STAR FLEET BATTLES

SCENARIO BOOK #1

CAPTAIN'S MODULE S1

TASK FORCE GAMES™

(Z14.0) NOTES ON SCENARIO BOOK #1

INTRODUCTION

Scenarios are the meat and potatoes of SFB, the place where the rules meet the counters and combat begins. The scenarios in this book provide dozens of new challenges, and with the variations presented, you can play hundreds of unique battles from this book alone. While some may not be to your personal taste, all will provide additional background and understanding of the Star Fleet Universe, and any of them can spark your own ideas for further scenarios. Most of the history of the Star Fleet Universe has been written, a paragraph at a time, through its scenarios.

Virtually all of the scenarios in this book are reprinted from the previous Commander's Edition; all have been completely revised and updated to the Captain's Edition (Doomsday). Some come from Commander's Volumes II and III or Commander's Supplements #1 and #3. Some come from older issues of Captain's Log and Nexus magazine. Some come from the out-of-print Module B.

These scenarios range from simple (HA!) encounters with monsters, to squadron through fleet level engagements. Interceptors, fighters, dreadnoughts, all are present. Herein you will also find the method by which lowly frigate commanders rise to command cruisers (U8.0). So climb into the center seat, and take command!—*Steven P Petrick*

PUBLISHER'S INFORMATION

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(P17.0) TOURNAMENT BARRIER

(P17.1) MAP: The map is fixed; it does not float. Any partial hexes with hex numbers are playable (i.e., can be occupied by a unit). Any partial hexes without hex numbers are not playable (i.e., are part of the barrier).

(P17.2) BARRIER: Any ship trying to move off the edge will take five damage points on the shield facing the barrier and come to a complete stop. Any seeking weapon or shuttle which tries to move off the map edge will take five points of damage and will not move on that impulse, but will not stop and will count that attempted movement against its turn mode. Damage from barrier impact is counted as phaser damage points, not lost strength points, by plasma torpedoes.

(P17.3) TRACTORS: If a tractored unit is forced into the barrier, it takes the damage but the tractor link is broken.

Tractors which are generated (aka operated) by a ship that impacts on the barrier are NOT broken. If ship A has tractored ship B, and the movement of ship B forced ship A into the barrier, neither ship moves, ship A takes damage, the tractor is unbroken, and the situation may repeat itself.

(P17.4) DISPLACEMENT: If a unit is displaced off the map, it is placed in the last map edge hex. It does not stop or take damage.

ART CREDITS

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(using Aldus Freehand on his Mac IIci)

QUESTIONS

Every new product generates questions. Allow us to answer some typical ones before you write in to ask them:

1. *Why didn't you do 50 entirely new scenarios instead of just revising 50 old ones?* Because all of the new players wanted the "famous" old scenarios from out-of-print products, and because a majority of old players wanted their favorite old scenarios brought up to Doomsday standards.

2. *Why doesn't Module S1 include ALL of the old scenarios from Captain's Log and Nexus?* Two reasons. First, it was never intended to. Module S1 was designed to be 80 pages of the best and most important of the old scenarios. If we had included all of them, it would be much bigger, cost much more, and wouldn't be out until 1993. Second, because many of the old scenarios that are "missing" here were set aside for special uses, such as campaigns and fiction.

3. *Where are the counters for the monsters?* They will be presented in Module R1.

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PLAYTEST GROUPS WORKING ON S1

(SG27.0) REPAIR RENDEZVOUS
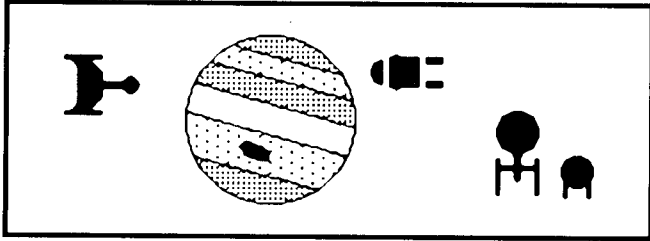
by Jeff Smith, Tennessee

The use of repair and logistics ships was critical on campaigns. These ships could get a badly shot-up cruiser battleworthy again or patch up a cripple enough to allow it to get back to a starbase.

In this scenario, a badly damaged cruiser is on its way to rendezvous with a repair ship when it is surprised by a marauding enemy.

(SG27.1) NUMBER OF PLAYERS: 2; player A and player B.

(SG27.2) INITIAL SET UP
TERRAIN: Small gas giant (3-hex diameter) (P2.22) center in 2215.
PLAYER A: Small repair freighter in 2213, facing B, speed 0, WS–0, in standard orbit (P8.0) around planet.
Damaged cruiser (any type) in 4229, heading F, speed 4, WS–0.
Frigate in 4027, heading F, speed 4, WS–I.
PLAYER B: One war cruiser arrives 0101, heading C, speed 4, WS–I, on a turn to be determined by (SG27.45).
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SG27.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG27.4) SPECIAL RULES
(SG27.41) MAP: The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return.
(SG27.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected allows them.
　　(SG27.421) There are no MRS shuttles in this scenario.
　　(SG27.422) There are no EW fighters in this scenario.
　　(SG27.423) There are no PFs in the basic version of this scenario. If they are added in a variation, they will be standard combat types and cannot include any leader or scout versions.
(SG27.43) COMMANDER'S OPTION ITEMS
　　(SG27.431) The war cruiser and the frigate can have additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of their combat BPV. See (S3.2) for details and exceptions.
　　(SG27.432) All drone speeds are available subject to the year selected. The war cruiser and the frigate (if drone-armed) can have special drones up to the historical racial percentages.
(SG27.44) REFITS: All refits are available subject to their availability in the year selected for the scenario.
(SG27.45) RAIDER: At the start of each turn, player B rolls two dice and adds six to the result. When the total (for that turn) is less than the turn number, his ship has arrived.

(SG27.46) FRIGATE: The frigate has been assigned to protect the cruiser and must remain within ten hexes of it unless the cruiser is destroyed.
(SG27.47) CRUISER: The cruiser has been damaged in combat prior to the scenario.
　　(SG27.471) Mark all shields destroyed, and distribute 60 internal damage points by the DAC as single volley, ignoring direction.
　　(SG27.472) Allow the cruiser to repair a number of boxes equal to its original damage control rating (D9.7), regardless of the cost of each box repaired before the scenario begins, along with 20 turns of repairs to its shields (D9.2).
　　(SG27.473) The cruiser has no drones (including reloads), no PPTs, no T-bombs, and no plasma-F torpedoes loaded; it has no fighters ready for action or any other weapons.
(SG27.48) OBJECTIVE: The object of the scenario is for player A to move his cruiser to a rendezvous with the repair ship, dock with it (C13.9), complete the maximum possible repairs (D9.4), and leave the map before the arrival of player B's ship. This scenario is an exception, in that these repairs are normally conducted between scenarios.
(SG27.49) REPAIR SHIP: The repair ship cannot leave orbit until the cruiser has docked with it. Once this is done, it can depart the map with the cruiser and the frigate.

(SG27.5) VICTORY CONDITIONS
　　PLAYER A DECISIVE: Destroy player B's cruiser without losing any ship.
　　PLAYER A SUBSTANTIVE: Player B's cruiser disengages crippled without destroying any player A ship, or the player B cruiser and the player A frigate are destroyed.
　　PLAYER A TACTICAL: Player B's cruiser disengages without destroying any player A ship, or both cruisers are destroyed.
　　DRAW, INDECISIVE: Player B's cruiser and player A's cruiser or repair ship are destroyed, or
　　Player B's cruiser and player A's cruiser or repair ship are crippled, or
　　Player B's cruiser is crippled and player A's frigate is destroyed.
　　PLAYER B TACTICAL: Destroy player A's frigate and disengage without being crippled, or player A's cruiser disengages.
　　PLAYER B SUBSTANTIVE: Destroy cruiser or repair ship and disengage without being crippled, or destroy both and disengage in any condition.
　　PLAYER B DECISIVE: Destroy cruiser and repair ship and disengage without being crippled, or destroy all three player A ships and disengage in any condition.

(SG27.6) VARIATIONS: The scenario can be played again under different circumstances by making one or more of the following changes:
(SG27.61) Substitute a mobile base with a repair pod. The cruiser must be repaired to defend the base from the arriving war cruiser.
(SG27.62) Replace the frigate with a group of six fighters or two or three PFs.
(SG27.63) Use a tug (Klingons, Lyrans, and Kzinti use a non-combat tug) with a repair pod(s), deleting the repair freighter and the frigate. Use the same procedure as (SG27.45) except subtract two from the roll to see when the war cruiser arrives.
(SG27.64) The cruiser could be transferring wounded to a hospital ship (Federation CLH) as well as getting repairs. In this case the CLH is in orbit with the repair ship, and 10 crew units must be transferred from the cruiser to the hospital ship, one per turn.

(SG27.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG27.71) Substitute a war destroyer for the war cruiser.
(SG27.72) Decrease the time before the CW arrives.
(SG27.73) Reduce or increase the damage on the cruiser at start.

(SG27.8) TACTICS

PLAYER A: You have no reason to remain in orbit once you have reached the freighter. Dock to it, and move at your best speed to put more distance between you and the enemy's entry hex. You will have to fight or lose by default when you disengage, so your frigate will have to buy you time. Get shields repaired to give yourself some protection, but you are going to have to combine the guns on all three of your ships to win.

PLAYER B: Time is against you. The more time your enemy has to make repairs, the better his position will be when you arrive, and there is not a thing you can do about it. Size up the situation when you finally arrive. If he has not gotten too strong, crush the frigate and apply a tractor to the freighter to break his docking so that he cannot do any more repairs. Once you have done that, you should concentrate on the cruiser first, as it may be easy to kill and is worth the most points. Then, if it needs it, finish the frigate. Watch the freighter though, as it might disengage by leaving the map if player A was moving towards the edge while doing his repairs (which he should be).

(SG28.0) RAID ON A SURVEY CAMP
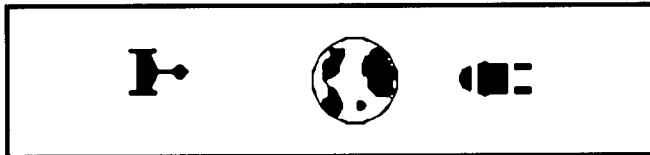
by Ray Olesen, California

A survey cruiser has found a new world, and a survey team (based on a converted freighter) has been assigned to make a complete study. An enemy raider has arrived to make sure the study is never completed, but must complete its work quickly for fear of a watchful cruiser.

This scenario is included in the Frigate Captain's Game (U8.0).

(SG28.1) NUMBER OF PLAYERS: 2; the survey player and the raiding player. There is a solitaire variant.

(SG28.2) INITIAL SET UP

TERRAIN: Class-M planet (P2.21) in 2215.
SURVEY PLAYER: Small survey freighter in 2315, heading D, speed 0, WS-0, in standard orbit (P8.0); see (SG28.45).
RAIDING PLAYER: One frigate in 4201, heading E, speed max, WS-III.
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y168 is assumed if no alternative selection is made.

(SG28.3) LENGTH OF SCENARIO: The scenario continues until the raiding unit has been destroyed, captured, or has disengaged.

(SG28.4) SPECIAL RULES

(SG28.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. This is the only means by which ships can disengage.
(SG28.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected allows their use.
   (SG28.421) No ship in this scenario is qualified to carry an MRS shuttle.
   (SG28.422) There are no EW fighters in this scenario.
   (SG28.423) There are no PFs in this scenario.
(SG28.43) COMMANDER'S OPTION ITEMS
   (SG28.431) The frigate can have 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.
   (SG28.432) All drone speeds are available subject to the year selected for the scenario.
      The frigate can have special drones up to the historical racial percentages.
(SG28.44) REFITS: All refits are available subject to the year selected for the scenario.
(SG28.45) GROUND COMBAT: There is a survey site on the planet in 2215, facing hex side D. It is treated as a ground combat location (GCL) (D15.1) without defenses (D15.12) and with only one control station (D15.11). There are four crew units [civilians on turn 1, convert to militia (D15.83) on turn 2 plus two boarding parties from the survey freighter at this location. The four crew units are the ONLY crew units which can convert to militia from the survey freighter in the scenario.
(SG28.46) SOLITAIRE: This scenario can be played without a survey ship player. The raider first completes his energy allocation, plotting his own movement by (C1.33) level C1. Then determine what the survey ship will do by using the following rules:
   (SG28.461) Roll one die to determine what strategy the survey freighter has chosen:

1	Die Fighting (SG28.462)
2–5	Run (SG28.463)
6	Hide (SG28.464)

   (SG28.462) The exploration freighter attacks the frigate and assumes a seeking course moving towards it.
      Turn #1 energy allocation: 1/2 impulse life support, 5/6 battery and 1/6th warp to warm phaser capacitor, 2 warp to arm probe (qualified under G5.3 #2), 1/2 impulse and 1/2 warp to power shields, 1+2/6 warp for speed 4.
      Turn #2 energy allocation: 1/2 impulse life support (If not crippled), 1/2 impulse fire control, 1/2 warp phaser (unless phaser has been destroyed), 2 warp to complete probe arming, 1 warp to tactical maneuvers, 1/2 to battery (total 4/6s in battery). Tactical movement to keep good shield towards the frigate, exposure of a down #1 shield should only be done to fire an anti-matter probe.
      Subsequent turns: Continue turn #2 allocations, priority in the order listed, until destroyed, e.g., if the ship is crippled, no life support need be used; if the ship has no weapons, no power need be allocated to that function; if there are no shields remaining, no power need be allocated.
   (SG28.463) The exploration freighter attempts to evade destruction by fleeing.
      Turn #1 energy allocation: 1/2 impulse life support, 1/2 impulse and 1/2 warp to warm the phaser capacitor, 1 warp to power shields, 1 + 1/3 warp for a speed of 4, 1 + 1/6 warp (5/6 battery power used to raise to a full 2 points of reinforcement when/if the shield is hit) to specifically reinforce shield #4.
      Turn #2 and beyond: 1/2 impulse to life support (unless crippled), 1/2 impulse and 1/2 warp to maintain

shields, 1/2 warp to charge phaser (unless phaser is destroyed), remaining power used for movement or dumped into battery. Regardless of turn, battery will be used as reserve power to reinforce a shield that receives damage.

