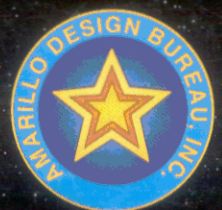


STAR FLEET BATTLES

CAPTAIN'S LOG #21



**THE ART
OF DUTY**



The Elected Authority

ADB, Inc., has become a "mature" company over the last year. We like to say that "we are no longer the revolutionary government in arms; we are now the elected authority". And it is you, the players, who voted with your dollars and your convention trips and your moral support to elect us. We're no longer scrambling to pay bills; the company is now stable, strong, and growing. We are no longer fighting to get old products back into print; they'll all been reprinted.

And with maturity comes responsibility. To keep SFB alive means that a holy crusade will no longer do; we must now strive to build a company and player base which steadily expands. Miniatures are a first step (they give us a steady sales flow) and a new game system (to stand beside SFB, not replace it) will be the next. Other changes will follow and move in parallel with these.

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 Bellflower
Computer Graphics Steve Cole
Printing Chaparral Graphics, Lubbock TX

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The Art of Duty

The Death of the *Macedonia*

by Tom Gondolfi

Yung Household, Beijing, China, Earth - April 16, Y158

"It's not fair!" The teenage girl's face contorted in the way only a teenager's face can when they are convinced that the world is consciously out to mess up their life. Her long ponytail whipped around like an ebony plasma bolt as her foot stamped. She simultaneously planted her fists on her hips and sketched a pout on her lips.

"What's not fair?" her father, an aging Navy man said in the calmest of tones.

"You didn't do anything wrong! You are going to miss my graduation! They can't do this to me!"

"Janice, according to regulations....," her father began softly, using her full first name. It was a name she particularly despised because it was given to her in a time when it was vogue to name children after famous flat screen stars of the past. Her namesake was Janice Joplin instead of a traditional Chinese name like her sister Xiaong had received. In rebellion, she mercilessly shortened the disappointment to just Cee and imposed it upon those around her.

"Star Fleet Regulations be damned!" She shut up quickly. Her parents were very liberal and gave her a great deal of latitude, but swearing was one of the Seven Deadly Sins.

"Janice Yung!" Her father was rarely terse. It violated his policies on running his family, those being identical to how he dealt with his crew. This was one of those times. Janice knew better than to push her luck. By the warning look on her normally subservient mother's face, she realized she had just pushed her luck too far.

"I am responsible for the actions of my crew. I admit that I had nothing to do with Ensign Holtzman making inappropriate advances toward Admiral Haze's daughter. That he didn't know who she was makes no difference. That I didn't know he was missing makes no difference. None of these things change the fact that he was AWOL and my responsibility. I will take the corrective actions the Admiral deems necessary."

"But sir, you were supposed to be posted to Star Fleet Command for another year. You promised!"

"This discussion is ended. There will be nothing further. I will report Monday morning for duty as Captain of the Frigate *Senyavin*." She knew enough about how Star Fleet worked to know this was a step down for him; frigates were commanded by Commanders, not Captains.

"Obedience is the cornerstone of all military structures."

A Message from Star Fleet Command , April 31, Y158

"We regret to inform you that Captain Huon Yung was killed in the performance of his duties and in the best traditions of Star Fleet. We grieve Captain Yung's loss and hold our sympathies at the ready to comfort you in this troubled time.

"Admiral Benjamin Haze."

Lieutenant Commander Janice Yung's Quarters
Federation Cruiser *El Dorado*, June 21, Y163

"Well, Jan, did you get your posting?" Simone' said from a lounging position on her bunk. Janice's friend Simone' was a good Lieutenant, steady when needed and sometimes even brilliant, but in Jan's opinion she generally was much too spaceheaded for

command. Command was for practical and solid people. "You know I'm so jealous that you are going to be first officer, don't you?"

"They are sending me to *Macedonia*," Cee offered as she methodically packed her scant belongings into her shoulder bag — 3 uniforms, 2 pairs of boots, 6 pairs of ...

"The *Macedonia*?" Simone' said with some measure of undisguised distaste compounded with a severe lack of tact. "That ship has to be fifty years old!" Her volatile temper, which Commander Yung worked ever so hard to control, flared.

"She is a good ship! The *Mace* has almost a fifty-year distinguished history that I will try to live up to!" She could feel the heat as her face flushed. As soon as the sharp words left her mouth, she regretted them. The heat in her face changed to the heat of embarrassment as she remembered the last words she had had with her father. It was a memory she would never be able to erase, despite working diligently to follow in his footsteps in a field to which she was not suited. Star Fleet was her penance and she would ensure that she paid her debt in full.

From beyond the grave she heard her father remonstrate her, "A captain who cannot control him or herself cannot control those around them in any way short of violence."

"Geez, Jan, don't get a nanite in your helmet. I just thought they might give you something newer. You have the best record of any of the new Captain candidates. I thought they might have given you the XO slot on *Marius*. She's just starting her trials." Janice didn't say anything as she packed the long rope of hair that she had cut off to become a cadet to fulfill the promise she made to her father's empty grave. She turned away so that Simone' wouldn't see the tear in her eye as she packed the old style transparent holo of her father. Simone' didn't realize just how large of a gremlin drove her friend and why she would never complain.

First Officer's Quarters - *Macedonia* April 3rd, Y164

"Yes, Sir?" Cee said as Captain Troy Anslos entered her quarters. His bulk took up most of the standing room in her relatively tiny space. His arrival confused her; Captain Anslos hadn't been in her quarters in her entire two year tour with the *Mace*. While the two got along on a professional level, they never were close.

"I wanted to tell you before I made the general announcement to the crew. I've been promoted out of the *Mace* and will be taking command of the heavy cruiser *Tori*."

"Let me be the first to congratulate you" she replied. "I'm happy for you, sir."

"I also wanted you to know that I recommended you for command of the *Mace* and a little bird has let me know that my recommendation has been acted on favorably." Janice was dumbfounded. She hadn't been expecting it. "The job comes with promotion to full commander."

"I don't know what to say."

"Don't say anything. I am not particularly fond of you, you know, Ms. Yung, but you are one damned fine officer. You will make a good captain for our ship."

"Thank you, sir. I'll take good care of our *Mace*." Janice remembered some words from her father, "*Janice, a command crew doesn't have to like one another, but they do have to respect one another and their abilities.*"

Stargazer Bar - Base Station 457, Romulan Frontier, Y171
two months before the Klingon Invasion

"Some captains go their entire careers in the same ship." Captain Janice Yung told her friend, Commander James Mitzikawa of the destroyer *Pazuzu* over a glass of thirty-year-old bourbon.

"You know as well as I do, Cee, that those people have risen to their level of incompetence. You should have been moved up into a better class of ship three years ago when they promoted

you to Captain. You've got an exemplary record and several commendations. That Bronze Star you got in that fight with the pirates should have gotten you a better ship all by itself." Janice was quiet for a moment, toying with her drink. She lifted it and downed the amber fluid in one motion.

"Complaining won't get me anywhere."

"Bullshit, Cee! If you don't speak up now and then, no one will know that you even exist! There are hundreds of captains all clamoring for the best assignments. Every captain of *Macedonia* has campaigned to get off that antique and into a better ship. Maybe they gave you command because they knew you wouldn't."

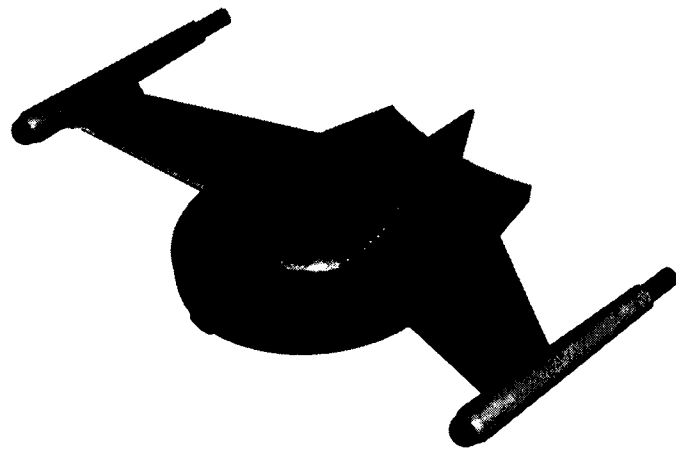
"You've recommended three of your own officers for promotion off your ship, people good enough you should have fought to keep them. You're taking care of everyone else's careers, but the number one person responsible for your career is YOU."

"And you deserve better of yourself. You are well respected by your crew and run a taut ship. You are quietly suffering in silence when your record should have you on the selection list for commodore of a destroyer squadron — at least."

"Complaining won't get me anywhere," she repeated.

James stood up to his full six foot three. He grabbed his drink and swallowed the last few drops. "Cee, I like you. You are a good person and a great friend. Until you wake up and smell what you are sitting in, don't ever bring this subject up again." Slamming the glass to the table hard enough to draw the attention of every patron in the bar, James stalked out in a warp drive huff.

Janice poured herself another bourbon as the denizens of the gin joint returned to their normal activities. She thought hard about the debt she owed her father. She could actually hear his smooth calming voice. "Once you accept a responsibility, you must take all of its consequences — good and bad."



"Aye, Admiral."

"One final question. What has happened to this wizard of a sub-commander?"

"Promoted with pay, on my authority. He will be awarded a globe for his gold eagle, after the plan works. And his son will attend the Academy."

"Excellent, Commander. Proceed on your mission."

Macedonia's Bridge, Y173
two weeks prior to the Romulan Invasion

"Captain, Admiral Matthews is on the horn."

"On screen," Janice said offhandedly as she signed the new monthly duty roster that an ensign was offering to her.

"Admiral Matthews. Happy to hear from you again."

"I am not calling for chitchat, Captain Yung," came the admiral's icy voice. It was clear that the call was not one of pleasure. "I have just heard from the Commander of Base 457. It appears as if your crew got a little rowdy and destroyed a bar."

"That is not entirely true, Admiral. It was a mixed group of crew from the *Macedonia*, the police cutter *Swamp Fox* and the Q-ship *Candice*. There were sixteen from the *Mace* and twelve each from the other two ships. All sixteen of my crew have been disciplined up to and including loss of rank or seniority. You should have the full report on your desk now, Admiral."

"I understand, but that is not good enough. You are supposed to control your people."

"Yes, Sir."

"Therefore, I have chosen an assignment for you instead of just having you hang around the base," the admiral continued.

"Thank you, sir. Anything is better than floating around guarding against the black cat in the coal cellar that isn't there." Janice winced at her own words. She had not intended to be so blunt, as it would only anger the Admiral.

"I don't think you will be so happy with this assignment," the Admiral retorted, "but it needs doing and someone has to draw it. You are directed to escort the freighter *Lucy Mae* to Base 455." Janice began to cloud up. This wasn't an assignment, it was like being sent to count trees in Siberia.

"One freighter, Admiral?" Single freighters rarely drew close escorts, and Base 455 was a bare bones operation with no shore leave facilities to speak of.

"Yes. Escorting the *Lucy Mae* might give you time to think about how to control your crew better, and your crew time to reflect on their tendency for rowdiness. Besides, this freighter is

Briefing Room 3, Western Romulan Command, Y173
five weeks before the Romulans invaded the Federation

"Sub-Commander Markus, be seated. You are to be commended for coming up with such a fine plan. What inspired it?" the Admiral asked.

"One of my subordinates is a computer expert with a rating so high that it is not measurable on the current scale. Without detection, he was able to tap into the Federation sensor network. After a bit of analysis he was able to place a worm in the sensor net that will cause one sensor station to fail. This will open a gap through which the deep attack force can enter the Federation."

"But won't they send a ship to cover the gap?"

"That is why I asked for command of a three-ship task force. The sector where the attack will be made is covered by a heavy cruiser. I will need three War Eagles to guarantee its destruction."

"Cannot your technician open several gaps at once?" the admiral asked.

"In theory, yes," Markus replied, "but every attempt carries a risk of exposure, and by seeking more, we could lose all."

"Very well, Sub-Commander Markus," the Admiral replied. He and the others of the high command had known everything he had just asked, but he still hoped for another answer. "We have reviewed your plan and find it acceptable. We are assigning you the War Eagles *Shikra* and *Wildfire*. You will remain in command of the *Praetor's Will* with the temporary rank of Commander. Your mission will be to destroy the Federation Cruiser *Pharsallus* and open the gap for the deep attack by units of the Home Fleet. After they pass through the door you open, the Western Fleet will begin a general attack against the entire Federation front line."

"I need to emphasize that without a hole in their line at this point, our deep attack forces could stall very easily. Without the *Pharsallus* being removed, we cannot chance going through that narrow gap. We could easily be bottled in and be smashed on the flanks."

"The Praetor is looking personally at this mission."

carrying critical parts for Base 455 to complete their squadron of fighters. With the initiation of hostilities possible at any time, we have to be prepared. The increase in Orion activity in your sector warrants the larger escort." She knew enough of what was going on, intelligence reports most of her crew did not have access to, to know that this mission was important, but a frigate would normally have been sent, and *Macedonia* had been scheduled for another three days of shore leave. Cee half-suspected that the Admiral, anticipating war, was trying to give all of his crews time to blow off steam, and denying those days to her crew was a slap in the face to them — and to her.

"Sir, we would be only too happy to perform this important if unpopular mission," she replied. "I will alert my communications officer to expect the official orders. Is there anything else?"

"No, I think that is quite enough," the Admiral replied. "Spend your time well. Some battle drills and refresher training won't hurt. Keep your people busy and put them to bed tired and they won't have time to complain." Cee made a note to tell the Senior Chief that he could begin that program he had proposed to cross-train every crewman in two other specialties.

"Excellent advice. I will do exactly that." The admiral grunted and ended the transmission.

She had interviewed each of her crew members was convinced that her crew wasn't in the wrong — that they had tried to break up a fight between the other two crews. But those crews had unanimously testified that it was the *Mace's* crew that had instigated the whole riot. Escorting one bloody freighter — not even a convoy. When her crew did make it back to the bars, the crews of other ships would use the incident to humiliate them. She fumed in her command seat not noticing the utter silence of the crew around her on the bridge as her father's words echoed in her head. And they would lose important shore leave, and her ship would lose more time that it could have used to access the supplies and maintenance facilities of Base 457, and it was NOT THEIR FAULT.

Remember, daughter of mine, that to lead, one must set the proper example of stoic behavior before your crew under all conditions.

Macedonia's Gymnasium, Y173 - The Day of the Eagle

Captain Janice Yung was a mess. Her short black hair and her *Macedonia* workout clothes were soaked through with sweat. She sat leaning against the bulkhead with her karate partner and science officer, Kevin Marinos.

"You've really been worked up these last two weeks," Marinos gasped. "I've never nursed such bruises from our workouts. At least that escort mission is over and we'll be back with the fleet in two days."

"I'm sorry, Marinos," Cee responded. "I've just been worried about the crew. Just because their captain seems to be a screw-up who can't seem to advance doesn't mean they should bear my stigma."

"Ma'am?"

"Oh, I just can't seem to move up. That is usually the sign of an incompetent officer. I think this escort run was just the cherry on the top. Without promotion, I'll be out of Star Fleet in a year."

"Captain, you couldn't be more wrong!" Marinos insisted. "You are an excellent Captain!"

"Thanks for the moral support, but I can see the handwriting on the wall. I think they want me to step down and are handing me the shit assignments to force my hand and not dirty their own."

"I don't ..."

The speaker on the wall interrupted. "Captain, it is Admiral Matthews."

"Give me half a minute, then put it on audio," she replied, waving Marinos to leave and close the hatch behind him.

"Admiral Matthews, this is Captain Yung on audio."

"Hello, Captain Yung."

"And to you, Admiral. To what do I owe the pleasure?" Her tone was as frosty as she thought she could get away with.

"Can the sarcasm, Yung. I'm sorry. My follow up wasn't what it should have been. I found out just yesterday that your crew was trying to stop that fight. An official apology is going into your record from me. That's all you'll get." Janice sat up a little straighter, realizing that she might have made an error in her judgment of this man.

"Thank you, sir. That isn't really necessary. Perhaps if the original incident was simply expunged? The escort mission was perfectly valid and a shipment that vital deserved special protection." Admirals didn't say they were sorry — ever. Much of their authority came from the image of infallibility; the people who served under them had to know that their leaders were good at their jobs. She had thought about this one for the entire two weeks and was more than happy to let the Admiral off the hook. And the mission was important and her crew *had* needed the drills.

"I've also been over your records," the Admiral continued. "You should have been promoted months ago. Why haven't you brought that to my attention?"

"The Admiral is a busy man and I didn't want to burden..."

"You really are a neophyte, Yung," the Admiral chuckled. "But be that as it may, upon your return, you will assume command of the *Leonidas* and of Destroyer Division Three."

A thousand thoughts raced through her mind. She would be an acting commodore, and the permanent rank would follow as soon as she showed she could do the job. But there was more to this. The Admiral had not made such a decision yesterday; that command position had been open for three weeks. He had probably intended to promote her before the bar incident. And she would lay odds that Jimmie Mitzikawa had put a bug in the admiral's ear. Wait a minute, wasn't Jimmie sleeping with someone on the Admiral's staff? Hennessey? The blonde commander in charge of the personnel section? That was it. Cee flared at the thought of Jimmie speaking for her, or anyone speaking for her, but it was best to play this one calmly.

"Thank you, Admiral."

"Well, I do have one more minor task before you get back here. We've detected a malfunction of one of the automated sensor platforms along the Romulan border. It hasn't been destroyed, but rather reported a malfunction and won't take corrective action. The regular patrol ship in that sector, the *Pharsallus*, would normally take this, but it is in space dock for replacement of a faulty warp core and will be laid up for another week.

"And while normally I wouldn't bother for something as small as a week, the tensions on the border are definitely high. While I hate to say this, I think we might need that sensor operational. I need for you to make a side trip and correct the problem."

"Aye, Admiral."

"Carry-on." Janice smiled a secret smile as her father's memory spoke to her. *Fate commends all good deeds.*

Macedonia Bridge, near the Romulan border Y173 The Day of the Eagle

"Scan that sensor platform, Lieutenant Marinos."

"Sensor is reporting malfunction. Wait a minute. One badly damaged security channel is reporting tampering." Janice immediately became alert. It could mean that pirates were using this as a place to hit convoys. She doubted that they would attack a cruiser, but they had been bold lately.

"Yellow alert."

"Yellow alert. All hands to battle stations."

"Captain, the sensor platform's security systems are reporting that it has had a virus implanted."

"Enough of this. Red Alert. Science officer, keep scanning. Communications, I want to make sure that we get everything about

this to Star Fleet Command. Get off a preliminary report immediately and send more data as you accumulate it.

"I want a damage control team in EVA suits in Shuttle Bay 1 and they better already be there."

"Captain, I'm detecting a cloaked Romulan vessel off our port centerline... about thirty thousand clicks. I'm surprised that I have her at all — the signal is so faint."

Damn. Not pirates after all.

"Isn't it just a bit on our side of the Neutral Zone?"

"Yes, ma'am."

They have to know that we are here, Janice thought. But they might not know that we know that they are there.

"Communications, get this out immediately."

Praetor's Will Bridge, Y173 - The Day of the Eagle

"Commander, sensors are picking up a cruiser."

"There she is. That's the *Pharsallus*. Everyone knows their roles. It is time to blow a hole in the Federation's vaunted line and show the superiority of the Romulan Fleet!"

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, correct?"

"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. We still have a torpedo to deal with. Crash stop. Launch wild weasel." Everyone on the bridge fought the tiny bit of pseudo momentum that the automatic gravity systems didn't quite cancel out.

"Torpedo striking weasel. Damage tally confirms that the plasma was real."

"Phasers firing from Eagle Two, range forty thousand."

"Shield 5 holding, but barely, Ma'am."

"Eagle Two is cloaking."

"Range to Eagle Three?" Janice asked as she stood and crept toward the tactical display as if her being closer would magically show her an escape.

"Ten thousand."

"Rearm phasers."
 "Plasma launch from Eagle Three. Type-R plasma directly aft!"

"Fire all phasers at the plasma when it reaches point blank."

"Firing! Warhead reduced 20%."

"Brace for Impact!" The hit rocked the ship. The bridge went black and was then flash lit with a brilliant white light. She saw three of her bridge officers spinning through the air. The view was upside down and it took several instants for her to realize she must also be off the deck plates.

"Captain. Captain!"

"What?" Cee felt the blood trickling down her neck as nothing more than a slight wetness. Her head ached.

"Captain, wake up."

"What's happening?" she mumbled as she put her hand to her head, only to find that her wrist wouldn't work.

"You've been out for several seconds,"

"Damage report," she croaked as she struggled to get her feet beneath her without using her right hand.

"Captain, most of the bridge crew is dead. The ship is more not working than it is working."

"Then give me a freaking Working Report!" she all but screamed.

"We have eighty percent warp power but nothing else. One phaser is our only weapon. There are only three of us alive on the bridge."

"What about the Eagles?"

"They are circling us at fifty thousand kilometers."

"You all know we aren't going to make it, but we can try one more thing. Arm the probe. Keep the repair crews on the phaser. Kevin, take the helm. I want a shot at the front shield of Eagle One. I don't care how you do it, but stay on that ship's number one shield and be ready to fire at point blank range."

"Yes, Ma'am." Janice noticed absently that he crawled to his new station, the bones of his right leg protruding through the skin about mid-calf. She jabbed the 'all stations' button on her console.

"I want to say to each of you that we have accomplished a great thing today. We do not die in vain. I commend each one of you for your courage and sacrifice."

"Engineering reports one phaser is repaired."

"Eagle One is making an attack run."

"Charge repaired phaser and fire everything at Eagle One."

"Eagle Two coming out of cloak."

"Phaser is firing. Heavy damage to the warp nacelles. Power down to 12%."

"War Eagle One has broken contact."

"Captain, enveloping plasma launched from Eagle Two."

"We can't outrun it," Janice thought out loud with futility, "launch the log buoy. Implement emergency abandon ship procedures. See if you can beam some of the crew onto that Eagle." *Dad, what else should I do?* She clearly heard the response as the enveloped plasma destroyed the *Macedonia*.

"*You have done your duty. It is time to die.*" Janice — Cee — Captain Yung — slipped from corporal existence to incandescent gas with a smile on her face.

Briefing Room 3, Western Romulan Command, Y173 four weeks after the destruction of the *Macedonia*

"Commander, your report shows that you failed in your mission. While you destroyed the light cruiser *Macedonia*, you did not destroy the heavy cruiser *Pharsallus*. Can you explain this?"

"We received sensor data which were consistent with the *Pharsallus* arriving as predicted. We declassified to engage, only to find we had the wrong vessel. While we destroyed the *Macedonia*, the *Pharsallus* never arrived. When we detected reinforcements arriving we realized that we had to withdraw."



"The *War Eagle Wildfire* was damaged and towed back to base, with the Federation prisoners on board."

The admiral pressed his fingers together. "I think we have to consider this an utter failure, both for your career and for our offensive." Markus would make a fine scapegoat. The plan to slip a major invasion force through the sensor gap and attack the Federation in depth before the main invasion force was detected had failed, but for other reasons. One of the attack forces had stupidly parked itself directly in front of a Federation cruiser, and the Federation had launched a preemptive strike.

But the Commander of that force was too well connected to take the blame, even in death. And the Praetor was furious that the plan to win the war on the first day had failed. It would now be a much longer war.

Federation VIP Transport *Diplomacy*, Y193 - Anniversary of the destruction of the *Macedonia*

"Ladies and gentlemen, I will make this short and sweet."

"We all know we are here to honor the memory of the captain and crew of the *Macedonia*. This plaque will float here, at the site of their sacrifice. You don't want to hear me. Captain Janice 'Cee' Yung's deceased father, who was also Captain Yung and who also gave the last full measure of service to Star Fleet, is quoted on the memorial."

"The love given and taken from those who faithfully serve to protect our way of life can be seen in the smiles of the children of that society. Only those who have sacrificed to such duty can truly appreciate the art they create."

"This memorial is to the crew of the *Macedonia* who created the ultimate art in their sacrifice."

"Captain Janice 'Cee' Yung,

"Commander Andrew Horine,

"Lieutenant Commander Heather Falconer,

"Lieutenant Kevin Marinos,

"Lieutenant Andrea Simpson,

"Lieutenant Robert Gri,

"Ensign Joseph Jarn, ..."

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 scarr. 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* destroyed the crippled Stinger-2, while the effects 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 Hydrams 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 Dragon cruiserers 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 Ikorai, 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.

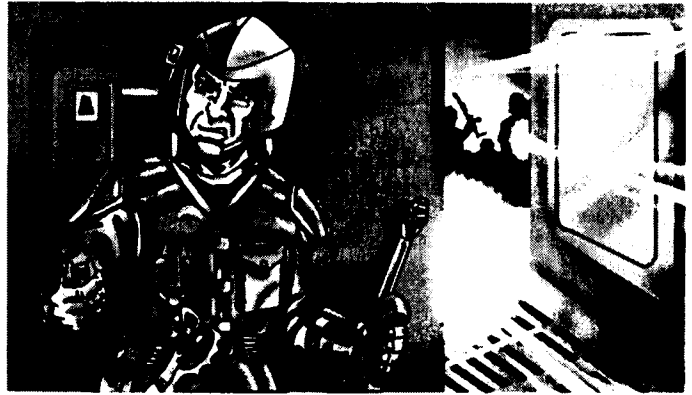
Hearing the gang at the armory come running in pursuit, they fell back down the corridor, firing. They retreated through a bend and around the corner back towards the ESS station.

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 Sidarian.

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.

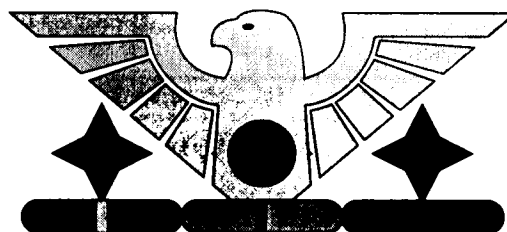
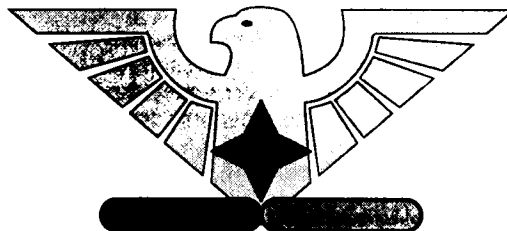
For the rest of his (or her) career, a Romulan service member will wear a Black Eagle on the dress or parade uniform. This Eagle does not (as the others do) reflect accomplishment above or beyond what is expected, but reflects qualifications and certifications. The successful completion of an advanced 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.

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2000 EVENTS

★ **ORIGINS 2000**, 13-16 Jul, OH: CAPTAIN'S: Fleet Captain Paul Scott (Andro), 2nd Dr. Andrew Pundy (WYN Aux: Hellbore, Disr, Drn, Ph-G), 3rd Andrew Dederer (Hydran), David Jahnke (GBS: Drn, Ph-1), 5th John Lafayette (Rom TFH), Cal Man (Andro), Jeff Osborne (Hydran), Ralph Wiazowski (Gorn), 9th Gary Brady (Hydran), Jonathan Dean (LDR), Paul Franz (Andromedan), Ken Lin (ISC), Steve McCann (WYN Aux: 2xHellbore, Drn, Disr), Allen Phelps (Klingon), Alex Pundy (ISC), Vince Weibert (Klingon).

PATROL: 1st Kevin Block-Schwenk (Klingon), 2nd Chris Larsen (Klingon), 3rd Peter Bakija (Kzinti), Jude Hornborg (Lyran), 5th Tom Carroll (LDR), Mark Loughman (Federation), Paul Pundy (Klingon), Tim Sheehy (Romulan TKR).

SATURDAY PATROL: 1st David Conroy (Orion: A; Ph-G, 2xPhot, Drn, Fus. B; Hellbore, Ph-G, 2xPh-1, Drn), 2nd Bill Schoeller (Orion: A; Ph-G, 2xHB, Ph-1, Drn. B; Ph-G, 4xPh-1).

SPECIAL MENTION: Overseas Champion; Ralph Wiazowski. Canadian Champion; Chris Larsen. Ladies Champion/Miss Starfleet; Shelley Stuart.

JUDGING STAFF: Stephen V. Cole, Steven Petrick, Joe Butler, Mike Filsinger, Mike Calhoon, Ken Burnside, and Jeff Laikind.

★ **GENCON 2000**, 10-13 Aug 00, Sanctioned, 1st Kerry Mullan (Klingon), 2nd Shelley Christian (Orion TCA: A; PI-F, Ph-G, 4xDrm-B, B; 2xPI-F, 2xDrm-B, 2xPI-D), 3rd John Hanna (Lyran), Jack Fair (Gorn), 5th David Beeson (Romulan TKR), Doug Mazur (WYN Aux; Hellbore, Ph-G, Disr, Drn-B), Ryan Peck (Kzinti), Steve Damer (Kzinti); Judges: Patrick Abram and Ken Burnside.

★ **FURRYCON 2000**, 11-14 Aug 00, Brighton, UK, Sanctioned, 1st Aidan Archer (LDR), 2nd Hugo Vijftigschild (Klingon); Judge Marc Taylor.

★ **CON MAN 8**, 18-20 Aug 00, Merrimack, NH, Sanctioned, 1st Kevin Block-Schwenk (Romulan TKE), 2nd Joe Kwiatkowski (WYN GBS), 3rd Kirk Sciola (Seltorian) and Paul Libby (Federation); Judge Daniel Beauley.

★ **DRAGONFLIGHT 2000**, 25-27 Aug 00, Seattle, WA, Sanctioned, 1st John Lafayette (Romulan TFH), 2nd Sean Sloan (Kzinti), 3rd Robert Grey (Kzinti) and Drew Malidore (Kzinti); Judge Robert L. Fautenberry II, Steve Zamboni.

★ **GATEWAY 2000**, 1-4 Sep 00, Los Angeles, CA, Sanctioned, 1st Vince Weibert (Rom TKE), 2nd Joseph Aguilar (Orion), 3rd Eric Penick (WYN GBS) and Ken Lin (LDR); Judge Joe Good.

★ **TACTICON 2000**, 1-4 Sep 00, Denver, CO, Sanctioned, 1st Aaron Brown (Rom TKR), 2nd Dan Hoffacker (Hydran), 3rd Carl Trubee (Kzinti) & Dan Knipfer (Rom TFH); Judge Chuck Strong.

★ **SQUADRON MAJOR**, 14 Oct 00, Seattle, WA, Sanctioned, 1st John Lafayette (Klingon), 2nd Jon Luckhaupt (Hydran), 3rd Robert Grey (Romulan TFH) and Jim Dorgan (WYN Aux); Judge Alex Chobot.

★ **HAVOC XIII**, 18 April 97, Sanctioned, 1st Kevin Block-Schwenk (Archeo-Tholian), 2nd Brian Kelly (ISC), 3rd Chuck Davis (Kzinti) and Mark Merlet (Rom TKE); Judge Kevin Block-Schwenk.

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

SQUADRON MAJOR: 2000

Northwest Invitational (Sept 1-4): John Lafayette

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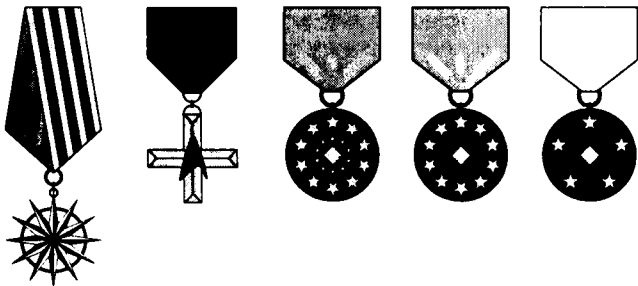
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NOTES FOR JUDGES

One of the toughest problems a judge can face is when most players believe that one particular player is consistently cheating. Nothing ruins a tournament faster than false accusations, unless maybe it is valid accusations. You cannot expel a player without proof of cheating. Innocent until proven guilty is the rule, and you would want to be treated this way if people started accusing you of things you had not done.

When you have such a player in your event, you are going to have problems. If he wins, his opponent is going to complain, loud and long, that you should have done something about it.

What you can do is talk to the player privately and explain the problem. Adopt the attitude that perhaps he is just sloppy with math rather than actively cheating. Explain to him that the integrity of the entire tournament is the only issue, and that he needs protection from the accusations as much as his opponents need to be protected. Check his energy form every turn (look for unused energy, a common way to cheat) or have an assistant judge do this. Randomly check those of other players so that this one player is not singled out.

10 EASY QUESTIONS

Let's take a break from the tedious and detailed questions of the past and try a few that require simple and straightforward answers, but which are still worthy of the space. Remember, the only stupid question is the one you were too embarrassed to ask.

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.

2. I am in the Army and travel a lot, but you always list my term papers as where I happen to be that year instead of my true home state of Maine. Is this just to annoy me, or some kind of joke? Answer: No, it's because when you send in a paper you don't list a home state, so we look up your current address and put you on that ship. If you want to be listed in a particular home state, list this when you send in a paper.

3. Why do your SSDs not match the ship designs seen in other Trek sources? Will you change your Gorn SSDs to match the Gorns in SFC? Answer: Different contributors to Trekdom do their parts independently and at different times. Several sources have shown Gorn ships (the original source did not) and all of them came after SFB introduced its designs. They didn't follow our lead, and we don't plan to change out SSDs.

4. Why did my copy of Early Years come in a plastic bag instead of shrinkwrap? Because the counters were late, and we arrived at Origins to find FedEx delivering the counters to our hotel. We packed 120 copies at the show, using bags as there was no facility for shrinkwrap. Those few that did not sell were brought home and shipped out in mail orders. Sometimes if we run out of a product for a couple of days and don't want to fire up the shrinkwrap machine we will use bagged copies for mail orders to avoid having to delay them.

5. Is there information available for each class on when the last ship was commissioned and when the last ship was scrapped? This information has never been developed as it isn't necessary for the game. There doesn't seem to be enough need for this information for time to be spent inventing it.

6. Why doesn't F&E have a Master Ship Chart listing things that now have to be calculated by goofy formulas, found buried in weird rules, or extrapolated from obscure sources? We don't really have any idea why such a chart was never done for F&E, but we did do one in F&E2K and it solved a whole lot of problems.

7. I ordered five of your fire sale items on the shopping cart but it told me that my total was \$25 not \$20. The cart has the intelligence of a Type-I drone and cannot deal with the discount. We adjust the invoice manually before charging your card or shipping your order.

8. How do you do SSDs? We do them in MacPaint in sections, then combine the sections in DeskPaint (which is harder to use but has a larger working area). We have done a couple of experimental SSDs in Freehand but don't plan to start publishing replacement SSDs that are done in the other program. That would take huge amounts of our time and your money for the same thing.

9. What impact will Decipher's new "we have all the rights" deal with Paramount have on SFB? None. We have a separate Agreement with Paramount which is not affected. We were doing SFB before any of the "official" licensees, and were still doing it when all the previous ones quit doing it, and will still be doing it when the current one quits. And the five after them.

10. Are you aware how much SFB stuff is sold on Ebay every week? Yes, and it never fails to amuse us when high prices are paid for current stock items available by mail order from us. Let the buyer be aware what he is buying.—by Stephen V Cole

AFTER ACTION REPORT

CAPTAIN'S LOG #20

The biggest shock most people reported was the binding, since there hasn't been a Captain's Log with staples since 1989. Some felt this was better, some felt it was worse, but all agreed it was better than a price increase (since the saddle stitch binding saves us enough money to avoid a price hike). The cover artist neglected to tell us that he got the monster from a NASA photobank. We apologize for this oversight and respect their fine work.

(R108.3) The Bank on the Uthiki DD should be 1-2-3. Right side TLs should be #5, and #6.

(R1.M1) The second survey pod is the minelayer pod.

(SL178.46) The Federation ship is a CB.

(SL180.2) The Mæsrón XP should be XB.

Battle Force remains popular but is taking up more and more space. The Alunda tactics mention the ship exploding, but actually they just die. Due to a glitch in his Email, Andrew Cowling managed to get himself listed as Andrew Carlyle (his middle name) in the Battle Force ISC section.

The ink wasn't even dry before Ken Burnside was changing his Magellanic ships and rules again. The changes for this play-test material are posted on the web site. Some of his SSDs printed with shading too light and numbers slightly out of place.

MODULE OMEGA 2: OMEGA REINFORCEMENTS

This is a summary of the most important errata for Ω2 and Ω3. You can find the complete list on the web site or send a stamped self-addressed envelope to ADB for a copy of it.

(OR02.06) PW-3 #10 should be RS arc.

(OR02.07) PW-3s #9 & #10 on platform should be #13 & #14.

(OR02.12) PW-3 #8 should be RS arc.

(OR03.0) Pods on ready racks are charged; weapon status determines how many fighters have pods loaded.

(OR06.09) PQ-3 #9 & #10 should be #5 & #6.

(OR06.F2) The fighter must be within 12 hexes of the target to launch HEAT. The torpedo might move more than 12 hexes.

(OR08.09) The ship needs three impulses to launch all fighters. The fighter firing arcs are LF and RF; FA is incorrect.

(OR08.F1) Drex fighters are not advantaged as supercomputers against other fighters; they are too small.

(OR10.06) Service data Y183. PW-1#4 should be #2.

(OR12.06) PQ-3 #8 should be FA+R firing arc, not FA+L.

(OR12.09) PQ-3s #8, #9, and #10 are FA+R, not FA+L.

(OS9.422) Should be QA and QAE not GA and GAE.

(OR.B) All bases in Omega 2 have positional stabilizers. If they are not operating, all Ω2 bases have a towing cost of 0.5 except for the Loriyll Defense Outpost, which is 1.0.

MODULE OMEGA 3: THE OMEGA WARS

(OE19.331) Reference (OE19.223) should be (OE19.333).

(OE19.44) Delete "In emergencies" as it is confusing.

(OE20.3) Confirming: The short range cannon increases its damage against closer targets while its hit probability decreases.

(OE22.359) The example is confusing. The extra four points of power came from reserve power allocated on Turn #1.

(OE24.0) The Tachyosonic Beam tables in this rule are correct, those on the Singer SSDs are wrong.

(OE24.354) Example should refer to three power to increase one overload level, not two.

(OE24.31) Roll two dice, not one.

(OE25.0) Phaser capacitors were used from Y175 not Y183.

(OFP4.312) DMTs do not have their strength reduced by weapons fire or terrain, only their range is reduced.

(OG09.2341) Should read "... but the Souldra PLAYER may choose which block in the shield arc is hit." See complete file for data on Qari Kinetic Cannons.

(OG10.14) Dark matter damage does not do "leak" damage.

(OG14.3116) SEF/ESG JUMPS: If, due to head-on movement of two ships, a SEF hex "jumps" across an ESG hex do the following: Consult the order of precedence and move the two units as required. If the result of the two units movement is such that there is no interaction, i.e., the SEF unit moved into the ESG hex, but the ESG unit moved away from the SEF unit, there is no interaction. If the result of the movement is that SEF crosses ESG hexes (or the ESG crosses over SEF hexes) evaluate the situation based on the total number of SEF hexes that interact with the field. Note that this can never be more than four from any one SEF ship.

(OJ4.122) Crippled black shards retain their L-DMP.

(OJ4.132) All shards are "fighter" shards for this rule.

(OR13.02) H-DMP #8 firing arc should be RA+R.

(OR13.10) SOULDRA CV: This ship usually stayed near sources of Dark Matter Energy and could in that case ignore the requirement for 33% of the shards to be black.

(OR13.F) Black, Blue, Green and Orange; see (OJ4.0):

(OR15.F1) Once the fighter's SEP exceeds 13, then a roll of 5-6 after any subsequent shot means destruction.

(OR17.05) Phaser #3, #4, and #5 are RX. In Service Y173.

(OR17.07) Year in service is Y175.

(OR17.08) Has pods (J11.131); buy more under Annex #6.

(OR17.11) Year in Service should be Y178 not Y175.

(OR18.0) The Singers got phaser capacitors in Y175. All SSDs have the wrong Tachyosonic Beam table; use the one in the rulebook. The SSDs were not updated after a change.

(OR18.07) This SSD actually shows the improved ship which entered service in Y183. The original Y179 ship did not have flame shields and only 13 fighters.

(OR18.B1) This base has 6 fighters, not 16.

(OS12.45) The ability to switch between NVC and standard fire control is for this scenario ONLY.

(OS17.483) One crew draining/radiation absorption counts as being "fed" for (OS17.481), (OS17.482), and (OS17.5).

Annex #4: Souldra Black Shard in Service Y160. Souldra shard references should replace R with J. Souldra MRS is listed with shards not MRSs because it is very different. Worb B2 fighter 3rd phaser listed as AP-360 should be AP-3-360.

Annex #6: Extra SRC ammo can be purchased at a cost of 0.5 BPV per round. SRC pods for Doberman-2 and other fighters can be purchased at a cost of 1 BPV each.

Annex #8B: The BPV cost for light photons should be MINUS 0.75, i.e., -0.75. An SRC has a BPV cost of 1.

Annex #9: The cost to repair an SRC is 4 points.

(OR.B) All bases in Omega 3 have positional stabilizers.

FEDERATION & EMPIRE 2000

(103.22) Should refer to (502.92) not (502.652).

(104.2) Hydrans and Tholians no longer share fleet charts.

(105.0) The Non-Phasing player can also perform carrier retrogrades in Step 6.

(203.8) Should refer to (504.2) not (504.1).

(303.5) Kzinti CLs should be listed under the CWL rule.

(432.42) Should refer to (600.2) for PF deployment.

(432.5) Should refer to (502.95) for F-15s.

(433.3) Reference should be to (431.37) not (431.36).

(433.31) Lyrans cannot get maulers until Y170. Feds cannot build NAC earlier than its service date.

(502.65) Fed PFT service date is Y181 not Y171.

(509.5) The Hydran supply tug can be considered a source of supply for ships retreating in the same force.

(511.321) Costs are not doubled on 2nd and 3rd turns.

SHIP INFORMATION TABLES

Fed SCS conversions should all be +48 not +30. CLE can be unconverted for 1 point. Klingon: 3D5V attack factor 16. Kzinti: CLE crippled factor is 1-3. MEC service date is Y169. EFF service date is correct; CVE groups prior to this date used standard FFs.

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.



INPUT GUIDE

WRITING FOR CAPTAIN'S LOG 22

Someone asked us "what is the deadline for submissions for CL21?". We were somewhat nonplussed by this question, since we don't really work that way. Submissions that might be used in the various sections of future Logs go into a file and, when we do each section of the next issue, we look in the file to see what is available. In most cases, we try to use things that can be used in the order they come in, but sometimes we move something up the schedule because it spiritually or physically fits the issue. If you take a look at any Captain's Log, you can get an idea of the general organization and sections needed.

In general, if you have an idea for something that might fit, Email or call or write with the idea and we will tell you if we're interested, and give you some guidance. You can then write up the complete item and send that in. We will understand, however, if the muse moved you and you had the whole article finished before you could ask us if we wanted it. Just send it in.

Fiction is always needed, and we try to have two stories. One is fairly long and a solid battle scene. The other can be but doesn't have to be shorter and more specialized. We plan to add a new one-page "biography" article in future issues and are looking for such articles on existing and new characters.

Proposals Board is usually filled up in the normal course of evaluating proposals, but feel free to send your ideas for new ships or rules and we'll consider them separately.

We are always looking for tactics and other articles for Warlord, SFC, SFBOL, Warlord, PBEM, and Omega. Note that proposals for new ships and races for Omega and Magellanics should go to Bruce Graw and Ken Burnside respectively. We will review scenarios and tactics for these areas ourselves.

Anyone can submit a battle force; the rules for each issue are posted on the BBS. If you do not have internet access but want to submit a battle force, send a stamped self-addressed envelope and Petrick will send you the rules for CL22 or CL23.

We are always looking for example articles for both SFB and F&E, and would even consider one for Prime Directive.

Our new miniatures section will be looking for articles on how to paint, display, assemble, modify, and otherwise use the miniatures we produce. The brief "tool kit" article in this issue does not do justice to the subject.

We use scenarios in many places and are always looking for good scenarios with new and unique challenges.

Term Papers are always needed. By the time CL22 rolls around, we will have graded (but not nearly used) every paper in the backlog file. Future Special Focus areas include Orions, Terrain, Tractor beams, Klingons, and Tholians. We always need papers for Early Years, Omega, Warlord, SFBOL, PBEM, and F&E.

F&E always needs scenarios, longer tactics articles, and new prototype rules.

NOVEL LENGTH FICTION

The input guides of ADB, Inc., mention an interest in novel-length fiction. This is a complex issue and deserves a detailed explanation so there is no misunderstanding.

