABLE	
TYPE	= TCA
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

[illegible]

PROFES

5

HIT & RUN
DERFACS 

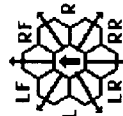
PLAYER	
TOURN	
ROUND	

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

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA		
DAMAGE, STD	0	5	4	4	3	3	2	2		
DAMAGE, QUILD	10	10	8	8	6	0	0	0		

DIE ROLL	RANGE		6- 9-			16- 26-			51-		
	0	1	2	3	4	5	8	15	25	50	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	4	4	4	3	1	0	0	0	0
4	6	4	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 PHASE		4- 9- 4- 8- 15		
DIE ROLL	RANGE	1	2	3
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

DRONE RACKS (NO RELOADS)					
1					B
2					B

OPTIONAL WEAPONS

E	
F	

APPROVED BY
TOURNAMENT JUDGES

OPTIONAL WEAPONS ARE LIMITED TO:
 PHASER-1, ADD-12, OR TYPE-B DRONE RACK

E											
F											

ANTI-DRONE TABLE

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

ANTI-DOPING TABLE

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

DAMAGE CONTROL	4	4	2	2	2	0
EX DAMAGE						

[illegible]

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

MOVEMENT COST = 1
EM COST = 6

[illegible]

SHIELD #3

F&E '93

KZINTI READY-REFERENCE CARD

COMMAND RATINGS

10	9	8	7	6	5	4	3
SB, DN, CVA, SCS, BCH	BATS, CC, CVD, CV	BC, CD, NCA, CVL, TGC	CWL (303.5)	MB, LAV, CM, MEC, MDC, MSC, CMV, MVD, MPF, CL, CVE, TGT, PFT, LTT	DW, DWE, DWS	DD, SF	SAV, FF, DF, SDF, EFF; FTR/PF Forces

FALL BUILD TURN 1 1xBC, 1xDD, 2xFF
SPRING BUILD TURN 2 1xBC, 1xCM, 2xDD, 3xFF

FALL BUILDS 3-13 1xBC, 3xCM, 6xFF
SPRING BUILDS 4-14 1xDN, 3xCM, 6xFF

FALL BUILDS 15+ 1xBC, 1xNCA, 2xCM, 3xDW, 3xFF
SPRING BUILDS 16+ 1xDN, 1xNCA, 2xCM, 3xDW, 3xFF

PRODUCTION COST

DN	16
LAV (incl ftrs)	16
FRD	10
MB	10
SAV (incl ftrs)	8
Convoy	6
NCA	6
TGT	6
Battle Pod	6
CW	5
DW	4
FF	3
VAP (+12; fighters)	2
VP (+6; fighters)	1
PF	0.5

CONVERSIONCOST

DN to SCS	¥5
CVA to SCS	¥5
DN to CVA	2
BC to BCH	5
BC to CC	2
BC to CD	3
BC to CV	7
CM to LTT	3
CM to MDC	3
CM to MPF	¥5
CM to MSC	3
CM to NCA	3
DD to PFT	¥5
DW to DWS	2
FF to DF	2
FF to SDF	3
FF to SF	2
DF of SF to SDF	2
TFT to TGC	5
Ship to carrier	¥2
Ship to escort	1

ALLOWED SUBSTITUTIONS

Unit	For	When
BCH	BC or DN	180+
CVA	DN	Y173+
CV	BC	Y169+
CVL	BC	Y169+
CC	BC	T180+
CL or DD	CM	Any
CM	NCA	Y175+
CVE	CM	Y169+
Drone	Ship	Y
CMV	CM	T174+
LTT	CM	T171+
DWE	FF	Y173-4
TG	BC	Y
Y		Once per Year
T		Once per Turn
†		Plus cost of fighters
¥		Plus cost of PFs

F&E '93

HYDRAN READY-REFERENCE CARD

COMMAND RATINGS

10	9	8	7	6	5	4	3
SB, PAL, ID, LP, OV	BATS, LB, LC, LM	RN, DG, CV, MHK, IRQ, TG	CWL (303.5)	MB, LAV, HR, TR, UH, NCV, CVM, NSC, NEC, NPF, PFT, LTT	DWF, DWH, DWE, DWS, CVE	LN, KN, DE, CR	SAV; CU, HN, SC, AH FTR/PF Forces

FY168: 1xRN, 1xHR, 3xHN.
SY169: 1xPAL, 1xRN, 1xHR,
3xHN.
FY169: 1x [UH + DE + 2x AH],
1xDG, 1xTR, 3xHN, 3xCU.
SY170: 1xPAL, 1xRN, 2xHR,
1xTR, 3xHN, 3xCU.
FY170: 1x [CV + DE + 2x AH],
1xDG, 2xHR, 1xTR, 3xHN,
3xCU.
SY171: 1xPAL, 1xRN, 2xHR,
1xTR, 3xHN, 3xCU.
FY171: 1x [UH + DE + 2x AH],
1xDG, 2xHR, 1xTR, 3xHN,
3xCU.
SY172: 1xPAL, 1xRN, 2xHR,
1xTR, 3xHN, 3xCU.
FY172: 1x [CV + DE + 2x AH],
1xDG, 2xHR, 1xTR, 3xHN,
3xCU.
SY173: 1xPAL, 1xRN, 2xHR,
1xTR, 3xHN, 3xCU.
FY173-5: 1xCC, 1xDG, 3x(HR
or TR), 1xLN, 3xHN, 3xCU.
SY174-5: PAL, RN, 3x(HR or
TR), KN, 3xHN, 3xCU.

SPRING BUILDS 176+

PAL, RN, IRQ, 2x(HR or
TR), KN, 3xDW, 3xFF.

FALL BUILDS 176+

CC, DG, MHK, 2x (HR or
TR), LN, 3xDW, 3xFF

PRODUCTION COST

PAL (incl ftrs)	22
LAV (incl ftrs)	16
DG	10
MHK	10
IRQ	9
FRD	10
MB	10
RN (incl ftrs)	10
SAV (incl ftrs)	8
HR (incl ftrs)	8
Convoy	6
TR	5
DWH	4
DWF (incl ftr)	5
HN	3
CU	3
VP (+12 fighters)	2
PF	0.5

CONVERSIONCOST

PAL or ID to LP	¥5
BC to BCH	1
Any CC to any CC	3
DG to LB	2
RN to LM or LC	2
RN to DG to RN	3
CA to TG	4
IRQ to MHK	3
MHK to IRQ to MHK	3
TR to IRQ	3
HR to TR to HR	3
CW to NSC	3
CW to NPF	¥5
CW to LTT	3
NCV to CVM	1
KN to LN to KN	3
DD to PFT	¥5
DW to DWS	2
DWF to DWH to DWF	2
HN to DWF	2
HN to CU to HN	1
CU to DWH	2
Ship to carrier	¥2
Ship to escort	1

ALLOWED SUBSTITUTIONS

Unit	For	When
OV	CC or PAL	180+
LM	RN	180+
LB	DG	180+
ID	PAL	Y173+
CV	CA	T171+
HR	TR	any
TR	IRQ	
HR	MHK	
LTT	CW	T171+
KN	TR	any
LN	HR	any
UH	DD	170+
DWF	HN	2/Y173-6
CR	HN or CU	T
HN	CU	Any
TG	CA	Y
CVE	FF	T175+
DWE	FF	Y173-4
CVM	MHK/IRQ	T175+
NCV	CW	T173+
Y		Once per Year
T		Once per Turn
†		Plus cost of fighters
¥		Plus cost of PFs

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