Movement: roll a die;

    1 or 2 – move in direction D straight.

    3 or 4 – move 1D, then direction E, side-slipping in direction D each time the slip mode allows.

    5 or 6 – move 1D, 1E, 1F, 1A, and continue moving direction A side-slipping in direction F as slip mode permits.

(SG28.464) The exploration ship attempts to evade destruction by keeping the planet between itself and the raider.

Turn #1 energy allocation: 1/2 impulse life support, 1/2 impulse and 1/2 warp to warm the phaser capacitor, 1 warp to power shields, 1 + 1/3 warp for a speed of 4, 1 + 1/6 warp (5/6 battery power used to raise to a full 2 points of reinforcement when/if the shield is hit) to specifically reinforce shield #4. Movement for turn #1 is 1D, 1E, 1F, 1A.

Turn #2 energy allocation: 1/2 impulse to life support, 1/2 impulse to the phaser, 1/2 warp to fire control, 1 warp to maintain shields, 1 warp for speed 4 until Impulse #9, then speed 0 and warp tactical maneuvers (2) to bring fresh shields to bear. 1 warp specific reinforcement to shield facing frigate, and 1/2 warp available to recharge battery. Battery will be used when charged as reserve power to reinforce any shield that receives damage.

Turn #3 and beyond: 1/2 impulse to life support (unless crippled), 1/2 impulse phaser (unless phaser is destroyed), 1/2 warp to fire control, 1 warp to tactical maneuvers, 1 warp to battery, 1.5 warp to shield facing frigate (finished with battery).

(SG28.465) All of the above: Weapons from shuttles and freighter will fire:

    1–Any chance to fire through a down frigate shield.

    2–Frigate at two hex range or less.

    3–Whenever a frigate volley scores more than one internal on the freighter or damage point on a shuttle, that unit will return fire that same impulse. This is a concession to solitaire play.

If the freighter will move opposite the GCL hex side (enter hex 2216), it will launch all shuttles there; if not, launching begins impulse #1. All shuttles will attempt to enter the atmosphere and reach the GCL. If they reach the GCL, they will contribute their combat value to all combats until destroyed.

(SG28.5) VICTORY CONDITIONS: The raiding player's purpose is to destroy the survey ship and capture the control station of the survey site. There is little doubt that he will succeed, given sufficient time. The measurement of the raiding player's skill (and hence victory) is based on the number of turns that his ship is on the map. (Any partial turn counts as a full turn.) Note that if his ship is destroyed, it obviously remains on the map for more than 9 turns (albeit as a rapidly expanding cloud of debris). A separated section does not count as the ship leaving the map. Any boarding parties or shuttles left on the map count as if the ship had not left the map. Note that once the crew is beamed off, a shuttle could be destroyed by the ship itself to prevent leaving it behind.

The level of victory is rated as follows:

INCREDIBLE	3 turns
DECISIVE	4 turns
SUBSTANTIVE	5 turns
TACTICAL	6 turns
MARGINAL	7 turns
UNSATISFACTORY	8 turns
INCOMPETENT	9 or more turns

(SG28.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG28.61) Provide a police corvette as an escort for the survey ship.

(SG28.62) Give the survey ship two fighters with ready racks in its shuttle bay; increase its weapon status to 2.

(SG28.63) Use a large exploration freighter, and allow the frigate two extra turns (SG28.5) to accomplish its mission.

(SG28.64) Use a police ship to attack the freighter.

**(SG28.65)** SURPRISE: Substitute a Q-ship at WS–III for the exploration freighter.

(SG28.7) BALANCE: This scenario can be balanced between players of different skill levels by one or more of the following:

(SG28.71) Substitute an armed freighter for the exploration ship.

(SG28.72) Players could bid on the number of turns required to succeed, with the low bidder taking the raiding ship.

(SG28.73) Use a destroyer or war destroyer to attack the exploration freighter.

(SG28.8) TACTICS

    SURVEY PLAYER: Your ship is doomed, so all you can do is try to ruin your opponent's career. Launch all of your shuttles, and try to get them into atmosphere. Do not fight his ship with them. Get them down to the planet's surface. Send down as many of your crew as you can. You will not be able to form any more militia above the ones you already have, but you can use them for casualty points to keep your combat troops in action longer. Some of your crew, including one BP to keep him from seizing the ship, must remain on the ship. Have the ship run; complicate his position. The further you can get from the planet, the harder it will be for him to both destroy the ship and attack the ground station. And the more units you can get on the ground (especially if the shuttles make it), the harder it will be for him to destroy them, and there lies your best chance for victory. Remember, however, that if your ship is destroyed within five hexes of the planet, you can use the catastrophic damage rules (D21.0) to get most of the survivors down to the surface.

    RAIDING PLAYER: You may want to come in on minimum shields to save power, but keep track of when any phasers from any shuttles will become active, as all four shuttles have the capability at close range of downing a shield on most frigates. You have got to destroy any shuttles he launches before they reach the planet's surface, as the combat value they add to the ground party will make it impossible for you to eliminate them in time. Do not forget your tractors as, in this case, they can serve two functions: first in killing shuttles by death dragging and second by snagging his ship so that it cannot move too far from the planet. Do not split your own marines as you cannot afford to have some on the freighter trying to capture it and some on the ground trying to kill the ground party. You will need to get them all on the planet's surface. You should not be worried in this instance that the freighter might try to board you (unless it turns out to be a Q-ship), so you may commit all of your troops and any militia you can form to the ground attack, but be careful because it also takes time to recover your ground parties and you do not have a lot of that.

(SG29.0) HARBOR PATROL
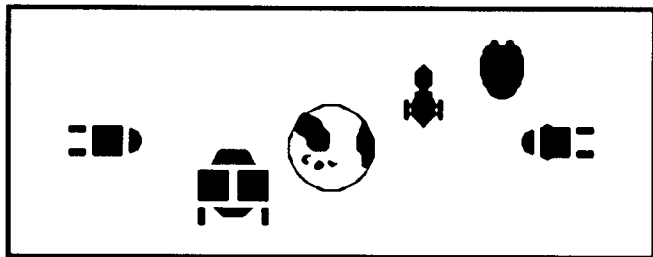
by Ray Olesen, California

One of the more common duties for police units is that innocuous phrase "tariff and customs," which means preventing smuggling, collecting taxes, and generally making certain that freighter captains file their route plans before departing the system and are adhering to them when they arrive.

The freighters that arrive at the border of a system's controlled customs zone range from honest merchants to captains with less than proper documents to pirates to enemy raiders. The life of a police captain is never dull.

(SG29.1) NUMBER OF PLAYERS: 5; the police player and four freighter players.

(SG29.2) INITIAL SET UP
TERRAIN: Class-M planet (P2.21) in 2215.
POLICE PLAYER: Police ship in 2213, heading A, speed 8, WS–I.
FIRST FREIGHTER PLAYER: Small freighter (or small Q-ship?) in 0101, heading C, speed 8, WS–I.
SECOND FREIGHTER PLAYER: Large freighter (or large *armed* freighter?) 0130, heading B, speed-8, WS–I.
THIRD FREIGHTER PLAYER: Free Trader (or Traitor?) in 4201, heading E, speed 8, WS–I.
FOURTH FREIGHTER PLAYER: Small armed freighter in 4230, heading F, speed 8, WS–I.
　NOTE, freighters that drew a 10, Q, or K are at WS–III.
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SG29.3) LENGTH OF SCENARIO: The scenario continues until all four "freighters" have reached the planet, been captured, destroyed, or have disengaged.

(SG29.4) SPECIAL RULES
(SG29.41) The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return. This is the only way any ship can disengage.
(SG29.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected for the scenario allows their use.
　(SG29.421) No ship in this scenario is qualified to carry an MRS shuttle.
　(SG29.422) There are no EW fighters in this scenario.
　(SG29.423) There are no PFs in this scenario.
(SG29.43) COMMANDER'S OPTION ITEMS
　(SG29.431) The police ship can have 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.
　(SG29.432) All drone speeds are available subject to the year selected for the scenario.
　　Each drone-armed ship can have special drones up to the historical racial percentages.

(SG29.44) REFIT: All refits are available subject to the year selected for the scenario.
(SG29.45) MISSIONS: Each player draws one card from a deck of ordinary playing cards. This shows that player what he and his ship are and what their mission is. These cards are not revealed until the end of the scenario (exception: they must be revealed to any boarding party that boards the vessel, not a hit-and-run). The players can tell any of the other players, publicly or privately, what their card is, but cannot show it to them and may not be telling the truth.
　The instructions for each card is as follows:
　2-5: Honest merchant. Nothing to lose if boarded by police and accepts instructions immediately. Objective is to be adjacent to the planet at the end of the scenario. Honest merchants cannot fire at police.
　6-7: Same as 2-5, except that you must refuse the first request by the police (and all requests within the next 32 impulses) to BOARD your vessel because you resent "police harassment of honest citizens." Honest merchants cannot fire at police.
　8-9: Basically honest merchant, but with "slightly irregular" records. If the police board your vessel, you will pay a fine but will otherwise be allowed to go on your way (the fine is collected from your "bank account" and has no game effect other than limiting the ship's captain to a draw). Objective is to be adjacent to the planet at the end of the scenario; if you paid the fine, this produces a draw. Honest merchants cannot fire at police.
　10: Pirate (use alternate ship shown in parentheses in set up). Objective is to cripple the police ship (opening the way for a major raid) without being destroyed or captured.
　J: Police undercover mission (use alternate ship shown in parentheses in set up). Same objectives as police.
　Q: Enemy raider (use alternate ship shown in parentheses in set up). Objective is to destroy at least two ships, counting only police ships and merchant (2-9 card) vessels.
　K: Pirate (use alternate ship shown in parentheses in set up). Objective is to capture one real (2-9 card) merchant ship and disengage with both your own ship and the captured ship.
　A: Spy. Objective is to be adjacent to the planet at the end of the scenario without being boarded. After several days of mapping and surveys, you will quietly depart.
　Joker: Robot suicide ship (operated by player). Will not answer communications or drop shields. Explodes with 50-point blast when damaged (including shield damage) or when it reaches a hex adjacent to the planet. Wins if the explosion destroys or cripples the police ship or any other ship friendly to the police ship. Treat the explosion of the robot ship as a mine explosion.
(SG29.46) POLICE: The police ship can (but is not required to) board any of the vessels for the purposes of identification (a crew unit, not marines, must be sent aboard by appropriate rules). Objective is to prevent any 10-Q-K-A player from achieving his objective; automatically loses if he fires on a 2-7 card merchant even if no shield or internal damage is scored.
(SG29.47) ARMED FREIGHTER: The small armed freighter in the set up, regardless of its card, has no alternative ship selection.
(SG29.48) LIMITATIONS: The police player cannot board, fire on, or tractor an unidentified ship that is adjacent to the planet. The police player is limited to asking the merchant ships to lower their shields to be boarded. He cannot order them to NOT close with the planet for example.

(SG29.49) EXPOSURE: Alternative ships are exposed under the Q-ship rule (R1.7) or under tactical intelligence (D17.0). The weapons of non-Q-Ships are considered to be concealed by (D17.74) and are under the restrictions of that rule. Note that this is an exception to the normal procedure for (D17.74) in that weapons not normally permitted to be concealed (disruptors, fusions, and plasmas) can be concealed in this case. Note that some freighters (armed variants) will need to operate their warp engines at reduced power (D17.72) and keep their shields at lower levels (D17.71) to avoid immediate detection.

(SG29.5) VICTORY CONDITIONS: Any player who achieves his stated objectives in (SG29.45) or (SG29.46) wins. Otherwise, the player loses.

(SG29.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG29.61) Place a SAMS in orbit around the planet with a hangar bay module with six class-1 fighters, two of which can be fully armed and are outside the station.
(SG29.62) Use more freighters (and possibly a second police ship).
(SG29.63) Have a sixth player take an Orion Light Raider and select an entry hex in secret (written down). He rolls a die at the end of each turn to see when he arrives. If the die roll equals the next turn number or less, he comes on the board on impulse #1 of that turn. He wins if he grabs a freighter and exits uncrippled from the map through the edge opposite the one he entered from. Heading at player's option, speed max, WS–III. Option mounts must have weapons available to a cartel operating in the area of the police ship player's race.

(SG29.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG29.71) Increase or decrease the starting speed of the freighters.
(SG29.72) Stagger the freighters arrival by having each freighter captain roll three dice, the total being the impulse that his ship arrives on the map.
(SG29.73) Replace the police ship with a frigate.

(SG29.8) TACTICS
   FREIGHTERS: All you want (some of you at least) is to be left in peace to amass your profits without having to adhere to a lot of useless regulations. Of course, if something happens, you'll be the first to call for the police to protect those same profits. Basically, all you can do is keep an eye on each other (if your neighbor starts moving toward you, it could be a bad sign) and move steadily towards the planet. Those others of you, however, have different ideas.
   The Q-ship has problems. Most race's Q-ships are not well equipped to fight it out with a police ship, so you have to get him to lower his shields (possibly by lowering yours) and then hitting him with everything you have and hoping you roll well. If you do not, well, you'll probably be remembered with honor if you do not make it off the map. Problem is that you do not want to be exposed until you are at the planet as you are NOT fast enough to catch another freighter in a chase.
   The Free Trader (or Traitor) is the ship to watch by everyone, principally because of his speed. He is fast, and he MIGHT be heavily armed (say two plasma-F torps, or two "C" racks with type-IV drones, or two gatlings).
   The armed freighters, in spite of their weaponry, do NOT want to fight with a police ship. Basically they function under the same restrictions as the Q-ship, but not as well, and move and are under greater restrictions in the use of their armaments.