1. We want to do novel-length fiction, as well as anthologies of short stories that reach the same general length. We have wanted to do this for many years, long before we incorporated and became the publisher of the Star Fleet Universe.

2. It is unclear if novels would be presented in a format simi-

lar to Captain's Log, selling for about \$15 and limited to the wargame market, or if we could package them as paperback books selling for about \$8 to a much wider market. We haven't been able to explore the idea and find out which way is the more practical and profitable because we haven't had a suitable novel to print and because we haven't had time to spend on projects that might someday happen.

3. In order to capture and utilize market momentum, we would need to commit to publishing about four of these items per year. We might even have to release two or three at once, with a firm schedule for two or three more, to break into the paperback distribution chains. Therein lies the problem. We cannot publish the first one unless we have four or more of them finished to the point that we can finish them in-house. In the past, discussions with various authors who have indicated an interest in writing such fiction have gone nowhere because any author would want to know his fiction would be used soon, and without "the other three" novels we would not be able to commit to a publication date. We do have enough old Nexus and early Captain's Log fiction for one anthology and about half enough (Day of the Eagle) for a second one. We have received one very long fiction story we have never had time to review and it might or might not be publishable or long enough. Any fiction author writing novel-length fiction must realize that it could be some time, a year or more, before his novel might be published. We feel strongly that once we have one or two finished novels on the ready rack, we will be able to find enough more to launch and maintain the line. We would expect to publish novels more or less in the order they were received, so those who sent theirs in now would be ahead of those who delivered whatever manuscript put us over the "critical mass" of novels in the ready rack.

4. Because of our licensing, all novels would have to conform to the Star Fleet Universe, not Star Trek. All would have to include player statistics for Prime Directive and ship combat scenarios for Star Fleet Battles. [We can, and probably would prefer to, provide this game material ourselves, so don't panic if you don't know anything about PD.] All tactics and technology will have to be consistent with SFB rules and history. Inventions of new races, ships, weapons, and other items would complicate the publication of a manuscript and would probably result in (at least) an order for wholesale changes before your novel would be considered. [Note: By new races, we mean in the SFB sense, a race with ships and weapons and territory. A single-planet race with no real starships that is the background for a novel would not be a problem. There are zillions of such planets.]

5. As with all Star Fleet Universe fiction, it must be a good story and well told. Moreover, authors do not get to rewrite SFB history, background, or rules for the convenience of their stories. If your story has to have an MRS shuttle and has to be during the Early Years, we can't print it. Avoid cartoon cut-out characters with no depth or personality, and avoid using 'supermen' who speak seven languages during a time of universal translators, can lift two Kzintis with their bare hands, and invented the replicator because they had a yen for a pastrami sandwich one afternoon in the Omega sector. Avoid stories that decide the entire future of the Federation, the General War, or the Galaxy. Do not use characters from someone else's story unless you ask first and we give you clearance.

6. If you want to take a shot at novel-length fiction, we suggest that you produce a synopsis of the story and characters. Keep this down to a few pages. Include a sample scene. Define all ships, characters, years, places, and technology you will be using. Consider whether one chapter might be self-contained enough to also serve as a story in Captain's Log.

7. Payment for novel-length fiction is something we have yet to puzzle out, partly because we do not yet know the market or format. We will negotiate something fair to everyone involved once we know that the project will go ahead (and in which direction).

PROPOSALS BOARD

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.

THE DISPLACEMENT (SORT OF) DEVICE

Bradley Upson II proposed an alternative use of the displacement device (or perhaps a smaller version that could be used by satellite ships). This would not actually displace the ship, but sort of start to displace the ship and then give up trying to do so. The result would be that for a period of time (16 impulses) the ship would have some benefit, perhaps being phased out of reality and impossible to hit, or perhaps just having some ECM, or something. It would also be under penalties such as not being able to fire or having its fire control disrupted or having to fire through its own ECM. While this idea remains under study, there doesn't appear to be anywhere to go with it. To gain any effect, it would trigger the effect that comes with multiple disdevs activating in the same area. And it is debatable if it would in fact gain any benefit since a ship that tries to displace and fails suffers from serious penalties without gaining any benefit (other than breaking a tractor link).

FLEET-FRIENDLY ESG

Les Leblanc proposed a new "fleet friendly" mode for ESGs which would allow friendly units to pass through the field unharmed. The cost of this would be that the ESG has only half strength. This was rejected for several reasons. A half-strength ESG would only barely be worth using. It's years too late for such a major change to the rules for such a major system. And finally, an ESG is not a web and there is simply no way for the field to tell a friendly unit from any other unit.

ROMULAN PLASMA MODULE

Andy Palmer proposed a new module for SparrowHawks and Heavyhawks which would have a plasma-F, a phaser-3, plus one box each of hull, battery, and APR. He reasoned that this would provide ships with more plasma firepower without the shock of

the J-module's plasma-S. (It was noted that Steve Rushing had sent in a similar proposal several years ago, although his did not have the phaser-3.) The ship was rejected because it is overspecialized. The short-range torpedoes would be useless on a general patrol or duel (except on a fixed map). They would be very good for attacking fixed or slow targets, but almost useless in defending such targets.

TYPE-T DRONE RACK

Steve Rushing proposed a drone rack that could transport its drones to a "launch" point within five hexes, but this was already on the automatic rejection list because the drone seeker could not activate after being transported. Steve Rushing then suggested just beaming his inert reload drones in front of an onrushing Lyrans ESG to cause damage, but Jim Davies responded that his (unpublished) 1994 term paper had resulted in the 1995 errata in (G25.214) which made this impossible.

THE ESG CAPTOR

Tos Crawford suggested an ESG Captor mine, which (when triggered) would activate a 5-energy-point ESG field at some radius. Such a mine would provide a broad-area barrier that could be a key part of the defense plan. It was quickly pointed out to him that ESGs are two-space weapons, which would mean that a small ESG captor could not be built, and that a large ESG captor could have only one field, not the two he proposed. It was noted that, like a phaser captor, the mine could rearm itself and put up a second sphere a turn or two after the first if the mine itself was not destroyed. Tos proposed that a hellbore striking the active sphere could not damage the mine, basing this theory on the fact that mines were hard to shoot at. Others noted that because of the nature of the ESG-hellbore interaction, the hellbore would certainly damage the mine if it struck an active ESG, which meant that it could be swept very easily from 22 hexes away. [Others, with barely restrained mirth, noted that there is already an ESG captor mine, although the Lyrans call it a frigate. Jon McDermott suggested that the Lyrans might take a hollowed-out PF hull, install an ESG and a power pack, and drop this huge thing as a sort of mine. That's an amusing idea in many respects, such as an uber-scatter pack, but touched off fears of a whole new arms race.)

PAINT YOUR TARGET

Jim Davies proposed a system of offensive ECCM in which a scout could paint one target within 15 hexes, and every ship friendly to the scout could fire on this target as if it had six points of ECCM.

After much discussion, this was rejected for several reasons. First, it's too good of a deal, as every ship gets six EW points for a total cost of seven power by one ship that isn't shooting anyway.

Another problem is balance, as it affects each race differently. This would be great for the Feds with their photons, but wouldn't do quite so much good for disruptors. For plasma torpedoes, it wouldn't help much at all. The Romulans absolutely hated the idea, as one ship each turn would be subjected to "the spotlight of judgement" and destroyed when the enemy fleet could all retain lock-ons.

THE REFIT FROM HELL

Ron Sonnek proposed a plasma-D refit for ISC ships, which would replace some (perhaps half) of their plasma-Fs with plasma racks. (Something similar existed for the Gorns in an earlier edition of the game.) This was rejected for several reasons. First, it would be impossible to give the racks the LS/RS firing arcs which Ron wanted (due to the position in which the racks would be mounted), and that would make them useless for offense. Second, the primary threat to an ISC ship is an Andromedan, and these wouldn't help in that battle. The upgrade in anti-drone defense (which the ISC hardly needs) would be staggering. The result would be that every ISC ship (already the biggest in their classes) would have the firepower of the next bigger class.

ASK KOMMODORE KETRICK

SERVICING SPECIAL MISSION SHUTTLES

Seth Iniguez asked: I understand that a launched special role shuttle must be landed and been serviced before it can fire its phaser, but I could not find anything in the rules that addressed this scenario. You prepare a shuttle for a special role (suicide shuttle or wild weasel). Then, you change your mind, and decide to launch it as a manned shuttle. What (if any) is the delay to "unprepare" a special shuttle? In the case of a scatter pack, it seems clear that it takes three turns to unload the drones, but what about the suicide shuttles and wild weasels?

REPLY: Once a shuttle begins preparing for an "unmanned mission", (scatter pack, dummy scatter pack, suicide shuttle, dummy suicide shuttle, wild weasel) it is preparing for an unmanned mission. Shuttles prepared for, or being prepared for, unmanned missions cannot escape from doomed ships (D21.413). Scatter-pack (FD7.411), suicide (J2.22), and wild weasel (J3.121) shuttles are prohibited specifically from launching with a pilot aboard while armed or arming.

Scatter Pack Shuttles, once they begin loading drones, even if only a single half-space type-VI was loaded (or even as a dummy scatter pack), cannot perform any other mission, and being piloted out of the shuttle bay is an "other mission". Once you made the decision to prepare it as a scatter pack, you are trapped by (FD7.215), and it will take a minimum of 32 impulses to unprepare it. This 32-impulse delay applies to shuttles being prepared as dummy scatterpacks under (FD7.45) as well. Note that because of their nature, scatterpacks might begin loading or unloading at any impulse of a turn depending on the assigned actions of the deck crews. This means that their 32-impulse unprepare period can begin any point in a turn if they have not been launched. This does mean that a given deck crew working on a scatterpack might be instructed on Impulse #1 of Turn #1 to begin loading the proverbial type-VI drone mentioned above, and then ordered to unprepare the scatterpack on Impulse #2 of Turn #1 (the same turn due to some unforeseen change). Even though only one impulse was spent preparing the scatterpack, it will require the full 32 impulses to unprepare it.

Note that plasma-armed fighters and plasma-armed MRS scatterpacks are an exception to the above. They must be designated as being scatterpacks during an Energy Allocation Phase (FD7.442), and this decision cannot be changed until a subsequent Energy Allocation Phase. It also still requires a deck crew to remove the scatterpack systems even after you change your mind. This does mean that if you decide to prepare a plasma scatterpack on Turn #1, and change your mind on Impulse #1 of Turn #1, you will not be able to begin unpreparing the plasma scatterpack until the start of Turn #2 and the fighter/MRS will not be available for normal operations until Turn #3.

Suicide shuttles are the joker in the deck. Rule (J2.2212) allows a HELD suicide shuttle to be voided during energy allocation, and while it must be serviced for 32 impulses to be able to use its phaser (i.e., the rule says it cannot be used for any other purpose on the turn when holding energy is not applied during energy allocation), it CAN be used to "escape" from a doomed ship (J2.2212). Also note that a "dummy suicide shuttle" could be prepared, or unprepared with no loss of time (J2.226), unless you actually launch it, in which case it does take 32 impulses to unprepare it after recovery (J1.866). However, the only rule dealing with aborting a suicide shuttle in the process of arming is

(J2.2211), and it just notes that the energy is lost. However, since the rule does specifically state that the shuttle's energy is being used to maintain the magnetic bottle (J2.22), I really have no choice but to rule that once you began arming it as a suicide shuttle, any subsequent decision to abort the arming imposes the 32-impulse delay to make it a fully operational shuttle once more. However, I would also have to say that such a shuttle could "escape" if the ship were being destroyed even if its phaser will not operate.

Note that suicide shuttles can begin arming in mid-turn with reserve power (J2.2213) but cannot cancel their arming (or held) status except in an Energy Allocation Phase [unless you are using Deceleration Due to Damage, see (D22.54) and (D22.55)]. If arming/holding of a suicide shuttle is cancelled by virtue of (D22.0), the 32-impulse period can begin from the point where the arming/holding is cancelled in mid-turn as a result of the rule, but this assumes deck crew(s) are available to be assigned to do so at that point. This is the ONLY case where a suicide shuttle can begin its 32-impulse servicing period in mid-turn.

Wild Weasels are fairly simple. If you abort the charging (or rolling delay) during any Energy Allocation Phase subsequent to the one where you began charging the shuttle it can be launched normally during that turn (J3.121).

Note that wild weasels can begin arming in mid-turn with reserve power (J3.122), but cannot cancel their arming (or held) status except in an Energy Allocation Phase [unless you are using Deceleration Due to Damage, see (D22.54) and (D22.55)]. If arming/holding of a wild weasel is cancelled by virtue of (D22.0), it can be launched normally during that turn (J3.121). This is the ONLY case where a wild weasel shuttle can be launched as a normal shuttle in mid-turn.

CLARIFICATION: SPEED CHANGE RULES REVEALED!

It started at Origins 1992, with a question about the mid-turn speed change rule that even I could not understand. I took the data to Ardak who would, in a couple of seconds, calculate the correct answer, but no one could figure out how he was doing it (and he could not figure out why it was so hard for anyone else to grasp the concept). This continued for years, with baffled staffers watching Ardak calculate move costs with aplomb while their heads hurt. And I suspect that there were periods when the rule baffled even him and that he had forgotten just what it meant. During a recent episode of badgering Ardak about this question, the core of the problem became suddenly clear to him, and in a minute or two, it will be clear to you as well.

The core of the problem is (C12.24), the infamous "cap rule" which puts a limit on how much you would have to pay for a given speed change. The key part of the rule is "... but not more than if the increase had been for the entire turn."

This seemed perfectly clear to Ardak when he wrote it (still does) but confused everyone else in the fleet. The problem is that we were all reading this as "not more than if the higher speed had taken effect on Impulse #1 and had continued throughout the entire turn." That became incredibly complex since other independent changes prior to the point of the change in question made this calculation pretty much meaningless. If you moved speed 20 for impulses #1-8, then speed 10 for impulses #9-24, then speed 5 for impulses #25-32, and then used a mid-turn acceleration to change your speed for impulses #9-16 to 15, calculating the speed cap (under the above interpretation) was complicated by the 8 impulses at speed 20. If you assumed speed 15 for all 32 impulses, you got credit in the cap rule for the eight impulses at speed 20, which made the cap very low.

What the key phrase *really* means is "but not more than if the new higher speed was continued for the entire remainder of the turn from the point of the change, accounting for the difference between that new higher speed and the original speed plot." Which means, of course, that the eight previous impulses you spent moving at speed 20 are totally irrelevant to the question of how

much you pay to gain the extra speed points during the eight impulses after the change. Once Ardak pronounced this revelation, the entire staff said it was "suddenly all very clear" how the rule worked. Of course, if you play with the math, you will find that if you change speed anywhere after mid-turn, you might very well find that the same reserve power will give you the higher speed for the rest of the turn as opposed to just for eight impulses.

Since many of you like formulae such as those proposed by Commander Growler of the Kzinti fleet, here is one:

LINE A: How many movement points does your original legal speed plot have left this turn? [Multiply by move cost; assume the impulse power (if any was used) was used before the change.]

LINE B: How many movement points does your proposed speed cost gain, as compared to your original legal speed plot? [Multiply by move cost, then by two; assume the impulse power (if any was used for movement that turn) was used before the change.]

LINE C: If you continued the new higher speed to Impulse #32, how many points would you gain as compared to your original legal speed plot to the end of the turn? (Multiply by move cost)

LINE D: Use the lower of B or C. (If C is lower, take a moment to consider maintaining this speed through the end of the turn, since you paid for it anyway. There may be tactical reasons that you want to slow down, such as to get in just the right position, or take advantage of a better turn mode, or reduce your chances of voiding your cloak, or you may be forced to do so by previously-plotted further speed decreases, etc.)

SAME HEX COMBAT

SFB is a game, and as such has limits on what it can and cannot do in the mechanics of a two dimensional space. The "what to do if two ships are in the same hex at the same time at the same speed, etc." question has been raised before. One proposed solution back in the old Nexus magazine days was to divide the hex into smaller hexes. The problem is that you wound up dividing the hex forever and never resolving the situation. I.e., if my ship and your ship continue moving towards each other and the "center" of the hex for some overwhelming tactical reason, we will always be moving there, neither of us will ever turn off. After much soul-searching (because as the above comment on the old Nexus magazine proposal indicates, this was NOT the first time this has ever come up), there is really only one possible "permanent" solution (as opposed to people demanding rulings every time this, admittedly rare, situation comes up). A random one. Basically, the two captains would have to record their movement for each impulse under (C1.311). Once they are in the same hex, if their revealed movements indicate both are going to move to the same hex on a subsequent impulse roll a die to determine which of the two ships moves into the new hex first. What this means is that if two ships moved into 0810, the situation is resolved under (D3.43-C3). On the next impulse when the two ships recorded movement shows that both will turn and enter hex 0809, both players roll a die. The lower of the two die rolls is regarded as having moved first, the higher of the two then enters the hex behind, i.e., on the #4 shield, of the first ship (sideslips might result in different shield facings). Note that more than one die roll may have to be made by each player if the first rolls are a tie. This procedure is also used with multiple ships in the hex. For example, if two PF flotillas entered the same hex, and were all going to leave the hex to the same adjacent hex, the players would roll a die for each PF, to determine the order in which they all leave. There will doubtless be multiple ties in this case necessitating rerolls to resolve the ties and establishing the order the 12 PFs enter the next hex. For simplicity, once this new order is established, it remains until the ships are no longer in the same hex, e.g., if on the next move one ship slipped left and the other went straight. If both went to 0808, then whichever ship was behind the other would still be there. We wish there was a better answer and we know not everyone will be happy, but it is the best and fairest solution to a rare event.

FINAL RESOLUTION OF LOW-POWERED FIRE CONTROL

(D6.72) Low Powered fire control provides two seeking weapon control circuits no matter what the original ship's control rating was, except that ships with no seeking weapons can only control one seeking weapon on LPFC. This means that a unit using LPFC can only control two (or one) seeking weapon at any given point in the Impulse Procedure. It can itself launch no more than two seeking weapons during any given turn so long as it is on LPFC. This launch rate includes any seeking weapons launched earlier in the turn under active or passive fire control. Thus, if the unit launched two seeking weapons during the first part of a turn and then went to LPFC for the remainder of the turn, it could not launch any more seeking weapons during that turn. However, once any seeking weapons it is controlling are removed from play, i.e., destroyed, released to their own guidance (if self-guiding) or their control is transferred, the ship is free to accept transfer of control of seeking weapons from other units within its own limits. It is legal for the ship to accept control of two seeking weapons from another friendly unit, and later in that same turn launch its own allowed seeking weapons after it is no longer controlling the other seeking weapons if it had not previously launched seeking weapons that turn. The quarter-turn delay between turns applies to the launching of seeking weapons by a unit on LPFC. If the unit launched two seeking weapons on Impulse #30 of Turn #1 and remained on LPFC (or went to LPFC) during the first eight impulses of Turn #2 it would not be able to launch any more seeking weapons prior to Impulse #6. The rate of launch under LPFC is not increased by using plasma-D racks in defense mode, type-E drone racks, or type-C drone racks, although obviously a ship armed with such racks could launch (within normal limits) both of its allowed seeking weapons from one such rack. Other seeking weapon systems with multiple launch capabilities that might be added to the game are also under these restrictions. Note that bolted plasma torpedoes are considered to be direct-fire and count against that limit and not against the seeking weapon limit.

Direct-fire weapons are limited as per this rule, i.e.; the unit cannot fire more than two direct-fire weapons during a turn while it is on LPFC. As the rule applies to "weapons" and not "shots", a ship on LPFC could fire two PPDs, all six pulses from two over-loaded PPDs, all eight pulses from a pair of phaser-Gs (on the same impulse, or spread over all 32 impulses), or launch all 24 ADDs from a pair of 12-round ADDs if so armed (or a combination of any two). As with launching seeking weapons, if the ship fired two or more weapons earlier in a turn on passive or active fire control, it would not be able to fire any weapons later in that turn on LPFC. The quarter-turn delay between turns also applies. If the unit fired two direct-fire weapons on Impulse #30 of Turn #1 and remained on LPFC (or went to LPFC) during the first eight impulses of Turn #2 it would not be able to fire any more weapons prior to Impulse #6. Note that the PPDs, phaser-Gs, and ADDs could fire some shots in one turn and other shots in another turn as per their normal rules. Other multi-shot direct-fire weapons that might be added to the game are also under these restrictions.

A unit armed with both direct-fire and seeking weapons can launch two seeking weapons and fire two direct-fire weapons on the same impulse or during the period is on LPFC. This is provided that other restrictions defined, e.g., fired/launched previously in the turn, currently controlling one or more seeking weapons, etc., above are not in force.

Non-weapon systems not defined above are not affected by this rule other than their range limits, i.e., labs, tractors, transporters (including Andromedan transporters used to move their satellite ships), ESGs, web generators are unaffected. Displacement devices are limited to affecting things within the 15 hex range limit and count as a weapon. SFGs count as a weapon. A unit on LPFC cannot detect mines or sweep them.

This resolves the conflict between the CL#19 ruling and the Nov 99. This ruling is final and supersedes all previous rulings.

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. We have collected them here.

We didn't get much humor into this issue, although you will find more under Federation Lawyers on page 94.

If your store is interested in receiving information on new releases, have them Email us to be added to our retailer newsletter. (This is of almost no interest to players as it has only price, stock number, and sales information.) We are considering the idea of a program for the top stores (those that stock the whole line, have on-sight Squadron Major events, etc.) giving them access to spare parts and other items not available through the channels.

As we move into our third year, we want to thank everyone who stood by us, bought the products, told their friends, held a convention, showed up at Origins, participated in the BBS, put up with the glitches in starting a new company, and tolerated the occasional crankiness that comes from overwork.

SUBMISSIONS UPDATE

If you get the urge to send some new scenario, ship, race, rule, story, or other creative item to ADB, Inc., we ask you to observe the following simple rules:

1. Write first and ask if we want it. Describe what you have and what format it is in.
2. Generally speaking, never send us (or anyone else) an Email attachment without asking first. Text items we would really rather have in, rather than attached to, an Email. It is far simpler to handle them this way.
3. Remember our submissions rules; if you send it, it becomes ours to do with as we will. You will get the established compensation if it is published.
4. Only send your own work. If you see something someone else did that you think should be published, write to THEM and encourage them to send it to us.

SHIP NAMES UPDATE

Federation DNL: 2151 *Star Tiger*, 2152 *Star Leopard*, 2153 *Star Cougar*, 2154 *Star Lion*, 2155 *Star Lynx* (never built).

Federation DWH: 791 *Grenadier Guards*, 792 *Taman Guards*, 793 *Leathernecks*, 794 *Rogachev Guards*, 795 *Old Guard*, 796 *Iron Brigade*, 797 *Stonewall Brigade*, 798 *Panzer Lehr*, 799 *Garibaldi Brigades*.

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.

In the old Commander's Edition, the Romulans got to upgrade the phaser-2s on Klingon-built ships automatically, but this was changed in the Captain's Edition to define that the phaser-2s had to stay. Why was this deleted?

Because, over time, we better defined just what a phaser-1 was (a phaser-2 with better, more expensive, gyros). We also better defined how the Romulans upgraded their fleet and their economy just didn't need the expense of replacing gyros that worked just fine for their job of rearward defense.

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.

A GALAXY OF SONG

Research has determined the favorite songs and groups of the various races:

Federation: Theme from *T J Hooker*.

Klingon: Dire Straits' *Love is a Battlefield*.

Romulan: Queen *We Are the Champions*.

Kzinti: *Stray Cats*, any bagpipe music.

Gorn: *Anchors Away!*

Tholian: Classic Rock, Monsters of Rock, *We Will Rock You*.

Orion: Gangsta Rap, *Take the Money and Run*.

Hydran: *The Colonel Bogey March*, *Hit me with your best shot*, *(I Long to be) Close to You*. The theme music for the Expeditionary Fleet was *Long Way to Tipperary* and *Eastbound and Down*.

Andromedan: *Jump!*

Lyran: *Eye of the Tiger*, bagpipe music, *Stray Cat Strut*.

WYN: *We Are Family*.

ISC: *I love you, You love me, We're a happy family*.

LDR: *Born Free*, any bagpipe music.

Seltorian: Soundtrack to *A Bug's Life*.

Jindarian: *Sixteen Tons* and *What do you Get?*

Frax: Beatles *Yellow Submarine*.

Mæsrion: *Love Will Keep Us Together*.

Koligahr: *The Age of Aquarius*.

Trobrin: *Everybody Must Get Stoned*.

Vari: *Love Lies Bleeding*.

Probr: *Revolution*.

Chlorophon: *Talk to the Animals*.

Drex: *Mister Roboto*.

Alunda: *Beast of Burden*.

Hiver: *Flight of the Bumblebee*.

Sigvirion: *Fever*.

Loriyill: *Ring of Fire*, *Strange Magic*.

—Jonathan McDermott, Douglas Oosting, Richard K Glover, Larry Ramey, Chris Young, Sandy Hemenway, Steve Petrick, Stewart Frazier.

STAR FLEET WARLORD

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.



COMING SOON: OMEGA WARLORD!

AOG is now developing an Omega Sector variant of Star Fleet Warlord! There are a number of differences in this game (some of which are listed here), although many of the rules are the same.

Victory Conditions: A new victory point system will be used in this game. Each turn, you'll receive points as follows:

Each sector bonus earned: 10 points

Each major site owned: 1 point

Each 3 minor sites owned: 1 point

Each 100 EPV of enemy ships killed: 1 point

These points will be added to a running total and displayed each turn on a new "Best Corps" list so you will see every turn who is leading. The game ends at the conclusion of Turn #30. (The GM might end the game early if he is convinced that nothing will change and the turn fees would be wasted.)

Turn Fees in Omega Warlord will remain \$6. However, when your set-up turn is run, your account will be charged \$20 which covers Turns #1, #2, and #3. If you drop out before then, this \$20 fee is NOT refundable. If you are going to join a game, we want you to be serious about playing. Turns will cost \$1 for every page of orders after the third, to a Max of \$4. If you use the Warlord's Aide utility program to Email in your turns, this fee will be waived.

Late Turns: If you have a turn waived in SFW-Omega, a turn report will be automatically generated, you will be charged for a turn, and your corporation will run on autopilot. Ships will prospect or scan if they can, but not move. You will get income, a passive Home Office scan, and an Espionage Countermeasures order, but everything else will be spent on random ship advertisements. If you skip a second turn, you will be dropped from the game, ships on sites will lock in place and other ships will turn pirate. Other players will be told that your corporation went rogue. The computer will spend your money buying more ships and defenses. Your ships will count for victory if another player kills them.

Ships: There are no civilian ships in SFW-Omega. Each race has their own warp gate type, with stats based on the race's special features. Purchasing ships outside your race is still permitted, but such ships will cost double the listed price. Supply and demand isn't used. Buying ships won't drive the price up next turn, but multiple buys will cost a little more due to shipyard overtime.

Races: Each player will play one and only one race, and that race will only be played by one person in any given game! When you sign up to play, you'll list your top three choices as well as three races you do not want to play. You will probably get one of your choices, but if you don't, you won't get one of the races you wanted to avoid. Since you won't know your race when you sign up, initial builds will be automatic so everyone will get an even start. Available races include:

Alunda Host (A): Tough living ships grow during the game and become more powerful, but cannot be refitted.

Bolosco Merchant Guilds (O): Trading bonuses and well defended multi-mission pod ships, but poor attackers who rarely build fortifications and are vulnerable to espionage.

Branthodon Regime (B): Genetically-engineered dragon ships

increase in size as they are upgraded. Buying a large ship from scratch is very expensive and difficult.

Chlorophon Association (C): Defensive-minded plants with high power. Ships are smaller and are slow to learn (no crew training orders). They do not use fighters but their PFs are quite strong.

Drex Unity (D): Robotic crews improve easily and get early access to special orders, but pay huge food penalties for creators.

Echarri Dynasty (E): Modular ships change missions at will, but are hard to repair, refit, or support. Good prospectors.

Federal Republic of Aurora (F): Defensively oriented, these Federation refugees have very few but very powerful ships. Small population creates a penalty every turn. Their bases all have legendary officers but others must be bought.

Hivers (H): Lots of fighters with special orders to buy and improve them. Small ships mean no staying power.

Iridani Questers (I): Their modular quest ships never pay maintenance and can REFIT early, but cannot be upgraded and do not improve with age.

Koligahr Solidarity (K): An aquatic race, they get a bonus on water worlds and a lower food support cost. Bad at hard labor, they have penalties when prospecting or in ground fighting.

Loriyill Collective (L): Collective intelligence gives a whole fleet the crew level of the best ship in combat. They have other special abilities but have weak attack factors (no killer instinct) and cannot enter some kinds of terrain.

Mæsrion Alliance (M): Balanced ships, wide variety, tachyon missiles (purchased like drones), and the only race to use Special Missile Orders (e.g., bombardment). Most of their firepower is from these missiles, so keep well equipped.

Nucian Clans (N): Ships loaded with free mines, but the government is wasteful and corrupt.

Paravian Jihad (J): The best all-around combat vessels with plenty of legendary officers. But, being in a holy war, they do not trade or communicate well and cannot use some orders.

Probr Revolution (P): The Probr build ships quickly, but lose money to waste and corruption and cannot upgrade ships.

Qixa Amalgamate (Q): Traders with few ships (slow-moving ones at that) immune to most terrain.

Rynish Enclave (R): Special transporter links let them use facilities and integration at will, and displace like Andros. Tough ships with automatic repair, but inadequate shields, poor prospecting, and movement penalties in some terrain.

Singer Protectorate (G): Ships with random combat bonuses every turn. Can gain information by listening. They have serious restrictions on buying warships.

Souldra (S): Crystalline race with bonuses for negative energy zones. Masters of espionage. They convert some of the crew of destroyed ships into food. Their ships are expensive and are penalized without visits to negative energy areas.

Trobrin Empire (T): Tough ships and prospecting bonuses due to their silicate nature. They consume rock, so they can trade ore for food with no penalty. Their ships are expensive, and the xenophobic Trobrin cannot ally or trade with others.

Vari Combine (V): Scouts get a variety of bonuses, including the ability to penetrate hidden terrain and detect enemy ships more easily. They are among the weakest military races but make up for this with huge numbers. Their support costs are high as they need food from living hosts.

Worb Technocracy (W): Cannibalistic, they can trade people for food. Work ships have one step more firepower, but their rigid cast system imposes administrative penalties.

Ymatrian Horde (Y): High combat factors and special training benefits, but they lack hit points and shields and are restricted in the use of legendary officers.

Zosman Marauders (Z): Cloaked pirates with double income, but cannot prospect or trade. Scanning is very hard.

The first game starts in Dec 2000. See the complete rules at www.agentsofgaming.com. You will need the basic SFW rules, but don't have to be an SFW veteran.—by Bruce Graw

SFB ONLINE

by Paul Franz & Patrick Abram

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.

SFB Online Tournament Control

Symbiotic Games, LLC is proud to announce these winners:

Quarterly Single Elim Rated Ace Tournaments

Winners of Rated Ace Tournaments receive a \$30 ADB Gift Certificate, a two-month extension to their subscription, and a Rated Ace Card. Runners-up of Rated Ace Tournaments receive a \$15 ADB Gift Certificate, a one-month extension to their subscription, and a Rated Ace Card.

★ Fourth Quarter, 1999 (RA99Q4): Kevin Block-Schwenk (ISC), 2nd Robert Schirmer (ISC), 3rd Paul Scott (Klingon), Greg Schapiro (Klingon).

★ First Quarter, 2000 (RA00Q1): This tournament is still in progress, having been delayed by the transfer of ownership. There will be no RA00Q2 event as we complete system upgrades. RA00Q3 will start on time in July, 2000.

Quarterly NETKill Tournaments

Winners of NETKill Tournaments are designated Cyber Knight. They receive an award certificate detailing their victory and earn the right to have "Sir_" be added to the front to their Callsign.

★ Fourth Quarter, 1999 (NK99Q4): Kevin Block-Schwenk (36-3), 2nd Scott Moellmer (27-8), 3rd Robert Schirmer (23-6)

★ First Quarter, 2000 (NK00Q1): Robert Schirmer (28-7), 2nd Kevin Block-Schwenk (18-1), 3rd Ken Burnside (17-5)

★ Second Quarter 2000 (NK00Q2): 1st Kevin Block-Schwenk (20-3), 2nd Paul Pundy (32-9), 3rd Geoff Clark (22-3).

Starting with the 1st Quarter 2000 Net Kill tournament, the top three players will play a small single-elimination tournament to determine who will win the "CyberKnight" award. To qualify for the NETKill finals a player must have participated in at least 12 games and have at least a 60% win ratio. The top player for each tournament gets a first round bye in this two round finals. This eliminates some of the problems where one player builds an insurmountable lead and others cannot catch him.

NETKill Questions and Answers:

Q: Can I play the same person as much as I want?

A: You may not play the same subscriber more than once in a 24-hour period. You may, however, play the same opponent daily if you wish. You may only record a maximum of three NETKills against any subscriber. You are allowed to play as many different opponents as you want in one day, just never the same person twice in one day!

Q: I need to post my win. Where do I do this?

A: You don't! For a NETKill game only the LOSER of a match reports it. When that person posts your match you will be credited with your win.

Q: What should I do if someone does not report a match?

A: There are several steps you must follow if someone fails to report a match result.

First you need to be sure that you give your opponent enough time to report the match. You must wait at least 24 hours before you can file an unreported match complaint.

If after that time the match has not been reported you should send the user a friendly reminder to post the match. Everyone forgets to report a match now and then. You can find someone's Email address using our Subscriber Search form at www.sfbonline.com/search.htm. After you bring up their Ladder information, click on their username to get their E-mail address. Give them 24 hours to respond to your mail.

If they STILL haven't reported or replied to your E-mail you should use the Unreported Match* form. Please be sure you let us know the steps you have taken to contact the loser and when the match was played. If you don't do this we can't process your request and you won't get your win. Be SURE to do this! Unreported Matches typically take two to four days to resolve as we attempt to contact the loser ourselves. We also dig out records of that player and investigate any other claims against them.

Q: How do I report a loss?

A: Go to Report NETKill Loss form and fill in the required fields. You and your opponent will receive an E-mail confirmation of the game result. The NETKill Standings page for the current tournament will be updated automatically.

* The Unreported Match form will be available soon. Until it is ready please direct all complaints to the NETKill Desk at netkill@sfbonline.com.

SFB Online Events and Promotions

The variety of events possible with tournament ships continues to grow with the advent of Module T (2000). The creative minds of SFB Online Staff and subscribers have come up with some more variations from the ridiculous to the sublime.

Event Schedule

Complete details about any of the tournaments listed will become available in the month listed.

October: Rated Ace Fourth Quarter (RA00Q4)
Net Kill Fourth Quarter (NK00Q4)
Halloween Havoc 2000

November: Black Hole Re Deaux

December: Holiday Shopping

January: Rated Ace First Quarter (RA01Q1)
Net Kills First Quarter (NK01Q1)

February: Flying Deuces

March: Masters 2001

Halloween Havoc is an annual one-week event even where things work differently. Black Hole Re Deaux is a special artifact scenario. Holiday Shopping gives you a chance to collect gifts scattered on the map by the Masters. Flying Deuces is limited to non-aces. The Masters are randomly assigned a ship and play each round in the ship that they just defeated. The new World League pits three-man teams from each country or state.

SFB Online Staff

Name: Patrick M. Abram
Title: President, Symbiotic Games, LLC
SFBOL Callsign: Cat-With-Sharp-Claws

The efforts to produce and maintain Star Fleet Battles Online are not done by one man. The people below are the ones who deserve the most credit. A new company is defined more by the dedication of its staff than by the vision of its owner. The pay is low and the level of effort is high so be sure to meet and greet them if you see them online.

Name: Senior Certified Judge Joseph W. Butler
Title: Director, Rated Ace Tournaments
SFBOL Callsign: jwbutter
 (Joe Butler is also the Chief Origins Desk Judge and the webmaster for the official SFB web site.)

Name: Paul P. Franz
Title: Director, Software Development
SFBOL Callsign: Andromedan
 (Paul Franz is also the head of the Star Fleet Arena PBEM Challenge Ladder and runs the official demos at Origins.)

Name: Cyber Knight Kevin Block-Schwenk
Title: Director, Communications
SFBOL Callsign: Sir_Starfurry

Name: Samuel M. Clark
Title: Director, Events and Promotions
SFBOL Callsign: Tyrannassam

Name: Frank J. Bradford
Title: Webmaster
SFBOL Callsign: Solar_Flare

Name: Ken Burnside
Title: Director, Subscriber Accounts
SFBOL Callsign: KenBurnside

The Road Ahead

New ownership and new staff are all well and good, but what is in this for YOU, the Star Fleet Battles player who has not subscribed to SFB Online? In addition to the multi-platform program mentioned elsewhere, there are some more modest improvements due in the more immediate future.

Unsanctioned (Playtest) Tournament Ships: The six new TCs from Module T (2000) will begin to roll out starting in November. The order in which these are implemented will be decided by a poll taken from the subscribers.

Multiplayer/Multiship Play: This is an item that carries over from the last look at the future of SFB Online. Getting more than two ships on the map is important to many people and should be available in the first quarter of 2001.

BPV Based Tournaments: Instead of offering a Generic Ship functionality there will simply be more ships added to the game starting with the next version.

The Ultimate Goal

Of course, the ultimate goal of SFBOL development is multi-player, multi-ship, any ship in the rulebook, any scenario in the rulebook, non-tournament rules at any mutually agreeable level, with an artificial intelligence opponent available. That is, of course, the legendary "Computer SFB" we all have always wanted. This goal is visible, but in the far distance. But we can see it and we are going there. If you want to help, contact Patrick Abram.


 A graphic featuring the words "PLAY BY" in a bold, sans-serif font, followed by a large, stylized letter "E" that is part of the "E MAIL" logo. The "E" is very large and has a thick, blocky appearance. To the right of the "E" is a small rectangular box containing the word "MAIL" in a bold, sans-serif font. The entire graphic is set against a dark background with a subtle grid pattern.

PLAY BY

E

MAIL

by Jim Hart

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 tournaments, 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.

Rated Ace Tournaments

HR5 has recently completed Round 3, leaving only eight players contending for the Rated Ace card. The final eight include Eric Mueller (TFH), Christopher Alper (Andro), John Kim (WYN Shark), Vince Weibert (Klingon), Andrew Dederer (Klingon), John Sierra (Gorn), Gary Brady (Hydran), and Frank Bradford (ISC). Jonathan Dean (Nightshade) is your host for this event.

HR6 continues apace, with Round 3 underway, and several games completed. The third round will culminate with 8 players, at which time brackets will be established in accordance with ADB's Rated Ace Tourney policy. Kzintis, Klingons, Feds, Lyrans, and Hydrans seem to be the ships of choice. Only time and skill will tell which is the best.

Special Event: The Fog of War

The special event, using PBEM rules and supported on the official BBS, is a very interesting fleet battle. Players were accepted anonymously, and for the first year of play, no one knew who their teammates were. Each player controls a ship or a squadron of fighters, and the game pits the Coalition against the Alliance. The Coalition opted for a Klingon fleet, while the Alliance fleet is a mixed bag. The name Fog of War refers to the special communication rules: complete tactical intelligence limits each captain's knowledge of conditions, even among his own fleet. And limited communication (with 4-impulse delays) make information a valuable commodity. The concept, originated by Jeff Tonglet, was to simulate the limited information and limited communication that the speed of a real space combat would entail. The game also uses a modified version of the PBEM Fleet Combat rules, which are a part of the PBEM rulebook.

Star Fleet Arena

Paul Franz is now running SFA, which was started by Mike Mulka (who retired). The original SFA tournaments continue (except for SFA3, which was resolved earlier). To meet Rated Ace standards, these were merged into larger events. These include SFA01/02 (now in the final match between Darryl Gilpin and Eric Muller), SFA04/05 (semi-finals), and SFA 06/07 (semi-finals). SFA08 has reached its finals; the winner will play the winner of another SFA event for a card. SFA10 is in Wild Card Round 2,

SFA11 is in Round 2, while SFA12 and SFA13 are in the wild card portion of Round 1. A Masters Tournament (in which the winner of each game must take the ship of his defeated opponent — with repairs! — into the next round) is in its final round.

Because so many people dropped out of previous events, SFA has changed to a "ladder" format. You have to win five games in a row to get an Ace Card. There are currently 40 players active in the ladder, with two having reached the second level. The Ladder Tournament is accepting new players every week; come and join in the fun.

Play-By-Email is not for everyone. But it *is* free and doesn't require you to sit down and play a single game for 2-4 hours straight. It's another way to play SFB, and you can play all of the different ways during the same month if you like.—*SFA report by Paul Franz*

Player's Corner: Is Your Game Too Slow?

by Jim Hart

One of the most-heard complaints about PBEM is that the game is just too slow. For some, this is an annoyance. For others, it's the primary reason they play PBEM. (Many players cannot devote an entire evening to SFB, and prefer the five-minute-a-day pace of PBEM.) But even die-hard PBEMers occasionally complain about the pace of a game. So here are some suggestions for players to pick up the pace, and keep the games moving.

First, always reply promptly to situation reports (sitreps) from the moderator. The primary cause of delays in PBEM is slow turnaround time. The PBEM rules stipulate that players should respond within 24 hours of receiving a sitrep. If this pace is maintained, a game can easily be completed in two months, half the time for an average game. This is not only effective, it shows consideration for the other player and the moderator.

Second, don't sit still for long delays. If your opponent is delaying the game, ask your moderator to urge him to speed up or to impose the delay-of-game penalties specified in the PBEM rules. If your moderator is delaying things, seek assistance from the tournament judge or PBEM system administrator. We want you to enjoy playing PBEM, and will work with the players and moderators to make sure that games run smoothly and swiftly.

Third, limit your breaks (conditions under which the moderator stops the game, tells you where things are, and asks for instructions). The PBEM rules contain a fairly extensive list of standard automatic breaks. But you do not have to use them if they are not suited to your needs. You can easily cancel some or all of them in your SOP, and change them as you go. If you can see that only certain actions will affect your planning, call for breaks only on those actions. By limiting the number of breaks, you limit the number of delays in the game.

Fourth, try to combine breaks. For example, if you suspect that your opponent will perform multiple impulse activities on a single impulse, you can ask for a break after all impulse activity instead of a break for each individual one. Or you could tell the moderator to give you speed change announcements at the end of the Impulse Activity Phase, to combine those announcements with other impulse activity. Also, try to eliminate breaks just to look around, or breaks just to stop and make a plan. Many players will call for a break at a certain range, then decide what to launch or fire. If you can plan ahead and eliminate the unnecessary range break, then you can save the game a day.

Of course, the thing that makes PBEM different from face-to-face gaming is the lack of total, complete, impulse-by-impulse control of the situation. Breaks are the player's way of maintaining that control. So there is a thin line to be walked between playability on the one hand (player control) and enjoyment on the other (length of game). The successful PBEM captain is the one who can balance these factors along with their tactical plan for victory.

Moderator's Corner: Things to Never Forget

by Paul Franz

To me the greatest thing that I can do in a Play-By-Email game is to be moderator. I have moderated many games and I am here to give anyone who wants to moderate a PBEM game some hints that will help them to be a better moderator. One thing that I think I should mention is that I do not use any program (other than an Email program and a good editor) to help me moderate games. Here are some key tips:

Know the map: What I mean by knowing the map is knowing how the hex numbers go up and down as you go from hex column to hex column given a certain direction. This will help minimize the time that is spent processing the SOPs. Since, it will avoid the need to lay down the board and set up the pieces every time a player needs to move.

Print out SOPs and EAFs: I have found it is easier to organize EAFs, SOPs, etc., if I print out them out and maintain a folder for each game. This helps me keep the game organized and easy to find. One of the advantages to printing out the EAFs and SOPs is that you can execute the orders (i.e. creating the Sitrep on the computer) while easily going back and forth between each player's SOP.

Ask players to use hex positions: If you can get your players to give you hex positions instead of directional movement, it makes moderating a whole lot easier and faster. This helps in that you don't have to figure out the positions that will be in the sitrep.

Calculate the next break: By looking at the breaks, movement, and activities, you should have a good idea about when the next break will occur. This will let you plot out the movement quickly without having to look at the breaks for each player. The only time that the exact impulse/segment when the break occurs is not known is when range breaks are involved (i.e. "break: if the range is less than 15") since the range break requires you to know the position of each ship before going on to the next impulse. But you can still have a good idea by measuring the current distance between two ships, look at the movements plot of each and calculate how quickly the range between them will close or open up. This should at the very least tell you whether the break will occur within the current SOP for the player.

Know the standard breaks: A moderator should try to memorize the standard breaks. Since, these are the breaks that are used most often by players. If you can't memorize them, at least print them out and have them handy. The current set is listed on the official Star Fleet Arena website (URL: <http://www.starfleetgames.com/SFA>). Just click on the PBEM icon on the left hand side.

