

SPECIAL EDITION

TABLE OF CONTENTS

Captain's Log is the official journal of Star Fleet Battles and related games. It appears twice a year, and contains 112 pages of tactics, new ships, rules updates, questions and answers, fiction, tournament reports, new rules, scenarios, new races, as well as articles about our other games (Prime Directive, Federation & Empire) and our on-line and play-by-Email networks. This special edition is much shorter (due to limits of disk space) but does include many complete articles and brief descriptions of the rest of the issue. You can find Captain's Log in better hobby and game stores as well as on our official web site at www.starfleetgames.com where we have a secure shopping cart listing our many gaming systems and expansion products.

The Table of Contents lists the articles of the complete hard-copy version.

CAPTAIN'S LOG STAFF

Publisher Stephen V Cole
 Managing Editor Steven P Petrick
 Star Fleet Staff Stewart Frazier, John D. Berg, Chuck Strong, Ken Burnside, Jon Cleaves, Bruce Graw, Jeff Laikind, Gary Plana, Scott Moellmer, Mike Calhoun, Mike Filsinger, Joe Butler, Joe Stevenson, Peter Dimitri.
 Security Staff Ramses, Isis
 Cover Art + Pages 3 & 7 Ted Geibel
 Interior Art Pages 11, 50, 51 Alvin Belflower
 Computer Graphics Steve Cole
 Printing Chaparral Graphics, Lubbock TX

PUBLISHER'S INFORMATION

Captain's Log #21 was created and published by Amarillo Design Bureau, Inc., P.O. Box 8759, Amarillo, TX 79114. Contact ADB, Inc. to order spare parts (or to obtain a list), replacement of defective or missing parts, or anything relating to Star Fleet products. Include a stamped self-addressed envelope.

Captain's Log #21 is copyright © 2000 Amarillo Design Bureau, Inc.; all rights are reserved under the Pan-American, International, and Berne Copyright Conventions.

All rules questions and submissions of new material should be sent to ADB, Inc., Post Office Box 8759, Amarillo, TX 79114. Include a stamped self-addressed envelope if you wish a reply. Unsolicited submissions are accepted only under the standard terms found in SFB Advanced Missions and become the property of ADB, Inc. on receipt; but authors are compensated if the item is published. Others should inquire by letter. No materials based on, for use with, or incorporating elements of SFB or the Star Fleet Universe may be published without permission of ADB, Inc.

See page 13 for complete contact info.

HISTORY

The Art of Duty by Tom Gondolfi	2
Mutiny on the <i>Harasser</i> by Howard Berkey	4
Awards and Honors: The Romulan Eagles	8

COMMUNICATIONS

Star Fleet Communications Center	9
Staff Service Awards	9
Ten Questions	9
After Action Reports: Recent Products	11
Command the Future: New Products	10
Input Guide	11
Decisions of the Star Fleet Universe Board of Proposals	11
Ask Kommodore Ketrack	11

VENUES

Star Fleet Warlord by Bruce Graw	12
Star Fleet Battles On-Line by Paul Franz	12
Playing SFB By E-Mail by Jim Hart	12
Star Fleet Command by Chris Taylor	12

DATABASE

The Omega Sector	13
Shipyards Report	14
Warriors of the Cloud by Ken Burnside	13
Battle Force 600: Unstable Sector	15
Crew Characters for Prime Directive by Gary Plana	17
Early Years	18
Hydran Fighters: A Developmental History by Steven P Petrick	21
Brothers of the <i>Anarchist</i> : Part III - Kzinti vs Lyran	24
Starline 2400 Miniatures	18
Could you give me an Example of <i>Marine Combat</i> ?	26

SCENARIOS

SL183 The Art of Duty	28
SL184 Ambushed	28
SL185 The Orion Base	29
SL186 Merchant's Luck	31
SL187 Planetary Raid	31
SL188 An Internal Affair	18
SL189 On The Warning Track	32
SL190 Salvage Operations	32
SL191 Frigates in the Blanket	33
SL192 The Orb	34

TACTICS

Victory At Origins 2000 by Paul Scott	36
Term Papers	37

FEDERATION & EMPIRE

A Whole New Game	40
(698.0) The War That Almost Was	41
Rules & Rulings	42
Tactical Notes	43
Expansion Preview: Six New Rules	42

SHIPYARD

Brothers of the <i>Anarchist</i>	51
Tugs and Rescue Ships	43
Early Year Ships	49
Mæsrn Tugs of the Omega Sector	44

Elements of the Star Fleet Universe are the property of Paramount Pictures Corporation and are used with their permission.

The Art of Duty

The Death of the *Macedonia*

by Tom Gondolfi

NOTE: Issues of Captain's Log include two or more stories. Only one scene from this story is included due to space limits.

Macedonia Bridge, Y173 - The Day of the Eagle

"I want photons armed yesterday. Helm, set a course toward the sensor platform that would take us near the Romulan. We don't want to start a war, but if we could gently herd them back to their side of the zone, we would have accomplished something."

"Helm, remember ... we are on a Sunday stroll — Warp 1.4 tops. We don't want him to know that we know he's there."

"Aye, Ma'am."

"And steer clear of that small moon. Who knows what's parked in the umbra of that thing."

"Captain Yung, I'm receiving flash traffic from Star Fleet Command that reads as follows, 'Expect a general Romulan attack on Federation forces. Upon command or if attacked, you are to begin unrestricted warfare against all Romulan vessels. Good luck and good hunting.' It was signed by Admiral Krymerik-."

"Well, I guess that removes that uncertainty."

"Rough hull type is Eagle class."

"Overload both torpedoes. While you are at it, get that maintenance crew out of the shuttle bay and prepare both shuttles for wild weasel missions."

"Sir," Marinos called from the science station, "make that a War Eagle, unrefitted."

"Very well. Helm, max speed directly at that witch."

"Speed increasing to warp 2.4." Janice tapped her console. Waiting was wearing on her and the crew. At least they had their regular duties to occupy their time.

"I want maximum power available for tractor. Transporter rooms, tap off the mains for power and keep transporter bombs at the ready. We want to backlight the Rom with an explosion and then slap him with a tractor. Transporter Chief, you are in charge of bomb placement."

"Aye, Ma'am."

Captain Yung watched the tactical countdown of range — 80 thousand, 40 thousand, 30 thousand.

"Get ready for it! Transporter chief, if you please," Janice said as calmly as she could.

"Two 'T' bombs away."

"Turning the down shield away from the enemy," the helm reported.

"Target has done a crash stop. They are trying to miss the flashcube by stopping in front of it, Ma'am."

"Grumble, grumble," Janice mumbled under her breath. "If we detonate one of them will it flash them?"

"Yes Ma'am."

"I need reinforcement on shield #6. Ready the tractor beam. Helm, bump the port transporter bomb." The lights dimmed at the same time as a brilliant flash of light showed on the viewscreen. The tractor beam shot out and grabbed the Eagle easily.

"She isn't coming out of cloak."

"Its torp still isn't ready yet, Captain."

"Very well, Science."

"Communications, offer them a chance to surrender."

"No response, sir. We are getting our communications jammed."

"Jammed?"

"Yes Ma'am, for about the last minute."

"Correct me if I'm wrong, but a cloaked vessel can't jam, cor-

rect?"

"Correct, Captain."

"Scanning, what do we have on the sensors?"

"Geezus, Captain. We have another Eagle bearing down at us from directly aft at high warp at a range of 95 thousand. I was paying so much attention to Eagle One I missed the other."

"Ma'am, target Eagle One is coming out of cloak." Janice surveyed the situation and wasn't pleased.

"We are going to need all of our options here, people. I don't think we can outfight them, so I think 'live to fight another day' applies here. But we can bloody their nose, first."

"Weapons, give them everything we have just before they have active fire control."

"Aye, Ma'am."

"Science, do you have full info from that sensor platform? We need to get that out to the fleet and into a log buoy just in case we don't make it."

"Yes, Ma'am. Best as I can reconstruct it, the Romulans waited until they heard one of our sensor nets called in as damaged — which means they have cracked our sensor protocols, by the way."

"They then sneaked in and parked in cloak on minimum power. All they had to do is wait until we showed up and 'bang'. The perfect ambush, with perfect deniability, if we are destroyed." Something bothered Janice. Two war eagles weren't enough to guarantee the destruction of a ship.

"Sensors, be on the lookout for more cloaked Romulans. I don't want any more surprises."

"Science, load your information and jettison the buoy. Then spin up another one and load everything to date into it. Continue loading the second buoy until I tell you to stop."

"Firing two photons and four phasers. At this range it's like shooting fish in a barrel." The viewscreen changed to show the heavy armor of the War Eagle ripped in three places. "She is completely hulled with a 25% loss of power. Three of her four phasers are gone, but the torp is still there. We took feedback on our front shield."

"Good shooting, Weapons."

"Helm, prepare to increase speed as soon as we drop the tractor. And get that damaged shield away from Eagle One."

"Ma'am, Eagle One is launching a plasma-R!"

"Science?"

"It can't be real! They are trying to give us a head fake."

"Science, if you're wrong, you're fired," she snapped. "Ignore the torpedo. Launch drone at Eagle One."

"Torpedo has hit us. No damage."

"Two more launches from Eagle One — a type-F torpedo and a shuttle. It's seeking. Both will impact simultaneously." A fast-loaded type-F plasma out of a type-R launcher — the Romulans were desperate. The only thing that gave her any pause was that there was at least one other Eagle out there.

"Weapons, destroy that shuttle. Reserve power to the facing shield."

"Only one battery bank available, but I used it."

"Shuttle destroyed with two phasers."

"Brace for impact." Claxons sounded across the bridge as emergency lights flickered across the crew's working panels. "Uh oh, here comes its last phaser."

"Damage report! Hurry it up, people."

"Engineering: Loss of 4% of warp power."

"Weapons: Both right side phaser mounts are off-line, and the drone rack is down."

"Systems: Hull damage throughout decks one, two, three and in after compartment number one."

"Science Officer, you're docked two days leave."

"Aye, Captain. I forgot about the fast load." Janice got up from the command chair and began pacing.

"What's the range on Eagle Two? And where is that freaking third Eagle?"

"Range is thirty thousand to Eagle Two. Jamming continues. No sign of another vessel."

"Release tractor beam. Helm, maximum speed — hard starboard, set course 330." Pacing back and forth in front of the viewscreen she waited. "Helm, I said maximum speed."

"We've been caught by a tractor beam from Eagle Two."

"Break it. Use reserve power. Fire the 360° phasers at him."

"It didn't break, Captain, and the phasers didn't get through his shield." Janice felt the walls close in around her. She knew there was another Eagle out there but couldn't get away from the two that were decisively engaging her. "I want engineering to funnel everything we have except the warp engines, and half of that, into breaking out of that tractor. I want the rest of the power into moving us at top speed away from here. We need to beat feet, people."

"No weapons, Captain?"

"Negative, Ensign Foe. Do you think that we can defeat three Romulan War Eagles?" she asked as she returned to her captain's chair, only to stand and begin to pace nervously again.

"Ahhhhh, no."

"Good, because if you had given me any other answer I would have sent you back to the academy."

"Captain, we are receiving a very broken report from Admiral Matthews."

"On speakers."

"... ceived your rep..t. ... must hold at all costs or general breakout could occur. Reinfor... being rushed .. your positio... will arrive ... hours. Good luck. Repeating:"

"We lost the signal, Ma'am."

"I guess that puts a whole new spin on our time here." She plopped heavily into her command chair and put on an even more serious face. "Put me on to the entire crew."

"Ma'am."

"This is the Captain. You all know that we're in a fight for our lives. It would make sense to run, but we hold crucial ground as this is a gap in the sensor system. We have been ordered to hold this ground until relieved. We will do it if it is at all possible, but I will not needlessly throw away our lives. But you know me by now and you know that we were put here to defend our Federation. Our lives, if needed, will be spent to protect it. Yung out." There was a brief silence on the bridge, but it didn't last long. The crew accepted what she had shared and understood. Their lives had value and that value would be wisely measured against the danger to their homeworlds. Tasks had to be done and they bent to them.

"Look sharp, Sensors. That third Eagle is out there. I just hope we aren't being herded right to it."

"We've broken the tractor, but our best speed is Warp 2.3."

"Captain, new contact designated Eagle Three uncloaking directly in front, range 100 thousand. Eagle Three is working up to max speed. He's trying to cut us off." Janice chewed at her fingernails. The acrylic nail polish wasn't tasty, but she wasn't paying any attention to the taste. For that matter she didn't realize she was doing it at all.

"Range and bearing to Eagle Two?"

"Directly aft, range 10 thousand."

"Make speed warp 1.6. We can't outrun them now. We will wait for the right time to make our break."

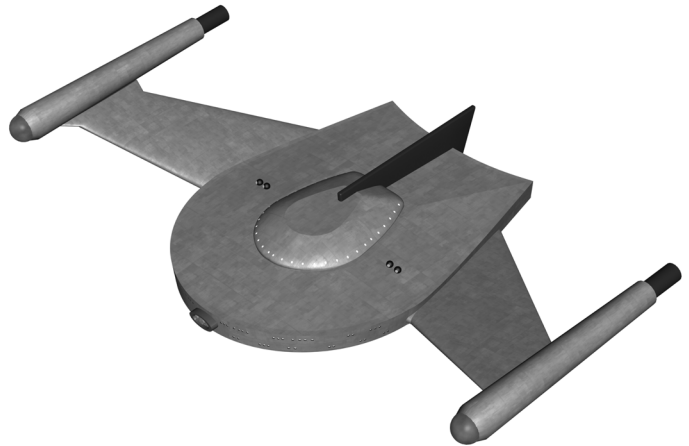
"Warp 1.6, aye."

"Recharge all phasers and get a damage team on those starboard mounts. Tell them to short-wire the circuits; low power will be enough." Janice watched on the viewscreen as Eagle Two spit forth a brilliant yellow and red ball of energy to light up the darkness of space.

"Plasma launch, from contact Eagle Two — Type-R, not enveloping."

"Launch wild weasel."

"Wild weasel number one away. Plasma impact in five, four,



three, two, one. Impact. No damage, the shuttle is still there."

"Suckered," she muttered to herself, "but I couldn't let them just take a free shot."

"The Eagle is firing two of its phasers at the weasel. It's gone. Eagle passing close in on our starboard side."

"Helm, any chance of avoiding their fire through our down shield?"

"Only if we voided the weasel by speeding up."

"And take the R-Torp at point blank? I don't think so, Helm. Thanks for the option though. Use reserve power block as much damage as we can."

"Phasers firing at us." Janice heard screams over the accidentally open channel of one of the engineers. She gripped the armrests of her chair hard enough to gouge the padding.

"Damage report."

"Engineering: Another 4% loss in our right warp engine. Loss of both battery compartments."

"Phaser compartment Four not responding," called the Weapons Officer. "Starboard photon bay reports uncontrolled hull breach and chemical fires."

"Forward hull decks 4 through 6 depressurized," reported the Engineer. "Shuttle bay reports 50% damage." Janice felt her world crashing around her. There now wasn't anything that she could do to prevent the loss of her ship and crew. And she knew it.

"Starboard phasers repaired to low-power capability."

"OK, move those damage control parties to get to work on the forward phasers. Bring it on-line. Increase speed to Warp 2.4. Overload the port photon. Helm, reverse course and lay in a course for Eagle One."

"Eagle Three at range 30 thousand. Eagle Two launching type-R torpedo."

"Steady helm."

"Eagle One is starting to cloak."

"Not in time, Mr. Romulan. Fire at point blank."

"Range 10 thousand, 9, 8, 7, 6, 5, 4, 3, 2, 1, Fire!"

"A very well placed shot, Weapons. Look at that ship burn."

"Eagle One is crippled. All control spaces gone, phasers gone, torpedo gone, power down to 40% of normal. The only thing that boat has left is a probe and some power," the weapon's officer read off from his console.

"That one will be in dry-dock for some time to come, Captain."

"If they can get it back. She can't go to warp," called out the Engineering officer.

"Yeah, well don't get to cocky, gentlemen."

Continued in the hard copy edition

Mutiny on the Harasser

by Howard Berkey

Bridge of the *Harasser*, Day 104, Y169

Captain Korgor paced the small space behind his captain's chair with an air of unease. The bridge of a F5 Frigate was small enough under normal circumstances; the knowledge that mutiny boiled through the corridors of his ship made it unbearably confined. And confined he was; none of the bridge crew could leave the safety of the marine perimeter guarding the bridge until the boom was secure, at a minimum. The boom of the *Harasser* was as yet still in doubt. Sustained disruptor fire had been heard in the boom corridor outside the bridge for the past ten minutes. From the ship communication net he knew the marines were fighting a desperate rear guard action against the mutineers, and had fallen back to very near the bridge itself.

Korgor realized that even if he survived, he would never command another ship; with only his limited experience in the Deep Space Fleet, he knew the DSF High Command would be loathe to give another command to a captain who had let his crew mutiny, no matter how extenuating the circumstances. Feeling the pain in his hands, he realized that he had been clenching them into fists for some time. His slight frame felt wasted and weary from his high brow to the soles of his booted feet. Such misfortune was an unfitting end to a promising career, especially in an officer who took duty as seriously as he. Korgor's mind drifted over the last week's events like a gallery of surgeons observing a procedure going horribly wrong.

Bridge of the *Harasser*, Day 97, Y169

"Log of the *Harasser*, first watch, day 97, Year 169. The squadron has been assigned to commerce raiding duties in Hydran space in an attempt to cut the supply lines of the Hydran Expeditionary Fleet that is being prosecuted in Imperial Space. This raid is the deepest we have gone into tripod space. Captain Dholvan of the scout frigate *Stalker* has reported detecting an enemy convoy at 187 mark 2. Captain Zsurka, squadron commander, has just ordered the squadron to form up on the *Reaver* for the attack. We are complying. Korgor out."

Korgor slapped the LOG button on his captain's chair, terminating the entry. Anger was rising inside him already. That fool Zsurka, in his hunt for glory, had committed the squadron based only on the scout's initial long-range scan. Rather than taking the more prudent and professional approach to the problem by pacing the convoy outside of their sensor range until a better tactical picture could emerge, Zsurka had taken the spirited yet rash approach of charging into battle immediately.

"Helm, stay 30Kkm off the *Reaver*'s port quarter and match course and speed."

"Aye Aye, sir."

While the Frigate Squadron, which consisted of the F5C *Reaver*, the F5B *Harasser*, and the F5S *Stalker*, was more than a match for any convoy, it would be hard pressed to stand up to a real Hydran battle fleet. Zsurka was taking a huge chance when it was not necessary. Political and family ties had apparently played a large part in getting Zsurka his command, and Korgor had no experience in dealing with a commander in whom he had little faith. Such incompetence was very rare in the DSF, and Korgor was doubly vexed that there was nothing he could do about it aside from obey orders. Even logging a complaint might make him seem timid or insubordinate, neither of which were career-extending traits in a Frigate captain.

"Captain! The *Stalker* is reporting that the convoy consists of two small freighters, one fusion-armed, and one large freighter.

No warships detected yet." The Signal Officer, Lieutenant Ikoral, was tense but collected.

"Very well. Range to target?"

"300Kkm and closing, sir."

"Hold cour..."

The sensor operator, a young ensign, broke in with, "Sir! The targets are activating fire control and raising shields!"

"So they've seen us. Mr. Khana, go to attack profile Gamma."

Lieutenant Khana, the first officer, was waiting for this. Large for an ethnic Klingon, his cool demeanor radiated competence and composure. Korgor realized he was lucky to have such a first officer. The Battle Stations klaxon sounded, and the bridge was flooded with red combat lighting as Khana complied with his captain's orders.

"Aye Aye, sir. Shields coming up, charging standard loads in the disruptors. Phasers on-line. Type-IV drone ready for launch. *Reaver* and *Stalker* are raising shields as well."

Khana's tactical display showed the battle-specific information coming in on the sensors, mirrored from the sensor workstation a few feet away. His face was dimly lit by the battle display on his console.

"Range?"

"200Kkm and closing rapidly."

"The *Reaver* is hailing us, sir."

"Onscreen, Ikoral."

The main viewscreen flickered into the image of Kondar Zsurka, the squadron commander. Even before the image solidified Korgor knew that it would be impossible to reason with his commander. The glory-lust was already consuming him.

"Korgor, glory will be ours today. You will lead the attack run on the large cargo sow. We will follow for the coup de grace."

"Yes, sir. Shall we make a standard oblique pass?"

"Korgor, you may attack in any manner you choose. *Reaver* will be closing directly to tractor at point-blank range, where our improved forward phasers will wreak the most havoc upon our enemies. *Reaver* out."

At that point the commo link terminated. Korgor was, if possible, even more unsure after the discussion with his leader. Khana was visibly perturbed now as well.

The standard attack profile for the F5 recognized one important fact. Among the craft's most useful offensive weaponry are its three rear phasers. The disruptors provide useful crunch and sniping power, but the fact of the matter is that the typical F5 attack profile depends heavily on the rear phasers to provide the real sting. Being nearly impossible to hit on the way in (as guarded by the aft structure), the three type-2 phasers were guaranteed to be available for use at the apex of the attack run, just after turning off from firing whatever remained of the forward alpha-strike. Depending on the vulnerable forward phasers and torpedoes alone went against attack doctrine for the F5, even in a F5C. Zsurka was acting like a brash midshipman to simply attack with a head-on alpha, even if his target was only a freighter.

Nevertheless, duty was duty.

"Tactical display onscreen."

As the main viewscreen was slaved to Khana's tactical display, Korgor noted that their current course brought them slightly behind the targets.

"Helm, course 270 mark 0. Close on the rear of the convoy. Slow to warp 2.5."

"Aye Aye, sir."

The frigate heeled about. From the tactical display Korgor could see that the *Reaver* was approaching a position abaft of him, still well on the convoy side. The convoy was dead ahead and slightly to his starboard, with the large freighter trailing its smaller consorts by 30Kkms. The convoy was heading directly away from them.

"Helm, make ready to come about to port. Range to the large freighter?"

"120Kkms now, sir, and closing."

"Very well. Fire disruptors at 40Kkms and continue closing. Use reserve power to overload one of the disruptors. Launch drone now."

"Aye Aye, sir. Drone away." The ship rocked slightly as the large drone was released. It was one of the new warp 2.7 type-IVs, so it pulled slightly ahead of the ship.

At 40Kkms, green lances of disruptor fire arced from the *Harasser* to her prey.

"Sensors show a miss with the overloaded disruptor, but the standard one hit their port rear quarter shield, sir."

"Hmm. Fire forward phasers at 20Kkms, turn 60 degrees to port, and fire aft phasers per standard doctrine. Then execute left hook maneuver at 100Kkms."

"Aye Aye, sir. Forward phasers firing. *Reaver* is turning in and following us 60Kkms directly abaft."

Korgor suddenly perceived something was wrong. The tactical display still showed the convoy moving in a straight line away from them, as if this were a compusim at Battle College. Even as his ship turned off and fired its aft phasers, he was realizing that the convoy should have been scattering long ago.

"Lieutenant Ikorai, hail the *Reaver* and tell them..."

At that moment several things happened at once.

As the phaser fire reached out from the *Harasser* to the large freighter, the freighter's shields snapped up to a higher level to meet the energy onslaught. The phaser fire downed the reinforced shield, but bounced off the hull, which was far more sturdy than it had appeared just moments before. Simultaneously, deck plating panels blew off the back and sides of the freighter, revealing hidden fusion beams forward, and a gatling phaser aft. The gatling phaser stuttered two bursts into the *Harasser's* drone and two shots into the *Harasser's* aft starboard quarter shield. Blinding fire blossomed from the fusion beams and lanced into the facing shield of the *Harasser*, felling it instantly in their overloaded blow. Residual energy from the fusion beams and fresh fire from the forward phaser on the Q-ship tore into the *Harasser*, reducing its aft crew compartments to waste and destroying one of the ship's disruptors and its starboard forward phaser. The fact that the *Stalker* was lending them electronic warfare support was all that spared the ship from further damage.

Immediately coinciding with the fire on the *Harasser*, a blinding light engulfed the *Reaver*. She had flown into two small mines laid by the Q-ship that had been set to ignore the *Harasser*. The drones she had launched were destroyed, and her forward shield was nearly smashed.

Taking the local situation to its nadir, the accursed tripod Trojan horse was launching four of the new and heretofore only rumored Stinger-2 fighters, which were already bending towards the *Reaver*, 80 Kkms to the rear. The ADD installed in the *Harasser* as part of the B refit began chattering away at the fighters, lightly damaging one of them.

"HELM! 30 degree course change to port IMMEDIATELY. We'll slip a fresh shield at them and turn off at range. Khana, damage control report NOW."

"Sir, starboard aft shield is gone. Starboard disruptor room and crew quarters on decks 3-5 aft are molten slag. The boom is savaged from the starboard forward phaser back to the security station. The ESS station is reporting that they are still functional."

"Very well. We shall deal with this Q-ship. Extend range and come about."

"Aye Aye, sir!"

Even as Korgor gave the order, the fighters were jockeying about the *Reaver* using Close Combat Maneuvering to orient on its weak shield. The *Reaver's* ADD finished off one of the fighters, and its rear phasers damaged another and caused a third to blossom into incandescent gas.

The two surviving fighters were nearly in position to engage the *Reaver* through its damaged shield. As they came around the

Reaver's powerful type-1 phasers each hit a fighter, destroying one and crippling another. However, the two fighters fired simultaneously, and the stunning effect of four fusion beams and two gatling phasers at point-blank range on a F5 through a smashed shield was told. The explosion of the *Reaver's* disruptor fire had left glowing holes through the molten surface of the breached armor of the Q-Ship. The Hydran's gatling phaser was definitely knocked out, as was a good amount of its power generation.

Korgor stood stunned. Only the voice of the sensor operator stirred him.

"Sir! Ship uncloaking 200Kkms off the starboard quarter."

"WHAT?!" shouted Korgor, not believing that his situation could get any worse.

"Orion Raider class, turning towards the *Stalker*."

"HELM! Bring her about to 010 mark 0, high energy turn. Hail the *Stalker* and advise her to flee while we come to defend her. Go to maximum warp."

"SIR! ESS station #1 reports that we are boarded. The tri-pods must have beamed aboard when our shield went down. Marine squads report contact with the enemy on the lower decks."

Korgor was livid now. "Bring the automated defenses on-line on the bridge, emergency bridge, and auxiliary control. Keep me informed. Recall damage control parties until the boarders are dealt with. Have Marine squad #7 set up defensive perimeter around the bridge."

"Aye Aye, sir!"

Korgor realized that this was not a simple convoy he had run into; it was an arms deal between the Hydrans and the Pirates. The appearance of the Stinger-2 fighters proved that; they were not even generally available yet. The methane breathers must be contracting with the Pirates to bring some of the new prototype fighters (and machinery to support and rearm them) quickly forward to the Expeditionary Fleet. The more powerful fighters could be used to greatly augment the Lord Marshal and Dragoon cruisers there, which were suffering heavily in the campaign.

Had the squadron taken the time to observe from a distance it all would have become clear, and they could have swept in and carried the day quite easily. By rushing in haphazardly, all was in jeopardy.

The tactical display told the story. The CR was in firing position on the *Stalker* before the *Harasser* could close to where she could assist. The CR's phasers and photon torpedo tore in to the F5S. The raider held the scout in a tractor beam and fired two overloaded fusion beams into its downed shield, all but gutting it in an instant. The next volley would destroy her, if the pirate didn't attempt capture, which Korgor felt was far more likely. The Q-ship was now coming about behind the *Harasser* in pursuit, bringing unfired fusion beams in arc. The odds were now heavily against Korgor in his damaged and boarded Frigate. "Helm, make your course 080 mark 1," Korgor said disgustedly, "and disengage."

Bridge of the *Harasser*, Day 99, Y169

Fighting had continued through the arteries of the frigate until the last Hydran was killed. Casualties were heavy, however. In a wild melee fought around the marine defensive positions in the frigate's boom corridor, the boom security station was destroyed. The Marines were down to three squads now. It was apparent that at least one of the small freighters had been able to beam boarders aboard as well as the Q-ship. Between the Hydran boarders and the battle damage, the *Harasser* was working with a light crew. Korgor surveyed his bridge crew and was unhappy with what he saw. The bridge of an F5 Frigate is a confined space, about fifteen feet square. The Captain's chair sits near the rear of the bridge. It is elevated above the helm, tactical, signal, sensor, and engineering workstations which are arranged in a rough triangle before the captain. The main viewscreen is in front of the bridge

crew, covering the entire wall. The entrance to the bridge is at the end of a narrow walkway behind the captain's chair and to his left.

Every face in that triangle of bridge stations was beaten and weary. The casualty list from the failed action was impressive. The Hydrans had managed to take out a good number of marines, and in yet another turn of bad luck had killed a lot of the engineering crew while trying to take the rear hull. The remaining crew were forced into double shifts. The strain was starting to show after just two days, since the defeat had already demoralized the crew and shaken their faith in the command team. The ESS wasn't helping matters any. Making examples out of especially demoralized crewmen that they had identified and subjected to the agonizer booth did little to raise morale in their peers. Korgor had to do something.

Repairs had progressed well; the ship's armament was all back on-line. The crew quarters and forward security station were wrecked beyond repair and needed refitting at a base. The *Harasser* was about to refuel with a Klingon supply freighter and then proceed to a base for repair and reassignment.

"The captain of the refuelling freighter *Moghas* is hailing us, sir."

"Very well. Onscreen."

An image of a Vudar captain dressed in an Empire Supply Corps uniform appeared on screen. While it was unheard of for a Vudar or member of any other subject race to command a warship, it was not uncommon at all for noncombatant vessels to be crewed entirely with non-Klingons, except for the ESS staff of course.

"Captain Korgor, we stand ready to refuel your ship."

"Thank you, Master," Korgor replied, using the proper form of address for a noncombatant ship's commander. We shall commence docking and proceed. Helm, initiate docking maneuver."

As the two ships mated together and fuel was transferred, an idea was germinating in Korgor's brain. He needed engineering crew badly, and his ship was mated to a fully crewed Vudar freighter. The Vudar were the Empire's unrivalled masters of engineering, especially with impulse engines. Granted, the Vudar on the freighter weren't DSF personnel, but trying times called for unusual actions.

"Mr. Khana, is the fuel transfer complete?"

"Yes, Captain."

"Excellent. Lieutenant Ikoral, hail the *Moghas*."

"Aye Aye, sir."

Once again, the image of the Vudar captain appeared on the screen.

"Captain Korgor, I trust you are ready to depart?"

"Not quite. I have one further requirement for you."

"And that is?"

"Your engineering crew."

The Vudar captain, who was already wary, erupted in rage.

"I protest! You cannot do that! My crew is not DSF personnel. Impressing them into the DSF is tantamount to an act of piracy!"

"Watch your words, Master. I will take them by force if necessary, and the ESS personnel on your ship are doubtlessly trying to get your attention right now."

Even as Korgor spoke he could see the Klingon sentries walking onto the bridge behind the Vudar captain.

"Very well," the Vudar hissed in barely controlled rage, "it appears I have no choice. I will draw up a personnel list and have them sent over."

Knowing full well that the Vudar captain was about to dump his unskilled and lower quality crew on him, Korgor interjected at once. "I don't think so, Master. I'll just take the crew you have on duty in engineering right now. *Harasser* out."

As the screen blanked off, Korgor turned to Khana.

"First officer, take a Marine squad to the transporters. Beam the *Moghas*' engineering crew over directly from their duty stations. Register them into the DSF. Make sure to take an ESS of-

ficer as witness."

"Aye Aye, sir." And so it was that the *Harasser* obtained an engineering crew.

Harasser Engineering Section, Day 102, Y169

Merekai, a Vudar engineering tech formerly of the *Moghas*, stumbled hazily out of the engineering agonizer booth. The ESS had actually killed one of the Vudar in the agonizer accidentally already, and it was taking its toll on the more recalcitrant of the inductees. Hithromar, the leader of the inducted engineering crew, had had enough. He was not going to watch another of his men tortured because they were less than eager to be a part of the DSF which they had never asked to join. He had a plan.

Over the last few days he had been collecting parts which seemed innocent enough at the time. He had constructed his device well. Now he just had to bide his time. It was still a week before the *Harasser* would be able to reach even the nearest base.

Harasser Engineering Section, Day 103, Y169

When the ESS guard had walked safely out of earshot, a tall Vudar tech leaned to his shorter companion and hissed, "Romar is planning something. Be ready." The word was passed.

Harasser Aft ESS Station, Day 104, Y169

The Hiladarian marine roughly pushed Hithromar into the security station. The ESS agent in charge looked up from the line of monitoring stations and looked at the guard in annoyance.

"Why is this non-Klingon here?"

"Sir, he claims to have discovered a sabotage device onboard."

The Security Officer was vexed. The marine should have taken the Vudar to the brig security desk instead of the sensitive Security Station per normal procedure. Then again, the ESS Officer realized that he was probably just being overly cautious; paranoia was, after all, an occupational hazard for ESS personnel.

"Well sergeant, you should not have brought him here. I'll deal with you later. Out with it, Vudar! Where is this device?"

"Right here," said Hithromar, as he touched a stud on his belt.

Harasser Bridge, Day 104, Y169

Alarm klaxons sounded and jerked everyone's attention away from the hypnotic contemplation that an uneventful watch engenders in a demoralized crew.

"Sir! High-power EMP pulse in the aft ESS station!"

"How bad?"

"Not lethal, sir, but it has knocked out the security station."

"Very well. Send Marine squads to the control facilities of the ship. Arm some off-duty ethnic Klingon crew and send them to..."

At that moment the power went off ship-wide. The Vudar in engineering had been waiting for the security sensor/disruptor arrays to go off-line and had overpowered the Klingons in engineering immediately. They had pulled the main ship's power and destroyed the engineering controls.

"OVERRIDE!" shouted Korgor. "Emergency power. Give me reports shipwide."

Harasser Aft Security Station, Day 104, Y169

The ESS officer holstered his disruptor and stepped over the body of Hithromar and the Hiladarian.

"Kretos, stay here and guard the station. The rest of you follow me to the armory."

As they rounded the corner to the armory they saw just enough to be able to duck back around the corner in time to avoid being shot. Disruptor bolts whined off of the adjoining bulkheads. Up the corridor they had seen many dead crew who had died overpowering the Klingon marine squad at the armory. They had also seen many live crew (of many subject races) being passed weapons. There wasn't a living Klingon in sight.

Hearing the gang at the armory come running in pursuit, they fell back down the corridor, firing. They retreated through a bend and around the corner back towards the ESS station.