   POLICE PLAYER: While it seems well justified, don't panic. Keep an eye tuned to the freighters' movements to see if you see anything suspicious. Watch your friend's faces (good to know who has a poker face and whose face you can read like a book) for clues as to their intent. You probably need to check out the Trader first. It is the fastest of the ships out there, and potentially heavily armed, and you need to get close enough to challenge him during the first turn and again early in the second turn so you can clear him. None of the other ships are as fast as he is, but it will take time to get to them, and while you are investigating one, you are out of position to check out the other three. At least they cannot complain if they detect you running with overloads, but you cannot afford to do that much since you need your power for speed to try and cover all the ships.
   Now you know why your hair turned grey when they gave you command of this ship.

PROFILE: FEDERATION POLICE CUTTER

From top to bottom: Top View (note bridge, tractor beam, phaser–3s on top of hull, phaser–1s on front of hull, and drone launch hatch), Side View, and Bottom View (note 360° phaser–1 and sensor array). Shuttle hatch is visible on the face of the cylindrical section. Photon tube is in the triangular cut-out below the nose.
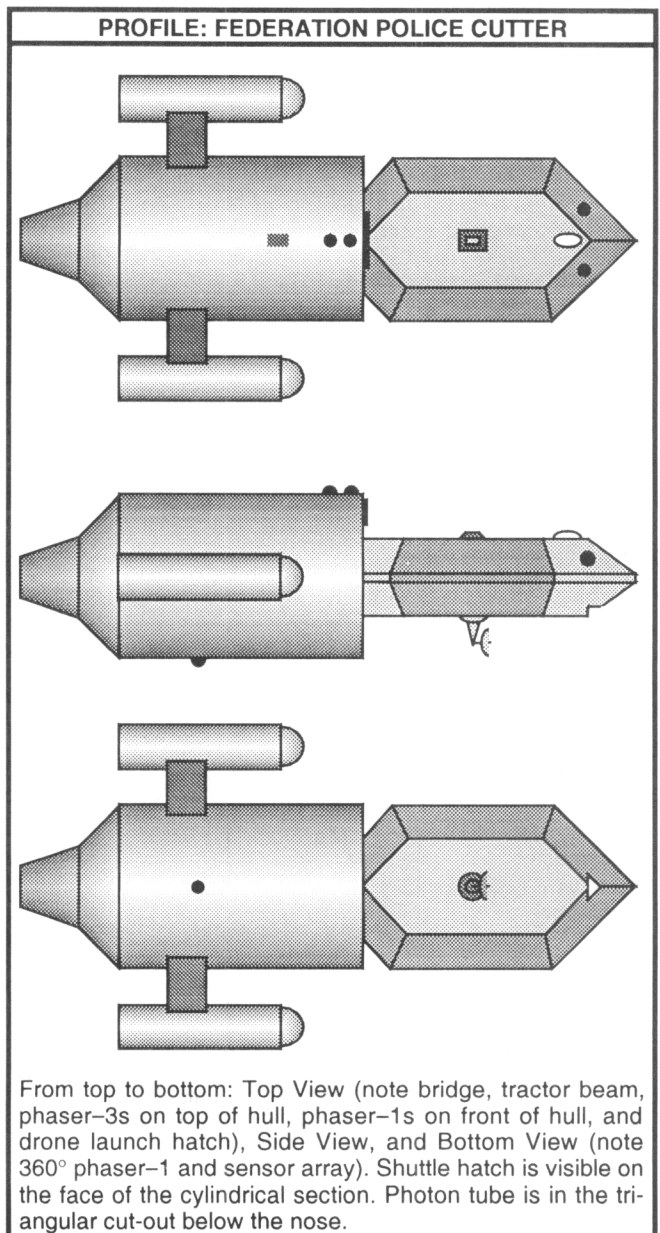
(SG30.0) COMBAT RALLY
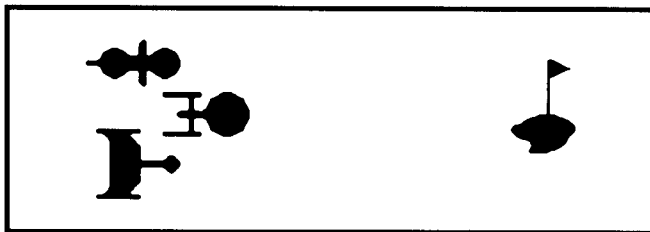
*by Bill Neumann, Alan Gopin,
and the Tinton Falls Task Force*

The Masters (a shadowy race living at the center of the galaxy who periodically kidnap entire starships for elaborate "wargames") play many different games with their "toys." When they get tired of a simple fight, they find ways to make things more interesting. Sometimes they like to combine some sport with the battle.

(SG30.1) NUMBER OF PLAYERS: 4 or more.
6 to 10 make for the best game.

(SG30.2) INITIAL SET UP: Each player takes a single ship of 150 combat BPV or less. No two players may select the same race except in a variation. Set up is done sequentially on the Staging Map [see (SG30.47)], heading A, speed 16, WS-III.
YEAR: Select a mutually acceptable year and use the Commander's Option Package with a maximum of 8 points per ship. No more than two fighters (including MRS in this case) can be carried. Y179 is assumed unless another year is selected.

(SG30.3) LENGTH OF SCENARIO: The scenario continues until one player has fulfilled the victory conditions.

(SG30.4) SPECIAL RULES
(SG30.41) MAP: Use a fixed map 3 map-sheets deep. The xx01 hex row of the Transit Map is adjacent to the xx30 hex row of the Objective Map, and the xx01 hex row of the Staging Map is adjacent to the xx30 hex row of the Transit Map. There is no way to disengage.
    (SG30.411) OBJECTIVE MAP: The Objective Map is any one of the special maps from Module B or as provided in the rules for SFB if you do not have Module B. The other two maps are Open Space (i.e., blank) maps.

OBJECTIVE MAP (Terrain)
TRANSIT MAP (Open Space)
STAGING MAP (Open Space)

Alternative Arrangement:

STAGING MAP (Open Space)	TRANSIT MAP (Open Space)	OBJECTIVE MAP (Terrain)

Place base counters to represent flag buoys in the following hexes of the Objective Map:
    ASTEROID BELT: 0215, 2203, 2215, 2228, and 4215.
    ASTEROID FIELD: 0705, 2305, 3806, 0522, 4020.
    RINGED GAS GIANT: 2219, 3420, 2807, 1409, 1223.
    BLACK HOLE: 4205, 2201, 0205, 4225, 0225.
    BLACKFOOT PASS: 0609, 1613, 2912, 4019, 3616.
    OPEN SPACE: 0707, 2202, 3607, 1325, 3125.

    (SG30.412) MAP EDGES: The entire map is surrounded by a "Tournament Barrier" (P17.0); no ship can leave the area of the scenario.
(SG30.42) SHUTTLES AND PFs: All shuttles and PFs will have warp booster packs if warp booster packs are available in the year selected for the scenario. No ship can have more than two fighters.
    (SG30.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG30.431).
    (SG30.422) If using EW fighters in a player-designed variation where more than two fighters are allowed to a player and the year selected allows their use, one fighter in any squadron of eight or more fighters may be an EW fighter. If not using EW fighters, it is a standard fighter of its type.
    (SG30.423) There are no PFs in the basic version of this scenario, though they may be added in a variation.
(SG30.43) COMMANDER'S OPTION ITEMS
    (SG30.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 8 BPV points. See (S3.2) for details and exceptions.
    (SG30.432) All drone speeds are available dependent on the year selected for the scenario.
    Each drone-armed ship can select 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.
    These modules do not count against the allowed points in (SG30.431).
(SG30.44) REFITS: The cost of any refits is included in the BPV provided in (SG30.2) above. Refit selection should be limited to those available in the year selected for the scenario.
(SG30.45) TARGET SELECTION: Before the start of the game, each player places a target marker for his ship (use a 2nd ship counter from the appropriate race) in an opaque container. Then each player draws a target marker at random from the container. If multiple ships of the same race are to be used, it will be necessary to use numbered counters with the numbers corresponding to specific ships of the race.
(SG30.46) ATTACK LIMITATIONS: As part of their enjoyment of their game pieces, the Masters make them sweat by placing them in imminent danger of attack and limiting their options to respond.
    (SG30.461) A ship may not attack another ship unless it meets the following conditions (both A AND one of the B conditions):
    A: Neither ship is on a numbered hex of the Staging Map.
    B: The attacking player holds the target marker of the target, OR
        The attacking player drew his own target marker during the original target draw, OR

The defending ship holds all 5 flags (see below), OR The defending ship previously attacked the attacking ship.

(SG30.462) An attack is defined as an action that would damage an unreinforced shield. Firing a direct-fire weapon and getting a result of 0 (e.g., rolling a 6 on a Ph-3 attack at range 9), launching a drone and dropping tracking before it hits (or fires its phaser in the case of swordfish modules), launching a pseudo plasma torpedo, or launching a slug or probe drone, etc. do NOT count as an attack.

(SG30.463) A ship that makes an illegal attack is immediately removed from play. The Masters snatch it from the field. That player then owes the others a round of beverages. Elaborate records should be kept in an effort to detect all illegal attacks and procure as much free beverage as possible. The damage scored in the illegal attack remains.

(SG30.464) When a ship is destroyed, the player who destroyed it gets the target marker(s) being held by the destroyed ship.

(SG30.465) Damage from webs and mines is not an "attack." Voluntarily entering a zero-radius ESG is not an attack on the entering ship. Fire at seeking weapons is not an attack.

(SG30.466) Attacks on or by fighters are under the same restrictions as the owning ship, except that any fighter at range 1 may be attacked without penalty.

(SG30.47) SET UP: After the players know their targets, each player places his ship counter in an opaque container. The ships are then drawn one at a time and placed on the Staging Map by their owners in the order drawn. A ship may be placed on any numbered hex of the Staging Map facing in any direction. No ship may be placed closer than six hexes from any ship already on the map. Once all of the ships have been placed, the players perform energy allocation for the first turn.

(SG30.48) FLAGS: Each buoy on the map has one flag for each ship in the game. The buoy itself cannot be destroyed or tractored and is not affected by black holes or other terrain. Flags cannot be destroyed. A ship may retrieve one (and only one) flag from a buoy by transporting it aboard or by tractoring it and landing it using the (J1.62) procedure. Transporting a flag is a single transporter action (see (D6.37) for the effect of asteroids on transporters). A flag is tractored as if it were a friendly shuttle, but is not vulnerable to "death dragging" (G7.54). Flags may be captured by hit-and-run raids. Flags must be guarded individually. If a ship carrying a flag or flags is destroyed, the flags it was carrying appear in its hex (use any unused counters) and may be retrieved from that hex. If simultaneous attempts are made to recover the same flag, both players roll one die; high roller gets the flag.

(SG30.5) VICTORY CONDITIONS: The first ship to enter a numbered hex of the Staging Map carrying flags from all five buoys is the winner.

(SG30.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG30.61) TERRAIN: Since this is a Masters scenario, anything is possible. The Transit Map could be the Asteroid Field, Asteroid Belt, or Black Hole map. You could place the maps end to end and use Blackfoot Pass. You might use two or more transit maps.

(SG30.62) MUSICAL CHAIRS: Each buoy has one less flag than there are players. If a buoy has no flags remaining, any ship that does not have a flag from that buoy may attack any ship that does have a flag from that buoy.

(SG30.63) SHIP TYPES: Any BPV limit could be used for the ships. The tournament ships could be used. Ships could be limited by size or type (e.g., only survey cruisers or only size class 4 ships). Note that tactics change with each ship. Players might also choose to each use the same race or ship.

(SG30.64) PFs: Players might choose to use a PF flotilla from the selected races instead of a ship. This will place the leaders at a premium as only they will possess transporters, though Fi-Con versions will also have tractor beams.

(SG30.7) BALANCE: This scenario can be balanced for players of differing ability by:

(SG30.71) Giving the weaker players a higher BPV limit for their ships.

(SG30.72) Allowing the weaker players extra points to buy optional equipment.

(SG30.73) Requiring the weaker player to only retrieve four flags instead of all five. Once he has four flags, he is subject to being fired at under (SG30.461).

(SG30.8) TACTICS: It is difficult to generalize tactics for this scenario because so much depends on the initial placement and target draw. It may be a good idea to get the most difficult flag first while you are relatively undamaged. On the other hand, if everybody else is headed for the same place, it may be safer to go elsewhere. The real key to this scenario is deception. You need to keep the other players in the dark about who your target is, especially if you drew your own target marker. Remember: combat has no direct bearing on victory in this scenario.

(SG30.9) PLAYTESTER'S COMMENTS: This scenario requires finesse. It is very important to use speed and speed changes properly to transit the asteroid belt as quickly and painlessly as possible.

(SG31.0) INTRUDER ALERT

by Lyle Zoerman, America

While on routine patrol, an unknown being penetrates your ship and begins destroying it bit by bit. Your crew must analyze the monster and capture it.

(SG31.1) NUMBER OF PLAYERS: 1; the monster(s) moves by automatic rules; see (SG31.46).

(SG31.2) INITIAL SET UP
PLAYER: Select the SSD of any ship, an Energy Allocation Form, and a sheet of paper. In the basic solitaire scenario, no map or counters are needed.
MONSTER: See (SG31.46).
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SG31.3) LENGTH OF SCENARIO: The scenario continues until the ship is destroyed or the monster is captured.

(SG31.4) SPECIAL RULES
(SG31.41) MAP: No map is used, unless the monster is used in conjunction with another scenario, in which case the specified map for that scenario is used.