Assume nothing: If you have a question about what to do, DO NOT GUESS. Break at the point in the turn where the question arises. Send a private Email to the player saying that you broke because you had a question about their SOP. This will keep the aggravation factor down in the game. Also, a good idea is to tell your players before you start what kind of turnaround they should expect. You should include whether you do posts during the weekends.

Play by Email yourself: As noble as it is to spend all your time moderating someone else's games, you need to play games yourself in order to keep up on the latest tactics, problems, rules disputes, and clever tricks. Playing let's you see both sides of the street, and may help you understand where the players you are moderating are coming from.

Talk to other moderators: Take every opportunity to talk to other moderators by Email, BBS, or in person at conventions or game stores. Share your experience and learn from theirs. We live in a wonderful age of fast communications. You don't have to wait for the next issue of Captain's Log to learn a new idea or gain a new tool. There are plenty of moderators out there to talk to.



The Future of Command

by Chris Taylor, Interplay

Work on the next SFC game, *Starfleet Command II: Empires at War*, continues. As previously mentioned, the highlights of the new game are the addition of the Mirak (you know them as the Kzinti) and the ISC, fighters or PFs for all the races, new missions and the Metaverse. Here is an in-depth article on the Metaverse, and why it's of particular interest to SFB players.

The Metaverse

After installing SFC2, you will have a full single-player game, tutorial missions for training, and you can play general multi-player over LANs or the Internet. All of this is very similar to the way SFC1 worked. However, you can elect to join a Metaverse game. Metaverse games are online campaigns, with a beginning, middle, and end. Metaverse is being hosted by flipside.com, and there can be multiple Metaverse games in progress at the same time.

Metaverse is not a conversion of F&E. It handles a similar strategic scope, but does it in a very different manner. Metaverse is designed to support several thousand players. Metaverse is a framework to play SFC games that gives meaning to the results of those games. It is not a simulation of the General War.

To join a Metaverse game, you start up SFC2 and select Metaverse. Select from one of the games currently in progress, or chat with fellow Metaverse players. When you start in Metaverse game, you start as a Lieutenant Commander, in charge of a frigate, in the race of your choice. As you complete missions, you earn prestige. Use your prestige to increase rank, transfer command to larger vessels and become a squadron commander. You can even bid, e-bay style, against other players for ships.

There is a large-scale strategic hex map to the Metaverse universe. You'll recognize it. Everyone's ships are located on this map, in a particular hex. You can move around the Metaverse, which takes time. There are over 20 different Metaverse missions. The type of missions available depend on where you are located. Move closer to a front, get more missions involving your enemies. Stay in the center of your empire, and get less-involved missions.

Within each hex are located various systems, bases, and markers showing the location of various ships and fleets.

When you join a Metaverse mission, which may be in progress at the time, you will be fighting against other human players. The results of your mission, success or failure, will influence the control of that sector of space (i.e., the hex). Enough results, and control of that hex may change.

Log out, and the game continues. When you log back in, the shape of the Metaverse most likely will have changed. The game continues 24 hours a day, until the Metaverse campaign is completed.

Some SFC1 players have used their own home-brew rules to create Meta-like games. The Metaverse is certainly one of the most exciting changes to SFC.

At the time of this writing, the Metaverse is just entering an open beta-test. We're having around 700 users try out the system before we finish it, giving us enough time to test it, fix bugs and balance the system. A single-player demo for SFC2 has already been released. We will be releasing a Metaverse demo just around the same time the full game is finished. SFC2 is scheduled for a Winter 2000 release.

SFB Specific News

There have been some changes from SFC1 to SFC2 that are of particular interest to a SFB player. Shuttles can be converted on the fly in SFC2. Weapon energy costs have been adjusted to be more SFB-like; this primarily affected the plasma races. Players have more control over their energy allocation, using a new energy panel. Fleet control is drastically improved; players can issue formation orders, specific orders to individual ships, and control the fleet as a single entity. The ISC will be able to use an echelon formation, for example. Fighters are continuing to be tweaked, but they will require reloading via carrier landing. Each fighter race will have 12 different fighters.

There are several PFs being worked up for various races. A partial list is given here, but this is being tweaked and changed constantly and the final version may not be exactly the same as this list:

Gorn: Interceptor, PF, PF+, PF Leader

Lyran: Interceptor, PF, PF+, PF Leader

Romulan: Interceptor, Starhawk, Starhawk Leader, Centurion, Centurion+, and Centurion Leader.

For the latest updates on SFC 2, check these sites:

www.interplay.com/sfcommand/sfc2

www.taldren.com

SFC Tactics: Command Notes

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!

CHUCK AND DUCK

— Ensign Richard Abbott, HMS Wales

Unlike SFB, energy transfers in SFC don't slow you down right away. You slow down and speed up gradually. Therefore, power can be switched from movement to something else, and then back again before you have slowed down very much.

The Romulans could toggle the cloak after launching plasmas and while still coasting along at nearly their original speed. If the enemy fires his heavy weapons at you and his phasers at your plasmas, you can come back out of cloak and fire your own phasers. The best use of this tactic, of course, is to get the enemy to phaser your pseudo-plasmas so that you can surface with a full load of real plasma torpedoes.



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 Mæsrons began building tugs about Y97 to construct their logistics bases. To keep the tugs busy when there were no bases to construct, the Mæsrons 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 Mæsrons, 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; Cmnd 4; Notes TG.

(OR2.15) HEAVY TUG (TGH): In Y171, the Mæsrons developed this enlarged tug design in answer to those of other races. It was not particularly powerful on its own, but with battle pods became a tough opponent. It can be used in any of the following combinations: zero pods, one light pod, two light pods, or one heavy pod. If it carries just a single light pod, this is treated as a heavy pod for movement and turn mode restrictions. Either of the two light pods can be outpost bases as explained in the rules for light tugs. Other Data: Spare Shuttle 1; Dock 9; Explode 17; Cmnd 6; Notes TG.

(OR2.16) SMALL BATTLE FREIGHTER (FBS): The light battle pod was designed to be compatible with the core module of Mæsron freighters. This produced an escort ship that was dangerous despite its small size. The conversion was not common, and almost unknown after the Super Power Wars when light battle pods were used (along with a cargo pod) by heavy tugs. Other Data: Spare Shuttle 1; Dock 9; Explode 9; Cmnd 3.

LIGHT PODS: All light pods; Spare Shuttle 0; Dock 3; Cmnd +0.

(OR2.P1) LIGHT CARGO POD (LCP): General cargo pod. Explode +0.

(OR2.P2) LIGHT BATTLE POD (LBP): Designed to turn the TGL into a combat unit (equal to a light cruiser) or form the core of a Small Battle Freighter. Other Data: Crew +2; BPs +1; Explode +3.

(OR2.P3) LIGHT DEFENSE POD (LDP): Sacrificed cargo for defensive weapons. Other Data: Crew +2, Explosion +2.

(OR2.P4) LIGHT SHIELD POD (LSP): A radical concept for its day, it is the only light pod that adds shields to its tug (eight boxes to each shield). Other Data: Passengers +20; Explode +0.

(OR2.P5) LIGHT SURVEY POD (LYP): Built after the Collapse to replace lost survey ships. Moderately effective. Other Notes: Explode +0.

(OR2.P6) LIGHT REPAIR POD (LRP): Until the development of a dedicated repair ship, the Mæsrons relied on these pods for most of their repair duties. This pod was also frequently used as the core of a small freighter. Other Data: Explode +0.

(OR2.P7) LIGHT CARRIER POD (LVP): The Mæsrons were frequently short on carriers, and used these pods to turn tugs into capable light carriers. Other Data: Crew +6; Deck Crews +12; explode +0; Notes V.

(OR2.P8) LIGHT TROOP POD (LTP): One less frequent use of tugs was to transport troops; this pod was more often seen as the central section of a freighter. Other Data: BPs +18 including 2 Heavy Weapons Squads; Explode +0; Notes T.

(OR2.P9) LIGHT POWER POD (LPP): This pod was not constructed until the appearance of the heavy tug, where it often accompanied a single light battle pod. The resulting combination was so common it was referred to by its own name, the "power tug." Ships of this type were extremely survivable and were a real anchor threat, holding on to enemy targets while tachyon missiles closed in. Other Data: Explode +3.

(OR2.P10) LIGHT EXPRESS POD (LXP): Designed as a transport facility for high-ranking officials, pods of this type were rarely used. However, nearly all major bases had at least one nearby for emergency use. Other Notes: Crew +2, BPs +2; Explode +0.

(OR2.P11) LIGHT WARNING POD (LWP): An attempt to turn a pod into a light scout, this was a relatively successful design despite its expense. Bases often kept pods of this type on hand, using visiting tugs to extend their scanning range during times of war. Other Data: Explode +1; Notes ♦.

(OR2.P12) LIGHT MISSILE POD (LMP): The most successful pod after the battle version, this design could launch two missiles per turn from its double pair of missile racks. In addition, its voluminous cargo capacity allowed it to carry plenty of spare missiles for use in later battles. Tugs using this pod could be used for bombardment support on the fringes of battle, retreating if pressed and rejoining the fleet later. Other Data: Explode +1.

HEAVY PODS: All heavy pods; Spare Shuttle 0; Dock 6; Cmnd +0.

(OR2.P13) HEAVY CARGO POD (HCP): This huge pod could be used only on the heavy tug. It carries roughly twice the cargo of two light pods, but everything was located in a single bay, so larger items could be packed more easily. Other Data: Explode +0.

(OR2.P14) HEAVY BATTLE POD (HBP): This was better than two light battle pods combined, and was preferred over most combinations of light pods. Unfortunately, it was expensive and difficult to build. Pods of this type add four shield boxes (in each direction) to their tug. Other Data: Crew +4, BPs +2; Explode +9.

(OR2.P15) HEAVY SUPPORT POD (HSP): Designed to be the ultimate support pod, this acted in a scout, bombardment, and defensive role. Like the heavy battle pod, it was tremendously expensive, costing more than a frigate. Pods of this type add two shield boxes (in each direction) to their tug. Other Data: Crew +6, BPs +2, Explode +5; Notes ♦.

(OR2.P16) HEAVY CARRIER POD (HVP): This turned a heavy tug into a heavy carrier, capable of holding 24 fighters. This pod adds 4 shield boxes (in all directions) to its tug. Other Data: Crew +19, Deck Crews +24; Explode +2.—by Bruce Graw

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 on Page 28.

The Kzinti and Lyran captured ships are described in the *Brothers of the Anarchist* section on page 47.

The Early Years ships (Gorn plasma bolt ships and the Kzinti Early Tug) are described in the Early Years section on page 41.

WARRIORS OF THE CLOUD FLYING THE MAGELLANICS

by Ken Burnside

The Magellanics are unlike nearly anything in SFB, in that the goal of the design was to provide a new tactical challenge requiring different tactical thinking. They've garnered a wide range of responses and "How do I do <X>" questions. I've been told by SFB old-timers that they require an adjustment almost as extreme as was forced on the game by the Hydrans when they came out in the Designer's edition.

We'll assume that you're faced with flying against the Magellanics, and have some inkling of how their rules work.

The first question to ask yourself is "Are you flying a duel, a squadron action, or a fleet?" These choices will determine which of the Magellanic technologies is a strength and which is a weakness, because they're on a dynamic equilibrium.

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.) The way to beat the Magellanics in a duel is to use your advantages: Less expensive shield reinforcement, and more flexible weapon arming and holding.

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. If you're playing a plasma ship, consider the anchor or its variation. If you're playing a crunch ship (Fed, Hydran, Jindarian, WYN PBB), you have the primary advantage you need: the ability to destroy a shield every time you fire.

THE BAD, BAD BADUVAI

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. The flip side of this is that the Baduvai's speed is decently high; 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 sudden EW shifts. Even the dreaded Baduvai CS only averages the same firepower as a D7C at medium range, and his weapons cycle every three turns. Hold some phasers to counter his mass drivers, but expect a few of his shots to leak through.

The constant speed on the Baduvai makes it easier to put plasmas out to intercept him at his firing position.

THE ENEEN EPEE

The Eneen is the sabre-dancer of the LMC and may have an overwhelming edge in an open map duel. It is also plagued with some difficult decisions with power management. Expect him to phaser down plasmas and eat them on a rear shield or to use your own drones to soak off energy from his ship. On a fixed map, run the Eneen into the corner and smash it. The Eneen-on-open-map issue is one we're watching carefully, although the problem goes away in larger battles.

THE POWER-HUNGRY MAGHADIM

The Maghadim are the most Galactic of the Big Three powers, in that they have the same range concerns that the GPs do with overload range. Like the Eneen, they have power hungry weapons. Unlike the Eneen, those weapons can be held and over-

loaded 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 Maghadim are the easiest to understand and produce the fewest questions about tactics.

THE BEST AND THE SMALLEST

The Uthiki from CL20 can be thought of as LDR analogs. If they had a real fleet, they'd 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. We are currently considering the use of general reinforcement as an "outer layer" of shielding to reduce the chances of a "lucky hit" from the Boson Drill Bits. More input is needed on this.

GANG FIGHT!

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.

RULES UPDATES

(E110.42) The Positron Lancet cannot fire overloaded beyond range 8, so ignore the 1d6+6 results at those ranges.

(E111.352) The first Boson Drill fired in this example was fired from range 5, and the second from range 9, which makes the numbers work correctly.

(E111.353) A Boson Drill scores 2 points of damage to a functioning PA panel; it does not destroy two boxes.

(E110.37) FIRE CONTROL: Positron lancets require a lock-on and active fire control to fire. This specifically prohibits them from firing on passive fire control at a target held in a tractor beam. They cannot be fired on low-powered fire control. They can fire while the firing unit is engaged in Erratic Maneuvers. They can fire under the conditions of disrupted fire control (D6.68). They can be used with Non-Violent Combat (D6.4), although they use that damage allocation procedure rather than (E110.34).

(E110.371) When firing at a ship which is fading into or out of cloak, or firing at a cloaked ship which has not broken lock-on, the range penalties apply normally, and the chart of (G13.37) is used to adjust damage as is done for any other direct fire weapon.

(R96.10) Maghadim FFE should not have Tachyon beam table.

(E110.11) The POS boxes on the SSDs should be labeled LNC to match the rule.



UNSTABLE SECTOR!

Conditions in the sector are unsettled. Resources are stretched thin due to ongoing operations. The sector commodore directs you to gather the few available ships around yours as a Task Force. Unfortunately, many missions are screaming for ships, and the Commodore can only tell you to "be prepared".

This battle force is not tied to any one scenario, but the Commanders are to "be prepared" to conduct one of the four following missions:

A: Guard a convoy from attack by another 600 BPV force with the goal to insure that after 15 turns, at least 75% of the convoy's cargo boxes are undamaged.

B: Attack a convoy defended by a 600 BPV force with the objective to destroy at least 50% of the cargo boxes in the convoy and lose no more than two ships.

C: Destroy an Orion Battle Station.

D: Raid an enemy held planet with the objective of capturing one GCL and holding it for three turns.

This issue of Captain's Log includes the above four scenarios. They can be played individually, or as part of a campaign using the below battle forces. Alternatively, players might create their own, but remember that the battle forces here were created under strict rules and their creators only knew what the four missions were and the limitations in their force selection, so none of the below forces is "optimal" for the actual scenarios but better reflect the chaotic nature of war in which local commanders must "make do" with what is available.

FEDERATION TASK FORCE 7.4

by P. David Baughman III

Task Force 7.4 was formed early in Y175, during the confused fighting of the War of the Devastated Zones. Elements of several disrupted task forces rallied around a newly-arrived NCA to form an ad-hoc squadron. Over the next four months, these ships managed to carry out several missions against both enemy forces.

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); fighters 6x-

18 (+48); drones for fighters 12xtype-IM (+6) and 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 going to be 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.

THE KESTREL FORCE

by Carl-Magnus Carlsson

KRL (171): Torpedo refit (+10); 1xNSM (+8), 1xT-bomb (+4), four extra boarding parties (+2) = 195.

K5L (98): B-refit (+6); 1xNSM (+8), 1xT-bomb (+4) = 116.

2xK5B (156): both B-refit (+12); both 1xNSM (+16), 1xT-bomb (+8), two extra boarding parties (+2) = 194.

K5SB (85): B-refit (+5); 1xT-bomb (+4), two BPs (+1) = 95.

TOTAL = 600.

The KRL has the transporter capacity of a Commando ship and the drone defence of an escort, so be careful with it. A hidden advantage is that the phaser-2s have better range than the phasers threes on shuttles and freighters. And you have plenty of them. This force should give the Feds a headache. Wreck their shields with Nuclear Space Mines, shot down any drones, use O-EW on their cruiser and smile!

**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).

KZINTI RESEARCH AND DEVELOPMENT SQUADRON

by Richard Eitzen

MCV (116): Drones for racks 1xtype-IIIIMWM (+3.75), 1xtype-IIIECM (+1), 1xtype-IVHM (Swd, 0.5am/0.5xm) (+1.5), 1xtype-IVHM (+1), 1xtype-IVHM (0.5am/1.5am) (+1), 1xtype-IVMH (1.5am/0.5xm) (+1), 3xtype-IVM (+1.5); 4xtype-IM (+2); Other Commander's Options: two extra heavy weapons squads (+2), two extra commando squads (+2), four extra boarding parties (+2); Fighter Group 6xLAS (102); Fighter drones; fighters 1-5 loaded with 1xtype-IIISwdM (+7.5), 1xtype-IHM (0.5am/0.5xm) (+5), 2xtype-IM (+5), 2xtype-VIM (+2.5), 2xRALAD (+0), 1xEWPd (+0); Fighter 6 loaded with 1xtype-IHM (+1), 1xtype-IHM (0.5am/0.5xm) (+1), 2xtype-IM (+1), 2xtype-VIM (+5), 2xRALAD (+0), 1xEWPd (+0) = 260.25

2xDWA (180): Each; Drones for racks 1xtype-IIIIMWM (+7.5), 1xtype-IIISTarfishM (+6), 1xtype-IVMH (Swordfish, 0.5am/0.5xm) (+3), 1xtype-IXHECM (+3), 1xtype-IVHM (+2), 1xtype-IHM (0.5am/0.5xm) (+3), 2xtype-IVM (+2), 3xtype-IM (+3), 2xtype-VIM (+1), and convert 2 ADD to type-VIM (+2); Drones for fighter ready racks 4xtype-IM (+4), 4xtype-VIM (+4); Four extra BPs (+4) = 224.5.

1xDWS (96): Drones 1xtype-IIIIMWM (+3.75), 1xtype-IIIECM (+1), 1xtype-IVHM (Swd, 0.5am/0.5xm) (+1.5), 1xtype-IVHM (+1), 1xtype-IVHM (0.5am/1.5am) (+1), 1xtype-IVMH (1.5am/0.5xm) (+1), 3xtype-IVM (+1.5), 4xtype-IM (+2) and 2 ADD converted to type-VIM (+1); Other Commander's Options: two extra heavy weapons squads (+2), two extra commando squads (+2), three extra boarding parties (+1.5) = 115.25.

TOTAL = 600.

GORN GENERAL GROUP

by Paul Stovell

COMF (118): HTS replaced with HAS (+3) = 121.

FF+ (50): four rounds of transporter artillery (+1) = 51.

BDL+ (105): 1 Admin Shuttle replaced with GAS (+2) = 107.

2xBDD+ (196) = 196.

BDS+ (97) = 97.

Seven T-bombs (+28) = 28.

TOTAL = 600.

This battle force is very quick but lacks long range firepower. Do spread the COMF's marines around the squadron in all actions.

A/ Move out quickly to intercept the raiders even if at low Weapon status you have 13-F torps. Try to ID any plasma launches as it may allow one of your ships to slip through to effective launch range. Although likely to become a heavy bolting game it maybe prudent to take the damage and use launched plasma to ensure the convoys safety.

B/ With 15 turns you have time to take on the convoy escorts. Range 5 bolts will likely destroy a SC4 and cripple a SC3, range 10 cripple a SC4. If the escorts don't come out to cover the convoy consider launching plasma against the convoy and if they weasel use the marine battalion in GAS to capture them all.

C/ A little short of long range plasma but range 10 will force weasels or cloak from the base then go and sit on it. With only p-1s it doesn't really have a big enough deterrent. Any covering force and/or minefield will be the major consideration.

D/ The 13 GAS and HAS can land the COMF's marine battalion in one wave. It maybe wise to land troops by transporter initially if defsats are present just to tempt them into giving away their positions. They can otherwise make a bit of a mess of the GAS force. The HAS can carry a GCV directly into action with a BP aboard.

THOLIAN HOLDFAST SQUADRON

by Jeremy Gray

CC (148): one Admin shuttle replaced with GAS (+2), convert two boarding parties to Commandos (+1), two extra heavy weapons squads (+2) = 153.

BW (65): fighters 4xS-III (+24), 3xS-II (+27), 1 S-E (+11) = 127.

PCA (77): 2xT-bombs (+8) = 85.

DDP (80) = 80.

SC (90) = 90.

CMC (60): HTS replaced with HAS (+3), GCV replaced with GAV (+1), 4 Transporter Artillery Rounds (+1) = 65.

TOTAL = 600.

THOLIAN ENFORCEMENT SQUADRON

by Daniel K. Thompson

NCA (170): eight extra boarding parties (+4) = 174.

2xNDD (200): each with five extra BPs (+5) = 205.

2xNDD (200): Each with a Web Anchor Buoy (+20), one extra boarding party (+1) = 221.

TOTAL = 600.

The basic is that with 6 webcasters missions C and D should be able to be done while sleeping. Simply deny the target chances to hurt you by using the webcasters to put up a firewall. Optionally the web anchors can be used to surround the target. A minefield around the target is hardly even a problem. Cast a web across it and fly down it.

Missions A and B should be relatively simple depending on defenders. The 6 casters will make breaking up the convoy difficult are best since the webcasters will slow down the already low speed freighters even more.

Tactics for all the missions, of course, depend on what is defending the target, but this general battle force should be able to handle any threat with textbook tactics.

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) helibores 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

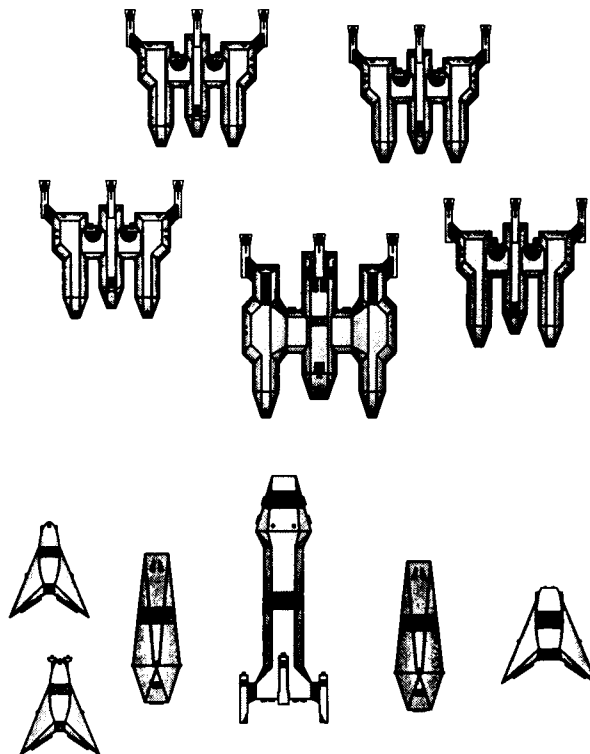
BC+p (167): Power pack refit (+18) = 185.

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 . . .



LYRAN DEMOCRATIC SECURITY FORCE

by Philip Hume

CC+ (163): convert two admin shuttles to GAS (+4), eight boarding parties (+4), two heavy weapons squads (+2) = 173.

MPV+ (72): power pack refit (+9); convert one admin shuttle to GAS (+2), two extra boarding parties (+1); fighters 6xZ-V (+48); drones for fighters 12xtype-IM (+6) = 138.

MPA (93): convert one admin shuttle to GAS (+2); drones for fighter ready racks 4xtype-IM (+2) = 97.

2xMP+ (154): each with power pack refit (+18), UIM refit (+10); convert one admin shuttle to GAS (+4) six extra boarding parties (+6) = 192.

TOTAL = 600.

Tactics for convoy defense and convoy attack look quite similar to this force; charge with the MPs leading the way. 10 ESGs and 13 ph-Gs make close combat the strong point for this group; the 7 total disruptors make long range combat ineffective, so charging is certainly the best answer. The fighters could be towed in tractors behind the CC and MPV following the MPs, allowing them to survive to fire their drones after the ESGs are conveniently taken down by enemy ships running into them. The Orion BATS attack follows similar strategy; with all ships overrunning the base in the same turn with ESGs at radius 0 and gatling phasers, there won't be much left. The GASs and extra boarding parties on every ship should make the ground attack functional; between them the ships will have 6 GAS and 11 transporters, allowing a large force to land quickly.

ISC CONSTABULARY TASK GROUP

by Andrew C Cowling

CPF (125): 4xT-bombs (+16), MRS (+8) = 149.

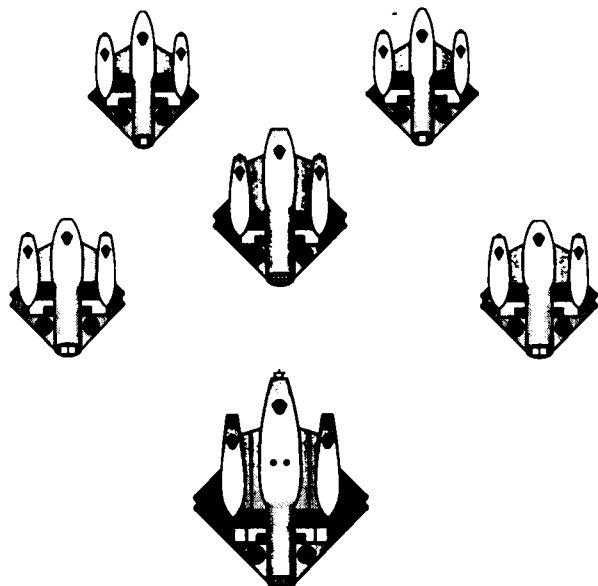
CVE (90): 2xT-bombs (+8), four extra deck crews (+2), four extra boarding parties (+2), MRS (+8); fighters 8x AF (64) = 174.

2xFFA (154): each with 2xT-bombs (+16), six extra boarding parties (+6) = 176.

2xPol (88): each with 1xT-bomb (+8), five extra boarding parties (+5) = 101.

TOTAL = 600.

This force lacks the usual ISC PPDs and heavy plasma torps; what it does have is flexibility (and lots of marines and type D plasma). The Constabulary Police Flagship Cruiser is the one allowed SC3 vessel for this squadron. With minesweeping capability, plenty of marines, a special sensor and limited repair capability, the CPF is a valuable asset for any of the four missions.



JINDARIAN CARAVANS

by Mike Calhoon

Stonelord sends this force to protect his interests during dubious times.

HCS (180): Options 4xBarracks (+4), 4xCargo (+0); 40 additional boarding parties in the Barracks boxes (+20); two Admin shuttles converted to GAS (+4), two extra heavy weapons Squads (+2), two boarding parties converted to Commando squads (+1), ten extra BPs (+5), 2xGCVs (+2), 4xT-Bombs (+16) = 234.

3xDW (300), each two extra heavy weapons squads (+6), ten extra boarding parties (+15), 2xGCVs (+6), two boarding parties converted to commando squads (+3), 2 Admin shuttles converted to GAS (+12), 2xT-bombs (+24) = 366

TOTAL = 600.

FRAX CARRIER TASK FORCE 62

by Richard K. Glover

An Escort Carrier Group has been assigned to Anti-Piracy Patrol. A submarine squadron was attached as a Hunter-Killer group to protect the carrier.

DWV (75): AFD refit (+8); drone for drone racks 2xtype-IIIECM (+2), 2xtype-IVM with 1/2-space armor module (+1), 6xtype-IM (+3); ten extra boarding parties (+5); fighters 7xDemon-II (+56), 1xDemon-II (+10); drones for fighters 14xtype-IM (+7) = 167.

DWA (102): drones 2xtype-IIIECM (+2), 2xtype-IVM with 1/2-space armor module (+1), 6xtype-IM, (+3) five extra boarding parties (+2.5) = 110.5.

SCG (150): drones 8xtype-IM (+4), 2xtype-IVM with 1/2-space armor module (+1), 5xtype-IVM missiles with 1/2-space armor module (+2.5), 15xtype-IVM missiles (+7.5); five extra boarding parties (+2.5) = 167.5.

SDD (80): drones 4xtype-IM (+2); 1xT-bomb (+4), two extra boarding parties (+1) = 87.

SFF (60): drones 4xtype-IM (+2); 1xT-bomb (+4), four extra boarding parties (+2) = 68.

TOTAL = 600.

Notes: All drones on SCG, SDD, and SFF come with ATG for free. Submarines can launch ATG drones and fire their Axion torpedoes while cloaked.

Mission A (Convoy Guard): Use fighters and rack-launched drones to encourage enemy to stay away from convoy. Eight AFD systems on the DWV and DWA should adequately protect the convoy from fighters or seeking weapons. The submarine attack force can take the battle to the enemy, concentrating Axion torpedo shots to cripple the enemy, and can launch ATG-guided drones at close range at ships that have already exhausted their defenses shooting down drones from the surface combatants and fighters.

Mission B (Convoy Destruction): Fighters and surface combatants provide medium-range drone support of submarines. Submarines close in, hit each Freighter with two or three torpedoes, and leave them to be picked up by the surface warships.

Mission C (Destruction of Pirate Base): Submarines close in cloaked under heavy drone swarm (augmented by Missile Racks and Scatterpacks, including those launched by submarines before they cloak). When they get to point-blank range, they open fire all torpedoes. A Minefield can be dealt with by moving slowly enough to pick through it while cloaked without setting them off, but command-controlled mines will be a problem, but the base should be under wild-weasel restrictions, and without fire control, it can't order mines to detonate.

Mission D (Raid Enemy planet): Subs should take out DefSats with little trouble, closing to range 5 while cloaked to launch drones at them. Other units can be taken out with drone swarms from other units. Once a blind spot has been created, subs can ferry troops down with Admin shuttles, and surface ships can use transporters.

QARI SCUD FORCE*by Jeremy Gray*

T73 (120): 12xspeed-20 Scuds (+96), 6xspeed-20 Scaleboards (+60); Drones 3xtype-IVM (+3) = 279.

BMS (100): Drones 5xtype-IM (+2.5) 1xtype-III ECMM (+1) = 103.5.

BM3 (82): Drones 3xtype-IVM (+3); ten extra boarding parties (+5), convert one boarding party to a heavy weapons squad (+0.5), replace one admin shuttle with GAS (+2) = 92.5.

2xBR6 (116): each five extra boarding parties (+5), replace one admin shuttle with GAS (+4) = 125.

TOTAL = 600.

The Scud ship presents an obvious set of advantages in several of the missions. It is the key to the success of this force, do not leave it vulnerable!

The Scaleboards are included to take care of any raiders or convoy escorts. The Qari are very short on transporters so capture missions are naturally difficult. Be patient. Use your shuttles and your boarding parties carefully.

TRIAXIAN ALLIANCE THREAT SQUADRON*by Mike Calhoon*

CA (180): two extra heavy weapons squads (+2), two extra commandos squads (+2), eight extra boarding parties (+4), convert two Admin shuttles to GAS (+4), 2xT-bombs (+8) = 200.

2xDD (220): each two extra heavy weapons squads (+4), two extra commandos squads (+4), six extra boarding parties (+6), convert one Admin shuttle to GAS (+4) = 238.

DDS (150): two extra heavy weapons squads (+2), two extra commando squads (+2), four extra boarding parties (+2), convert one Admin shuttle to GAS (+2), 1xT-bomb (+4) = 162.

TOTAL = 600.

SHARKHUNTER PURSUIT SQUADRON*by Mike Calhoon*

CA (179): two extra heavy weapons squads (+2), two extra commando squads (+2), ten extra boarding parties (+5), two Helo-A shuttles converted to Helo-GA (+2), 2xT-bombs (+8) = 198.

2xDW (204) each two extra heavy weapons squads (+4), two extra commando squads (+4), six extra boarding parties (+6), one Helo-A shuttle converted to Helo-GA (+2), 1xT-bomb (+8) = 228.

2xFF (160): each two extra heavy weapons squads (+4), two extra commando squads (+4), four extra boarding parties (+4), one Helo-A shuttle converted to Helo-GA (+2) = 174.

TOTAL = 600.

BARBARIAN HORDE*by Andy Vancil*

CL (115) (Race Simulated ISC): Weapon Options A, B, C, D PPD (+48), E, F, G, H, J, K phaser-1 (+0); Non-Weapon Options 1, 2 Tractor (+0), 3 Lab (+0), 4 Transporter (+0); Power Options 1, 2 APR (+0) = 163.

DD (90) (Race Simulated Sharkhunter): Weapon Options A, B Plasma-GW (+6), C, D, E, F phaser-1 (+0); Non-Weapon Options 1, 2 Barracks (+2), 3, 4 Transporter (+0); Power Options 1, 2 APR (+0); 18 extra boarding parties in barracks (+9), two extra heavy weapons squads in barrack (+2) = 109.

2xDD (180) (Race Simulated Sharkhunter): Weapon Options A, B, Plasma-GW (+12), C, D, E, F Phaser-1 (+0); Non-Weapon Options 1, 2 Tractor (+0), 3 Lab (+0), 4 Transporter (+0); Power Options 1, 2 APR (+0) = 192.

DD (90) (Race Simulated Kzinti): Weapon Options A, B Special Sensors (+20), C, D type-G drone rack (+4), E, F phaser-1 (+0); Non-Weapon Options 1 shuttle (+3), 2, 3 Lab (+0), 4 Cargo (+0); Power Options 1, 2 APR (+0); drones 2xtype-IECMM (+1), 2xtype-IM (+1), 8xtype-VIM (+2); extra drones in cargo storage 8xtype-VIM (+6), 16xADD (+4), 2xtype-IVM with (+5) = 136.

TOTAL = 600.

This force has 30 phaser-1s, 12 phaser-3s, 16 tractor beams, and 60 boarding parties. The four PPDs can strip the shields and weapons off of most ships at range 20, while anyone who gets inside range 15 would have to deal with two wire-guided plasma-Gs every turn.

Scout channels are limited, but note that wire-guided plasma is immune to EW, and PPDs are resistant to it.

Mission A: Hit the attackers at long range before they can damage the convoy. Against an equal BPV force, the Barbarians should have the attackers fighting for their lives rather than worrying about the convoy. Against heavy drone users, the scout will function strictly in an anti-drone role, using shatterpacks, G-racks in ADD mode and scout channels to break lockon. The remainder of the fleet can use its copious supply of phasers and tractor beams to stop drones while using torpedoes and PPDs to keep the attackers from closing.

Mission B: This fleet can do grave damage to the convoy at long range. Note that there is little a freighter can do to stop a wire-guided plasma, as weasels don't work. Keep the range open, use the PPDs to take out key escort units, pound the freighters with plasma.

Mission C: The Battle Station will be a cake-walk as it can do nothing to stop the wire-guided plasma. Not even a cloak stops them from doing some damage. For this mission, the Barbarians can approach cautiously, dealing with any minefield or escorts the base has. Once the Barbarians reach range 15, the base is history.

Mission D: Although the Barbarians have 60 boarding parties, they only have 11 transporters and 11 shuttles. The strategy here will be to take out any space defenses first, then send the shuttles in a wave, followed by transported troops. If all enemy ships, bases and defsats have been taken out, the Barbarians can put together a decent landing force at their leisure.

MÆSRON CARRIER GROUP*by Jeremy Gray*

CVS (120): Fighters 8xSF (+40), 4xTF (+28), 2xMF (+10), 10 extra BP (+5), see below for Tachyon Missiles = 203.

SCM (120): See below for Tachyon Missiles = 120.

FFN (100): Ten extra boarding parties (+5), convert two boarding parties to heavy weapons squads (+1), convert two admin shuttles to GAS (+4), see below for Tachyon Missiles = 110.

DD (85): ten extra boarding parties (+5), convert two boarding parties to heavy weapons squads (+1), convert two admin shuttles to GAS (+4), See below for Tachyon Missiles = 95.

Tachyon Missiles: Force comes with 26 missiles (including two carried by the MF fighters). No additional missiles are purchased for the fighters. Specific missile construction is listed here, distribute at player's option:

6x Enlarged Missiles (+3): each four spaces of explosives for a 24 point warhead (+12), two spaces armor for a total of 12 (+3), four spaces of propulsion for speed 26 (+9) = 27.

2x Enlarged Missiles (+1): each 1xphaser-3 module (+0), five spaces of explosives for a 20 point warhead (+5), armor unchanged (+0), four spaces of propulsion for speed 26 (+3) = 9.

18x Standard Missiles (+0): each two spaces of explosives for a 16 point warhead (+18), armor unchanged (+0), two spaces of propulsion for speed 26 (+18) = 36.

TOTAL = 600.

The force makes heavy use of Tachyon missiles and fighters. The missile load here is equivalent in cost to a frigate. The careful use of these weapons will mean the difference between success and failure. Remember that Tachyon missiles are "the drones of the Omega sector" but they are very different from normal Alpha sector drones and will require their own tactics. Even so, any good Alpha Sector carrier group commander should be able to win with this force as the concepts of applying attrition units and expendable weapons are fairly constant.

TROBIN CARRIER/FRIGATE STRIKE FORCE

by John Sickels

CSV (150): 1xT-bomb (+4), ten extra boarding parties (+5), convert two boarding parties to heavy weapons squads (+1). Fighters: 7xBF (+56), 2xDF (+18), 2xSF (+12) = 246.

FE (80): Fighters 2xBF (+16), 1xSF (+6) = 102.

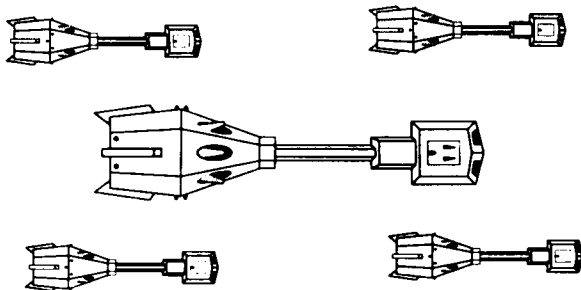
FFL (88): 1xT-bomb (+4) = 92.

FF (76) = 76.

FB (84) = 84.

TOTAL = 600.

The CSV had some unusual capabilities, as an electronic warfare platform and as a carrier. Make use of them as best you can. Note that Omega carriers do not have much in the way of formal escorts, enabling you to tailor carrier groups to the specific needs of the mission in question.



VARI COMBINE FORCE

by Paul Stovell

CA (112): phaser stabilizer (+8); convert three admin shuttles to GAS (+6), ten extra boarding parties (+5), two extra heavy weapons squads (+2), convert two boarding parties to heavy weapons squads (+1) = 134.

FH (91): convert one admin shuttle to GAS (+2), two extra heavy weapons squads (+2) = 95.

FVS (110): fighters 4xAF (+20), 2xBPF (+20); convert one boarding party to a heavy weapons squad (+0.5) = 150.5.

FFL (75): convert one boarding party to a heavy weapons squad (+0.5), 1xT-bomb (+4) = 79.5.

FF (66): convert one boarding party to a heavy weapons squad (+0.5), 1xT-bomb (+4) = 70.5.

FFE (70): convert one boarding party to a heavy weapons squad (+0.5) = 70.5.

TOTAL = 600.

General: 13+4 Particle Beams 7 particle probes and 46+10 phasers listing ship then fighter mounted weapons. These can do considerable damage but consolidating that damage to breach shields is the trick.

Convoy Guarding: Standoff from the convoy towards the attacker and then slow to the speed of the convoy. This will leave plenty (well just about enough) power to arm all weapons and blaze away. Roll the particle probes until the chance to Mizia a target arrives.

Convoy attack: Moving fast and arming significant weapons is not the Vari's strength. Consider splitting your force into pairs and approaching the convoy from different directions. Any pair should hopefully do the convoy enough scathe while the others skirmish with the defenders.

Base attack: The scout will help with minefields and range 15 firepower should be able to reduce the base.

Planetary attack: Probably the most difficult mission. The force has been equipped with some GAS to help. Put 2 BP aboard these and any AS you can spare and escort them to the surface with the fighters. This should ensure they arrive intact even at the cost of the fighters. Then back them up with all the HWS landed by transporter. This will give a very impressive first attack. Holding for three turns will probably be impossible if significant ground troops are available to the opposition.

CHLOROPHON DESTROYER MADNESS

by Alex Chobot

BC (148): Six extra boarding parties (+3) = 151.

DDE (84): Ten extra boarding parties (+5) = 89.

4xDD (316): each two extra boarding parties (+4) = 320.

10xT-bomb (+40) to be divided up among the ships = 40.

TOTAL = 600.

With 12 energy howitzers and 12 spore casters, the force has a good array of offensive and defensive systems. Combined with a large number of PQ-1s, the fleet commander has a good amount of force to play with.

With the convoy missions, pick one or two targets each turn, use SCs to isolate them and interfere with enemy maneuver, then strip shields with the howitzers. On defense, the SCs will interfere with attack runs, while the howitzers will force attackers to break off or accept Mizia's internals from phaser fire.

On offense, howitzer fire will pound down the freighter's shields, greatly limiting their ability to stay on course and keep shields pointed at you.

When attacking the newly found hostile base, close to range-11 and pound with 3-point loads from the howitzers every turn. Use the SC's to cover your ships as needed, particularly from seeking weapons. Once the shields are stripped (in short order), cut it to pieces with phasers. Examine the remnants in detail.

The ground assault is the most difficult, due to the small numbers of transporters on Phon ships.

Use the DDE and shuttles to get the Keepers down, supplemented by transports from the other ships as much as possible.

DREX TASK FORCE

by Richard Sherman

BC (136): CASE refit (+4), 4 extra enveloper rounds (+2), replace one admin with GAS (+2), seven extra boarding parties (+3.5), 2 extra heavy weapons squads (+2), convert two boarding parties to commando squads (+1), 2xT-bombs (+8) = 158.5

BS (130): CASE refit (+1), replace one admin with GAS (+2), four extra boarding parties (+2) = 135.

BD (106): CASE refit (+3), 3 extra enveloper rounds (+1.5), replace one admin with GAS (+2), six extra boarding parties (+3), two extra heavy weapons squads (+2), 1xT-bomb (+4) = 121.5.

BFL (88): CASE refit (+2), 2 extra enveloper rounds (+1), five extra boarding parties (+2.5), 1xT-bomb (+4) = 97.5.

BF (78): CASE refit (+2), 2 extra enveloper rounds (+1), five extra boarding parties (+2.5), and 1xT-bomb (+4) = 87.5.

TOTAL = 600.

For all missions, you have a total of 11 HCH and 20 HCL. As long as you can go into the attack (or defense) prepared, you should have a significant edge in one turn firepower. The extra enveloper rounds will especially help out in taking out freighters. Your problem will be on the reload turn . . .

Against the base, you should have an easy time of it. Stationary units are extremely vulnerable to the Drex. For the planetary assault, your ships are notoriously short on troops. I have therefore spent some of the points to get a handful of GAS shuttles and some extra troops.

ALUNDA HOST

by Paul Stovell

HSV (120): Fighters 16xRM (+144), convert two admin shuttles to GAS (+4) = 268.

DVE (98): convert one Admin shuttle to GAS (+2), convert two boarding parties to heavy weapons squads (+1) = 101.

3xTR (222): Each convert one Admin shuttle to GAS (+6), convert two boarding parties to heavy weapons squads (+3) = 231

TOTAL = 600.

PROBR REVOLUTION

by Paul Stovell

CVS (132): Fighters 12xBPF (+84) = 216.
 CVE (96): Fighters 4xBPF (+27) 2xFTF (+12) = 135.
 1xFFE (68): Two extra heavy weapons squads (+2) = 70.
 2xDD (172): Each two extra heavy weapons squads (+4),
 1xT-bomb (+4) = 180. TOTAL = 601.

HIVER HORDE

by Paul Stovell

1xBC (90): 2xBarb-2 (+28), convert one admin shuttle to GAS (+2), 2xT-bombs (+8), two extra heavy weapons squads (+2), convert two boarding parties to heavy weapons squads (+1), two extra boarding parties (+1) = 132.

4xCA (300): Each 2xBarb-2 (+112), convert one admin shuttle to GAS (+8), 2xT-bombs (+32), two extra heavy weapons squads (+8), convert two boarding parties to heavy weapons squads (+4), two extra boarding parties (+4) = 468. TOTAL = 600.