As they turned the corner they saw a group of Vudar crew wielding tools and parts as blunt clublike weapons in control of the defunct security station. Kretos, the sentry left behind to guard it, was writhing in the agonizer booth across the hall from the station. The mob looked up at them from the body of Hithromar, anger and grief in their eyes.

"Sergeant, Open fire!"

They managed to kill quite a few Vudar before the group from the armory caught up. The battle was quickly finished by a hail of fire from a crew-served energy weapon being wielded single-handedly as a rifle by a bulky Slidarian.

The heavily-armed group moved off, leaving Kretos in his unimaginably painful prison.

Harasser Boom Corridor, Mid Defensive Station, Day 104

The marine squad guarding the boom jumped into their fighting positions when they saw a huge explosion that caused the antipersonnel mines at the entrance of the boom go to off. The squad leader slapped the boom lock control.

The boom of an F5 is set up to be defensible from a mutinous crew. The boom entrance goes into a thirty foot hallway that has built-in defensive positions (now occupied by marines). At the end of this corridor is a small command station with controls to seal the boom with a massive pressure door at its base. The corridor then dog-legs to the port side and continues another fifty feet to the command section containing the Bridge, the forward phasers, and other systems. Along the way are entrances to the ship's labs, Emergency Bridge, and fore Security Station. Scorch marks still defaced the walls of the corridor, especially around the defensive positions and the ruined forward ESS station; battle scars from the previous boarding action against the Hydrans.

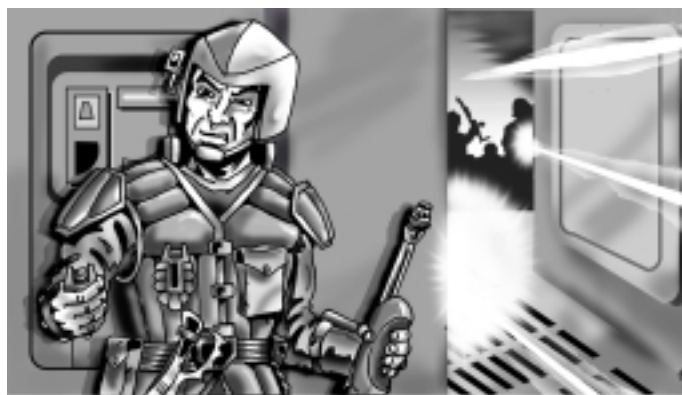
Unfortunately for the marines, the boom pressure door was jammed by what caused the mine explosion; in this case, a Vudar Engineering crew that had fired some large ion demolition charges near the hull-side of the door and fused it to the hull. Disruptor bolts lanced back and forth as the advancing crew and the marines fired on each other.

The crew was taking heavy casualties but steadily advancing. When one member fell, another ran up to take their place and continue the fight. Having the plunder from the armory at their disposal, the crew were actually as well armed as the marines. The marines were heavily outnumbered.

The squad leader looked down the corridor at the battle. He had four marines left. One was on either side of the corridor in recessed firing positions, working their disruptor rifles on the crew at the end of the corridor. The other two were in a fighting emplacement that rose from the floor like a small bunker, firing a large heavy disruptor rifle. It was emitting a continuous stream of energy now. The squad leader was firing an automatic ion grenade launcher at whatever crew popped their heads up in his vision.

Furious energy flashed back and forth. Defensive tactical shields came up and fell, flaring brilliant green as they provided temporary cover for moving combatants. Slowly the crew was able to advance.

The Marine energy weapons were plugged into the defen-



sive positions and hence had unlimited ammunition, being fed off of the boom's power itself. However, he was running out of grenades, and when he did a large amount of their firepower would be gone, and they would likely be overrun. There was another defensive cache at the bridge end of the corridor, however. He came to a decision and got on the squad's tactical channel.

"Squad, prepare to fall back to the Bridge."

He saw his men nod in acknowledgment as they continued fighting. He activated the boom heavy tactical shield, shielding his men from fire. Pausing only to set an antipersonnel proximity mine in the station he was vacating, he led the retreat around the dog-leg and down the long corridor to the final defensive positions. The shield would only last thirty seconds at most under the amount of fire he expected the crew to bring. He had seen the heavy crew-served weapons they were bringing up.

When he got to the bridge end of the corridor, he activated the defensive fighting positions. After they had extended from the walls and floor, he got in the command station and hit the switches to seal the other doors in the passage so the mutineers could find no shelter there. Loading his grenade launcher, he eyed the passage that would once again become the killing zone it was intended to be. He grimly wondered how long they could hold out.

Then the boom shield was down and he didn't have any more time to ponder.

Bridge of the Harasser, Day 104, Y169

Korgor stopped in his pacing behind the captain's chair as the sound of disruptor fire from the marines on the other side of the bridge door was cut off by the staccato, unmistakable explosion of an ion charge. The silence from the other side of the bridge bulkhead door was louder than the exploding bomb had been.

His last hope fell as he saw the Bridge Automated Defense Array come on-line and swing its disruptor barrels at the door.

The emergency bridge and the aux control rooms had already fallen. The bridge crew had been able to override them until now. Once the bridge fell, the mutineers would have total control of his ship. He looked around the remains of the bridge. He and Khana looked at each other in defeat, knowing what must be done.

"First Officer, arm the self-destruct, if we still have control of it."

"Aye Aye, Sir. We do, sir."

"No!!!!", shouted the sensor tech, who was too young to fully imagine what would happen to them after the ship fell. He stood and moved towards the first officer. Korgor looked at him sadly as he shot him.

The armored bridge door glowed under the continuous disruptor barrage it was taking from the other side. It wouldn't last much longer.

"Now, if you please, Mr. Khana."

AWARDS AND HONORS: THE ROMULAN EAGLES

While most races have a bewildering array of awards, decorations, medals, commendations, citations, and other honors for military personnel who distinguish themselves, the Romulans have only five. But those five are in fact general categories of awards for which an individual might receive a number of sub-awards.

THE FIVE EAGLES

The five Romulan awards are all designated as Eagles. These include (from highest to lowest):

The Iridium Eagle, equivalent to the Star Fleet Gold Star.

The Platinum Eagle, equivalent to the Star Fleet Silver Star and Star Fleet Distinguished Service Cross.

The Golden Eagle, equivalent to the Star Fleet Bronze Star and Star Fleet Distinguished Service Medal.

The Black Eagle, equivalent to a Star Fleet Commendation.

The Red Eagle, which is awarded only in training.

CAREER EAGLES

A young Romulan attending a military academy (to become an officer) or a technical school or military basic training (to become an "enlisted" service member) receives the Red Eagle fairly early in such training, within a few weeks or months. There is great competition to see who will be the first in a training class to receive a Red Eagle, and the few who never receive one are quickly eliminated from training and sent to labor units. Sub-awards are given for leadership, scholarship, and other accomplishments. Curiously, the "stars" given for "valor" on higher awards denote only the accomplishment of particularly difficult training exercises which require physical courage, such as completing an obstacle course under fire by live weapons. While such weapons are carefully aimed to avoid causing casualties, any cadet or trainee must find within himself (or herself) the ability to continue the course even with projectile and beam weapons striking closely nearby. Every cadet or trainee will graduate with valor stars on his Red Eagle or not at all. They mark more of a rite of passage than actual heroism. (If a cadet or trainee actually committed an act of true valor, such as rescuing someone from a burning building, he would be awarded a Black Eagle with true valor stars.) Red Eagles are worn only on cadet or trainee uniforms, and on the regular duty uniform when reporting for the first assignment after the completion of the training or academy course.

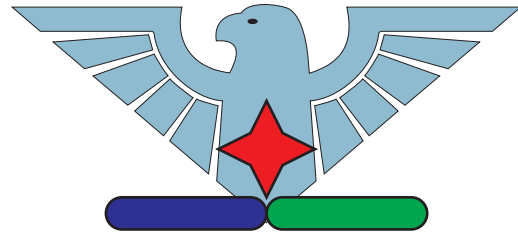
For the rest of his (or her) career, a Romulan service member will wear a Black Eagle on the dress or parade uniform. This Eagle does not (as the others do) reflect accomplishment above or beyond what is expected, but reflects qualifications and certifications. The successful completion of an advanced training course, or of a duty assignment, would add a "globe" to the Black Eagle. The successful completion of a command assignment would add a Command Bar. Valor other than in combat adds a valor star to the Black Eagle. (Valor in combat results in stars for higher Eagle awards.) Participation in a designated campaign results in a Campaign Diamond. (These are considered service awards and appear only on the Black Eagle; higher Eagles never have Campaign Diamonds.)

THE HIGHER EAGLES

The Golden, Platinum, and Iridium Eagles are awarded for achievements, valor, and service above and beyond what is expected of a Romulan officer or service member. Most officers and enlisted personnel will have acquired at least a Golden Eagle before reaching mid-career; those who have not done so are generally not selected for promotion. (As in any military, there are far more positions for junior officers than there are for senior officers.

Promotion is highly competitive and only the best are selected. Logically, the best personnel at any rank or grade will have received awards noting their superior performance, although politics plays a part.)

There are three types of sub-awards for the higher Eagles, which are Valor Stars, Command Bars, and Service Globes. The Eagle worn by a given officer will have one or more sub-awards on it; a highly-rated officer might have two or all three of the higher Eagles and several sub-awards on each of them.



Whenever a Romulan military service member is awarded a decoration for command, service, or valor, he is given the appropriate sub-award device for the specific Eagle in question. If this is the first time the individual has received an award of that rank, it will mark the award of that Eagle. Junior officers look forward to the award of their Golden Eagle as this will mark them for higher rank and more important jobs. Any officer who completes his first tour in a supervisory position will receive a green Command Bar on his Black Eagle, but the very best of them (usually less than 5%) will be recognized for exemplary performance and will get this command bar on a Golden Eagle. Getting a Golden Eagle for valor is rare (as chances for individual heroism among starship crews are not that common) but marks an individual as unusual. Service Globes are given for uncommonly superior performance in a non-command staff or technical position. A Service Globe on an Iridium Eagle would be equivalent to a Nobel Prize.

Valor Stars and Service Globes are red (black on the Red Eagle); if an individual has three such awards a single gold star is worn. A platinum star or globe indicates a total of ten such awards.

Command bars have their own ranking by color. Red indicates command of a group of five-ten personnel, e.g., an infantry squad leader or a crew section leader on a ship. Green indicates command of about 20-30 personnel, such as a duty division or infantry platoon. Purple indicates command of an infantry company, fighter squadron, or a major department on a starship (e.g., engineering, sciences, weapons). Gold bars indicate command of a starship or of an infantry battalion. Platinum denotes command of a squadron of ships or brigade of troops; Iridium bars are given for all higher commands (fleets or ground divisions). Thus a ship captain might have a Black Eagle with gold, purple, and green command bars, and (if he had won a victory over an enemy ship) a Golden Eagle with a Gold command bar. Multiple Command Bar awards are shown by a vertical stripe on the bar.

This is the first of a new series of articles on the medals, decorations, commendations, and honors of the various races in the Star Fleet Universe. Input is welcome.

STAR FLEET COMMUNICATIONS CENTER

HAVING A CONVENTION?

We post upcoming conventions with SFB events on our web site, and lists of SFB tournament winners in Captain's Log. Send announcements to ADB, Inc. well in advance; send event results as soon as possible. We can only publish the info that we receive. Those running SFB events at conventions can obtain a prize pack from ADB, Inc. for \$10. This kit includes \$25 in gift certificates for use as prizes and twenty-four "Star Fleet Bucks" to be given to each player and added to the prize pool. (If the judge sends \$20, he gets \$50 in gift certificates and twenty-four "bucks".) You must include a copy of the convention program or flyer (or a letter from the convention operators) showing your event listed at a real convention. See complete information in Module T (2000 Edition).

The actual event listings are not included in the on-disk edition of CL#21, but every issue of Captain's Log includes lists of recent winners from our highly-rated tournament system.

RATED ACES

Origins-Captain (July 13-16): Paul Scott, Dr. Andrew Pundy, Andrew Dederer, David Jahnke, John Lafayette, Cal Man, Jeff Osborne, Ralph Wiazowski, Gary Brady, Jonathan Dean, Paul Franz, Ken Lin, Steve McCann, Allen Phelps, Alex Pundy, Vince Weibert.

Origins-Patrol: Kevin Block-Schwenk, Chris Larsen, Peter Bakija, Jude Hornborg, Tom Carroll, Mark Loughman, Paul Pundy, Tim Sheehy.

Origins-Saturday: David Conroy, Bill Schoeller.

Gen-Con (Aug 10-13): Kerry Mullan

Furrycon (Aug 11-14): Aidan Archer

Dragonflight (Aug 25-27): John Lafayette

Gateway (Sept 1-4): Vince Weibert

Tacticon (Sept 1-4): Aaron Brown

STAR FLEET BATTLES ON THE WEB

The new web site is at www.starfleetgames.com, and our webmaster, Joe Butler, is working feverishly to update it and make it more responsive to your needs. We have a new bulletin board at www.starfleetgames.com/discus where hundreds of SFB players discuss and debate tactics, rules, and products.

You can contact ADB, Inc. by Email at any of the following:

Rules@starfleetgames.com (rules questions)

Deals@starfleetgames.com (offer us a deal)

Design@starfleetgames.com (new, rules, races)

Sales@starfleetgames.com (product schedules and orders)

Playtest@starfleetgames.com (reports and requests)

Webmaster@starfleetgames.com (web site info)

Catalog@starfleetgames.com (auto-responder catalog)

Parts@starfleetgames.com (auto-responder, parts list)

You can also contact us by the old telephone method at our new office at 806-351-1950, or you can fax us at 806-351-2585. And while we have a new office, you can still use the old mailing address: ADB, Inc., PO Box 8759, Amarillo, TX 79114.

STAR FLEET SPARE PARTS AND MAIL ORDER

You can order any Star Fleet Universe product directly from ADB, Inc. You can also order extra counters, maps, and other components. Send a stamped self-addressed #10 business-size envelope (33¢ US postage or an IRC) for a catalog. We accept Visa, MasterCard, checks drawn on a US bank in US funds, and money orders in US funds. Minimum order \$14. UPS shipping in the continental US is \$5 per order. Post Office shipping in the US and foreign orders will be charged the actual cost of shipping; contact ADB for the cost for your order. Texas residents, please add 8.25% sales tax. In answer to questions: SFB open space maps are \$6, counters are \$2 per sheet of 108 (F&E double-sided are \$3 per sheet of 108); double sheets are \$4 and \$6.

STAFF CAMPAIGN RIBBONS

These awards are issued to staff members and playtesters who worked on various new Star Fleet Universe products. The listings can be quite extensive; this extract merely shows the kind of awards that are issued.

■ ★ ■ OUTSTANDING SERVICE AWARD

For service above and beyond the requirements of duty.

Captain's Log #20: Andy Goodwin, Steve Petrick.

Module T2000: Ted Geibel, Joe Butler.

Module Ω1: Bruce Graw.

■ ❖ ■ SUPERIOR SERVICE AWARD

For superior performance in assigned tasks.

Module R7: Michael Filsinger, Andy Palmer, Richard Sherman.

Module Ω3: Bruce Graw, Ted Geibel, Nick Blank, Alex Chobot, Daniel K. Thompson, Mike Filsinger.

■ ◆ ■ MERITORIOUS SERVICE AWARD

For performing assigned tasks with great merit.

Captain's Log #17: Dan Carroll, Timothy D Olsen, John Berg, Ken Burnside, Jon Cleaves, Gregg Dieckhaus, Stewart Frazier, Jeff Laikind, Scott Moellmer, Ray Olesen, Gary Plana, Chuck Strong, Cliff Yahnke.

■ ■ ■ GENERAL SERVICE AWARD

For contributing to the success of the product.

Captain's Log #17: Alan R Arvold, Scott Wochholz, Salvatore Vasta, Gabriel Eszterhas, Frank Crull, Bill Schoeller.

STAFF MEDALS

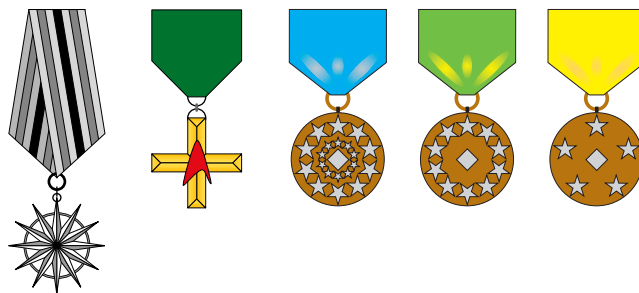
ORDER OF THE INTERREGNUM: Owen G. Riley (for legal work), Jeff Laikind (for keeping F&E files intact), Robert Schirmer (for operating a mailing list).

DISTINGUISHED SERVICE CROSS: Owen G. Riley.

TWENTY-YEAR SERVICE MEDAL: Stephen V. Cole.

TEN-YEAR SERVICE MEDAL: John D. Berg, Leanna M. Cole, Frank Crull, Gregg Dieckhaus, Stewart Frazier, Steven P. Petrick, Owen G. Riley, Ray D. Olesen, Tony Zbaraschuk.

FIVE-YEAR SERVICE MEDAL: Ken Burnside, Scott Moellmer, Gary Plana, Jeff Laikind, Jon Cleaves, Chuck Strong, Bruce Graw, Michael Filsinger.



10 QUESTIONS

A popular feature of every issue is "Ten Questions" received from actual players, the answers to which are of general interest.

1. **Why did you do a BDX miniature instead of something more useful like a Fed BCH?** Answer: That was sort of an accident. The sculptor did two Gorn BDDs to see which one we would like, and we didn't want to waste the creativity he had put into the second one. And by the way, the Fed BCH has been done and will be released in January.

The other 9 questions are in the hard-copy edition.

COMMAND THE FUTURE

The following products are on "the schedule" for release over the next year. Active design, development, and playtesting is proceeding on each of these. Anything not on the schedule is on "the list" (i.e., of things we might do sometime in the future) and no decision has been made on when or whether to release them. As always, your comments on any of these products are welcome and will be considered.

MINIATURES

While this is discussed in considerably more detail in the section on miniatures, the approximate schedule is as follows:

- October 2000: Klingon Fleet Box and separate blisters.
- November: Romulan Fleet Box and separate blisters.
- January 2001: Federation and Gorn fleet boxes and separate blisters
- February: Kzinti fleet box and separate blisters
- March: Hydran fleet box and separate blisters
- April: Lyran fleet box and separate blisters

We do not have a schedule beyond this point, but all major races will get their own fleet box, and major races will get a second box. The exact order of their release has a lot to do with when we can get the new and revised ships from the sculptors.

ADVANCED OPERATIONS

The first F&E expansion in five years, this product will arrive in February stuffed with countersheets and exciting new rules including raids, admirals, fast carrier resupply ships, light dreadnoughts, fast cruisers, heavy war destroyers, logistics task forces, battle groups, casual PF flotillas, X-ships, mobile carriers, battle control ships, heavy dreadnoughts, Federation FFBs, Klingon F6s, Hydran Iron Chancellor, Lyran JagdPanther, Neo-Tholians, military convoys, auxiliary PFTs, and much more. There is some additional information on this product in the F&E section of this Captain's Log.

STELLAR SHADOW JOURNAL #1

We plan to release the first of this series sometime in 2001, but just when will depend entirely on what material we receive, when we receive it, and how much trouble it takes to get it formatted and playtested. Stellar Shadow Journal is designed as a forum for publishing things that are non-historical but interesting. This could include ships that were never built, new races that aren't part of the historical universe, alternative realities, scenarios that never actually happened, and simulator ship rules. This will probably be a 64-page magazine-format product costing about \$9.95, but other formats may be considered. It will consist of up to a dozen separate and unrelated features, each deserving of your consideration. Anyone with material they would like to see us publish in SSJ#1 should contact the Bureau with a summary of what they have. If you have a complete draft, you may feel free to send it, but it would be wise not to do further work on a major project without some idea of its publishability.

THE BEST OF STAR FLEET TIMES

This product will probably get done in 2001, but we cannot tell you a production date because that may well be whatever date is open after we set a date for everything else. While the Star Fleet Times material is very popular, relatively few current players have seen it. The 50 issues of Star Fleet Times included new races, ships, scenarios, and fiction. The April issue often included "joke" ships and the October issue often had "scary" ships. It would be a good guess that this will appear as a special issue of Captain's Log, but we are still evaluating just how much of this material is truly worthy of publication and it might be formatted as an issue of Stellar Shadow Journal instead.

THE BIG ORIGINS PRODUCT

The biggest product of the year sets the tone for the company for a long time. In 1999, we did Omega, establishing a new galactic sector which we are continuing to expand. In 2000, we released Early Years, widely hailed as the most significant new material in SFB since fast patrol ships.

What we want to accomplish with this year's Origins product is to broaden our company base by winning back many former SFB players and thousands of other gamers who have never played SFB. That means a new game system that will stand beside SFB (as F&E does) without replacing it. To reach a wider audience, this product will have to be vastly simpler than SFB, but still have enough tactical intricacy to keep SFB players happy and make them want to add it to their library.

One possibility is Module V: Star Fleet Operations. To accomplish the above goal, this would have to be more than just a scenario generator for SFB, but a stand-alone operational game in its own right. You would maneuver ships in a disputed sector (perhaps a Neutral Zone or combat theater) and try to accomplish missions (deliver a convoy there, blockade an enemy colony there, kill a monster over yonder) using your ships, auxiliaries, and other units. (If we pick the other game as the Big Origins Product, we would probably still do Module V but we might well do it as simply an SFB module and scenario generator.)

The other choice is a simplified game system designed to interest more players in starship combat. This might be a card game, or it might be a board game in which some part of the game system involves energy cards or weapons cards. Or it might not involve cards at all. One option is to focus on a fleet system similar to Star Fleet Gothic or Fleet Action, another option is to design a vastly simpler starship combat system. Yet another is to do both, giving new gamers a simple game for playing one-on-one or two-on-three battles, while allowing SFB veterans to play a 12-on-13 slugfest in the same time as a standard SFB tournament duel. The problem with this system is that current SFB players may find it frustratingly limited. A starship in SFB can do a whole lot of things at the same time, and if you keep all those capabilities in the new game, it won't be any simpler. But, a test game with one possible system showed that even though each ship could only fire two or three "weapons" per turn (instead of 10 or 12) the fact that you were using six or eight ships meant that SFB veterans would have about the same number of tactical options to work with.

We will be conducting tests on both systems into next Spring before we formally decide on which game will be the Big Origins Product for 2001.

OTHER PRODUCTS

We continue to evaluate possible packages for Module E2 along with the entire concept of playtest modules.

Module W (rules, maps, templates, and other play aids for use with miniatures) will probably appear in 2001, but we're going to let the miniatures product line develop for several months before finalizing contents and a release date.

We plan to release more cloisonné pins (including a Klingon pin), but marketing arrangements are taking longer than we want them to take. This happens with a new product line.

Module Omega Four is being worked on, but we will not announce a release date until we have a complete document in the hands of the playtesters and receive their preliminary reports. If we said "sometime next fall" it would be a guess.

Reprinting BattleCards keeps coming up around the conference table. We may look into this.

It would be nice to announce a reprint of a long-out-of-stock older product (and easy for the design and production departments), but the fact is that we already reprinted all of the old stuff, finishing with R6 and the Tactics Manual.

And finally, that long list in CL#20 is still under review.

AFTER ACTION REPORT

While "Command the Future" announces the next products for SFB and the Star Fleet Universe, the companion article "After Action Report" announces recent releases and includes any comments, additional information, or updates for those products. This article in Captain's Log #21 included such information for Captain's Log #20, Module Ω2 Omega Reinforcements, Module Ω3 The Omega Wars, and the new 2000 Edition of our strategic game system Federation & Empire.

INPUT GUIDE

This feature, included in every issue, includes advice and help in preparing materials for submission to ADB, Inc., for publication in future products. The article in Captain's Log #21 included instructions for submitting novel-length fiction and updated information on how to submit articles for the various departments of Captain's Log.

PROPOSALS BOARD

This department of every issue reports various recently-received proposals for new material and our evaluation of them. Some items will be scheduled for publication, and some cannot be used for various reasons. In such cases, the reasons are listed to help other players avoid the same problems.

PHOTON NEO-THOLIANS

Daniel K Thompson recently proposed a number of Neo-Tholian variants which had their unrepairable particle cannons replaced with photons instead of disruptors. This isn't a bad idea (nor is it a new one; we considered doing this when we first published the NTs) and might see publication in Module R9. But then of course, when we print something the design credit usually goes to the first submission, not the one who reminded us of an old unused idea. Even if you don't get your name attached to the publication, however, reminding us of a good idea is its own reward.

TO THE SHORES IN THE IWO JIMA

Jon McDermott proposed a new commando ship (the *Iwo Jima*) based on a dreadnought hull. This would, he theorized, provide a ship which had enough transporters and shuttles to put its troops on the planet in a hurry.

Such a proposal (and it is not a new one, several Commando DNs have shown up over the years) would be difficult to justify. Dreadnought hulls were few and far between. The older Fed DNs were all refitted to the plus refit and then to the DNG class. A dreadnought hull would cost as much as three war cruisers and it is doubtful that it could deliver more troops.

His proposal also included launch tubes (which the Federation does not use) and that it be permanently escorted by an aegis destroyer and two aegis frigates (despite the F&E rules which make any such escorts a special case at a tactical cost).

Jon also proposed a system called "troops" which had various die roll modifiers for transporter artillery, cluster bombs, ground attack shuttles, infantry attacks, and so forth. We could not find any engineering basis for this proposal beyond the idea that the various die roll modifiers would be good to have.

Many other proposals are listed in the hard-copy edition.

ASK KOMMODORE KE TRICK

This regular feature reports any rules changes or updates (what computer gamers would call "patches"). The article in CL#21 covered Special Mission Shuttlecraft, Mid-Turn Speed Changes, Same Hex Combat, and Low-Powered Fire Control.

SCATTER PACK

In every issue, there are things that did not fit anywhere else, things thought of at the last minute, and other small items that needed printing. They are collected into "scatter-pack", and players often check this section first for the latest info. This article in CL#21 asked stores to contact us to get on our mailing list, thanked players for helping us get ADB, Inc. started, added names for Light Dreadnoughts and Heavy War Destroyers to the database, shared some humor, and gave advice on how to Email in submissions.

STARLIST: PLAYERS GALORE

We have the name and address of every SFB player we have ever known on file. To get a copy of the portion of the list for your area, Email or write to ADB, Inc., including your own information so we can include your listing. (If you write in, you must include a stamped self-addressed envelope for us to write back to you.)

Your data must be in this format:

LASTNAME, FIRSTNAME

123 N CENTRAL #78

YOURTOWN ST 12345

PHONE: 123-456-7890 (this is optional)

EMAIL: you@yourserver.com (if you have Email)

Everything has to be in all caps except the Email address (which should be in whatever case it really is). There is no punctuation anywhere (the Post Office doesn't like it) except the comma after your last name. If you don't have an apartment number, skip it. If you don't live in the US, add your country and postal code in the appropriate format. This list is sent free to gamers in your area, stores with in-house gaming, and local conventions. It is never used for commercial mailings and you are not to use it for this. You will often find former SFB players who lost their regular opponents and would start playing if they had a new one (i.e., you).

TO ASK THE QUESTION "WHY?"

Why can't Pseudo-Plasma Torpedoes bolt? Wouldn't it be neat to bolt your PPT and hope for a miss, convincing your opponent that you don't have a loaded torpedo when you do?

Because a PPT is not a ball of energy but a smaller energy unit that is designed to look much larger than it is. With a real torpedo in the launch tube you can detonate its energy in the tube to create a direct-fire weapon. If you detonate a PPT you would get only a fizzle.

Why can't a PPD bolt? The ISC could use the help!

Because a PPD is a wave generator that uses plasma energy to deliver its destructive force. The generator emits rather than launches energy; there is no launch tube in which to detonate the energy.

Why can't shuttles move backwards?

Because it's a limitation on their technology. They aren't ships and there has to be some way that they don't act like them. They have relatively small, simple, and cheap engines and the designers saved money by not including reverse gear.

VENUES

STAR FLEET BATTLES is played in many different ways, and the Venues department provides updates and information on each of them. Here is a sampling of the venues articles from Captain's Log #21; complete articles are in the hard-copy edition.

STAR FLEET WARLORD

STAR FLEET WARLORD is a play-by-mail campaign system operated for us by Agents of Gaming. In Star Fleet Warlord, you run a corporation exploring a new galaxy, finding resources that you will use to buy ships from the Star Fleet Battles game system. You then use the ships to find more resources, and eventually use them to take resources away from other players.

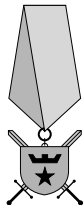
WINNERS OF RECENT GAMES

Die Hard Game #9 was won by Randy Hill of *Eternal Champions* with 24 sectors and 229 sites, a new record.

Game #67 was won by Gene Malin of the *Gung Ho Iguana* who captured seven sectors.

Game #68 was won by Art DeLaura of the *ACME Doctors* who captured seven sectors.

CAPTAIN'S LOG #21 also included the announcement of a new version of Star Fleet Warlord covering our extremely popular OMEGA SECTOR. You can find more information on Star Fleet Warlord by following the links from the official web site www.starfleetgames.com to Agents of Gaming.



SFB ONLINE

SFB Online premiered at Origins 1999 and its growth has ensured its place in the Star Fleet Universe for years to come. As with any new technology there have been some drastic changes, the change in ownership arguably the most drastic. Symbiotic Games, LLC secured a license to use the existing internet technology from Online Game Systems, Inc. and a license to use the Star Fleet Universe from ADB, Inc. This will by no means be the last twist in the road as the service grows and matures, but it is important to bear in mind one important detail. Although a new officer has taken command and the direction has changed, the destination has remained the same.

In the year since the introduction of SFB Online many features have been added and even more are on the way. The greatest advancement has most likely been the completion of the project to add graphical SSDs. All 18 sanctioned tournament ships are now available and the unsanctioned ships are on the horizon. The next most demanded feature has been the introduction of client software for operating systems other than Microsoft Windows. This new version will be demonstrated at Origins 2001.

For more information about the past and future of SFB Online please follow the link from www.starfleetgames.com.

PLAY BY

E

MAIL

PBEM continues to be a very popular venue for players with and without local opponents. Testing yourself against new opponents teaches you new tactics and provides more fun.

While the Andromedan Krait is suspended from regular tournament play, it is too hard to remove a ship from a PBEM tournament that could take over a year to finish. This ship is still in PBEM events (with five batteries instead of six). So far, it's still winning, and the results are considered combat tests.

Our Pick-up Games area recently started its 244th game, involving over 100 players. Unlike SFBOL and the HR tourneys, anything goes in the Pick-Up Arena. Games are in progress pitting Omega ships against one another, cadet games, X-ships, and small fleet actions. If you're looking for non-tourney play, the Pick-Up area is a good option.

PBEM is at <http://www.starfleetgames.com/sfbpbem/> where links can take you to the various ongoing games.

Captain's Log #21 included reports on the status of various Rated Ace tournaments, as well as advice for moderators and players to improve the flow of their game.



Every issue of Captain's Log includes an article about Star Fleet Command. The article in CL#21 (by Chris Taylor) detailed news about SFC2, information we obviously do not need to reprint here. CL#21 also included some tactics for use in SFC by players of both SFC and SFB.

USING SPEED TO CHECK WEAPONS

— Lieutenant S.G. Richard K Glover, USS North Carolina

When flying in combat, check the shield reinforcement line (where you should program all your extra power to go). If it is zero, slow down by one and see if it goes up. If it does, all of your weapons and EW are powered. If not, slow down by one again.

You can use the shield reinforcement line to tell you things about your ship that may be hard to find out otherwise. If it shows 3.5 and you slow down by 1 point and it drops to 3, that means one of your overloaded photons wasn't charging. It will take you a bit of time with any given ship to tell how fast you can go while doing various things, and how to tell by jiggling your speed if you were doing what you thought you were doing.

A Federation tournament command cruiser can move eight while arming all photons and phasers. This speeds up to 17 when the phasers are armed and to 25 when the photons are finished. But you'll never go that fast since you need to put power into electronic warfare and reinforcing the facing shield.

THE SLAVE TRADE

— Cadet David Lang, USS California

Always remember to buy your new ship before you sell the old one. Otherwise, you will lose your veteran crew and start over with a default crew. If you have more than one ship, you can transfer some of the veterans. If you have to sell your ship first, go to the recruiting station and sell them your veterans, then save enough points to buy them back!

DATABASE

The "Database" section of each issue of Captain's Log includes many features, focusing on new ships, material for the Omega Sector and Magellanic Cloud, new races, battle forces, examples, and the Brothers of the Anarchist section.

Ω OMEGA SECTOR Ω

The Omega Sector is a new galactic area opened by ADB, Inc. during 1999. Three modules have been published so far, and a fourth is in preparation. The Omega Sector is "east" of the Alpha Sector, separated from the ISC by an impassable Galactic Void. There are about 25 races in the Omega Sector, with a wide variety of ships and weapons and a unique history. Unlike the Alpha Sector where wars are fought and the original borders remain unchanged, in the Omega Sector borders change constantly, entire races are wiped out, alliances breakdown, and invaders rampage across space dealing vengeance and destruction. Each issue of Captain's Log presents new ships, tactics, and scenarios for the Omega Sector. CL#21 was no exception, including tugs for the Mæsrone Empire (at one point in history the dominant power in the sector), tactics, and a new scenario. A sampling of this material is seen below:

TUGS OF THE MÆSRON ALLIANCE

Tugs were an afterthought in the Omega sector, as most races used highly-modular freighters for cargo hauling and outpost construction. The Mæsrone began building tugs about Y97 to construct their logistics bases. To keep the tugs busy when there were no bases to construct, the Mæsrone built cargo pods in Y98. Tazol scientists soon seized upon the idea of using the tugs for a variety of missions by utilizing pods. The concept of tugs soon spread to other races, which used them to build their own bases. During the Superpower Wars, the Probr built a heavy tug design capable of hauling larger pods, or combinations of smaller pods. The other races copied the idea, with varying degrees of success. The Mæsrone, hard pressed during this period to avoid invasion by the larger powers, followed suit, but limited their development to a larger version of their light tug, rather than a new design. They would not revisit the concept of tugs until after the Invasions.