(SG31.42) SHUTTLES AND PFs: If the ship is destroyed, the monster will move to and destroy any shuttle that launched from the ship until all are destroyed. There is no way for shuttles to survive. PFs can use their bridge boxes as labs and can build traps; PFs will be attacked by the monster after the ship is destroyed. No unit on the attacked ship can escape the monster unless the monster is successfully trapped. All shuttles and PFs may or may not have warp booster packs, but they do not matter in the context of the solitaire scenario. The status of warp booster packs for scenarios where the monster is added will be determined by rules for that scenario.

(SG31.421) If using the optional MRS shuttles, the ship may have one, but it will not be able to use its lab function and will suffer the fate of any other shuttle on the ship if the monster is not trapped. If not playing the scenario solitaire, the status of MRS shuttles will be determined by the scenario to which the monster is introduced.

(SG31.422) If using fighters, they are treated as admin shuttles for purposes of the monster. EW fighter status will be determined in accordance with the scenario rules for any scenario to which the monster is introduced.

(SG31.423) If using a PF tender, or carrying PFs as a casual tender, each PF will have its own chance to try to trap the monster after the tender is destroyed. Treat PFs as ships with regards the monster. Otherwise, use the availability data of the scenario that the monster is added to.

(SG31.43) COMMANDER'S OPTION ITEMS

(SG31.431) The status of Commander's Option Items will generally not affect the monster. However, players may want to have legendary engineers or science officers as they are the exceptions. Players may purchase Commander's Option Items in accordance with the rules for other scenarios where this monster is introduced as a random element.

(SG31.432) Drones will not affect the monster, and their speed will be dependent on the date of any scenario where this monster is introduced as a random element.

(SG31.44) REFITS: Players may want to experiment with the various refits in playing this scenario. For example, the Federation DD loses half of its labs and becomes more vulnerable to this monster, while Federation CAR+s add five boxes to the SSD, giving the ship more time to fight the monster. In all other respects, refit data will be provided for ships in scenarios where the monster is added.

(SG31.45) This scenario uses an abbreviated Sequence of Play if played outside of any other scenarios as follows:

Energy Allocation Phase: Fill out the Energy Allocation Form as normal, except that power may be allocated to build analyzers (SG31.481) and traps (SG31.484).

Initial Activities Phase: Record the location of any analyzers (SG31.481) and/or traps (SG31.484) at the same time as "Assign boarding parties as guards."

Final Activity Phase: Roll to determine the monster's location and whether it has been analyzed (SG31.472) or trapped (SG31.473) immediately after "Resolve boarding party combat."

The above abbreviated Sequence of Play indicates where the monster interactions with the game will take place if the monster is used in conjunction with another scenario.

In the solitaire scenario, the primary operations the player will conduct will be building analyzers, then building traps, and continuously trying to repair as much as he can in order to survive.

(SG31.46) Each turn, during the Final Activity Phase as indicated in (SG31.45), the player will roll two dice (one at a time) to determine where the monster went. This is determined by the chart below. Annex 7E does apply to this chart.

FIRST	SECOND DIE					
DIE	**1**	**2**	**3**	**4**	**5**	**6**
1	Flag	R Warp	Brdg	L Warp	Emer	Aux
2	Dam C	Sensor	Scan	F Hull	A Hull	Cargo
3	Cargo	Lab	Probe	Trans	Trans	Trac
4	Trac	APR	APR	Imp	R Warp	L Warp
5	C Warp	C Warp	Battery	Drone	Phaser	Phaser
6	Torp	Torp	F Hull	A Hull	Shuttle	ExDam

Center Hull may be taken on Forward Hull hits only if there are no more Forward Hull. Center Hull may be taken on Aft Hull hits only if there are no more Aft Hull.

Note that, while this chart determines the type of system that the monster is in, the actual system box must still be determined. In the event of Sensor, Scanner, and Damage Control, the monster is always assumed to be in the best undestroyed box. In the case of Excess Damage, the monster attacks the topmost or leftmost undestroyed box. Players should arbitrarily number the boxes of the various systems on their ship (allowing the specific one involved to be identified by rolling a single die) as follows:

1 of that type: Do not number, the monster would automatically be in that one box.

2 of that type: Number one 1–3 and the other 4–6.

3 of that type: Number one 1–2, the second 3–4, and the third 5–6.

4, 5, or 6 of that type: Number 1–6, with the unused numbers considered "roll again."

7 or more of a given type: Number the first six 1–6, leave the others unnumbered. Assign the numbers of destroyed systems to unnumbered boxes as available.

In the event the selected system does not exist (or no longer exists), use the next system below it on the chart.
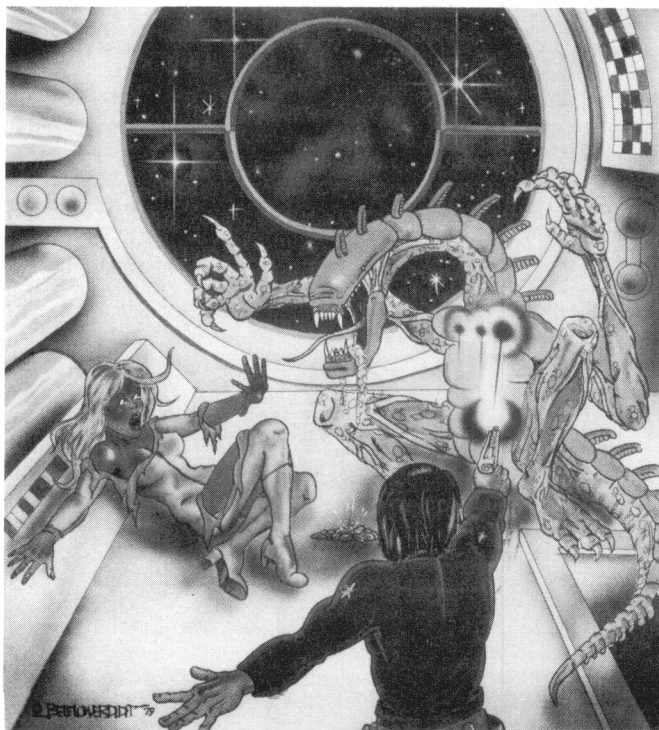
From the bottom row, go to the top box of the next column on the right. For example, if 2–3 is not available, go to 3–3; if 6–3 is not available, go to 1–4; if 6–6 is not available, go to 1–1 (SG31.46). Continue this process until a system is found.

(SG31.47) When the box the monster is in this turn is determined, the player must discover what interaction occurs.

(SG31.471) If there is no trap or analyzer, the box is destroyed.

(SG31.472) If there is an analyzer, roll one die. If the result is a "1" or "2," the monster has been analyzed successfully. (Traps may now be built if this is the first successful analysis of the monster.) In any event, the system box and analyzer are destroyed.

(SG31.473) If there is a trap and an analyzer in the box, roll one die. If the result is a "6" or greater, the monster is captured, the solitaire scenario is over, and the player wins. If the monster is not trapped, roll a second die to determine if the analyzer successfully analyzed the monster. In any case, the system box, the analyzer, and the trap are all destroyed.

(SG31.474) For every three successful analyses of the monster, not including the first one in (SG31.472), one is added to the die roll for traps.

(SG31.475) The monster cannot be killed, only trapped.

(SG31.48) BUILDING ANALYZERS AND TRAPS

(SG31.481) The first step in stopping the monster is to build analyzers. To build an analyzer, the player allocates one point of power to an undestroyed lab box [or control box (SG31.483)]. This produces one analyzer at the end of the Energy Allocation Phase of the same turn (i.e., immediately). Labs in which analyzers have been built are considered to have been used for all of the ensuing turn and cannot have power allocated for emergency damage repair, be used to identify seeking weapons, or for any other function. The analyzer can be placed in any systems box on the SSD [so long as it is identified by a number as per (SG31.46) or is an automatic selection] in the Initial Activity Phase of the turn it was created. The ship can produce as many analyzers as it has undestroyed labs with a unit of power applied. Analyzers, once placed, cannot be moved and remain active throughout the game or until the system box they are in is destroyed. Mark the locations of analyzers on your SSD with a blue dot or some other recognizable symbol.

(SG31.482) A legendary science officer can build two analyzers a turn during the Energy Allocation Phase without any energy requirement. He can take no other action that turn and must be either in a control box or a lab box to do so, but the lab box he is in could be used for any other function, including building another analyzer.

(SG31.483) If a ship has less than three labs, or damage reduces it to less than three labs, control boxes may be used as labs for the purpose of building analyzers only. Additionally, the use of control boxes as labs to build analyzers cannot increase the total number of labs beyond three, e.g., a ship with two labs and six control spaces can only build three traps a turn.

(SG31.484) After the monster has been analyzed, the player may build traps. Traps may not be built before the monster has been analyzed. To build traps, a player allocates two points of power per trap built. He may build as many traps as the number in the highest undestroyed damage control box on the Damage Control Track (if all the boxes on the Damage Control Track have been destroyed, the player may still build one trap a turn by allocating two points of power for the function). Traps are completed at the end of the Energy Allocation Phase where the power was allocated for their construction (i.e.,

immediately) and may be placed in any systems box that has an analyzer during the Initial Activity Phase of that turn. Mark the locations of traps on your SSD with a red dot or some other recognizable symbol. Note that building traps will tie up a portion of the the ship's damage control system for the entire turn. Only shield repairs can be made if the entire damage control rating is used to build traps. If less than the full damage control rating is used to build traps, the ship can accumulate points towards the repair of a system that turn equal the ship's damage control rating less the number of traps built. The total number of systems that can be repaired is still under the limits of (D9.7), and any repair that points are not allocated to over a turn break is aborted and must be restarted from scratch.

(SG31.485) A legendary engineer could build one trap per turn during the Energy Allocation Phase without any energy requirement and in excess of the ship's damage control rating. He can take no other action that turn and must be in either a control box or a lab box to do so. Legendary ace PF crews count as legendary engineers for this purpose (but not as legendary science officers as above), but do not lose any of their other abilities and are not otherwise affected.

(SG31.486) Traps and analyzers may be placed in the same system box on the same turn, but no more than one of each may be placed in any system box.

(SG31.487) Repairing a destroyed system box that had an analyzer and/or a trap in it will not repair the analyzer or trap.

(SG31.49) The ship is destroyed, in the solitaire scenario, when all systems boxes (other than shields) are destroyed. This includes damage control, sensors, scanners, and excess damage. This is a change to the normal ship destruction rules as result of the monster's interaction. Note that, in a scenario where the monster is a random element or balancing factor, the ship would be destroyed normally by enemy fire.

(SG31.5) VICTORY CONDITIONS: If the monster is captured, you win the solitaire scenario. If your ship is destroyed, you lose the solitaire scenario. Use the victory conditions of the scenario for any scenario the monster is introduced into. Players may have to balance such victory conditions to account for the monster.

(SG31.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG31.61) Introduce the monster into another scenario on one side or the other. In large battles, if the monster is on a ship that is destroyed, whether trapped or not, it is freed. Allow it to pick another ship at random from ALL the ships (not PFs, unless only PFs are available) and begin again. The monster picks its new target immediately after the Energy Allocation Phase of the turn following the turn the last ship it was on is destroyed. The data the previous ship had in its analyzers cannot be transmitted, so the new ship must begin the analyses itself. The monster will not be able to catch any ships that disengage, so once all ships have disengaged, only the ship the monster is currently on has a problem.

(SG31.62) Instead of the die roll system to determine what the monster will attack outlined in (SG31.46), have a second player play the monster, while a third player acts as judge. The player operating the ship will prepare his defenses and indicate them to the judge. The player running the monster will then tell the judge which system the monster attacked. The judge will roll to determine any interactions in (SG31.47) and inform both players. This is a much more intense situation as the monster player knows he must destroy the labs

and damage control track to win, but the fewer of these there are, the more likely he will be to be trapped. For this reason, the victory conditions for both sides are modified as follows: If the player operating the ship captures the monster before it destroys 70% of all the systems boxes on the ship, he wins. If the monster destroys 80% of the systems boxes on the ship, or destroys the ship itself, the monster wins. Any other result is a draw.

(SG31.63) Once the monster is unsuccessfully attacked by a trap, it divides in two. Each of these clones will also divide if unsuccessfully attacked. And so on.

(SG31.64) This scenario is rather easy for most ships. To make it more exciting (i.e., give yourself a chance to lose), use four monsters on a star base, three monsters on a size class two unit, two monsters on a size class three unit, and one monster on a size class four or five unit.

(SG31.65) Roll one die each after the Energy Allocation Phase of each turn. If the result is a "1," another monster has boarded your ship. Your engineers must work to modify the shields to keep more monsters from boarding the ship. Roll another die at the end of the Final Activity Segment of each turn, and add it to a running total. When the total reaches 100 or more, the engineers have modified the shields so that no more monsters can get aboard. Then you will only have to deal with the ones already on your ship. For this purpose, a legendary engineer or a legendary science officer that took no other action at all the entire turn and was in a lab or control system box will add one to the die roll. Their addition to the roll is cumulative. Of course, if an enemy ship happened to blow a shield or two down…

(SG31.66) Allow other ships to analyze the monster while it is attacking one ship using their labs. In this case, each lab must roll as an analyzer (SG31.472) to gain information. Rolls can only be made by a ship no more than 10 hexes (15 hexes for scouts using special sensors) from the ship the monster is on for the entire turn. This range is increased by 5 if the ship is using minimum shields, and by another 5 if the analyzing ship is in the arc of a down shield on the ship with the monster for the entire turn. Labs used in this way cannot be used for any other function that turn.

(SG31.67) Any combination of any of these. The monster has endless possibilities.