SIGVIRION EXPANSION

by Paul Stovell

CI (140): 2xT-bombs (+8) = 148.
 4xFI (352): each three extra boarding parties (+6) = 358.
 FS (90): 1xT-bomb (+4) = 94.
 TOTAL = 600.

A scenario almost written for the Sigvirions. If only they did not have to defend the convoy.

This Sigvirion force can put out 96 points of damage at ranges 6-20 per turn every turn when arming Light Kinetic waves. Actually 144 at ranges 11-15! This at a speed of about 20. The Orion Base and defending convoy should have no answer to this.

The Sigvirion ships can all land on planets and have GAS shuttles as standard and so should have little trouble with the GCL.

Defending the convoy is not so easy. A few turns can be spent moving towards the raiders and then retiring in front of them launching torpedoes. If they do not turn away the convoy is rather at their mercy. One approach that might work is to launch all the ships' shuttles as an improvised escort and then stand 10-15 hexes off the convoy. The attacker can maul the convoy but will be in your most effective torpedo zone. Hopefully they will not be able to endure this long enough to destroy too much of the convoy.

LORIYIL

by Paul Stovell

CV (110): Fighters 4xQT (+28), 8xQA (+40) = 178.
 DE (96): Fighters 2xQA (+10); two extra heavy weapons squads (+2), two boarding parties converted to heavy weapons squads (+1), one admin shuttle replaced with a GAS (+2), 1xT-bomb (+4) = 125.
 3xDD (270): Each two extra heavy weapons squads (+6), two boarding parties converted to heavy weapons squads (+3), one admin shuttle replaced with GAS (+6), 1xT-bomb (+12) = 297.
 TOTAL = 600.

SOULDRA BATTLE FORCE

by Rodger Burns

CA (160): Shards; 2xBlack (+8), 3xRed (+24), 1xOrange (+8) = 200.
 DD (110): Shards; 2xBlack (+8), 1xRed Shard (+8), 1xOrange (+8) = 134.
 2xDD (220): Each Shards; 2xBlack Shard (+16), 2xRed (+32) = 268.
 TOTAL = 602.

Convoy Escort - The Souldra have even less reason to be guarding a convoy than the Andromedans do, and it shows. Your usual advantages of speed and shield blocks are generally negated by the slow speed of the convoy, and you have very little defense against a determined overrun. You may wish to consider

detaching the fighters as close-in convoy defense, and sending your ships away from the convoy to operate independently. Overall, this is by far the worst mission for the Souldra in this Battle-force.

Convoy attack: NOW the shoe's on the other foot. Hang at a range of 12 - 15 hexes from the convoy, and wear him down - 20+ heavy pulsars per turn will make a dent in any target. Use dropped DMBs to control his movement and keep him from trying to sneak behind you. Unless your opponent is willing to separate his ships from the convoy, you have a definite edge; if he wants to come out at you, drop into phase and slip past him to the freighters. A DMT or two to crack shields and a few black shards attached, and the battle is very close to won.

Base attack - You thought that the Souldra had an edge against a slow-moving target? It is nothing like what they can do to an 'immobile' one. Your two Orange shards can both handle minesweeping duties, and your ships' DMTs will crack the base wide open; delegate your fighters and your pulsars to handling any fighters or seeking weapons sent your way.

Ground assault - The Souldra don't 'need' extra boarding parties to capture a GCL. They use Black Shards instead. Strategy is fairly similar to base busting, with the added note that the range will have to be closer (since DMTs, like all plasma-like weapons, have serious problems with atmosphere), but you can also afford to take slightly greater licks in getting the enemy defenses cleared, since once the Shard hits the planet it will start regenerating your shields gratis. Just remember to take out the enemy weapons platforms in the hex you attack, and that you do not have to worry about the opponent's ground combat troops.

IRIDANI QUEST

By Chris Nasipak

Once upon a time, there was a good and noble Count of the Iridani. He was a valiant warrior and without peer in battle. One day, though, his son was murdered in cold blood by an enemy. Count Gerris flew into a rage and sent his knights against his enemy immediately, striking without declaration, from ambush, so great was his anger. When the battle ended, the Duke's army came upon them in the field, and chastised him most severely. The only way Gerris could regain his honor was to prove his possession of the proper knightly virtues, by demonstrating them in combat against the races of the galaxy.

Surveying the resources available to him and the methods by which he might accomplish this, Gerris considered four methods by which he might demonstrate the proper way of the knight:

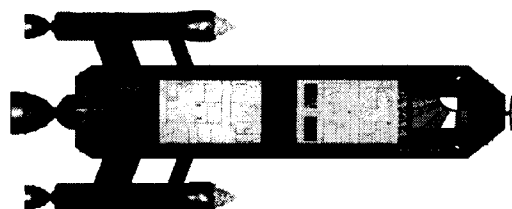
- 1) By defending innocent travellers from marauding pirates,
- 2) By destroying shipments of war materiel to an aggressor,
- 3) By tracking a pirate to its base and destroying both, or
- 4) By liberating a newly-conquered planet from its oppressors.

For ships, he selected these:

Galleon *Durandel* (124): Modules; Survey (+16) for locating targets, Commando (+8) to house the troops that would undertake the boarding and combat missions = 148.

3xCaravels *Falchion*, *Guisarme*, and *Voulge* (252): Each Modules; Weapon (+30); 1xT-bomb (+12) = 294.

Caravel *Crossbow* (84): Module; Carrier (+10) to deal with enemy fighters and provide maneuverable, close-in firepower; fighters 6xSkiff-3 (+60); 1xT-bomb (+4) = 158. TOTAL = 600.



YMATRIAN HORDE

by Genghis Khan

BC (143): 4xT-bomb (+16), ten extra boarding parties (+5), two extra heavy weapons squads (+2), convert two boarding parties to heavy weapons squads (+1), two extra commando squads (+2), replace two admin shuttles with GAS shuttles (+4) = 173.

DD (80): 2xT-bomb (+8), eight extra boarding parties (+4), convert two boarding parties to heavy weapons squads (+1) = 93.

FFL (74): 2xT-bomb (+8), ten extra boarding parties (+5), convert two boarding parties to heavy weapons squads (+1) = 88.

2xFF (132): Each 2xT-bomb (+16), ten extra boarding parties (+10), convert two boarding parties to heavy weapons squads (+2) = 160.

FFS (+78): 2xT-bomb (+8) = 86.
TOTAL = 600.

WORB STAND-OFF ASSAULT GROUP

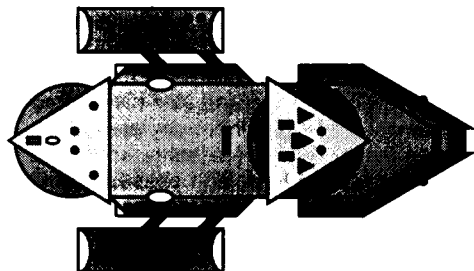
by Christopher J. Graves

CA (142): 4xT-bomb (+16), ten extra boarding parties (+5), convert two boarding parties in heavy weapons squads (+1) = 164.

2xDM (208): Each 2xT-bomb (+16), ten extra boarding parties (+10) = 234.

2xFF (176): Each 2xT-bomb (+16), ten extra boarding parties (+10) = 202.
TOTAL = 600.

For the 13 SSRs, engage the escorts or attackers at range nine with massed volleys, firing on an impulse just before the enemy pauses. Against the freighters, if it is timed right (or the freighters are just that slow) range 15 or 16 looks good.



THE FEDERAL REPUBLIC OF AURORA

by Albert Gore II

CLA (125): AWR refit (+3), 2xT-bomb (+8), ten extra boarding parties (+5), two extra heavy weapons squads (+2), replace two boarding parties with heavy weapons squads (+1), replace two admin shuttles with GAS (+4) = 148.

DDL (108): AWR refit (+2), TM refit (+2); 5xStandard Missiles (+0): each two spaces of explosives for a 16 point warhead (+2), armor unchanged (+0), two spaces of propulsion for speed 26 (+2); ten extra boarding parties (+5), two extra heavy weapons squads (+2), replace two boarding parties with heavy weapons squads (+1), replace two admin shuttles with GAS (+4) = 128.

2xDD (192): Each AWR refit (+4), TM refit (+4); 5xStandard Missiles (+0): each two spaces of explosives for a 16 point warhead (+4), armor unchanged (+0), two spaces of propulsion for speed 26 (+4); ten extra boarding parties (+10), two extra heavy weapons squads (+4), replace two boarding parties with heavy weapons squads (+2), replace two admin shuttles with GAS (+8) = 232.

FFS (90): AWR refit (+2) = 92.
TOTAL = 600.

The author of this paper is also, coincidentally, the inventor of the old-style Federation Light Cruiser.

THE SINGERS

by Mike Calhoon

CA (116): 1xT-bomb (+4), ten extra boarding parties (+5), two extra heavy weapons squads (+2), replace one Admin shuttle with GAS (+2) = 129.

5xFF (330): Each six extra boarding parties (+15), two extra heavy weapons squads (+10), replace one Admin shuttle with GAS (+10) = 365.

DDS (98): eight extra boarding parties (+4), two extra heavy weapons squads (+2), replace one Admin shuttle with GAS (+2) = 106.

TOTAL = 600.

WYN MIXED FORCE . . . BEYOND THE ZONE

by Richard Sherman

OBR (107): UIM refit (+5), 4xT-bombs (+16); Option mounts A hellbore (+2), Option mounts B, C, D, and E range 22 disruptors (+0); ten extra boarding parties (+5), two extra commando squads (+2), two extra heavy weapons squads (+2), convert two boarding parties to heavy weapons squads (+1), convert 1 admin to GAS (+2) = 142.

ODR (93): 2xT-bombs (+8); Option mounts A and B: special sensors (+20), C type-G drone rack (+2), D and E type-B drone racks (+2); Drones: 2xtype-IVM w/.5 armor (+1), 1xtype-IIIECMM (+1), 1xtype-IMH w/.5 armor (+1), 9xtype-IM (+4.5), and 2xADD (+0); ten extra boarding parties (+5), two extra heavy weapons squads (+2), convert two boarding parties to heavy weapons squads (+1), convert 1 admin to GAS (+2) = 142.5.

ODR (93): 2xT-bombs (+8); Option Mounts A, B, D, E range 22 disruptors (+0), C type-G drone rack (+2); drones 1xtype-IVM w/.5 armor (+1), 1xtype-IIIECMM (+1), 1xtype-IM (+0.5); (+0); ten extra boarding parties (+5), two extra heavy weapons squads (+2), convert 1 admin to GAS (+2) = 114.5.

2xFF (160): Each 2xT-bombs (+16); Drones 2xtype-IVM w/.5 armor (+2), 1xtype-IIIECMM (+2), and 7xtype-IM (+7); five extra boarding parties (+5), one extra commando squad (+2), one extra heavy weapons squad (+2), convert one boarding party to a heavy weapons squad (+1), convert 1 admin to GAS (+4) = 201.
TOTAL = 600.

The first two of the just-commissioned Makos have arrived to support your mission. Your ODR is configured as a "jack-of-all-trades"; part drone ship, part-scout, and part commando.

You have an excellent phaser suite, and lots of drones. Think like a Kzinti, and you'll be fine. And don't forget the Makos are nimble, and the OBR and ODR still get the stealth bonus!

SELTORIAN SHOCK FORCE

by Ken Burnside

CA (142), CMD (100), 2xDD (190), 2xFF (146).
22 points for additional boarding parties and/or commando/heavy weapons squads upgrades.
TOTAL = 600.

-14 BPV if playing before the web breaker refit.

Tactics are simple: Attrit with particle cannons for four turns, lay waste with the shield crackers when range five has hit, and then crash the party with more marines than any pirate base can handle. Or convoy, for that matter. Note that this force cannot use T-bombs, suicide shuttles or wild weasels in the Tholian Home Galaxy.

KOLIGAHK KOMBAT KOMMAND

by Paul Stovell

CAD (114) = 114.
PBK (75) = 75.
SV (91): Fighters 2xACF (+14), 8xFP (+32); 8xCluster Bombs (E20.36) (+2) = 139.
PS (80) = 80.
3xPB (192) = 192. TOTAL = 600.

PRIME DIRECTIVE:

STARSHIP CREW CHARACTERS

by Gary Plana

In the PD 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 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.—by *Steve Petrick and Steve Cole*

(C1.313) ORDER OF PRECEDENCE: Units moving solely by impulse power are considered to have the same turn mode within their speed category unless otherwise defined as nimble, e.g., a ship with a turn mode of F moving solely by impulse power has the same turn mode as a ship with a turn mode of AA also moving solely by impulse power unless one or the other is "nimble". This would require the two units to record their movement before executing it under (C1.311). A unit moving speed one using warp power is considered to be faster than a unit moving speed one by impulse power alone within their respective movement categories, but a nimble ship, even one moving under impulse power, would still move after a non-nimble ship.

(YB02.0) SEQUENCE OF PLAY: We had intended to include a reduced SOP listing only those things used in the Early Years, but ran out of space to include such an Annex. We then overlooked the reference to it in this rule.

(YE24.31): If the target is not moving by warp power, including warp tactical maneuvers, the only affects of the heel nipper are to damage a warp engine box (if the target has a warp engine box that was a target of the heel nipper) and block the use of a plotted Warp Tactical Maneuver between the heel nipper's use and the availability of the next warp tac. Heel nippers do not affect reserve power, so reserve warp power could be used by the target to execute an HET or a warp tac on the impulse following a heel nipper hit. Heel nipper damage will not block a sublight tactical maneuver, nor will it affect the movement of a unit moving solely by impulse power (YE24.30), although it will damage a warp engine box on such a unit if the targeted warp engine has such a box. The mechanics of heel nippers are such that if multiple heel nippers strike a target on the same impulse, only one has any effect, the others have no effect as a result of interference. As heel nippers do not block HETs, a unit struck by a heel nipper being forced to turn or not turn normally can use an allocated or reserve HET to overcome this on the subsequent impulse.

(YE24.31-2): This does not modify the unit's practical or effective speeds, nor does it reduce the unit's maneuver rate.

(YE24.32): Heel nippers will not cause any engine damage if the engine they are firing at has already been destroyed, but the unit would still be forced to turn (or not turn in the case of a center warp engine) in the appropriate direction, or lose its next tactical maneuver if it is using warp power for movement or tacs. Heel nipper damage to a unit's warp engines will still be caused even if the unit is not otherwise using power from its warp engines for movement, i.e., is moving solely under impulse power or as a result of a tractor link to another unit. If a unit is moving solely on Impulse power (not using its warp engines to generate movement), it will be forced to turn in the direction required as a result of the last heel nipper in a given turn to hit it on Impulse #31. If a ship has no warp engines, either because it never had them or because they have been destroyed or dropped, it is unaffected by heel nipper damage, and will not be forced to turn.

(YE24.341): Typo, 'was' should be 'as' [effect #1 (w)as one].

(YE24.342): Typo, 'was' should be 'as' [effect #1 (w)as one].

(YFD20.30): A successful lab attempt reveals targeting information, and this includes whether a death bolt is on a leading, following, or normal setting.

(YFD20.31): Incorrectly numbered as (YC1.31).

(YFD20.32): Incorrectly numbered as (YC1.32).

(YFD20.40): Some have complained that the ability of death bolts to be set to lead, follow, or operate as a normal drone against their targets makes them more accurate than drones, not less as the description provides. What they are failing to notice is that the warhead of a death bolt is DIRECTIONAL, and a given death bolt actually explodes further from its target surrendering some damage in order to do damage. If the Carnivons are brought up to general war standards, death bolts will have an increased war-head effect due to improved accuracy, somewhat compensating for the lack of an overload feature on their DCs.

(YG13.35): Typo, should read: "Seeking weapons are not affected by (YG13.37)."

(YR01.0) NOTE: With regards freighters. During the Early Years period, many freighters were (as the note says) not armed at all. Beyond that, some freighter types were available. An actual design for, and a service date, for an early phaser-armed military freighter will appear. That freighter will not have warp engines any better than those on the standard large freighter, and will only have three phaser-2s rather than five. It will also appear after the Federation YCA goes into service. The Note here was provided to let players know there would be such things, but there were no "Y" rule numbers provided despite the space for them. Note that the only scenario published with early freighters specifically noted that they were unarmed.

(YR01.01): Rom SDK "Base Station Technology Upgrade Table" should say "Dock Technology Upgrade Table" and should list "SDK", "WDK", "YDK" and "EDK" instead of the Early Base Station entries.

(YR01.01): The reference to "starbases" being able to use two augmentation modules should have been to "space docks".

(YR01.Y1): Both the D and E sections of the Base Station are listed as applying to the Left Side Module, Section E should be the Right Side Module.

(YR02.0): The descriptions of the various Federation ships do not list type of Tractors or Transporters as was done for the other races. This information duplicates that in the rules for those systems in the product, and there was not enough space to put it in the Federation ship descriptions.

(YR03.06): Boom Impulse engine is the standard Emergency Impulse Engine of all Klingon booms able to separate from the rear hull and operates under the rules for such an engine.

(YR04.0): The ship descriptions list the Masking Device as being available in Y88, but the MSC lists the ships as being in service in Y89. This is NOT a conflict, as it has been noted many times that the year in service dates on the MSC represent the ships being in "squadron service" and that "prototypes" may be in service earlier.

(YR19.2): Confirming the disruptor cannon on this ships are limited to range 22.

(YR2.12) YVD: This ship should have two four-box warp engines, not two six-box warp engines. The larger engines represent a later upgrade (VDI) with a BPV of 49 which became available from Y80. This ship was kept in service for decades as there was a shortage of combat effective scouts.

(YR5.3) WDD: This ship should have two four-box warp engines, not two six-box warp engines. The larger engines represent a later upgrade (WDI) with a BPV of 45 which became available in Y79. The WDI was kept in service due to a shortage of other warships.

(SM18.0): "... hunted these creates ...", 'creates' should be 'creatures'.

TIMELINE Y105: Delete reference to Plasma-Y. The original plan for the product was to have this incremental upgrade step, but as we moved through the design it was eliminated as not worth the extra rules and charts.

TIMELINE Y122: Delete the reference to the Gorns upgrading their torpedoes to Plasma-G as they already had these.

TIMELINE Y68: Revellus should be Ruvellus.

TIMELINE Y70: The Paravians developed tactical warp, phasers, and Quantum Wave Torpedoes as a single upgrade. No ship had one or two of these systems without having all three.

ANNEX #3 FEDERATION: The Year in Service Date for the YDD saucer should have been Y84. This typo was caused by the fonts on the screen while the data was being entered. While it is clear what is intended, some are confused by the lack of a "Y" prefix on the listing for the Early FF and Early DN saucers. It has been asked how fractions are rounded when calculating the BPV of sublight saucers, and this is answered by (A3.5).

ANNEX #3 GENERIC: The N-F note under this listing was there to reflect Romulan deployment of fighters. While the Romulans would have used the module for shuttles as any other race, they also deployed modified ones to service their early fighters.

ANNEX #3 KLINGON: A D-Bm is not the same thing as a T-Bm, and vice versa. While the two booms appear identical they are in fact two different units and are listed separately.

ANNEX #3 ROMULAN: The BPV of the Treaty of Smarba Romulan sublight ships (VUL+, WB+, BH+, SN+, etc.) was not provided even though these were mentioned in the ship descriptions. This was because only the revised BPVs were shown and the BPVs for the Smarba (+) refits of the WB, BH, and SN are not changed. However, the BPV given for the VUL+ in Module R7 was shown to be in error and is not 65, but 90. The BPV for the WH+ is 50, the higher economic BPV for the ship begins when it starts operating warp fighters. The Year in Service Date for the WH+ would have been Y158, the same as for the other Smarba refits. Note the Year in Service Dates for the Romulan early ships as published in previous Annexes were modified by the Annex in Module Y1. The Designation SNS on the MSC is the SN without the Smarba refits, but including all other improvements to that date. The explosion strengths for the sublight ships as listed in Module Y1 supercede all previous explosion strengths for the Romulan sublight units. The Command Rating for all variants of the Snipe should be 3, not 4.

ANNEX #4: The Year in Service Dates for the Romulan Fighters are missing. They are, respectively: G-0 Y88; and G-L Y66. The Early Admin, GAS, and HTS shuttles should have a speed of four, not six. HTS shuttles should not be able to move speed 6 prior to Y125.

ANNEX #9: Some have asked if the repair costs of systems in the Early Years, such as disruptors and photons, is reduced since they cannot be overloaded. The answer is no.

PLAYTESTER LIST: We apologize for misspelling John Sickels' name as "John Sickles". We also apologize to many people who playtested the CL#12 version of the Early Years but whose names were lost during the Interregnum. We will compile a list of these people (If you should be on the list, let us know!) and present it in a future issue of Captain's Log.

REVISED CARNIVON BPVs

As tactics have developed for the Carnivons in different directions that the playtesting, the BPVs of some ships have been found to be somewhat underrated. Provisionally revised BPVs are listed below. Playtesting continues to finally resolve this issue and you are welcome to submit your own playtest reports.

Ship	Original BPV	Provisional BPV
WCL	45	50
WDD	35	35
WFF	25	30
YDN	110	125
YCA	80	88
YCL	70	78
YDD	45	50
YFF	35	40

NEW E.Y. SHIPS IN THIS ISSUE

(YR5.8) KZINTI EARLY TRANSPORT TUG (YTG): The Kzintis realized early in their history in space (perhaps because of their choice of expendable drones as their primary armament) that they would need a system to move large volumes of supplies. There are some indications that the first warp-powered warships were actually modified versions of this (and smaller) tug designs, rather than the norm followed by most races of developing a warship and then a tug derivative.

As would remain a standard throughout most of their early history, the Kzintis did not heavily arm their tugs, considering them to be too important to risk in combat. With the speed of early drones, the tugs were able to effectively flee from pursuing warships or engage their drones if it became necessary. Contact with the Carnivons, Lyrans, and Klingons did little to alter this perception, although the direct-fire capabilities of these races usually resulted in disaster for any tug trying to fight a cruiser.

There were no lab spaces as these had no utility for a ship designed to keep moving on its appointed rounds.

Other Data: same as WCA except; Explosion Strength 9; Command Rating 6; Notes TG.—by *Steve Petrick*

GORN EARLY PLASMA BOLT SHIPS—by *Andy Palmer*

(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.

(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.

(YR6.12) GORN IMPROVED WARP-REFITTED DESTROYER (WDI): Continuing in its role of consort to the larger ships, the upgrade of the WDD (with phasers and plasma bolts) was performed along the same lines as the larger ships. However, it was carried out at a much slower pace, and many of the first ships operated as leaders of flotillas consisting of a WDI and two WDDs. Not all WDDs had been upgraded by Y75, and there are indications that at least one unrefitted WDD may still have been in service in Y78.

Other: Same as WDD except; Year in Service Y68; Notes R.

(YR6.11A) LASER-ARMED VERSION (WDL): The SSD in this issue covers the laser-armed version of the destroyer. This was a rare interim step resulting from phaser production not keeping up with warp and plasma production.

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 large-scale 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.

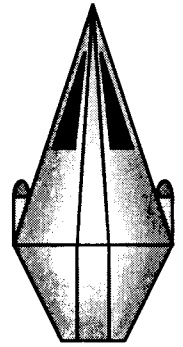
But the copious Stinger-1 launch tubes that allowed the superior Stinger-2 to be used became the limitation that blocked further improvement. Rebuilding ships to include larger tubes was effectively impossible as the entire basic design would have to be changed, or the number of launch tubes would have 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.

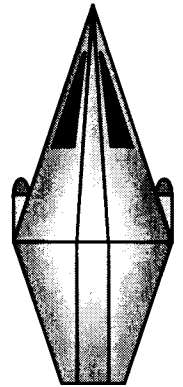
In the case of the Stinger-2E, the decision to initially produce them with phaser-3s appears to have been a deliberate design decision. The Hydrans believed that the EW fighter would not become as closely engaged in combat as the fighters it was supporting. Combat soon proved this to be erroneous and 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-

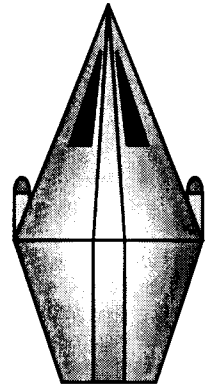
Fighter	Speed	Phaser	Drones	Damage	Special	BPV	YIS	DFR
ST-0	8	1xPh-3-FA	—	8	1xFus-FA	4	124	2§
ST-0+	12	1xPh-3-FA	—	8	1xFus-FA	5	127	2§
ST-0f	8	1xPh-3-FA	—	8	2xFus-FA	5	127	2§
ST-A	12	—	—	8	3xFus-FA	7	140	1§
ST-1F	12	1xPh-3-FA	—	8	—	6	134	3§
ST-1F+	15	1xPh-3-FA	—	8	—	7	170	3
ST-1Fg	12	1xPh-G-FA	—	8	—	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	2xRail	9	180	4☆
ST-E3r	15	1xPh-G-FA	—	12	2xRail	14	180	4☆



STINGER-1



STINGER-2



STINGER-3

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 logistical 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

—by Steven P Petrick

A campaign game between Lyrans and Kzintis is likely to result in at least a few captured ships which could be converted to the technology of the capturing race. This article is a guideline for these conversions. Other conversions are possible within the limits of (S7.0) and local campaign rules.

GENERAL NOTES ON CONVERSIONS

Kzinti-Lyran 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 Lyran carriers) unique to each other; Lyran 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 Lyran 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 captured and converted Lyran ship; the opposite is also true. Both will retain DERFACS, or install it, if the ship is able to use the system.

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 Lyran 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 Lyran 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 Lyran 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 same type. For example, if a Lyran Destroyer was captured in Y160, the Kzintis could not install the plus refit until Y167, i.e., the year after new production destroyers had the refit.

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). Under (U7.126) there must be one operable battery connected to the mauler system at the end of the scenario in which a mauler-ship is captured. Additionally, in a campaign setting, the ship must be successfully gotten back to a Kzinti research and production facility (base or planet) with at least one battery connected to the mauler system intact. Kzinti (or other) players cannot capture a mauler ship on a raid and claim to have captured the technology despite the ship (and the entire raiding force) having been destroyed before returning to Kzinti space.

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. Lyran ships converted to Kzinti service will replace the ESGs with drone racks as follows:

Lyran 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.

Lyran 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.

Lyran 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.

Lyran 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 Lyran 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 Lyran ship to any variant of that hull that has been in Lyran 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 Lyran 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 Lyran pallets captured cannot be used by Kzinti tugs, and will not themselves be converted unless a Lyran 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 Lyran-Klingon pods will, after conversion, operate normally on any captured and converted Lyran tug, including LTTs, or on Kzinti tugs or Light Tactical Transports.

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

KZINTI SHIPS TO LYRAN TECHNOLOGY

The conversion of Kzinti ships to Lyran 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 Lyran 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. UIMs will not be automatically installed on any converted Kzinti ship smaller than Size Class 3. Kzinti BCHs (and variants), CCs, CCHs, and MCCs will have one UIM installed in the conversion. Ships larger than Size Class 3 will have two UIMs installed in the conversion.

SEEKING WEAPON CONTROL CHANNELS: Kzinti carriers converted to Lyran 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 Lyran 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 additional disruptors from the "C" refit, the space being used in part to make room for ESGs. Install

2xESGs. Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 1xph-3 RS.

CS: Replace 360° phasers with 2xESG (total, not four). Change drone racks to 1xph-1 and 1xph-3 LS plus 1xph-1 and 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 drone racks 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 (if they convert any Kzinti ships at all) 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 of that hull that has been in Kzinti service for more than a year. Such a conversion must still adhere to the conversion to Lyran technology, but could be done as part of the conversion to Lyran technology. For example, a captured Kzinti FFK could be converted to Lyran 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 Lyran tugs or Light Tactical Transports.

SSDs PUBLISHED IN THIS ISSUE

(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 Lyran 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 Lyran units. The study appears to have been based on intelligence gathered by agents within the Lyran 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 Lyran CW except; Notes CJ, CP.

(R5.949) KZINTI LIGHT TACTICAL TRANSPORT (LTT): There are no confirmed reports that the Kzintis ever captured a Lyran LTT, but it is the most likely Lyran tug that would have fallen into Kzinti hands.

OTHER DATA: Same as Lyran LTT except; Notes CJ, CP.

(R5.950) KZINTI MANX POLICE CORVETTE (LPL): As with all other races, the Lyran Manx Corvette was small enough that, caught in a larger battle, it could be overwhelmed by a sudden boarding attack. While Kzinti records remain incomplete, they do indicate that several ships of this class were captured relatively intact during raids into the Lyran logistical system. Most were eventually destroyed to prevent their falling back into Lyran hands, but a small handful were taken to the Kzinti homeworlds and converted to this design. The drones were found to significantly improve the design's combat capability by reducing its power needs in combat, but the ship's principle opponents would be, as they were in Lyran service, Orion pirate ships operating in the rear of the Kzinti's front lines.

OTHER DATA: Same as Lyran POL 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 Lyran technology proved disappointing. The ship was able to operate within the doctrine of the Lyran 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.

(R11.936) LYRAN KZINTI POLICE CORVETTE (KPL): As they pressed into Kzinti space during the early part of the General War, the Lyrans met many a Kzinti squadron, and some single ships, desperately trying to hold back the superior weight of their offensive. Some of these ships, mostly the smaller frigate design, were taken relatively intact. As the war progressed, and finally bogged down, the Lyran Empire reviewed its holdings of Kzinti ships and decided to make use of some of them to patrol the convoy routes. Lyran Imperial records indicate that at least a few of the Kzinti ships so converted had in fact been captured many years before and kept as prizes by some of the Counts and Dukes of the Red Claw and Foremost Duchies.

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

(R11.937) LYRAN MEDIUM TACTICAL TRANSPORT (MTT): The Lyrans considered converting their captured Kzinti CM to this design reasoning that it would be useful without running the risk of being mistaken for an operational Kzinti ship.

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

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

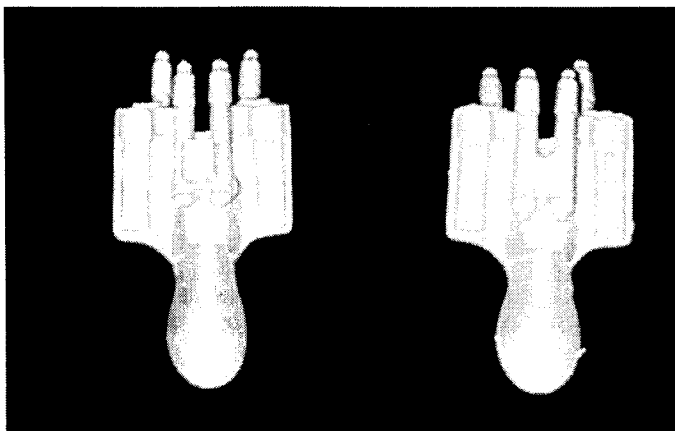
SparrowHawk SKU 0414 \$7.95

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

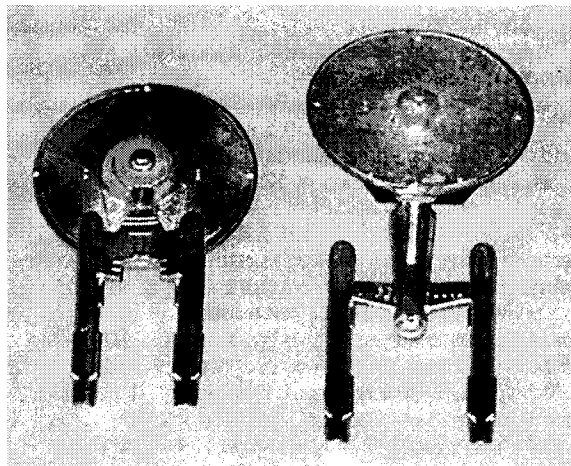
Federation New Light Cruiser & Frigate SKU 0218 \$14.95

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/HDT.

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)

Lyran: 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 tolls 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.

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: OUTGUSSING 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.

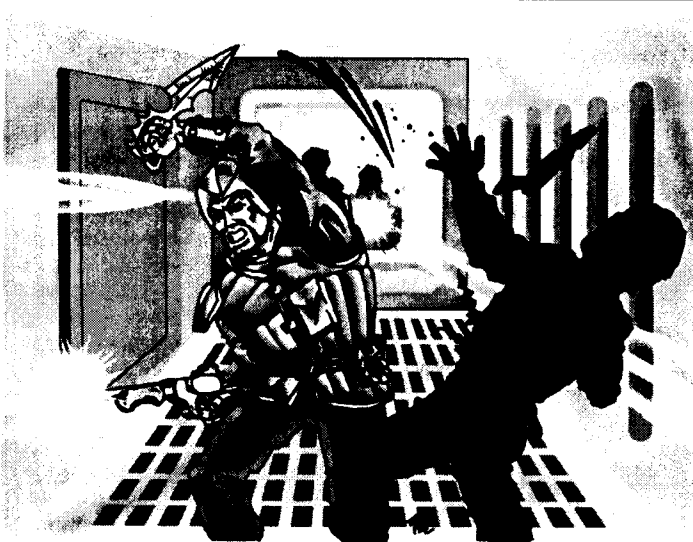
And, of course, if there is any chance of the Klingons slamming some shuttles into the BCF's shuttle bay, you had better assign a few boarding parties to area D to make sure they do not simply cut your warp engine power supply.

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

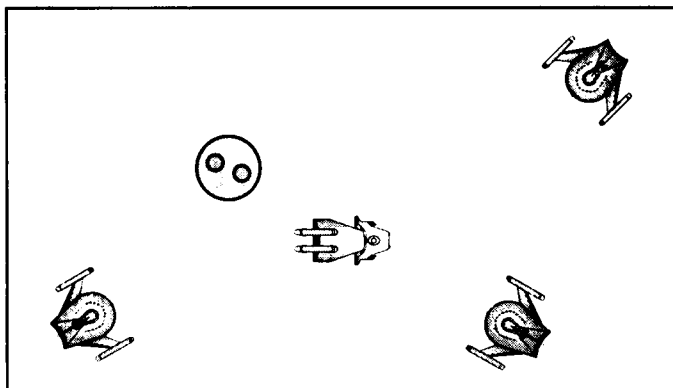
so that more troops can be sent at the non-combat rate giving them a better chance of success, or begin attacking out immediately to try to make things more difficult for the Federation by threatening to take Area B. So long as Area B is threatened, the BCF will probably stay away from battle, as it 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*

(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.

(SL183.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL183.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL183.431).

(SL183.422) 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.

(SL183.423) There are no PFs in this scenario.

(SL183.43) COMMANDER'S OPTION ITEMS

(SL183.431) 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. See (SL183.45) below.

(SL183.432) 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.

(SL183.433) If players wish to use the optional rules for Prime Teams (G32.0), one such team may be added to the

Macedonia and the *Praetor's Will*. Historically, no such teams were present.

(SL183.44) REFITS: The *Macedonia* has the plus and AWR refits. Unusually, and for unknown reasons (possibly a lack of house influence?), none of the Romulan War Eagles had received their rear-phaser-refits at the time of this clash.

(SL183.45) MACEDONIA: The *Macedonia* is under the following limitations and restrictions.

(SL183.451) The *Macedonia* deployed T-bombs before the scenario began, one each in hexes 2319 and 2317, through its #2 shield. These T-bombs must be purchased as Commander's Option Items. Its own subsequent movement triggered the T-bomb in hex 2317 off its #6 shield inflicting eight points of damage after battery reinforcement. This all occurred during Turn #0. Shield #2 begins the scenario dropped and cannot be raised before Impulse #5.

(SL183.452) At the beginning of Energy Allocation on Turn #1 both of the ship's photon torpedoes are fully overloaded, but the batteries are empty. Both shuttles have been readied as wild weasels.

(SL183.453) The *Macedonia* accelerated to speed 14 from speed 4 with an unplotted increase during Turn #0. This change occurred on Impulse #29, as such the *Macedonia* cannot exceed speed 14 prior to Impulse #29 of Turn #1.

(SL183.454) The *Macedonia* tractor the *Wildfire* during Turn #0, and begins the scenario with a tractor auction with that ship prior to Energy Allocation.

(SL183.455) The *Macedonia* has been ordered to hold its position in this volume of space in order to cover a gap in the Federation sensor net. If it leaves the map prior to the end of Turn #4, the Federation Player loses the scenario as Romulan strike forces will be able to penetrate into Federation space with their vectors undetected. This will delay the movement of Federation reserves to Romulan targets.

(SL183.46) WILDFIRE: This ship was deployed near a disabled Federation Sensor platform. Its task was to serve as bait to lure a Federation ship between two other War Eagles. As such, it deliberately voided its cloak (briefly) and moved aggressively towards the *Macedonia* in a (successful) effort to fix the attention of the Federation crew on itself. The ship is under the following restrictions during Energy Allocation of Turn #1.

(SL183.461) The *Wildfire*'s plasma torpedo only received its first turn of arming during Turn #0. The Romulan player may choose to discontinue this arming during Energy Allocation of Turn #1.

(SL183.462) The *Wildfire* was bracketed by a pair of Federation T-bombs during Turn #0, and executed Emergency Deceleration on Impulse #24. The ship will remain under the Emergency Deceleration restrictions until the end of Impulse #8 of Turn #1.

(SL183.463) The *Wildfire* was damaged by a Federation T-bomb which exploded off its #2 shield doing four points of damage. The other six points were blocked by battery reinforcement, and the *Wildfire* begins Energy Allocation of Turn #1 with its batteries empty.

(SL183.464) The *Wildfire* begins the scenario with one shuttle prepared and held as a suicide or wild weasel shuttle, and may select which, but the energy to hold this shuttle must be paid during Energy Allocation.

(SL183.465) The *Wildfire* begins the scenario cloaked, and must allocate for its cloaking device, but must begin uncloaking on Impulse #1. While it must begin uncloaking on Impulse #1, it can reverse this on Impulse #2 (or later within the normal rules), but if it does so it will not be able to uncloak again during Turn #1 as per the normal restrictions on the number of times a unit may cloak and uncloak during a turn.

(SL183.466) The *Wildfire* begins its Turn #1 Energy Allocation Phase already held in a Federation tractor beam, and

may opt to fight the tractor per the normal Tractor Auction procedures. However, the Wildfire cannot divert the energy its is required to spend by the above rules, i.e., Cloak, holding a shuttle, batteries already empty.

(SL183.47) THE TRAP: The War Eagles *Praetor's Will* and *Shikra* begin the scenario at speed zero cloaked. They must both pay for their cloaking devices during Energy Allocation of Turn #1. Only one of the two ships can uncloak or begin moving before Impulse #17 of Turn #1, the Romulan player may select which one. The other War Eagle can begin uncloaking and accelerating on Impulse #17 (announced on Impulse #16).

(SL183.48) OPEN SPACE: The Romulan ships are not confined to the mapsheet, and can enter adjacent mapsheets as they maneuver for position. Only the *Macedonia* treats the map as a fixed map, and if it leaves the map for any reason before the end of Turn #4, it has lost the scenario.

(SL183.5) VICTORY CONDITIONS: The *Macedonia* wins if it does not leave the map (including by being destroyed or captured) before the end of Turn #4.

The *Macedonia* wins an Astounding Victory if it successfully disengages on Impulse #32 of Turn #4, or at the end of any turn after Turn #4.

The *Macedonia* wins, and her Captain becomes Legendary if the ship successfully disengages on Impulse #32 of Turn #4, or at the end of any turn after Turn #4, with one or more captured Romulan ships.

The *Macedonia* gains nothing for destroying Romulan ships, or for Romulan ships captured if the *Macedonia* does not remain on the map until the end of Turn #4.

The Romulans win if the *Macedonia* is destroyed before the end of Turn #4.

The Romulans win an Astounding Victory if the *Macedonia* is captured before the end of Turn #4.

(SL183.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL183.61) Historically, the Romulans were expecting to ambush a CA. How successful they would have been can be determined by replacing the *Macedonia* with the CAR+ *Pharsallus*.

(SL183.62) The Romulans might have tried this against the Gorns or the ISC. Replace the *Macedonia* with a Gorn CLF or an ISC CL.

(SL183.63) For a more desperate battle, replace the *Macedonia* with a Federation DDG and down grade the War Eagles to Snip-Rs.

(SL183.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL183.71) Change the Federation CL+ to an NCL+.

(SL183.72) Replace either the *Praetor's Will* or the *Shikra* with a Battlehawk, or replace both with Battlehawks.

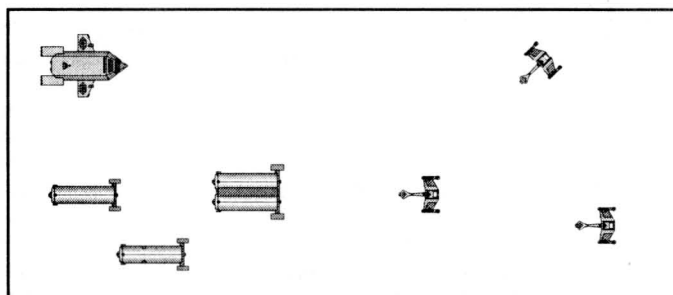
(SL183.73) Increase or decrease the starting distance from the *Praetor's Will* and/or the *Shikra* to the *Macedonia*.

(SL183.8) TACTICS

FEDERATION: Prayer is strongly recommended. Hit the *Wildfire* as hard as you can (it may be your only chance to hurt anything), and then run like all the devils of Hades are out to get you. Try to keep the Romulans from boxing you into a map edge and above all, do not take two type-Rs on the same shield.

ROMULAN: Okay, the trap did not work out quite as well as you expected, but it is still only one Federation CL, and you (even with the *Wildfire* shot up) out BPV it heavily. It cannot outrun your type-Rs, but it can run them out a bit. Keep on them and give them no rest.

(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 holding 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.

(TL1.0) BATTLE FORCE #21 CAMPAIGN

This campaign ties the various scenarios of the Battle Force into a campaign. The rules for doing so are as follows:

(TL1.1) PREPARATION

(TL1.11) The Battle Force Player select the battle force.

(TL1.12) The Battle Force Player determines what race he will operate against. Whichever race is selected should remain the same throughout the campaign. The Battle Force Player advises his opponent what race, and which Orion Cartel operates in a given race's territory he will be operating against.

(TL1.13) The Battle Force Player determines and announces the sequence in which the four scenarios will be played. The four scenarios are Destruction of the Orion Base (SL185), attacking a convoy (SL186), defending a convoy (SL186), and raiding a planet (SL187).

(TL1.14) The Opposing Player makes preparations as determined by the scenario. The Opposing Player must prepare to play all four scenarios at this time, creating the defending forces for the Orion Base and the planet. For balance reasons he should use the Battle Force for the race under attack, but players may choose to allow him to create his own Battle Forces for each scenario.

(TL1.15) Once the Opposing player has completed his preparations, set and play the first scenario. Note that the Opposing Player will NOT know what Battle Force the Battle Force player is using until they begin setting up the first scenario.

(TL1.2) BETWEEN SCENARIOS:

(TL1.21) The Battle Force Player is the only player who will receive any restoration between campaign scenarios. The Opposing player's forces will be entirely new each time.

(TL1.22) Repairs: Between each scenario the player performs repairs under the provisions of (G17.132). Note that under (G17.1324) if a phaser was damaged in the first scenario, and not repaired, it cannot be repaired under (G17.132) after the second or third scenario even if the ship has repair capacity remaining. All shuttles and fighters and shield boxes are automatically repaired between scenarios. Any shuttles or fighters that are in destroyed

shuttle boxes (landed there at the end of the scenario) are considered destroyed if a shuttle box is not repaired for them between scenarios.

(TL1.23) Commander's Option Items that are used in a scenario are NOT replaced.

(TL1.24) Drones: Any drone spaces used in a given scenario are replaced with type-IM drones ONLY. No special drones will be received. This also applies to Tachyon missiles, i.e., any Tachyon missiles will be replaced with standard missiles able to move speed 28, but otherwise not modified in any way (standard warhead, armor, etc.) and other similar seeking weapons (Scuds, etc.). No replacement drones are received for racks that were destroyed and not repaired between scenarios, but fighter drone storage will be refilled so long as fighters remain available.

(TL1.25) Plasma-Ds are replaced normally, i.e., one replacement is received for each one used. No replacement plasma-Ds are received for racks that were destroyed and not repaired between scenarios, but fighter plasma-D storage will be refilled so long as fighters remain available.