(OR2.14) LIGHT TUG (TGL): An unusual design requiring construction of an entirely new medium-sized shipyard. Many of these yards would be building light cruisers in later decades. The light tug can carry one pod of any "light" type. If it carries a pod, it uses the higher movement cost and turn mode as shown on the SSD. It can also carry a single outpost base, which must be in a deactivated state (all boxes are treated as cargo). The base cannot be assembled or activated during a scenario. Other Data: Spare Shuttle 0; Dock 7; Explode 11; Cmdr 4; Notes TG.



THE SOULDRA: A NEW THREAT

WARRIORS OF THE CLOUD

The Lesser Magellanic Cloud is a small satellite galaxy near our own Milky Way. The Andromedans used it as a springboard for their invasion of our galaxy, but first they had to conquer it. Module E1 is a prototype module detailing who lived in the cloud before the Andromedans arrived, and the wars they fought amongst themselves. As playtesting continues on this future module, each issue of Captain's Log includes new material for it. CL#21 included a tactical primer for these new races and weapons.

In a duel, the Magellanic shielding is a large advantage, but their warp-tuned lasers are a weakness, due to the lack of an auto-kill against a Type-I drone and 3:1 damage versus plasma. Phaser-1s also out-shoot medium lasers at any range inside of 5 hexes, and phaser-3s are comparable to light lasers, or a touch better for plasma and drone defense. (With a range of values as small as there is in the phaser-3, it's hard to vary it by much.)

In a duel, do not try to EPT ballet, and do not try long-range disruptor plinking. These both play into the Magellanic's strengths.

The Baduvai has a "steady state" movement. If they're arming their weapons, they have a maximum of 23-25 "movement point equivalents" of warp for all other purposes, depending on refits. This means that tracking a Baduvai's movement can tell you if he has a HET contingently allocated or not. It's rare to see an uninjured Baduvai drop below speed 15. To beat the Baduvai, reinforce the facing shield to take the shot, and use EW. Baduvai have low battery counts as a rule and cannot respond to EW shifts.

The Eneen is the sabre-dancer of the LMC and may have an overwhelming edge in an open map duel. Expect him to phaser down plasmas or to use your own drones to soak off energy from his ship. On a fixed map, run the Eneen into the corner.

The Maghadim have power hungry weapons. Unlike the Eneen, those weapons can be held and overloaded while closing to a knife fight. The Maghadim will be the likeliest to seek a close-range slugfest; the key to beating them is to peel off a shield at a time at range 8 (where their damage output is much less) before closing in for that final encounter.

The Uthiki from CL#20 can be dangerous. The objective, against their smaller units, is to avoid range 6 while the TAG is operational, then run them over. The CW purchased from the Baduvai is a different matter entirely. Its laser armament (with TAG) is comparable to 2.5 phaser-Gs at range 2, backed up by 4 medium lasers and a full spread of heavy weapons.

In squadron actions, the Magellanics are almost identical to their nearest GP analogs. It's possible, in squadrons, to put two EPTs in the same hex to overwhelm VRF, and massed disruptors and/or phasers make saber dancing possible. The VRF of the shields matters less in this context, while the disadvantages of the laser system for defensive uses is mitigated by larger numbers and more opportunities to fire.

In squadron actions, particularly against similar classes, the Magellanics shouldn't be that different to face than Galactic opponents of similar capabilities.

In fleet actions, the Magellanics have a slight disadvantage and are a challenge to play. Their shielding system starts to become a disadvantage for them. Magellanic ships have about 5-10% less total shielding on their ships, assuming that any shot which hits an outer shield will drop it completely in one strike. If VRF helps more than once, this eventually goes in their favor. Mitigating this is the fact that Magellanic ships have massed laser firepower at range 12, and it's assumed that the thicket of defensive fire mentioned earlier is only more effective.

The other drawback on the Magellanics is (S91.0), which dramatically reduces what the LMC powers can bring to the fight in comparison to a fleet constructed via (S8.0). Remember, however, that every battle is different due to the dynamics of map size and fleet size.—Ken Burnside

SHIPYARD REPORT: NEW SHIPS for STAR FLEET BATTLES

(R1.920) HARBOR TUG (HT): The ship is a singular construct designed to push external loads. The auxiliary power systems deck provides the necessary power to operate the tug's maintenance systems (i.e., life support, fire control, shields) allowing the full power of its engines to be devoted to "tugging". While the tractor beam is primarily used to facilitate docking maneuvers, harbor tugs are fitted with special adapters that enable them to grip part of the hull of a ship or cargo container to facilitate tugging. However, this "tug" docking is to a "hard point" on the item to be towed and not the same as normal ship-to-ship docking (C13.9). No crew unit, cargo, power, or other transfers are possible except by transporter. Obviously if docking is not possible (perhaps because of severe structural damage to the item to be towed) the Auxiliary power deck provides enough energy to maintain a short-range (one hex) tractor. As harbor tugs are not intended to operate outside of their home systems, amenities for the crew are sparse and there is virtually no room for "passengers" or other nonessential personnel. Prosperous systems would normally operate three or more of this class of ship. *Created by S V Cole.*

Other Data: Same as Small Freighter.

(R1.921) SALVAGE TUG (ST): A well developed system will normally operate at least one of these ships, but sometimes two or three. Like the smaller Harbor Tug, the design allows the ship to use all of its available engine power for "tugging" while general maintenance (and in some cases a little tractor energy) is provided by auxiliary power reactors. While the tractor beam is primarily used to facilitate docking maneuvers, Salvage Tugs are fitted with special adapters that enable them to grip part of the hull of a ship or cargo container to facilitate tugging. However, this "tug" docking is to a "hard point" on the item to be towed and not the same as normal ship-to-ship docking (C13.9). No crew unit, cargo, power, or other transfers are possible except by transporter. Obviously if docking is not possible (perhaps because of severe structural damage to the item to be towed) the Auxiliary power reactors provide enough energy to maintain a short-range (one hex) tractor. While more than able to operate for extended periods within a given system, the ultimate aim of the Salvage Tug is to respond to emergencies nearby, such as the breakdown of a freighter or other ship. The Salvage Tug uses its limited repair capability to prepare the ship being "salvaged" for tow, if it cannot restore engine power. The cargo bay of this class of ship is configured for multiple missions, and can literally be dumped to space if it is necessary to make room to take on a large number of survivors from a wreck. The small detachment of "ship's police" is present both to maintain control of such survivors, and to board and search wrecks about to be salvaged. *Created by S P Petrick.*

Other Data: Same as Large Freighter.

(R1.922) FREE SALVOR (FTZ): This class of ship, a variation of the standard Free Trader, was designed to scour the sites of ancient civilizations and the aftermaths of combat for recoverable metals and components. Salvaged materials would mostly be processed into bars of pure metal to maximize the limited cargo space. Recovered components found to still be functional (and for which there was a known market) would not be broken down as finished products were of potentially greater worth than the raw materials from which they were assembled.

The General War, with its titanic struggles and massive destruction, saw this class in increasing use. Salvage shuttles oper-

ated from the ships to secure small pieces of wreckage and return them to the mothership. The Salvor itself would usually take a stationary position near (if not dock outright to) a large piece of wreckage and dispatch spacesuited crewmen with cutting torches to reduce the wreckage to more manageable size.

The class was deemed undermanned for its mission (even the "ship's police" are put to work carving metal), and dozens vanished without trace as they worked their way through the battlefields. (There is a record of one being destroyed when it found out too late that the badly burned object it had recovered was not a log buoy, but a malfunctioning nuclear mine.)

It is believed that several of these ships were operated by the various Orion Cartels. For example, the *Come and Get It* seemed to always arrive just after a freighter had been gutted by a Dragon (Capital) Cartel raider. There is also some evidence that the *Come and Get It* was itself a victim of the Cartel, and was previously known as the *Succor*, but this was never proven.

Other Data: Same as Free Trader. *Created by S V Cole.*

(R1.F91) SALVAGE SHUTTLE: A variant of the prospecting shuttle (R1.F12). The salvage shuttle has a retractable gripper/cutter combination armature in place of the prospecting cannon. This allows the shuttle to probe inside debris and cut manageable chunks of material from a larger mass for transport to the mother ship (or other processing station). The salvage shuttle has all the restrictions and capabilities of the prospecting shuttle, except that it is not considered an "armed shuttle" for purposes of (D12.0) unless prepared as a suicide shuttle. It is armed with the standard 360° phaser-3 and cannot perform minesweeping (M8.3), minelaying (M9.18), wild weasel (J3.0), or scatterpack (FD7.0) missions. It does have the "tractor-lifter" of the prospecting shuttle on its rear deck and is able to tow other shuttles (or shuttle-sized pieces of debris). The majority of these shuttles operated from Free Salvors (R1.922), but some were to be found in almost any system where there was heavy traffic or where an earlier space-going civilization had maintained an outpost.

Other Data: BPV three, cargo capacity five spaces of cargo, can carry no more than one boarding party. Is considered very overcrowded (G9.142) if it carries two boarding parties or one crew unit. Other data same as Admin Shuttle. *Created by S P Petrick.*

(R1.PF91) RECOVERY PF VERSIONS (PFR): Virtually all races that operated PFs eventually constructed this variant. This type of PF only operated from bases, never from PF tenders or as a casual PF. The only known exceptions are a few cases where a PFR that was traveling to its final destination on an AuxPFT, and a PFR that was rescued after its base was destroyed, but these were rare exceptions. PFRs were designed to recover badly damaged PFs that otherwise would not make it back to their base. While all PFs had tow bars (K1.25), often the drag of the mass of the extra PF would force it to be abandoned. It was the role of the PFR to meet returning flotillas, perform minimal repairs to enable the cripples to complete the journey, and take over towing those too badly shot up to be repaired, or if necessary evacuate any excess crewmen. For this purpose, the PFR included a minimal repair capability and a tractor. Cargo volume provided room for spare parts and other needed supplies. However, the PFR was unable to provide repairs to "true" ships, even a freighter, and could not flush the engines of PFs docked to it. *Created by S V Cole.*

Other Data: Same as cargo PF for the race.

OTHER SHIPS IN THIS ISSUE

The Omega Sector ships (Mæsrion Tug, pods, and armed freighters) are described in the Omega section.

The Kzinti and Lyran captured ships are described in the *Brothers of the Anarchist* section.

The Early Years ships (Gorn plasma bolt ships and the Kzinti Early Tug) are described in the Early Years section.



One of the most popular regular features of Captain's Log is the BattleForce article. Players are given a set of rules (year, ship types available, etc.), a mission (which may be annoyingly vague), and a set number of points. They then compete to design a battle force that can be purchased within the limits and still perform the mission. The best entries are selected for publication. This sample from CL#21 comprises about 1/4 of the forces in that issue.

Conditions in the sector are unsettled. The sector commodore directs you to form a battle force including one light cruiser and a number of smaller units totalling 600 points. You may be required to guard or defend a convoy, eliminate an Orion base, or raid an enemy planet.

FEDERATION TASK FORCE 7.4

by P. David Baughman III

NCA (147): 4xT-bombs (+16); convert two boarding parties to heavy weapons (+1), one extra commando boarding parties (+1), two extra heavy weapons squads (+2), four extra boarding parties (+2); drones 4xtype-IM (+2), 2xtype-IVM (+1) = 172.

FFV (50): Plus refit (+4); drones 4xtype-IM (+2); 6xF-18 (+48); fighter drones 12xtype-IM (+6) & 12xtype-VIM (+3) = 113.

FFA (90): Plus refit (+4); 2xT-bombs (+8); drones 12xtype-IM (+6); drones for fighter ready racks 4xtype-IM (+2), 4xtype-VIM (+1) = 111.

CFF (55): Plus refit (+3) = 58.

POL (50): Plus refit (+8), AWR refit (+1); 2xT-bombs (+8); drones 4xtype-IM (+2); two heavy weapon squads (+2) = 71.

FFS (71): Plus refit (+4); drones 4xtype-IM = 75.

TOTAL = 600.

Mission #1 - Try to stop as many enemy ships as possible before they reach the convoy. It is easier to prevent them from dealing large amounts of damage to the convoy if they have to take an unfavorable ranged shot rather than an easy close hit.

Mission #2 - This may be the most difficult mission for TF7.4, since this formation lacks a large volume of "crunch" power. The enemy force is equal to TF7.4, so it is critical that they be disposed of and/or drawn off as quickly as possible. However, once the mobile elements are inside the freighter formation, TF7.4 should be able to dish out a reasonable amount of damage each turn.

Mission #3 - The NCA alone probably stands a fair chance against the Orion base. Properly supported by the fleet, the Orions are unlikely to be able to offer a serious defense.

Mission #4 - The CFF is the key to pulling off this mission successfully. Keep it protected until it is in position, and provide whatever support is necessary until the mission is completed.

KLINGON INTERNAL SECURITY FORCES

by Mike Filsinger

D5I (100): with Y175 refit (+2), 12xtype-IM drones (+6), 2xT-bombs (+8), six extra boarding parties (+3) = 119.

G4B (48): with Y175 refit (+1), 6xtype-IM drones (+3), 1xT-bomb (+4), four extra boarding parties (+2) = 58.

E4VB (53): fighters 6xZ-2 (+36); drones for fighters 12xtype-IM (+6), 1xT-bomb (+4), four extra boarding parties (+2) = 101

E4A (60): with 1xT-bomb (+4), two extra boarding parties (+1) = 65.

E4IB (56): with Y175 refit (+1); drones 6xtype-IM (+3), 1xT-bomb (+4), six extra boarding parties (+3) = 67.

G2C (53): with Y175 refit (+4); drones 12xtype-IM (+6), 1xT-bomb (+4), two extra boarding parties (+1) = 68.

2xG2 (92): each with Y175 refit (+8); drones each 12xtype-IM (+12); each 1xT-bomb (+8), and two extra BPs (+2) = 122.

TOTAL = 600.

Why let the DSF have all the fun? Note that the G4B (which, as a police flagship does not have to paid for like a scout) occupies the "free scout" slot allowed by (S8.25).

OLD SERIES ROMULAN FLEET

by Matt Maerli

King Eagle (140): 2xT-bomb (+8), two extra commando squads (+2), convert two admin shuttles to GAS (+2) = 152.

2xBattlehawk+ (176): each 2xT-bomb (+16), one extra commando squads (+2), convert one boarding party to a heavy weapons squad (+1), convert two admin shuttles to GAS (+4) = 199.

3xSnipe-B (225): each 2xT-bomb (+24) = 249.

TOTAL = 600.

This fleet has one plasma-R, seven plasma-Gs, and eight plasma-F torpedoes, plus six NSMs and a dozen T-bombs.

It also has six GAS and four Commando squads for boarding operations.

This fleet is an instant mine field. Use it to trap the opposing convoy or protect the rear of the friendly convoy.

Lay NSMs around the base station then send in a sacrificial shuttle to detonate the mines.

Use the commandoes and GAS to attack the ground base. Use the massive plasma capabilities to force an enemy fleet to weasel thus giving you time to trap enemy convoy or escape with your own.

ROMULAN SOMETHING OLD, SOMETHING NEW, SOMETHING BOUGHT FROM A FRIEND

by Joseph A. Mannino

KRL+ (181): 2xT-bombs (+8) = 189.

SKG (107): 1xT-bomb (+4) = 111.

SEB (75): 1xT-bomb (+4); fighters 6xG-SF (+54) = 133.

SED (84): 1xT-bomb (+4) = 88.

SNB (75): 1xT-bomb (+4) = 79.

TOTAL = 600.

This is the sort of work the Seahawk escort carrier group was designed for. With its escort and fighters, it has a formidable defensive D-torp launch capacity. The 2 D-racks on the KRL are an added bonus.

This works quite well for convoy defense against a raiding carrier group and for assault on a planet if ground bases are reinforcing the GCLs.

D-torps may be fired in defensive mode at size class 5 or smaller targets and small ground bases are size class 5. You just have to get to range 6. (This tactic was used against me by David Crew and should be written by him as a tactics note). The KRL and SNB demand respect as warships and can intimidate any other warships as well as an Orion BATS.

The SkyG works to reinforce the KRL (which has 7 transporters and 16 boarding parties already) for ground combat and is a fully functional DW (hence its choice over the COH).

ORION CARRIER GROUP (DAVEN CARTEL)

by Stephen Rasmussen

CVS (120): Options 2xspecial sensors (+20), 3xtype-B drone racks (+3); drones for racks 18xtype-IM (+9); fighters 3xStinger-2 (+20), 8xZ-V (+64), 1xZ-VE (+10); drones for fighters 16xtype-IM (+8); Klingon MRS Shuttle (+8); drones for MRS Shuttle 1xtype-IVM (+0.5), 5xtype-IM (+2.5), 6xtype-VIM (+1.5); four extra deck crews (+2), two extra ground attack pods (+2), one extra seeking weapon control pod (+2), convert two boarding parties to commando squads (+1) = 273.5.

DBR (100): CVS Escort; full Aegis (+16); Options 3xtype-G drone racks (+6), 2xADD-12 (+2); drones for racks 12xtype-IM (+6); Install fighter ready racks in two shuttle boxes (+2); drones for fighter ready racks 4xtype-IM (+2); 2xT-bomb (+8), three extra boarding parties (+1.5), convert two boarding parties to commando squads = 143.5.

LR+ (73): CVS Escort; full aegis (+12); Options 1xphaser-1-LS (+0), 1xphaser-1-RS (+0), 1xtype-G drone rack (+2); drones for drone rack 4xtype-IM (+2); Install fighter ready racks in two shuttle boxes (+2); drones for fighter ready racks 4xtype-IM (+2); 1xT-bomb (+4); convert two boarding parties to commando squads (+1) = 98.

DW (80): Options 1xphoton-FA (+0), 2xphaser-1-FA (+0); convert two boarding parties to commando squads (+1), 1xT-bomb (+4) = 85.

TOTAL = 600.

Strengths: These are the types of scenarios that a carrier group should excel at, Slow or stationary targets. You also have a LOT of EW on your side. Your opponent will be shooting with a shift.

Weakness: The carrier/scout will be a big target for the opponent. Remember that erratics interfere with drone control. The MRS should help there, but nobody has double drone control. If you put drones in the ADD racks you'll need to remember that you DON'T have OAKDISK.

Scenario 1: You have to last all 15 turns, so you can't afford to double engines every turn. The trick will be knowing when the extra power will be required. Plan on blinding 2 attacking ships each turn. Use the carrier to recover your spent scatterpacks. And if you get a chance anchor him.

Scenario 2: Standard Orion tactics, Hit 'em hard and fast. The fighters are the clean up crew. The escort ships are the sacrificial lambs if necessary. He can't outrun your drones and he can't afford to Weasel them.

Scenario 3: Your fighters counter his fighters: your escorts make sure your fighters will win. The CVS has enough power to counter the EW of the BASE. And you control the range. That base is going to have a very bad day.

Scenario 4: The Double Raider should make mincemeat of the defending shuttle swarms usually common around a planet full of bases. Neutralize the defences long enough to land the fleet and hit him with all of your marines at once. Convert a few crew units to militia to add insult to injury. This should be an easy scenario.

HYDRAN MULTI-ROLE FORCE

by Andrew Palmer

RN+ (111): Fighters 6xStinger-2 (+60), 2xStinger-H (+20), 1xStinger-E (+12) = 203.

DWF (85): Fighters 2xStinger-F (+14) = 99.

2xKN+ (180): = 180.

HNG (58): = 58.

SC (60): = 60.

TOTAL = 600.

An ad-hoc multi-role force has 72 boarding parties, 7 (13) fusions, 4 (6) hellbores and 10 (21) phaser-Gs and is designed to be flexible enough to both handle all the objectives and do it against a variety of opponents.

ANDROMEDAN PACIFICATION FORCE

by Jim Davies

Intruder (265): 4xT-bombs (+16) and ten extra boarding parties (+5), two boarding parties converted to commando squads (+1), two boarding parties converted to heavy weapons squads (+1) = 288.

Satellite Ships: 2xViper (120) each with 2xT-bombs (+16), six extra boarding parties (+6), two boarding parties converted to commando squads (+2), and one boarding party converted to a heavy weapons squad (+1); 1xCourier (70) with 2xT-bombs (+8) and two extra boarding parties (+1); 1xRattler (80) with 2xT-bombs (+8) = 312

TOTAL = 600

A similar force could be made using medium sat ships (Cobra, Eel, Diamondback) for 3 BPV less (2 T Bombs per ship), but it's a bit more fragile and no more capable.

The Rattler might seem suited only for the ground combat scenario, but it has a DisDev! Use this to peel individual escorts away from the convoy for destruction or to drop a Viper over the minefield on top of the BATS.

Escorting your own convoy depends on what your convoy is. Assuming it's made of Sleds, keep them running, bring some aboard the Intruder and displace others out of the danger zone.

LYRAN WILDCAT SURPRISE

by Stewart Frazier

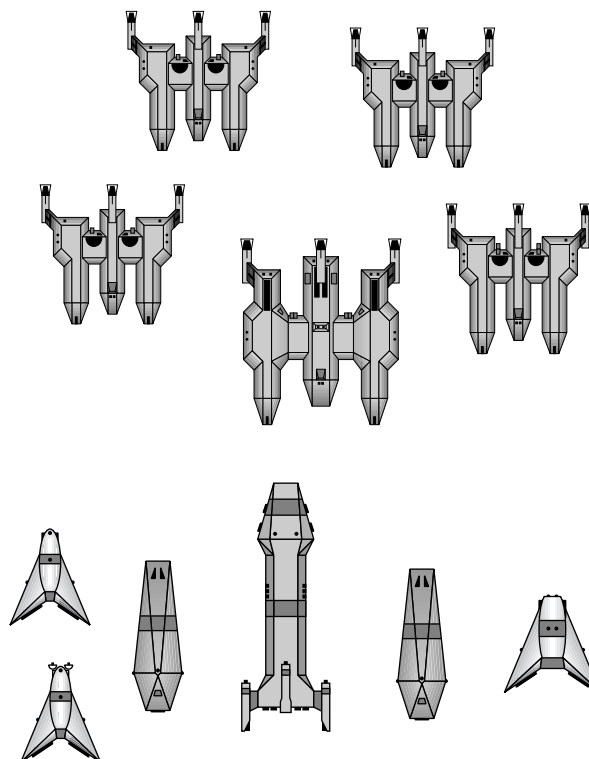
BC+p (167): Power pack refit (+18) = 185.

DWLp (101): Power pack refit (+9) = 110.

3xDW+p (279): Each power pack refit (+27) = 306.

TOTAL = 601.

What ever they were expecting, the Wildcat probably was not it. Your problem will be in using its four ESGs to your advantage! If you want a scout, trade the DWL in for a DWS. Too bad the DDGs were either converted into CWGs or destroyed by now as capturing a GCL may present a problem for this force . . .



PRIME DIRECTIVE:

STARSHIP CREW CHARACTERS

by Gary Plana

In the *Prime Directive* role-playing game rulebook and subsequent publications, the bias of the game was towards Prime Teams; players were not intended (or expected!) to run other types of characters. Since PD1 was published, there have been numerous requests to expand the character generation rules to include other types of characters, specifically starship crewmembers. This article addresses that! This replaces Rule Section 1.4, "Selecting your Service Division" in toto and also the "Skills By Service Division" portion of Rule Section 1.5. Players should select their character's race, initial characteristics, and (if necessary) "tweak" characteristics before proceeding.

As this article is all about starship crew, all characters are assumed to be Star Fleet, not Marines.

The player first selects the character's Service Division. The choices for this are: Command, Operations, Science, Engineering, Staff, Security, and Flight. The skill and characteristic mods listed below for each Service Division are then added/applied to the character sheet. The character must then select a specialization within the Service Division, and receives the benefits listed for each, as given below.

COMMAND

These are the bridge officers of the unrestricted line, general fleet officers who may one day rise to command starships and who serve in various duty and leadership posts.

All: +1 LDR, +1 Starfleet Regulations & Operations.

Helm/Navigation: +2 to the following skills: Pilot (Starship Helm), Pilot (Shuttle), Pilot (Fighter), Astrogation, Sensor Systems, Ship's Weapon Systems, Ship's Systems; +2 to any ONE of the Pilot skills.

Tactical/Weapons: +4 Ship's Weapon Systems, +1 to the following: Pilot (Starship Helm), Sensor Systems, Ship's Systems, Electronics; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Field Command: +1 INT; +8 to any combination of skills, excluding TEC, LGC, and GKN-based skills; no skill level may be brought above a value of 4 in this manner.

Liaison: +1 GKN, +2 to the following skills: Oration, Persuasion, Evaluation, Fast Talk, Cultural Knowledge (General).

OPERATIONS

This category covers most "enlisted" personnel and some specialist officers serving in technical positions.

All: +1 to LGC -or- INT, +2 Console Operations; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Operations specialist: +1 TEC, +2 to the following skills: Console Operations, Electronics, Sensor Systems, Comm Systems, System Speed.

Communication specialist: +4 Communications and Electronics, +2 Cryptography and Communications Systems

Transporter Operator: +4 Transporter and Electronics, +2 Mechanics and Sensor Systems.

SCIENCE

All: +1 GKN, +2 Sensor Systems

Sensors: +2 to the following skills: Sensor Systems, Console Operations, Investigation, Computer Systems, Electronics; +8 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

[Specializations]: +6 to -either- Physical Science -or- Natural Science; +20 to any combination of TEC or GKN-based skills; no skill level may be brought above a value of 4 in this manner.

ENGINEERING

All: +1 TEC, +2 Computer Systems.

Main Propulsion: +2 to the following skills: Electronics, Mechanics, Warp Drive Systems, Impulse Drive Systems, Power Generating Systems, Damage Control, Jury Rig; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Damage Control: +3 to the following skills: Electronics, Mechanics, Damage Control, Shield Systems, Jury Rig, +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Systems Technician: +4 Electronics and Mechanics, +20 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Life Support: +3 to the following skills: Life Support, Jury Rig, Electronics, Mechanics; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this way.

STAFF

All: no bonuses.

Medical Doctor: +4 Medicine, +3 First Aid, +2 Medical Systems and Surgery +8 to any combination of Medical-related skills (including page 32 of the Federation Sourcebook); no skill level may be brought above a value of 4 in this manner.

Medical Assistant (RN, LPN, EMT, paramedic, etc.): +4 First Aid and Field Equipment, +2 to the following skills: Medicine, Medical Systems, Endurance, Fine Work, Evaluation, Damage Control; +4 to any combination of Medical-related skills (NOT repeat NOT including those listed on page 32 of the Federation Sourcebook); no skill level may be brought above 4.

Administration: +4 to Administration, +4 to Starfleet Regulations & Operations, +2 Computer Operations, Computer Programming, Investigation, Console Operations; +8 to any combination of GKN-based skills except Surgery; no skill level may be brought above a value of 4 in this manner.

Psi: +4 Philosophy (of Vulcan Disciplines), +2 Mind Scan, +12 to any combination of PSI-based skills; no skill level may be brought above a value of 4 in this manner. See also the Psi rules expansion in the Federation Sourcebook.

SECURITY

All receive: +2 Fire (Phaser), Security Procedures, and Security Systems. Non-Vulcans receive +2 INT, Vulcans receive +1 LGC and +1 DIS.

Guards: +2 Fire (Phaser), +8 to any combination of Fire (weapon) skills; no skill level may be brought above a value of 4 in this manner; +8 to any combination of ACC-based skills other than Fire (weapons); no skill level may be brought above 4 in this manner.

Investigators: +4 Investigation, Security Procedures, and Security Systems; +12 to any combination of Security-related skills; no skill level may be brought above a value of 4 in this manner.

Counter-Intelligence: +4 to Investigation, +1 to the following skills: Interrogation, Persuasion, Evaluation, Field Equipment; +12 to ANY skills; no skill level may be brought above 4 in this manner.

FLIGHT

All: no bonuses.

Pilots: +1 ACC and SPD, +4 to -either- Pilot (Shuttle) -or- Pilot (Fighter), +4 to the following skills: Astrogation, Sensor Systems, Ship's Weapon Systems; +4 to any combination of ACC-based skills -and- an additional +4 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Deck Crew: +4 Jury Rig; +2 to the following skills: Electronics, Mechanics, Damage Control, Warp Drive Systems, Impulse Drive Systems, Sensor Systems, Ship's Weapon Systems; +4 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

THE EARLY YEARS

One of the most anticipated SFB products of all time, Module Y1 THE EARLY YEARS has been hailed by players as the most significant new material since PFs were introduced in Supplement #3 some 15 years ago. This product introduced the entirely new Carnivon race, and brought to press the previously seen Paravians. This product has added more history to the Star Fleet Universe (and made sense out of more mysteries) than any product since Basic Set itself. The EARLY YEARS covers the period 80 years or so before the original television series, and before the action seen in STARFLEET COMMAND or in the General War of *Star Fleet Battles*. CL#21 began a series of articles regarding this bygone era, including numerous rules updates and tweeks for Module Y1, a new Early Years scenario, and some early years ships.

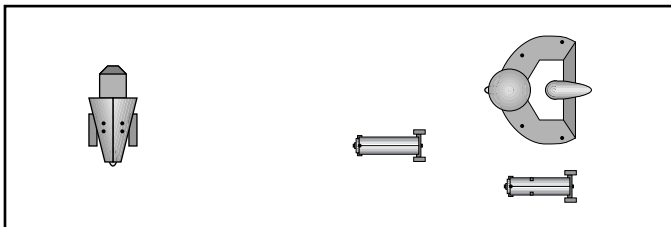
(YR6.10) GORN IMPROVED WARP-REFITTED BATTLESHIP (WBI): The Gorns began upgrading their Warp-Refitted Battleships to this improved version (with phasers and plasma bolts) in Y68. While the improvements appear to be significant, they were actually quite simple (almost modular) and the Gorns were able to perform the upgrades at their forward bases. The resulting ship, while very weak in the eyes of modern naval architects, was awesomely powerful for its epoch.

Other: Same as WBB except; Year in Service Y68; Notes R.
(YR6.10A) LASER-ARMED VERSION (WBL): Some Gorn ships were hastily refitted with tactical warp and plasma bolts but without phasers to replace their lasers. The SSDs in this issue include a laser table and BPV data to reflect this interim upgrade step, rare though it was.—*by Andy Palmer*

(YR6.11) GORN IMPROVED WARP-REFITTED CRUISER (WCI): Along with their WBBs, the Gorns began upgrading their WCAs (with phasers and plasma bolts). The same simple replacement of systems was employed. While still lacking the overall firepower of the WBI, the WCI was a tremendous shock to both the Paravians and the Romulans. Ships of this class were soon marauding deeply into the Paravian operating zone, hunting their warships.

Other: Same as WCA except; Year in Service Y68; Notes R.
(YR6.11A) LASER-ARMED VERSION (WCL): The SSD in this issue covers the laser-armed version of the cruiser. This was a rare interim step resulting from phaser production not keeping up with warp and plasma production.—*by Andy Palmer*

(SL188.0) AN INTERNAL AFFAIR



(Y72) *by Mike West, Texas*

In Y72 the Federation had removed many internal (to the Federation) trade barriers. One of the remaining barriers was a tariff the Rigellians used on merchants that passed through a particular section of space which, because of astro-navigational necessities, merchants were forced to use. The Rigellians continued to collect the tariff even after it had been officially repealed. One merchant company decided they had had enough and asked their home government for protection and it was granted.

So, as the merchant ships approached the tariff point, and the Rigellian destroyer approached... *See hard-copy edition*

STARLINE 2400 MINIATURES

More than a year ago, ADB Inc. released the first five new starship miniatures in nearly a decade. The intention at the time was to follow up this release with a steady re-release of the original Starline 2200/2300 miniatures starting in the Fall of 1999. This plan didn't work out because of problems in getting the old metal master copies, but these problems were amicably resolved at Origins last summer and the masters returned to their rightful owner (ADB, Inc.). The long-awaited return of these ships has now begun.

We have several key goals in returning the miniatures to production and to your gaming table:

- We want to restore to availability the previous ships.
- Whenever possible, we want to improve the ships with more details and by reducing the number of pieces.
- All ships will be in lead-free pewter.
- The ships will be released at a steady pace of five per month, which is about as fast as the market can absorb them and as fast as the production people can get them ready. We plan to release one race per month, although we may start doing a second pack for major races before all of the minor races get done.
- A few new ships need to be released, averaging one new ship in each batch of five.
- When possible, we want to do creative things to increase the number of ships YOU have in your fleet without increasing the number of different Stock Keeping Units (SKUs) that the stores have to keep on hand. For example, the Romulan heavy cruiser will come with both two single and one double engines, allowing you to make any heavy hawk you want.
- The stores complained (about the old miniatures) that some ships, particularly the tugs and to a lesser extent the dreadnoughts, did not sell as well as the cruisers, destroyers, and frigates. The problem is that you, the players, know you have to have one dreadnought and one tug in every fleet. Our plan is to put the tugs and dreadnoughts into the fleet boxes, and release the cruisers, destroyers, and frigates in both the fleet boxes and separate blisters. That allows you to get the two major units one time and then increase your fleet with all of the "line warships" you need.
- To keep the number of SKUs down, each race will have one combination blister containing two line warships.

FIRST: THE KLINGONS

We began the return (and upgrading) of the original masters with the Klingons, which were released in October. The Klingon Fleet Box is now in stores, and includes five veteran starships to build your attack formation.

The C8 dreadnought has been redesigned to reduce it from five pieces (hull, boom, and three engines) to only two pieces (the center engine is easily glued under the boom).

The D7 Battlecruiser has been reduced from the original four pieces to only one, which follows the incredible success of last year's one-piece C7. Many players have long wanted a one-piece "plug and play" D7 and now they have one.

The D5 has been changed from four pieces to only one. More importantly, the engines have been changed to be the proper size. (The old D5 from the 2200 series simply used D7 engines as a production efficiency.)

The T7 Tug has been reduced to one piece (plus the two pods).

The F5 frigate is an entirely new sculpture that is 25% larger than the original F5 in the old 2200 series. (Everyone agreed that this was too small. The original F5 masters will be converted sometime next year and released as E4s. You can convert your existing F5s to E4s by simply removing the center phaser from the deckhouse.) With the new F5 we have taken the first of our steps to increase the number of ships you have without overloading the

stores. The F5 actually comes with four disruptors, two on the wings and two on the engines. For the F5W, the two on the wings are phasers. For the standard F5, remove the two on the engines. This can be done with a small file (even a nail file) or (and do be careful!) with a hobby knife.