(SG31.7) BALANCE: The scenario can be balanced between you and the monster by one or more of the following:
(SG31.71) Increase or decrease the power cost to build a trap.
(SG31.72) Increase or decrease the die roll to successfully analyze the monster.
(SG31.73) Allow the ship to build more or fewer analyzers or traps.
(SG31.74) Add a die roll to see if the monster destroys any given system. Start with a 1–5 to destroy the system, and reduce it by one until the scenario is balanced.

(SG31.8) TACTICS: Put the analyzers and traps in one of a kind boxes first. Once you have all of them filled, branch out into the two of a kind boxes and so on. The point is that the monster will get to those boxes sooner or later, but many ships have a lot of hull or cargo boxes. Repair a few of the one of a kinds that have been destroyed for the same reason. Hope you get some good rolls.

(SG31.9) PLAYTESTER COMMENTS: A true monster for all seasons. It can be added to virtually any large scenario to create an element of uncertainty (and in some cases, out right panic). Do not hesitate to come up with your own rules for this monster when adding it to a scenario. The monster is highly useful as a handicap to a stronger player facing a weaker player.

NOTE: Original publication as (SL15.0) in Captain's Log #1.

(SG32.0) THE KAUFMAN RETROGRADE
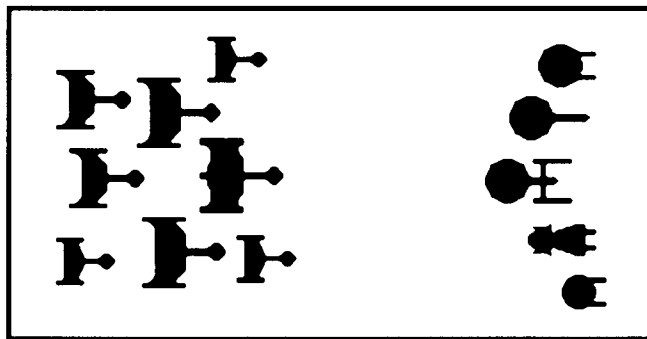
by Ken Kaufman, Illinois

More a classroom exercise than a battle tactic, the Kaufman Retrograde Maneuver operates on the premise that a force of five Federation cruisers, moving backwards and concentrating the fire of their photons in narrow salvoes, cannot be defeated.

The theory, which has been proven correct more often than not, is based on the unique characteristic of photons — they do not lose power with range. The Kaufman Retrograde assumes that by moving at a speed of 10–20 (in reverse) no enemy ship can generate enough speed to overhaul the Federation force. Any ship trying will eventually be destroyed by the massed fires of the Federation ships. The entire Federation force concentrates its fire on a single target each turn; all ships fire their weapons in narrow salvoes. (They are not required to do this.) Proximity photons are used if the range is appropriate.

(SG32.1) NUMBER OF PLAYERS: 2; the Federation player and the other player.

(SG32.2) INITIAL SET UP
FEDERATION: CC in 1321, CAs in 0919, 1120, 1323, and 1325, all facing B, speed 10 in reverse, WS–III.
OTHER: Any number of ships worth a total of 1,000 BPV within five hexes of 3510, heading E, speed 10, WS–III.
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SG32.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG32.4) SPECIAL RULES
(SG32.41) MAP: Use a floating map.
(SG32.42) SHUTTLES AND PFs: Depending on the year selected, all shuttles and PFs may have warp booster packs or no shuttles will have warp booster packs.

> **(SG32.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG32.431).
> **(SG32.422)** If using EW fighters, one of the fighters in each squadron on the carriers is an EW version. If not using EW fighters, it is a standard fighter of the type.
> **(SG32.423)** If PFs are used, the six PFs on a tender should be a standard flotilla including one leader and one scout. PFs carried on the mech links of casual tenders can be of any type except leader or scout versions.

(SG32.43) COMMANDER'S OPTION ITEMS
> **(SG32.431)** 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. The Federation ships are specifically excluded from purchasing T-bombs for this scenario.
> **(SG32.432)** Drones may be of any speed depending on the year selected for the scenario. Type-II and type-V drones (speed 12) are available for purchase as special drones if the scenario date is set before the advent of medium speed drones.
>
> > Each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SG32.44) REFITS: Refits are available, depending on the year selected. For every two points of BPV spent to refit a Federation ship (this does not include points spent to purchase MRS shuttles or for drone speed, but does include the cost of plus, AWR, and phaser refits), the other player receives three points to add to his starting total of 1,000 points.
(SG32.45) The Federation ships must continue moving in direction D or E or F. They may sideslip; they may not disengage except by distance. Note that, while the Federation ships all fire at the same target and all use narrow salvoes, these salvoes are still resolved separately for each firing ship.

(SG32.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2).

(SG32.6) VARIATIONS:
The scenario can be played again under different conditions by making one or more of the following changes:
(SG32.61) Replace the Federation pre-General War ships in the initial set up with a CLC and four NCLs. Note that these ships are better at the retrograde because of their better power curves.
(SG32.62) Add a GSC to the Federation force, 10 hexes behind the command cruiser with the same facing, speed, and WS. Allow the other player 210 BPV to be spent only on scout ships to support his own force.
(SG32.63) Use five Federation frigates in place of the cruisers, and only allow the other player 500 BPV to purchase his force.
(SG32.64) Replace the Federation force with a Klingon force of one D7C and four D6Bs, or a Kzinti force of one CC and four BCs, or a Lyran force with a CC and four CAs.

(SG32.7) BALANCE:
The scenario can be balanced between players of different skill levels by one or more of the following:
(SG32.71) Change the CC to an DN or a DNG.

(SG32.72) Replace one or more of the CAs with DD+s.
(SG32.73) Delete or add BPV to the other player's total.
(SG32.74) Allow the Federation to use T-bombs.

(SG32.8) TACTICS
FEDERATION: Federation tactics are obvious and defined in the introduction. Maintaining the proper range (which varies from opponent to opponent) is critically important, even more so since each turn brings a "guessing game" of relative speeds. Judicious use of the emergency deceleration and mid-turn speed change rules should make this relatively easy.

It might seem that the Federation ships would be at a disadvantage since all damage would be accumulated on the #1 shield of which ever ship the enemy fired on. This is not necessarily the case. Besides the obvious solution of reinforcing the #1 shield, the ships could move in direction D or F (sideslipping toward E), exposing different shields.

OTHER: Attacking the Kaufman formation is relatively difficult. There are basically three tactics. The first is simple attrition. Establish a consistent range, and have all of your ships fire on a single Federation ship each turn (which is exactly what the Feds are doing). Even though your weapons may be less effective than his, you should be able to wear him down. Of course this means looking at the ranges at which your ships can shoot, so your force may be mostly cruisers.

The second is the frontal assault. This will result in heavy casualties. Basically, all ships accelerate to a speed of 31 and try to close the range. If the Feds speed up, they won't have the power to arm their photons. Otherwise, you will be able to steadily gain ground until you are within fighting range. The problem is that you will lose one ship every other turn. As you close the range, the Federation ships will gradually begin arming fewer photons to maintain the gap. Once they get all of their refits, they will always be able to back up at speed 30 and still arm at least one photon. With the Federation war cruisers, things get worse as a fully refitted NCL can back at a speed of 30 while arming all four photons, and 31 while arming three of them.

The third tactic is to outflank the Federation. In this case, the main force engages the Federation in an attrition battle while a few units accelerate to speed 31 and try to get around the Federation squadron (staying beyond the range of the photons). A long slow process, but one that can yield results. The Federation ships, however, may try to sideslip to one flank to avoid the trap. There are probably not enough ships to try and outflank them on both sides.

The obvious strategy is to conduct the first and third tactics simultaneously, charging (the second tactic) only when the flankers close in.

Cadet (later Admiral) Kaufman developed this tactic as his thesis in the Star Fleet Academy. He postulated three possible ways to attack it successfully:

1. An attack by 50 PFs might overwhelm the formation.
2. Attacking ships might use cloaking devices to approach under cover, although this is difficult as the Federation ships will probably retain or gain lock-ons due to the high speed of the cloaked ships, and the power demands of operating the devices would probably prevent the ships from gaining enough speed to close the formation until they ceased operating the devices in any case.
3. Andromedan ships might be able to disrupt the formation by displacing individual elements of it.

None of these possibilities were tested in battle; computer simulations yielded mixed results.

NOTE: Original publication as (SL22.0) in Captain's Log #1.

(SG33.0) TREASURE SHIP
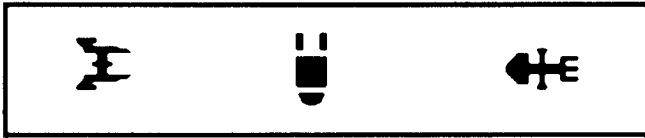
(Y159-68)   *by Mike Thompson, Texas*

Trade with the WYN Star Cluster (which bordered Klingon, Kzinti, and Lyran territory) was conducted by robot freighters passing through the radiation zone. The crafty WYN were not above sending the return ships out into areas within reach of two of their neighbors. When that happened, both races would attempt to grab the freighter.

After the General War began, the Kzinti were quickly cut off from the Cluster, and the Klingons and Lyrans were too busy fighting their many enemies to antagonize each other by fighting over the cargos from the Cluster.

(SG33.1) NUMBER OF PLAYERS: 2; the Kzinti (or Lyran) player and the Klingon (or Lyran) player.

(SG33.2) INITIAL SET UP
KZINTI (or LYRAN): See (SG33.45). Ship is in hex 4212, heading F, speed max, WS–III.
KLINGON (or LYRAN): See (SG33.45). Ship is in hex 0112, heading B, speed max, WS–III.
NEUTRAL: Freighter [small or large; see (SG33.46)] in hex 2201, heading D, speed 4, WS–0.

(SG33.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG33.4) SPECIAL RULES
(SG33.41) MAP: Use a floating map.
(SG33.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SG33.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG33.431).
    (SG33.422) There were no EW fighters available during the time period of this scenario.
    (SG33.423) There are no PFs in this scenario.
(SG33.43) COMMANDER'S OPTION ITEMS
    (SG33.431) 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.
    (SG33.432) Drones will be "slow," speed–8, or "medium," speed–20, depending on the exact year selected for the scenario. Type-II and type-V drones (speed 12) are available for purchase as special drones before the advent of medium speed drones.
    Each ship armed with drones can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SG33.44) REFITS: The period of this scenario will coincide with the gradual deployment of the initial refits by the three affected races for the General War. Players are free to select from the refits available in the year selected for the scenario. Note that the cost of any refit will be applied to the Modified Victory Conditions.
(SG33.45) SHIPS: The players are free to select any two equivalent ships to oppose each other which are available in

the year selected for the scenario. Frigates would be the most common ships involved in an action of this type. Total BPV of the two ships should be equal or nearly so after adding Commander's Option Items and drone speed upgrades.
(SG33.46) FREIGHTER: The players must agree before the scenario begins whether the freighter will be a large or small freighter, or roll randomly to determine which it is. It can never be an armed or manned freighter.
    (SG33.461) The freighter is on robot pilot. It will remain at speed 4, heading D, until under the control of one of the players (SG33.47). If the freighter is tractored, it will maintain its heading and speed even though it is pulled off its present course. If a player gains control of the freighter and changes its heading and speed, that heading and speed will remain until changed again.
    (SG33.462) The freighter's weapons and shuttle boxes are inactive, and its fire control cannot be activated during the scenario. Its shields are at maximum strength, and any power not used to move the ship, recharge the battery, and operate the shields is used as general shield reinforcement.
    (SG33.463) The freighter will automatically use its battery as specific shield reinforcement on the first shield damaged by any means during a turn, and it will recharge the battery in the Energy Allocation Phase of the following turn unless it is controlled by a player. If two or more different shields are damaged on the same impulse, roll randomly to determine which shield was reinforced. Whoever controls the freighter at the start of a turn fills out the Energy Allocation Form; if control changes during the turn (this can only occur by the owning player removing his boarding parties and crew units by transporter or shuttle, or the last such personnel of that side being killed under various rules), the Energy Allocation Form cannot be changed but other actions (turning, etc.) can be taken by the controlling player. The freighter cannot self-destruct.
(SG33.47) CAPTURING THE FREIGHTER: The players can gain control of the freighter by transporting a crew unit on board or landing a shuttle in the shuttle bay.
    (SG33.471) The doors of the shuttle bay are open, so it is not necessary for the first such shuttle to crash aboard, but whoever controls the freighter may shut the shuttle bay doors at the end of Stage 6B8 of any impulse. Flying a shuttle into the bay will require blowing down a shield on the freighter.
    (SG33.472) Boarding parties and crew units may be transported aboard at combat rates only. Boarding parties cannot control the ship unless converted to general crew. Boarding parties converted to general crew cannot be converted back to boarding parties. In combat between boarding parties, the freighter's control boxes cannot be destroyed; neither side gains the benefit of these control boxes in boarding party combat during the scenario. If both players have crew units on board the freighter, but only one side has boarding parties, the side with the boarding parties controls the freighter and the opposing crew units are captured. Militia squads count as boarding parties for this and all other purposes. If both sides have boarding parties on board the freighter, it is not controlled by either side until one set of boarding parties is destroyed.

(SG33.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). No points are scored for the freighter within this system, but the player controlling the freighter at the end of the scenario gains a 2-point bonus for each undestroyed cargo box on the freighter, irrespective of the size of the freighter.

(SG33.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG33.61) Replace one side with an Orion ship of the appropriate size. Option mounts should be limited to weapons used by the Klingons, Lyrans, and Kzinti.

(SG33.62) Each player selects his ship within the point totals, but neither reveals what he has until required by tactical intelligence (D17.0).

(SG33.63) Assume the freighter is carrying a particularly valuable cargo, and allow each side to select two or three ships (each side must still be of equal BPV, which must be agreed to before the scenario is set up). All ships must be set up within two hexes of their respective start hexes. In this case, each undestroyed cargo box on the freighter will be worth 4 victory points under (SG33.5).