(TL1.26) Shuttles: Ships may only replace shuttles, including fighters, that are listed as available to them on the Master Ship Chart for that ship. If there is no shuttle box available for the spare shuttle or fighter, whether on the original ship or another ship of the Battle Force, it may not be taken out of storage. Shuttles transferred between ships between scenarios are considered to belong to the gaining ship at the start of the subsequent scenario (i.e., they can be used as wild weasels). Special shuttles lost are lost, replacements taken out of storage will be standard admins. Souldra Size Class 4 ships may grow one replacement Shard, and Size Class 3 ships may grow two replacement Shards between each scenario. The replacement Shard must be identical to a lost Shard, no Souldra ship may grow a Shard for another Souldra ship, and each ship must adhere to the 33% Black Shards requirement.

(TL1.27) Crew and Boarding Party casualties are treated under (G9.23).

(TL1.28) Any captured enemy ships must be sent to a friendly base, i.e., they do not become part of the Battle Force, and sufficient crew units and boarding parties must be deducted from the Battle Force for minimum staffing of the ship and to guard its crew (the enemy prisoners) (D7.51). Captured ships may be striped of neutral Commander's Options (e.g., T-bombs) for use by the Battle Force. Shuttles on such ships may also be taken, but not fighters (except by an Orion carrier).

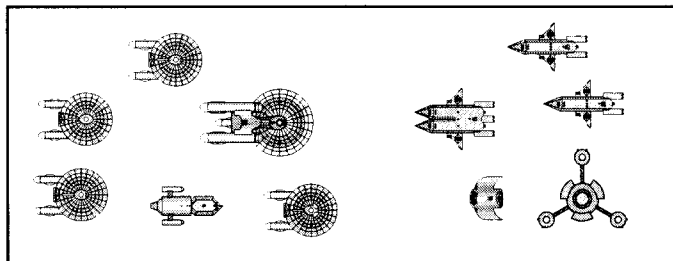
(TL1.29) Any destroyed Battle Force ships, including any captured by the enemy or that sublight disengage, are lost and not available in subsequent scenarios. Players may choose as a balance factor to allow a weaker player to replace one lost ship with an identical ship one time.

(TL1.3) VICTORY

The Battle Force Player wins the campaign if he wins three of the four scenarios. He wins an Astounding Victory if he wins all four scenarios. He loses the campaign if he wins less than three scenarios. It is a Devastating Defeat if he loses all four scenarios.



(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 minesweeper 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.

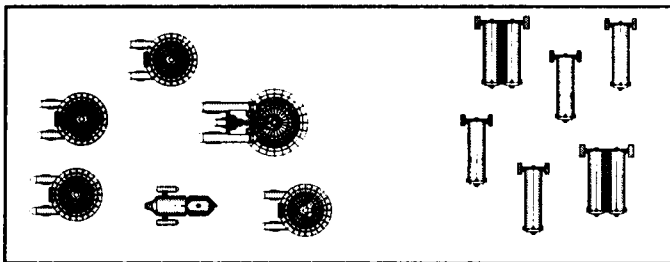
(SL185.63) PFs may be added by allowing both sides to have one PF flotilla (appropriate option mounts to the Cartel) of casual PFs to each side carried on mech links.

(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.

(SL186.3) 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 #15.

(SL186.4) SPECIAL RULES

(SL186.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Convoy Defender units can only disengage from the 01xx edge of Map A or the 42xx edge of Map C. The Convoy Raider units can only disengage in directions A, D, E, or F. Units which disengage in unauthorized directions or areas are considered destroyed.

(SL186.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them.

(SL186.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL186.431).

(SL186.422) 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.

(SL186.423) There are no PFs in the basic version of this scenario. They might be added to the scenario in a variation or as a balance factor.

(SL186.43) COMMANDER'S OPTION ITEMS

(SL186.431) 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.

(SL186.432) 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.

(SL186.433) 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.

(SL186.44) 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.

(SL186.45) CONVOY: The Convoy (as opposed to the escorting ships) can disengage by only four methods:

The attacking force is destroyed or disengages.

The Convoy ships exit off the 01xx edge of Map A.

The Convoy ships exit off the 42xx edge of Map C.

The Convoy can disengage by distance.

(SL186.46) BATTLE FORCES: This scenario is intended to use the battleforces found in the Battle Force Article in this Captain's Log. Both the Attacking Player and the Defending Player should select their forces from that article. The selected forces should be from races that normally oppose each other, but the player can agree to use non-adjacent races. Optionally, the players can create their own battle forces, or use the ones in Captain's Log #20.

(SL186.5) VICTORY CONDITIONS: Victory is determined based on two factors: Destruction of cargo on the Convoy, and destruc-

tion of Attacking ships. Note that it is possible for both sides to "lose".

The Convoy Defender Player wins if 75% of the cargo boxes on the convoy are not destroyed during the scenario, i.e., no more than 50 cargo boxes are lost on the combined convoy ships (two small freighters or one large freighter may be totally destroyed so long as no cargo damage is sustained by the remaining ships). Cargo boxes destroyed and then repaired count as destroyed for this calculation.

The Convoy Raider Player wins if 50% of the cargo boxes on the convoy are destroyed (100 cargo boxes, i.e., both of the large freighters, or all four of the small freighters, or one large and two small freighters are destroyed totally). In addition, the Convoy Raider player must lose no more than two ships to accomplish his mission. For this purpose the one Size Class 3 unit counts as two ships.

(SL186.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL186.61) Have the Convoy Defender secretly designate 50 boxes of cargo as absolutely critical. This can either be one large freighter, or two of the small freighters, but cannot be divided between small and large freighters, or between more than two small freighters. Victory will be judged solely on the fate of these cargo boxes. The Convoy Attacker player can determine if a given freighter has the vital cargo by gathering ten points of "lab" information (G4.1) on that freighter. This variation will greatly favor the Convoy Defender player.

(SL186.62) Delete the Convoy Defender ships and instead use a convoy consisting of four large phaser-armed freighters and eight small phaser-armed freighters. In this variation the armed freighters only win if they successfully disengage with at least 50% (i.e., 200) of their total cargo boxes undamaged. The attacker wins if anything over 50% of the cargo is destroyed, and no more than two of his ships are destroyed.

(SL186.63) Change the map to a floating map. The convoy cannot disengage by any means except distance. On Turn #15 two war cruisers (maximum BPV of 260 including all Commander's options and drone speed upgrades) will arrive from any direction to support the Convoy. The CWs set up no closer than 40 hexes to the nearest Convoy Attacker ship before Energy Allocation on Turn #16. Both are at WS-III, speed max, heading at the option of the Convoy Defender Player.

(SL186.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

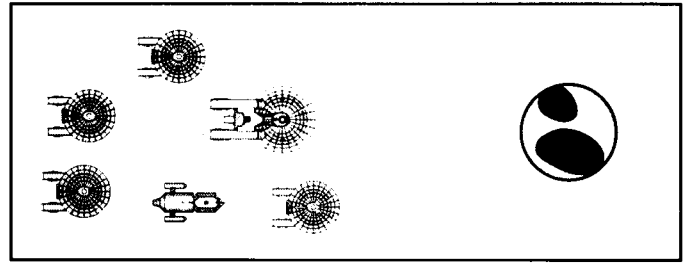
(SL186.71) Change one or both of the large freighters to an large phaser-armed freighters.

(SL186.72) Decrease the Commander's Option points available to one side.

(SL186.73) Increase or decrease as appropriate the amount of Cargo that must be destroyed for a side to claim victory.

(SL186.8) TACTICS: These are going to vary depending on the races and composition of their forces. In general, the defender will want to keep the attacker from reaching the convoy, and the attacker will want to get around the defender's ships without giving them a good opportunity to destroy his own.

(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.

(SL187.1) NUMBER OF PLAYERS: 2; the Raiding player and the Defending player.

(SL187.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215.

DEFENDER: Select a force of 600 total BPV, including all fighters, refits, Commander's Options, and drone upgrades. No more than one Size Class 3 ship, and no ship larger than Size Class 3 may be selected. The force must include five Defense Satellites available to the race of the defending player, and at least 100 BPV must be spent for ground forces. No bases, whether in orbit or on the planet surface may be purchased. Ships must be within ten hexes of the planet, heading at the option of the Defender, speed 10. All Defending Player forces are at WS-III. See also (SL187.45).

RAIDER: Select a force of 600 BPV, including all fighters, refits, Commander's Options, and drone upgrades. No more than one Size Class 3 unit, no unit larger than Size Class 3 may be purchased. Enter the map from the 42xx map edge on Turn #1, heading E or F, speed max, WS-III.

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.

(SL187.3) 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 #15.

(SL187.4) SPECIAL RULES

(SL187.41) MAP: Use a floating map, but keep track of the planet's location. The Defender units can only disengage in directions E or F. The Raider units can only disengage in direction B or C. Units which disengage in unauthorized directions are considered destroyed.

(SL187.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL187.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL187.431).

(SL187.422) 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.

(SL187.423) There are no PFs in the basic version of this scenario. They might be added to the scenario in a variation or as a balance factor.

(SL187.43) COMMANDER'S OPTION ITEMS

(SL187.431) 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.

(SL187.432) 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.

(SL187.433) 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.

(SL187.44) 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.

(SL187.45) GROUND COMBAT: Each GCL (D15.0) includes three Control Stations (D15.11), each of which is defended by two Defensive Systems (D15.12). All are controlled by the Defender Player at the start of the scenario. A GCL is regarded as captured if the Raider Player controls all three Control Stations. If the Defender Player recaptures one Control Station, the Raider Player is no longer regarded as having captured the GCL for purposes of his Victory Conditions, and must recapture the Control Station and begin his three turns of consecutive control again.

(SL187.46) BATTLE FORCES: This scenario is intended to use the battleforces found in the Battle Force Article in this Captain's Log. The Attacking player should designate the defending race, and select one of the battle forces that might attack that race. Obviously, the players could use other battle forces, or fight a race that does not normally oppose the battle force race as variations.

(SL187.5) VICTORY CONDITIONS: The Raider player wins if he captures a Ground Combat Location on the Planet, and holds it for three consecutive turns. The Defender player wins if he prevents the Raider Player from accomplishing his mission, i.e., prevents the Raider player from capturing a GCL and holding it for three consecutive turns, i.e., be in possession of all three Control Stations at the end of three consecutive turns not including the turn the last control station was captured.

(SL187.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL187.61) Change the Raider's mission to "General Destruction". In this variation the Raider must inflict 100 points of damage to each hexside of the planet's surface after accounting for atmosphere effects on his weapons fire by the end of the scenario or he has lost.

(SL187.62) The Raider Player is here to rescue an intelligence agent. The agent has been injured in an accident but his cover has not been violated. The Raider Player must gather 50 points of lab information on each hexside of the planet in order to determine where the agent is. Once the information is gathered, roll a die to determine which hexside of the planet the agent is on. The Raider Player may then rescue the agent by capturing one (1) control station in the Ground Combat Location of that hex side.

(SL187.63) For a really intense scenario, add five turns and re-

quire the attacking player to accomplish all three missions, i.e., capture a GCL, bombard all five with 100 points of damage, and gather the lab information needed to rescue the agent.

(SL187.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

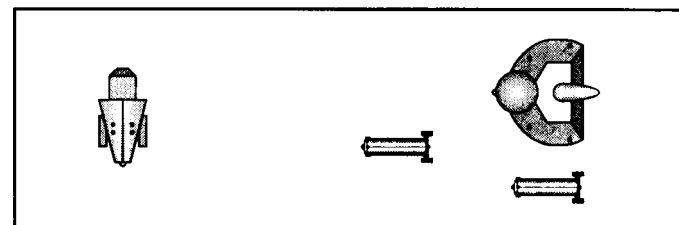
(SL187.71) Increase or decrease the number of turns.

(SL187.72) Do not allow the Defender Player to purchase any Size Class 3 ships.

(SL187.73) Increase or decrease the points available to the Defender Player to purchase Ground Forces. (He cannot use these points to purchase more ships.)

(SL187.8) TACTICS: These will vary depending on the Attacking Race and the Defending race. But both should remember that the success of the Attacking player in capturing and holding a Ground Combat Location for three consecutive turns is the thing. Nothing else matters. This means that the Attacker must come to the planet, and he has not much time to get there and take a GCL. The Defender must hold him off as long as possible while retaining the capability to move ground forces between different GCLs in order to block capture attempts or retake them.

(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 . . .

(SL188.1) NUMBER OF PLAYERS: 2; the Rigellian player and the Alpha-Centauran player.

(SL188.2) INITIAL SET UP

RIGELLIAN: YRD *Mbelleki* in 4218, heading E, spd 20, WS-III.

ALPHA-CENTAURAN: YAD *Herathia* in 0115, heading C, speed 8, WS-I.

Two unarmed small freighters within two hexes of 0115, heading C, speed 8, WS-I.

(SL188.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL188.4) SPECIAL RULES

(SL188.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Alpha-Centauran units can only disengage from the 42xx map edge. The Rigellian units can only disengage from 01xx map edge. Units

which disengage in unauthorized directions or areas are considered destroyed.

(SL188.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs as they had not been invented at the time of this incident..

(SL188.421) MRS shuttles had not been invented by any race at the time of this incident and are not available.

(SL188.422) There are no fighters in this scenario as none had been invented by the races involved. 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.

(SL188.423) There are no PFs in this scenario as they had not been invented at the time of this scenario.

(SL188.43) COMMANDER'S OPTION ITEMS

(SL188.431) 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.

(SL188.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, the drones will all be Andorian drones. There are no improvements available for Andorian drones.

(SL188.433) Prime Teams (G32.0) had not been created by any race at the time of this incident and are not available in this scenario.

(SL188.44) REFITS: There are no refits to any ships in this scenario.

(SL188.45) COLLECTING THE TARIFF: To collect the tariff, the Rigellian must send a boarding party (or more than one) onto a freighter, leave it there for 32 consecutive impulses and retrieve it. A freighter captain will not refuse to pay if the above actions are performed. Boarding parties from the Alpha-Centauran ship cannot be sent to the freighters before, during, or after a boarding by the Rigellians, and the freighters cannot purchase boarding parties of their own under the Commander's Options. (The merchants are interested in not paying the tariff, not adding repair costs on top of tariff payments.) The freighters will not operate their shields.

(SL188.5) VICTORY CONDITIONS: For the Alpha-Centauran to win, at least one freighter must exit through the 42xx hex row without having paid a tariff. For the Rigellian to win, neither freighter can exit through the 42xx hex row without collecting a tariff from it. Anything else is a draw. Reduce the level of victory by one level if the opposing destroyer is destroyed.

(SL188.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL188.61) Third Player: The Federation had a cruiser nearby in case negotiations broke down. Have a WCL enter from the 01xx map edge on Turn #3, speed max WS-III. The objective of the WCL is to keep the two destroyers from destroying each other. The WCL must use Non-Violent Combat (D6.4).

(SL188.62) The Alpha-Centauran merchants hired Orions to provide the escort. Replace the YAD with an Orion WDD.

(SL188.63) Replace the Destroyers with Cruisers, or use two destroyers on each side.

(SL188.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL188.71) Replace the weaker player's destroyer with the YCA of his race.

(SL188.72) Change the Alpha-Centauran ship to an Andorian ship and allow the weaker player to determine which side he wants to play.

(SL188.73) Move the starting point of the Alpha-Centaurans four or five hexes closer to the 42xx map edge.

(SL188.8) TACTICS

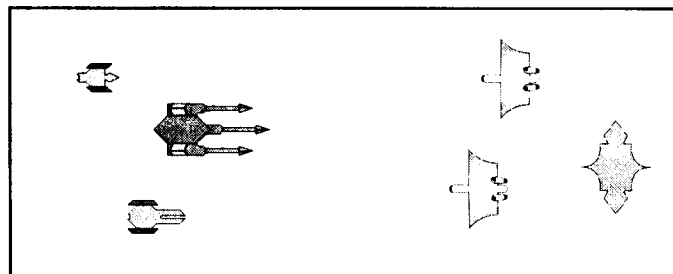
ALPHA-CENTAURAN: The blasted merchants want to avoid paying the tariff, but are they going to help you help them? Only by running. You are going to have to interpose your ship between the freighters and the Rigellian and make him think twice about trying to reach transporter range. Just try to avoid accidentally blowing the Rigellian ship up.

RIGELLIAN: Hey, someone has to pay for your anti-piracy patrols in the sector, and why shouldn't those greedy Alpha-Centauran merchants pay their fair share? At least their too concerned for their own skins and profit margins to offer actual resistance, but that destroyer is going to be trouble. This is going to be a straight out slugfest, but you have to make sure that not only do you not kill their destroyer, but you have to keep enough systems active to catch those freighters after the fight.

(SL188.X) DESIGNER'S NOTES: I wanted a scenario that pitted Federation National ships against each other. This is an expansion of something that was stated to have almost occurred at least once.

HISTORICAL OUTCOME: Last minute negotiations within the Federation Council resulted in an agreement (a bribe under the guise of several lucrative construction contracts to the Rigellians) before the two destroyers actually came to blows.

(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.

(SL189.1) NUMBER OF PLAYERS: 2; the Drex player and the Ymatrian player.

(SL189.2) INITIAL SET UP

TERRAIN: Use the Blackfoot Pass map originally published in Module B. If you do not have Module B, the entire map is covered with asteroids except for an area of clear space bounded by asteroids as follows:

Clear hexes along the north border; 0118-0814-1317-1615-1611-2308-2911-3408-3810-3815-4217.

Clear hexes along the south border; 0122-1017-1620-1919-1912-2210-2914-3411-3512-3517-4220.

All hexes between the above two borders are also clear.

The area of space is subject to the conditions of Drag Space (P51.0), see Module P6. If you do not have Module P6, Drag Space is summarized in (SL189.47).

DREX: BF 347 in hex 1318, PT 126, in hex 1417, both heading F, speed 8, WS-II.

Repair Base (RB) 43 in hex 4219, initial facing and rotation rate at the option of the Drex player, WS-II.

YMATRIAN: CA *Caloss*, DD *Devostii*, FFS *Fralish*, set up in any hex(es) between 0119 and 0121, heading B, speed max, WS-III.

(SL189.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or the special conditions of (SL189.5) are met.

(SL189.4) SPECIAL RULES

(SL189.41) The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Drex units can only disengage from the 42xx map edge. The Ymatrian units can only disengage from the 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SL189.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. In variants, note that Drag Space reduces WBP effectiveness to 50% speed increase.

(SL189.421) MRS shuttles were not available to the races involved in this action at the time it was fought. In a variant set in a year when MRS shuttles are available with races that operate such shuttles they may be purchased [up to the limits in (J8.5)] under (SL189.431).

(SL189.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if the year allows their use.

(SL189.423) There are no PFs in this scenario. In a variant of the scenario set in a year that allows PFs, and using races that operate PFs, PFs might be added as balance factors. If this is done, they will be standard combat types.

(SL189.43) COMMANDER'S OPTION ITEMS

(SL189.431) 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.

(SL189.432) SEEKING WEAPONS

(SL189.4321) The races that are involved in this scenario do not operate Tachyon missiles. In a variation using Tachyon missile-armed units, the players will need to determine how many Commander's Option points will be available to modify them in accordance with the year.

(SL189.4322) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are not available for purchase as special drones.

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.

(SL189.433) Prime Teams (G32.0) are not available in this scenario.

(SL189.44) REFITS: None of the units involved in this action had any refits installed.

(SL189.45) SUNSPOTS: The entire map is affected by Sunspots (P11.0), which will block communications between ships, prevent loaned EW, and give all units eight points of natural ECM. Sunspot effects end at the beginning of Turn #4.

(SL189.46) DREX MANEUVER RESTRICTIONS: The Drex ships are prohibited from moving in directions B or C before Turn #2. (They had never faced such a serious invasion before, and would

not simply flee an encounter with a virtually unknown race.)

(SL189.47) DRAG SPACE SUMMARY: Size class 4 and larger units pay double the normal movement costs. SC4 units have a max speed of 19 (18 warp, plus 1 impulse). SC3 units have a max speed of 16 (15 warp plus 1 impulse). HETs also cost twice as much energy; and subtract one from the breakdown bonus, unless the HET is at speed zero.

Seeking weapons, fighters, and shuttles add one to their turn mode.

Use effective speed (C2.412) for purposes of asteroid impact, deathdragging, etc.

Disengagement by acceleration is not permitted.

Tractor rotations of SC5 and larger units require one more point of tractor power than otherwise normal.

(SL189.5) VICTORY CONDITIONS: The Ymatrians win if they accomplish BOTH of the following conditions:

1.) The Ymatrian FFS reaches range 10 of the Drex Base before Turn #3 with at least one special sensor operational at which point it will begin jamming any calls for help from the base, and more Ymatrian forces coming through the pass soon will destroy the base. (Note that this will tend to make the FFS a tempting target for a suicide attack by the Drex ships.) If the base is not reached by this point, its superior communications system will allow it to punch through the fading local conditions and raise the alarm. Also note the doubled range effect of asteroids on special sensors (G24.183).

2.) Both Drex ships are destroyed. (Even crippled, if they disengage and warn the Fleet, the staging area will be compromised.) Any other result is a Drex victory.

(SL189.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL189.61) Replace the Ymatrian ships with a Worb Force including a DL, 2xFF, and an SC.

(SL189.62) Further complicate the battle by applying the effects of Sunspots (P11.0) to the situation.

(SL189.63) For a smaller and faster battle, use only the Drex base and PT being attacked by a Ymatrian DD and the FFS.

(SL189.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL189.71) Change the Drex BF to a BD or BC.

(SL189.72) Increase or decrease the time the Ymatrians have to reach the base, or the range the FFS needs to be at to jam its signal.

(SL189.73) Change one or both the Ymatrian DDs to a CA.

(SL189.74) Adjust the speed/starting position/weapon status of the Drex forces.

(SL189.8) TACTICS

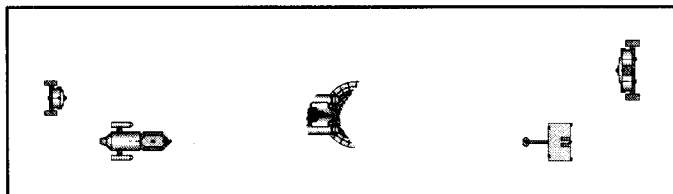
YMATRIAN: You have little time to reach the base, but cannot afford to ignore the Drex ships. Consider escorting the FFS with the DD and letting the slower CA duel the patrol. After the sunspots fade, keep tractors warm to prevent the Drex ships from getting away, and watch the EW levels. The narrow 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.

(SL189.X) DESIGNER'S NOTES: I wanted to get more use out of Drag Space from P6, the Blackfoot Pass map from Module B, and portray the opening stages of the Ymatrian Invasion facing the Drex.

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 draigooned 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: The scenario can be played again under different conditions by making one or more of the following changes:

(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: The scenario can be balanced between players of different skill levels by one or more of the following:

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

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

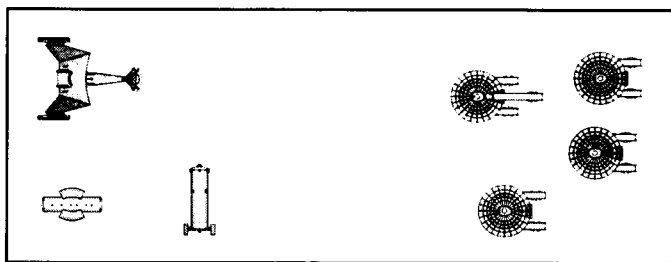
(SL190.73) Delete refits from the POL or add the shield refit to the G1.

(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.

HISTORICAL OUTCOME: This is just one of many similar occurrences. Sometimes the Klingons won, sometimes the Federation lost.

(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.

(SL191.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL191.2) INITIAL SET UP

TERRAIN: Asteroid field (P3.2) (optionally, use the Asteroid Field Map found in Module S2).

Small planetoid (P2.23) in hex 2215.

The initial map is a "Quiet Nebula" (P6.5), but is exceptionally quiet, see (SL191.45). Areas outside of the initial map are open space.

FEDERATION: FFD+ *McClusky* in 3327, FFGa *Dunnigin* in 3427, FFB *Enright* in 3528, FFGa *Degrass* in 3628, all heading F, speed 10, WS-III.

KLINGON: C7 *Fire* in 0106, heading C, speed max, WS-III.

Small disruptor-armed freighter in 2014, facing E, speed 0, WS-0.

SAMS [2xCivilian Cargo Pods Docked, 2xHangar Bay Modules, see (SL191.46)] *Labor Base* #7 in 2115, initial facing and rotation rate at the option of the Klingon player, WS-I.

Small Ground Mining Station on 2215F at WS-I.

Small Ground Based Phaser-4 on 2215F at WS-I.

(SL191.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged or until the end of Turn #15.

(SL191.4) SPECIAL RULES

(SL191.41) MAP: Use a floating map. The initial map is the extent of the Nebula and asteroid features. Any adjacent maps entered will be open space, and distances from the initial map will need to be tracked. The Federation units can only disengage in directions B and C. The Klingon units can only disengage in directions E and F. Units which disengage in unauthorized directions are considered destroyed.

(SL191.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL191.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL191.431).

(SL191.422) There are no fighters in this scenario. In a variation in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SL191.423) There are no PFs in the basic version of this scenario. They may be added in a variation or perhaps as balance factors. Any added PFs will be combat versions of the standard types and not leaders or scouts or other special types.

(SL191.43) COMMANDER'S OPTION ITEMS

(SL191.431) 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.

(SL191.432) All drones are "fast," i.e., speed-32.

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

(SL191.433) If players wish to use the optional rules for Prime Teams (G32.0), the C7 will normally carry one such team while the Federation can be given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional units.

(SL191.44) REFITS: The Federation FFD and FFGs have received the Y175 refit in addition to the refits listed in (SL191.2) above.

(SL191.45) NEBULA: This region of Nebular space is exceptional quiet. As such, there is no chance of random movement (P6.5). In addition, shuttles are not automatically destroyed (P6.41) and operate normally within the Nebula effects (i.e., they cannot be tractorred (P6.6) are affected by and benefit from the ECM in (P6.2), etc.

(SL191.46) HANGAR BAY MODULES: Due to the inability of transporters to operate outside of the confines of a base within the Nebula, cargo had to be moved by shuttle as it was processed. To accomplish this, the Hangar Modules on the SAMS station hold four HTS shuttles and four Prospecting Shuttles, and no fighters.

(SL191.47) FEDERATION DISENGAGEMENT: Any Federation unit which has not disengaged by distance or acceleration by the end of Turn #15 is considered to have been destroyed by arriving Klingon reinforcements.

(SL191.48) BACKGROUND NOTE: As transporters and tractors do not work within a Nebula (P6.6), it was necessary for Klingon ships to dock directly to the cargo pods in order to transfer their contents. This was a tricky business only possible because the Nebula was quiet. Without tractors, docking would have been otherwise impossible in a normal nebula.

(SL191.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that the Federation must destroy the SAMS or they have lost irrespective of any other outcome. The Klingon player raises his overall victory level by one if the SAMS is not destroyed at the end of the scenario.

(SL191.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL191.61) Substitute any BCH for the C7 and a similar frigate squadron for opposition.

(SL191.62) Allow the Federation player to select any three frigate hulls, although an FFE/A or FFR/FFRA cannot appear unless an FFV is taken.

(SL191.63) Delete a Federation FFG (or FFD) and downgrade the C7 to a D5K.

(SL191.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL191.71) Change the C7 to a D7W, or an FFGa to a DW.

(SL191.72) Add an E4 to the Klingon forces.

(SL191.73) Delete or add a Federation FFGa.

(SL191.8) TACTICS

KLINGON: You have a big ship, and plenty of power for EW. But close range photons will go right through your shields and cause you no end of harm. You might not even half to worry about it at all, except you have to interpose yourself between the Feds and the station. So they will get close enough to hurt you, and the freighter is not even a liability, must less a help.

FEDERATION: While it would be a real feather in your cap to wax a C7, the EW equation is going to make that rather difficult. You should only fire point-blank photons at the C7, or longer-ranged ones if you get a favorable EW situation (i.e., at least a 50% chance

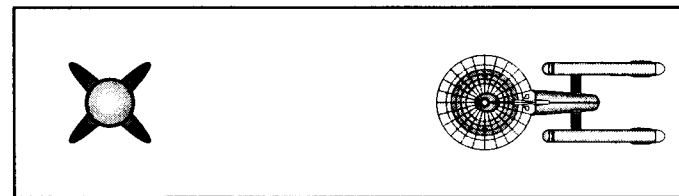
of a hit). But your real goal has to be the base, and do not lose sight of that. Go for it, hit the C7 with everything if it gets directly in your way, otherwise skate by it and hit the base.

(SL191.X) DESIGNER'S NOTES: An interesting combination of terrain and circumstances. Minimum shields, high speed and asteroids make for a dangerous mix. The larger ship does not benefit by having larger shields inside the nebula.

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 after the engagement.

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

Have you ever wondered how The Masters (SL50.0) abduct whole starships from space? Picture this, while on patrol along an enemy border the automatic sensors of your cruiser put the ship on red alert. You turn to your first officer to inquire the nature of the problem and are informed, to your astonishment, that your ship has been surrounded by an impenetrable barrier in all directions. To make matters worse, there is a glowing gold orb off your port bow transmitting the following message: "Welcome organic creatures. Your ship and crew have been selected for competition in the games ... PREPARE TO DEFEND YOURSELVES!!!" The captain, crew, and ship will never be seen again, they are now playthings for the enjoyment of the Masters.

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

(SL192.2) INITIAL SET UP

TERRAIN: The 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

2: 1x Type-R plasma torpedo
3-4: 2x Type-IVF drones
5-6: 2x Photon torpedoes
7-8: 2x Disruptors
9-10: 2x Tractor-repulsor heavy
11: 1x Type-S plasma torpedo
12: 2x Phaser-IV

SPECIAL WEAPON

1-2: Mine scatter
3-4: 4x type-IF drones
5: No special weapon
6: Random displacement

(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), or 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: The interaction of the Orb with other systems in the game is defined below:

(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) DESTRUCTION: 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.

(SL192.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL192.61) Use the "No special weapon" result on the "Special weapon" chart for your own option or to make one of the other options more probable.

(SL192.62) Substitute a non-tournament cruiser, or smaller ship for the tournament cruiser. The Orb is extremely difficult to defeat with any ship smaller than a war cruiser. Any captain able to defeat The Orb with an astounding victory in a small ship would surely be known, within the realm of the Masters, as a legend.

(SL192.63) Play the scenario in terrain, possibly using one of the terrain maps in Module B (The Orb is very difficult to defeat in most terrain).

(SL192.64) Add the Orb to a normal scenario between two very small ships, forcing them to fight each other and the Orb.

(SL192.65) Change one of the weapons on the "Range 8 weapon" chart.

(SL192.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL192.71) Increase, or decrease, the speed of The Orb.

(SL192.72) Increase or decrease the damage needed to destroy the Orb.

(SL192.73) Increase or decrease the time allowed to destroy the Orb.

(SL192.74) Allow the Tournament ship to use some of the Commander's Option Items.

(SL192.8) TACTICS: This tactics section is meant for playtesters. It is too much information to provide with a published scenario. I have used all of the tournament cruisers at least once and HAVE achieved an astounding victory. It is easiest to defeat with a plasma ship or the Klingon, hardest with the Kzinti or Lyran.

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

by *Andromedan Fleet Captain Paul Scott*

I want to start by thanking a few people who helped me get here. I came to this Origins more prepared than I had come to any other Origins ever. That can be solely blamed on Gregg Deickhaus for his creation and development of Star Fleet Battles: Online (SFBOL) (and Patrick Abram for keeping it going). SFBOL is by far the most important thing to happen to SFB tournament play since "The Deal." In most years, I would have practiced playing maybe ten to fifteen games, usually in the last couple of months around Origins and against a small (although very high quality) group of players. This year, I must have played over one hundred games and participated in two major Rated Ace Tournaments, the size and quality of which were second only to the Origins Captain's Tournament.

In addition to the playing time, SFBOL provided me with numerous, quality individuals with whom I could discuss my ideas. If you have not yet subscribed, do so. It is the best \$40 you will spend on a game this year. All of my opponents this year, save one, are online.

Secondly, I would like to thank "The Collective." They know who they are and their importance; I will let the rest of you guess.

I also want to thank and make mention of Calrossie Man. Cal, starting in about August of 1999, was a fledgling Andromedan who had never been to Origins. We chatted a bit early on, and I gave him some advice about learning to fly the Andromedan, which amounted to "pretend you do not have a Displacement Device." I thought nothing more of this for a while, having said essentially the same thing to a number of other players. By January he was an excellent Andromedan captain and placed fifth in Captain's this year - his first run for the Hat. Cal understands the Andromedan perfectly and I was able to add new techniques to my game by playing against him and chatting with him since about March of this year.

Of course, a special thanks to the Judges and administrators. Somehow, Origins gets pulled off flawlessly every year. It must be utter chaos at times, but the judges and staff, particularly Joe Butler and Steve Petrick, manage to make it look like it is no problem at all.

Finally, none of us would even be here if it were not for the vision and effort of Steve Cole. My eternal thanks for creating and keeping alive the greatest game ever made.

Another thing I want to mention is the way I am writing this article. I have asked for input from all of my opponents on the descriptions of the games below. If you read something like "My opponent's goals were X," it is because my opponent told me his goals were X, not because I am trying to guess at what he was thinking. All of my opponents will have had the opportunity to participate in the writing on his own section and this is really a joint work of authorship. I hope this will give everyone a better flavor for what was going on in the games, as well as present a balanced description of each game.

Unfortunately, my final two opponents were unable to provide comments, although I was able to speak with Dr. Pundy about our game, shortly after Origins.

Now, on with the action.

CAPTAIN'S ROUND #1

"Spinning Around the Cat": 5 Turns
Opponent: Craig Horvath (Ace), Kzinti
SFBOL Nickname: Rslayer

This game 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 standards.

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 juked 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 phaser-2 each. We ended the turn at about range 12 of each other, drones again between us.

Turn #4: By all accounts, this turn is a run turn for the An-

dromedan. 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 tractor 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 juke 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.

CAPTAIN'S ROUND #2

"Breaking Rocks": 3 Turns

Opponent: Howard Sanders (Ace), Neo-Tholian
SFBOL Nickname: Not Online

The Neo-Tholian is illustrative of the classic problem many galactic ships face against the Andromedan - the circle. Drones, and to a lesser degree, plasma are the only way to prevent this for the movement cost one (MC1) galactics. The Neo-Tholian has neither. Option two to prevent the circle, is to keep your #1 shield facing the enemy. This game shows a combination of those effects. On the first pass, Howard prevented the circle by keeping his #1 shield facing me. On the second pass, that was no longer possible. Howard's plan was to try and set up a double hit on the rear power absorber panels or, if that was not successful, a good shot through the front panels.

Turn #1: On Impulse #1, we both made announcements. Howard turned off his web-pass ability and I dropped my rear panels. The dropping of the rear panels is something I do if I am pretty sure I will be engaging someone without ever showing them. This is almost always the case in a game against the Neo-Tholian, Lyran, or Federation. For reasons that will become clear later, it is a crucial part of beating a Federation ship that hits with three of four photons during the range three exchange. Although not a crucial part of defeating the Neo-Tholian, it can often help and in this game it did.

As in most of my games, I headed directly forward from my

starting position, trying to narrow our gap to about four to six hexes. My goal is to reach his oblique with the option to hit range three before leaving my FH arc. I was able to do this and near the later part of the turn, after Howard turned in. I got to range three in my FH arc just off Howard's #1 shield (two forward, one left) and on an Impulse where only I would be moving. As is customary for me, I did not announce displacement but did call for fire. As I described in my article in Tournament Book 2000, this puts the galactic in a very uncomfortable position. I am probably going to fire some, if not all, of my bearing weapons and the resulting internals are likely to cause a substantial reduction in the firepower of the enemy ship. Against another galactic, a ship will often choose to fire some of his weapons here, but splitting fire on an Andromedan just does not make sense. The result is that the Andromedan gets to fire some or all of his facing weapons (usually both TRHs and zero-to-four phaser-2s), see what happened and react accordingly. That is what happened here. I fired both TRHs and all four facing phaser-2s. I rolled poorly and scored only 45 total damage. Still, it was 15 internals and only one of his phaser-3s was in arc. I killed three power, the snare and two phasers.

Next impulse I decided that I wanted to do some more damage to him and HETed back to his centerline at range two. I am a large proponent in the Andromedan of doing as much damage to the opponent as possible, even at the cost of taking internals myself. This time I did announce displacement to force him to fire. This is a good example of safe use of the displacement device. From range two, in his current position, Howard was likely to do anywhere from 55-70 points of damage, with a typical full alpha strike scoring about 64 points. He was also faced with taking an additional seven to nine internals. He had already lost the snare and again had only one phaser-3 to absorb phaser hits with. If I got a little lucky on my internals, he could find himself down a web caster, a disruptor and one or two phaser-1s in addition to the phaser-3 loss. Additionally, if the displacement was successful, I would be at range six-to-eight. This meant that there really was no choice for Howard other than to fire at that point. He did fire and scored 61 total damage. I scored eight internals, depriving him of one more power, his web caster, a disruptor and his other phaser-3.

His one internal was a power absorber panel, which brings me to why I dropped the rear panels on Impulse #1. When the power absorber panel was destroyed here, it released eight power (it had two degradation). Normally, had my rear panels been raised, this power would have flowed to them and at the end of the turn I would have taken only one point of power into my batteries and dissipated four points, leaving three in the rear panels. In this case, however, all eight points went directly to batteries, giving me a free "mini-dump."

My displacement was successful and the next impulse I raised my rear panels and went to standard levels. We ended the turn at about range ten.

Turn #2: This turn was uneventful. Howard could not really chase me with his down #1 shield. I was moving to position myself for an attack on his #1 shield if I could get it, but Howard was intent on preventing that. He moved speed 26 the entire turn and I did a standard 21/28 plot. I turned around and tried to angle on to his #1 shield, he avoided this, turning his #6 shield to me. Near the end of the turn, he started launching shuttles. He announced he had hastily repaired his disruptor to range ten. I had started repairing my destroyed power absorber panel and repaired two degradation from the front bank.

Turn #3: I plotted speed 28 the entire turn, he plotted speed 21. I started the circle. I was off his #6 shield to start the turn and knew he could not turn his #1 shield towards me. So circling him was going to be a good bet and I knew I would get a range three or better shot on his #5 shield unless he HETed to avoid it.

I ended up giving him a range four shot on my rear power absorbers (between the lost power absorber panel and degrada-

tion, the front and rear panels were nearly identical) before I took my shot. He took that shot with four overloaded disruptors and four phaser-1s, scoring a few internals, including a power absorber panel and a phaser-2. Howard was really looking for another shot at range three on my forward panels, but the range four shot was going to be the last time, barring an HET, that he saw me in his FA arc that turn. He was hoping to be able to get some good DAC rolls and run.

After the shot, I considered offensive displacement, since I was pretty sure I could get an overrun on his #1 shield. Since I did not loose a TRH, however, and I was about to do another 30 or so internals to him through his #5 shield, I decided against it.

On the next impulse, I turned in and took a range three shot on his #5 shield, scoring about 25 internals. This blast left him with 28 total power and only three disruptors, three phaser-1s and a phaser-3 for weapons.

Although his shuttles were able to do a couple more internals to me as I pulled off, his ship was no longer capable of pressing the attack, so Howard conceded.

CAPTAIN'S ROUND #3

"Gutting a Klingon": 4 Turns

Opponent: Tos Crawford (Ace), Klingon

SFBOL Nickname: Tos

This was an interesting game because it emphasizes a unique strength the Andromedan has, sometimes even deep into the tournament. In Tos' words, "my strategy against the Andromedan was to simply not fly against it." Because the Andromedan is such an odd ship with its own set of rules completely unlike any Galactic ship, it can benefit greatly from many people just not playing enough against it.

On the advice of a friend, Tos had read an article detailing how "every" Andromedan flew - that article turned out to be Bradley's Andromedan White Paper. His strategy was to set up a trap for the Bradley Andromedan by placing all of his special drones (two type-IF and two type-IVF) in his scatterpack and sending it (and his remaining three shuttles) in one direction, while he slid off towards the corner. The idea was to delay the engagement until early on Turn #2, which would both disrupt my timing AND have me displacing into his shuttles, where I would be greeted with four fast drones out of the scatterpack. This strategy is likely to work very well against a Bradley style Andromedan. Unfortunately for Tos, I play nothing like the Bradley Andromedan and things unfolded a bit differently.

Turn #1: I use a different opening plot against the Klingon than I do against most other ships. I consider the Klingon one of the more difficult ships to fly against, but it has to set up its Turn #1 drones well to make this happen. Since the Klingon only has two drone racks, this means getting the scatterpack in play before the first engagement, providing the Klingon the mobile terrain it needs to fight behind. To disrupt this, I plot speed 31 until Impulse #8, changing to speed 28 on Impulse #9. I then observe what the Klingon is doing for eight impulses and based on what he does, I may decide to keep my speed at 31 for the remainder of the turn with an unplotted mid-turn speed change.

Tos plotted speed 21 for the entire turn and armed four standard disruptors.

On Impulse #2 he turned for his right corner and launched two type-IM drones and a shuttle (his scatterpack), he launched his remaining (manned) shuttles on Impulses #4, #6, and #8.

Since he was diving for the corner and was separating from his launched drones and shuttles, I decided to keep speed 31 and engage his shuttles. Near the end of the turn, I phasered down his type-IM drones with two phaser-3s and continued towards his shuttles. When I reached range eight of his scatterpack, it broke. I saw I could use a T-bomb to kill all of the drones, so I chose to do just that. I also closed on his remaining shuttles; killing two of

them with range three phaser-2s.

At the end of the turn, Tos discharged his four standard disruptors.

Turn #2: I plotted a standard 21/28 plot, and Tos again plotted speed 21 for the entire turn with four standard disruptors.

I overran his remaining shuttle, killing it with two phaser-3s and, before showing my rear power absorbers to Tos at range eight, I displaced. I then turned off and ran. Near the end of the turn and near the middle of the map, Tos fired his four standard disruptors at me from range 9-15, hitting with two. I turned back into him after his shot and we ended the turn at about range 12.

Turn #3: I plotted speed 15 for the entire turn. This was to allow myself to turn quickly and to delay the engagement until near the middle of the turn. It also has another function. With only ten power paid to movement (and two warp paid to the displacement device), I am left with 12 reserve warp and one reserve impulse. I can go to speed 30 at any time, and because I will be making the change for the remainder of the turn, I do the speed changes at a one-to-one ratio of hexes gained to hexes paid for.

Tos plotted speed 21 until Impulse #8, increasing to speed 31 on Impulse #9, dropping back down to speed 26 on Impulse #22, for a total of 27 movement. He also armed two disruptors as overloads.

I started the circle. On Impulse #14, Tos got a range five shot on my rear panels. It was going to be the last time he saw me in his FA arc that turn, so he fired, using batteries to arm a third overload. He hit well and scored two internals - a hull and a right warp. He also launched three medium speed drones to complicate my approach.

I spent some time dodging the drones and on Impulse #17 I went to speed 29. A few impulses later I got the shot I was looking for - range two on his #5 shield. I fired and scored 28 internals. Against some ships you want Mizia, but against the Klingon you are only looking for a single massive volley. This is because the Klingon has many tertiary weapons and his primary weapons come back fast. His weakness, however, is in his light hull configuration, which results in rapid power loss when taking internals. The 28 internals netted me three warp, two APRs, two impulse, and three batteries.

The next impulse, I did hit-and-run raids against my favorite target, taking out an additional APR and leaving him with 31 total power. After my shot, I turned off and when I reached range nine I did a dump, clearing my panels and replenishing my batteries to 30. Tos took a long range phaser-2 shot at my down panels, but missed.

Turn #4: Another way I play the Andromedan very differently than most others - the TR beamless overrun. Almost no one is prepared for this, expecting a run turn instead, but phaser-2s are pretty good weapons. If you can get the down shield again, you can net a handful of internals - hopefully power. Or you can choose to overrun a fresh shield with them, knocking it down and making the next turn that much easier to score the killing blow of TRs and phasers through a down shield.

I plotted speed 28 for the entire turn. Tos plotted speed 15, recharged his phasers and loaded three standard disruptors.

I decided I wanted to hit his down shield again with my phaser-2s. I turned around and was trying to set up a run on his #5 shield. Unfortunately, a speed 15 Klingon is hard to move against, so I decided to overrun him and take down his #1 shield. I got to range one center-lined on Impulse #20.

Tos launched two type-IM drones. I knew this was coming, but since I had no damage in my front panels, I was not that concerned about it. I knew they were type-IMs because his type-IVs had been in the scatterpack on Turn #1. Since he had launched the scatterpack on Impulse #2, there was no chance he had off-loaded any drone spaces from the scatterpack before launching it. What I was worried about, was getting hit on my rear with his phasers. My rear was at 30 total capacity from the degradation

the turn before. I announced displacement, figuring if I failed, I would move on top of him and let him have range two on my rear panels the following impulse. I fired six phaser-2s on his #1 shield and scored 28 points. Tos held fire and I successfully displaced. At that point, he had a down #5 shield and a nearly down #1 shield and he was still very low on power.