Klingon Fleet Box SKU 0300 \$39.95

D7 separate blister pack SKU 0304 \$7.95

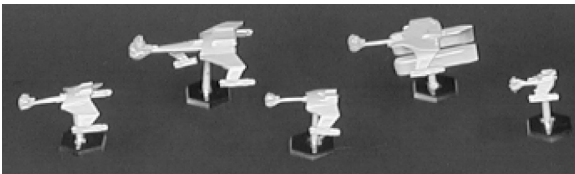
D5 War Cruiser & F5 Frigate blister SKU 0323 \$14.95

Special order Only: C8 SKU 0303 \$9.95

Special order Only: Klingon T7 Tug SKU 0309 \$9.95

In the case of the T7 and C8, single-unit packs are available by mail on our web site. You can order them through your store, although this will take at least a month and your store may not want to bother.

Remember that the C7 heavy battlecruiser (SKU 0372 \$7.95) was released last year, and you can expect a really big release later in 2001. (All photos by Leanna M. Cole)



RETURN OF THE HAWK

The Romulans will take their place in your fleet (and the shelves of your store) about the time that this issue of Captain's Log reaches you (and your store). The first Romulan pack includes the third-series "Hawk" class ships.

The Condor, SeaHawk, and SkyHawk are basically unchanged from the originals, although these will be in lead free pewter and of higher quality castings.

The SparrowHawk and the rarely-seen FireHawk (which was released only in very limited numbers at the end of the 2300 series) have been modified to have their lower engines cast as a part of the hull. (You will still have to install the top engines.) The FireHawk will come with a pair of single engines (which covers most of the heavy hawks) and with a new double engine unit (which covers the RoyalHawk and RegalHawk).

Romulan Fleet Box SKU 0400 \$39.95

FireHawk/RoyalHawk SKU 0438 \$7.95

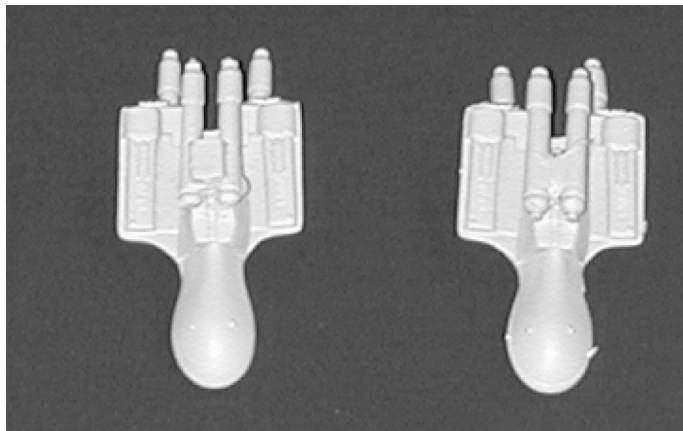
SparrowHawk SKU 0414 \$7.95

SkyHawk & SeaHawk 0421 \$14.95

Special Order Only: Condor SKU 0406 \$9.95

The next Romulan box will include the Vulture, War Eagle, BattleHawk, and Snipe. We plan to include a fifth ship and are considering various options (Falcon Mauler and Freight Eagle among others).

Romulan RoyalHawk and FireHawk showing detail of alternative engines



ENTER THE FEDERATION

Now scheduled for January release, the Federation Fleet box will include five ships, three of them with substantial changes from the original designs and the other two entirely new, although we need to explain something.

The Federation Fleet Box will include two copies of the NCL. This is a new one-piece design with the correct-sized engines. Also included will be a small unit that, glued under an NCL, turns it into the "new" NCA. If you really don't like the NCA or really want more NCLs, you can just ignore this small piece. (Or, with a bit of work with a file, you could glue it to the frigate and make that into an FFB).

The Old Light Cruiser is also included, although this is a new design which has the engines cast as part of the hull (i.e., a one-piece unit). The Frigate is also included in the Federation Fleet Box, and this is also a new one-piece design with the engines cast as part of the hull. Even better, these are the correct round engines, not those trapezoidal things that Steve Cole thought would be easier to cast.

The crown jewel of the Federation Fleet Box, however, will be the Kirov-class Battlecruiser, a gorgeous new casting (in two pieces due to its three-dimensional design).

Federation Fleet Box SKU 0200 \$39.95

Battlecruiser SKU 0233 \$7.95

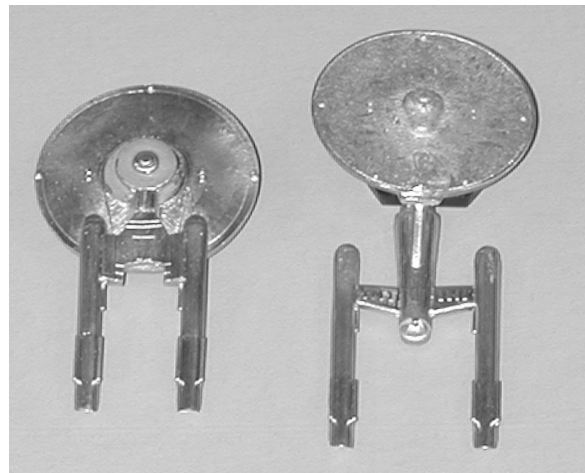
Federation New Light Cruiser & Frigate SKU 0218 \$14.95

Special Order Only: Fed Old Light Cruiser SKU 0205 \$7.95

We are reviewing plans to market the old plastic "Zocchi Feds" which include the DN, Tug, CA, DD, and SC.

Don't forget that the Federation DW was released last year and should still be available in stores. If you don't see it, tell your store to stock SKU 0265 (\$7.95) for you and your allies.

The photograph below shows the masters for the new Federation NCL (on the left) and BCH (on the right). The photo does not reproduce well as these are bare metal and the flash of the camera creates a back-scatter effect that blurs the image. The small back angles behind the BCH saucer are the black plastic base used to prop the saucer into position for the photo.



I FOUGHT THE GORN, AND THE GORN WON

The Gorns are next in line, scheduled for January. Their Fleet Box will include the dreadnought, battlecruiser, destroyer, and two copies of a special ship we'll explain in a minute.

The dreadnought, battlecruiser, and destroyer will be new one-piece designs with the engines cast as part of the hull.

The "special" ship is designed so that you can paint it to be a Light Cruiser, Heavy Destroyer, or Tug. This will be a one-piece design with the engines cast as part of the hull. The box will also include a special "pod" which can be slid in between the engines

of one of the CL/HDs to produce a TG/HD.

Gorn Fleet Box SKU 0600 \$39.95

Battlecruiser SKU 0619 \$7.95

Light Cruiser + Destroyer SKU 0603 \$14.95

Special Order Only: Gorn Dreadnought SKU 0611 \$9.95

Special Order Only: Gorn Tug SKU 0605 \$9.95

Don't forget that the BDD (SKU 0617 \$7.95) and the BDX (SKU 0699 \$7.95) were released last year. Be sure to remind your store to stock these. And yes, we are aware of players who want the CM. We're going to see if we can design the BC in such a way that it can be painted to look like a CM.

THE HEGEMONY STRIKES BACK

The Kzintis got left out of the 2300 series releases because their 2200 series ships were just too hard to produce. They all came with a hull, two wings, three engines, and sometimes other parts as well. (The original BC came with a total of 14 pieces, reduced to six in later production.) We knew that there was a lot of pent-up demand for the Kzintis, and put them fifth in line just so we could take time to do them right. The Kzinti Fleet Box will include the:

Dreadnought, a new design with the proper engines and the correct (flat bottomed) forward hull.

Battlecruiser, a new design with only two pieces (the separate top engine will be easily glued in place).

War Destroyer, an entirely new ship never seen before, this will also be two pieces including a separate top engine.

Frigate, a revision of the original design in two pieces rather than six (again, a separate top engine).

Tug, the classic design with a single hull and two pods

Kzinti Fleet Box SKU 0500 \$39.95

Battlecruiser SKU 0503 \$7.95 (separate blister)

War Destroyer + Frigate SKU 0544 \$14.95 (combo blister)

Special Order Only: Dreadnought SKU 0542 \$9.95

Special Order Only: Tug SKU 0512 \$9.95

Be sure your store also stocks the extremely popular Medium Cruiser, which is SKU 0519 and only \$7.95.

HERE COMES STUMPY

The Hydrans will arrive in the Spring, with their Paladin Dreadnought, Ranger Cruiser, Mongol War Destroyer, Frigate, and entirely new War Destroyer. The Ranger will be modified and cast as a one-piece unit; the other three classic ships will show little change from the original. In an innovative twist, we will include a "pallet" which will cleverly turn your Mongol into a Light Tactical Transport or your Ranger into a Camel Tug.

Hydran Fleet Box SKU 0900 \$39.95

Ranger Cruiser SKU 0902 \$7.95

Mongol War Cruiser + War Destroyer SKU 0949 \$14.95

Frigate Squadron (DW + two frigates): SKU 0906 \$19.95

Special Order Only: Paladin DN SKU 0904 \$7.95

Special Order Only: Mule LTT SKU 0939 \$9.95

PUT A TIGER ON YOUR TABLE

Right behind the Hydrans (which is appropriate since the Hydrans are usually running away) will be the Lyrans. Their fleet box is scheduled to include the Lion Dreadnought, Tiger Cruiser, Jaguar War Cruiser, entirely new War Destroyer, and redesigned Destroyer. All of these ships will have the lower engines cast as part of the hull; the DN and CW will have separate center engines that are easy to glue on. There will be pallets to turn the Tiger into a Cougar Tug.

Lyrans Fleet Box SKU 1100 \$39.95

Tiger Heavy Cruiser SKU 1104 \$7.95

War Cruiser + War Destroyer SKU \$14.95

Special Order Only: Dreadnought SKU 1102 \$7.95

Special Order Only: Tug SKU 1115 \$8.95

We haven't decided how to make a separate destroyer avail-

able, but we will do so. A second Lyrans box a year later will include the CL, BCH, and other new designs.

LATER RELEASES

We have a bad track record of predicting the future, but here are some ideas we have about later boxes. The "new" Tholian ship may be the CW. The Orions deserve to get their BR and DW. New one-piece bases will be offered. The ISC will finally get their CL. The WYN Fish Ships will eventually arrive. The Seltorians could include two copies of two hull designs and three copies of two engine designs, allowing you to create all four classes. A Hive Ship miniature might be included but won't be in scale. There may well be miniatures for Omega and Monsters in your future.

WEB SITE

We will soon be setting up an area of our web site including previews of new miniatures, painting guides, and a gallery of photos of miniatures painted (or kit-bashed) by various players. Ask for information on sending your photos.

SUGGESTED COLORS

Jessica Orsini suggests the following colors:

Klingons: Testors Panzer Grey

Hydrans and Gorns: Testors Gunship Grey

Romulans: Testors Light Grey

ISC: Blue Angel Blue

Federation: Testors Aircraft Grey (many use white)

Lyrans: Africa Mustard

Kzintis: Testors British Crimson

Tholians: Copper

Andros: Olive Drab (many use a true green)



Ships of the Romulan Fleet Box, including (left to right): SkyHawk destroyer, SparrowHawk war cruiser, Condor dreadnought, RoyalHawk heavy cruiser, and SeaHawk frigate.

WORKING WITH MINIATURES

Those who have collected and worked with miniatures have collected a range of skills and tools in order to get the best out of their fleets. When you first open a pack of miniatures you may be amazed and how "bad" they look, as the packing and shipping process often flattens or bends the metal. The ships are easily bent back into shape by gentle pressure from your fingers. No tools are needed for this.

Gluing the ships together (what little assembly is needed) is a skill requiring patience and a few tools. A good epoxy glue is essential; various hobby glues are often unsuitable for metal parts. Read the instructions on the glue carefully, and work in a ventilated area. The most important part of your tool kit when gluing miniatures together is a collection of "shims". These can include small pieces of wood, plastic, metal, coins, washers, or cardboard which help you prop the ships (and their separate parts) together while the glue dries. Be sure to "dry fit" all parts together to make sure they are going to fit (and that you know how to fit them) before you have wet glue on them and the "trial" process becomes messy. It is usually best, when gluing in the stands, to place the ship upside down and prop the stand into position above it.

Painting is an art we'll cover later. If you just aren't into painting, give them a quick spray with gray primer and detail them later.

HYDRAN STINGERS: A DEVELOPMENTAL HISTORY

The few Hydran fighter types seen in general use are only a small portion of the total number of designs, variants, and prototypes that form the lineage of this important unit. During the period of the first and second conquests of the Kingdom, Stingers underwent a burst of creative new designs, mostly as a result of being built in many different facilities, each of which had its own ideas, designs, limitations, and innovations. Most of these unseen Stingers were never deployed in significant numbers, but some found their way to planetary defense units, reserve ships, or bases. Some were desperate innovations by besieged garrisons. Some of these variants were used by police forces that could not get standard fighters, and a few found their way to the Hamilcar and Daven cartels.

Stinger-0: During the civil wars that followed the fall of the Kingdom in Y87, Prince S'Lenthna's forces were outgunned by the Guilds. Seeking a means to increase the available firepower, an unknown engineer created the original Stinger prototype -- an armed shuttle with a new kind of warp drive. The Stinger was a vehicle of its time, a time when most of the Hydran production facilities had been destroyed by the Klingons and Lyrans, and the constant civil wars in the Lost Colonies made all production facilities frequent targets. The result was that Stinger-0 production was decentralized to the extreme, and the various facilities building them each came up with their own improvements which were imperfectly communicated to other facilities. The Stinger-0+ and Stinger-0f were only the most successful of many minor variations. Stingers allowed the Prince to impose a cease-fire in Y128, ending 38 years of internal conflict. (In the subsequent political deal, the Prince abdicated and the Guilds gained more power.) By that time, Stingers had heavily influenced the future of Hydran ship construction, and they were incorporated into the designs of the new ships later built for the restoration of the Kingdom.

Stinger-1: Guild scientists, working in conjunction with Prince S'Lenthna's engineers, combined several small Stinger-0 improvements into a single fighter: the Stinger-1. It would be the most common Hydran fighter for more than three decades. The lesser-known Stinger-1F variant served on ships, colonies, and installations that lacked the power reserves necessary to arm the fusion beams of the standard Stinger-1.

Scientists and engineers continued to improve the Stinger. The Stinger-A (three fusion beams but no phaser) appeared in Y140; it was an effort to develop a fighter with more punch. The experiment proved a failure as it was an unarmed shuttle after firing the ship-armed fusions. None of these remained in service after Y142, but many were used by contractors and depots as testbeds for other conversions. Dozens were expended as remote-controlled targets, the fate of many other failed designs.

After the restoration of the Kingdom in Y135, the Hydrans began an intensive program to create a phaser-G-armed Stinger. The first prototypes (Stinger-1g in Y147) were hideously expensive and were used only by the "House Guards" squadrons that protected the King. These squadrons were instrumental in ending the five years of "civil wars" within the palace in Y151 and enabled the ascendancy of Hydraxan XXIII. The "House Guards" remained around Hydrax, and were never deployed outside the Capitol system. They eventually received new Stinger-2s and were wiped out under the personal command of Hydraxan XXIII in the Fall of Hydrax in Y171.) Ultimately the new shuttle phaser-G saw its largest deployment in the MRS shuttles deployed in Y150.

Shortly before the General War, technological breakthroughs resulted in a phaser-G that was cheap enough for fighters. The cheap phaser-G burned out after a few battles, but could be easily replaced by carrier maintenance crews between battles.

Elsewhere in the Kingdom, improved engines granted greater

speed. Those that received the engine upgrade were designated Stinger-1+ while those with phaser-Gs were designated Stinger-1g. These upgrades were unevenly applied. Some production facilities installed both upgrades in their fighters, some only one, and some were not able to apply either. Some existing fighters were upgraded in the field or at repair depots. Chaff packs, added in Y168, did not change the designation of a given variant.

Another experiment involved the adapting of the hellbore weapon to a Stinger-1 frame, resulting in the Stinger-1H. The economic cost prevented any large scale deployment of such fighters and they could be regarded as an unusually large run of prototypes. Some Stinger-1Hs received improved engines, and some received phaser-Gs, although not many received both.

The last variant of the Stinger-1 to see service was the Stinger-1E, which appeared in response to Coalition advances (UIMs, DERFACS, Phaser-1s, Medium Speed Drones, and Fighters). The Hydrans had found MRS shuttles to be too expensive and generalized for pure EW work and sought a more cost effective solution. This variant was produced by the facility that made most of the two-seat trainers. These entered service in Y172, but the total number was surely less than 100. Most of these only incorporated the EW capabilities, but a few were built to the "+" and "g" standards, and only four were built with both.

Stinger-2: As the storm clouds of the General War gathered, Hydran engineers all over the Kingdom were pushing the design envelopes. Hydran warships had been designed with launch tubes larger than the Stinger-1 needed, anticipating future growth. The engineers designed a new fighter, the Stinger-2, that used all of this available space. The expanded fighter chassis was able to accommodate more robust and hardened systems better able to withstand damage. The vastly superior Stinger-2 appeared just before the Hydrans entered the General War, so nearly before that there was not time to supply the Expeditionary Fleet with the improved fighters. The success of the Stinger-2 and its variants was such that it is probable that if the Hydran entry into the war had been delayed by a year the *Expeditionary Fleet* would have broken through.

But the copious Stinger-1 launch tubes that allowed the superior Stinger-2 to be used became the limitation that blocked further improvement. Rebuilding ships to include larger tubes was effectively impossible as the entire basic design would have to be changed, or the number of launch tubes would have to be reduced by 25-33%, eliminating any benefit of an improved fighter.

Initially, the hurried production of the new Stinger-2 led to many fighters being produced with the phaser-3 of the Stinger-1 (indicated by the qualifier "p" after the designation), some being produced with the Stinger-1's older, although proven, engine design (indicated by the qualifier "e" after the designation), and some were produced with both of the older systems on the heavier frame of the Stinger-2. The stablemates of the basic Stinger-2 (the Stinger-2H, Stinger-2F, and Stinger-2E, although the "2" was usually dropped from their identifiers) were also initially produced with some of the older Stinger-1's systems.

In the case of the Stinger-2E, the decision to initially produce them with phaser-3s appears to have been a deliberate design decision. The Hydrans believed that the EW fighter would not become as closely engaged in combat as the fighters it was supporting. Combat soon proved this to be erroneous and production switched to the phaser-G. The rapid switch indicates that the Stinger-2Ep had adequate space and could have had the phaser-G other than a political decision not to use it.

One of the last Stinger-2 variants to enter operational service, albeit in extremely limited numbers, was the Stinger-2P, which appeared in Y175. This incorporated the phaser-2 system copied from a captured Klingon Z-P fighter. While the Hydran Admiralty found the concept of a fighter with a heavy weapon that did not have to be recharged by a ship or base interesting, the Fleet Fighter Arm found it virtually unworkable. It had to get as close as a nor-

mal Stinger-2 firing single charges from its fusion beams to do any effective damage, and lacked the shield exploitation ability of the hellbore. It was too expensive to supplant the Stinger-F in the role of a pure dogfighter, or to operate from auxiliary carriers and small ground bases. By 177 it was withdrawn from service.

During the remainder of the General War, the Hydrans continued to seek means of improving the performance of their Stinger-2 series fighters. Several concepts were tried:

Stinger-2B: A Stinger-2 with three fusion charges for each of its fusion beams, allowing it to fire a long-range shot, and then move in for a close-range shot. The extra charges could also be used to knock out enemy fighters or drones targeted on a Stinger squadron. The records are unclear if any of this design got beyond the prototype stage. Hydran engineers were never able to overcome a flaw which sometimes caused feedback from the firing of a double charge to detonate the third charge and destroy the fighter, although this happened only 10% of the time.

Stinger-2r: This variant added two pod rails to the basic Stinger-2. Unfortunately, the design tolerances for the Stinger-2 were so tight that it was found that adding even a single pod to one of the added rails interfered with the fighter's warp field, cutting its maximum speed by 40% (i.e., speed 15 was reduced to speed 9). This reduction was not further influenced by a second pod, or by pods carried on the existing pod rails of the fighter, i.e., the fighter could still operate at speed 9 carrying four pods. A few of each type (-2r, -2Hr, -2Fr, and -2Er) actually reached operational squadrons before production was halted and a major investigation made into the fleet's fighter procurement system.

Stinger-2G: Designed as a replacement for the Stinger-F. This tried to use the space for the fusion beams on the Stinger-2 to mount a second phaser-G. Unfortunately, the close proximity of the two phaser-Gs created excessive heat when both were fired resulting in their malfunction. The excessive heat proved to be an insurmountable problem on a fighter the size of the Stinger-2. This design never went past the prototype stage, although the few prototypes were eventually sent to operational squadrons as attrition replacements with the second gatling removed.

Stinger-2Gv: A further development of the Stinger-2G concept. The 2Gv used the fusion space to mount a pair of phaser-3s as a means of getting around the heat buildup problems of the Stinger-2G. The design showed real promise, but was eventually discontinued. The reason for this remains unknown, but Guild competition and political factors appear the most likely reasons.

Stinger-HB: The design concept envisaged adding a second hellbore charge to the Stinger-H (which could not be fired on the same turn, or within a quarter turn, of firing the first charge). The Hydran engineers were simply not able to accomplish the task without lengthening the fighter significantly, and it is doubtful if any more than a few prototypes were built, none of which are believed to have entered active service. (Although, curiously, at least two were reportedly operated by a Daven Cartel Strike Carrier in Y182, but both were destroyed in the only action for which a record exists. There are other, less complete, records of unused Stinger prototypes ending up in Orion hands.)

Stinger-HF: The design concept was to add a fusion beam to the Stinger-2H, allowing the option of a second shot (although fusion, rather than hellbore, and not on the same turn or within a quarter turn of firing the other weapon), and an increased ability to fight its way to its primary target using the fusion to engage intercepting enemy fighters or drones. Strangely, this fighter was not defeated by problems with the fighter, but problems with the ready racks on existing ships. It simply proved impossible to construct a rack that could both hold and deliver the hellbore charge and a fusion charge on the existing Hydran ships. Very few Stinger-2HFs were built (less than 100, probably less than 50). They were sent to front line squadrons with the idea that in combat they could be reloaded in the first available shuttle bay, but operationally their fusion beams were almost never armed and most of the fusions

were pulled out by maintenance crews and used for spare parts on standard Stinger-2s, effectively converting the Stinger-2HFs into expensive Stinger-Hs.

Other Stingers: The Hydran development of fighters did not end with the Stinger-2 series.

Super-Stinger: After observing the Klingon Z-H in operation in Y176, the Hydrans made the curious decision (perhaps driven by pride?) to build their own "heavy fighter". The Super-Stinger was the result, entering service in Y177. While less than successful (like virtually all heavy fighters), the Hydrans kept the Super-Stinger in service for years, eventually using them as the original basis for the reactivated "House Guards" squadrons when Hydrax was liberated.

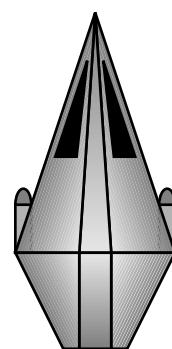
Stinger-X: This proved to be the final development of the long history of the Stinger fighter to see operational service, and was perhaps the most powerful direct-fire fighter ever produced. It was too expensive and temperamental to be deployed on ships without the facilities to service the peculiar needs of its advanced technologies (such as its hyper-engine). Production never met the need of the X-ships and X-bases, many of which were forced to operate standard Stinger-2s much of the time. The design did supplant the Super-Stinger as the fighter of the House Guard Squadrons by Y184, although some House Guard "squadrons" were organized as "PF flotillas" by that year.

Stinger-3/-H3/-F3/-E3: This was intended as a "logical improvement" of the Stinger series, beginning about Y180. The idea was to add hardening and redundant systems, but the cost was a larger framework that would not fit existing launch tubes. It was believed that such an increase in size would have overcome the warp field problems of the Stinger-2r, and the final design of the Stinger-3 series might have included the extra pod rails, although none of the other envisaged upgrades (-2B, -2G, -2Gv, -HB, or -HF) would have been any more possible.

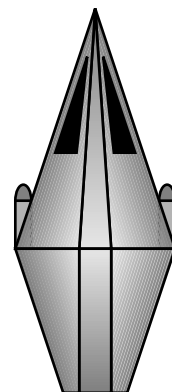
Logistics problems prevented production of the Stinger-3 series. The Hydran engineers were trapped by the Admiralty's design decisions of the Y120s. While the original designs of the ships incorporated growth room in the launch tubes, the Stinger-2 had already reached that maximum size. It would have been necessary to rebuild existing ships to accommodate these fighters, and to change the design of new ships under construction. (Records indicate that at least one cruiser was built with the larger tubes although it is not certain that this was linked to the Stinger-3 project.) Apparently, the Stinger-3 series was designed to use the Stinger-2 series ready racks.

Operating a mixed fleet of ships, some with standard launch tubes and some with the oversized tubes, was judged to be a logistical impossibility. Studies of the time when Stinger-1s and Stinger-2s were both in service brought nightmares to logistical planners. The huge strain on the Hydran economy caused by the General War, not to mention the loss and later liberation of the bulk of the Kingdom during the first decade of the war was another significant factor. The Hydrans would have had to increase fighter production (not to mention the ships needed to carry replacement fighters forward) by at least 33% in order to ensure that any ship calling for resupply found the correct fighters waiting. The logistical system was already strained to the limit, and some ships were forced to leave bases short of fighters because the wrong types (Stinger-H instead of Stinger-2) were on hand. Ships with new larger tubes could have operated Stinger-2s, but in that case their more expensive design would have been wasted. Older ships might have operated Stinger-3s but only by launching them out of the shuttle hatches, which would have been too slow. (This problem was later tolerated with the Stinger-X because few ships carried it and they had to have special logistical arrangements anyway. The increased power of the X-ships made the effort worth it.) There was a proposal to use Stinger-3s on planetary and base units where the launch tubes were not an issue, but this was judged impossible as these bases were fed by the same lo-

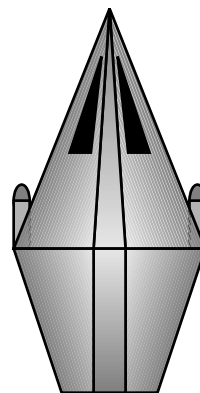
Fighter	Speed	Phaser	Drones	Damage	Special	BPV	YIS	DFR
ST-0	8	1xPh-3-FA	—	8	1xFus-FA	4	124	2§
ST-0+	12	1xPh-3-FA	—	8	1xFus-FA	5	127	2§
ST-0f	8	1xPh-3-FA	—	8	2xFus-FA	5	127	2§
ST-A	12	—	—	8	3xFus-FA	7	140	1§
ST-1F	12	1xPh-3-FA	—	8	—	6	134	3§
ST-1F+	15	1xPh-3-FA	—	8	—	7	170	3
ST-1Fg	12	1xPh-G-FA	—	8	—	7	170	3
ST-1F+g	15	1xPh-G-FA	—	8	—	8	170	3☆
ST-1H	12	1xPh-3-FA	—	8	1xHB-FA	8	168	1
ST-1H+	15	1xPh-3-FA	—	8	1xHB-FA	9	170	1
ST-1Hg	12	1xPh-G-FA	—	8	1xHB-FA	9	168	1
ST-1H+g	15	1xPh-G-FA	—	8	1xHB-FA	10	171	1
ST-1+	15	1xPh-3-FA	—	8	2xFus-FA	9	168	3
ST-1g	12	1xPh-G-FA	—	8	2xFus-FA	9	168	3
ST-1+g	15	1xPh-G-FA	—	8	2xFus-FA	10	170	3
ST-1E	12	1xPh-3-FA	—	8	2xEW Pod	10	172	3
ST-1E+	15	1xPh-3-FA	—	8	2xEW Pod	11	173	3
ST-1Eg	12	1xPh-G-FA	—	8	2xEW Pod	11	173	3
ST-1E+g	15	1xPh-G-FA	—	8	2xEW Pod	12	174	3☆
ST-2p	15	1xPh-3-FA	—	10	2xFus-FA	9	168	4
ST-2e	12	1xPh-G-FA	—	10	2xFus-FA	9	168	4
ST-2pe	12	1xPh-3-FA	—	10	2xFus-FA	8	168	4
ST-Fp	15	1xPh-3-FA	—	10	—	6	168	3
ST-Fe	12	1xPh-G-FA	—	10	—	6	168	3
ST-Fpe	12	1xPh-3-FA	—	10	—	5	168	3
ST-Hp	15	1xPh-3-FA	—	10	1xHB-FA	9	168	2
ST-He	12	1xPh-G-FA	—	10	1xHB-FA	9	168	2
ST-Hpe	12	1xPh-3-FA	—	10	1xHB-FA	8	168	2
ST-P	15	1xPh-G-FA	—	10	1xPh-2-FA	10	175	3
ST-2B	15	1xPh-G-FA	—	10	2xFus-FA (3 rnd)	12	180	4
ST-2G	15	2xPh-G-FA	—	10	—	14	180	4
ST-2Gv	15	1xPh-G-FA	—	10	2xPh-3-FA	12	180	4
ST-HB	15	1xPh-G-FA	—	10	1xHB-FA (2 rnd)	15	180	2
ST-HF	15	1xPh-G-FA	—	10	1xHB-FA	12	180	2
ST-3	15	1xPh-G-FA	—	12	1xFus-FA	11	180	4
ST-H3	15	1xPh-G-FA	—	12	2xFus-FA	11	180	2
ST-F3	15	1xPh-G-FA	—	12	1xHB-FA	8	180	4☆
ST-E3	15	1xPh-G-FA	—	12	—	13	180	4☆
ST-2r	15	1xPh-G-FA	—	10	2xEW	11	180	4
ST-Hr	15	1xPh-G-FA	—	10	2xFus-FA	11	180	2
ST-Fr	15	1xPh-G-FA	—	10	2xRail	8	180	4☆
ST-Er	15	1xPh-G-FA	—	10	1xHB-FA	13	180	4☆
ST-3r	15	1xPh-G-FA	—	12	2xRail	12	180	4
ST-H3r	15	1xPh-G-FA	—	12	2xFus-FA	12	180	2
ST-F3r	15	1xPh-G-FA	—	12	1xHB-FA	9	180	4☆
ST-E3r	15	1xPh-G-FA	—	12	2xRail	14	180	4☆



STINGER-1



STINGER-2



STINGER-3

gistical system, and fleet units often took fighters from bases. An idea to use Stinger-3s only on true carriers was also rejected as carriers and warships all drew fighters from the same sources and often exchanged fighters in war zones. (Other races did not have these problems as they used open decks, balconies, or larger launch tubes. The Klingons, who it could be said did not really understand fighters in the prewar days, built huge launch tubes into their carriers but never tried to build fighters to fit them.)

Ultimately, the Stinger-3 question was deferred until after the General War (and then the ISC War, and then the Andro War) by which time the Stinger-X had made it irrelevant.

The above article was developed based on a series of proposals and debates on the SFB proposals board. Participants as

members of the Royal Attrition Tactical Studies Group (R.A.T.S. Group) included: Stephen Beeman, Dennis Bergendorf II, Jonathan Biggar, Daniel Bivona, Carl Bloedow, Ken Burnside, Chad Calder, Stephen Cole, Geoff Conn, Tos Crawford, David Crew, Jim Davies, Jonathan Dean, Andrew Dederer, Frank DeMaris, Patrick Dillman, Ben Ellinger, Jack Fair, Stephan Fassmann, Stewart Frazier, J. T. Gawboy, Garth Getgen, Barry Gibbs, Richard Glover, Charles Gray, Sandy Hemenway, Seth Iniguez, Fred Jacobs, David Kass, David Lang, Les LeBlanc, Jeff Lloyd, Michael Mendick, A. David Merritt, Ken Moldovan, Charles Morriss, Jessica Orsini, Andrew Palmer, Steven Petrick, Larry Ramey, Richard Redman, Steven Rushing, Richard Sherman, John Sickels, Vincent Solfronk, Kirk Spencer, Paul Stovell, Michael Strain, Oliver Upshaw III, Richard Wells, and Daniel Zimmerman.

BROTHERS OF THE ANARCHIST

PART III: KZINTI VS LYRAN

Unlike a computer game where most elements are created by the publisher, boardgames have an unlimited possibility for players to create and incorporate their own ship designs. Many players engage in extended campaigns, which often result in captured ships. The Anarchist is a famous ship from SFB history — a Klingon D7 captured by the Hydrans and converted to use their technology. A series of articles in recent issues have extended this concept, giving players guidelines for converting ships they capture in their campaigns.

GENERAL NOTES ON CONVERSIONS

Kzinti-Lyrans conversions would seem obvious since the two races use much of the same technology (disruptors), but they both employ weapons that are (with the exception of Lyrans carriers) unique to each other; Lyrans ESGs and Kzinti drone racks. It is these latter two systems that will create the greatest problems for any conversions. Any mech links on a captured ship are retained and converted to handle locally available PFs. Aegis fire control is retained if the ship will be used as a carrier escort, but is lost otherwise. If the captured ship had limited Aegis when captured this can be upgraded to full Aegis in Y175 or later. Command Ratings will not be changed (including the Lyrans CA).

Semi-generic units (bases, monitors, freighters, auxiliaries, Q-ships) are converted to the standard design of the capturing race. PFs and fighters are not converted but scrapped, expended as targets in weapons tests, or, rarely, used in special operations.

It should be noted that the information provided here, with few exceptions, will not result in the publication of formal ships with SSDs, rule numbers, or even BPVs. The sole intent of this article is to provide those gamers who are running campaigns (and those players interested in experimenting with "what if" situations) with guidelines on how ships of one race are converted for service by another race. The "racial doctrines" espoused by each race were kept closely in mind as these guidelines were developed. It should be obvious that, since the ships were not constructed to make maximum use of aspects of one-another's technology and design philosophies, many conversions will be less than satisfactory.

DISRUPTORS: The Kzintis will not increase, or decrease, the range of disruptors on a Lyrans ship; the opposite is also true. Both will retain DERFACS, or install it, if the ship is able to use it.

SHUTTLES: The capturing race will retain the standard loadout of shuttles used by the original owner on the captured ship. This includes replacing fighters, minesweeping shuttles, etc. with the type used by the new owner. Note that MRS shuttles are under a separate limit and that limit remains in force. If the captured ship was operating an MRS shuttle at the time of its capture, this does not mean that the new owner will install an MRS on the ship during conversion, although they will retain this capability.

LYRAN SHIPS TO KZINTI TECHNOLOGY

The conversion of Lyrans ships to Kzinti technology and design is straightforward except for the deletion of ESGs and addition of drone racks. These will be discussed below. All generally available systems remain unchanged.