(SG33.64) Play a three-player version with an Orion ship of the appropriate BPV starting in hex 2230, heading A, speed max, WS–III.

(SG33.65) Move the situation to the LDR, with the Kzinti replaced by the Hydrans, or assume a hypothetical neutral enclave at the corner of Federation–Klingon–Kzinti space, or Federation–Romulan–Gorn space, or even Gorn–Romulan–ISC space.

(SG33.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG33.71) Allow one side to use some or all of his refits, but not the other side.

(SG33.72) Have the stronger player use a smaller ship than his opponent.

(SG33.73) Delete or add boarding parties to one of the ships.

(SG33.8) TACTICS: The object of the scenario is the freighter, but the enemy ship is both a roadblock and an opportunity. Generally, there are two strategies. One is to defeat the enemy ship, after which the freighter falls like a ripe plum (or gordatz, for you Klingons). The other strategy is to board and control the freighter. This creates significant advantages (such as disengaging the freighter), but carries the risk of dropping a shield and diverting fire from the enemy during the boarding procedure, and everyone has those rapid fire disruptors. If the other guy is trying to disengage with the freighter, consider a solid salvo in an effort to disable the freighter's engines and force him to fight you.

NOTE: Original publication as (SL23.0) in Captain's Log #1.

(SG34.0) MERCHANT, PIRATE, SOLDIER, SPY
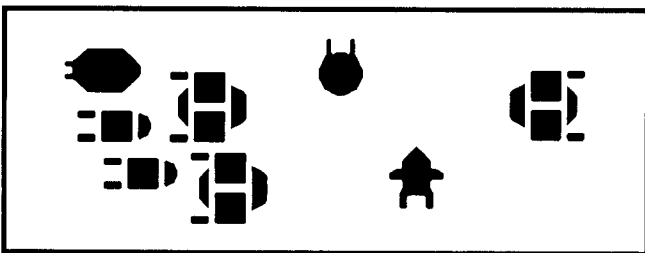
by Stephen V. Cole, Texas

Wars tend to be confusing times, and not everything is as it seems. Take the case of a starship commander, patrolling a distant portion of the frontier out of immediate contact with his superiors, who comes upon a pirate ship molesting a convoy. As he approaches, one freighter lashes out with sudden fury

at the pirate. "Q-ship!" the commander gloats, "We've got the pirate now!" Before he can reach battle range, however, the subspace communication system comes alive with claims and accusations.

"This is Police Captain Andros in the pirate vessel. We are not pirates but a naval unit on a secret naval mission. Security identification X3-54G. What appears to be one of our Q-ships is, in fact, a pirate marauder. We lured him here for a rendezvous. Please render assistance in capturing him."

"This is Captain Gran in the Q-ship. We are a naval unit on a secret mission. Security identification Y7-23T. The pirate ship is an enemy spy, not a pirate. Please render assistance in capturing him."

"Dammit, he's the spy, not me! Don't you remember me from the Academy? We used to go to the beer gardens together!"

"Don't fall for that! He may have been a spy even then!"

"Convoy leader, can you confirm the identity of the Q-ship?"

"Negative. He joined us after we cleared port. None of us have been on board his ship."

"This is the Q-ship. What would you expect from a secret naval mission?"

"Or from a pirate!"

The commander was perplexed, to say the least. Both identification codes were valid; both ships claimed to be clandestine units of his own Navy. Either might be a pirate, spy, or friend. Worse, they might both be enemies...

...OR THEY MIGHT BOTH BE FRIENDS!

(SG34.1) NUMBER OF PLAYERS: 4 (or 3); the Navy player, the convoy player, the Q-ship player, and the pirate ship player. The Navy and convoy players are allies; these forces could be controlled by the same player.

(SG34.2) INITIAL SET UP
NAVY: CL (any race, up to 130 pts) in 3825, heading F, speed 12, WS–III.
CONVOY: 2xfreighter-S, 2xfreighter-L, APT, all within 2 hexes of 1610, heading F, speed 4, WS–III.
Q-SHIP: Large Q-ship (same race as Navy) in 1808, heading B, speed 4, WS–III.
PIRATE: CR in 2405, heading E, speed 4, WS–III.
YEAR: Players must select a year before beginning this scenario as this will define drone speeds and types available, PF and fighter availability, etc.

(SG34.3) LENGTH OF SCENARIO: The scenario continues until only forces belonging to one side (SG34.45) remain in play; captured ships count as part of the capturing player's forces.

(SG34.4) SPECIAL RULES
(SG34.41) MAP: Use a floating map.
(SG34.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs, depending on the year selected for the scenario.

> **(SG34.421)** If using the optional MRS shuttles, the CR may have an MRS. The Navy CL may have an MRS if otherwise qualified to have one under (J8.5). Note that a carrier added in a variant of this scenario might also have an MRS.
> **(SG34.422)** There are no EW fighters in the basic scenario, but if a carrier is added in a variant, one fighter in any squadron of eight or more fighters can be an EW fighter if the year selected allows this. If not using EW fighters, it will be a standard fighter of the most common type in the squadron.

(SG34.423) There are no PFs in the basic scenario, but one or two casual PFs might be added under a variant or as a balance factor if the year selected allows this. Such PFs will be standard types.

(SG34.43) COMMANDER'S OPTION ITEMS

(SG34.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. The Navy player has a full complement of T-bombs and may select special drones for his drone racks as per (SG34.423). The Q-Ship has its full complement of T-bombs and, if drone armed, may select special drones as per (SG34.423). The pirate ship has its full complement of T-bombs and 12 BPV points available for option mounts and special drones (if drone racks are selected).

(SG34.432) All drone speeds are possible, depending on the year selected for the scenario.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items.

(SG34.44) REFITS will be available, depending on the year selected for the scenario. If the CR is refitted, the CL of the convoy player will have the refits appropriate to its race for the year selected for the scenario, and the cost of these refits will not apply against the cost of the CL itself.

(SG34.45) Before play begins, the pirate ship player and Q-ship player each draw a card from an ordinary deck of playing cards. Each player keeps his card secret until forced to expose it (SG34.44); it determines what "side" he is on. There are four possible "sides" in this scenario:

Hearts: Navy side.
Spades: Enemy spy.
Clubs: Pirate clan #1.
Diamonds: Pirate clan #2

The Navy player and convoy player are automatically on the Navy side. Each side has its own victory conditions.

(SG34.46) There is only one way to positively determine what side another ship is on: by boarding it. At the instant that a boarding party is placed on board another ship, the owner of that ship must show his card to the owner of the boarding party. (The owner of the boarding party does NOT reveal which side he is on, although which ship he came from will, of course, be known to all players.) Under no other circumstances can a player show his card to another player. (Partial exception: Any two Navy-side players could exchange information on the identity of a third ship.)

(SG34.47) The pirate ship can only use engine doubling if it is controlled by a pirate. Note that the act of doubling engine output must be announced and will reveal the true identity of a pirate.

(SG34.48) A "SPY" player is trying to gain information. He gains one point for each turn during which he passes within three hexes of a non-merchant ship. He can score several points per turn if he passes near several non-merchant ships, but can only score one point for each ship each turn. Information can only be gained about non-merchant ships. Note that information gathered about another spy does not count. To avoid exposing their true identity, the unknown players should record information gained every turn.

(SG34.49) The freighters and priority transport are considered to be merchant ships; the cruiser, Q-ship, and CR are considered to be non-merchant ships.

(SG34.5) VICTORY CONDITIONS
FOR THE NAVY AND CONVOY SIDES:

Decisive: Capture one pirate or spy ship and disengage at least two uncrippled merchant ships; or disengage all four merchant ships, only one of them crippled; or

capture two pirate or spy ships.
Tactical: Capture one pirate ship or disengage at least two uncrippled merchant ships.
Marginal: Disengage at least three uncrippled merchant ships.
Defeat: Lose any non-merchant ship, or lose all merchant ships.

FOR AN ENEMY SPY:

Decisive: Destroy any non-merchant ship except another spy, or
gain 20 or more points of information.
Tactical: Gain 12-19 points of information.
Marginal: Gain 6-11 points of information.
Defeat: Be captured or destroyed, or gain less than 6 points of information.

FOR A PIRATE:

Decisive: Destroy or capture a pirate ship from another clan, or
destroy any non-merchant ship, or
capture and disengage two merchant ships.
Tactical: Cripple a pirate ship of another clan, or
capture and disengage one merchant ship.
Marginal: Disengage.
Defeat: Be captured or destroyed.

NOTE: If a player cripples a ship that is on the same side as himself, his level of victory is reduced by one step. If a player qualifies for two or more levels, Defeat takes precedence; otherwise, the higher level counts.

(SG34.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG34.61) Replace the Orion CR with a DW of a neighboring race. The DW acts within its limits as the pirate ship.

(SG34.62) Replace the large Q-ship with an Aux-CVL.

(SG34.63) Delete the freighter-Ls, use a small Q-ship and an LR (6 points for options). The Navy player's ship is a frigate of no more than 75 BPV.

(SG34.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG34.71) Change the CR to a BR or a DBR.

(SG34.72) Replace the APT with a small Q-ship.

(SG34.73) Delete or add a small freighter from/to the convoy.

(SG34.8) TACTICS

NAVY: Use the convoy to determine who the pirates are. Send it toward the edge of the map and see who follows. Keep yourself separated from it so that you will know if they are following you or the convoy.

NAVY IN AN UNKNOWN SHIP: Contact the cruiser immediately. Move within 5 hexes and drop a shield. Once you are in contact, work out strategy with him. Perhaps try to claim that you AREN'T a Navy ship and cozy up to a pirate.

PIRATE IN AN UNKNOWN SHIP: Make a high-speed smash-and-grab attack on the convoy and leave town. Alternatively, slug it out with the cruiser, counting on your doubled engines. Messing with the other unknown is too complicated unless he has already been exposed, and that will only happen if the scenario goes longer than a few turns.

SPY IN AN UNKNOWN SHIP: Punching it out with another ship is possible, perhaps in cooperation with a pirate or another spy. Watch out, however, for an unknown naval ship that offers to work with you to attack the cruiser.

(SG34.9) PLAYTESTER COMMENTS: This scenario was a welcome change from the "us versus them" battles of the past. Tension runs high and stays high until the end. Ships

tend not to leave the battle, but to pull out of range and await developments. A good party scenario.

DESIGNER'S NOTES: Like many good scenarios, this one began with a title (an obvious play on a popular spy novel) and proceeded from that point. It was intended to put the forces of law and order in a realistic setting, and does so.

NOTE: Original publication as (SL27.0) in Captain's Log #2.

(SG35.0) A QUESTION OF FRANCHISE

by Stephen G. Wilcox, Texas

The Orion Pirates operated on two levels. Clan overlords "controlled" all pirate activity in huge territories. Ships, some of which were "owned" by the clans and some of which were "independent" of all clans, were assigned areas (known as "franchises") in which they could operate. Most of the larger groups of pirate ships were operated by the clans, and these claimed the more lucrative franchises. In theory, no two pirates were assigned the same area.

This was not always the case, however. Sometimes, two clan overlords both claimed the right to lease a certain area. Sometimes the pirate assigned a given franchise would fall behind in his lease payments, or otherwise disappoint the overlord, and his area would be assigned to another ship. Sometimes a pirate in pursuit of quarry would follow it into another franchise territory. All of these circumstances were likely to create trouble, and a question of franchise.

(SG35.1) NUMBER OF PLAYERS: 2; the Pirate-A player and the Pirate-B player.

(SG35.2) INITIAL SET UP
FREIGHTER: Large freighter in 2225, heading A, speed 10, WS–0; see (SG35.46).
PIRATE–A: CR in 3725, heading F, speed 15, WS–III.
PIRATE–B: CR in 0725, heading B, speed 15, WS–III.
Both Pirates: see (SG35.45).
YEAR: Players must select a year before beginning this scenario as this will define drone speeds and types available, PF and fighter availability and etc.

(SG35.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until turn 5.

(SG35.4) SPECIAL RULES
(SG35.41) MAP: Use a floating map.
(SG35.42) SHUTTLES AND PFs: All shuttles and PFs may or may not have warp booster packs, depending on the year selected for the scenario.
    (SG35.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG35.431).
    (SG35.422) If using EW fighters, one fighter in any squadron of ten or more fighters can be an EW fighter. If not using EW fighters, it will be a standard fighter of the most common type in the squadron.
    (SG35.423) There are no PFs in the basic scenario, but players may wish to add one or two casual PFs to each side if the year selected for the scenario will allow their use.

(SG35.43) COMMANDER'S OPTION ITEMS
    (SG35.431) Each pirate ship has 12 points (18 if a CA, 16 if a BR, 10 if a DBR, 8 if a DW, 6 if an LR) to use for modifications, including option mounts, mines, improved drones (not counting speed upgrades unless bought as limited or restricted availability items), or other changes.
    (SG35.432) All drones will be the speed appropriate for the year selected for the scenario. Speed upgrades might be purchased as limited or restricted availability in some years. Each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items.
(SG35.44) REFITS will be defined by the year selected for the scenario.
(SG35.45) The pirate ships can be of any class (CA, BR, CR, DBR, DW, LR), but must both be of the same class. They could be of different classes to balance the scenario between players of differing skills. CRs are assumed in the basic version of the scenario.
(SG35.46) The freighter will continue heading in direction A until captured. After allocating power for life support, it will move at its top speed. Any extra power is used for general shield reinforcement. It will not fire its weapons.
(SG35.47) Both pirates MUST use non-violent combat against the freighter.

(SG35.5) VICTORY CONDITIONS: The pirate that controls the freighter at the end of the scenario wins. If one pirate is destroyed, captured, or disengages, the other is assumed to capture the freighter if his ship still has weapons (must be drones in a drone rack or available as reloads for an operable drone rack to count) and is still capable of catching it (i.e., moving faster than the freighter). The scenario is a marginal victory for the player who did not disengage if the freighter cannot be captured.