Over the next one or two turns, I would get a game ending shot on the #1 shield or #5 shield without him being able to do anything to me in return, since my front panels were still untouched. Tos resigned.

CAPTAIN'S ROUND #4

"Crushing a Box" (Round of 16): 3 Turns

Opponent: Steve McCann (Ace), WYN Aux (2xHellbore-FA, Disruptor-LS, Type-B Drone Rack)
SFBOL Nickname: Moose

This was Steve's first showing in the Final 16 of the Origins Captain's Tournament, so congratulations. Steve is a great player and a member of my extended local group, I will expect to see him as a regular in the Origins Final rounds in the future.

Steve's WYN has a package that has great difficulty inflicting damage on the Andromedan. Much like the Orion fighting the Federation, there are some special WYN packages that can give the Andromedan a very hard time, but end up being not very good against most other ships. The principal problem an AuxBox will face is the Andromedan will get outside the WYN's FA arc and stay there unless the WYN HETs or takes a few turns to get him off of it. The WYN, although it has five drone racks, has only single drone control. If I take the fight to where his drones are not, I can circle him, forcing him to turn off (an easy way to get behind him), or eventually drop tracking on his drones to put more out.

Turn #1: I plotted 21/28, Steve plotted 21 the entire turn.

Steve dove for the corner. He wanted to delay the engagement for as long as possible, both to run me a little down on power and to allow full use of his drones. I piddled about a bit and eventually turned in. On Impulse #28, Steve launched a set of medium speed drones. We ended the turn at about range 15, him facing A, just outside his right-hand corner, me facing C near the middle of the map.

Turn #2: This was a position turn for me. My goal here was to put some distance between his drones and me and to set up a circle. I plotted 31 moves for the turn, using a 28/31/28 plot, to keep my turn mode at five for the first eight and last seven impulses of the turn. Steve plotted speed 31 for the entire turn.

I circled back towards my starting position, then started moving along my wall. This had the effect of dragging the drones toward the middle of the map, before they could turn down, putting them completely out of position to help Steve. By Impulse #28 we were getting closer to each other, and Steve launched a drone. I juke around that drone and on Impulse #30 Steve dropped tracking to the drone he had launched on Impulse #28 and on one of his drones from Turn #1 and launched two more drones. We finished the turn at range five, me just outside his FA arc (and he just outside mine), him facing E, me facing C.

Turn #3: I plotted speed 31 for the entire turn, wanting to make sure I had movement preference throughout. Steve plotted 21/24, the break coming on Impulse #12.

I started to complete my circle, and on Impulse #5 I turned in. I was going to overrun Steve on his #3 shield if he did not do something. That same impulse, Steve dropped tracking on his four remaining Turn #1 drones and launched four new drones. He then turned off, launching a shuttle on Impulse #11.

I pursued him and on Impulse #12 I was in position to start my overrun. I ate the two type-IM drones he launched on Impulse #30 of last turn, to conserve my phasers for use against him. Those drones were taken on my rear power absorber panels. His other drones were inconveniencing further pursuit, so on Impulse #13 I

slipped into the launched shuttle (it was a suicide!) and asked for fire. Steve had this armed all game as an overrun deterrent. He correctly anticipated that I would not be expecting it.

I was at range one off his #3 shield. I, as usual, did not announce displacement. I fired two TRHs and four phaser-2s; Steve fired his bearing phasers. I scored 55 damage to him; he scored 31 on me. His #3 shield was reinforced by eight points, so he took 23 internals, netting me some power and a whole lot of fluff. Steve knew that I would hit this shield, and he knew that he needed to make me displace or evade his seekers to get me back in his FA arc. I did neither.

Over the next three impulses, we maneuvered. I was hoping to get a chance to HET and bring my other phasers to bear, but that was made impossible by his drones. On Impulse #16 we were at range one, me directly off his #5 shield. On Impulse #17, only I was scheduled to move. Steve, however, decided to try an HET to see if he could get his hellbores in arc (they were not overloaded). He failed his HET roll and conceded.

CAPTAIN'S ROUND #5

"A New Pair of Boots" (Round of Eight): 3 Turns

Opponent: Ralph Wiazowski (Ace), Gorn
SFBOL Nickname: wralphy

The Gorn is the ship I most like to fight in the Andromedan. It is true that the Romulans have fewer phasers, Hydrans have even less potential to do damage, and the WYN AuxBox is as unmaneuverable as they come, but the Gorn fight is just more certain. I expect to take a few internals here and there, but there will be no surprises. Romulans can cloak and the Tournament FireHawk has the FH torpedoes; the Hydran can mess up your movement with his fighters, and the mass of drones you will face from an AuxBox makes things tricky. The Gorn is the ship with the fewest tactical options against the Andromedan. There are two standard plans for the Gorn. You either launch EPTs and trying to drag the game out, hoping for a mistake at the right moment, or you try to get lucky with some bolts. Ralph went for the bolts.

Turn #1: I plotted a 21/28 plot and Ralph plotted high speed and held his plasma-S torpedoes.

We both move directly out towards the center of the map. At range ten, Ralph launched two plasma-S torpedoes. His purpose here was to force the engagement to as late in this turn as possible, or preferably early in next turn. I assumed they were both pseudoes, but was still not willing to eat them for 60. I cut across his plasma and started slipping away. My plan was to drag them to 44, eat them on the rear panels, and then press the attack again. Nearing the last part of the turn, I turned back in, but had the choice to eat them on the front panels with the Gorn at range three centerlined, or take them on the rear panels, but then possibly need a HET to shoot at the Gorn that turn. I chose to just slip in and eat them for 44 on the front panels. They were the expected fake torpedoes and I chose to not announce displacement and just called for fire. Ralph held fire, I fired two TRHs and four phaser-2s doing 54 damage to his #1 shield, which had a ten-point brick. He took fourteen internals losing a pair of phaser-3s and a phaser-1, but no torpedoes.

Next impulse we both moved. He slipped right and I went forward. I did not want to displace from here, but since his turn mode was not satisfied I had the chance to do another ten internals with my T-bomb, so I decided to go ahead and do it. I started with two hit-and-run raids, which he chose to let through. I got both of the two targeted batteries, which meant he would have to have allocated an HET last impulse after fire, or he would be forced to go forward. I dropped the T-bomb out the hatch and announced displacement. He fired everything that bore and hit with three torpedoes (missing with a plasma-F) and rolled well on his five phaser-1s, scoring a total of 66 damage. His six internals were a hull, a TR, a PA, and three phasers! I succeeded on my displacement,

which caused the mine to activate immediately, and on the next impulse Ralph took another ten internals.

Turn #2: I plotted a moderate speed (21) for the entire turn. My plan was to clear the panels of more power and to use all of my remaining phasers to damage Ralph through his down #1 shield if he gave chase. Ralph considered two options: stop and reverse movement to use his "other #1 shield" or to chase me, knowing he would take more internals that turn and do none in return. He decided that if he sat, I would just run away and dump, making a comeback next to impossible. He chose to chase at maximum HET speed, conserve energy, and repair one battery so that he could fast-load both torpedoes if he needed to on Turn #3.

We both marched down towards the wall until it ran out and we were forced to turn. When Ralph turned he had two options - turn completely off or turn his down shield to me. Having made the decision to chase in Energy Allocation, he turned his down shield to me and over the next several impulses I shot him with three range eight phaser-2s, scoring moderate internals, including another phaser.

Turn #3: My plan this turn was to do more damage through Ralph's #1 shield while I completed the repair of my lost TRH. Ralph knew I would be able to overrun him on his #1 shield here, and that is why he wanted both fast-loads to hold me off a bit longer. I plotted moderate speed again and turned in.

Near the middle of the turn I saw that I could get a close range shot on his #1 shield with at least two phaser-2s and my remaining TRH. We got to about range three and I increased my speed to 31. I was facing in such a way that only one of my phaser-2s was in arc at range three. I fired it and scored some unimportant internals.

Next impulse I moved to range two and announced hit-and-run raids - intending to hit a pair of batteries again. Ralph again was faced with the option to use two power from batteries to block the raids or face the chance of losing them. This time he blocked the raids and I then knew he could only arm one fast-load.

Next impulse I HETed to range zero and Ralph conceded.

CAPTAIN'S ROUND #6

"Fishing Trip" (Round of Four): 10 Turns
Opponent: David Jahnke. WYN Black Shark
(Phaser-1-LS, Type-B Drone Rack)
SFBOL Nickname: BigSlowTarget

I have to apologize for the write-up of this match-up. This was the second best game I played this tournament, which is fitting since it was my semi-final round and I rate my final game against Dr. Pundy as the best game. Unfortunately, this game was also the game I started later than any other game and it went longer than all of my other games. Sadly, my mind was jelly near the end of the game, and I just stopped keeping track of my opponent's Energy Allocation and other details, since it was all I could do to keep track of my own power. By the end of the game I would roll some dice and have to ask my opponent or observers how to add them up. Also, as I mentioned earlier, my opponent was unable to assist me in the writing of this section.

This was a great game that deserves better than what I am able to give you, but what I have resolved is this. I have excellent records of the first part of the turn and a vivid memory of how the game ended. Rather than do a poor job of reconstructing the middle of the game, I have grouped Turns #4 through #9 together and will try to present a good feel for what was going on. The chronology would not be right if I tried to separate out the events that happened in those turns.

The Shark, I consider to be the weakest of the disruptor/drone ships, especially against the Andromedan. It has limited drone capabilities now that the fast drones have been removed. I had practiced this match-up against David Conroy on SFBOL, an excellent Shark player who I had the pleasure of playing in my round

of eight game last year. After that game, we had both agreed that the lack of fast drones really hampered the Shark's ability to control the movement of the Andromedan, and I felt pretty comfortable in this game.

My plan going in was to treat it like it had no drones, and prepare a circle against it, or to smash the #1 shield if he did not let me circle him.

Turn #1: I did a 21/28 plot. Dave plotted 17/26, the break coming on Impulse #18. He armed his disruptors at what I am guessing to be two overloads and two standards, or one overload and three standards.

He started by turning towards his corner, but did not dive, but rather moved towards the middle of the wall. I moved forward for several hexes, then turned towards that wall as well. He launched drones on Impulses #17, #20 and #25. I killed the drones he launched on Impulses #17 and #20 with what would be offside phasers, and juked the other drone.

On Impulse #31, I reached range two with him center-lined on me. He launched two shuttles. I announced displacement and fire. He fired three overloads, one standard load, seven phaser-1s and three phaser-3s, scoring 63 total damage and killing a TR. I fired two TRHs and my four bearing phaser-2s scoring 54 damage and getting a drone, two warp, an impulse, and three phasers.

My displacement succeeded, and I went to within range seven of him. I then made what many will think to be a poor choice. I am very aggressive about clearing power. Having taken down his front shield, I wanted to turn back around and attack him with phaser-2s again next turn. So, on Impulse #32 I reduced my panels to standard levels, pushing 24 power to my rear panels. At the end of the turn, I was able to rid myself of six more power than I otherwise would have, because my rear panels could send to batteries and space as well as my front panels. It also set me up for an Impulse #8 front panel drop, which would clear everything from the front panels, except the degradation and let me turn around to engage him with my phasers. However, it did leave me vulnerable for one impulse next turn, if David chose to take advantage of it.

Turn #2: David did choose to take advantage of it. I plotted 28/21. He plotted 20/19/15, with the breaks coming on Impulses #6 and #13. He armed four standard disruptors and reloaded his phasers. His plot allowed him to miss only one move in the first seven impulses (not including Impulse #1, which, of course, we both missed).

On Impulse #7, he fired and did well. I lost a lot of power - four warp and all my impulse and APR, as well as two phasers. After his fire, on Impulse #8, I turned off my forward panels and pushed 21 power to batteries.

On Impulse #13, he launched a drone. I turned around to face him and on Impulse #21 he launched another drone. I was eventually able to get a good shot on his #1 shield and took out a disruptor, another warp, an impulse, and an APR.

Turn #3: He stopped. I plotted speed 21 for the entire turn, with six reserve warp.

I started to circle him. I eventually took a shot on his #3 shield, downing it and doing a handful of internals, mostly power - two warp, two impulse, three APR (leaving him with 25 power - all warp), another drone rack, as well as some phasers.

After I turned off, he fired at me with his three overloads and five phaser-1s, not scoring well. I took a few internals including a TR (but my first TR hit would be fixed next turn), a warp hit, and a couple of batteries. After his fire, I did another dump.

Turn #4-9: Sorry again. Things get fuzzy here, but here is the gist.

For the rest of the game, David did very little moving, staying mostly between speed nine forward and speed nine in reverse. He only had one drone rack left; I fired on David one more time during this period, on Turn #5, on his down #3 shield, but from range six. Just as he got unlucky on his Turn #3 fire, I got unlucky

here, rolling a six on my TR shot and doing only a few internals.

David also fired on me, pretty much every turn, doing a small number of internals on each of Turns #7, #8, and #9.

The Turn #9 internals were the most amusing now, and most emotionally draining at the time. I pulled into range 20-something of his ship, and to what I thought was range 16 of his shuttles. I had miscounted, I was at range 15 to the shuttles (what can I say, I had to announce simple addition to the room to get an answer because I could no longer add). The dump was important to me, because I was basically out of power. I had repaired myself to five batteries and two TRHs and was planning on making an attack run next turn. David rolled like a God with long-range phaser-1 shots and those shuttles, killing three batteries and another warp. It was very disheartening.

At this point, my forward panels were degraded by 33 points and my rear panels by 8 points. I, however, had downed two of his shields and reduced him to about 19 power. He had no drones left to launch, but did have most of his direct-fire weapons remaining. We had each used all of our repairs.

Turn #10: Dave plotted speed zero again. We both had no impulse available. I am approached at speed 15 one hex off his FA arc. I reached range four on Impulse #15 and let two impulses tick by.

On Impulse #17, I announced displacement behind him. I succeed. Because he was only be able to TAC once in the next eight impulses, I was able to fire on him and then turn off. My rear panels were empty and had only eight degradation. I got on his #4 shield at range two and fired, scoring 48 damage. The result is that he was left with nine power, two disruptors and one phaser-1.

David conceded.

CAPTAIN'S ROUND #7

"Return of the Box": (Final) 7 Turns

Opponent: Dr Andrew Pundy (Ace) WYN AUX (Hellbore-FA,
Disruptor-FA, Type-B Drone Rack, Phaser-G-RS)
SFBOL Nickname: DocPundy

Wow! For a couple of reasons, I was very happy to be back in the finals. The last time was 1995, and Tom Carroll beat my Archeo-Tholian with his Klingon. ("Beat" is being generous to myself - I was humiliated in that game.) I had come close a couple of times with the Andromedan over the last few years (I had lost in the Round of four in 1997 and 1999), but this was my first time back to the show.

Wow also because this was such a great game. Both Dr. Pundy and I were on the top of our games. We both had solid game plans that we stuck to. It was a close game with some very tense moments. There is no way I can do it justice in print, but I will give it a shot.

I want to thank Dr. Pundy again for one on of the most memorable and fun games I have ever played and congratulate him for making it to the finals and playing so very well.

I also want to thank again and make specific mention of a pair of Judges here. During our game, Dr. Pundy and I were both able to simply concentrate on the game at hand, because of the generous offer of Mike Filsinger and Steve Petrick, both of whom took on the duties of both judging and running our impulse procedure for us. Having them go beyond the call made the game much more enjoyable for me and I am sure for Dr. Pundy as well.

My plan against the AuxBox for this game was not so different from my plan against Steve McCann earlier. Dr. Pundy's AuxBox though, was better suited to fight me, as it had a phaser-G instead of a second hellbore. That probably sounds counter intuitive to a number of people, but I find the phaser-G to be very effective against the Andromedan. First, it does a lot of damage at range two or better. As you know, I like to overrun, and that certainly complicates things. Secondly, it is cheap. A hellbore costs three or six power when fired and costs three every turn.

The WYN Aux also has a lot of power and using a brick is going to make him difficult for an Andromedan, but I still think the power costs are significant.

Finally, I think the hellbore is one of the worst anti-power absorber panel weapons in the game. It is an every other turn weapon that does not really do that much damage, at least not to one power absorber bank. It is also fired in a separate volley from your phasers. If you are firing on weakened panels, this gives the Andromedan a chance to use his "tertiary shields". The "tertiary shield" is a concept that came about with the degradation rules. If an Andromedan has full panels and takes, for example, three damage, the panels are degraded by one point, releasing one energy. Assuming there is room in the other set of panels or in the batteries, the Andromedan only takes two internals. It has its uses in helping prevent or punish a dump, but those uses are limited and assumes that the weapon is not yet fired. Having a phaser-G on his ship definitely affected my movement, as I tried to avoid attacking on the side of his ship with the phaser-G.

Dr. Pundy's plan was very different from most. He had decided to play a starvation game, relying on his drones to mitigate my fire and his ship's inherent toughness to keep him in the game while I was drained of power. This is very difficult to pull off, but he was able to use it expertly and it resulted in a very close game.

Turn #1: I plotted a standard 21/28 speed plot. Dr. Pundy plotted speed 21 the entire turn.

He did a corner dodge and lobbed out drones on Impulses #17 and 21. This was what I expected, and I responded by piddling my movement away. We ended at about range 15, with the drones between us.

Turn #2: I again plotted a speed 21/28 plot. Dr. Pundy plotted speed 31 for the entire turn.

On Impulse #3, I increased to speed 31 on Impulse #4 instead of Impulse #28 with an unplotted mid-turn speed change. We closed rapidly. I was trying to circle him and juke the drones at the same time. I also wanted to make sure that I ended up attacking from his #5/#6 shield side, and not his #2/#3 shield side, since his phaser-G was on the right side.

I managed to get around the drones and on Impulse #11. I was at range two off his #6 shield. I had him in a position where he had no good choices for his movement. He took the best move and I had to HET to go to range two on the #5/#6 shield spine, shooting at the #5 shield. He launched a shuttle. I announced fire, but not displacement. I fired two TRHs and four phaser-2s. He held fire. I scored 53 damage and after his five reinforcement he took 24 internals. This killed three warp, one impulse, two phasers, one drone rack, and a whole lot of fluff.

For the unaware, with eight center hull and ten cargo, the WYN AuxBox has a whole lot of fluff to give.

I started maneuvering back around behind him, but his drones became a problem and on Impulse #21 I decided to displace to a more convenient place. We ended the turn a fair distance away from each other, me chasing. I would later regret using power the way I had because, although he had not done any damage to me, his plan to run me out of power was going very well. He launched drones at me, which could well have hit if I let them. You will recall from Steve McCann's game, I am not at all averse to slamming into drones to save my phasers for the opponent. Dr. Pundy knew this and it was a risk he had to take to sell his plan. His choice not to fire was sound, even if he was intending to damage me later. It was really quite masterful. If I caught on to what he was doing too soon, the result would have been that he took a bunch of internals and lost a shield for nothing.

Turn #3: Blind to his plan that I was, I was still running low on power, so I needed to conserve. I had 10 and 2/3 points of power to start Turn #3. I plotted speed 24 for the entire turn and plotted six reserve warp and one reserve impulse. I did not arm TR beams, so I spent only one point from my batteries. Dr. Pundy plotted speed 24/31 with the break coming on Impulse #21.

I wanted a clear path to him, so I put out my T-bomb to kill his Turn #1 drones. He ran along the wall then turned down into the corner. By doing this, he guaranteed that our next exchange would be on the right side of his ship and that his down shield was protected.

On Impulse #25, it was obvious to me that I would be attacking him on the next turn, so I dumped six points of battery into the TRs. On Impulse #28 he launched three drones. On Impulse #32 I was at range one of them and fire three phaser-3s at them, one each, killing them all. At the end of the turn, I had 10 and 7/15ths power in my batteries.

Turn #4: I plotted speed 21 the whole turn and, after all things are considered, I had 9 and 7/15ths power in my batteries/reserve at the beginning of Impulse #1. I had still not figured out his plan, because he had done nothing inconsistent with someone trying their best to kill me with their weapons. Dr. Pundy plotted speed 30 for the entire turn and put power into tractors.

On Impulse #5, I spent 6 and 1/3 power to go to speed 31 for the rest of the turn, leaving me with 2 and 2/15ths points of power in my batteries. By the way, at this point, my phaser capacitor had never been recharged, so it had a half of a point of power in it.

On Impulse #6, Dr. Pundy launched a shuttle and two drones, one a type-IV.

On Impulse #10, I reached range three center-lined on his #2 shield. Although I was able to merely turn off, I could not get any closer because of the drones. I announced fire, but not displacement. I fired a TRH and three phaser-2s, hitting for average damage, about 20 internals, reducing him to 18 warp, 1 impulse, 8 APRs, no batteries. By this time all of the "fluff" on his ship had been destroyed.

Next impulse I turned off and he slipped towards me, taking us to range two. He next announced a tractor attempt. I was in shock for a bit and for a brief moment I could not believe that I just lost. We calculated pseudo-speeds and I learned that I would move next impulse, so I was saved for a bit. I was thinking at this time that I was going to have to dump to escape the tractor, and just accept his range two fire into my ship. Fortunately, after the shock wore off, I realized that I had my displacement device ready and that even if I "failed" my displacement, I would break the tractor. The reason for this is because a self-displacement never actually fails. The Andromedan is always displaced (and thus always under the effects of disrupted fire control). The roll merely determines whether the displacement device actually moves you to your desired hex, to a random hex, or to no other hex at all.

I announced my intent to displace and Dr. Pundy announced fire. He let loose with all bearing phasers, four phaser-1s and five phaser-3s, and scored well, doing 33 points. Having only 19/30ths of a point left in my batteries, I could not raise my panels to reinforced levels, so I took nine internals, then successfully displaced.

On Impulse #15, Dr. Pundy fired a standard disruptor, hitting and scoring three points. My tertiary shield kicked in and I took two internals and one additional degradation to the rear panels (with one point of power flowing to the front). I waited until Impulse #24, hoping Dr. Pundy would fire his hellbore, but it did not happen.

On Impulse #24, having cleared range 15 from his closest unfired shuttle, I turned off my panels.

On Impulse #31, Dr. Pundy fired and hit with his standard hellbore, scoring another ten internals. At the end of the turn, I had been reduced to 20 warp and 2 APRs, but my batteries had been replenished with 18 power. I had also lost one phaser-2.

Turn #5: This was the game ending turn. Dr. Pundy started the turn about nine hexes away with me heading into a corner. However, for him to trap me in the corner and make use of it, he was going to have to show me his down #2 shield.

He started the turn at speed 27, dropping to speed 17 on Impulse #13. I plotted speed 21 for the entire turn.

I started turning around back towards him.

On Impulse #2 I had one right-side phaser-2 facing his down shield that I did not expect to get back in arc again. I fired it, scoring one internal.

On Impulse #8, I used reserve warp to announce a speed change to speed 26 on Impulse #9. I was also facing Dr. Pundy's ship at range three and on his down #2 shield. I conducted hit-and-run raids, but only managed to get my marines killed. I fired one more phaser-2, doing several internals.

On Impulse #9, I remained on his down shield, although at range two now. Dr. Pundy launched three drones, in various directions, attempting to cause me movement issues. This left him with only two drones in his racks. I killed two of the drones with two of my remaining phaser-2s and fired at him with the last one, scoring some internals.

At this point, I had reduced him to four phaser-1s, his phaser-G, two phaser-3s (repaired), a hellbore, and a total of 22 power, 17 of it warp.

On the next impulse, he got a good shot on my rear power absorber panels with four phaser-1s and six phaser-3s. This did a leak point to me, as I was forced to raise to reinforced levels. He got a TR.

On the next impulse, his speed went to 13 and I pulled away to range eight by the end of the turn.

Since he had fired all of his available weapons, I did two dumps, clearing the energy from my panels. At the end of the turn, I announced the repair of my phaser-2. Dr. Pundy announced the repair of an Impulse as an APR, leaving him with 23 total power and one repair remaining.

Turn #6: Dr. Pundy was really hurting for power at this point. He plotted speed 17, going to speed 20 near the end of the turn. He recharged his phasers and his hellbore. I plotted speed 21 for the entire turn.

On Impulse #1, Dr. Pundy launched his last two drones and fired his four phaser-1s, doing minor damage. Because his phaser damage was not sufficient, he held his hellbore fire. By the end of the turn, I had really opened up the range. Dr. Pundy announced his last repair, fixing his disruptor to range ten.

Turn #7: Actually, there was not really a Turn #7. We both allocated and when we finished, we discussed the next several turns. He was out of drones and out of repairs. He could no longer either pursue me effectively, nor cause me any permanent damage. Although my rear power absorber panels had been degraded for 15, they were still strong enough to take a hellbore shot. My front power absorber panels had only five degradation and I had my second TR coming back at the end of that turn. In two turns, I would simply overrun him, which, even on a full shield, would score about 40 internals.

Dr. Pundy conceded.

CONCLUSION

Having such a fantastic final game was a wonderful way to conclude Origins for me. I know many people think of Origins as a game fair, but frankly that is not what it is to me. I only play SFB and I only play in the Captain's tournament. If I am lucky, I get to play seven games over the time I am there. Actually, this year I played an eighth game. Ken Burnside set up a double blind game for me using his new races. That is not a lot of gaming over six days, but it is a lot of fun.

To me Origins is a time I get to meet my friends that I see once a year, and this year, thanks to SFBOL, a time to meet friends I have played against all year, but had never actually seen previously.

This year was particularly special because, in addition to getting to go home with the Hat, a lot of players are coming back to the game. It was especially nice to see the Pundy clan return after a three year absence. I look forward to seeing you all again next year, but until then, we will have to blow each other up online.

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.

TERM PAPERS OF THE UNRESTRICTED LINE

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.

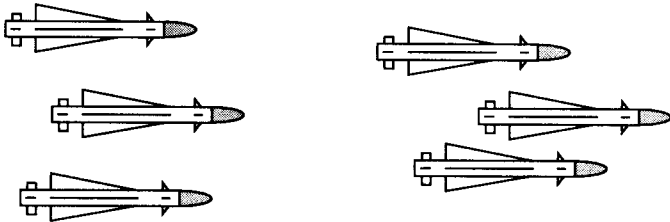
So next time your scatterpack blossoms with six drones, have three face directly toward the enemy and three face 60° off (there is almost always at least one second legal facing). In a few impulses of movement you should have two stacks of three drones, one right behind the other.

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

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.)

WEASEL HANDOFF

— *Cadet Stephen Beeman, USS Texas*

Paul Stovell's 'Stealing the Weasel' term paper (CL20) is brilliant, but did not go far enough. The tactic does not just apply to bases, nor is it limited to a single unit:

Under many circumstances, your entire fleet can weasel!

For this trick to work with a medium-sized fleet of six ships, you will need one semi-expendable ship (hereinafter called the "halfback"), and one large ship with four tractors and two shuttle bays (the "quarterback").

An FFE and a CV fill the roles nicely.

Wait until your opponent puts a massive seeking-weapon wave on the map.

At the next turn break, plot a 4/14 "speedy weasel" split for everyone but the halfback (who has some choices; see below).

On Impulse #1, two ships weasel.

On Impulse #2, the quarterback tractors on board their weasels. On Impulse #3, those ships accelerate to speed-14, and another two ships weasel.

On Impulse #4, the quarterback grabs their weasels; those ships speed up on Impulse #5.

On Impulse #6, the quarterback weasels, on Impulse #7 the halfback takes the handoff, and on Impulse #8 the quarterback is at speed-14.

Now every seeking weapon once targeted on your ships (baring type-VI drones) is known to be targeted on the halfback. He has got a few options:

1.) He can weasel himself, staying under weasel restrictions until the seeking weapons impact.

2.) He could plot a speed 12/24 split and run away from the weapons.

3.) If the quarterback weasels with an MRS, then the halfback can plot a 16/31 split. This is probably your best option, assuming an MRS is available.

4.) Or he can just die, disengage or otherwise disappear. Do not dismiss that option—it may be worth it to clear the map immediately.

Meanwhile, the rest of your fleet is completely free of weasel restrictions, and you did not even lose the shuttles.

Your maximum speed of 14 puts you in some danger, of course, as the enraged enemy tries to build up another wave.

But you have cut deeply into his resources without using any of your own, you have thrown his timing way off, and by Impulse #8 of the next turn your fleet will be back up to speed.

With a larger fleet, you will need your dreadnought's tractors and bays to handle some weasels before he weasels himself. On the other hand, in a fleet where multiple shuttle bays are common (such as Hydrans or Lyrans), you might not need a CV at all.

In fact, the best users of this tactic are the Hydrans. First, they have plenty of tractors and shuttle bays.

Second, between the long-range, power-hungry hellbores and the speed-15 Stingers, speed-14 is an acceptable fleet speed.

And third, this tactic is most devastating in response to a full alpha-strike wave, which is pretty much the only way to score hits through a Hydran fleet's phaser-G screen.

Naturally your enemy has read this term paper. But really, what can he do? Stringing out his launches lets you deal with the weapons piecemeal. He can try to set up his wave so that it hits you on the same turn it is launched, but frankly, if he can manage to do that with a full alpha wave, you were already outclassed.

Perhaps his best option is to wait until the quarterback tries to weasel, then use massed phaser fire to cripple that weasel on the one impulse before it gets tractored.

To counter this, be sure to plot speed-4 through to Impulse #12 or so, so that you can keep launching weasels—he cannot kill them all.

If he does not kill the weasel in time, you simply use batteries to speed up on Impulse #8 as planned.

A WIDER FIELD

— *Cadet Jude Hornborg, HMCS Ontario*

When using ESGs as drone defense against a Kzinti or other opponent with many drone racks, it is common to activate them at radius zero. This is a logical decision, as you gain maximum ESG strength and can tractor or shoot drones at range one. However, a drone-armed ship will often remain four or five hexes behind his drone stack, so that after you turn off, he can easily knock down a rear shield with overloads.

Consider announcing an ESG at radius one, two, or even three on the approach. Fire weapons at range six-to-eight, and then turn off. Although you will not destroy the drones, they will all be damaged. You now have a few extra hexes on your opponent, and a shot against your rear shields will be less likely to score significant damage.

You might ask: "Why not just turn away without using an ESG, and save it for later when it is safe to raise it at radius zero?" Three reasons:

First, you may never have the opportunity to safely use a radius zero ESG without risking internals first, and it is generally best to avoid having an ESG destroyed before it gets used.

Second, the ESG will be cooling while you run away, and thus will be available again two turns later.

Finally, your opponent will have a bunch of damaged drones in flight, occupying control channels and limiting the number of drones he can deploy against you. This stack of damaged drones will wash harmlessly over your subsequent radius zero ESGs.

WASTING POWER

— *Ensign Jim Straetker, USS Wyoming*

A typical tactic for a drone-armed ship is to have drones follow your overrun. After you exchange fire, conduct hit-and-run raids on the ADD system and labs of the target ship. Hitting the ADDs will reduce the target's ability to defend against drones, and destroying the labs will force the ship to overkill drones he cannot identify. This will allow the rest of your drones a better opportunity to strike the target.

FEDERATION ENERGY ALLOCATION

— *Cadet Bob Eldridge, USS North Carolina*

Too many Federation players unthinkingly allocate maximum energy to rearming photons without considering the tactical situation. A better approach is to figure out what you need to do tactically with movement, allocate that first, followed by any special purpose energy like tractors, electronic warfare, etc., and then put the remainder into the torpedoes. Your photons may be a little weaker, but a thirteen or fourteen point torpedo that gets within overload range or gets on a weaker shield, or gets a higher percentage shot, is better than a sixteen point torpedo that never gets a firing opportunity.

FIGHTING THE KZINTI ANCHOR

— *Ensign Andy Palmer, USS Maryland*

Due to their lack of direct-fire heavy weapons, the Early Years Kzintis must, more so than in later years, rely upon their drones to destroy their opponents. Due to their slower speed in the Early Years, drones are best deployed by anchoring, whether by powered tractor, or by the zero-energy anchor. A good tactic for disrupting the Kzinti's timing is to be traveling speed-16. Versus the zero energy anchor, you guarantee movement on the same impulses as speed-8 drones, which, when faced with the zero energy anchor, allows you to turn a fresh shield or out-of-arc weapons. When anchored, assuming equally sized ships, your halved speed still allows this flexibility. Speed-12 drones do limit the effectiveness of this tactic, unless speed-24 is attained by this ship (often possible with well-timed mid-turn speed changes). When faced by a Kzinti ship with a different movement cost, try to move so that, if anchored, your speed is reduced to 8 or 12.

TWO TURN TACTICS

— *Cadet Patrick Moore, USS Kansas*

Usually when flying a ship with a two-turn arming direct-fire weapon captains will attempt to get the best position they can before they fire, even if doing so costs them a turn of maneuvering. Statistically however, it is better to fire as often as you can so long as you exchange 'equal shots' with your faster arming opponent. A two-turn arming weapon does not fire half as often as a one-turn arming weapon. During the first three turns you will fire twice to their three times, a 33% advantage, this averages out with time. Often the advantage gained in the beginning with a damaged shield dictating your enemy's maneuvering is what will win you the engagement. This does apply if you start at a low weapon status because generally you can delay the initial exchange of fire to your advantage.

Also the statistics between weapons are sometimes not obvious. At range 12 a photon does an average of 2.67 points of damage with a maximum damage of 8. (Proximity photons are not any better than this and lose the crunch, use them beyond range 12). A disruptor over the course of two turns does an average of four points of damage at range 12, but has a less than 50% chance (16 in 36) of doing the maximum damage of six. On top of that the disruptor will most likely be hitting two different shields or going through reinforcement twice.

Captains using single-turn-arming weapons will also often fire on Impulse #25 so they can have their next shot ready on Impulse #1. With a two-turn arming weapon you do not have this consideration and it allows you to do a return volley the impulse after they shoot (a sort of legal 'me too' shot).

In summary, if you are at Weapon Status-II or -III and have a two-turn arming weapon, fire at the end of the first turn, exchanging fire with your opponent at the same range (if he holds his fire all the better for you). If your weapons are not armed at the beginning of the game keep him from getting a good firing opportunity and then do the exchange on Turn #2. Continue to fire each turn you can, trying to exchange shots at the same range with your opponent, all things being equal, you will come out ahead.

EW POD SNEAKINESS

— *Lieutenant S. G. Michael Vinarcik, USS America*

Since all fully capable carriers carry two electronic warfare pods per fighter, load all your fighters with two electronic warfare pods at WS-III. Then, when they are launched, switch both pods to ECM (giving you six ECM and two ECCM). Allow the four loaned electronic warfare points from the electronic warfare fighter to provide four ECCM, bringing the squadron to six/six (the legal limit). This way, if the electronic warfare fighter is destroyed, the squadron is still running maximum ECM; ECCM is less of a problem, since any launched drones approaching a high ECM target can be switched to a ship running ECCM.

Note that you may load the two electronic warfare pods in excess of the normal drone carriage; this will reduce your top speed and dogfight rating. However, this is a small price to pay, and the pods may be jettisoned if necessary.

DOUBLE WHAMMY

— *Cadet Scott Warner, USS Illinois*

When facing ships with ECM drones, try to arrange to drop two T-bombs in one hex. (This is easy to do with Lyran ships which have two shuttle bays. The restriction on laying one T-bomb a turn from a given shuttle bay may force other races to use transporters or try to drop the two mines over a turn break, or to have two different units lay the mines.) Set the first for the ship and the second for the drone. This will, in effect, cause a twenty-point explosion on the ship and destroy the ECM drone. If you have only one shuttle bay, choose a speed that you are not moving for five impulses. This can be a very effective tactic by Romulans using their NSM for greater damage.

HUG THE BELT, THEN DIVE THROUGH THE LEGS

— *Lieutenant Commander Andrew Dederer, USS Ohio*

It is Impulse #1 and your opponent dumps a load of seeking weapons at you. There is nowhere to run, or is there?

The key is to end the turn at range zero (although sometimes you can swing this from range one), then plot speed-22 with maximum decelerations (this costs five hexes worth of movement).

On Impulse #1 announce emergency deceleration and fire everything that bears.

On Impulse #2 move to a hex the seeking weapons are NOT facing, they will have to HET or go straight. (If you are at range one you can turn or side slip out).

On Impulse #3 it should be impossible for the seeking weapons to hit you (if you turned from range one you should be safe, if you slipped you need to be able to do a regular rate turn this impulse). After movement you are at speed zero and can dump a weasel.

Any power left after paying for weapons and movement can go to fight anchor attempts. But truthfully, you should be counting on destroying your opponent's tractor(s) with your Impulse #1 fire. Obviously this tactic is aimed at the direct-fire ships, but it can also be useful during a hack-and-slash attack.

THE TURN AFTER AN ALPHA-STRIKE

— *Cadet Robert Wyrwicz, HMCS Ontario, Canada*

One of the most difficult turns for energy allocation is often the turn after an alpha-strike (when all or nearly all) of a ship's weapons have been fired. In most cases, slowing down to a low speed to recharge all your weapons is not a good option, especially in fleet engagements as this will expose your ship to other vessels of the enemy fleet.

Therefore, when maintaining high speed, remaining power should be allocated first to batteries (keeping wild weasels and suicide shuttles, if any, charged) and the remaining power, if any, to specific systems. By keeping the batteries fully charged, maximum flexibility is assured to the captain. Phasers and disruptors can be fired from battery power and some multi-turn arming weapons can have their arming cycles started mid-turn from reserve power. ESG capacitors can have power added to them at any time. If the ship is getting bombarded by weapons fire, the battery power can be used to reinforce specific shields. Battery power is an excellent source of negative tractor energy.

So next time you are trying to run away after an alpha-strike and only have a few units of power left after movement, keep your batteries charged and later in the turn allocate power to capacitor based systems (especially phasers) or multi-turn systems (plasmas etc.). After about half the turn has passed, you will probably have a better grasp of what you are facing and can 'allocate' battery power to systems that allow you to do so.

CIRCLE THE WAGONS

— *Cadet Daniel K. Thompson, USS Missouri*

When fighting a convoy battle as the Tholians consider not running away from whomever is attacking you.

Instead, stop the convoy so it is all in one hex and launch all the shuttles.

Then have the escorts lay a web around that hex (even if it means revealing your Q-ships). This accomplishes several things;

First off, it stops the attacker from sitting outside range of your phaser-3s and picking off freighters one at a time.

Second, it lets you concentrate all your firepower in one place. Since most of the weapons on freighters (and shuttles) are 360° there is not really a "good" angle for the attacker to come in on.

Third, it gives you the option of getting the first shot in. This is because if the attacker wants to hurt you he will have to enter the web.

If you fire at range two you may be able to do enough damage to make him consider leaving.

REAL DECOY SCATTERPACKS

— *Cadet James Cain, USS Missouri*

Many ADD users will not think it necessary to lab the drones when just three drones come out of a scatterpack, since reasonable maneuvering should allow such a small number of drones to be shot down with a single ADD launcher. Against a ship with four admin shuttles and a few extra dogfight drones, this can be a fatal mistake.

Load two dogfight drones each into two Admin shuttles on Turn #1. Load a third dogfight drone into each shuttle on Turn #2 and then launch them as early in Turn #2 as you can if your opponent is closing toward overload range. (Note, you will not be able to launch them any earlier than Impulse #17.) Your opponent will most likely think that you have launched the two scatterpacks that you started with. Later in the turn when you launch two more shuttles, your opponent will likely think that these two new shuttles are just phaser-3 platforms, and will not be too worried about them. The look on your opponent's face should be most amusing when you announce these two are also scatterpacks - that just launched their drones!

This tactic works well with a battle pass or an oblique attack, but is not as effective if you are attempting an overrun. You need your opponent to come close to your decoy packs since the dogfight drones can only move 12 hexes before running out of fuel, exposing your deception.

This tactic can be modified for ships with just three admin shuttles. Launch the decoy and one full scatterpack early and hold one full scatterpack for later.

Races that use phasers for drone defense will be more likely to lab the drones for fear of armor, so this deception is less effective against them.

Never try this deception against a ship that uses ESGs for drone defense. The dogfight drones will be exposed upon impact by the amount of damage they absorb.

THE SWORDFISH THAT TAILS, STINGS

— *LT. Commander Jonathan P. Clemens, USS Washington*

Swordfish drones can be difficult to employ, since they must be programmed to fire before an enemy can be reasonably expected to destroy them, which is generally outside optimum phaser range.

If your opponent bases his "Weasel? Or not?" decisions upon the *Tactics Manual's* drone defense section, you can sometimes persuade him to accept the phaser shot at point-blank range.

Launch your swordfish drone as the last drone in your volley, when your opponent has no option left but to tractor drones. Since tractor beams come before direct-fire weapons in the sequence-of-play, your opponent will have to commit the tractor beam and energy to stopping the drone at range one before it fires. (Since his drone defenses are almost saturated, we can assume that he has no labs left unused with which to identify the swordfish drone)

To add insult to injury, place a 12-point explosive warhead along with a phaser-3 swordfish module in a type-IV frame.

If your opponent fails to commit the tractor box and energy for the subsequent turn, the drone will hit him during the movement phase of Impulse #1, if it is a fast drone.

A medium speed (20) drone will be less effective in this role, since he will have a direct-fire weapons segment before it hits him on Impulse #2.

Once your opponent has fallen for this, try replacing the warhead in the type-IV with an internal armor module.

Once the phaser-3 module has fired, the drone becomes, effectively, a slug drone; if you choose to retain tracking, it will pursue the target, but become inert without damaging it if it enters its hex.

Since no opponent will want to get stung by the same trick twice, he may save a phaser for the trailing drone, only to find it ineffective.

PROTECTING SATELLITE SHIPS

— *Ensign Johnny Casady, USS America*

Often satellite ships become the target of the enemy because they are relatively easy to blow up as compared to motherships. If speed cannot protect the satellite ship from seeking weapons, especially plasmas, one alternative to letting the satellite ship take damage is, if it is within range and moving slowly enough for long enough, to transport it aboard the mothership. The seeking weapons will then accept the mothership as their target. The mothership can usually take more damage, dissipate the damage quicker, and has more phaser-2s to deal with seeking weapons. Do not forget the various restrictions on the recovery of satellite ships (G19.44).

When too many seeking weapons are targeted on your Andromedan satellite ship the alternatives to save it are displacing it or transporting it aboard a mothership. However, displacing it first and then, if possible, transporting (on a subsequent impulse) the satellite ship aboard the mothership is sometimes a better tactic. Attempting to displace the satellite ship first can help change the situation by bringing additional options into play. If the displacement attempt succeeds you may be able to fire the satellite ship's weapons that have just been brought to bear (after the effects of displacement), or you might instead be able to fire mothership weapons that can now engage the enemy seeking weapons because the satellite ship is closer. If the displacement attempt fails and the satellite ship was in range of transporters, then it probably still is and can be transported aboard (always assuming it was moving slow enough for a long enough period). In either case you may have at least helped to wear down any enemy plasmas.

GIFT WRAPPED SUICIDE SHUTTLES

— *Cadet Colin Shiels, USS Wisconsin*

One of the problems with ESGs is that it is difficult to use shuttles while the ESGs are up. The cure, is the Gift-Wrapped Suicide Shuttle! With radius zero ESGs up, you can generate three volleys of internals in one impulse.

When at range one to your opponent, launch a suicide shuttle (or two) that will, due to movement restrictions, enter his hex the next impulse you move. The impulse you enter his hex, he takes ESG damage, then suicide shuttle damage, then whatever direct-fire you care to add (heck, you can throw in some hit-and-run raids for a fourth volley). Note that there are several additional benefits:

- 1.) The suicide shuttles are immune to ADD fire, and
- 2.) They are also protected from any enemy drones targeted on them.

Also, a WYN with an ESG in its option mounts can use this when overrunning with his drones the same way. Obviously this tactic is easiest to use when your opponent is parked; it is also important to note that he can force you to kill your own shuttles if he can cripple them first, and the crippled speed does not move at the right time.

CONSERVE THE BATTERIES

— *Lieutenant Commander Jay Clendenny, USS Missouri*

When planning to use discretionary (unplotted mid-turn) speed changes as part of your tactics, consider charging one battery with reserve impulse. By using reserve impulse (and only the one battery) for the first movement point, you do not have to pay the two for one movement penalty as one point of impulse power always moves a ship one hex.

Note that 1/2 movers break even, smaller ships should use reserve warp, larger ships benefit from this more than any others. Note that in order to benefit from this, you will have to avoid using impulse as part of your normal movement plot as only a single point of impulse can be used for movement during a turn. Also note that the reserve impulse can be used for a sublight tac if you are forced to emergency decelerate.