PHASERS: All phaser-2s on captured Lyrans ships are upgraded to ph-1s. If the captured ship had the "p" refit, any phaser-3s that have been upgraded to ph-1s are retained as ph-1s; any phaser-3s that were upgraded to phaser-2s by the refit are upgraded to phaser-1s. If the ship did NOT have the "p" refit when it was captured, the Kzintis will NOT install that refit (whether it was captured before or after the Lyrans began the refit), but will retain the existing phaser-3s. This is in line with Kzinti phaser doctrine.

UBITRON INTERFACE MODULES: Any UIM Modules are removed and sold to the WYNs or Pirates.

SEEKING WEAPON CONTROL CHANNELS: If the resulting conversion is able to launch more than six drones in a turn, the Kzintis will install the ability to control a number of seeking weapons equal to twice the ship's sensor rating. Otherwise they will increase the seeking weapon control rating of the ship to equal its sensor rating. If the captured ship already had an ability to control a number of seeking weapons equal to double its sensor rating, this will be retained.

PLUS REFITS: If a captured Lyrans ship was not refitted at the time of its capture, it may be given the plus refit one year after the Lyrans begin applying the refit to their own ships of the type.

POWER PACKS: If the captured ship had a Power Pack, this will be retained and operate normally. If the ship did not have the power pack at the time of its capture, the Kzintis will never install it as the ship is too restricted to be worth the expense.

MAULERS: The Kzintis cannot repair any captured mauler systems or use them in combat until one year after a mauler ship has been captured (U7.121).

ESGS REPLACED WITH DRONE RACKS: The Kzintis will deactivate and/or remove any ESGs replacing them with drone racks. They do not operate or have the equipment to maintain ESGs systems. They might sell any such systems to the WYN Star Cluster or Orion Pirates. Lyrans ships converted to Kzinti service will replace the ESGs with drone racks as follows:

Lyrans ships with one ESG will replace this with two type-A drone racks with a single reload prior to Y175. After Y175 these will be type-C drone racks with two reloads.

Lyrans ships with two ESGs will replace these with four type-A drone racks (single reload). After Y175 these will be two type-C drone racks and two type-B drone racks, all with double reloads.

Lyrans ships with four ESGs will replace these with four type-A drone racks and two six-round ADD racks. After Y175 these will be two type-C drone racks and two type-B drone racks (double reloads), and the two ADD racks will be upgraded to 12-rounds.

Lyrans ships with six ESGs will replace these with eight type-B drone racks, two type-C drone racks all with double reloads, and two 12-round ADD racks.

If the Lyrans ship was a carrier escort, and is to continue in that role in Kzinti service (i.e., it retains its Aegis systems), replace each ESG with one type-A drone rack with a single reload and one 6-shot ADD prior to Y175. After Y175 replace all ESGs with two type-G drone racks; ships converted prior to Y175 would be refitted to this standard.

If the ship had no ESGs, the Kzintis might replace the disruptors with type-A drone racks with a single reload prior to Y175. After Y175 this will be a type-C drone rack with double reloads.

VARIANTS: Within the above limits, and including restrictions on maulers, the Kzintis can modify any captured Lyrans ship to any variant of that hull that has been in Lyrans service for more than a year. This must still adhere to the conversion to Kzinti technology.

CATAMARAN TO TRIMARAN: The Kzintis cannot convert a captured Lyrans Catamaran hull into a Trimaran hull (or vice versa); it is simply too expensive. Any such conversions would have to be done by the Lyrans, LDR, or WYN Star Cluster. The first option is politically difficult, the second geographically difficult, and in the third case the WYNs will probably keep the ship.

PALLETS AND PODS: Any Lyrans pallets captured cannot be used by Kzinti tugs, and will not themselves be converted unless a Lyrans tug able to operate that pallet was also captured. In the latter case, the normal conversion process is followed, e.g., any ph-2s are upgraded to ph-1s, except that any ESGs are converted to two type-A drone racks with a single reload prior to Y175, and two type-B drone racks with two reloads after Y175.

Any captured Lyrans-Klingon pods will, after conversion, operate normally on any captured and converted Lyrans tug, including LTTs, or on Kzinti tugs or Light Tactical Transports.

NON-CONVERSION: A Lyrans Running Tiger Fast Cruiser cannot be converted to Kzinti technology, but only scrapped.

KZINTI SHIPS TO LYRAN TECHNOLOGY

The conversion of Kzinti ships to Lyrans technology and design is less straightforward as ESGs cannot be mounted in the boom arms where the drone racks are. With the exception of mounting ESGs and deleting drone racks and ADD racks all generally available systems remain unchanged.

PHASERS: Some phasers may be deleted in order to make space to install ESGs, and some phasers may be added in place of drone racks. With these two exceptions, Kzinti ships converted to Lyrans technology will otherwise retain the phaser-1s they had in Kzinti service. No phasers will be downgraded to phaser-2s. See "Conversion Guidelines" below.

UBITRON INTERFACE MODULES: If the disruptors on a captured Kzinti ship are capable of firing range 22 or greater the Lyrans will install the CAPABILITY to have a UIM.

SEEKING WEAPON CONTROL CHANNELS: Kzinti carriers converted to Lyrans service will retain their original seeking weapon control rating. Other Kzinti ships, including escorts, will be reduced to being able to control a number of seeking weapons equal to half their sensor rating.

"C" REFITS: If a captured Kzinti ship was not refitted at the time of its capture, it may be given the shield, disruptor, and power parts of its appropriate "C" refit one year after the Kzintis begin applying the refit to their own ships of the same type. For example, if a Kzinti Frigate was captured in Y160, the Lyrans could not install the "C" refit shield upgrades until Y167, i.e., the year after new production Kzinti Frigates had the refit. Note in some cases parts of the refits are subsumed into conversions before they actually become available to the Kzintis, and in some cases parts of a refit are absorbed by the conversion.

ESG CAPACITOR REFITS: These will be installed during conversion or as a refit to any converted Kzinti ship.

DRONE RACKS/ADD RACKS REPLACED: The Lyrans do not operate drone racks or ADD racks and will remove any such racks from a Kzinti ship during the conversion process, replacing them with ESGs. See "Conversion Guidelines" below.

CONVERSION GUIDELINES: In general, follow these guidelines for converting a Kzinti ship of a given class (including the base hull plus any variants) to Lyrans Service:

FF: Replace 360° phaser with 1xESG. Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 1xph-3 RS.

DW: Replace 360° phasers and ADDs with 2xESGs (two ESGs total, not four). Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 1xph-3 RS.

DWH: Replace 360° phasers and ADDs with 2xESGs (two ESGs total, not four). Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 1xph-3 RS.

DD: Replace 360° phasers with 2xESG. Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 1xph-3 RS.

CM: Replace 360° phasers and ADDs with 2xESGs (two ESGs total, not four). Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 1xph-3 RS.

CL: Never receives the "C" refit. Install 2xESGs. Change drones to 1xph-1 & 1xph-3 LS + 1xph-1 & 1xph-3 RS.

CS: Replace 360° phasers with 2xESG (total, not four). Change drones to 1xph-1 and 1xph-3 LS + 1xph-1 & 1xph-3 RS.

NCA: Replace 360° phasers and ADDs with 2xESGs (two ESGs total, not four). Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 1xph-3 RS.

BCH: Replace all 360° phasers and drone rack #5 with 4xESGs (total). Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 1xph-3 RS.

DN: Replace all 360° phasers and ADDs with 4xESGs (total). Replace drones with 2xph-1 RF and LS, 2xph-1 LF and RS, 1xph-1 LS and RR, and 1xph-1 RS and LR. Change 6x cargo to 6xAPR.

BB: Replace all 360° phasers and ADD racks with 6xESG (total). Replace drone racks with 3xph-1 RF and LS, 3xph-1 LF and RS, 1xph-1 LS and RR, and 1xph-1 RS and LR. Change 8x cargo to 8xAPR.

TG: Delete ADD, replace drone racks with 2xESGs.

PODS: Two pods need special attention. Replace 2xADD on Self Defense Pod with 1xESG. Replace 2xtype-D drone racks and 1xADD on battle pod with 1xESG and 3xAPR.

SPECIAL CASES: Some Kzinti ships are not easily converted by general rules, and are covered here:

EFF/AFF: Same as FF except nose ADD replaced by ph-1.

POL: The Lyrans would either convert this to be identical to a standard FF, or replace the nose drone rack with a phaser-1, see the SSD in this issue of Captain's Log, you can either use the disruptor, or simply assume the disruptor is a phaser-1.

MCV, DWV: These ships would not receive ESGs because of their hangar bays.

MPF, MCG: These ships would receive ESGs, but not the phasers because of the Mech Links for the PFs.

MTT: See the SSD in this issue of Captain's Log.

CLG: There are no changes to this ship (other than fumigation, refurbishing, and a paint job).

FFG, DWG: These ships would only get the ESG in place of the 360° phasers, no other phasers.

DRONE UNITS: The Lyrans do not operate ships armed only with drones and phasers. They will convert any such ships to be identical to the standard hull type, e.g., DF to FF, SDF to SF, DWD to DW, CMD to CM, CD to CS, or to any legal variant of the standard hull type, e.g., DF to SF or MS, etc.

VARIANTS: Within the above limits, and including restrictions on drone units, the Lyrans can modify any captured Kzinti ship to any variant that has been in Kzinti service for more than a year. This must still adhere to the conversion to Lyrans technology, but could be done as part of the conversion to Lyrans technology. For example, a captured Kzinti FFK could be converted to Lyrans technology and into an MS as part of the conversion process.

PODS: Any captured Kzinti pods will, after conversion, operate normally on any captured and converted Kzinti tug, including LTT, or on Lyrans tugs or Light Tactical Transports.

(R5.948) KZINTI JAGUAR WAR CRUISER (LCW): Hegemony records of the General War, especially in the confusing aftermath of the WYN War of Return, the ISC Pacification, and the Andromedan War, are unclear on whether or not this ship (or ships) existed as anything more than a design study. No definitive record of a Lyrans Jaguar being captured relatively intact by Hegemony forces exists. There did exist, however, a voluminous study in the Hegemony's fleet intelligence files on conversions that might be done to Lyrans units. The study appears to have been based on intelligence gathered by agents within the Lyrans Empire's shipyards, and so can be regarded as reasonably complete. So complete that updates incorporated the various refits and upgrades the Lyrans themselves installed on the class. The design can only be regarded as conjectural, but a fully refitted conversion of a Jaguar would have been a daunting opponent.

OTHER DATA: Same as Lyrans CW except; Notes CJ, CP.

(R11.935) LYRAN MEDIUM CRUISER (ZCM): The Lyrans captured at least one, and maybe more than one, Kzinti CM during the General War. A design study was undertaken to see if the ship could be converted for use against the Kzintis (or, more probably, the Hydrans). With the supply of drones limited, a useful conversion might have been to a carrier escort (retaining the drone racks), but the Lyrans found this unsatisfactory due to the need for the ship to remain close to its carrier and other escorts that would be operating ESGs. However, converting the ship into a standard combatant with Lyrans technology proved disappointing. The ship was able to operate within the doctrine of the Lyrans Jaguar class only because its slightly weaker power generation system was matched by its slightly weaker phaser suite after accounting for refits. But its weapon arcs would have made it operationally distinct and not viable within a standard squadron group.

OTHER DATA: Same as the Kzinti CM except; Notes CJ, CP.

CAN YOU GIVE ME AN EXAMPLE ...

Of boarding party operations using (D16.0)

THE QUESTION

I was hoping that you could give me a detailed example of how the advanced ship boarding actually unfolds. Here is the situation in which I found myself:

A Klingon D7 and a D6G are in the same hex. During a given impulse they knock down the #3 shield of a Federation BCF that is within five hexes of them and would like to capture it. So far the BCF has taken less than ten internals and none of them of any relevance, just hull hits. I sure would like to capture this ship!

Please walk through the capture of the ship: insertion point, battle areas, what those numbers on the boarding party diagram mean, and how power (warp engine and other power) can be cut off from the rest of the ship.

It just does not seem clear what is what in the module.

THE ANSWER

The Federation player knows that he is going to be boarded; nothing can stop it at this point. Sadly, the best answer to a tactical question is often:

"Never let yourself get in that situation in the first place!"

But even so, the Federation is definitely in "that situation" and his plan has to be to resist a boarding attack until he can disengage or win outright. Yes, he can still beat you ship-to-ship.

Remember that even with your Marines on board, that BCF is a nasty opponent and it is not impossible that your Marines may be the only survivors of your ships. You cannot assume that putting Marines over there means "you win, game over" because it doesn't. You have to have a battle plan to win. Using (and supporting) your Marines has to be part of that plan, but a plan that relies entirely on Marines, or that ignores the Marines already on the ship, is a bad plan. You need an *integrated* battle plan that uses ALL of your resources to their best and fullest effect. To paraphrase a famous quotation:

"Use your Marines, Dammit!"



**CORPORAL KOTHROCK OF THE 31st
MARINE REGIMENT PREPARES TO
BOARD THE FEDERATION BATTLECRUISER**
Alvin Belflower

MAKING THE BEST OF IT

The "stand by to repel boarders" claxon rings throughout the battlecruiser. At this point the Federation Player would deploy any boarding parties he does not have assigned as "guards" to the different sections of his ship in accordance with (D16.31). This is done secretly. Any boarding parties previously assigned as Guards (D7.83) must be placed in the area they are guarding. Guards will not fight (since they are tied to the system they are guarding), although they can die and will by their presence contest Klingon control of an area (D16.56). The Federation player needs to think about these guards every turn. He might release them to go fight, or he might even assign more guards since the presence of Klingon Marines on his ship does not mean that Klingon commandoes won't try hit-and-run raids! The Federation Player nominally has 16 boarding parties to deploy in this manner, i.e., what the ship originally started with as shown on its SSD and as listed in the Master Ship Chart. This number is, of course, not always absolute as it may be plus any additional boarding parties he purchased as Commander's options, minus any he has sent to do other things or lost in the battle to this point, and plus any militia squads that might have been raised to this point.

Once the Klingons first board the ship, he can begin converting some of his crew to militia to help in the battle (D15.83), but he cannot do so before he is boarded (D15.8313), unless there was some reason in the scenario background that allowed him to (maybe he was going to attack a base or reinforce something else under attack by Klingon ground troops, the latter case seems possible since there is a D6G present, those things should not show up in a normal skirmish *per se*, but unusual things do happen).

The Federation player will know that the Klingons have a total "lift" of 14 boarding parties on the first turn by Transporter in this case (five on the D7 and nine on the D6G). If the ships were operating under tactical intelligence rules, it might conceivably be possible that a lazy Federation Captain may not have realized that the D6 is a D6G, or that the D7 is actually a D7C. Such a lazy captain may be planning on only ten Klingon boarding parties as opposed to 16. In such a case, if the two Klingon ships had used some transporters earlier in the turn, and were unidentified, the boarding might take the Federation completely by surprise, but under (D16.31) he will still be allowed to deploy his available boarding parties before the Klingon boarding parties arrive.

It is not clear if the BCF is going slow enough for the Klingons to try to crash-land a few shuttles with extra troops aboard as well. If this were an option for the Klingons, things could go from bad to worse for the Federation depending on just how many of their shuttles the Klingons manage to land.

WE WILL FIGHT ON THE BEACHES, AND IN "AREA C"

The Federation player knows that the Klingons can only transport aboard into areas A or C in the saucer section, so that is where he will want to deploy his troops. This is because of rule (D16.321), which prohibits the Klingons from arriving in an area where there are Control boxes as defined by (D16.12). Since Area B contains the Bridge, Flag Bridge, and Emergency Bridge, and Area D contains Auxiliary Control, the Klingons cannot arrive in those areas by transporter (although, again, they can get into Area D if they can crash land some shuttles aboard).

If there is a danger of Klingon shuttles crash landing aboard, the Federation player will need to deploy at least a few boarding parties to defend Area D. If he loses control of Area D, well, it is pretty much game over as Area D is the only warp access point on the ship, and if the Klingons control it with undisputed mastery at the end of a turn, the BCF will be going nowhere and will have little power to accomplish anything else. Also in this circumstance with a Klingon D6G nearby, capture will be almost inevitable barring successful self-destruction with possible saucer separation.

Also keep in mind that the Klingon player might first launch hit-and-run raids on Auxiliary Control, as if he can eliminate these

boxes from Area D, he can transport troops over there and win a quick victory. We will assume a competent Federation player has already guarded these boxes, but it might be worth a shot.

THE MIND GAME: OUTGUESSING THE ENEMY

The basic Federation plan is to pin down the initial Klingon landing with his Marines, maneuver his ship to prevent more Klingon guests from entering his ship, and then form militia squads that will give him the raw numbers to wipe out the boarders.

If there is no danger of shuttles crashing aboard, the Federation player has two basic options. He can evenly divide his available troops between the two areas that the Klingons can arrive through, and hope to pin them down. The second option is to put most or all of his troops into one area and hope to win quickly there. This is risky, since if the Klingons capture a given area, they could shut down the systems and weapons there, which might blind his ship to attacks from that direction. Also, a solid Klingon foothold in one area (say, Area C), would allow him to attack into Area B and try to capture the bridge.

The Federation player needs to look at the two areas to decide what to do, and there are several factors to consider. First, what weapons remain which will be brought into arc through what shields on future moves, and what moves will you make to keep the Klingons from reinforcing a foothold. Second, what are your needs to going to be? Area A includes four batteries, and keeping control of those four batteries may be key to blocking future Klingon reinforcements by allowing the raising of general shield reinforcement through reserve power (G8.23) when the Klingons announce a new boarding attempt. Those batteries make Area A the obvious target, and sometimes the enemy avoids such a target. Which will he pick?

It would be best to defend both areas so that the Klingons will not control (D16.12) them and will not be able to prevent you from using the weapons in that area (D16.82). In addition, by defending the area you prevent the Klingons from committing Vandalism (D16.54). But you must deploy a few squads, or be ready to move a few squads as your first movement, to area B no matter what happens in order to block any passage by the Klingons into that area. If they take control of Area B, even if they do not take control of Area D, they can at least prevent any power from reaching any of the systems in the saucer section. The ship would be able to move, but its ability to fight would be severely limited.

And, of course, if there is any chance of the Klingons slamming some shuttles into the BCF's shuttle bay, you had better assign a few boarding parties to area D to make sure they do not simply cut your warp engine power supply.

THE OTHER SIDE OF THE TRANSPORTER

Now that the Federation has made its initial decisions, the Klingons have to make theirs. Again, there are two basic options. The Klingons have a total of 14 transporters available. They can either throw all 14 boarding parties at either Area A or Area C, or split them between the two areas. It is probably best to send them all to one area, and hope to gain a foothold they can reinforce later. If their ships can stay close they can beam over more reinforcements on the following turn(s), provided they can still reach or create a down shield. But they can be reasonably certain that the BCF is going to do whatever it can to open the range and avoid any more Klingon boarding parties getting aboard.

Once the Klingons get the initial foothold, they need to look at the situation. If they cannot readily reinforce the foothold (due to any number of factors), then their Marines must dig in and defend. Do not attack as this will cause more casualties and the invading force will steadily dwindle. Hope that the Federation marines will expend themselves trying to evict you from the foothold. But beyond that, hold until more troops can be sent to over.

If it looks like more troops will be arriving (the BCF is unable to get away), the Klingons can consider two options. Either hold



CORPORAL KOTHROCK LEADS THE CHARGE TOWARD THE BRIDGE OF THE FEDERATION BATTLECRUISER, BREAKING THROUGH THE MILITIA LINES.

Alvin Belflower

so that more troops can be sent at the non-combat rate giving them a better chance of success, or begin attacking out immediately to try to make things more difficult for the Federation by threatening to take Area B. So long as Area B is threatened, the BCF will probably stay away from battle, as it would be a bad thing to start a turn close to enemy ships with most of your weapons unable to fire (which would happen if control of Area B is lost).

As time passes, however, the Federation will become stronger (the militia will be rallying, other friendly ships if any will find inviting down shields through which to send over help, etc.), so time is not on the side of the Klingon boarding parties unless there is a strong chance that reinforcements will get there SOON.

The Klingons should also anticipate (and the Federation BCF Captain had better be planning this) that general reinforcement will be ready to go on the next turn. That general reinforcement will have to be eliminated by a couple of phasers to open the door again. Expect the Feds to put a lot of power into this. Also expect them to repair the down shields so that they can be reinforced, although this will take another turn (giving you one more reason to get this done NOW). The Federation may get clever and allocate some general reinforcement that he does not raise, allowing him to quickly (if temporarily) block any other shields you knock down. The BCF can also be expected to use his batteries to raise general reinforcement to block down shields at every opportunity.

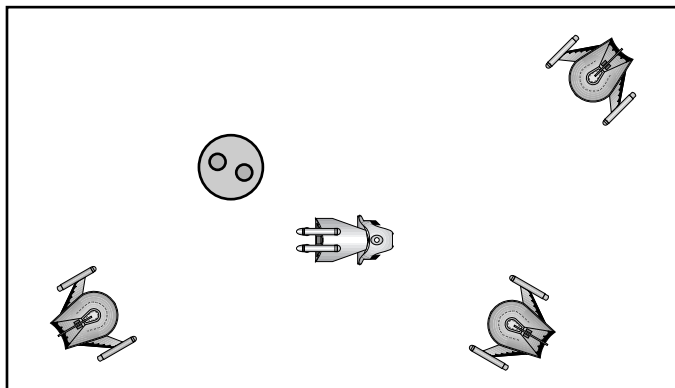
IT'S A NUMBERS GAME, AND THE ODDS ARE RIGHT

The numbers #1 through #6 on the Boarding Party Diagrams are where the "Docking Points" are. Every ship has six. They are only relevant in this case if one of the Klingon ships has succeeded in forcing a dock, (requiring the Federation BCF to be moving speed zero or one from some reason, perhaps the capture of Area D) and simply define that if the Klingon ship has docked its Docking Point #4 to the Federation BCF's Docking Point #2, Klingon boarding parties could attack from that area (in this case, F on the rear hull of the Klingon ship) into area C on the saucer section of the Federation BCF (and vice versa, of course). If the Klingons can stop the BCF and dock with it, serious problems will face the Federation captain. His only hope at this point will be that other friendly ships can beam over more troops or drive off the Klingon ships.—*Steven P Petrick*

SCENARIOS

Each issue of Captain's Log includes several new scenarios. Some portray the action in the fiction stories, some are linked to other articles (Battleforce, Omega, Early Years), and some are simply scenarios of general interest. CL#21 included several scenarios. Some are presented here in their entirety, some list only the background and scenario set up, and one (the Early Years scenario) is in another section of this Special Edition.

(SL183.0) THE ART OF DUTY



(Y173) by Steven Paul Petrick, Texas

This scenario recreates the action in *The Art of Duty*.

(SL183.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SL183.2) INITIAL SET UP

TERRAIN: Small moon (P2.23) in hex 2215.

FEDERATION: CL+ Macedonia in 2217, heading C, speed 4, WS-III. See (SL183.45)

ROMULAN: War Eagle Wildfire in 2318, facing E, speed 0, WS-I. See (SL183.46).

War Eagle Shikra in 1212, heading C, speed 0, WS-III. See (SL183.47).

War Eagle Praetor's Will in 3222, heading E, speed 0, WS-III. See (SL183.47).

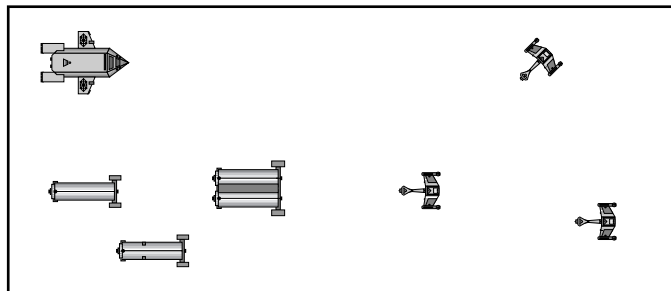
(SL183.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #4.

(SL183.4) SPECIAL RULES

(SL183.41) MAP: Use a floating map, but keep track of the location of the small moon. The Federation units can only disengage in directions A, E, or F. The Romulan units can only disengage in directions B, C, or D. Units which disengage in unauthorized directions are considered destroyed.

Remaining elements of this scenario (see only in the hard-copy version of CL#21) detail special starting rules and positions. Because of the surprise factor (the Macedonia thought it was fighting one Romulan Warbird, not three) the scenario begins in mid-battle, just before the second and third warbirds were detected. It would be relatively easy for the Federation ship to get out of the trap, except that this ship is blocking the only gap in the border watch sensor grid while an entire Romulan invasion force waits nearby, hoping to slip into the Federation undetected.

(SL184.0) AMBUSHED



(Y169)

by Stephen V. Cole, Texas

A Klingon Frigate squadron attacked a Hydran convoy only to find itself in a trap.

(SL184.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SL184.2) INITIAL SET UP

HYDRAN: Large Q-ship in 2115, small fusion-armed freighter in 2319, small freighter in 1918, all heading D, speed 6, WS-III.

Orion CR (allied to the Hydrans) in hex 0105, heading B, speed 16, WS-III. This ship begins the scenario cloaked.

KLINGON: F5C Reaver in 2110, heading D, speed 16, WS-III. See (SL184.451).

F5B Harrasser in 2315, heading C, speed 16, WS-III. See (SL184.452).

F5SB Stalker in 1910, heading D, speed 16, WS-III. See (SL184.45).

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y181 is assumed if no other year is selected.

(SL184.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL184.4) SPECIAL RULES

(SL184.41) MAP: Use a floating map. The Hydran units can only disengage in directions D or E. The Klingon units can only disengage in directions A or B. Units which disengage in unauthorized directions or areas are considered destroyed.

(SL184.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL184.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SL184.431).

(SL184.422) EW fighters were not available at the time of this scenario.

(SL184.423) There are no PFs in this scenario.

(SL184.43) COMMANDER'S OPTION ITEMS

(SL184.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that the Hydran Q-Ship is required to purchase at least two T-bombs.

(SL184.432) All drones are "medium," i.e., speed-20.

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.

(SL184.433) Prime Teams (G32.0) are not available in this scenario.

(SL184.44) REFITS are as listed in (SL184.2) except that the Hydran Q-ship and armed freighter have received the fusion hold-ing refit.

(SL184.45) KLINGON TURN #0 ACTIONS: This scenario actually picks up the action after the Klingons committed themselves to the attack. To reflect this, the following conditions are in force:

(SL184.451) The F5C *Reaver* turned to its current heading on Impulse #30 of Turn #0 and sideslipped into its starting hex. The *Reaver* hit a T-bomb on its #1 shield during the previous turn; reduce that shield by ten points before the scenario begins. The *Reaver* must reinforce that shield with six points (no more and no less) of specific reinforcement during Energy Allocation of Turn #1. It launched a type-IM drone on Impulse #30 which was destroyed by the T-bomb explosion.

(SL184.452) The F5B *Harrasser* turned into its current heading in hex 2113 on Impulse #32 of Turn #0. It launched a type-IVM drone, currently in hex 2114 heading D, on Impulse #16. The Klingon player is free to choose the target of this drone, but the target must be in the drone's FA arc. The *Harrasser* fired its disruptors at the Hydran large Q-ship on Impulse #25, its boom phasers on Impulse #27, and its aft phaser on Impulse #29.

(SL184.453) The F5C *Stalker* is under no restrictions and did not launch any drones, fire any weapons, or use its special sensors the previous turn.

(SL184.46) HYDRAN TURN #0 ACTIONS: The Hydran Q-ship laid two transporter bombs (from its shuttle bays) in hex 2111 set for Size-Class 4 units. One of these detonated during Turn #0 on the #1 shield of the *Reaver*. The Hydran Q-ship must purchase these two T-bombs a part of its Commander's Option Items. None of the Hydran ships fired any weapons, turned, or sideslipped during Turn #0.

(SL184.47) ORION OPTION MOUNTS: The Orion CR has a photon torpedo and two fusion beams; it has not fired, turned, or sideslipped during Turn #0.

(SL184.48) ORION DISENGAGEMENT: If the Orion ship is crippled, it will no longer fire any weapons at the Klingon ships and will disengage.

(SL184.5) VICTORY CONDITIONS: The Klingons win if at least two ships disengage and one Hydran freighter is destroyed, freighters which sublight disengage count as destroyed for this purpose. Any other result is a defeat. The Hydrans/Orion win a Tactical Victory if all three Klingon ships are destroyed and no freighter is destroyed. Adjust the Hydran victory level up by one for each Klingon ship captured (a captured Klingon ship is also considered destroyed, and so in effect counts double), and down for each freighter destroyed. The Q-Ship does NOT count double as large freighters usually do since it does not have the cargo volume of the small freighters.

(SL184.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL184.61) Reverse the roles using a Klingon large Q-ship, small disruptor-armed freighter, and small freighter in the convoy, and replacing the F5s with a Crusader, two Hunters, and Scout. Set up the second Hunter in hex 2310.

(SL184.62) Historically, the Commander of the Klingon squadron was over eager and charged into a situation without taking the time to figure things out. The story could have been very different. Start the Klingons from anywhere along the 01xx map edge and put the T-bombs back aboard the Hydran large Q-ship. The Orion CR will still be the decisive element in the scenario, but the Klingons will have a better chance to destroy one of the freighters.

(SL184.63) For a smaller battle, replace all three F5s with E4s (no refits). Delete the Orion and change the unarmed freighter to another small fusion-armed freighter.

(SL184.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL184.71) Change the unarmed freighter to a fusion- or phaser-armed freighter.

(SL184.72) Replace the Orion CR with an LR+.

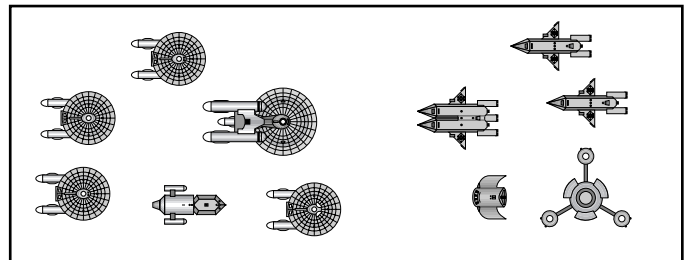
(SL184.73) Delete the B refit from both the F5S and the F5.

(SL184.8) TACTICS

HYDRAN: Overload everything and take your first, best shot. Keep an eye on the F5C, he may make a run for it, and is in the best position to escape from you. Get the fighters out as you do not want to lose them in the bays. Tractors are a major weapon for you since you do not want the Klingons to escape, and the F5B is close, the CR has plenty of power for the others. Shield the small freighter as best you can, it is the easiest target for the Klingons to kill.

KLINGON: Someone really wants you to kill one of the freighters and survive this? Heck, maybe if you were not already IN THE FIRE . . . Try your best to keep away from the CR, hit him with O-EW from the scout. Concentrate as much fire as you can on the small freighter, it does not have much power for EW, running, or anything else for that matter. It also has the fewest internals.

(SL185.0) THE ORION BASE



(Y175)

by Steven Paul Petrick, Texas

An Orion Battle Station has been discovered in your sector, obviously the hub of the many Orion raids on your logistics. Sector Command has ordered you to take a task force and destroy it immediately, but few ships are available for the mission.

This scenario is intended for use with the Battle Forces in this issue of Captain's Log. Players could create their own battle forces rather than use the published ones. See Captain's Log #20.

(SL185.1) NUMBER OF PLAYERS: 2; the Orion player and the Attacking player. See (SL185.45) for special set up instructions.

(SL185.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215.

ORION: Battle Station in hex 2215 of the center map, initial facing and rotation rate at the option of the Orion player, WS—III.

A total of 475 BPV to purchase modules, commander's options, drone speed upgrades, ships, and other units to defend the base. No Size Class-3 or larger ships may be purchased and no more than one DBR (or HDW if played in a year where that ship is available). Minefield packages (M6.0) may not be purchased except in a variation. All ships must be within ten hexes of the BATs, initial heading and speed at the option of the Orion player, WS—III.

ATTACKER: A force of 600 BPV including drone speed upgrades and Commander's options. The force can include no more than one Size Class-3 unit, and no larger units. All enter the map on Turn #1 from any direction, heading and speed at the player's option, WS-III. All attacking forces do not have to enter from the same map edge, but can be divided between the map edges as the attacking player chooses. All must enter the map on Turn #1.

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. Y175 is assumed if no other year is selected.

(SL185.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL185.4) SPECIAL RULES

(SL185.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Units of any side can disengage in any direction.

(SL185.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them.

(SL185.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL185.431).

(SL185.422) If fighters are used, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SL185.423) There are no PFs in the basic version of this scenario, but they might be added in variation or as a balance factor if the scenario is set in a period allowing their use.

(SL185.43) COMMANDER'S OPTION ITEMS

(SL185.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that the Commander's Options of the published battle forces are already selected.

(SL185.432) All drones are "medium," i.e., speed-20. In a variation set in an earlier or later year, drone speeds (or missile speeds in the case of Omega Sector races) will be appropriate to the year selected.

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.

(SL185.433) If players wish to use the optional rules for Prime Teams (G32.0), one such team can be added to each side for no reduction in available BPV, i.e., it is in addition to the forces available.

(SL185.44) REFITS are available depending on the year selected. Note that the refits of the forces in the Battle Force article that form the basis for this scenario are defined.

(SL185.45) SETUP SEQUENCE: The basis of this scenario is that neither side has much information on the opposing side before the scenario begins. To reflect this, players should follow this sequence:

(SL185.451) Choose sides, i.e., who will be the Orion player who will defend the base, and who will be the Attacking player.

(SL185.452) The Attacking player selects his race, records (but does not reveal) the map edge(s) his forces will enter from, and informs the Orion player which "Cartel" he may draw his forces from. The Cartel must be one that operates in the territory of the Attacking player. (If the Attacking player does not use a force in Captain's Log he will have to create an attack force, but this can be done at the same time as the Orion is creating his force if it has not been done previously.)

(SL185.453) The Orion player then purchases his defending

forces (including the Option Mounts on the base and any modules or Commander's Options for it), and deploys them around the BATs. Note for example that if the Attacking player selects the Dragon (Capital) Cartel, the Orion player will know that the attacking force will not be Lyran, Klingon, Romulan, etc., but still might be Andromedan, Orion (from an adjacent Cartel), or Federation [but see (SL185.46)]. He will however be restricted to options available to the Dragon (Capital) Cartel.

(SL185.454) The attacking player then reveals his starting positions [and his race and ships, but optionally see (SL185.47)] and the scenario begins.

(SL185.46) MODULE C4, THE THOLIAN GALAXY, OMEGA: Some races do not have "Orion" pirates as menaces to contend with, this is dealt with below:

(SL185.461) For the "Simulator Races" in Module C4, simply assume that they would oppose the same Cartels as the race which created them. For example a FRAX battleline would be opposed by the Cluster, Daven, Hamilcar, or Pharoah Cartels.