(SG35.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG35.61) Substitute a Q-ship controlled by a third player for the freighter. This player wins an outstanding victory if both pirate ships are destroyed and a marginal victory if one is destroyed. Neither pirate player is allowed to attack the freighter in any way until it either fires at one of them or one of them has been destroyed or disengaged. Ignore (SG35.46) in this variation. This variant is hard to pull off unless prepared by the third player acting as a moderator to 'surprise' his friends.
(SG35.62) Place 12 drones numbered 1-12 in a cup. Each pirate captain draws one before the scenario begins, and the rest are put away unexamined by either player. At the end of the scenario, each pirate must reveal the drone he drew. During the scenario, if either player drew drone number 1, that player controls the freighter (which is a Q-ship and is using it to trap his opponent). The Q-ship will operate as a normal freighter in (SG35.46) until the player who controls it reveals it for what it is. The drone must be revealed when the Q-ship opens fire.
(SG35.63) Delete the freighter, and play the scenario out as a duel between two rival pirate captains.
(SG35.64) Do not end the scenario on turn 6, but have a third player arrive commanding a cruiser of the local race (the area the scenario is being conducted in must be defined before hand). This player wins if the freighter is not captured and at least one pirate ship is destroyed. A ship smaller than a cruiser might be used for balancing the scenario.

(SG35.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG35.71) Allow one player to use a larger or smaller ship than the other player.

(SG35.72) Limit the weapons available to one player.

(SG35.73) Delete or add points from the totals allowed to purchase weapons and options.

(SG35.8) TACTICS: There are two basic alternatives: capture the freighter or destroy the other pirate.

(SG35.9) PLAYTESTER COMMENTS: This scenario is particularly challenging because of the different weapons possible. Players who do not normally play pirate ships will enjoy it because they can equip their ship with weapons they are used to. One of the better Orion scenarios outside of a straight duel.

NOTE: Original publication as (SL29.0) in Captain's Log #2.

(SG36.0) RESCUE

by Rob Milcik, Illinois

A lone Federation freighter, operating in the Neutral Zone, wanders into a minefield and is badly damaged. Crippled, it drifts into Klingon territory. The Klingons, who carefully monitor the freighter to make sure the crew is safe, set a trap for the inevitable rescue ship.

(SG36.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SG36.2) INITIAL SET UP

TERRAIN: The Klingon-Federation border extends from 2801 to 2830.

FEDERATION: Large freighter in 0615, heading F, speed 0, WS–I.

CA in hex 4204, heading E, speed max, WS–III.

KLINGON: Ship(s) [see (SG36.45)] enter the map on turn 2 in hex 2201 or 2230, heading at option of Klingon player, speed max, WS–III.

YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y167 is assumed if no alternative selection is made.

(SG36.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged; see also (SG36.46).

(SG36.4) SPECIAL RULES

(SG36.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Shuttles can only leave if on board ships.

The Federation units can only disengage by crossing the border into Federation space.

The Klingons can only disengage in direction E or F.

(SG36.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SG36.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG36.431).

(SG36.422) If using EW fighters, one fighter in any squadron of eight or more fighters can be an EW fighter.

If not using EW fighters, it is a standard fighter of the most common type on the carrier.

(SG36.423) There are no PFs in this scenario.

(SG36.43) COMMANDER'S OPTION ITEMS

(SG36.431) 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 Standard Victory Conditions (S2.2) as victory points for the enemy.

(SG36.432) All drone speeds are possible, depending on the year selected for the scenario; however, note that such activities would not occur during actual war.

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.

(SG36.44) REFITS can be installed if available in the year selected for the scenario.

(SG36.45) FREIGHTER: The freighter has been damaged. All weapons, shields, shuttles, transporters, and engines have been destroyed. There are ten crew units on board the freighter. The object of the mission is to rescue these crew units (by transporter, or by crashing shuttles aboard it, but that allows only a few attempts).

(SG36.46) DISENGAGEMENT: The Federation ship must enter Klingon territory on turn 1; the scenario is over when it leaves Klingon territory (or is captured or destroyed).

(SG36.47) KLINGON RESTRICTIONS: As the Klingons are trying to create "an incident," strict rules of engagement must be observed. The freighter, which is "being helped" by Klingon rescue ships cannot be fired on. The Federation cruiser can only be fired at if it is in Klingon territory (28xx or further west). Klingon ships cannot leave Klingon territory; Klingon drones must be released from tracking (i.e., removed from play) before they leave Klingon territory. Drones can be fired at a Federation ship outside of Klingon territory if their tracking is cut before the drones cross the border.

(SG36.48) FEDERATION RESTRICTIONS: The Federation player cannot fire until he has been fired at. If drones are the only weapons fired at him, he can fire at the drones but not the ship which launched them or is controlling them. The Federation must operate maximum generated ECM and full shields. If the Klingon ship fires at him, he is no longer required to maintain maximum ECM but may use ECM or ECCM at his option.

(SG36.49) SHIP: The Klingon ship is determined by die roll, at the time of entry, as follows:

1–D7
2–D6
3–D5
4–D7C
5–two F5s
6–FV (8xZ-2) and an E3E.

The Klingon player makes the die roll. If more than one ship appears, the Klingon player may enter some at each entry hex (or adjacent hexes).

(SG36.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20) (but ignore the freighter). Award the Federation a bonus of 5 points for each crew unit rescued from the freighter; assess the Federation a penalty of 5 points for each crew unit left on the freighter.

The game is a draw if the Klingon ship(s) never scores damage on the Federation ship. In such case, ignore the point totals. Note that the Klingon player should keep this option in mind when maneuvering for position.

(SG36.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG36.61) Replace the Klingons with Kzinti. In this case the die rolls are:

    1–BC
    2–CL
    3–CM
    4–CC
    5–two FFs
    6–CVE (6xAAS) and an FFE.

Similar incidents occurred on nearly all borders between neighboring races (including between the Federation and the Gorns prior to Y168).

In some cases, it would be possible to use PFs if the incident occurred between the Gorns or Romulans and the ISC prior to the latter's attempt to "pacify" the galaxy. The Klingons, Lyrans, Hydrans, and LDR had such incidents until the Andromedan War put an end to them, and the LDR.

(SG36.62) The Federation player secretly records whether or not the freighter is actually a Q-ship playing dead; it is not actually damaged at all. He will attempt to lure the Klingon ship to its doom. If if is a Q-ship, the Klingon wins if he survives, and the Federation player loses .

(SG36.63) Use a CL or a smaller ship on the Federation side to effect the rescue.

(SG36.7) BALANCE: The scenario can be balanced by:

(SG36.71) Change the CA to a CC.

(SG36.72) Replace the large freighter with a free trader.

(SG36.73) Delete or add crew units to be rescued.

(SG36.8) TACTICS

    FEDERATION: Tactics will depend entirely on the Klingons. Standard procedures, such as moving rapidly toward the freighter while keeping weapons ready and strong shields toward the Klingon, will suffice until he makes his move. Once he does, your choices will depend on the Klingon force. If he has a D6/5 or the frigates, you can defeat them first and rescue the freighter later. If you are facing a D7C, grab what crewmen you can and run for it. With a D7, you can go either way, depending on your appraisal of his skill.

    KLINGON: Tactics will depend entirely on what ship you get. If you can defeat him, do so. If you can't, maneuver behind him at one hex range (stay away from his torpedoes!) and gain the very realistic satisfaction of scaring him half to death. Launch drones, then cut their tracking and launch more, trying to scare him away from the freighter.

NOTE: Original publication as (SL41.0) in Captain's Log #2.
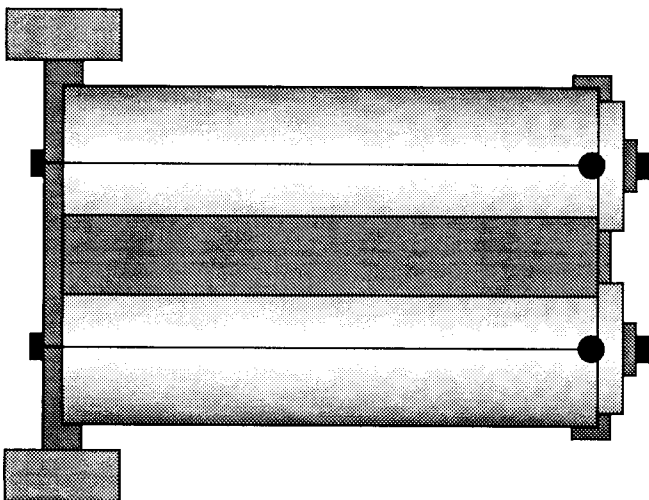
(SG37.0) DESTRUCTION OF THE WOLFPACK
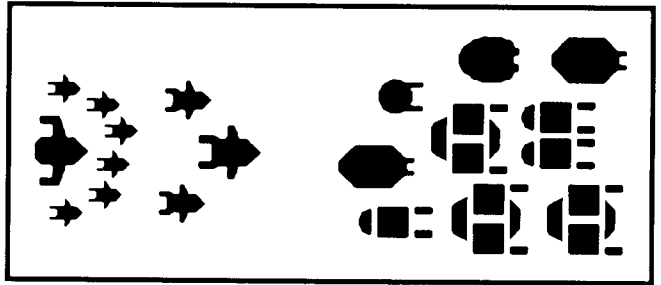
by Stephen V. Cole, Texas

A group of pirates would operate in a given area until they had attracted the attention of the authorities. At that point, the pirates would either leave for greener pastures or be caught by the enemy fleet. This deadly guessing game was complicated by various factors. The loss of a freighter now and then would not pay for a month's operating cost of a heavy cruiser; however, if too many incidents of piracy were reported, insurance rates would reach prohibitive levels.

The inclusion of an occasional Q-ship in a convoy served as an indirect deterrent, but when a major pirate group was reported in the sector, fleet control would often create a "special" convoy and send it directly to the last known location of the pirates. On some occasions, however, the bait found itself in a trap, as more pirates than expected arrived with the intention of destroying the police force's supply of Q-ships.

(SG37.1) NUMBER OF PLAYERS: 2; the Police player and the Orion player.

(SG37.2) INITIAL SET UP

POLICE: Two large and two small Q-ships, one large and one small armed freighter, two Armed Priority Transports, and one Free Trader within three hexes of 1813, heading C, speed four, WS–III.

    Escort in 2316, heading C, speed four, WS–III. If there is a second escort, place it in 1918 with the same heading, speed, and WS. See (SG37.47).

ORION: CR in 2818, heading F, speed 6, WS–I.

    LR in 2321, heading A, speed 6, WS–I.

    LR in 1821, heading A, speed 6, WS–I.

    PFT in hex 3009, heading E, speed 6, WS–I.

    6 x Buccaneers within two hexes of 2613, heading E, speed 6, WS–I.

(SG37.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG37.4) SPECIAL RULES

(SG37.41) MAP: Use a floating map.

(SG37.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

    (SG37.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG37.431).

    (SG37.422) If using EW fighters, one fighter in any squadron of eight or more fighters can be an EW version. If not using EW fighters, it will be a standard fighter.

    (SG37.423) The six Buccaneer PFs are a standard flotilla including one leader and one scout.

(SG37.43) COMMANDER'S OPTION ITEMS

    (SG37.431) 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 Standard Victory Conditions (S2.2) as victory points for the enemy.

See (SG37.46) for an exception and restriction.

(SG37.432) All drones are "fast," 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.

(SG37.44) REFITS: All ships have all available refits.

(SG37.45) INITIAL ACTIONS: This scenario is assumed to start after a hypothetical turn 0 in which there was an initial exchange of fire. It is presumed that the pirates fired some of their weapons at the escort on the previous turn. One option mount from each Buccaneer and one from the LR in hex 2321 are marked as fired. The escort(s) also returned fire. This resolved as follows:

(SG37.451) The escort is presumed to have all of its weapons armed and ready to fire and to have placed 10 units of energy into reinforcing its shields (owning player's choice). The escort may fire its weapons (including the launching of any seeking weapons) at any of the pirate ship(s) (which are presumed to have not reinforced their shields). Alternatively, its phasers could be fired, assuming a range of one, at any seeking weapons (drones or plasmas) launched at it by the LR or PFs. It can do both, e.g., fire some phasers at seeking weapons and others along with its heavy weapons at one or more pirates.

(SG37.452) After this fire, any seeking weapons launched by the Orions above and not destroyed are assumed to hit the escort. Their damage is resolved immediately. (Seeking weapons are assumed to have been launched from the location the launching ship occupies in the set up, including any seeking weapons launched by the escort which may strike an Orion ship.) Two pirate ships must then fire their phasers at the escort (they are assumed to have fired on Impulse #32 of turn 0).

(SG37.453) The use of seeking weapons in this rule does NOT include scatter-pack shuttles which cannot be used as part of this rule at all.

(SG37.46) MARINES: The police player has 100 extra boarding parties to be distributed among his ships. He need not reveal which of his ships are Q-ships and which are freighters until he fires their weapons or until they are boarded. This is NOT included under (SG37.431) above, but does preclude the purchase of any additional boarding parties under that rule, though not the conversion of boarding parties to Commando or Heavy Weapons squads (though there is no reason to do the latter).
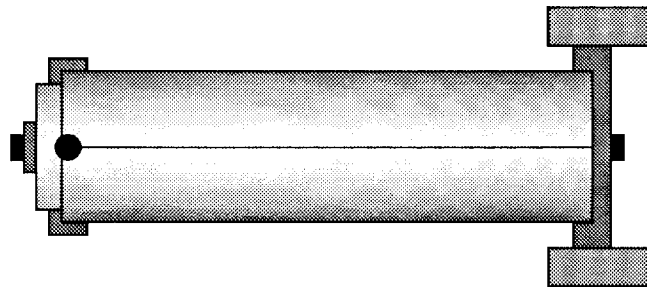
(SG37.47) ESCORT(S): The convoy player may select one or two ships (up to 100 BPV total) as an escort. The decision is largely academic as the escort will be destroyed quickly. A Klingon penal frigate (with a poor crew) would be highly appropriate for a Klingon convoy.