WHO'S AFRAID OF THE BIG BAD HYDRAN

— *Cadet Daniel Zimmerman, USS Louisiana*

Never underestimate drone fighters against Hydrans. Z-Ys can be particularly effective, but any drone-armed fighter can be used. Arm them with RALADS, and your fighters have great range three firepower. They also have the ability of firing two RALADS in a turn. If timed properly, you can HET and the phaser-G-s will not get a decent shot. Fire three RALADS at one fighter. Two of them should hit, and should do at least seven points of damage, which will cripple a Stinger. You also do not have to pay for the speed upgrades on RALADS. If you know you are going to be facing a Hydran, you could even load up on RALADS, and not take any standard drones, making your fighters cheaper. Of course, once you get Z-YC fighters, always load a type-I starfish. Launch a mass wave of starfish at the Stingers, set to fire their submunitions at range three. Then your Z-Ys can follow them in and, if timed correctly, it will be the next turn allowing you to clean up the rest of the Stingers with your RALADS.

FRAX TACTICS

— *Lieutenant Commander Russ Bullman, USS Illinois*

The FRAX have some incredible advantages. Consider:

They can deliver a full alpha strike through the four side shields, making the #1 shield expandable. Almost no other non-Andromedan ship can fight effectively without that shield. This means a FRAX ship can close on any enemy, trade shields in a volley and all but handicap the foe while suffering little loss himself.

A FRAX ship can operate at a very low speeds, saving power for other things and the enemy cannot close on his "blind side" since he really does not have one like other ships do.

Since they are not totally dependent on the #1 shield, they can operate at higher speeds in asteroid fields, and lose more of it while keeping the side shields and full weapons towards the enemy.

Lastly, a FRAX ship can operate in reverse almost exactly as well as he can normally, save for a few maneuver restrictions, such as disengagement.

The most dangerous things to a FRAX ship are large numbers of drones (unless it has AFDs) and multiple-shield-striking weapons such as PPDs and hellbores.

HEADS UP DISPLAY

— *Cadet Ryan Peck, USS Maryland*

The lack of face-to-face contact in SFB ON-LINE has several disadvantages, but quite a few things can be done that would not be possible in a face-to-face environment.

Take 3x5 cards and fill them out with important information such as the turn modes of the two ships, lists of his drone expenditures, plasma arming costs, PPTs launched, and even Klingon firing arcs (requires a scanner still working on this one myself). With a bit of tape, these cards are now sitting on your monitor for quick access.

This keeps your records straight, and helps keep you from digging through the rulebook.

RESERVE ALLOCATION

— *Cadet J J Miranda, USS California*

When flying a ship that contains multi-turn arming direct-fire weapons that require a lot of power (e.g., photons or hellbores) which are likely to be destroyed on the current turn, there is no need to arm them with energy during the Energy Allocation Phase. More often than not, these weapons are destroyed and the energy is wasted. Instead, use rule (H7.53). Allocate reserve power to the weapon in the middle of the turn after you are sure that it will not be destroyed. This allows you the flexibility of waiting to see whether or not the weapon is destroyed before committing power to it.

AUTO HIT T-BOMB

— *Lieutenant J. G. Jeffery Wong, USS California*

The best time to place a T-bomb is right after your target has turned. Since his turn mode is not satisfied, he will not be able to evade the bomb short of an HET. An even better time to place the bomb is when your enemy has not satisfied his turn mode, and just side slipped. In this case, you can control exactly which shield the bomb will detonate on. Remember that you have to allow for the two impulse delay before the bomb will arm, so you must look at his speed carefully. The usual problems with lowering a shield in the face of possible enemy weapons must also be considered.

PROBE RUSE

— *Captain Steven Paul Petrick, USS Texas*

Late in a battle, when both ships are badly damaged, you might have an opportunity to sway the tide of battle dramatically. This tactic is a gamble, and should only work one time. If your ship is crippled, begin arming your probe. Turn towards your opponent and arrange to centerline him. At a less than optimum range, fire everything that your ship has left. This should be enough to down the enemy's facing shield, and score some internals. Your opponent, now sensing your helplessness, will probably decide to close to point-blank range for maximum damage to your ship with his remaining weapons. At about two hexes range, hit him with your probe. If his ship has also been badly damaged, the effect may be to remove enough of his remaining weapons that he cannot do enough damage to really hurt you.

DOGFIGHTING THE DAISY CHAIN

— *Lieutenant J. G. Donovan A. Willett, USS Alabama*

If you fear that the Federation is trying to initiate the daisy chain maneuver with its SWACS, send the fighter which is currently in the least capable to dogfight the manned wild SWACS if you can ensure that seeking weapons will reach it before the next dogfight resolution step. This will prevent a manned SWACS from shutting down and jerking the seeking weapons to its partner when it brings up its wild function. While this would insure destruction of your fighter, that is a fair exchange for a SWACS. For this to work, two factors must be met; one is that the dogfight will last until the seeking weapons reach the hex; two the seeking weapons must be closer to the target SWACS than they are to the other or the Federation will simply initiate the chain earlier. While you may balk at a death sentence for your pilot, he does have a one in three chance of survival, and hey, this is what they pay them the big bucks for.

FLEX TORPEDO

— *Lieutenant Commander Chuck Strong, USS Colorado*

Start arming your plasma-G, -S, or -R torpedo as a type-F with one point of energy.

At any point during this first turn (including Impulse #32) you can add one additional point to convert the arming to a normal plasma-G, -S, or -R torpedo.

On the second turn of arming you must then allocate two more points to continue arming the torpedo. Now at any point during the turn you may fast load and launch (or bolt) a type-F torpedo.

The beauty of this is that if you are going into a combat situation and are fired upon and lose a torpedo, you will only be out one point of arming energy.

In addition, you can transition very quickly to a fastloaded plasma-F torpedo within two impulses over a turn-break.

Finally, if you have very limited energy for the second turn of arming as a result of combat on the first turn, you can continue arming the torpedo as a downloaded type-F and complete arming on the third turn when you may have more flexibility during energy allocation, although the resulting torpedo will be a standard three-turn type-F plasma.

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.

OMEGA PAPERS

TARGET ENGINES

— *Cadet Alex Chobot, USS Washington*

Standard tactics usually call for Miziaing your opponent, to quickly strip him of weapons and the ability to harm you. However, this is not of much use against the Drex and their heavily gunned ships. A series of volleys which would reduce another ship's firepower significantly will, in all likelihood, slightly reduce the Drex's phaser armament and kill a couple of hypercannons he was not planning on using anymore (either ones behind the downed shield he is about to turn off, or in an arc that is not going to come into play anytime soon). Given the damage output of a Drex and your own vulnerability to Mizia effects, you may end up much worse for the exchange. However, the large number of weapons does make a Drex ship very power hungry. So, rather than spreading your damage into small volleys to try to strip weapons, concentrate into a single large volley. This allows you to blow past the A and B column hits on the DAC to reach the C column power hits, and strip the Drex of hull that much quicker, exposing his APR, impulse, and center warp to damage. With the highly restricted hypercannon arcs, the power shortage and arming decisions this forces become much more telling for the Drex.

BIO-ELECTRIC MANIA

— *Commander Steven Rushing, USS North Carolina*

The Alunda often have a few power problems . . . especially if the heavy loads for the Bio-Electric Bolts are used. One should examine very closely the damage and power costs of the various Bio-Electric Bolt firing options before flying these ships.

The reason is, while the low power uses 1/2 point and 1 point are pretty good approximations of phaser damage levels and thus reasonably efficient, the higher two and four point levels get EXTREMELY inefficient. This is because while their damage goes up, their to-hit probability drops. Since the Alunda will be firing these in numbers, the hits will tend more towards average results than say a small number of heavy weapons like photons.

In fact, in the main ranges of zero to seven, the two point Bio-Electric Bolt will do almost identical damage to the one point Bio-Electric Bolt, at a cost of TWICE the power. It actually does 5.5

versus 4 at the closest ranges but that is with DOUBLE the power cost. (Some believe the two point arming level was designed into the weapon specs by enemy saboteurs.)

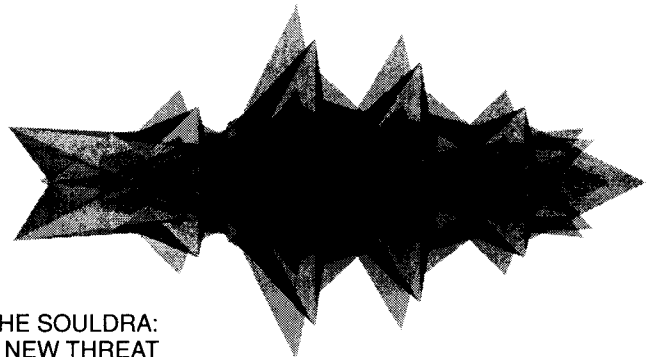
The 4xcost shows a per shot increase, but since this incurs a cooldown, the gain in damage is temporary. While useful for a one shot crunch, again with the lower hit probabilities and the cooldown . . . careful consideration before using the FOUR TIMES COST weapon is advised.

In general, use of 1 point loads for offense, firing more Bio-Electric Bolts rather than fewer but more heavily armed ones and using the spare power for speed and reinforcement, seems a sounder overall approach.

TACHYON MISSILES AGAINST THE PHON

— *Lieutenant J. G. Paul Stovell, HMS Kingston*

The Phons' space coagulators make Tachyon Missiles very difficult to use in an offensive role. However, it is possible to tailor them to make very effective lead blockers saving the following ships from coagulator damage. Select the best available armor then to REDUCE the missile's speed still further you can select increased duration as this has no BPV cost. For example in Y100 the first historical war between the Mæsrn and the Phons a Tachyon Missile with 16 armor and a seven-turn duration on a standard frame will go speed-14. This has a good chance of surviving six hexes of coagulator damage. Usefully it is also a good speed for the standard Mæsrn CA arming its Tachyon guns and either powering phasers or maximum ECCM.



THE SOULDRA:
A NEW THREAT

COUNTER-ANDROMEDAN TACTICS

— Lieutenant S. G. Jeff Zellerkraut, *USS Alabama*

When fighting the Andromedans, have maximum ECM up for all of your units, but keep any scout EW lending capabilities in reserve. Even without the scout, this will usually result in a positive EW shift for the defenders (drastically reducing the damage sustained) as the small and medium Andromedan units cannot afford to power ECCM without seriously depleting their reserve power. The defender must keep the Andromedans from dropping their power absorber panels to run them out of power though.

The scout is kept in reserve for two purposes. The first is to lend ECM to a friendly unit that needs it to survive. The second and maybe best use of reserve EW is to interfere with displacement device use. If a unit equipped with the device is within fifteen hexes of the scout, use offensive electronic warfare so the device cannot be employed effectively. This can cause the unit to abort an attack run if it was planning on using it to escape or strand a unit (either itself or another) it was hoping to displace out of trouble. Note that offensive use of the device to displace non-Andromedan units requires the Andromedan to close to 15 hexes range, both to have a good chance of success (especially if fighting an EW shift) and take advantage of the displacement. This is another reason to protect the scout(s) at all costs (or target them unmercifully).

NOTES ON UNSELECTED PAPERS

With every group of papers graded, we see some of the same reasons why a given paper was not rated high enough to be published. One common failing is a Term Paper that has no tactics but simply restates the rules. Another commonly-rejected paper is the "my favorite ship, and why it is so darn cool" paper.

Some papers are rejected as rules violations, indicating that the author did not check his rulebook before submitting the paper. (This sometimes happens when a player is on-line on the BBS and is inspired by something someone said to write a paper and doesn't have a rulebook ready to hand.) Some of the papers rejected in this round included:

- Contingency allocation of ECM that could be raised later in the turn. This isn't legal since all EW has to be announced. See (D6.32) which covers this. There is an exception for ECCM, but the paper dealt with ECM.

- One player submitted an ancient tactic of tractororing your own drones and running at the enemy at high speed, releasing them at point-blank range. This, of course, is not legal as (G7.522) says clearly that if you tractor a friendly drone it goes inert.

Probably the greatest cause of dismissed papers is repeating a paper already published, or something in the Tactics Manual or Module T or an Academy session (see CL#13). Please check carefully for duplicated tactics when preparing your paper.

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').

FIGHTER PAPERS

HYDRAN FIGHTER SPEED BOOST PODS

— *Commander Steven Rushing, USS North Carolina*

The longer Stingers remain at ranges of three to four while trying to get to range one to two, the more likely enemy fire will whittle them down. So it is beneficial to move as much as possible at those times.

Now EVERYONE knows the standard trick of moving to range three at speed-14 and consulting the movement chart and performing an unplotted speed change down to -13 or -12 or -11 etc., so that you move again on the next impulse. Of course this gives you two consecutive moves while still remaining non-boosted.

To get three consecutive moves, you have to boost... or do you? Start out with one fighter pod, say a phaser pod or a chaff pod or even an empty cargo pod if that is all you have. This reduces your standard speed allowing for EM to 13, but dropping the pod ups your speed by one and is not a "speed change".

So now on proper impulses you close in at speed-13. Then consult the movement chart and either speed change OR drop the pod to get a move on the next impulse. Then do the other (drop pod or speed change) to move yet again.

It will not always work, but in the majority of the turn you can arrange three consecutive moves by staying alert and planning speed changes and pod droppings.

Getting three consecutive moves without boosting can be very upsetting for your enemy as you reach your range two or one alphas and he never sees a boosted fighter.

Rated the Best Paper in this Special Section.

STARFISH, STARFISH, DYING BRIGHT

— *Fleet Captain Sandy S. Hemenway, USS North Carolina*

Many Hydran fighter squadron leaders are extremely afraid of Starfish drones. However, there are a number of defenses against them that can really end up wasting a great deal of their firepower. Simply pick a single Stinger to 'escort' your squadron into the drone swarm you suspect has starfish drones. Attempt to hit range three of as many drones as you can simultaneously. Per (FD15.213) only one ADD round per Starfish can target a fighter, meaning each Starfish which burps at range three will be wasting two to four ADDs. The escort fighter should, (if not equipped with booster packs, or just plain lucky), be able to empty a number of Starfish drones before dying gloriously for his squadron.

With careful timing of turning off/dropping boosters and/or speed changes, a wily escort Stinger (use a Stinger-F if you have got one), should be able to maintain his separation from the squadron long enough to draw out the ADD rounds even if he gets crippled in the process.

The most important thing to remember against Starfish drones is that consolidating your fighters is what makes the ADDs dangerous, while just a little separation can create a solid defense.

THE BEST POINT MAN

— *Commander Andrew Dederer, USS Ohio*

Earlier, Sandy Hemenway advocated leading Stinger squadrons with a single Stinger to deal with starfish drones. This can work, but many Hydran fleets have units that can do the same job better and do more, I refer to the carrier escorts, particularly the lighter ones. Lead your Stingers with an AH or DWA two hexes ahead. From there they can deal with any starfish before they affect the main flight (this works especially well after they get full aegis, and the attendant free drone identification attempts). They can also launch admin shuttles across the path of the squadron to clear T-bombs, and tractor and/or kill any erratic maneuvering Klingon escorts gunning for the Stingers. The DA or NAC can be deployed back with the carrier to aid re-arming.

By deploying two hexes in front of the swarm the danger of

explosion is minimized (especially for AHs which only explode in their own hex). In addition any ship using overloads on the escort will be within double-charge fusion range of the fighters.

FIGHTERS VERSUS ANDROMEDANS

— *Lieutenant Commander Russ Bullman, USS Illinois*

Fighters are acutely vulnerable to T-bombs, and Andromedans are the experts at using T-bombs.

Do not despair. Due to the fact that power absorber panels cover 180° arcs instead of the 60° arcs most shields cover, fighters attacking Andromedans can spread out while still concentrating fire to overwhelm one set of power absorber panels.

Consider that a group of fighters wishing to concentrate fire to overwhelm a shield at range three must be so close together that they are all vulnerable to a single T-bomb. The same group of fighters attacking an Andromedan head-on can spread out beyond the range of one T-bomb and still hit the forward power absorber panels, hopefully overwhelming it. So, when engaging Andromedans, spread out your fighter groups to avoid T-bomb massacres and you will still be able to fill up his panels.

WIPE YOUR FEET

— *Lieutenant S. G. Tim Ray, USS Texas*

The best time for fighters to use chaff is just before they land on their carrier or escort. Hopefully, by using the chaff they will shed any seeking weapons tracking them which would otherwise accept the carrier as their target. Always wipe your feet before you come in the house! The advantages of this tactic are that the fighter no longer cares about the post chaff restrictions, since it will land soon anyway. It can freely use the chaff pack, since it is about to land and rearm. Note that even escorts carry extra chaff for the fighters. Just be sure to transfer any fighter guided seeking weapons to the carrier or other ships before you pop the pack. It is also a good idea to have the smallest carrier escort keeping station beside the main ship for seeking weapon cleanup.

PLASMA WALL

— *Ensign Les LeBlanc, HMCS New Brunswick*

When defending a base with plasma-armed fighters and ships do not use the fighters to either follow or lead your ships in the attack. Instead try to maneuver them so that they will be in the path of the enemy ships when they break and turn from their attack run on the base. When the attacker sees this he will have to decide to turn into the deadly fighter wall of plasmas or instead continue on towards the base and a possible minefield. Worse yet, he may have to further choose to overrun your defending ships or HET the entire fleet to safety.

WHO'S AFRAID OF DRONE-ARMED FIGHTERS

— *Lieutenant J. G. Larry E. Ramey, USS Virginia*

If drone-armed fighters attempt to intercept your Stingers you can pretty much assume they have RALADS and are attempting to smite you at range three. The solution is simple:

1) If warp booster packs are in use, then fire two fusions into each fighter at range ten. With average damage being 11/6, two fusion beams do just a little less than four points of damage. This will cripple most packed Coalition fighters. You cannot have an electronic warfare shift, but one squadron ought to be running High ECCM for just this situation. (Read loaning by the carrier and do not forget that even a Lancer can loan electronic warfare to its fighters.)

2) If no warp booster packs are in use, then the ships will have to help a bit. But that is okay since your ships are on top of the fighters before warp booster packs anyway.

But you cry "this dilutes my anti-shipping strike". Oh quit your whining, you were going to have to use some Stingers as point defense against drones anyway, these guys just volunteered.

Now, if only there was a simple solution for starfish drones.

THE DEPARTMENT of STRATEGIC STUDIES

A WHOLE NEW GAME

It has long been said that F&E is the forgotten stepchild of the Star Fleet Universe. F&E doesn't get the product schedule (read: printing money and design time) that SFB gets, in fact, it hasn't gotten much of either in the last five years.

But things are changing, and for the better.

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 now have a specifically assigned F&E staff. Formerly, the F&E staff consisted of whatever SFB staffers were in the mood to spend a little time in the other game, plus the more-or-less full time department head (David Crump, Owen Riley, and for the last few years Jeff Laikind). We now have a dedicated staff consisting of four full-timers (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). In addition, SFB Ace Chuck Strong (a top playtester with a strong group) is spending more time in F&E, and Mike Filsinger (one of the most senior SFB staffers — he is the answer dude for SFB) is monitoring F&E developments so that he can do his job in SFB even better.

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.

WE MIGHT JUST SURVIVE

New Alliance Strategies for F&E2K

by Peter Dimitri

There were dozens of changes in F&E2K, many of which will help relieve the considerable pro-Coalition tilt of the game. The first of these you need to realize is that, for all of the Alliance races, the "Free Scout" cannot be mauled any more, and the formation bonus ship is marginally harder for a maunder to kill.

On the other hand, maunders now get a special die roll to capture your ships during pursuit. This means you have to be much more careful about which ships you cripple if you think you are going to have to retreat. It may be in your interest to generate a lot of minus points just before you leave.

All four Alliance races received a little something in F&E 2K. We will cover them race-by-race, but be warned that there is much more in F&E2K than any one article can cover. We'll review some of the finer points next issue.

KZINTIS: FREE DRONES, MORE SHIPS

The Kzintis received an extra ship on the schedule (CM in spring and CL in fall). This extra hull is extremely important to the Kzintis, because it means that they can produce more of those variants (LTTs, MSCs, MECs) that they need. The option of building an MCG is now practical. The Kzintis also got 1.2 free bombardment points a turn, starting on Turn #20. Since they can't be accumulated, make sure you use them every turn.

The fact that maunders can't nail your free scout, and that formation is a little more effective against them, opens up major possibilities for the Kzintis. Especially after your CVA comes out, you can put an MSC in scout box and another MSC in the formation box for six EW points. This will counter all of those D6Ds the Klingons like to throw at you. Remember, the Klingons have three fronts for those D6Ds, so kill them, and tell the Feds and Hydrans to do the same. Let the Klingons worry about what front to replace them on.

HYDRANS: A TUG AND A SHIPYARD

The Coalition may well have to divert more resources to keep the Hydrans in the box. The Hydrans get to use their supply tug with its replacement fighters. The chances of a successful Expedition have increased, if you use it properly. However, the Klingons will now be on guard versus the Expedition. One problem you will notice right away is that the Tug is in the Expeditionary Fleet, which is not in optimum position to get through the Klingons quickly. The other problem is that going into Klingon territory on Turn #3 will activate the Southern Reserve and the Klingon Home fleet. That means that the Expedition is far from a shoo-in.

Analyze the situation, based on Klingon deployments. If you do decide to go for the Expedition, you must support it. That means using the non-expeditionary fleets to bust a path through Klingon Border Battlestations, making a way for the Expeditionary forces. You have to consider the cost for this. If the Expedition doesn't succeed, then you've sent 20 ships away that could have helped your capital last longer. If the Expedition does succeed, the Federation gets to gear up their war machine that much sooner. In any case, a quick look at the map will reveal that you cannot get to the Federation before Turn #4. Probably the most important aspect of the Expedition is the threat it poses to a Klingon who isn't careful. This alone may get him to deploy his forces a little more cautiously, just in case. Remember, that you are not obligated to conduct the expedition, even if you have the tug!

Those free fighter factors are now "true carrier" fighters and count double if used for hybrid ships. This means greater economic efficiency. You should not avoid building true carriers. Quite the contrary, you must build those true carriers, to protect your fleet from the stasis and maunder units those Coalition guys love to

use. However, on the non-carrier turns, you will be able to turn out more ships, so take advantage of this to build those cruisers on your non-true carrier turns.

The Hydran off-map shipyard may seem of marginal use, since they can't afford to pay the double cost of units provided until Turn #4 of the shipyard reconstruction. However, Turns #5 and #6 will enable you to get a few more ships out there. But the most important aspect of the Hydran partial shipyard is the Hybrid factors generated, which can be accumulated from turn to turn. This means that while the shipyard is out of commission, you can actually put out a true carrier (which explains how the Hydrans built the Iron Duke when their shipyard was gone) after a few turns of accumulation.

FEDERATION: TOMCATS AND THE THIRD WAY

In F&E2K, you get to put F-14s on three starbases. These should be 2204, 2211 and 2915. The Klingons can be expected to kill 2915 in short order, and then you can shift those F-14s to 3611 to face the Romulans. The extra F-15s that appear in F&E2K should be deployed on planets 2106, 2306, and 2715. As these planets get devastated or captured, start moving your F-15s to other key planets on the Front, especially 3509.

The Federation Third Way is probably the most significant change in all of F&E2K. Basically, every race had a choice of building PFs and seeing casualties skyrocket, or not building them and suffering a serious firepower deficit. The Federation refused both options and found a Third Way, involving an extra squadron of fighters in the battle force, a way to merge two carrier groups into one big one, and spare fighters on some escorts. This means that the Feds can finally compete with PFs. CVBGs mean that you will be fielding monster Carrier groups, capable of surviving even the most punishing assaults on Coalition planets, capitals, and starbases. Even the mighty maunder will be hard-pressed to nail a 7-ship (or 8- or 9-ship) group! This may well mean that the Feds can bring enough padding to a battle that SIDs would be an option — simply take the fighter hits and continue to resupply. If the Coalition wishes to use direct damage, let them! It's just giving you more staying power. The CVBG will be a CVA or SCS grouped with either a CVB or CVL. Remember that the CVL can get you that EW shift! And now, it will be protected within the CVBG.

GORNS: THE FINAL GIMMICK

The Gorns got a special gimmick (a marine attack die roll) that allows them to score SIDs and kill PDUs with standard warships. Use this judiciously, and consider using the Gorns as the Alliance "base-busting" force. Consider either Gorn expeditionary fleets or setting up Mobile Bases through Fed Space to give the Klingons a taste of this. On the Rom front, try to integrate Fed/Gorn forces. Let the Feds provide the attrition, and let the Gorns toast the PDUs/bases.

YOURS IS BUT TO WIN

At first glance, you might think that all this has made your job a lot easier, and that the war is yours to win. However, a word of caution: everything comes at a price. The Romulans have been upgraded significantly in F&E 2K. They are now a major threat. You can no longer treat them as a second-rate power. So, the Alliance needs to prepare for the game with the knowledge of the Romulan's new abilities. The Klingons have also been given a compelling reason to conquer Tholia. Don't assume that the Klingons attacking the Tholians will work only to the benefit of the Alliance. The Alliance would do better to attempt to prevent Tholia from falling, and this won't be easy. The practical effect of the various changes is that the center of gravity of the war has now shifted to the center of the map, as opposed to the West (where it was previously). This means that players that stop playing at Turn #10 won't even come close to experiencing the full flavor of the game. It's a whole new game, so play!

A HARD JOB GETS HARDER

Coalition Challenges for F&E2K

by Joe Stevenson

The release of the F&E 2000 edition represents a major overhaul of the game. Coalition commanders will have to adjust their strategy and tactics accordingly. The Alliance gained a number of benefits in the early and late war periods, while the Coalition (mostly the Roms) gained some major mid-war advantages. You will need to be aware of these if you hope to be successful. Below is summary of the changes, and how they will affect the Coalition, as well as a few ideas on how to deal with the changes.

SCOUTS AND MAULERS

Scouts are no longer automatically available when the base hull is available. Instead, the entry dates more closely match the SFB Master Ship Chart. The entry dates of many war cruiser scouts are significantly later than before. While the Lyrans will be slightly hurt by the new rule (no CWS until 172, but you can build DWS), the Kzintis and Hydrans suffer the same fate, and the Klingons are unaffected, giving the Coalition the edge overall. Lyrans can convert DDs to SCs and then convert the SCs to CWSs in Y172.

F&E2K saw a slight reduction in mauler effectiveness against units protected by the formation bonus, and mauler immunity was bestowed upon the "free scout". This will have the effect of markedly increasing the survivability of Alliance DN's (and BattleTugs), as well as scouts. Due to the decrease in effectiveness, maulers are likely to be reserved for use against fixed defenses, where they still reign supreme. To compensate, maulers were given a new ability: ship capture. Maulers can be used during pursuit battles to get an extra capture roll. Put a Prime Team on the Mauler for a die roll bonus (a GCE from a Marine ship in the pursuit force could be used in place of the PT). This is an excellent role for War Maulers (MD5, STJ, SPF).

RETREATS

The retreat rules have changed significantly. Now, allies may (sometimes) retreat in different directions. Now, the Lyrans cannot be forced to retreat out of supply if they could retreat into supply. There are often strategic advantages to retreating separately as well, such as blocking multiple routes of counter-attack. Also, Fighting Retreat has been added; this allows Priority 4 to be ignored (at a price), so it will be much harder to herd someone out of supply. On the other hand, no longer will 150 ships be forced to retreat in the wrong direction by a single frigate!

Auxiliaries no longer block pursuit; they may now retreat (but may be pursued separately). No ships can be left behind to escort the slow guys, so they are still very vulnerable, but if the units are escorted, the escorts can stay and defend the auxiliaries. FRDs can also be retrograded if they have been assigned towing vessels (which can also stay behind and defend the auxiliaries), so the FRD fleet is less vulnerable.

Retreating fleets no longer are forced to retreat to a partial supply grid, if there is a path to the main supply grid (the one with the capital). This makes it even harder to herd the Hydrans away from the safety of the off-map. If you plan to do this, plan ahead, and make sure that path is cut off BEFORE you force the Hydrans out of the capital.

STARBASE DAMAGE

The defender may now score SIDS voluntarily (at the cost of 4.5 damage points). This will improve Alliance fleet survivability when defending a SB that has no hope of surviving. This makes Marine Ships more attractive; if the defender scores too many SIDS on his own, you can finish the job with your Marines. One benefit is that this rule will likely reduce the number of minus points generated when the base DOES get crippled (as he is likely to

score a few SIDS on his own, in addition to what you might do). Each SIDS must now be repaired individually, even on a crippled SB. Tugs are limited to repairing 2 SIDS. As a result, leaving a crippled SB behind is more acceptable, since it will be much harder to repair, and more expensive.

ROMULANS AS A MID-WAR POWER

The Romulans' production capabilities substantially improved. First, the Roms may perform a second major conversion at Remus (4613), and do not have to pay an extra 5 EP for the benefit. Free fighters were increased to 6, making the Roms contenders in the carrier arena. Seriously consider taking advantage of the high Romulan carrier limits. The cost of the Condor was increased to 17, but the cost of the FH was reduced to 8, and the SP->FH conversion was reduced to 3, making it a minor conversion. The latter two items will greatly improve the Romulan combat density after a few turns. Lastly, an extra SP was added to the production schedule. With the money saved on fighters and conversions, the Romulans will have plenty of things to do with those ships!

Twelve SPs were added to the Rom Pre-War Construction. In addition, the Roms were given a small mothball fleet (sixteen ancient ships), which can be activated upon war with the Feds and Gorns. These extra ships give the Romulans more options and more staying power; 28 ships plus the North Fleet are perfect for a separate war on the Gorns. Consider converting the mothball ships, now that you have the extra major conversion. Activating maulers will infuriate your opponent (a prime Romulan goal). The Roms may now convert three of the PWC SPs to SPCs on Turn #9. This will enable them to explore the eastern provinces quickly. Lastly, it has been clarified that the Klingons DO receive the EP to their treasury when the C9 is delivered, and this amount has increased from 11 to 13 EP.

WAR AGAINST THOLIA

It has been a Coalition axiom to avoid attacking the Tholians as the three EPs per turn you gain isn't worth the 60-100 ships you will lose. The new rules have changed this dramatically. Tholia is now worth 21 EPs per turn (9 for Tholia itself, 11 for three former Klingon colony planets you can put back into production, 1 for the province). Even better, Tholia now counts as the equal of the Kzinti and Hydran capitals for victory purposes. Twenty-one EPs per turn and 100 VPs are worth considering! To balance this, the Feds may operate in Tholian territory in the same manner as the Fed-Kzinti Limited War if you attack the Tholians but not the Feds between Turns #7-9.

OTHER CHANGES

Tugs may now pick up FRDs and MBs during strategic movement, and FRDs can travel 12 more hexes. This is a substantial benefit, which allows you to make the most of your limited tugs.

Profit from survey is considerably reduced. As the Coalition has few survey ships, this hurts the Alliance more. The Feds could lose 170+ EPs through Turn #34.

When the Feds can combine carrier groups in Y181, they will be impossible to kill, so target as many carriers as possible prior to that time to cut down on the number of CVBGs.

Federation DN's got cheaper (12 economic points!) now that all ships have an individual cost. The DN->DN+>DNG conversion got more expensive and is unlikely to be made, reducing the urgency to kill Federation DN's early.

With their new supply tug, the Hydran Expedition is a credible threat that must be blocked at all costs. The rules change preventing the Southern Reserve Fleet from moving on Turn #3 is a blessing in disguise, as it will be there to block the Expedition. Watch out for extra Rangers from the old shipyard.

While F&E2K favors the Alliance overall, there are still nuggets in there for the Coalition to find and exploit, particularly in the mid-war years.

(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.

ERRATA FOR EXPANSIONS

In the process of writing F&E2K, we found many items that needed to be addressed in the expansions. There are many more items that need to be addressed, and not everything that needs to be addressed is listed here. These are the most important items.

(439.0) For salvage purposes, the cost of a battleship is 24 points. Ships destroyed while in a web yield salvage to the Tholians (not their owners) if the base/planet is not captured or destroyed in that battle.

(439.11) Current theory is to drop this to 15%.

(439.18) Current theory is to drop this to 20%.

(440.4) Carriers with five or more FIGHTER FACTORS....

(513.6) The Hydran FSP cannot use its special mauler abilities if it is placed in the Formation bonus position (308.7). The Hydran FSP is treated as a mauler unless specifically noted otherwise in the rules, e.g., it must have consorts (the tug cannot be considered a consort to the pod).

(515.13) ... unless the missing ship is the one required light escort (515.35).

(515.25) Gorn and Lyran Auxiliary Carriers can have zero, one, or two escorts.

(515.33) A ship used as an escort cannot be the battleforce flagship (nor does assignment as an escort remove a ship from the flagship selection procedure) or a member of a Battle Group [Advanced Operations]. Ground combat ships lose their ability if used as ad hoc escorts. Tugs and LTTs (regardless of the pod they are

carrying) cannot be used as ad hoc escorts.

(515.34) Hydran destroyers (KN, LN, HDW) used as ad hoc escorts count as heavy escorts (just as Hydran DEs do) in an exception to the general rule. DWEs and DWs used as ad hoc escorts are light escorts. Standard warships serving as ad hoc escorts can be targeted by directed damage even if not the smallest (outer) escort.

(515.43) Monitors (even with pallets) cannot be escorted. Special Attack Forces cannot be escorted in this way.

(516.21) C: If one of the LTTs is destroyed while setting up the MB, the other LTT can complete the set up.

(516.32) The Klingon D5G can only perform LTT missions D (supply), F (move FRD), H (carry economic points), K (deliver PDUs) or M (normal operations) or N (Marines).

(517.38) A Gorn tug can carry two pods (it would be overloaded if it did so), but only one of these can be a battle pod and only one can be a PFT pod. If carrying a repair pod, no other pod can be carried. The Gorns do not have carrier pods.

(518.21) This rule is in error. Any Fed ship can carry a swac, but (518.22) defines who can USE one.

(519.11) Each Monitor MUST be placed at a planet not in the capital hex (the shipyard hex for the Gorns and Romulans). If the planet is devastated, the monitor can be redeployed at the start of the owning player's next turn. Once a monitor is deployed at a planet, it cannot leave that hex until an entire defense brigade has been added to that planet or until the planet has the maximum number of PDUs. Whenever a monitor leaves a planet, it must designate what other planet it is moving to and must move there by the most expeditious route. It cannot be assigned to a planet which has the maximum number of PDUs unless there is no planet of the same race which does not have the maximum number of PDUs or a monitor.

(519.2) Monitors could be placed in the formation bonus box. See (521.323) for a special ground attack defense rule.

(519.23) Monitors, even those with fighter or SCS pallets, cannot be escorted (515.4).

(519.32) Monitors assigned to a planet in a multi-planet system can only be reassigned during Operational Movement, not between combat rounds.

(519.44) Whenever new monitor pallets are built, dedicated staff officers take care of getting them to any monitor in the same supply grid.

(520.21) SAFs cannot use retrograde movement.

(521.31) This rule is in error. PDUs destroyed by (521.0) are in addition to the limit in (508.12).

(521.323) This applies for any round in which a monitor is in the defending battle force, even if it is destroyed in that round.

(521.372) Auxiliary carriers could be assigned to escort troop ships, but not if they themselves have been assigned escorts.

(521.372) The defending player could target the commando ship if the escorts are crippled, so he could cripple them and then destroy the commando ship, all with one directed damage attack. Note that many commando ships lose this ability when crippled so you might not have to spend all of the damage points.

(522.13) Wounded prime teams count against the total number a race is allowed to have. A player cannot voluntarily lose or retire a wounded prime team to make room for another team.

(522.36) Prime Teams on a ship in the Formation Bonus Position or the Free Scout cannot perform Missions (522.41), (522.42), or (522.43). Prime Teams on escorted units not in the Formation Bonus position are not affected. Prime Teams on ships supporting but not actually in the battle force cannot perform Missions (522.41), (522.42), or (522.43).

(611.0) The Klingons set up first.

(611.32) One of the bases will have five Klingon ships.

(616.33) The secret PDUs can only be placed on original Hydran planets (not Klingon or Lyran planets) and you could easily have a battle with opposing PDUs on the same planet.

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 large file of such questions which are on the BBS.

MOVEMENT

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.

RETREAT

Q201: Can a force retreat if it destroys every unit in the hex? If the opponent retreated early and you were left to fight a base, can you retreat after destroying the base?

A: Yes, see (302.63).

Q202: Can the defender retreat to the attacker's undefended planet if other retreat options are available?

A: If all of the retreat priorities have been checked and an enemy planet is the only hex (or one of two equal hexes), then you can retreat there. Note, however, that PDUs count as units when calculating the presence of enemy forces to block a retreat.

Q203: Kzinti and Hydran ships are attacking Klingon base 1210, but fail and must retreat. By the rules, they must all go to the same hex and the retreat is governed by the last flagship (Kzinti in this case). This means that the Hydrans must retreat out of supply. What are their options?

A: We fixed this in F&E2K and each can now retreat into their own supply chain.

Q204: The rules on Future Belligerents say you cannot enter adjacent Neutral Zone hexes, but provide for the release of interned ships. How could a ship be interned if it couldn't cross the Neutral Zone? For that matter, how does the Hydran Expedition enter Federation Space if it cannot enter the Fed-Klingon Neutral Zone?

A: By (503.61) ships CAN enter such Neutral Zones IF they continue moving into the Neutral Future Belligerent and accept internment. (This rules section was expanded and cleaned up in F&E2K). The Hydran Expedition does exactly that. It enters the Federation and is interned. An instant later, the Federation is activated and releases them from internment.

Q205: I know that I cannot retreat some ships from a battle hex and use others to pursue a retreating enemy from the same hex, but could I do this in a capital hex where partial retreats are possible?

A: Certainly.

Q206: Under the new retreat rules for slow units seen in CL20 and in F&E2K, slow units are given a special retreat ability they have never had before. Does this mean that they can now retreat from a capital hex battle as a partial retreat (while the battle is still going on) as they were prohibited from doing before?

A: No, it does not. They can retreat from a capital hex battle only if the entire defending force retreats.

Q207: Can a fleet retrograde to an allied base?

A: Rule (206.21) says you can go to a friendly/allied base. Note, however, that you may find yourself out of supply.

CONVERSIONS

Q301: Can I convert a captured Lyran TG into a CA?

A: Certainly. Rule (440.4) allows the conversion of any unit to its base hull type, and a capturing player may (with certain listed exceptions) convert a captured ship into anything the owner could (albeit at a higher cost).

Q302: Can a starbase in a partial grid perform a conversion?

A: Sure, if it has the money to do so at the point in time where conversions must be paid for. This would be after all of the repairs it is performing are paid for. Note that the Orions could smuggle in more money if you need it (410.34).

Q303: If I convert a B10 (which is already a carrier, sort of) into a B10V, do I have to pay the two point cost for conversion to a carrier?

A: Yes, since you are gaining more fighters you have to pay to put in the extra flight deck, ready room, poker lounge, bar, and sauna needed.

Q304: Can I convert a Klingon D6 into a D7?

A: No.

Q305: Can I convert a Klingon D7 into any of the many D6 variants?

A: Yes, annex #751 says so.

Q306: Can I substitute a D6 variant for a scheduled D7?

A: Certainly.

Q307: Can I substitute a D7 variant for a scheduled D6?

A: Absolutely not!

Q308: Can a Romulan SPF be converted into an FHF? (Note that SPs can be converted into FHs.)

A: No, the rules don't allow any conversions to be done to maulers. The rewiring is just too extensive.

Q309: There appears to be a conflict between the Annex 751 cost of converting a Lyran CA->CVA and the double conversion rules (437.1). In annex 751 it is listed as a cost of 8, but under the double conversion rules it specifically lists the CA->DN->CVA as a possible conversion and (by the rules of the section) the cost calculates out to 7 EPs.

A: Rule (437.1) takes precedence.

Q310: Can the Romulans unconvert a 3FE counter for 1 EP and get 3 WE for it?

A: The 1 EP cost is per ship, and the FE group is treated as 3 ships. So, the cost to unconvert the 3FE group is 3 EP. The entire cost to unconvert the group must be paid at once.

FAST PATROL SHIPS

Q401: If I give a starbase in the capital-shipyard hex two PF flotillas on the first turn of PF deployment, then build two PFTs, can I strip the PFs for the PFTs and then give the base two more flotillas out of the next turn's free deployment?

A: You can do that, but the total number of free ones on the second turn won't change, so you could replace the ones on that starbase out of the free deployments (in effect pretending that you forgot that SB got free ones last time) or out of purchased replacements, but you can't replace the stolen PFs for free. Also remember that you have to put them on a base, because if you put them on a planet they cannot be "stripped" for use by the Navy.

Q402: The Feds get to build an SCS after any other race does by rule (502.7) and by the Fed production notes in (702.0). Does this mean they can build one even if they haven't officially reached the first turn of PF deployment?

A: Yes, that's just exactly what it means.

TACTICAL NOTES for Federation & Empire

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.

TIME YOUR MAULER USE

— *Lieutenant J. G. David Slatter, HMS Great Britain*

By simply leaving a mauler in reserve, you may force the enemy to restrict their ship selection for the battleforce. For instance, they will be reluctant to use DNs out of the formation box. This saved mauler is ideal for use in pursuit battles, as they are the only time when your mauler can have a shot at enemy ships without having a good chance of being targeted and killed by enemy directed damage. Federation and Empire 2,000 provides maulers in pursuit battles an extra die-roll to capture ships. It can provide a significant deterrent when you yourself are in retreat. Of course, if the enemy begins to expect you to save maulers for pursuit battles, you can always surprise them and perhaps nab a valuable ship. Finally, almost the only way you can kill alliance medium carrier groups while you are on the offensive is to cripple them with one mauler during the main battle, and kill them in pursuit with your saved mauler.

MAULERS: TO KILL OR NOT TO KILL

— *Ensign David Lang, USS California*

There are two schools of thought among the Alliance as to what to do about Coalition maulers. One school is to kill them as soon as they appear with directed damage and the other is to ignore them so that the Coalition either self-cripples them or takes additional damage from shock.

After analyzing the issue, I believe that the first school is usually correct and this paper will give an analysis as to why.

The tradeoff is between doing additional damage to the Coalition line versus the possibility that the mauler will survive to be used another time.

I am assuming that the Coalition does not self-cripple the mauler and will use it until it suffers shock. This will allow the Coalition to use any given mauler an average of three times per combat hex, then have it retreat to be repaired and fight again (depending on how pursuit goes). This will cause the Coalition to average an additional 3.3 points of damage that they take per round that they use the mauler, but the additional uses of the mauler make it worthwhile.

Killing a mauler with directed damage takes 28 points of damage, enough to cripple four war cruisers, so by letting the mauler live you end up doing significantly more damage to the Coalition this combat round.

On the other hand each time the mauler is used it has the effect of an additional ten points of damage, roughly the equivalent of adding thirty to the Coalition ComPot. This allows the Coalition to kill fixed defenses much more quickly and translates into the Coalition spending fewer rounds under the guns of the fixed defenses.

For example, a Coalition fleet over Kzintai at a BIR of five and a ComPot of more than 100 will do between 20 and 30 points of damage per round (depending on EW, etc.). With a mauler they can kill three-to-four PDUs per round. Without a mauler it is two-to-three PDUs per round. When there are 16 PDUs to kill this will translate into roughly an additional two rounds of combat needed to kill all the PDUs. If the alliance does not direct on the maulers two coalition maulers will probably survive long enough to kill all of the PDUs.

Also while crippled maulers can be killed in pursuit there is no guarantee that they will be killed so while they may be driven from the battle line now they may re-appear in a future line.

It is very much a tradeoff of damaging more Coalition ships now versus reducing the amount of damage the Alliance takes (and over fixed defenses therefore causing the Coalition to fight more combat rounds). So while it seems like a waste of damage to direct on Coalition maulers, the long term cost to the Alliance by letting them live and kill additional Alliance ships makes directing on them worth while.

EMERGENCY CARRIER UPGRADES

— *Lieutenant Commander Chuck Strong, USS Colorado*

If the Kzinti capital falls during the war, remember to use your major conversions to upgrade your CVLs to CVs. During this desperate time when your shipyard is being re-established at your new (off map) capital, you cannot build any carriers. This is the best low cost carrier upgrade available as it only costs nine points (five plus four for fighters) and comes at a time of very low income. These new CVs will be needed later to re-take and hold the old capital.

STOCKPILE!

— *Commander Stewart Frazier, USS Ohio*

All leader, national or naval, would be advised to purchase 'extra' command points, PDUs and/or MBs for as long as possible. Depending on circumstances, two or more PDUs and MBs plus several command points should be stockpiled at the capital for later usage. Purchasing a couple of extra tugs early in your campaign(s) might also be useful in utilizing the stockpiled PDU/MBs to your advantage. Also, when economic exhaustion hits, having (some of) these items stockpiled will ease the overall financial burden of purchasing more.