(SL185.462) For the Tholian Home Galaxy use the Pharoah Cartel (the Cartel in whose space the Seltorians operated), but allow the Old Galaxy forces to use Wild Weasels and Suicide shuttles. T-bombs might be made available to those forces as well, but this will require adjusting the BPV of the Orion force to account for the added BPV if using the forces in Captain's Log. No adjustment to Orion BPV is necessary if the Attacking Player designs his own Tholian Home Galaxy Force.

(SL185.463) There are no defined Cartel boundaries in the Omega Sector. As such, the attacking player can define the "empire" in which the Orion base is set up. The Orion player may fill his option mounts with the weapons of that race and select fighters from that race as its "Home Territory", from races neighboring that race as its "Operating Zone", and from the rest of the Omega Races as its 10% limit. The Attacker's forces must be from races that are either the Home Territory Race, or from the Operating Zone races. The Orions cannot use any "Alpha-Sector" weapons in their option mounts. Replace any drone racks (including the type-D drone racks on the BATs) with the appropriate seeking weapons of the "Home Territory" race, or of an "Operating Zone" race if the Home Territory race does not have any seeking weapons.

(SL185.47) TACTICAL INTELLIGENCE: Because of the set up rules, it is possible for both sides to begin the scenario with no direct knowledge of each other's forces beyond the Cartel, the BATs, and the limits on the Size Classes that can be used. Player's might choose to use the Tactical Intelligence rules to enable both sides to conceal their true strengths until one or the other has committed decisively to a possibly inappropriate course of action.

(SL185.5) VICTORY CONDITIONS: Survival or destruction of the base is the sole victory condition.

If the base survives, the Orion Player wins.

If the base is destroyed, the Attacking Player wins.

(SL185.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL185.61) Replace the Orion Battle Station with a Base Station of a race. In this variation, the "Attacking Player" selects the race of the "Base Player", and the "Attacking Player's" race can be any race with a border adjacent to that race, or that is otherwise able to attack that race (Andromedans, Orions, etc.).

(SL185.62) Allow the Orion player to have two or three "minefield packages" (M6.2) in addition to his BPV. If he chooses two minefield packages, add a Size Class 4 minesweeper to the Attacker's force. If three minefield packages are chosen, add a Size Class 3 mine-

sweeper to the Attacker's forces. If the Attacker does not have a minesweeper available to his race (or one of the appropriate Size Class) he may add one "War Destroyer" to his force even if the War Destroyer, e.g., WYN DD, for his race is not yet available. Omegans and the Tholian Home Galaxy add one Size Class 4 ship. Andromedans add a Python. The Added ship (minesweeper, War Destroyer, etc.) may be above the "Command Limits" for the force, but is assumed to reflect careful staff planning, i.e., a Fed and Empire Command Point.

(SL185.63) PFs may be added by allowing both sides to have one PF flotilla (appropriate option mounts to the Cartel) of casual PFs to each side carried on mech links.

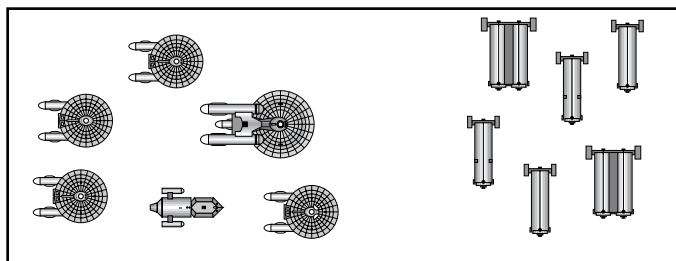
(SL185.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL185.71) Increase or decrease the BPV available to one side. If using the Battle Forces, this will have to be the (defending) Orion side.

(SL185.72) Add one Interceptor or one PF (carried on a mech link) to one side.

(SL185.8) TACTICS: These will vary depending on the Attacking Race and the Defending Cartel. But both should remember that the Base is the thing. Nothing else matters.

(SL186.0) MERCHANT'S LUCK



(Y175)

by Steven Paul Petrick, Texas

Bases make wonderful supply points. Unfortunately, the supplies do not simply magically appear at the base. They must be restocked, and that job falls to the lowly freighter. While absolutely critical supplies should travel by Tug or Light Tactical Transport, there are never enough of those available, and frequently they have other tasks to accomplish.

Armed freighters are preferred if Tugs and LTTs cannot be made available for the task. But like the Tugs and LTTs, armed freighters are not as ubiquitous as the logisticians would prefer due to their higher construction and operations costs. Few are available for those frequent, low priority, but critical, missions to restock bases.

Ultimately, many resupply missions to front line bases and forces fall upon the shoulders of the tired, overworked, (and little respected) stodgy hulks of the merchant services.

The supplies must get through, so whatever escorting forces can be made available are. Usually not enough. But, sometimes the convoy may draw a strong escort. Perhaps because a number of warships are simply traveling in the same direction. Perhaps because the convoy is vital.

Preventing supplies from reaching their destination is, on the other hand, an excellent method for disrupting enemy operations. An enemy sector may be made untenable due to a shortage of critical components, or at least the defender's may be weakened. A planned enemy operation might be delayed or even cancelled. An ongoing enemy offensive halted or diverted. Attacking enemy convoys is always the key to accomplishing these tasks. And a

strongly guarded convoy may be an indication of how critical its cargo is. While no single ship could attack such a convoy with any chance of success, a strong raid could accomplish much.

And so it is that the area of space just behind the forward line of bases of a given Empire is a place where a merchant's luck can be sorely tried.

This scenario is intended for use with the Battle Forces in this issue of Captain's Log. Players could create their own battle forces rather than use the published ones

(SL186.1) NUMBER OF PLAYERS: 2; the Convoy Raider player and the Convoy Defender player.

(SL186.2) INITIAL SET UP

CONVOY RAIDER: A force totalling no more than 600 BPV including all Commander's Options and drone speed upgrades. No more than one Size Class 3 ship, all other ships must be smaller than Size Class 3. Set up within ten hexes of the 01xx map edge of Map A, all heading B or C, speed max, WS-III. See (SL186.46).

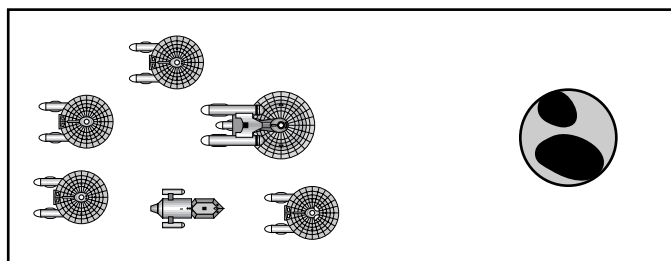
CONVOY DEFENDER: A force totalling no more than 600 BPV including all Commander's Options and drone speed upgrades. No more than one Size Class 3 ship, all other ships must be smaller than Size Class 3. Set up within six hexes of 4215 on Map A (note, ships may be on Map B so long as they are within six hexes of 4215 on Map A), heading E or F, speed 10, WS-I. See (SL186.46).

CONVOY: 2x Large Freighters, 4x Small Freighters, all within two hexes of hex 4215 on Map A (note, ships may be on Map B so long as they are within two hexes of 4215 on Map A), heading E or F, speed 5, WS-0. See (SL186.45).

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y175 is assumed if no other year is selected.

The remainder of this scenario is in the hard-copy edition.

(SL187.0) PLANETARY RAID



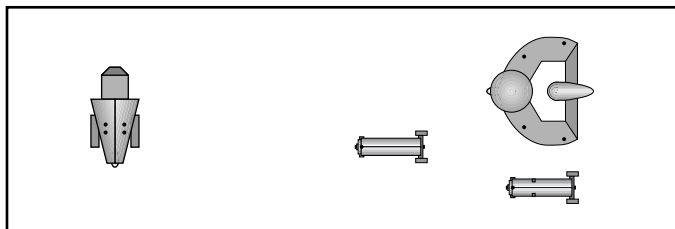
(Y175)

by Steven Paul Petrick, Texas

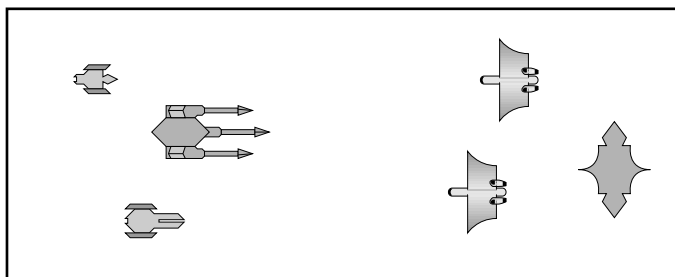
Raiding planets. Not a job anyone wants to do, but necessary for a variety of reasons. If the enemy planet is not well held, it might be possible to take it on a later date. Perhaps the raid will force the enemy to redeploy forces from another sector, weakening in preparation for a major thrust by your own forces. Maybe fleet intelligence has reason to believe that something of interest on the planet can be seized and brought back for study.

So, it falls on the fleet to carry out the mission, and in this the fleet has chosen you. And, all you know is that you have been ordered to carry out the raid. An objective has been set. and now you must do . . . or die.

This scenario, also part of the Battleforce project in CL#21, is presented in the hard-copy edition. The defending player is allowed to spend 600 points on ground bases, ships, fighters, minefields, and other defenses to protect his colony planet from the raiding Battle Force.

(SL188.0) AN INTERNAL AFFAIR

An abstract of this scenario is in the Early Years article.

(SL189.0) ON THE WARNING TRACK**(Y127)***by Scott Moellmer, Colorado*

In the beginning of their invasion of Drex space, the Ymatrian horde chose a singular area on the Drex border to begin funneling forces in. The Drex had established a small base at the end of an odd tunnel through a dense asteroid field very similar to the Blackfoot Pass in the Alpha sector. The Ymatrians planned to silence the base by overrunning it before the warning could be sent out. The Ymatrians attacked during a period of waning sunspot activity from a nearby star to block communications, thus leaving themselves with only limited time to achieve their goal. The Drex, for their part, were simply unaware of the savage intensity of the assault that was about to engulf them.

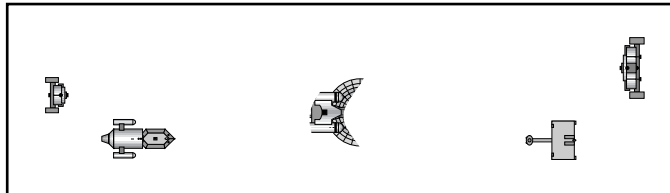
This scenario, which takes place in the Omega Sector and reflects only one of an endless series of wars (albeit a particularly nasty little war) is found in the hard-copy edition.

(SL189.8) TACTICS

YMATRIAN: You have little time to reach the base, but cannot afford to ignore the Drex ships. Consider escorting the FFS with the DD and letting the slower CA duel the patrol. After the sunspots fade, keep tractors warm to prevent the Drex ships from getting away, and watch the EW levels. The narrow confines on the map will help in using the Antiproton Lance. You may have to cut through some asteroid hexes to get there in time if damaged, since the time requirements will not allow you to hang the FFS back to be protected.

DREX: You are outgunned, and must decide whether to try and take out the Sensors on the FFS, or survive until Turn #2 and simply flee. If the Ymatrians run for the Base, you will have to get past them to escape. The narrow confines of the map also help you concentrate Hypercannon fire. Two "Torpedo" hits on the Bod-kin win the scenario for you.

HISTORICAL OUTCOME: The Ymatrians, unable to move less than maximum speed in order to reach the base in time to stifle it, only had time for one pass against the Drex patrol ships, but well aimed antiproton phasers were especially effective in crippling them for later disposal. No early warning of the invasion made it out, and the war was on.

(SL190.0) SALVAGE OPERATIONS**(Y179)***by Stephen V Cole, Texas*

Once the fighting is over, the recovery operations begin. These operations are not just repairing damaged ships and patching up wounded crewmen, nor are they limited to restocking supplies and resting tired crewmen. They involve surveying the battlefield for items of interest; abandoned ships that might be towed back for refit; large sections of wreckage that might be scavenged for usable systems to repair other ships; the simple refined metals of blasted ship hulls have great value if they can be recovered in large pieces. With massive battles of the General War, and as in other wars and conflicts, salvage became a booming business. With fleet tugs often tied up hauling badly needed supplies, such salvage operations often fell upon local civilian tugs which were dragged into service (with huge bonuses paid them) to scour the battlefields. In the no-man's land between the fighting forces, more than one of these salvage operations encountered each other in a grab for the choicest tidbits.

(SL190.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL190.2) INITIAL SET UP

TERRAIN: Debris in hex 2215, see (SL190.45).

FEDERATION: POL+ in 4003, Harbor Tug in 4002, both heading E, speed 12, at WS-III.

KLINGON: G1 PF in hex 0327, Salvage Tug in hex 0328, both heading B, speed 12, WS-III.

(SL190.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL190.4) SPECIAL RULES

(SL190.41) MAP: Use a floating map, but track the location of the debris. The Federation units can only disengage in directions A or B. The Klingon units can only disengage in directions D or E. Units which disengage in unauthorized directions or areas are considered destroyed.

(SL190.42) SHUTTLES AND PFs: All PFs have warp booster packs, no shuttles have warp booster packs.

(SL190.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SL190.431).

(SL190.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SL190.423) The Klingon PF is a standard G1 (one disruptor and two drone racks). It is not a leader or scout or any other variant.

(SL190.43) COMMANDER'S OPTION ITEMS

(SL190.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here

counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL190.432) All drones are "medium," i.e., speed-20.

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.

(SL190.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SL190.44) REFITS: The Federation POL has the plus, AWR, and Y175 refits. The Klingon G1 has not been refitted.

(SL190.45) DEBRIS: This is a large part of a destroyed ship. It has considerable value to either side both in terms of the materials that may be recovered from it, and the possible intelligence finds that might be discovered. The debris has a towing cost of 1/4. While the Federation POL could tow it, only a tug could dock with it to return it to home space.

(SL190.5) VICTORY CONDITIONS: The player whose tug successfully docks with the debris and disengages with it. If neither side is able to disengage with the debris, use the Modified Victory Conditions (S2.201).

(SL190.6) VARIATIONS:

(SL190.61) Replace the civilian tugs with larger tugs, a Tug-B for the Klingons, and an LTT for the Federation.

(SL190.62) Replace the Federation POL with an NCL and the Klingon PF with an F5W.

(SL190.63) Replace the debris with three disabled PFs in different hexes. In this variation replace the Salvage tug with a PFR. The side which successfully disengages with two of the PFs wins, but each PF must be docked to separately. The initial starting point for each PF is determined by rolling two dice for each one. The first die determines direction from hex 2215, the second die determines distance from hex 2215.

(SL190.64) Use any two races. Note that Omega sector races could be used, but the BPVs of the two sides will need to be carefully balanced.

(SL190.65) Replace the two sides with early years ships. In this variation, use the tugs of the two races escorted by that race's destroyer or frigate.

(SL190.66) While the basic scenario was set in Y179, obviously virtually any year or opposing sides could be used by varying the forces, an Orion hired as escort perhaps?

(SL190.7) BALANCE:

(SL190.71) Change the G1 to a G1L.

(SL190.72) Replace the Harbor Tug with an Salvage Tug.

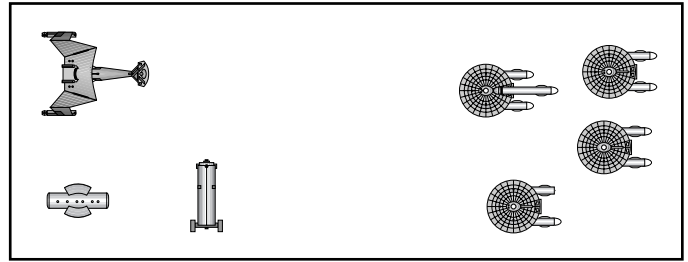
(SL190.73) Delete refits from the POL or add the refit to the G1.

(SL190.8) TACTICS

FEDERATION: You have a POL, he has a PF. The PF is faster than you are, but you are both nimble. If you can land a good punch it will be over quickly. But the Salvage Tug has some firepower too, and you will need to disable it. While you are doing all that, you have to keep the smaller Harbor tug out of harm's way. You are going to have to optimize your Commander's options on the POL to win this. Give careful thought to your drone load out. You may want a scatterpack (you can have one, the Klingons CAN'T!), but remember that the Salvage Tug CAN use a weasel.

KLINGON: Keep the POL engaged with your PF and flank around it with the Salvage Tug to attack the Harbor Tug. The Fed POL may be tough, but you should have enough firepower if he is careless. Do not waste your Salvage Tug's shuttle as a Federation scatterpack can put paid to it in short order without a weasel.

(SL191.0) FRIGATES IN A BLANKET



(Y181)

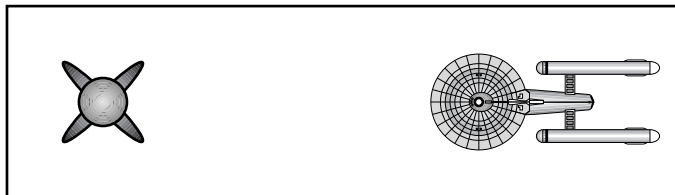
by Chuck Strong, Colorado

Several years before the General War, the Klingons discovered within a unique Nebula (both in terms of its size and its stability) the remnants of a small destroyed planet. The Nebula was quiet, so quiet that standard shuttles were able to operate within its confines. This permitted a small mining station and a processing center to be established, and the Empire reaped a bountiful harvest in rare minerals, including large quantities of dilithium.

Unfortunately for the Empire, the little Nebula was located relatively close to the former Federation border. By Y181 the Federation, having cleared Coalition forces from its own space, was hammering at the border stations at the edges of Klingon space. The Klingons had tried to keep their operations in the Nebula low key as the build up to the invasion of the Federation began, and during the previous decade had not been able (or perhaps had not really seen the need) to significantly upgrade the defenses of the operation. (Almost uniquely, it seemed even the Hamilcar Cartel was unaware of the existence of the operation, so tightly did the Klingons keep the secret.)

The Federation, as it drove back into areas occupied by Coalition forces, and especially as it reached the limits of Klingon imperial space, was carefully analyzing all data records for the regions. The Federation's analysts noted an anomaly about the Nebula that had previously escaped attention. (While Federation scientists would have loved to study the Nebula close hand, Federation intelligence officers were only interested in the means of breaking or bypassing the Klingon border defenses.) A pattern of semi-regular visits by Imperial convoys to the Nebula before the war began, was at first seen as using the Nebula as a build up point. The convoy visits, however, were continuing for no apparent reason over a decade since the war began. And the convoys always remained in the Nebular region for an excessive period of time. Intrigued, Federation Intelligence suggested a probe of the Nebula to discover just what was so interesting to the Klingons. A detachment of frigates was dispatched to identify and, if possible, destroy whatever the Klingons found so interesting. The frigates used a suspected gap in the coverage of the Klingon detection screen to reach the area. The operation was also timed to occur shortly after one of the Klingon convoys departed the Nebula in order to minimize the chances of contact. The sensor gap was not as complete as the Federation hoped, and the ships were detected as they made their approach. The only imperial ship in position to protect the station was the C7 *Fire*.

HISTORICAL OUTCOME: The Federation was able to destroy the SAMS station but lost the FFGa *DeGrasse* and limped away with two other crippled ships. The *Fire* itself also required extensive repairs. Indirectly, the blow proved to be a crippling one. The loss of production from the *Labor Base #7* station curtailed the operations of the DSF in the region, and due to the inherent difficulties involved in establishing a station without tractors, the Empire was unable to again tap the Nebula's rich resources until after the Interstellar Concordium withdrew from the Fed-Klingon border in response to the Andromedan invasion in Y189.

(SL192.0) THE ORB

(Y???)

by Marc Michalik, Colorado

While on patrol along an enemy border the automatic sensors of your cruiser put the ship on red alert. There is a glowing gold orb off your port bow transmitting the following message: "PREPARE TO DEFEND YOURSELVES!!!"

(SL192.1) NUMBER OF PLAYERS: 1; the Orb moves by automatic rules; see (SL192.45).

(SL192.2) INITIAL SET UP

TERRAIN: Map is surrounded by a Tournament Barrier (P17.0).

THE ORB: Sets up in hex 1414. See (SL192.45).

TOURNAMENT CRUISER: Tournament Cruiser of any race in hex 3416, heading F, speed max, WS-II. Tournament Cruiser's are used to create a scenario that is well balanced for several ships. This scenario has been created and playtested with this feature in mind. Player's may wish to use non-tournament ships in a variation.

(SL192.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or eight turns have elapsed, whichever occurs first.

(SL192.4) SPECIAL RULES

(SL192.41) MAP: The map is fixed; it does not float. There is no way to disengage in this scenario, except by winning.

(SL192.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL192.421) No ship in this scenario is allowed to carry an MRS shuttle, but in a variant of the scenario they may added.

(SL192.422) There are no fighters in this scenario (except for the Stinger-2s carried by the Hydran TC). In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SL192.423) There are no PFs in this scenario.

(SL192.43) COMMANDER'S OPTION ITEMS

(SL192.431) There are no option items as the tournament rules are in force (scatter packs, UIM, one T-bomb for Andromedan, etc.). Exception: Continuous Damage Control (D9.7) and Emergency Damage Control (D14.0) are used. If not using a tournament cruiser, the player may experiment with combinations of Commander's Options.

(SL192.432) All drones are type-I, type-IV, or type-VI "medium," i.e., speed 20 or "fast," i.e., speed 32, as per the tournament rules (i.e., no non-explosive drone modules). In a variation, not using tournament ships, the player may experiment with different combinations of drone modules and speeds. Note that this should only be done if the ship is smaller than a tournament ship as such modules will give the player a tremendous advantage.

(SL192.44) REFITS: The refit status of non-tournament ships will have to be determined by the player.

(SL192.45) THE ORB: The Orb is a construct used by the Masters to test Captains and their crews for participation in their games.

It operates under a number of special rules as defined below
(SL192.451) MOVEMENT The Orb moves by special automatic rules as described below. The Orb always moves at a speed of 16 hexes per turn. This speed is not reduced by damage to the Orb. The Orb has no turn mode and moves as directed by (SL192.451)-(SL192.4515).

(SL192.4511) Each turn, immediately after energy allocation, roll one die to determine the direction that The Orb will move (using the diagram in hex 0328) for the amount of hexes determined by rule (SL192.4512).

(SL192.4512) After determining the direction that The Orb will move by (SL192.4511) you must determine the distance (in hexes) that The Orb will move in that direction. Roll two dice to determine the distance that The Orb will move. If the distance die roll causes The Orb to move farther than its remaining movement allows simply cease movement on Impulse #32 and repeat (SL192.4511)-(SL192.4514) after energy allocation. The left over movement is lost.

(SL192.4513) After the impulse that The Orb completes its movement plot as determined above repeat the procedure as the first action of the movement segment of the impulse procedure.

(SL192.4514) If the direction die roll causes The Orb to "back-track" its course, defined as moving in the direction that it came from along the same hex row, it will instead adopt pursuit plotting (i.e., it will act as a seeking weapon) for the remainder of the turn. This rule is ignored on the initial (SL192.4511) die roll, The Orb will never adopt pursuit on the first movement plot of a given turn.

(SL192.4515) The Orb "bounces" off the barrier usually changing its direction of movement by 60° (enters hex 3101 in direction B, exits that hex in direction C) except in cases where it directly impacts the barrier in which case it bounces straight back (enters hexes 3101 in direction A, exits that hex in direction D). Note that if The Orb entered hex 0101 moving in direction F it would bounce in direction A (hitting the barrier again) and exit the hex (on the same impulse) in direction D. The "bounce" occurs on the impulse The Orb actually hits the barrier, not on the impulse it enters the hex in which it will impact the barrier, e.g., it enters hex 3101 on Impulse #2, it would hit the barrier when it next moved on Impulse #4 and bounce to the next hex on that impulse. The barrier causes no damage to The Orb.

(SL192.4516) EXAMPLE OF MOVEMENT: The player allocates energy on Turn #1 and then rolls one die for the direction of The Orb and two dice for the distance (in hexes). The result is a 2 on the first die and a 6, 3 (9) on the second and third. The Orb moves nine hexes at speed of 16 in direction two. As the first action of the impulse procedure of Impulse #19 The Orb rolls a 5 for direction causing it to back-track its course and so by (SL192.4514) it will "seek" the ship for the remainder of the turn, in this case a distance die roll is obviously unnecessary. By definition of the above rules the orb can never sideslip. Note that this example deals only with movement, after energy allocation you would also roll for The Orb's "Special" and "Range 8" weapons as outlined in (SL192.451).

(SL192.452) WEAPONS: The Orb has four weapons. These are the "Special weapon", the "Range 8 weapon", the "Range 4 weapon", and two gatling phasers. All of The Orb's weapons follow all of the normal rules except as modified herein. None of The Orb's weapons may fire more than once per turn (including its gatling phasers) or within 1/4 turn (8 impulses). Note that the "Range 8 weapon" and the "Range 4 weapon" are separate weapons even though they use the same chart. All of The Orb's weapons have 360° firing arcs.

(SL192.4521) Each turn immediately following energy allocation but before (SL192.4511) The Orb rolls for its "Special"

and "Range 8 weapon". All arming cycles are ignored, The Orb can fire any or all of its weapons once per turn.

RANGE 8 WEAPON	SPECIAL WEAPON
2: 1x Type-R plasma torpedo	1-2: Mine scatter
3-4: 2x Type-IVF drones	3-4: 4x type-IF drones
5-6: 2x Photon torpedoes	5: No special weapon
7-8: 2x Disruptors	6: Random displacement
9-10: 2x Tractor-repulsor heavy	
11: 1x Type-S plasma torpedo	
12: 2x Phaser-IV	

(SL192.4522) The effects of the "Special weapon" are as follows

A) MINE SCATTER: Three T-bombs are placed two hexes away from The Orb. On a die roll of 1-3 the mines are placed on the map in directions 1, 3, and 5, one mine per hex. On a die roll of 4-6 the mines are placed one each in directions 2, 4, and 6. The mines are set for all sizes but are not detonated by The Orb. Drones launched by The Orb will, however, detonate mines laid by The Orb. The Orb will detonate other mines (presumably laid by your ship).

B) DRONE LAUNCH: The Orb launches one type IF drone each on impulses 1-4, a total of four drones. All will be targeted on your ship and are otherwise normal drones.

C) RANDOM DISPLACEMENT: The Orb displaces itself a distance of six hexes. Roll one die for direction.

"Special weapons" A and C occur BEFORE any movement takes place. "Special weapon" B occurs during the normal sequence of play. Under no circumstances will The Orb roll for its "Special weapon" more (or less) than once per turn. Only the "Range 4 weapon" may roll for its weapon type DURING the turn.

(SL192.4523) The "Range 8 weapon", as determined by (SL192.4521), will only fire at the ship. It does so according to the following rules based on the type of weapon that is received in (SL192.4521). This weapon will fire at the first legal opportunity. If the ship starts the turn within 8 (or 10) hexes of the Orb the "Range 8 weapon" will fire as soon as possible within the limits of other rules (1/4 turn delay).

2 or 11: All plasmas launch at range 10 (or less), on Impulse #25, whichever comes first. All plasmas are "standard". The Orb will not launch pseudo plasma torpedoes, enveloping plasma torpedoes, shotgunned torpedoes, or bolt plasma torpedoes.

3-4: The type-IVF drones will launch, one each, on Impulse #5 and #6 whether or not the "Special weapon" resulted in 4 type-IF drones being launched.

5-6, 7-8, 9-10, or 12: Fires at range 8 or Impulse #32 (1/4 turn delay). If both the ship and The Orb move in such a way as to skip range 8 The Orb will fire at the appropriate point in the sequence of play at the resulting range. The Orb's weapons use DERFACS/UIM (no burnout)/ proximity fuses/overloads as appropriate.

(SL192.4524) The "Range 4 weapon" is rolled for [using the "Range 8 weapon" chart in (SL192.4521)] immediately after the "Range 8 weapon" fires. The "Range 4 weapon" operates identically to the "Range 8 weapon" in EVERY WAY except that it will only fire when the ship enters the 4 hex (or less) range. It will NOT fire on Impulse #25 or #32 (unless it is at range 4 or less on one of those impulses) if it does not get a shot.

(SL192.4525) If the "Range 4 weapon" is a 3-4 (2 type-IVF drones) it will launch both of them as soon as the ship enters range 4, rather than on Impulses #5 and #6.

(SL192.4526) Note that the "Range 4 weapon" is a separate entity from the "Range 8 weapon", it need not wait for 1/4 turn after the "Range 8 weapon" fires. It must, however, obey the

1/4 delay rule in regards to itself.

(SL192.4527) If the turn ends, and the ship is within eight hexes of The Orb, it rolls for its "Range 4 weapon" after energy allocation replacing the previously rolled for (range 4) weapon.

(SL192.4528) The Orb has two gatling phasers that will fire all 8 shots at the ship or any plasma torpedo (which plasma fired at is determined by die roll) targeted on The Orb that is within one hex (i.e., adjacent). If range one is skipped the gatlings will get a range one shot anyway before any other event takes place (such as the impact of a plasma torpedo). This weapon will fire at the first legal target, the ship takes precedence over a plasma torpedo.

(SL192.4529) If the ship starts the turn within four hexes of The Orb both the "Range 8" and "Range 4" weapons will fire as soon as possible within the limits of other rules (1/4 turn delay).

(SL192.453) OTHER RULES:

(SL192.4531) The Orb has a MCIDS (E6.0). The Orb will not use its MCIDS on its own drones. The (E6.5) anti-plasma function of the MCIDS is not present on The Orb. The Orb uses its gatling phasers on plasma torpedoes.

(SL192.4532) The Orb is affected by web as per the normal rules, but will not suffer breakdown (G10.59).

(SL192.4533) The Orb may be displaced or placed in stasis as per the normal rules.

(SL192.4534) The Orb sees through cloaking devices, is immune to electronic warfare, cannot be tractor, transported, boarded, or damaged by anti-drones, and has no critical hits.

(SL192.454) The Orb is destroyed by 250 points of damage.

(SL192.5) VICTORY CONDITIONS: The Masters are "testing" your ship and crew to determine your place in "The Games". The Masters value life and loyalty and will be very disappointed in you if you allow any damage to penetrate your shields (and kill some of your crew). Victory (or failure) is determined at the end of the 8th turn as follows:

ASTOUNDING VICTORY- Destroy The Orb without taking any internal damage to your ship. Any damage repaired before the end of the 8th turn or the destruction of The Orb, whichever comes first, does not count as internal damage.

DECISIVE VICTORY- Destroy The Orb, but your ship receives internal damage.

TACTICAL VICTORY- Score at least 200 points of damage on The Orb without taking any internal damage (repaired damage does not count).

MARGINAL VICTORY- Score 200 points of damage on The Orb, but take internal damage.

Any other result and the Masters have very little respect for your ship and crew. You will be placed in many horrifying situations until you are able to gain their respect.

The victory level is lowered by one if your ship is crippled.

(SL192.8) TACTICS: Make sure that your ship has good anti-drone defenses (enough to stop four type-IF drones and still deliver a decent range 8 alpha-strike). You must arm and fire your ship's weapons as quickly as possible while maintaining a respectable speed (15+). Two-turn arming weapons will get 4 shots, three-turn weapons 3 shots, you will need them all. You can afford to slow down for overloads as long as you are at a safe distance from The Orb. Always have a wild weasel ready as, if The Orb gets lucky, it can fire a type-R plasma and four type-IF drones in a single turn. To prevent shield penetrations you will need to take hits on nearly all of your shields (and probably repair the first shield damaged so that it can take another volley), in playtesting I usually ended up with 5 shields almost completely down. Plasma ships will want to make sure that all of their torpedoes hit on the same turn because of the gatlings. The Orb almost forces "Klingon Sabre Dance" tactics. NEVER, EVER GET HIT BY THE GATLINGS!!!

VICTORY AT ORIGINS 2000

Every year, over 100 top SFB players spend entirely too much money traveling to the Origins National Game Convention in order to participate in the CAPTAIN'S TOURNAMENT. Top prize includes \$100 cash, and something money cannot buy — the coveted "Gold Hat" and the right to be called "Fleet Captain". Each Fleet Captain then writes an article for the next issue of Captain's Log detailing his tactics and strategy. These articles are extensive and detailed, since the tournament requires the winner to triumph in seven consecutive games. This extract of the most recent article by Andromedan Fleet Captain Paul Scott covers only one of his battles.

I came to this Origins more prepared than I had come to any other Origins ever. That can be solely blamed Star Fleet Battles: Online. SFBOL is by far the most important thing to happen to SFB tournament play. In most years, I would have practiced playing maybe ten to fifteen games. This year, I played over one hundred games and participated in two major Rated Ace Tournaments through the on-line system. (Paul included extensive thanks for his local opponents, the judges of the tournament, and for the designers of the game. Paul also noted that in preparing for his article he extensively interviewed his opponents as to what they were thinking and planning at each step of each game.)

The first round game (against Kzinti Ace Craig Horvath) is a good one to start with, because it sets the tone for how I play the Andromedan - very very aggressively. The Kzinti can be a real pain for the Andromedan. Frankly, I think it is the most difficult ship for the Andromedan to face. The Federation is a less likely win, but the game against the Federation is not hard - you just have to get a little lucky and he has to get a little unlucky. The problem with the Kzinti, of course, is its seemingly endless supply of drones.

Unlike the Klingon, the Kzinti does not need to deploy his scatterpack right away to make things difficult for you. Craig had the right approach for this match. He intended on effectively using his drones to keep me at bay, or at least mitigate my direct-fire, and slowly pound away at my rear panels. My approach when fighting the Kzinti is to keep destroying drones as rapidly as possible and making constant feints towards him to try and mess up his drone timing. If I can slip through, I will overrun him, preferably through a rear shield.

Turn #1: I have a standard plot that I like. I start the turn at speed 21 and on Impulse #4 I increase to speed 28. This totals 27 movement and costs 18 warp power. There are opponents I do not use this plot against, but the Kzinti is not one of them.

Craig surprised me a bit with his plot. He started at speed 10, accelerating to speed 20 on Impulse #24.

On Impulse #1 he launched his scatterpack, which held three type-IMs, one type-IF, and one type-IVF. Seeing his low speed plot, I did not want to engage that turn, nor be so close that I would be engaging in the first quarter of Turn #2, so I piddled around a bit, but basically moved towards him. When the scatterpack released, I decided I wanted to deal with the two fast drones this turn and the rest later. On Impulse #18, Craig launched two more type-IMs, and two more on Impulse #31.