Although some might say that these items should be purchased when you have a definite plan for them, I would argue that they should be purchased while (and when) you can afford them with the idea of using them later, as the need for them may change radically. The above becomes critical for the Coalition early in their campaigns, if they have these items stockpiled already, they can set out PDUs to secure captured planets and/or have MBs ready to move into position behind the front for supply, strategic movement or securing an opposing off-map area.

As the saying goes, "it is better to have it and not need it than to need it and not have it."

THE PHONEY WAR

— *Ensign Andrew Harding, HMAS Victoria*

When the time comes around for a new race to join your side, do not assume that just because it can attack it must attack. Sometimes it is better to delay one or more turns before entering the war.

An example of this occurs on the very first turn, in which the Lyrans are permitted to attack the Kzintis. As the Kzintis are well prepared for this attack, it is often better to wait for the second turn, when those frontier BATS will rarely have significant garrisons.

THE POWER OF THE CARRIER

— *Commander Ted Fay, USS California*

Although this tactic will work for everyone, it is especially useful to the Alliance. If you have several carriers in a fleet, put them in the battle line one at a time. When taking damage, give up the escorts, and then the fighters. Then remove the carrier and put in another. When all your carriers are CEDSed, retreat unless you can knock out the enemy with what you have left. Replace as many escorts as you can with instant field conversions. Be sure to have lots of equivalent hulls to convert to escorts to replace the destroyed ones.

HYDRAN CONSTRUCTION

— *Lieutenant Commander Erik Lund, HMCS Columbia*

Ordinarily the Hydrans want nothing in their fleets but cruisers, command cruisers, and Paladins. Any why not? Making the sacrifice to build a few carriers does make sense, however: the Uhlan is especially handy. These ships provide extra back up fighters. If the Coalition lets the Hydrans get too far out of line, the only cure is to send so many maulers down to Hydran space that it will actually be safe for the Federation to build and employ CVBs. Do not count on this happening though.

GET THE CRUISERS — *Captain Tony Zbaraschuk, USS Calif*

Heavy cruisers are the backbone of assault fleets — and almost impossible to replace once lost. For that reason, it may be worthwhile to use directed damage to destroy them if no higher priority targets are available.

PODS AND SODS

— *Lieutenant J. G. Stan Leghorn, USS Pennsylvania*

With the appearance of "Special Operations", the Hydran has two very useful pods added to his Order of Battle. The Fire Support Pallet allows a good chance at destroying one battle station on the Lyrans front before the war with the Klingons starts, while the Fighter Conveyor Pallet forces one enemy attacking force to use directed damage or simply see all of its COMPOT being used against cheap fighters as the Pallet provides replacement fighters to the ships on the battle line. Refilling the Fighter Conveyor Pallet can be done while the Hydran is rebuilding his shipyard in the Old Colonies and will make defending the entry hexes more of a challenge for the Coalition.

CARRIER FLEETS

— *Lieutenant Commander Paul Kramer, Battle Group Houston*

Carrier groups are expensive to maintain in DF&E as well as to build. The escorts are vulnerable to directed damage and are expensive to replace. Thus, a race should decide early on between building a large carrier based fleet or building no carrier groups at all. To build a few carrier groups is ineffective, since they will cost more to build and maintain than their free replacement fighters are worth. This is especially important to the Gorns and Lyrans, since these races begin the game with no carrier groups. Thus, these two races should build no carrier groups or as many carrier groups as possible and as quickly as possible. Carrier groups should be deployed together in as few fleets as possible to allow weaker carriers to provide replacement fighters to the stronger carriers in combat.

DEATH TO SCOUTS

— *Ensign Jesus T. Huerta, USS California*

Immediate destruction of enemy scouts by directed damage at the beginning of any battle is of paramount importance. If you can produce more or cheaper scouts than your opponent, you will in the long run receive less damage to your fleets due to the die shifts. Furthermore, your enemy's bases will be increasingly diverted into unwanted conversions as he struggles to replace lost scouts. Warning: scout targeting is a two edged escalation that can cut both ways.

RESERVE FORMATION

— *Lieutenant Commander Jay Clendenny, USS Illinois*

Dreadnoughts and Command Cruisers should be used as flagships for reserve fleets consisting of cruisers or carrier groups with high densities. When your reserve fleets have large numbers of powerful ships, they can be decisive in a battle and might even force an enemy to retreat.

DO NOT FORGET TO SAV

— *Lieutenant J. G. Richard Abbott, HMS Wales*

The Kzinti economy runs on a knife's edge, the builds increase but the economy decreases as the territory diminishes. Value for money is always important. One often-overlooked build is an SAV (or even an LAV). Used exclusively in the capital defense this 8 (14) cost unit provides replacement fighters for the front line units. The fighters can also be used to assist in pinning enemy forces away from the capital hex. Each SAV provides one ship equivalent of fighters (the LAV provides two) that can react.

It is a much better investment to build an SAV which will run through its fighters several times, rather than a monitor pallet which will be direct-damaged to destruction very quickly.

ROMULANS LOVE A GOOD FIGHT(ER)! PART #2

— *LT. Commander Joseph Stevenson, USS New Jersey*

The Romulan fleet is large, but is sorely lacking in density. The Romulan fleet, while huge (more than 180 ships), starts off with more than 125 ships (counting all variants) with a compot no higher than six (WEs), and few fighters. As a result, the Romulans are forced to use their huge number of frigates and destroyers (and WEs) to resolve damage. They are at a disadvantage in both inflicting damage and taking it. Their repair bills can rapidly mount and choke off their economy. Fighters are an efficient way to combat the problem, but the initial costs present a problem for the Romulans. Their incredible carrier schedule allows them to build huge numbers of fighters (see page 89) each turn, but their economy limits their ability to support a high carrier build rate.

The solution: Do not build Frigates (or destroyers)!

Normally, I would never suggest canceling ship builds, as unbuilt ships are lost forever (and are almost the same as losing them). However, the Roms are unique for the following reasons:

1.) Since their escorts lose no compot when converted, their carrier groups GAIN density instead of losing it. While this is true of the Lyrans and Gorns as well, both of these races have severe limits on fighter production.

2.) Their frigates and destroyers are inferior to most. The Romulans get the least bang for their buck when constructing their frigates and destroyers. SNBs, at five points per ship, have a crippled side of two, making them terribly costly to repair for such a weak ship.

3.) Their repair capacity is limited and out of position to support an offensive against the Federation.

4.) Once repair bills mount, it is unlikely that they can build their full schedule anyway.

5.) Unlike their allies, the Romulan border is seriously threatened by the Federation and Gorns. Carrier escorts can be repaired/replaced via CEDS twice a turn, keeping the frontier defended at all times. The Romulans should substitute (or convert) as many carriers as possible, and convert existing ships to escorts (or absorb them into the group as part of the carrier substitution). This frees up 21 economic points (3xSK, 3xSEH) that are better spent on 10.5 fighter factors (one WH carrier has 2.5 factors). The only possible exception is that one SKB may be built by substitution (funds permitting).

Using this production strategy, the Roms can quickly field a large number of fighters, and rival even the Federation and Kzintis. The free replacement fighters will prove themselves worth the loss of a few frigates within a few turns. The increased density will also result in the Roms having to fight fewer rounds of combat.

WHY YOU WANT THOSE B10s

— *Lieutenant J. G. David Slatter, HMS Great Britain*

Each B10 costs an average of 61Eps over 11/12 turns. What makes it all worthwhile, however, are a number of factors.

1) The extra 12 ComPot can make the difference between crippling and killing an alliance carrier group when defending a starbase, quite likely in the late game.

2) You can put it in the formation bonus and expect it to not be crippled when you go on the offensive.

3) Pursuits of alliance forces will suddenly be a lot more dangerous, especially if you have more than one B10. Killing crippled carrier groups will be the norm, and you may even have a chance of bagging a prized CVA when combined with a mauler.

4) Unless you risk using SFGs or attacking capitals with it, the Alliance will NEVER be able to kill it. It will haunt them turn after turn after turn.

5) You are Klingon.

Think carefully before you build a B10V group; the overall ComPot can be poor if the alliance takes out your escorts. Also, a lone B10V with no escorts left cannot be put in the formation bonus box. Leave the carrier work to the CVAs.

PROPOSED NEW RULES

What follows is an assortment of new rules under consideration. We ask you to playtest them and send in your reports, along with any questions, comments, or other proposals. These rules might (or might not) appear in future F&E products. No attempt has been made to make these rules a balanced package of additions, since they would (if they get past playtesting) appear in one or more larger products along with many other rules and other material. Players are warned that using these rules may have unexpected effects (and if they do, please tell us so we can deal with them). Players are also cautioned that as these are playtest rules, we cannot provide answers in an hour or two as we can on published rules; questions are treated as reports and handled in cycles.

(3CM.0) LEGENDARY COMMODORE

From time to time there emerges from among the ship captains of a fleet one leader who, through courage and genius, can get more done with fewer ships against higher odds than anyone else. These are the Legendary Commodores such as Phil Kosnett and Tony Stocker.

(3CM.1) LIMIT: The Federation, Klingons, and Romulans may have no more than two Legendary Commodores at any given time. The Gorns, Hydrans, Lyrans, and Kzintis may have no more than one at any given time. The Tholians can have one after the arrival of the Neo-Tholian 312th Battle Fleet.

(3CM.2) COUNTERS will be provided in a future product for Legendary Commodores (or rather, for the CCs they command). These are marked with a star in the "special" position.

(3CM.3) CREATION: Any time that a battle force gets an unmodified die roll result four points higher than the opposing battle force (e.g., a 5 compared to a 1) AND there is an opening for a Legendary Commodore, the commander of one CA or CC or CF in the force is discovered to be a Legendary Commodore. This ship is then replaced by one of the special Legendary Commodore counters. (These are a standard CC with the special mark.)

(3CM.31) In the event of a mixed-racial (allied) Battle Force, the Commodore must be found in a ship of the same race as the flagship.

(3CM.32) If there is no CA or CC in the battle force, then one of the other ship captains is discovered to be a Legendary Commodore and is transferred to a CA or CC or CF in the battle hex; if none is available he goes to the capital and takes command of the next CA or CC built or repaired there.

(3CM.33) If the Legendary Commodore is "created" on a ship which has no command variant (e.g., a Romulan KR) he is transferred to another ship in the same hex (or a newly-built ship) which has a command variant.

(3CM.4) EFFECTS:

(3CM.41) The Legendary Commodore's Ship automatically gets the formation bonus, even if another ship is in the formation bonus slot. If the Legendary Commodore's Ship is in the formation bonus slot, it receives only the normal benefit, not any extra benefit. If targeted by directed damage, the Legendary Commodore's ship is immune to the "mauler effect", i.e., maulers act as any other ship, not with the usual "double" effect.

(3CM.42) The Legendary Commodore's ship has a command rating of 10. If the Legendary Commodore's ship is part of a pursuit force, that force can have one additional ship.

(3CM.43) If a Legendary Commodore is in the battle force, the die rolls on the Combat Coefficient Table for that battle force receive a +1 bonus. If two or more Legendary Commodores are in the same battle force, only one of them gets this bonus. If two oppos-

ing Legendary Commodores are in the same battle, both get this effect.

(3CM.44) If a battle force including a Legendary Commodore attacks an enemy drone ship, carrier, or PFT which is not in the enemy battle force but is supporting it, the ship is attacked at 2:1 rather than the normal 3:1; but maulers do not have their special effect as this is an attack of maneuver, not firepower.

(3CM.45) A Legendary Commodore ship and two other ships with smaller attack factors (not bases or slow units) which are with his ship are never out of supply, can pass through one hex of neutral territory, and cannot be pinned.

(3CM.46) If his ship is crippled, it is repaired at no cost in the next repair cycle without having to use a repair site or repair ship.

(3CM.47) Legendary Commodores do NOT:

(3CM.471) produce any EW effect.

(3CM.472) provide any immunity to SFGs, EW, or maulers (other than his own ship being immune to maulers).

(3CM.473) convince a PDU to give up PFs or fighters.

(3CM.474) have the reaction range of a scout.

(3CM.475) produce any additional effect on ground combat.

(3CM.476) automatically receive a prime team but could be assigned one.

(3CM.5) RESTRICTIONS: Legendary Commodores cannot be transferred to other ships. If a Legendary Commodore and an Admiral are in the same hex, the Legendary Commodore loses all benefits and special effects. If an Admiral moves to a Legendary Commodore's ship, the ship is changed to a regular CC of the owning race and the Commodore is considered "killed" and available for replacement.

(3CM.6) FATE: If the Legendary Commodore ship is crippled, roll one die. A result of 1-2 means that the Legendary Commodore has been killed; replace the ship with a regular ship of the same class. Any other result has no effect.

If the Legendary Commodore ship is destroyed, roll one die. A result of 1-5 means that he has been killed with his ship. A result of 6 means that he survives and takes command of a CC or CA in the same hex, replacing that counter with the Legendary Commodore ship counter.

This rule was proposed by Garth Getgen.

(5RM.0) RESISTANCE MOVEMENTS

Some small number of the inhabitants of a captured planet will organize a resistance movement.

(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.

This rule was proposed by Richard Kempton.

(4VR.0) PRODUCTION OVERRIDES

Once per year (in the Spring Turn) a race may override its production limits.

(4VR.1) COST: It costs 5EP to override a production limit.

(4VR.2) EFFECT: This use of a production override allows the race to produce one ship in excess of the normal limits, for example, a second drone ship or a second mauler or a third carrier.

(4VR.21) The ship produced in excess of the limit must still be produced within the normal build schedule and rules. To produce a second CA, for example, would require overbuilding it (at much higher cost) as there is nothing to substitute the extra CA for. An extra scout could be substituted for a standard warship on the production schedule.

(4VR.22) If the override for a given year is not used, it is lost and cannot be made up later.

(4VR.23) The cost of the ship must be paid in addition to the override penalty.

(4VR.3) LIMIT: A given type of ship (e.g., CAD, CMV) can only be produced by override one time. For example, the Klingons could build a D6V and a D5V but not two of either.

(4VR.31) DNs cannot be produced by this method.

(4VR.32) Non-ship units cannot be produced by override.

(4VR.33) Ships which cannot be overbuilt cannot be produced by override.

The player who proposed this rule is anonymous.

(5CP.0) TRANSFERRING PROVINCES

In the Free Campaign, a given race may cede (i.e., give, surrender, hand over) one or more provinces to another race, or may declare them to be neutral or unoccupied territory. Provinces may also be annexed involuntarily.

(5CP.1) CEDING PROVINCES

The ceding of provinces is a voluntary act, although one race may be forced to do so as part of a peace treaty or to secure an alliance or for other reasons.

(5CP.11) The ceding of a province requires a written agreement signed by the players controlling the two races involved. The written agreement (i.e., treaty) must specify:

A. The provinces to be transferred.

B. What race gives up ownership.

C. What race receives ownership.

D. The point in the turn, and the turn number, that the treaty takes effect.

E. Any other provisions, such as a payment of EPs by one race to the other, handing over captured or interned ships, etc.

(5CP.12) Once a province is ceded to another race, it becomes a province of that race for all purposes. Ships or bases of the original owner (or any other non-allied race) which are in the province disrupt its economic production unless the original owner is an ally of the receiving race.

(5CP.13) A province cannot be ceded to another race unless the new owner owns adjacent territory. This could include Neutral Zone hexes (5CP.17) which are adjacent to the territory of the new owner but could not include Neutral Zone hexes which are not adjacent to the new owner's territory.

(5CP.14) Planets cannot be ceded separately from the provinces they are in. The only way to cede a planet is to cede the province it is in; if a province is ceded any planets in it are also transferred to the new owner.

(5CP.15) Provinces containing the original capital of a race cannot be ceded or transferred to another race.

(5CP.16) Bases of the original owner in a ceded province may be

voluntarily destroyed (gaining salvage equal to 50% of their cost for the original owner) at the time the province is transferred or the base can be transferred to the new owner, who must then pay 3 points to convert a battle station, 1 point per PDU, or 10 points to convert a starbase to his technology. The new owner would have to pay for any fighters or PFs. MBs can be carried out.

(5CP.17) Players may, by the same written treaty process, agree to allow one race which borders a Neutral Zone hex to assume ownership of that Neutral Zone hex. This requires consent of all races which have territory adjacent to the Neutral Zone hex in question. Neutral Zone hexes can of course be captured by (503.62).

(5CP.18) A province which has been ceded is at the economic level of the annexing race, not that of the original or previous owner.

(5CP.2) ANNEXING PROVINCES

If a given race has captured an enemy province and has occupied it for a significant period of time, the capturing race may annex that province. [Neutral Zone hexes are never annexed; they are captured by (503.26).]

(5CP.21) To be considered for annexation, the province must have been conquered and held for a total of ten consecutive turns. Count one turn in each of the capturing player's Economic Steps after the province is first captured (i.e., all units of the original owner have been removed from the province).

(5CP.22) Up to ten turns (i.e., Economic Steps) in which ownership of a province was disrupted (430.21) by any other race count as one-half of a turn. Subsequent turns of disrupted ownership do not count. Note that Long Term Conquest of the province may change the effect of being disrupted by the original owner.

(5CP.23) Once the required period has elapsed, the capturing player may declare that he is annexing the province at the start of any Economic Step in which he has undisputed possession of the province. This does not require the consent of the original owner. It is thereafter (including during that Economic Step) considered to be a province of the capturing player for all purposes. If liberated by the original owner, it would be regarded as a captured enemy province until the requirements of annexation are met or until the capturing race (new owner) agrees to cede it (5CP.1) back to the original owner (recapturing race).

(5CP.24) A race which has annexed a province from one race can, at a later time, cede that province to a different race, or back to the original owner. The Klingons, for example, having annexed Federation province 2816, could transfer it to the Tholians (after a deal to allow the Tholians to capture a couple of convenient Neutral Zone hexes).

(5CP.25) A province which has been annexed is at the economic level of the annexing race, not that of the original or previous owner.

(5CP.26) Provinces containing the original capital of a race cannot be annexed unless held for 20 consecutive turns. Up to ten turns of disputed possession would count as half a turn each.

(5CP.27) The original owner of a province can re-annex it in half of the specified time for a foreign conqueror.

(5CP.28) Planets in a province are annexed along with that province.

(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.

This rule was inspired by a substantially different proposal by David A Slatter.

(4CR.0) CONVERSION DURING REPAIR

The repair of a crippled ship is an excellent time to convert the ship into something else, since it's in the shipyard and many of the items that would have to be converted have already been removed by the helpful enemy.

(4CR.1) EFFECT: If a ship under repair is converted to a variant at the same time, the cost of the conversion is reduced by one point. The full repair cost must be paid. Note that as most unversions cost 1 point, many crippled variants could be repaired into standard warships at no cost.

(4CR.2) FACILITY: There must be a starbase able to make the conversion in the same hex; the conversion uses that starbase's conversion capability for that turn.

(4CR.3) MAJOR CONVERSIONS: If the unreduced cost of the conversion makes it a major conversion, it can only be done by a facility qualified to make a major conversion.

(4CR.4) CONVERSION LIMITS: The conversion made during repair counts against all of the race's various limits and restrictions for producing a variant of that base hull type.

(4CR.5) HULL TYPES: Conversion during repair can produce a variant (e.g., DW to DWS) but cannot change the base hull type (e.g., Lyran FF to Lyran DW).

EXAMPLES: Crippled Federation DD is repaired (1.5 points) and converted into a scout (5-1=4) for a total of 5.5 points.

Crippled Klingon D5 is repaired (1.5 points) and converted to a D5G (2-1 = 1) for 2.5 points.

This rule was proposed by Todd Dillen.

(5LW.0) FEDERATION LAWYERS

This is an optional rule reflecting the Federation's use of legal motions and court challenges as a form of diplomacy.

(5LW.1) COST: If the Federation uses lawyers, its economic income is multiplied by 75% when at war or 50% at limited war. There is no effect if the Federation is at peace.

(5LW.2) INVASIONS of the Federation first require the legal approval of the invading race's lawyers. Any race which wants to

invade the Federation must pay 5 EPs in legal fees and then roll one die:

1-4: Invasion may proceed.

5-6: Roll again on the next turn.

(5LW.3) INJUNCTIONS: Federation lawyers may attempt to get an injunction against any enemy ship, stopping it from participating in the current battle round.

(5LW.31) After the enemy reveals his battle force, the Federation has the option of seeking an injunction. The attempt costs 1 EP. Roll one die. If the result is 1 or 2, the Federation may designate one enemy ship which must leave the battle force and cannot be replaced. Units in the formation bonus position or which are guarded by "escorts" cannot be affected by an injunction because they have their own lawyers.

(5LW.32) Alternatively, the Federation could "post bail" for a Klingon penal ship. This costs 2EPs, but the penal ship cannot participate in further battles in that Combat Phase.

(5LW.4) LAW SUITS: The Federation can file a law suit against any invading race (or more than one, or all of them). He cannot have more than one suit against each enemy at any one time.

(5LW.41) Each turn, at the end of the Production Phase, the Federation player reviews each of his ongoing law suits and decides if he will continue or abandon them (or start new ones). He must spend at least 50% of the amount spent on the previous turn or the suit is abandoned.

(5LW.42) For each suit he will continue (or start), he pays any number of EPs. The enemy must either match this payment or forfeit the suit, which is treated as a die roll of 1. The enemy may use deficit spending without the usual limits on this practice.

(5LW.43) For each law suit, roll one die:

1: Federation wins. All EPs spent on the suit are returned, and the other race must pay a judgement equal to 50% of the EPs spent by the Federation on the current turn.

2-3: No decision. Review suit next turn.

4-5: Case dismissed; both sides lose all EPs spent.

6: Enemy player wins case. All EPs spent by the enemy player are returned, but no penalty is imposed on the Federation.

(5LW.44) If the suit is abandoned, treat as a die roll of 4 and all EPs spent on the suit by both sides are lost.

(5LW.45) The Invader gets a +1 modifier to the roll for each major planet in the Federation capital that is devastated due to the special influence a disruptor-armed ship in orbit possesses.

(5LW.46) Any judgements (e.g., die roll 1) must be paid immediately, using deficit spending if necessary. The usual limits on deficit spending do not apply to legal fees and judgements.

(5LW.57) The Federation may simultaneously sue the Klingons and Romulans; a successful suit means that their alliance must be dissolved on anti-trust grounds.

This rule was proposed by Jeff Zellerkraut.

(4SR.0) STARBASE COMBAT REPAIR

Starbases have extensive repair capabilities, and some of this can be used quickly (albeit at a higher cost).

(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).

This proposal comes from Stan Taylor.

26	27	28
18	18	19
$7\frac{1}{3}$	18	$18\frac{2}{3}$

KZINTI LIGHT TACTICAL TRANSPORT

(CAPTURED LYRAN SHIP)

CNTR

SHIP DATA TABLE	
TYPE	= LTT
POINT VALUE	= 118/98
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.949
PLUS REFIT	= +2
MECH LINKS	= +2
Y175 REFIT	= +4

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	
20	
30	

TRANSPORTER BOMBS

BOARDING PARTIES

TWO BAYS - NO TRANSFERS

DRONE RACKS

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

SHIP HAD TYPE-A DRONE
RACKS (ONE RELOAD)
UNTIL THE Y175 REFIT,
WHICH CONVERTED THESE TO TYPE-B OR TYPE-C (2 RELOADS).

TYPE I OFFENSE PHASER TABLE

DIE RANGE	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	9	8	7	6	5	4	3	2	1	0																						
2	8	7	6	5	4	3	2	1	0																							
3	7	5	4	3	2	1	0																									
4	6	4	3	2	1	0																										
5	5	4	3	2	1	0																										
6	4	3	2	1	0																											

DISRUPTOR TABLE

RANGE	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
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
HIT (OVERFAC)	NR	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
DAMAGE, STD	0	5	4	4	4	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
DAMAGE, OULD	10	10	10	8	8	8	6	6	6	6	6	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

NO POD

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

SINGLE WEIGHT POD

TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

DOUBLE WEIGHT POD

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

HIT & RUN

DERFACS
LF
RF
LR
RR

DAM CON

POD	MOVE	HET	EM
WT	COST	COST	COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

EX DAM

POD	MOVE	HET	EM
WT	COST	COST	COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

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0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

EX DAM

POD	MOVE	HET	EM
WT	COST	COST	COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

DAM CON

POD	MOVE	HET	EM
WT	COST	COST	COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

EX DAM

POD	MOVE
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LYRAN MEDIUM CRUISER

CNTR

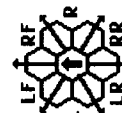
SHIP DATA TABLE	
TYPE	= ZCM
POINT VALUE	= 105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.935
UIM REFIT	= +5
MECH LINKS	= +2

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 ☐


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*			IDENT	HIT POINTS	NOTES	
			10				
			20				
			30				

BOARDING PARTIES						TRANSPORTER BOMBS					
											D D D D
					10						

PROBES				5
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DIE ROLL	RANGE		6-9-16-26-51-									
	0	1	2	3	4	5	6	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE III DEFENSE PHASER							EXPANDING SPHERE TABLE											
DIE ROLL	RANGE			4- 8	9- 15	RADIUS	ENERGY											
	0	1	2				1	2	3	4	5							
1	4	4	4	3	1	1	0 (4.00)	4	8	12	16	20						
2	4	4	4	2	1	0	1 (3.67)	4	7	11	15	18						
3	4	4	4	1	0	0	2 (3.33)	3	7	10	13	17						
4	4	4	3	0	0	0	3 (3.00)	3	6	9	12	15						

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 (UIM)	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/UM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA			
DAMAGE STD	0	5	4	4	3	3	2	2			
DAMAGE DOULD	10	10	8	8	6	0	0	0			

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	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20				
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	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

2

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

NO T-80MBS

CNTR

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

TURN MODE

	1	2-4
C		
NO		5-9
HET	3	10-14
BONUS	4	15-20
BD	5	21-27
	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE	4-9	10-15
1	4	4	3
2	4	4	2
3	4	4	1
4	4	3	0
5	4	3	0
6	3	3	0

RF

LF

RR

LR

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

SENSOR 60

SCANNER 09

DAM CON 20

EX DAM

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-80MBS.

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	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Froct.	1/4	1/2	3/4	1	1 1/4	1 1/2	1 3/4	2	2 1/4	2 1/2	2 3/4	3	3 1/4	3 1/2	3 3/4	4	4 1/4	4 1/2	4 3/4	5	5 1/4	5 1/2	5 3/4	6	6 1/4	6 1/2	6 3/4	7	7 1/4	7 1/2	

CNTR	
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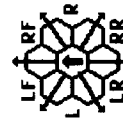
SHIP DATA TABLE	
TYPE	= ST
POINT VALUE	= 16
BREAKDOWN	= 1-4
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.921

TURN MODE		SPEED
D	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+

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.


$$RA = LR + RR$$

ADMINISTRATIVE SHUTTLE			
IDENT	HIT POINTS	NOTES	

NO T-BOMBS

TYPE II PHASER TABLE										
DIE ROLL	RANGE		4-9-16-31-							
	0	1	2	3	8	15	30	50		
1	6	5	4	3	2	1	1	1		
2	6	5	4	4	2	1	1	0		
3	6	4	4	4	1	1	0	0		
4	5	4	4	3	1	0	0	0		
5	5	4	3	3	0	0	0	0		
6	5	3	3	3	0	0	0	0		

TYPE III DEFENSE PHASER									
DIE RANGE		4-9-15							
ROLL	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	4	3	2	0	0			
6	3	3	1	0	0	0			

WARP ENERGY MOVEMENT COST = 1/3 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	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	10	10		
Fract.		1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10				

FREE SALVOR

CREW UNITS
[X][][S]

ADMINISTRATIVE SHUTTLES

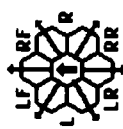
IDENT	HOT POINTS	NOTES
		SAL
		SAL
		HTS

BOARDING PARTIES
[2]

NO T-BOMBS

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

TURN MODE	SPEED
C	1 2-4
NO	2 5-9
HET	3 10-14
BONUS	4 15-20
BD	5 21-27
	6 28+



FA = LF + RF

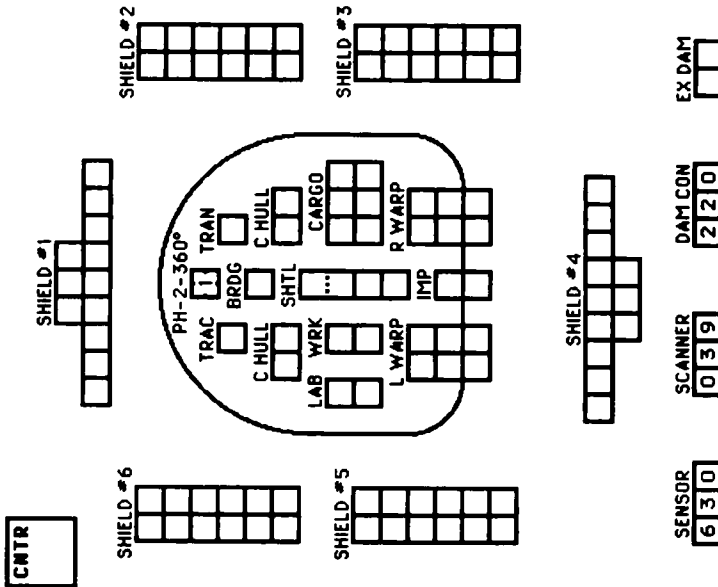
TYPE II PHASER TABLE

DIE RANGE	4-9-16-31-ROLL	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

TYPE III DEFENSE PHASER

DIE RANGE	4-9-ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	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																														STANDARD																														FRACT.																														TOTAL																														PERCENT																														INCHES																														FEET																														MINUTES																														SECONDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																														TENTHS																														HUNDRETHS																														THOUSANDS																										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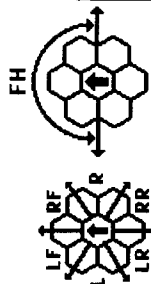
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SIZE CLASS	= 3
REFERENCE	= YR6.10
WBL	= 50

TURN MODE	SPEED
E	1 2-3
	2 4-6
	3 7-10
	4 11-14
	5 15-20
	6 21-29
	7 30+

SEE (D4.12) FOR ARMOR RULES.

DIE	RANGE	4-9-16-31-
ROLL	0 1 2 3 4 5	6 7 8 9 10 11
1	6 5 5 4 3 2	1 1 1 1 1 0
2	6 5 4 4 2 1	1 1 1 1 1 0
3	6 4 4 4 1 1	0 0 0 0 0 0
4	5 4 4 3 1 0	0 0 0 0 0 0
5	5 4 3 3 0 0	0 0 0 0 0 0
6	5 3 3 3 0 0	0 0 0 0 0 0

WARP TARGETED LASER		DIE RANGE		ROLL 0		1		2		P	
1	3	2	2	2	2	1					
2	2	2	2	2	2	1					
3	2	2	2	2	1	1					
4	2	2	2	1	0	0					
5	2	1	0	0	0	0					
6	1	1	0	0	0	0					


$$FA = LF + RF$$
$$PA = 1P + 0Q$$

KA = LK + KK

$$+ 7 + 7 = 57$$

TYPE III DEFENSE PHASER		DIE RANGE					4-9-15				
ROLL	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	3	2	0	0	0	0				
6	3	3	1	0	0	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

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.

ADMINISTRATIVE SHUTTLES					
ID	HIT POINTS	NOTES			
				GAS	
				GAS	

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1:S9).

[illegible]TRANSPORTER BOMBS

D	D
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TYPE II PHASER TABLE

DIE ROLL	RANGE		4-9-16-31-					
	0	1	2	3	8	15	30	50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER		DIE RANGE					4-9-15				
ROLL	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	3	2	0	0	0	0				
6	3	3	1	0	0	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

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.

CNTR

SHIP DATA TABLE	
TYPE	= WCI
POINT VALUE	= 47
BREAKDOWN	= 3-6
SHIELD COST	= 1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= VR6.11
WCL	= 42

TURN MODE	SPEED
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

WARP TARGETED LASER					
DIE	RANGE		1	2	P
	ROLL	0			
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	

ADMINISTRATIVE SHUTTLES			
ID#	HIT POINTS	NOTES	
		</	

TRANSPORTER BOMBS

D	D
---	---

DIE ROLL	RANGE	4-9-16-31-				
		0	1	2	3	0 15 30 50
1	6 5 5	4	3	2	1	1
2	6 5 4	4	2	1	1	0
3	6 4 4	4	1	1	0	0
4	5 4 4	3	1	0	0	0
5	5 4 3	3	0	0	0	0
6	5 3 3	3	0	0	0	0

SEE (D4.12) FOR ARMOR RULES.



TYPE III DEFENSE PHASER									
DIE RANGE		4- 9- ROLL 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		

$$\begin{aligned} \mathbf{FA} &= \mathbf{LF} + \mathbf{RF} \\ \mathbf{RA} &= \mathbf{LR} + \mathbf{RR} \\ \mathbf{LS} &= \mathbf{LF} + \mathbf{L} + \mathbf{LR} \\ \mathbf{RS} &= \mathbf{RF} + \mathbf{R} + \mathbf{RR} \end{aligned}$$

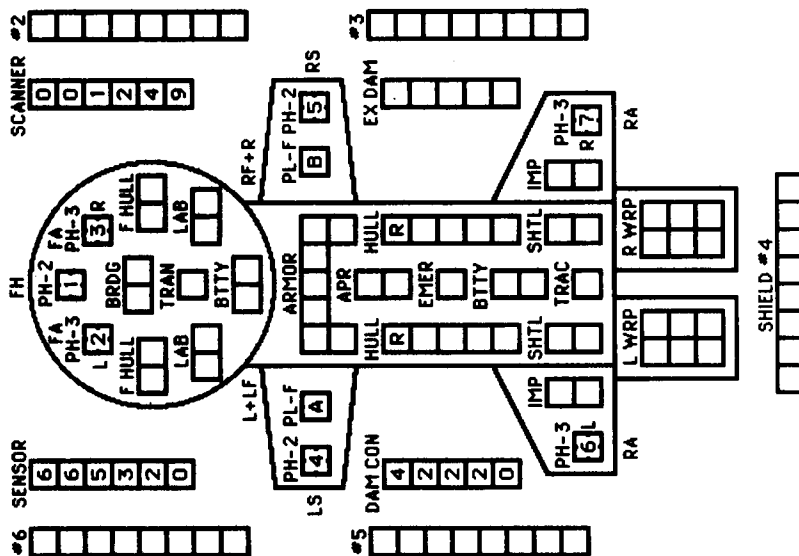
PLASMA TORPEDO WARHEAD STRENGTH TABLE

	0-5	6-10	11-12	13-14	15
RANGE	20	15	10	5	1
TYPE F					
BOLT	1-4	1-3		1-2	

CAN ONLY FIRE PLASMA BOLTS, NO SEEKING PLASMA.

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	2	3	3	4	5	6	6	7	8	9	9	9	10	11	12	12	13	14	15	16	17	18	19	20	21	22	23			
Fract. $\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$	



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.

CNTR

[illegible][illegible]

BOARDING PARTIES	4
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SHIP DATA TABLE	
TYPE	= WDI
POINT VALUE	= 30
BREAKDOWN	= 3-6
SHIELD COST	= 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= YR6.12
WDL	= 28

☐ TRANSPORTER BOMBS ☐ D

DIE ROLL	RANGE		4-9-16-31-		4-9-16-31-	
	0	1	2	3	8	15 30 50
1	6	5	5	4	3	2 1 1
2	6	5	4	4	2	1 1 0
3	6	4	4	4	1	1 0 0
4	5	4	4	3	1	0 0 0
5	5	4	3	3	0	0 0 0
6	5	3	3	3	0	0 0 0

SEE (D4.12) FOR ARMOR RULES.

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-							
ROLL	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	3	1	0	0	0		

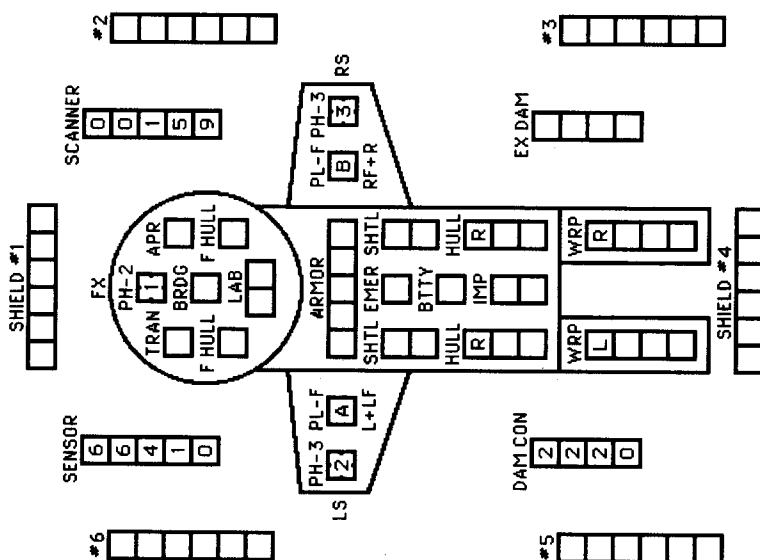

$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR \\FX &= L + LF + RF + R\end{aligned}$$

DIE RANGE		WARP TARGETED LASER		
ROLL	D	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

STRENGTH FOR 200 HANDED STRIKES						
RANGE	0-5	6-10	11-12	13-14	15	
TYPE F	20	15	10	5	1	
BOLT	1-4	1-3		1-2		

AN 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 BPY UNDER THE SHIP DATA TABLE.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
act. $\frac{1}{2}$	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

CNTR

[illegible]

BOARDING PARTIES

					6
--	--	--	--	--	---

TRANSPORTER BOMBS

		D	D
--	--	---	---

1	3
2	3

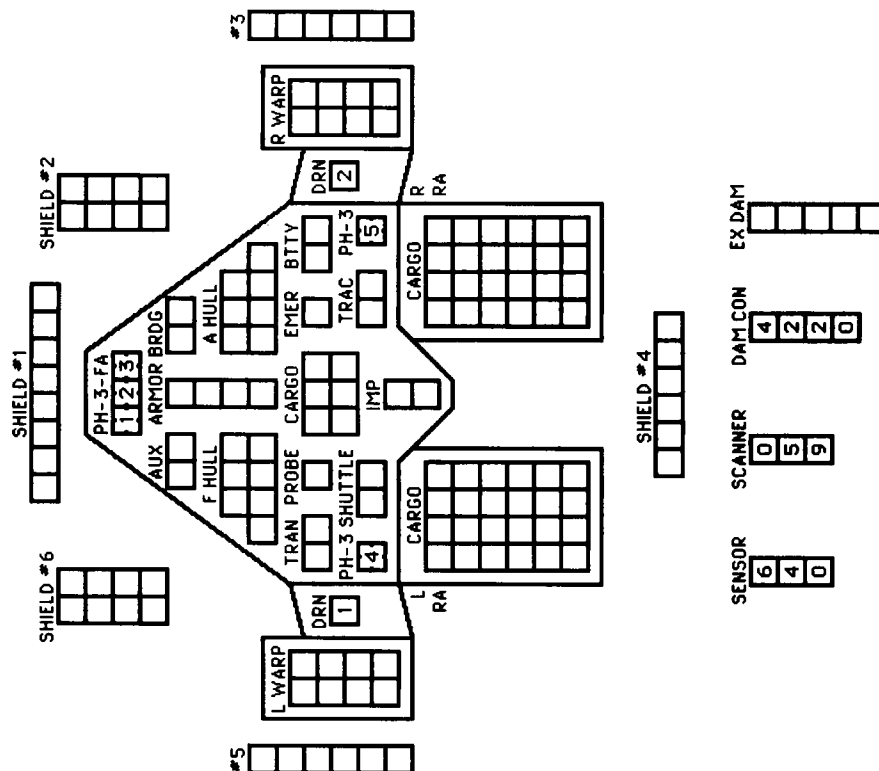
$$\begin{aligned} \mathbf{F}\mathbf{A} &= \mathbf{L}\mathbf{F} + \mathbf{R}\mathbf{F} \\ \mathbf{R}\mathbf{A} &= \mathbf{L}\mathbf{R} + \mathbf{R}\mathbf{R} \end{aligned}$$

TYPE III DEFENSE PHASER					SHIP DATA TABLE						
DIE	RANGE	4-	3-	2-	WTG	POINT VALUE	BREAKDOWN	SHIELD COST	LIFE SUPPORT	SIZE CLASS	REFERENCE
ROLL	0 1	2	3	8 15							
1	4	4	4	3 1 1		70/36	3-6	1+1	1	3	YR5.8
2	4	4	4	2 1 0							
3	4	4	4	1 0 0							
4	4	4	4	3 0 0							
5	4	3	2	0 0 0							
6	3	3	1	0 0 0							

SEE {D4.12} FOR ARMOR RULES.

0 OR 1 POD	
TURN MODE	SPEED
D	1 2-4
	2 5-8
	3 9-12
HET	4 13-17
	5 18-24
BD	6 25+

POD	MOVE	HET	EM
WT	COST	COST	COST
0-1	1.0	5	6
2	1.0	5	6
3	1.5	7.5	9



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

MÆSRON ALLIANCE HEAVY TUG



CREW UNITS						ADMINISTRATIVE SHUTTLES					
		X				NUMBER	HIT POINTS			NOTES	
					10						
					20						
					30						
					40						

BOARDING PARTIES

PROBES					
--------	--	--	--	--	--

T-BOMBS				
---------	--	--	--	--

1				A
2				A

THIS SHIP CAN FIRE ONE MISSILE FROM ITS PAIR OF RACKS PER TURN.

[illegible]

DIE	RANGE	5-	8-	13-	25-				
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 31 32 33 34 35 36					
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	3	1	1	0	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

DIE ROLL	RANGE		5-				8-			
	0	1	2	3	4	7	12			
1	4	4	3	2	2	1	1			
2	4	4	3	2	2	1	1			
3	4	4	3	2	1	1	0			
4	4	3	2	1	1	0	0			
5	4	3	2	1	0	0	0			
6	4	3	2	1	0	0	0			

SHIP DATA TABLE	
TYPE	= TGH
POINT VALUE	= 150/110
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= OR2.15
LCP BPV	= 20/8
LBP BPV	= 30

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

WITH 1 OR 2 PODS		
TURN MODE	SPEED	
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+

WITH NO PODS
MOVE COST = 1
HET COST = 5
EM COST = 6

5 = HET COST

WITH 1 OR 2 PODS: WARP ENERGY MOVEMENT COST = 1+1/2 ENERGY POINT PER HEX									
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
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

HEAVY TUG

SHIELD #1

SHIELD #6

SHIELD #2

SHIELD #5

SHIELD #3

SEN

SCAN

SHIELD #4

DAM CON

EX DAM

MÆSRON ALLIANCE TUG PODS



POD	BPV	AVAIL
LCP	20/8	Y97
LBP	30	Y100
LDP	24/16	Y101
LSP	20/14	Y104
LYP	16	Y161
LRP	24/12	Y105
LVP	20	Y118
LTP	20/16	Y103
LPP	40/28	Y173
LXP	16/8	Y109
LWP	36/24	Y124
LMP	24/16	Y118
HCP	50/18	Y171
HBP	68	Y172
HSP	76/64	Y189
HVP	44	Y174

CARGO

REPR

LIGHT REPAIR
POD (LRP)

TM

CARGO

TM

LIGHT MISSILE
POD (LMP)

CARGO

LAB

SHTL

LIGHT SURVEY
POD (LVP)

SEN

LAB

APR

AUX

LIGHT WARNING
POD (LWP)

CARGO

C HULL

LIGHT SHIELD
POD (LSP)
+8 SHIELDS (ALL)

CARGO

C HULL

AUX

LIGHT EXPRESS
POD (LXP)

CARGO

PW-3

APR

LIGHT DEFENSE
POD (LDP)

APR

C HULL

PW-3

LIGHT POWER
POD (LPP)

TG-FA

PW-1

PW-3

TM

APR

LIGHT BATTLE
POD (LBP)

BARRACKS

TRAN

C HULL

LIGHT TROOP
POD (LTP)

CARGO

LIGHT CARGO
POD (LCP)

FIGHTER

TRAC

LIGHT CARRIER
POD (LVP)

SHUTTLE

TRAC

APR

PW-3

HEAVY CARRIER
POD (HVP)
+4 SHIELDS (ALL)

TM

SEN

LAB

PW-3

APR

SHTL

HEAVY SUPPORT
POD (HSP)
+2 SHIELDS (ALL)

TG-FA

PW-1

APR

PW-3

TM

SHTL

HEAVY BATTLE
POD (HBP)
+4 SHIELDS (ALL)

CARGO

HEAVY CARGO
POD (HCP)



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