By the end of the turn, I had killed the two fast drones from the scatterpack; he had fired two standard disruptors at me. We ended the turn at about range 14, with various groups of medium drones between us. He discharged two overloads.

Turn #2: Since Craig was restricted to speed 20 this turn, I decided in Energy Allocation that I would just kill some drones this turn and then break off and circle back around for an attack on Turn #3. I plotted 21/28, with the break at Impulse #18.

He plotted speed 20 for most of the turn with a drop to speed 14 on Impulse #25 and armed four standard weapons.

I closed with the three remaining pack drones and killed them, then turned off. On Impulses #18 through #21, Craig fired a single standard disruptor, scoring some degradation on my rear panels. We ended the turn about 14 hexes apart, again with some medium speed drones between us.

Turn #3: Craig reversed his last turn's plot and started at speed 14, jumping to speed 20 on Impulse #9, although this time he overloaded all four disruptors. I reversed my standard plot and started at speed 28, dropping to speed 21 on Impulse #28.

I juiced the drones on the map and moved for an overrun. On Impulse #12, when I was at range four, Craig launched a pair of fast drones (I later found that these were type-IFs). We both moved on Impulse #13, and I was stuck taking a range-three shot on his #1 shield. My turn mode was not satisfied and Craig still had two type-IVs, both of which could be fast, available. For this reason, I could not afford to eat the newly-launched fast drones on my rear panels to get a range zero shot on him. If my Displacement failed there, I would end up eating type-IVs on Impulse #1 of next turn.

I went to range three on his #1 shield and announced displacement to his side. We both fired at each other. He did well and scored two internals, a phaser and a hull. I did poorly and ended up scoring 14 internals on him (after he reinforced for five, probably his batteries), netting, however, four power. My displacement was successful. After displacing I did a panel dump, sucking 19 power into my batteries. I then moved to attack the two fast drones he had launched that turn, destroying both with a ph-2 each. We ended the turn at range 12 of each other, drones between us.

Turn #4: By all accounts, this turn is a run turn for the Andromedan. I had just fired my TRs and there were some drones on the board. For me, however, this is a turn to attack the Kzinti with my phaser-2s or force him to launch more drones. The drones on the map were medium speed drones launched on Turn #1, so they would be running out of juice this turn. The last thing I wanted was to have him replenish the drones on Impulse #32 and complicate my attack on Turn #5. Additionally, if I can get the #1 shield again with range three or closer phaser-2s, that is a lot of damage. At a minimum, assuming I had no drones to deal with, I would down or nearly down a second shield. I find once the #1 shield and one other shield is down, the Andromedan will have no difficulty getting a shot with TRs on one of those shields.

I plotted 28/21 again and began repairs on my phaser-2. Craig, thinking he would be chasing me all turn, plotted 27/20 with the break coming on Impulse #17. He did not arm disruptors.

I spun around. On Impulse #10, Craig launched two type-IFs. I destroyed those with a phaser-2 each and continued to close on his #1 shield. Craig then launched two type-IVs. I used my remaining phaser-2s on them, but it was not enough, so I tractorized one using a TR. At that point I HETed outside his forward arc and started a circle to get behind him. We ended the turn at about range six, only the one drone in my tractor left on board.

Turn #5: I plotted speed 15 for the entire turn with 12 points of reserve warp and maintained my tractor on the drone. I knew I would not stay at speed 15 forever, but I was not sure what his plot would be and I knew I wanted to turn quickly to get behind him. My plan was to juke or eat his drones this turn and do an overrun on a rear shield. Even with only one TR, I should easily do around 53 damage at range zero, which would be enough internals to destroy enough power that he would no longer be able to fight. I do not know what his full plot was, but Craig plotted speed 20 for all relevant points of this turn.

I started circling behind him and was behind him at range five on Impulse #9. I then decided to increase my speed to 28 for the remainder of the turn. Craig launched a drone that impulse. A few impulses later I had juiced that drone and was at range zero on his #4 shield. We both fired, him filling my hurt front panels with seven phaser-3s and two phaser-1s, but with me scoring 47 points to his #4 shield, leaving him with 23 internals to take.

Craig resigned.

TERM PAPERS

An important part of every issue of *Captain's Log* is the publication of "Term Papers". These are tactics devised by players regarding everything from broad concepts to specific details that apply only in narrow cases. Papers are graded by a panel of experts. Each player earns "promotion points" for each paper of his that is published; some players have authored more than 30 published papers and have reached the rank of Captain. Only a portion of the nine pages of papers in CL#21 could be printed here, but any SFC player should be able to recognize key concepts.

COVER ME

— Commander Steve Rushing, *USS North Carolina*

T-bombs always make drone deployment difficult, especially for scatterpacks, and especially if the enemy knows about "ignore one-to-six targets" settings for the mines (M2.15). A single T-bomb can wreck a drone wave. Spreading the drones out far enough to partially counter this also gives the enemy plenty of time.

So next time your scatterpack blossoms with six drones, have three face directly toward the enemy and three face 60° off (there is almost always at least one second legal facing). In a few impulses of movement you should have two stacks of three drones, one right behind the other.

When, not if but when, the enemy deploys the T-bomb against these drones, move the forward group right into range one of the mine while the second stack is at range two.

If he did not set the T-bomb to ignore at least three targets it goes boom right there (if armed) and kills the lead stack, leaving the rear three untouched. If he did set it to ignore three or more targets, the mine does not go off. CUT TRACKING to the rear three, allowing the first three to continue through since they have already been acquired and ignored.

Either way, you get three drones through.

Rated the Best Term Paper of this issue.

COME INTO MY PARLOR . . . NOW!

—Fleet Captain Sandy Hemenway, *USS North Carolina*

As his rank shows, Sandy is a former national champion.

Tholians are always looking for ways to snag enemy ships and force breakdown rolls. Sadly, the enemy has a myriad number of ways to prevent rolling for breakdown, including moving at speed-11 or less, or Emergency Decelerating and stopping just on the other side of a web.

But all is not lost, per (C2.412) effective speed is used to calculate breakdown speed. Therefore, if a Tholian is moving fast enough, he can tractor an enemy ship and force it into a solidified web (of strength 12 or greater), which will force a breakdown roll for the opponent. This can be extremely dangerous if the enemy has already used his HET bonus.

So, next time the enemy Emergency Decelerates to stop short of your web, speed up to 24+ (assumes same size class), and go drag him into your parlor.

THE HEAVY WEASEL

— Cadet Billy Olsen, *USS Kentucky*

Anyone who has played Star Fleet Battles will eventually learn to use wild weasels. To be sure, it is usually an act of desperation, but just because you might die does not mean you should lose your head. Use your Commander's Options to exchange an admin shuttle for a ground attack shuttle and then prepare it as your wild weasel.

The two extra points of damage the ground attack shuttle can take might save you if it keeps your weasel from an early death due to enemy direct-fire weapons. Nothing is more irritating to a seeking weapon user than a weasel that is actually destroyed by his seeking weapons.

ANDROMEDAN BUZZSAW BUSTING

— Captain Ken Burnside, *USS Wisconsin*

The Tholian Buzz Saw is perhaps the most difficult defensive position to crack in all of SFB. There is one race that can do it with comparative ease: The Andromedans.

Using the setup in Cadet Elwinger's "Tholian Buzz Saw" paper in Captain's Log #10, page #50, a pair of Dominators, one with an Eel and five Cobras, the other with a Terminator and five Cobras could defeat the Buzz Saw with acceptable casualties. On Turn #1, beam out (or place by displacement) the Eel. Make your best speed to hex 2229, heading A, on Impulse #32. Announce displacement, in direction A. (G18.67) allows displacement over the web hexes. Should it succeed, displace yourself into hex 2218. On the next turn, plot speed 10. On Impulse #4, when your fire control stabilizes, move forward into web hex 2217. Transport all of your other Sat Ships, moving speed 0, into 2216. Have your scout lend the base 6 O-ECM, and each of the Dominator's 6 ECM. The base now has 10 targets, all at close range (and one of which is a mauler). More importantly, the smallest of those targets will take 40 points of damage before taking internals. (You may want to hold back on beaming out the Terminator until after the base fires on the other Satellite Ships, or having a scout lend it ECM from a distance.) If all units survive intact, there is a 70 point mauler blast (from the Terminator's batteries), 20 TRLs at range 1, 8 TRHs at range 2, 42 phaser-2s at range 1, and 26 phaser-2s at range 2. Moreover, a Dominator CAN take the phaser-4 alpha strike of the BATS and still survive quite nicely, especially if that BATS is firing against a +2 shift, through one layer of web. By displacing into hex 2218, you can use the Tholian's web as protection against his phasers. As you are only taking one hex of movement in the spiral itself, you only have one opportunity (per Dominator) to detonate a mine, and that is while you are moving INTO a web hex for the sandbagging effect. Note that there are three corridors to employ this method with.

On the next turn, plot speed 20 for the motherships, beam the surviving babies back inside, and displace back out of the web to empty your PA panels and repair degradation and Satellite Ships. You may have to go to erratic maneuvers during this period to allow the Eel to use some of its power to recharge its batteries.

It should be noted that a BATS with one fast patrol ship module, one power module, and one hangar bay module costs 270 BPV, plus the BPV of the fighters (assumed as Spider-Ps = 54) and PFs (standard flotilla with shield and snare refits = 333), plus 21 Asteroid anchors (525), plus the cost of three 18-hex strands of web at strength 35 (2,030 web points, or 507.5 BPV), and two mine packages (100) is 154.5 BPV lower than the two Dominator groups described in this paper. Note that this does NOT include the smaller ships under the base commander's control.

EARLY FEDERATION ACHILLES HEEL

— Cadet Larry Lanning, *USS Florida*

When fighting early years Federation ships it is best for all races to close to the ranges of one or zero and tractor the ship. At those ranges the photons are useless. You can also reduce their phaser fire if you tractor from the RR/LR arcs.

BUZZ-SAW MINEFIELDS

— Cadet Michael Wheatley, *HMS England*

It is well known that all minefields need a safe passage for friendly ships, but there are only a limited number of command controlled mines available. Also, in a buzz-saw, the Tholians do not want to accidentally trigger their own mines, by sending ships up the web arms to engage incoming hostiles.

The solution here is to set (most of) the mines to a detection radius of zero. Tholian units can thus travel freely along all the arms of the web, firing on units in the next arm out, without triggering any of their own mines. (With strength 35 web, they do not fear explosions caused by enemy ships, either.)

ROMULAN SCATTERPACK MIRAGE

— *Cadet John Lafayette, USS Washington*

Here is a tactic designed to deal safely with Klingons/Kzintis who deploy scatterpacks against cloaked ships.

In order to deploy a scatterpack against a cloaked target (assuming the all-important lock-on has not been retained) the scatterpack must be set to a ballistic course or random targeting and its munitions must be set to random targeting.

Make sure the cloaked ship is the only random target around.

With this in mind, the cloaked ship can eliminate the scatterpack without even coming out of cloak by doing the following:

1.) Plot speed four or less, remaining under cloak.

2.) Launch a wild weasel - this will be recognized by the scatterpack as a valid target, which would immediately cause it to blossom, tracking the wild weasel.

3.) Increase speed above four. This will immediately void the weasel. The drones will then be forced to reacquire lock-on to the cloaked ship, which is tough in most cases, and impossible in the tournament unless the cloaked ship is going speed-16 or more. Failing to reacquire lock-on, the drones will go inert - no collateral, no waiting for the drones to impact the weasel, and the voided weasel will have to be blown up by other means to eliminate it.

Like most contrived tactics of this sort, it is highly situational, but it provides a satisfying surprise to those nasty drone users.

FIGHTING WEASELS

— *Lieutenant J. G. Geoff Conn, HMCS British Columbia*

Whenever you think an opponent or vessel is likely to weasel against you, space out your seeking weapons so that he must remain under weasel restrictions for a long time if he wishes to gain the full benefits of it.

This allows you to close under an umbrella of protection while he waits for the second batch of seekers to arrive, and yet during the post explosion period he receives no ECM or protection against new seeking weapons.

Consider as well, if an enemy weasels against a single salvo of drones, simply dropping tracking to them. This puts the him in an uncomfortable position.

He cannot activate fire control without voiding the weasel, and thus giving you a four impulse window of no ECM or seeking protection while he brings up fire control.

A fresh batch of seeking weapons at this point can really be a problem for him, especially at close range where tractors will not be available without lock on.

Lastly, if you are going to hit the weasel for any reason with seeking weapons, and are moving speed twelve or less (no doubt preparing overloads or beginning a knife-fight) see if you cannot tractor it and bring it back to the launching unit, just for the collateral damage.

TOURNAMENT PAPERS

MIMICKING

— *Commander Andrew Dederer, USS Ohio*

Many ships are capable of executing several different plans of attack (or defense). When planning your Energy Allocation try to ensure that all your plans resemble each other.

For instance, always start a duel at the same speed (changes to come later). If iron jawing, make sure you use an amount of power that would load a standard set of heavy weapons (say 8, 12, or 16 for disruptor ships).

You can also either power suicide shuttles or tractors for different plans.

On later turns, speed changes on Impulse #4 can conceal widely varying speed plots.

When playing a stranger, these will have only a minor impact. Against a familiar opponent, or in a tournament where you can get "scouted", appearing consistent can use your opponent's knowledge against him.

Rated the Best Tournament Paper in this issue.

STINGER'S GAP REVISITED

— *Captain Ken Burnside, USS Wisconsin*

Sandy Hemenway's two 'Stinger's Gap' papers leave open a third tactic which is of use against Andromedans, notably the Stinger's Leap.

When a Hydran is fighting against an Andromedan, the Andromedan will almost certainly be moving faster, and will move to a range of three to fire, then displace or HET away out of range.

The way to defeat this is to watch the impulse chart. Against the Tournament Krait, try and be at a range of four on Impulses from #25 to #27, with your fighters launched and hanging in your tractor beams.

The Krait will be looking for a maneuver that will move his ship on an impulse that yours does not move. On the impulse before this occurs, announce a mid-turn speed change for the Stingers to a speed that will move on the next impulse and drop the tractor beams.

By the letter of Annex #2, the Andromedan *cannot* make a reserve speed change to counter your change.

CAUGHT HIM!

— *Ensign Kevin McGroarty, USS Illinois*

Any self-respecting Tholian should know Cadet Bear's term paper in *Employment of the Web Caster* in Captain's Log #12 about the usefulness of web and how to catch opponents. Specifically, for the purposes of this paper, I want to call attention to when your opponent moves three times in the four impulses it takes web to go solid.

Cadet Bear advised that only after a sideslip with the turn mode unsatisfied could you hope to catch your opponent. Keeping that in mind remember that even if your opponent is moving speed-31, you have one chance to catch him. On Impulse #29 if your opponent slips while not having his turn mode satisfied throw your web as Cadet Bear directed. Barring a handy tractor beam to help your opponent along, nothing moves on Impulse #1 so the web will solidify on your opponent. As a bonus, the usual methods to get around web are either unavailable or unsavory. It is too late to have an unplotted speed change (not that it would help....) and an emergency deceleration would leave your opponent's ship motionless for at least 14 impulses. The only option left is an HET if they have the warp power to do it. Granted, this situation does not come up too often, but when it does the look on your speedy (and trapped) opponent's face is priceless.

QUADRUPLE TROUBLE

— *Fleet Captain Christopher Lee Larsen, HMCS Ontario*

You can detect whether or not a shuttle was a suicide, scatterpack, or standard shuttle after it is destroyed, so most players keep track of them knowing you can only have two specially prepared shuttles at the start of a scenario. What you do not know is how large a warhead it had or how many drones it carried. You can easily scrape up two extra points of power at the beginning of a scenario to power up two additional suicide shuttles. At one point each turn, they will be ready to launch as six point warheads by Turn #3. If you can manage to stay out of knife-fighting range for those 65 impulses, you can launch the two six point suicide shuttles at your enemy and let him destroy them. When you launch the real ones he may simply assume they are standard admin shuttles and not fire on them, especially if you launch them after Impulse #25, giving him the option of dealing with them next turn instead (before they could fire their 'phasers').

DRONE PAPERS

THE ANCHOR REVERSED

— *Cadet John Sierra, USS Florida*

When fighting a drone user (or any seeking weapon race for that matter), you might find yourself in the unwanted position of being at range two to the drones, about to go to range zero. You do not want to fire phasers if you do not have to, because at range two, even a phaser-1 can fail to destroy a type-I drone.

If your opponent tries to anchor you so you cannot alpha strike and HET to escape the drones, you may find yourself in the position where you actually want to be anchored. If your new pseudo speed does not move next impulse (and your opponent does not move or will have to move you away from the drones) you will find yourself at range one to the drones, just where you want them.

Since being anchored does not affect your ability to tractor and fire at drones, this has no immediate affect on you. You can pick off the drones, and then break the tractor if/when you want.

Alternatively, you can try to anchor your opponent to slow down. If your opponent is green enough, and you have a trailing seeking weapon, you might be able to HET and drag them into your seeking weapon as well!

Rated the Best Term Paper in this special section, and possibly a new record for the highest grade ever achieved.

EXTERNAL ARMOR CAN BE GREAT

— *Cadet Rick Shott, USS Texas*

When you are in the wonderful years where speed-20 drones are common and speed-32 drones are not yet invented, external armor can be a savior. Not because drones with external armor take more hits to kill, but because they can move speed-12. A few speed-12 drones with speed-20 drones can fill in the critical movement gaps on the speed chart. Any number of situations can arise where drones just launched need to move the next impulse but there are 12 impulses where speed-20 drones do not move. That is where a speed-20 drone with external armor can help. They move on 8 of the 12 impulses speed-20 drones do not. Having this option forces the opponent to fire at armored drones or HET, these drones still do full damage and just annoy your opponent. They are not useful in a scatterpack, but solely from the drone racks. Now it is important to realize that there are four impulses on the speed chart where drones in this era cannot move. Those impulses are #1, #9, #17 and #25.

A LEADING PAIR

— *Cadet Michael J. Campbell, HMAS Australia*

When attacking with a scatterpack, or other large drone wave likely to draw a weasel, but you are unwilling to lead the attack with your ship because of the opponent's firepower, e.g., he has photons while you only have disruptors, try leading the attack with two type-IF swordfish drones. These will destroy the weasel with direct-fire weapons at range one allowing you to begin the explosion period an impulse early and possibly cause the weaseling ship to take collateral damage, despite the delicate timing that the weaseller thought he had used.

MASTERING THE KZINTI ANCHOR

— *Cadet Andy Palmer, USS Maryland*

When going for a powered anchor in the Early Years, the Kzinti must be careful in determining his speed. Traveling at a speed that, post-anchor, moves the same impulses as the drones, will, at the very least, buy your opponent time and in some cases, will allow your opponent to completely avoid your drones. If you can predict, within five-to-eight impulses, when during the turn the anchor will occur, plan your speed plot so that during this time, your post-anchor speed has a limited number of impulses of simultaneous movement with your drones.

SPEED 28 DRONE

— *Lieutenant J. G. Andy Richardson, HMS England*

The zero energy tractor (see CL#9) is an excellent way to get drones to hit. To recap, launch drones at range one when the target does not move next impulse and the drone does. The target cannot tractor, lab, change speed, emergency decelerate, or (if above speed four) weasel. He can only really shoot the drone, displace or intercept it with a suicide shuttle.

Fast drones make this easier as they will always move on the next impulse. In scenarios dated Y165 to Y176 take medium speed drones and put one old type-II drone in each rack. A look at the impulse chart shows eight impulses where speed-20 does not move but speed-12 does. By selecting to launch either a type-IM or a type-II you effectively have a speed-28 drone as early as Y165!

For an added bonus the target (unable to use his labs in time) may see the speed-12 drone as a speed-20 drone with external armor (which of course it could be). He could overkill it, or even better, fail to kill it.

FUSION DRONE DEFENSE

— *Cadet Andy Vancil, USS Colorado*

A Hydran facing large numbers of drones should consider the possibility of using fusion beams for drone defense. Consider: Even with the (FD1.5) shift, a fusion beam will kill a type-I drone on a roll of four or less, and a type-IV on a roll of two or less. At range zero (if the firing unit is not the target of the drone) a type-I is destroyed on a roll of five or less, and a type-IV (even with 1/2 point of armor) is destroyed on a roll of four or less. If ECCM is available, it can be used to counter the (FD1.5) penalty, and the fusion becomes devastating.

This tactic should normally be used by ships only in emergency, although it could be the best use for an overloaded fusion that must be fired. For fighters on escort duty, it should always be considered, especially against opponents who like using heavy and armored drones.

DRONE MANAGEMENT

— *Ensign Kirk Spencer, USS Georgia*

One difficulty encountered in fleet engagements involving drone users is tracking the drones. A method of tracking usage is to make a chart for each ship or carrier with drones prior to the start of the battle. On it, indicate (in columns) each type of drone available. For example, if you are using only type-I, -IV and -VI, you will need three columns. In each column, for each drone available put the drone's starting location (ship rack, ship reload, on fighter #, on fighter # reload rack, in storage) and in the middle of the column put a box. As a drone gets moved, line through prior location and write the new location. If the location is destroyed, mark out the drones in that location. When a drone is fired, put the counter number in the box and write the turn number/impulse number of launch and any special info such as the target. This chart, which may be several pages for large carriers, can then be attached to the appropriate ship systems display and energy allocation form.

STARFISH vs. ECM DRONES

— *Cadet Alain D. Dao, USS South Carolina*

I have found an efficient way to rid your opponent's fleet of ECM drones. Launch a Starfish drone at your opponent's ECM drones. When it comes within three hexes it will fire three ADDs randomly at drone targets. The targets will most likely be ECM drones. Your opponent will not be able to stop the Starfish unless he shoots it down before range three. This is far better than trying to down the ECM drone yourself. This isn't a perfect tactic. The three ADD shots are likely to get one or at most two of the ECM drones. The enemy may have launched a counter-drone that could detonate your Starfish early. But, it is a way to keep him honest.

THE DEPARTMENT of STRATEGIC STUDIES

A WHOLE NEW GAME

Federation & Empire is the strategic brother of the tactical space combat games STAR FLEET BATTLES and STARFLEET COMMAND. It portrays war on a galactic scale; economics is key as you must capture resources while building forces. Fleets are deployed on the map, moved strategic along a supply grid composed of bases, then launch tactical operations to destroy enemy forces and captured enemy territory. Players must actually build their forces (within a comprehensive shipyard system) and manage their economies (including money from core planets, colonies, resource areas, deficit spending, and aid from allies). Many of the rules and systems from SFB are reflected in F&E.

The F&E2K rulebook and chartbook have been published, and copies of the boxed game with these books are now in stores. The new rulebook has re-energized the game like nothing before.

We have a dedicated staff consisting Jeff Laikind, the department head; Joe Stevenson, who answers questions on the BBS; Peter Dimitri, who chairs the discussion on tactics and strategy; and Stewart Frazier, one of our top playtesters. Some SFB staffers, notably Mike Filsinger and Chuck Strong, also work extensively on F&E projects.

We also have a very active discussion group focused on F&E working every day on the BBS to improve the writing of new rules before they get published. The F&E2K rulebook was written "in public" and whenever a typo produced a bad cross reference, or someone noticed that an even-handed rule had an uneven effect due to other factors, or someone had a better idea, or it was noted that a given rule could be read two ways, or it was found that we had to add a few lines to a rule to account for several other rules, it got done within a couple of hours instead of being puzzled through weeks later.

We have an active system for answering F&E rules questions. When you post these to the BBS, Joe Stevenson answers them within a day. If you don't like the answer, you can appeal to Jeff Laikind who will get back to you in a week. If you don't like that answer, a quandry file is sent to Steve Cole who answers it within ten days or so (unless right in the middle of a new product). Every month, Steve C downloads all of the questions and answers, reviews them and either confirms or changes the answers, and these are then added to a master file (part of which is published in each issue of Captain's Log).

ADB Inc. has committed to one new F&E module each year, starting with Advanced Operations.

ADVANCED OPERATIONS

The first new F&E product in five years includes:

- Raids, Battlegroups, Admirals, and Neo-Tholians.
- X-ships: faster and with special abilities.
- Casual PF flotillas added to any fleet.
- Fast warships, heavy war destroyers, light DNs, mobile carriers, battle carriers, battle control ships, heavy DNs.
- Military convoys, logistics task forces, carrier resupply ships, auxiliary PFTs and Space Control Ships.
- A huge seven-sector Y180 scenario.
- Special base construction rules.
- Unique units: Fed FFBs, Klingon F6s, Kzinti CLEs, Hydran Iron Chancellor, Fed E3 Heavy SWAC, Orion OK6, Fed CLD and CAD, Klingon RKLs, Hydran Lord Commander and D7H, Lyran JagdPanther, Lyran DND and Saber Tooth Lion.
- A special countersheet (RS) containing extras of all of the counters from earlier products that you need more of.

Note that this list is preliminary and some elements may be added, omitted, or changed.

F&E: THE 2000 EDITION

The new 2000 Edition of F&E is in stores. This includes the new rulebook (now 96 pages) and chart book (which has bigger fleet boxes and eliminates the various factors and other information which was often wrong). There were a hundred small and many large changes to the rules, and these are summarized here. A complete errata and rules update sheet is available at on the web site or you can send a stamped-self-addressed envelope with 55¢ postage (or three IRCs if you are not in the US or the US military) to receive a copy of it. You would, however, probably be much happier to just order the new rulebook (only \$15) as a spare part. (Your 1993 rules are probably worn out by now anyway.) A list of highlights of the changes includes:

- The Federation, which refused to build PFs, is allowed to have a fourth fighter squadron in a Battle Force and to combine two carrier groups into one large group. Federation escorts have spare fighters they can transfer to the carrier. These changes take effect only when PFs appear for other races.
- The Hydrans got the Old Colonies Shipyard, their supply tug for the expedition, and their free fighters were defined as "carrier" types. It was confirmed that a hybrid ship upgraded to a carrier must pay for the more expensive fighters.
- It was confirmed that you can cripple the B10 to resolve a single point of damage; which was always the rule. Carrier groups must use CEDS damage and fighters lost due to voluntary carrier damage do not generate minus points.
- The Klingons are allowed to reactivate three old colonies in Tholian space (if they conquer the Tholians).
- Victory conditions were changed to make ships far less important while bases and capitals are more important.
- Each race now has specific pre-war rules defining what it can and cannot do before it goes to war.
- The new Ship Information Tables combine many annexes and provide specific cost data for every ship as well as the specific year in which you can start building it.
- The Feds got a few more F-14s and F-15s.
- The Roms got more ships, an Imperial Reserve, and an extra major conversion at Remus.
- The Kzintis got an extra CM and CL each year.
- The retreat rules were upgraded, defining that if you cannot retreat into supply you need not retreat toward it, that you can refuse to retreat into a partial grid if you can retreat into the main grid, providing new rules for slow units in retreat, allowing fighting retreats into enemy-held hexes, and allowing allies to each retreat into their own supply chains.
- CEDS replacements moved to the Retrograde step.
- Free PFs which could not be deployed on destroyed bases go into a replacement pool rather than into limbo.
- The CW Leader rule now includes DW leaders.
- Captured ships and Variable Intensity are now advanced rather than optional rules.
- Maulers were reduced against the formation ship, cannot hit the free scout, but can capture ships in pursuit.
- Die roll shifts now climb the BIR scale when they hit 6.
- Accelerated production borrows future ships.
- The Kzintis get some free drone bombardments.
- Starbase repairs were made a part of the SIDS concept.
- Partial supply grids were properly defined and Orions are now allowed to smuggle money for you.
- Survey produces a lot less money for everyone.
- Orion production was standardized and cloaked ships were defined for the first time.
- Residual defense units no longer block pursuit.
- Many production and conversion costs changed.

(698.0) The War that Almost Was

(Y157)

by Jeff Laikind

Some Captains just have a penchant for getting into trouble. One such individual, having been involved in (not to say he exactly started) short wars with the Romulans in Y155 and Klingons in Y156, was sent to an unexplored region of space in Y157 in the hopes that he would stay out of trouble. He promptly got involved in a War with the previously-unknown Gorns. Fortunately, Federation diplomats (on standby to rush to whatever emergency this captain started next) were able to smooth over the incident. When a Romulan attempt to disrupt the peace talks failed, the Gorns and Federation became fast friends. This scenario explores what might have happened if the diplomats had failed or if the Romulans had succeeded.

(698.1) GENERAL SCENARIO RULES

(698.11) NUMBER OF PLAYERS: 2; Federation Player and the Gorn Player

(698.12) FIGHTERS: Neither side has fighters on any of their ships, bases, monitors, or PDUs.

(698.13) ECONOMICS: Neither side was prepared for war. (The Federation was still rebuilding bases lost in the previous year's fighting.) Both sides are considered to be at war for overbuilds, conversions, and accumulating EPs. Each turn, the Federation produces 107 EPs while the Gorns produce 81. Survey ships (on or off map) are not used. The Optional Orion Pirate rules are not recommended.

(698.14) TUGS: Battle pods cannot increase a tug's command rating. Tugs may perform only the following missions: A, D, F, J, K, M, and N. Lost pods can be replaced, new pods in excess of the starting numbers cannot be built.

(698.15) BASES: All BATS are battle stations with a combat factor of 12 and no fighters. Mobile bases are available, but in this time period, they take two turns to set up.

(698.16) SUPPLY: Supply range is four hexes, not six. Each race may operate no more than one convoy and one tug serving as a supply point. Supply may not be drawn from captured planets.

(698.17) DRONE BOMBARDMENT: Neither race may conduct drone bombardment.

(698.18) MAP AREA USED: Both sides can only move in their own territories, the other race's territory, and the Neutral Zone between the Federation and Gorn Confederation. They cannot enter Neutral Zone hexes between either race and Romulan space, nor between the Gorns and the ISC. All other areas are off-limits and unavailable for movement. In addition, neither side may enter the setup area of an enemy fleet that is not represented in the game: Gorn units cannot enter the setup areas (702.0) of the Federation Third Fleet, Fourth Fleet, or Seventh Fleet. Forces listed as available or which have been released may move anywhere in the allowed areas.

(698.19) EARLY DNS: Early DNS were operating in this period. They are represented in the Game by BCH (Gorn) and BC (Fed) counters. Gorn EDNs cost 14 EPs, Federation EDNs cost 12 EPs. Both EDNs have a command rating of 10.

(698.2) TIME TABLES FOR THE SCENARIO

Each player rolls one die. The high roller sets up first and moves first. If the Federation moves first, they may enter Neutral Zone hexes, but not Gorn space. The Federation may setup bases in the 5th Fleet territory.

TURN #1, FALL Y157

"HISTORICAL" EVENTS: Gorns invade Federation space.

GORN UNITS AVAILABLE: 2nd Fleet, all new production. 1st (Home) Fleet is released if Federation units enter Gorn territory. (It is not released when Federation forces enter the Neutral Zone.)

6th Fleet is released if Federation units enter a province where those units are based. Gorn forces may enter Federation territory and attack Federation units. A portion of the Home Fleet may be formed into a Reserve Fleet. Two Light Battle Pods.

FEDERATION UNITS AVAILABLE: 5th Fleet, all new production. 1st (Home) Fleet is released if Gorn units enter Federation territory. (It is not released when Gorn forces enter the Neutral Zone.) 6th Fleet is released if Gorn units enter a province where those units are based. Federation forces may enter neutral zone hexes only. A portion of the Home Fleet may be formed into a Reserve Fleet.

TURNS #2-6

In Turns #2-#6, the forces available are the same as Turn #1.

(698.3) FLEET DEPLOYMENTS:

GORN: 2nd Fleet: 1xCC, 1xCA, 3xCL, 6xDD, 1xDDG, SC
6th Fleet: 1xCC, 1xCA, 3xCL, 6xDD, 1xDDG, SC, 1xRESV
Home Fleet: 2xBCH (EDN), 1xCC, 1xCA, 3xCL, COM, 6xDD, SC, 2xTG, 1xFTL, 1xFTS, 2xFRD, 1xRESV
Other: 2 heavy battle pods, 1 light battle pod, 1xTpod, 2 repair ships, 2xMonitor

FEDERATION: 5th Fleet: 1xCC, 1xCA, 3xCL, 1xCMC, 3xDD, 6xFF, 1xSC, 1xTG, 1xFRD, 1xRESV. Deploy within four hexes of the Gorn neutral zone, but not in Seventh or Fifth Fleet areas.

6th Fleet: 1xCC, 1xCA, 3xCL, 1xCMC, 3xDD, 6xFF, 1xSC, 1xTG, 1xFRD, 1xRESV. Deploy within four hexes of the Romulan neutral zone, but not in Seventh or Fifth Fleet areas.

Home Fleet: 2xBC (EDN), 1xCC, 2xCA, 3xCL, 1xCMC, 2xDD, 3xFF, 1xSC, 2xTG, 1xFRD, 1xFTL, 1xFTS, 2xMB. Deploy in 2908.

Other: 2 heavy battle pods, 1 light battle pod, 1xTpod, 2 repair ships, 2xMonitor

NOTE: Gorn ships had not been refitted to their General War strength levels. The Gorn CA is represented on the board by a CL counter and uses the CL combat values. The Gorn CL is represented on the board by an HD counter and uses the HD combat values. The Gorn CC uses the CL combat values. The CC, CA, and CL have their normal command values.

(698.4) PRODUCTION SCHEDULES:

(698.41) GORNS: Fall Turns: 1xBCH, 1xCA, 1xCL, 3xDD
Spring Turns: 1xCA, 1xCL, 3xDD
Prime Teams may be purchased normally.

(698.42) FEDERATION: Fall: 1xBC, 1xCA, 3xDD, 3xFF
Spring Turns: 1xCA, 3xDD, 3xFF
Prime Teams may be purchased normally.

(698.43) ACTIVATIONS: Neither side may activate mothball ships.

(698.44) COMMAND POINTS: Neither side receives free command points; these may be purchased normally.

(698.45) CONVERSIONS: The following conversions are allowed:

GENERAL: Captured Ship (305.23) 3 EPs

FEDERATION:

DD to SC 5 EPs
CA to CC 2 EPs
CA to Tug 4 EPs
CL to CMC 2 EPs
FF to CFF 2 EPs

GORN:

CA to CC	1 EP
DD to SC	2 EPs
DD to DDG	2 EPs
CL to BC	3 EPs
CL or BC to TG	4 EPs
CL to COM	2 EPs

(698.5) ENDING THE WAR

At the end of each turn, starting with the second, the player that moved last rolls one die. If the die roll is less than or equal to the turn just completed, the diplomats have secured peace.

(698.6) VICTORY CONDITIONS:

Each side receives victory points as follows:

Per enemy BATS destroyed	2
Per enemy SB destroyed	8
Per 10 COMPOT of enemy ships destroyed	1
Per enemy minor planet devastated	1
Per enemy major planet devastated	2
Per enemy minor planet captured	2
Per enemy major planet captured	4
Per enemy province captured	2

Subtract the Federation total from the Gorn total and consult the following chart:

TOTAL RESULT

8+	Decisive Gorn victory
5 to 7	Major Gorn victory
1 to 4	Marginal Gorn victory
0 to -3	Marginal Federation victory
-4 to -6	Major Federation victory
-7 or less	Decisive Federation victory

(698.X) NOTES: In all likelihood, had this war occurred, the Federation would have maintained its fleets on the Romulan and Gorn borders in higher readiness than historically, and not threatened the Klingons during the Four Powers War. Lacking this threat, the Klingons might not have signed the Treaty of Smarba with the Romulans, and the Romulans might have labored without modern warships for many more years than they did.

F&E Q&A

What follows are questions asked over recent months. Answers were provided by Jeff Laikind and Joe Stevenson and confirmed by Steve Cole. This is only part of a larger file of such questions which are on the BBS.

Q101: Do ships or units necessarily have to be involved in a battle hex to use Retrograde movement?

A: They must have been in a battle hex (206.33) but need not have been used in a battle force.

Q102: Can a tug trying to deliver economic points move from the Fed capital to the Kzinti Off Map (in Exile) capital and back in one turn using a Fed and Kzinti Strategic Move?

A: No; see (207.292) which describes this as taking two turns due to the transfer between off-map areas.

Q103: Is (421.21) correct in stating that the Romulan SPH counts as a CW rather than an LTT for moving an FRD?

A: Yes, this is correct. That SPH is a weird duck in any case, as it is an LTT for some purposes, a Tug for others, and a CW for still others. Not every race builds its ships to fit neatly into the Federation ship class definitions.

Q104: Can I capture Neutral Zone hexes with retrograde or reserve movement?

A: No, rule (503.62) says that only operational movement can seize Neutral Zone hexes.

PROPOSED NEW RULES

Every issue of Captain's Log includes several proposed new rules for FEDERATION & EMPIRE. Here are a few samples:

(5RM.0) RESISTANCE MOVEMENTS

Some small number of the inhabitants of a captured planet will organize a resistance movement.—*by Richard Kempton*

(5RM.1) SABOTAGE: Each turn, the resistance movement on each occupied enemy planet may attempt a sabotage attack on a PDU on the planet. Roll one die. If the result is a "1" a single battalion on that planet is destroyed.

(5RM.11) If there are no PDUs on the planet, there is no sabotage attack on PDUs.

(5RM.2) INFILTRATION: Once per turn, one resistance movement on one planet can attempt to infiltrate one of the ships (not bases) in that hex. (Note that this is one attack per turn not one attack per planet per turn.) Designate the target (which must be one of the three ships with the lowest defense factors) and roll one die. If the result is a 1 the ship is destroyed. If the result is a 2 the ship is crippled (a crippled ship would be destroyed). Any other result has no effect.

(5TG.0) RESCUE TUGS

Tugs and LTTs can be assigned the mission of rescuing crippled ships. This is an alternative Tug mission and a tug or LTT must be designated for this role at the start of the turn when other tugs are designated (509.1).

(5TG.1) Rescue tugs may be designated as "supporting" the battle force in the same manner as drone bombardment ships or carriers sending independent fighter squadrons forward. They can be attacked by directed damage at a 3:1 ratio. No more than one rescue tug can be assigned to a given battle force.

(5TG.2) Rescue tugs supporting the battle force may rescue one destroyed ship per battle hex (not battle round). One destroyed ship from the battle round which the rescue tug supported is changed from "destroyed" to "crippled". This rescued ship cannot be used in a battle force for the remainder of the turn, but might be forced into a pursuit battle. Ships destroyed by directed damage cannot be rescued.

(5TG.21) A tug can rescue a ship of "war cruiser" or "light cruiser" or smaller size.

(5TG.22) A LTT can rescue a ship of "Size Class 4".

(5TG.23) The rescued ship is replaced by a ship of the relevant base hull type, losing all status as a variant or special ship.

(5TG.24) If the rescue tug is crippled or destroyed in the battle round, it cannot perform its function.

(5TG.3) A tug or LTT designated as a rescue tug, and which is not crippled, can keep one crippled ship out of a pursuit battle, evacuating it as an uncrippled ship. This need not be the ship that the tug or LTT rescued earlier in the Combat Step (if there was one). This cannot be an FRD. An SPH is treated as an LTT; 3CPC or 3FE is treated as a Tug. *inspired by David A Slatter.*

(4SR.0) STARBASE COMBAT REPAIR

Starbases have extensive repair capabilities, and some of this can be used quickly (albeit at a higher cost). *Stan Taylor*

(4SR.1) An uncrippled starbase may use up to 4 of its repair points during the Combat Phase (between combat rounds) to repair ships in the same hex. (Gorns and Romulans can use up to 5 points.) It cannot repair itself. (A battle station can repair 2 points.)

(4SR.2) Any repair points used during the Combat Phase are deducted from the capability of the base during the next Repair Phase.

(4SR.3) Combat repairs cost 1 EP each (same as field repairs).

CL#21 also included rules for Legendary Commodores, Conversion During Repair, Federation Lawyers, Production Overrides, and the voluntary and involuntary transfer of provinces.

TACTICAL NOTES

ROMULANS LOVE A GOOD FIGHT(ER)! PART #1

— *Lieutenant S. G. Joseph Stevenson, USS New Jersey*

Usually, the best time to build luxury items is the first turn of entry, before repair bills and logistical needs start draining resources. The Romulans, with their incredible carrier schedule can build huge numbers of fighters* each turn, but are hampered by a relatively small starting economy, so their ability to crank out carriers on Turn #10 is limited. Or so it would seem. The Romulans do have one secret weapon in this arena; MODULAR SHIPS! Rule (433.43) allows each Romulan starbase to convert three modular ships (SP, SK) during Operational Movement. While construction/conversions performed during the Production Phase cannot use deficit spending, conversions performed during Operational Movement CAN!!! This allows the Romulans to produce an entire carrier group at a starbase on Turn #10 (or two small carriers), at the cost of one hex of movement, and go beyond the 97 economic points they have to play with on Turn #10. The shortfall can be made up by survey and conquering territory (and the inevitable salvage) on Turn #10. This technique can give them a little more attrition and reduce repair bills right from the start (not to mention frustrating your opponent).

Note that in a non-historical game Turn #10 effectively becomes Turn #1, or whatever turn the Romulans enter the conflict.

*the Romulans can build the following carriers:

1xSPB/turn: 8 fighters

1xSKB/turn: 4 fighters

1xCVA/yr (CNV/SUB): 12 fighters

1xSUP/turn: 4 fighters

1x[2WH]/turn: 5 fighters

TOTAL: 33 fighters w/CVA; 21 fighters w/o CVA

Rated the Best Tactical Note in this issue of Captain's Log.

DO NOT UNCONVERT THE COMMANDO SHIPS

— *Lieutenant J. G. Eric Stork, USS New York*

Since the availability of commando ships, Alliance players have said there is really no use for them and sometimes prefer to unconvert them when they can. However, there are four uses for these ships.

1.) Commando ships can drop GCEs on planets for one economic point each as IGCEs. These can be used to support PDUs in the event of commando attacks by the Coalition, providing a minus one bonus on the ground combat roll. Also, the IGCE can be given up in place of the PDU if the ground attack is in the Coalition's favor.

2.) Commando ships can be added as picket (tripwire) ships on border BATS. While not having the same offensive ComPot as a normal FF (which usually has the duty), the commando ship can still let the Alliance pick BIR for their side. And an FF may be freed for duty where it can be used or converted.

3.) Alliance commando ships which are present in a Battle Force of a combat hex provide a minus one bonus to the capture roll if any Coalition ships are lost during that round. It will be tricky sometimes to guess which round will result in lost ships, but any bonus in capturing ships is beneficial, especially if the capture is a useful type.

4.) They will make any offensive operation much more feasible, especially during the late war when trying to hit the Coalition's fixed defenses.

Note there are some initial commando ships which Alliance players may still wish to convert. These would be the Kzinti MCG to another CM-variant (less useful once these are all made into CLGs in Advanced Operations) and Hydran LNGs to another DD-variant (like UH carriers). FFGs would fill the roles above, with #2 as the primary mission and points #1 and/or #3 as secondary missions early in the war. Any type could do #4 later, although it is best done by larger hulls, possibly with escorts.

REV. 2.0

— *Lieutenant J. G. Trent Telenko, USS Texas*

Gorns: Never Convert a CL to BC!

You can get a CC for the same price as a BC! A double conversion costs the total of the two conversions minus one EP. Since a BC to CC conversion costs one EP. You can always get a Gorn CL to CC conversion with a command rating of nine for the same price as a BC with a command rating of eight.

Using this insight on new production builds. When a tug is substituted for a BC, a CL can be substituted for a HD. Then the new CL can be converted to a CC for a total cost of 11 EP. This is the same cost to convert a newly built BC into a CC.

Consider this cost comparison:

A BC plus HD is 10+5=15 EP.

A BC=>CC plus LTT is 10+1+5=16 EP. (It reverts to 15 EP after the CC substitution shows up.)

A substituted Tug plus CL=>CC is 6+8+3=17 EP.

PULLING THE TACKLE

— *Lieutenant J. G. Richard Abbott, HMS Wales*

Modular ships have a very great advantage in that they can be converted during their operational movement (433.432). If Economic Points are too tight, or maybe you have reached your carrier or PFT build limits for the year, but need some extra attrition ability for an offensive, the answer is simple, pull the tackle.

Move an existing modular ship of the appropriate type (carrier, PFT) to a starbase at one end of your empire and modularly convert it to a standard hull. Then where you need the attrition ability use the modular conversion rules to use the specialist modules that will be available on the next turn.

As an example the Romulans want to hit a Gorn BATS with PF support but have no PFTs in range. They arrange to move three SPE to the Starbase in 3518, stripping that area of the Federation front and modularly convert these to SPA. Three SPA in 4411 are on the next turn then converted to SPE and moved to the relevant BATS providing the desired PF support.

While Tugs provide some degree of this flexibility, they are declared early in the turn, allowing your opponent to adjust his reaction plans accordingly. Modular ships can be changed after the opposing forces have been pinned, or have reacted to a different stack, providing a much greater threat.

DOWNSHIFTING HYDRAN BUILDS

— *Cadet Jeff Evans, USS Ohio*

When in a financial bind, and when is a Hydran not in a bind, consider substituting Lancer destroyers for Horseman war cruisers. This is tucked away deep in the production notes. Downshifting saves two EP each time it is used. The economic points saved can be spent on more critical items. Plus, LNs live longer than HRs, as HRs are directed damage targets. LNs can be converted into excellent variants later in the game, like the DE, LNG, and especially the UH.

KILLING BORDER BATS

— *Ensign Jonathan Famous, USS Pennsylvania*

It is often very useful to eliminate border BATS of opposing races. This is often difficult to accomplish due to overwhelming reserve fleets. There is a way around this.

By separating into groups of ships with a combat potential of 24-30 (easily enough to eliminate a BATS using accumulated damage) and simultaneously attacking all BATS along the border, the defender will not be able to bring reserve fleets to all positions.

By using the third largest ship as a command ship in those areas with reserves, the attacker will suffer minimal casualties and then be able to retreat. The undefended BATS will be eliminated, making counterattacks into the your own territory difficult.

This is only one of three pages of F&E Tactical Notes in Captain's Log #21, but allows you to see into the game system.

**MÆSRON ALLIANCE
LIGHT TUG**

[illegible]

COUNTER

BOARDING PARTIES	
	6

PROBES					5
--------	--	--	--	--	---

T-BOMBS					
---------	--	--	--	--	--

TACHYON MISSILES (ON POD)			
1			
2			

THIS SHIP CAN FIRE ONE MISSILE FROM ITS PAIR OF RACKS PER TURN.

	TACHYON GUN TABLE							
	RANGE							
ENERGY	0-1	2-3	4-5	6-8	9-16	17-32		
2	4	4	3	3	3	2		
3	6	5	5	4	4	3		
4	8	7	6	6	5	-		
5	10	8	8	8	-	-		
6	12	10	10	-	-	-		
7	14	12	-	-	-	-		
8	16	-	-	-	-	-		
TO-HIT	1-5	1-5	1-5	1-5	1-5	1-4		

PHASER-W1 TABLE														
DIE	ROLL	RANGE		0	1	2	3	4	5	6	7	8-12	13-24	25-36
1	1	7	6	5	5	4	3	2	1	1				
2	2	7	6	5	5	4	3	2	1	1				
3	3	6	5	4	4	3	2	1	0	0				
4	4	6	5	4	4	3	2	1	0	0				
5	5	5	4	4	4	3	2	0	0	0				
6	6	5	4	4	3	3	2	0	0	0				

DIE	RANGE		5-				8-			
	ROLL	0	1	2	3	4	7	12		
1	4	4	4	3	2	2	1	1		
2	4	4	4	3	2	2	1	1		
3	4	4	4	3	2	1	1	0		
4	4	4	4	3	2	1	1	0		
5	4	4	4	3	2	1	0	0		
6	4	4	4	3	2	1	0	0		

ADMINISTRATIVE SHUTTLES				
NUMBER	HIT POINTS			NOTES

SHIP DATA TABLE	
TYPE	= TGL
POINT VALUE	= 110/80
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= OR2.14
LCP BPV	= 20/8
LBP BPV	= 30

TURN MODE	SPEED
C 1	2 - 4
2	5 - 9
HET 3	10 - 14
4	15 - 20
BD 5	21 - 27
6	28+

WITH ONE POD		TURN MODE	SPEED
D	1		2-4
	2		5-8
HET	3		9-12
	4		13-17
BD	5		18-24
	6		25+

TG-FA

A	B
---	---

 PW-1 PW-3

9	10
---	----

11	12
----	----

 TM

1	2
---	---

 APR

--	--	--

WITH ONE POD
 MOVE COST = 1
 HET COST = 5
 EM COST = 6

[illegible][illegible][illegible]

SHIELD #5

SHIELD #3

SEN	6	5	3	1	0
SCAN	0	1	3	5	9

DAM	CON	2	2	2	0
EX	DAM				

SHIELD #4							
-----------	--	--	--	--	--	--	--

② = HET COST ③ = LOW WATER COST
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

Crew Units

2

Administrative Shuttle

Ident	Hit Points	Notes

Ship Data Table

TYPE = HT
POINT VALUE = 15
BREAKDOWN = 1-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R1.920

Harbor Tug

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BRDG EMER

HULL 360° HULL

PH-3

TRAN BTTY SHTL

TRAC

APR

WARP IMP WARP

L

R

SENSOR

60

SCANNER

09

DAM CON

20

EX DAM

CNTR

Type III Defense Phaser

DIE	RANGE	4-9	10-15																												
ROLL	0	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
1	4	4	4	4	3	1	1																								
2	4	4	4	4	2	1	0																								
3	4	4	4	4	1	0	0																								
4	4	4	4	3	0	0	0																								
5	4	3	2	0	0	0	0																								
6	3	3	1	0	0	0	0																								

Turn Mode

1 2-4

2 5-9

3 10-14

4 15-20

5 21-27

6 28+

Directional Diagram

LF RF LR RR

Warp Energy Movement Cost

1/4 ENERGY POINT PER HEX

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

Warp Energy Movement Cost

1/4 ENERGY POINT PER HEX

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

Speed

1 2 3 4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

Standard

1 1 1 1

2 2 2 2

3 3 3 3

4 4 4 4

5 5 5 5

6 6 6 6

7 7 7 7

8 8 8 8

9 9 9 9

10 10 10 10

11 11 11 11

12 12 12 12

13 13 13 13

14 14 14 14

15 15 15 15

16 16 16 16

17 17 17 17

18 18 18 18

19 19 19 19

20 20 20 20

21 21 21 21

22 22 22 22

23 23 23 23

24 24 24 24

25 25 25 25

26 26 26 26

27 27 27 27

28 28 28 28

29 29 29 29

30 30 30 30

Fract.

1/4 1/2 3/4 1 1 1/4 1 1/2 3/4 2 2 1/4 2 3/4 3 3 1/4 3 3/4 4 4 1/4 4 1/2 5 5 1/4 5 5/4 5 5/4 6 6 1/4 6 3/4 7 7 1/4 7 1/2

SALVAGE TUG

CNTR

Crew Units

ADMINISTRATIVE SHUTTLE

BOARDING PARTIES

SHIP DATA TABLE

TURN MODE SPEED

TYPE II PHASER TABLE

NO T-BOMBS

TYPE III DEFENSE PHASER

WARP ENERGY MOVEMENT COST

Diagram of the Salvage Tug ship with various sections labeled: SHIELD #1-6, PH-2-360°, BTTY, BRDG, AUX, C HULL, APR, TRAN, SHTL, CARGO, APR, WARP, PH-3-RA, WARP, TRAC, EMER, IMP, R.

SENSOR: 6 3 0

SCANNER: 0 2 9

DAM CONTROL: 2 2 0

EX DAMAGE: 0 0 0

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-BOMBS.

LF RF

L R

LR RR

RA = LR + RR

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

FREE SALVOR

CREW UNITS
[X][][][5]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		SAL
		SAL
		HTS

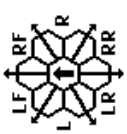
BOARDING PARTIES

[2]

SHIP DATA TABLE	
TYPE	= FTZ
POINT VALUE	= 70/20
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.922

NO T-BOMBS

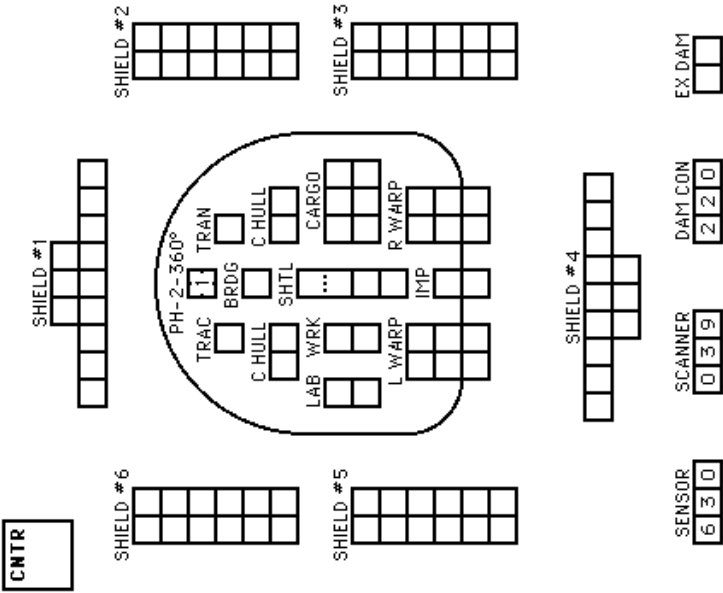
TYPE II PHASER TABLE		4-9-16-31-ROLL				
DIE	RANGE	0	1	2	3	8
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	0
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0



FA = LF + RF

TYPE III DEFENSE PHASER		4-9-ROLL				
DIE	RANGE	0	1	2	3	8
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

THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434). WORKS ARE DESTROYED ON "CARGO" DAMAGE POINTS.



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		5 = HET COST					6 = ERRATIC MANEUVER WARP COST				
SPEED	1	2	3	4	5	6	7	8	9	10	11
Standard	1	2	3	4	5	6	7	8	9	10	11
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2

KLINGON GJR RECOVERY PF	ROMULAN CENTURION-R PF	KZINTI NEEDLE-R RECOVERY PF	GORN PTERODACTYL-R PF
<p>Diagram of the Klingon GJR Recovery PF. The ship has a central PH-2 (112) connected to a BRDG (112). The BRDG is connected to a HULL (C) which branches into two main sections. Each section contains an IMP, WRP, L, and R. The ship is surrounded by various shields (#1, #2, #3, #4, #5, #6) and sensors (SCANNER, EX DAM, DAM CON, PPT).</p>	<p>Diagram of the Romulan Centurion-R PF. The ship has a central TRAC (112) connected to a PH-1 (112). The PH-1 is connected to a CAR (112) which branches into two main sections. Each section contains an IMP, WRP, L, and R. The ship is surrounded by various shields (#1, #2, #3, #4, #5, #6) and sensors (SCANNER, EX DAM, DAM CON, PPT).</p>	<p>Diagram of the Kzinti Needle-R Recovery PF. The ship has a central BRDG (112) connected to a BTY (112). The BTY is connected to a CAR (112) which branches into two main sections. Each section contains an IMP, WRP, L, and R. The ship is surrounded by various shields (#1, #2, #3, #4, #5, #6) and sensors (SCANNER, EX DAM, DAM CON, PPT).</p>	<p>Diagram of the Gorn Pterodactyl-R PF. The ship has a central TRAC (112) connected to a PH-1 (112). The PH-1 is connected to a RS (112) which branches into two main sections. Each section contains an IMP, WRP, L, and R. The ship is surrounded by various shields (#1, #2, #3, #4, #5, #6) and sensors (SCANNER, EX DAM, DAM CON, PPT).</p>
THOLIAN ARACHNID-R PF	ORION BUCCANEER-R PF	HYDRAN RECOVERY PF	LYRAN BOBCAT-R RECOVERY PF
<p>Diagram of the Tholian Arachnid-R PF. The ship has a central BDG (112) connected to a CAR (112). The CAR is connected to a BTY (112) which branches into two main sections. Each section contains an IMP, WRP, L, and R. The ship is surrounded by various shields (#1, #2, #3, #4, #5, #6) and sensors (SCANNER, EX DAM, DAM CON, PPT).</p>	<p>Diagram of the Orion Buccaneer-R PF. The ship has a central CAR (112) connected to a BTY (112). The BTY is connected to a BRDG (112) which branches into two main sections. Each section contains an IMP, WRP, L, and R. The ship is surrounded by various shields (#1, #2, #3, #4, #5, #6) and sensors (SCANNER, EX DAM, DAM CON, PPT).</p>	<p>Diagram of the Hydran Recovery PF. The ship has a central BRDG (112) connected to a BTY (112). The BTY is connected to a CAR (112) which branches into two main sections. Each section contains an IMP, WRP, L, and R. The ship is surrounded by various shields (#1, #2, #3, #4, #5, #6) and sensors (SCANNER, EX DAM, DAM CON, PPT).</p>	<p>Diagram of the Lyran Bobcat-R Recovery PF. The ship has a central TRAC (112) connected to a PH-2 (112). The PH-2 is connected to a PH-1 (112) which branches into two main sections. Each section contains an IMP, WRP, L, and R. The ship is surrounded by various shields (#1, #2, #3, #4, #5, #6) and sensors (SCANNER, EX DAM, DAM CON, PPT).</p>

GORN IMPROVED WARP-REFITTED BATTLESHIP

CNTR

--	--	--	--	--	--	--	--	--	--

SHIELD #1

[illegible]

SHIELD #4

THE SSD SHOWS THE FULLY UPGRADED SHIP. SOME SHIPS ONLY RECEIVED THE PLASMA-G BOLTS INITIALLY. TO REFLECT THIS, REPLACE ALL THE PHASERS WITH LASERS AND USE THE ADJUSTED BPV UNDER THE SHIP DATA TABLE.

SHIP DATA TABLE	
TYPE	= WBI
POINT VALUE	= 56
BREAKDOWN	= 3-6
SHIELD COST	= 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= WR6.10
WBL	= 50

TURN MODE	SPEED
E	1 2-3
	2 4-6
	3 7-10
	4 11-14
	5 15-20
	6 21-29
	7 30+

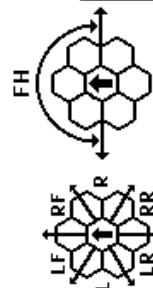
DIE RANGE		WARP TARGETED LASER	
U	I	2	P
1	3	2	2
2	2	2	1
3	2	1	1
4	2	1	0
5	2	0	0
6	1	0	0

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
		GAS			
		GAS			
THIS SHIP HAS TWO SHUTTLE BAYS.					
CAN TRANSFER BY (JL59).					

TRANSPORTER BOMBS DD

SEE (D4.12) FOR ARMOR RULES.

TYPE II PHASER TABLE									
DIE	RANGE			4-9-16-31-			ROLL		
	0	1	2	3	8	15	30	50	
1	6	5	4	3	2	1	1	1	
2	6	5	4	2	1	1	0		
3	6	4	4	1	1	0	0		
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

DIE ROLL	TYPE III DEFENSE PHASE				
	RANGE 0	1	2	3	4-9- 8 15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE										
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20		
TYPE G	20	20	15	15	15	10	5	1		
TYPE F	20	15	10	5	1	0	0	0		
BOLT	1-4	1-3						1-2		

CAN ONLY FIRE PLASMA BOLTS, NO SEEKING PLASMA.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

GORN IMPROVED WARP-REFITTED CRUISER

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= WCI
POINT VALUE	= 47
BREAKDOWN	= 3-6
SHIELD COST	= 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.11
WCL	= 42

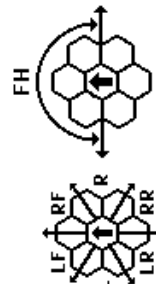
[illegible]

TRANSPORTER BOMBS	DD
-------------------	----

DIE ROLL	RANGE		4-9-16-31- 8 15 30 50
1	6	5	4 3 2 1 1
2	6	5	4 4 2 1 1 0
3	6	4	4 4 1 1 0 0
4	5	4	3 1 0 0 0 0
5	5	4	3 0 0 0 0 0
6	5	3	3 0 0 0 0 0

SEE (D4.12) FOR ARMOR RULES.

TURN MODE	SPEED
E	1 2-3
	2 4-6
	3 7-10
	4 11-14
	5 15-20
	6 21-29
	7 30+



TYPE III DEFENSE PHASE		DIE RANGE				4-9	9-15
DIE	RANGE	0	1	2	3	8	15
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	1	0	0	0	0

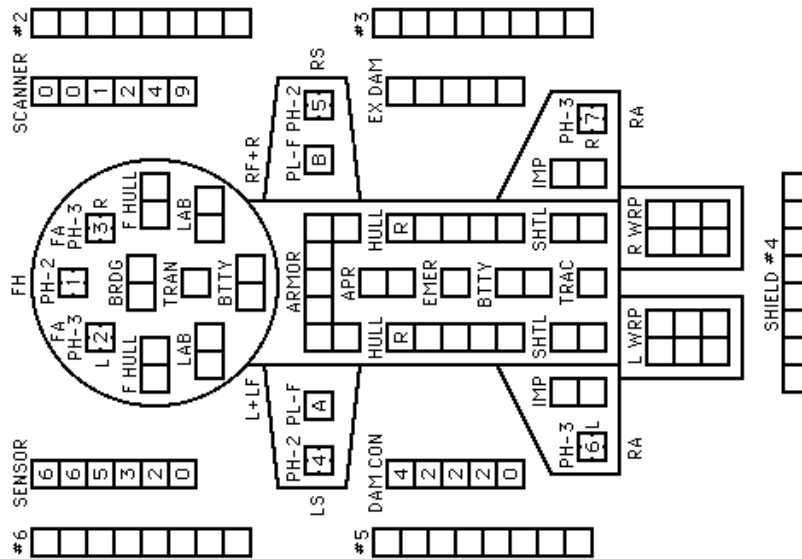
$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{LS} &= \text{LF} + \text{L} + \\ \text{RS} &= \text{RF} + \text{R} + \end{aligned}$$

DIE ROLL	RANGE		WARP TARGETED LASER	
	0	1	2	P
1	3	2	2	1
2	2	2	2	1
3	2	2	1	1
4	2	2	1	0
5	2	1	0	0
6	1	1	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

CAN ONLY FIRE PLASMA BOLTS. NO SEEKING PLASMA.



THE SSD SHOWS THE FULLY UPGRADED SHIP. SOME SHIPS ONLY RECEIVED THE PLASMA-F BOLTS INITIALLY. TO REFLECT THIS, REPLACE ALL THE PHASERS WITH LASERS AND USE THE ADJUSTED BPV UNDER THE SHIP DATA TABLE.

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX															⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
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	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23				
Fract.	3/4	1 1/2	2 1/4	3	3 3/4	4 1/2	5 1/4	6	6 3/4	7 1/2	8 1/4	9	9 3/4	10 1/2	11 1/4	12	12 3/4	13 1/2	14 1/4	15	15 3/4	16 1/2	17 1/4	18	18 3/4	19 1/2	20 1/4	21	21 3/4	22 1/2				

**KZINTI JAGUAR
WAR CRUISER**
(CAPTURED SHIP)

[illegible][illegible]

PROBES

				5
--	--	--	--	---

$FA = LF + RF$
 $FX = L + LF + RF + R$
 $LS = LF + L + LR$
 $RS = RF + R + RR$

TYPE I OFFENSIVE PHASER TABLE												THIS SHIP CONTROL NUMBER 0	SEEKING WEAPONS TO ITS SET RATING.
DIE ROLL	RANGE 0 1 2			3	4	5	6-8	9-15	16-25	26-50	51-75		
1	9	8	7	6	5	5	4	3	2	1	1		
2	8	7	6	5	4	4	3	2	1	1	0		
3	7	5	5	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 PHASER										DRONE			
DIE RANGE		ROLL		1		2		3		4		5	
1	4	4	4	4	3	1	1	1	1	1	1	1	1
2	4	4	4	4	2	1	0	0	0	0	0	0	0
3	4	4	4	4	1	0	0	0	0	0	0	0	0
4	4	4	4	3	0	0	0	0	0	0	0	0	0
5	4	4	3	2	0	0	0	0	0	0	0	0	0
6	3	3	3	1	0	0	0	0	0	0	0	0	0

SHIP HAD
UNTIL TH
THESE TO

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40	41-50
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3		
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	NA	NA		
DAMAGE STD	0	5	4	4	3	3	2			
DAMAGE,OULD	10	10	8	8	6	0	0			

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT										
SPEED	1	2	3	4	5	6	7	8	9	10
Standard	1	2	2	3	4	4	5	6	6	7
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$

SHIP DATA TABLE	
TYPE	= LCW
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.948
PLUS REFIT	= +2
PHASER REFIT	= +4
POWER PACK	= +9
MECH LINKS	= +2
Y175 REFIT	= +4

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

DRONE RACKS									
1								A	C
2								A	C
3								A	
4								A	

(SHIP HAD TYPE-4 DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B OR TYPE-C (2 RELOADS))

HIT & RUN
DERFACS

5 = HET COST

4	15	16	17
0	10	11	12
t_3	10	$10^{2/3}$	$11^{1/3}$

POINT PER HEX


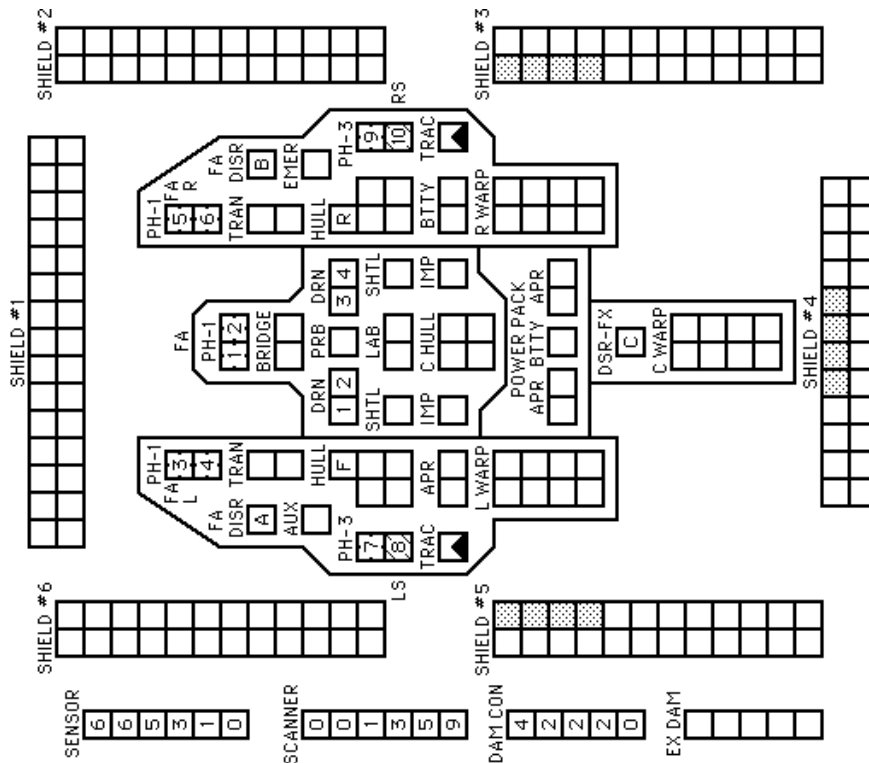
	9	10	11	12
5		7	8	8
5		$6\frac{2}{3}$	$7\frac{1}{3}$	8

$$\text{NT COST} = 2/3 \text{ E}$$

4	5	6	7
---	---	---	---

WARP ENERGY M

SPEED	1	2
Standard	1	2
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$

 SHADED BOXES ARE THE PLUS REFIT.

8 SHADDED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

LYRAN MEDIUM CRUISER
(CAPTURED KZINTI SHIP)

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= ZCM
POINT VALUE	= 105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.935
UIM REFIT	= +5
MECH LINKS	= +2

SENSOR

SCANNER

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

HIT & RUN
UIM ☐
DERFACS ☐

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	

TYPE III DEFENSE PHASER									
DIE	RANGE			4- 9-			8 15		
ROLL	0	1	2	3	3	8	1	1	
1	4	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			

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$
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 (UIN)	NA	1-5	1-5	1-4	1-4	1-4	1-4	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
HIT(OL/UIN)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

5 = HET COST

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX															⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
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	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				
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	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				

CREW UNITS						ADMINISTRATIVE SHUTTLES					
			*					HIT POINTS		NOTES	
					10						
					20						
					30						

ADMINISTRATIVE SHUTTLES

BOARDING PARTIES						TRANSPORTER BOMBS			
									D D D D
					10				

TRANSPORTER BOMBS

PROBES	5
--------	---

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	6- 9- 16- 26- 51- 75											
		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	4	3	1	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		

[illegible]