(SG37.5) VICTORY CONDITIONS: Use the Standard Victory Conditions except that the BPVs of all ships are given below:

PFT	10
Raider	7
Light Raider	4
Buccaneer	2
Buccaneer Leader or Scout	3
Large Q-ship	4
Small Q-ship	2
Large Armed Freighter	2
Small Armed Freighter	1
Armed Priority	4
Free Trader	3
Escort	0

(SG37.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG37.61) Replace the Orions with an Andromedan Intruder in hex 3009 and three Cobras replacing the LRs and CR (i.e., one Cobra replaces each ship) in the set up. There is no replacement for the PFs. The Intruder is worth 18 points under (SG37.5), and each Cobra is worth 7.

(SG37.62) Conduct the action before PFs were deployed. Replace the PFT with a CVS and the PFs with a squadron of class-2 fighters. The CVS is worth 10 points, and each fighter is worth 2 points. Drone speed will be medium in this variation.

(SG37.63) For a smaller and faster battle, delete the PFT and the PFs entirely and delete one large Q-ship, the Large Armed Freighter, and both Armed Priority Transports from the convoy.

(SG37.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG37.71) Change the Armed Priority Transports to Small Armed Freighters.

(SG37.72) Replace the Small Q-ships with Large Q-ships.

(SG37.73) Delete or add an LR to the Orion force; this ship if added should be within two hexes of one of the LRs in the scenario set up but no closer to the convoy.

(SG37.8) TACTICS

ORION: Much will depend on the race you are attacking. Plasma convoys will have lots of torpedoes and can be difficult to close with. Circle around them and wear them down. If they have direct-fire weapons, things will be touch and go and you must rely on your EW and power advantages. Do not get overly concerned if they have fighters as you will not have too much difficulty dealing with the few the Hydrans or Kzinti might have.

POLICE: Pretty much standard. Circle the wagons and concentrate your weapons as much as possible on one target at a time. Try to get the PFs first. If you have plasmas, watch your arming rates as you cannot afford to give the Orions a free run in, though having your shuttles out should limit this.

NOTE: Original publication as (504.0) in Nexus #4 (in the Designer's Edition). Republished as (SN5.0) in Update #2 (in the Commander's Edition.)

(SH16.0) THE WYN AND THE LION
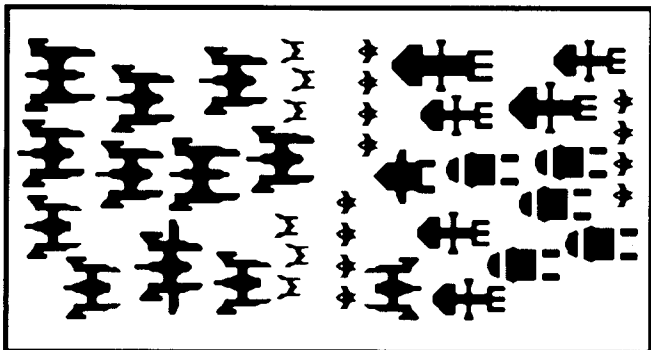
(Y181)   by Stephen V. Cole, Texas

In Y181 the Lyrans mounted a major operation against the WYN Cluster. While the background of this operation remains obscure, it appears that the Lyrans learned that a Kzinti SCS had entered the Cluster and seized upon an opportunity to destroy it. The operation seems to have been conducted by Duke Roget of the Red Claw Duchy without any coordination with King Rahrzahk. It was directed against a major WYN planet that was close to the confluence of the Lyran-Kzinti combat zone.

The Lyran's intelligence was correct; a Kzinti SCS had entered the Cluster. It was the *Hegemony* under the command of Vice-Admiral "Cat who sleeps with dogs," who was negotiating with the WYN government on behalf of a Kzinti noble. The WYN, with an eye towards their own security and wary of possible treachery, had selected a planet that was near the WYN-Lyran-Kzinti border so that they would be able to ask for Lyran assistance if the Kzintis tried anything.

(SH16.1) NUMBER OF PLAYERS: 2; the WYN player and the Lyran player.

(SH16.2) INITIAL SET UP
TERRAIN: Set up a standard asteroid field (P3.1) or use the asteroid field map in Module B.

The WYN player sets up a standard minefield (M6.2) across the board in hex rows 20xx to 24xx, inclusive.

The heavy dust and radiation clouds present limit sensor lock-on to a maximum of 25 hexes (P15.0).

Use the WYN radiation zone rules (P7.0). The Radiation zone proper is just off the 01xx hex row. The Lyran forces exit it on turn 1 for purposes of accounting for the effects.

LYRAN: Duke Roget
Red Claw: DN+p *Thunderclaw*, CW+p *Marauder*
Black Stripe: CWL *Impaler*, CWS+ *Graceful Stealth*, DW+p *Plunderer*
Pelt Hunter's: CW+ *Voulge*, DW+ *Kzin Slayer*
Golden Fang: DWL *Maimer*, WMS+ *Thunderbolt*
Predator: BC+p *Predator's Pride*, WPFT+ *Berserker* (6x Bobcat-B PFs)
Enter on turn 1, in any hex on the 01xx hex row, heading B or C (player's option for each ship), speed max, WS–III.
WYN FORCES: Duke Cocherl
1x (ex-Orion) CR *Atonement*
1x (ex-Lyran) DD *Protector*
2x (ex-Kzinti) FF *Dance into the Fire*, *Immovable Object*
3x Auxiliary Cruisers *Ekatrina*, *Margaritte*, *Ursula*
1x WYN Auxiliary Carrier (with 6x TAASs) *Sharolyn*
1x Auxiliary PFT *Victoria*

12x PFs (3 each Klingon, Kzinti, Lyran; 2 Orion, 1 Hydran),
12x (ex-Klingon) Z-2 fighters
Enter on turn 4, in any hex on the 42xx hex row, heading E or F (player's option for each unit), speed max, WS–III.
REINFORCEMENTS: Count Heim
2x (ex-Klingon) G2 *Defense*, *Denial*
2x (ex-Orion) LR *Star Beam*, *Swift Terror*
1x Auxiliary Cruiser *Beatrix*
2x Barracuda *Black Sword*, *Black Hand*
2x Orion CR *Persuader*, *Broadside*
2x Orion LR *Operandi*, *Mist Demon*
Enter per (SH16.46), in any hex on the 42xx hex row, heading E or F (player's option for each ship), speed max, WS–III.
KZINTI FORCES: Vice-Admiral "Cat who sleeps with dogs"
At some point during the scenario (see SH16.47), SCS *Hegemony* (carrying a full strike group of 12x TADS fighters and 6 Needles), 1x MAC *Arrogance*, 2x DWA *Dark Star*, *Fighting Star*. Arrive in any edge hex between 0101 and 1801; speed max; heading C, D, or E at the player's option; WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Lyran	CWL	CW+p
Lyran	CWS	SC+
Lyran	DWL	DW+p
Lyran	WMS	MS+
Lyran	WPFT	CW+p
Lyran	Bobcat-B	None, deleted
WYN	AxPFT	AxCVL
WYN	PFs	None, deleted
WYN	Barracuda	ZFF
Kzinti	SCS	CVS
Kzinti	MAC	CM
Kzinti	DWA	EFF
Kzinti	Needle PFs	None, deleted
Kzinti	TADs	TAAS

(SH16.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH16.4) SPECIAL RULES
(SH16.41) The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Units may exit only from the map edge they entered from [exception: Lyrans scoring victory points, see (SH16.5) below]. Uncrippled WYN units may not exit the map.
(SH16.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
   (SH16.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH16.431).
   (SH16.422) If using EW fighters, one fighter in any single squadron of eight or more fighters can be an EW fighter. There is no EWF on the AxCV. If not using EW fighters, the EW fighter would be a standard fighter.
   (SH16.423) The six Lyran PFs are a standard flotilla including one leader and one scout. The WYN PFs are a mixed bag in two flotillas that have no leaders or scouts

but otherwise count as flotillas for all purposes. One was launched from the AxPFT, and one flotilla is arriving from a base that is somewhere off map. The WYN may assign the PFs at start as either being part of the AxPFT's flotilla or the off-map flotilla (the AxPFT has a limited ability to support its own PFs with electronic warfare). The Kzinti PFs are a single flotilla composed of 4 standard,1 scout, and 1 leader Needles.

(SH16.43) COMMANDER'S OPTION ITEMS
    (SH16.431) 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.
    (SH16.432) 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.
(SH16.44) REFITS: Are as given in (SH16.2), and all Lyran ships have power packs as appropriate to their class.
(SH16.45) MANEUVER LIMIT: WYN ships (fighters exempted) may not move into or beyond the 20xx hex row. Kzinti ships (fighters exempted) may not move into or beyond the 20xx hex row.
(SH16.46) KZINTI INTERVENTION: At the end of each turn (beginning with turn #1), the WYN player may either score a 10-point bonus or call for Kzinti assistance. If Kzinti assistance is called for, the WYN player rolls two dice. The Kzinti forces enter the game that number of turns later as if they were WYN reinforcements (SH16.47), i.e., command limits must be met before the Kzinti forces can enter the map. (If called for at the end of turn 10, and a total of 8 is rolled, they arrive at the start of turn 18.) The WYN score no further bonus points after Kzinti help is called for.
(SH16.47) WYN ARRIVALS: Until the WYN ask for Kzinti intervention, they can use the replacement pool. The WYN must have one ship from the pool arrive the turn after any ship he has on the board is crippled or destroyed by LYRAN action; he cannot delay them. WYN ships destroyed under friendly fire rules to prevent their capture count for this purpose. WYN ships destroyed or crippled by voluntary encounters with WYN mines and asteroids do not count for this purpose. The WYN player receives the reinforcement ships on a one for one basis as they are listed in (SH16.42), e.g., the pirate ships will be the last ships received. Once the WYN ask for Kzinti intervention, no more reinforcements are received. The selected ship(s) are placed on the edge of the map at the start of the turn they are to arrive before the Energy Allocation Phase, and function normally from that point.
(SH16.48) LYRAN BONUS: The Lyrans score a bonus equal to the BPV of any uncrippled ship that can exit the map from the 42xx hex row at the end of the scenario. The end of the scenario in this case is defined as "after all WYN/Kzinti ships on the board have been destroyed or captured or have disengaged." No Lyran ship can leave through the 42xx hex row until this condition has been met or before turn 10.
(SH16.49) MINEFIELD: The Lyrans must cross the minefield by the end of turn 5 and must remain on the WYN side of it, or they are regarded as having lost the scenario at that point. Lyran ships which retreat back through the minefield for any reason must disengage from the battle back through the radiation zone.

(SH16.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH16.6) VARIATIONS: The scenario could be played again under different conditions by making one or more of the following changes:
(SH16.61) Invading fleets of Kzinti or Klingon ships (of approximately 1,750 BPV) could be used. In the case of a Kzinti attack, an appropriate Klingon or Lyran force would replace the SCS and its escorts.
(SH16.62) Permit the Lyran player to substitute different ships for the same hulls in place of the historical ones, and use Tactical Intelligence (D17.0) to determine which are what.
(SH16.63) For a smaller and faster battle, replace the Lyran forces with BCH, 2x CW+p, 2x DW+, and 1x CWS+. Replace the Kzinti force with an MCV (9x HAAS fighters), MAC, and DWA. Replace WYN forces with 3x AxC, 1x G2, 1x Lyran DD, 1x Kzin FF, 1x LR, 1x CR, 1x AxCV (6x Z-2 fighters), and 1x Orion CR. Delete WYN reinforcements entirely.
(SH16.64) Determine pilot quality for fighters and PFs by (J6.1). Each WYN ship may have one legendary officer; four Lyran ships (Lyran player's choice) may have one legendary officer. Roll on (G22.11). Kzinti SCS may have four ace pilots and one ace PF crew.

(SH16.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH16.71) Change the Lyran BC to a BCH.
(SH16.72) Replace the CWS with a second WPFT.
(SH16.73) Add or delete a ship to the Lyran side.
(SH16.74) Add a PF flotilla to the Lion, or delete the WPFT and put its PFs on the Lion.
(SH16.75) Allow the initial WYN forces to arrive a turn or two sooner or a turn or two later.
(SH16.76) Allow the Lyrans more time to penetrate the minefield.
(SH16.77) Allow the WYN to double the minefield.
(SH16.78) Replace the CWS with a DW.

(SH16.8) TACTICS
    WYN: Standard tactics; get in fast, hit them hard, and keep hitting them. You will probably see a lot of your ships go down in this battle, and this has to disturb you as the destroyed ships (captured ones are worse) will count against you on the victory conditions. You will have an initial firepower superiority, but this is going to erode fast as they recover from the effects of the radiation zone. There is no question that you are going to need the Kzinti to stop the Lyrans, but you want to delay this as long as you can. Leave the Lion and the battlecruiser for the Kzinti; you need to try to get the smaller ships, the CWs and the DWs. The weapons in the Ax's option mounts will need to be selected with care, but other than that, just go in and do the best you can. You should, however, try to set the AxPFT up where it can try to service your PFs as they get shot up.
    LYRAN: You have a lot of firepower, and if you can just avoid being shot to pieces while you are recovering from the radiation zone, you should be able to brush these pesky gnats aside with ease. It would have been nice to simply hide in the asteroids on the opposite side of the field using the WYN's own minefield against them, and then picking them off with concentrated long range disruptor fire, but that is not an option. One thing you do have is a massive electronic warfare edge, just as soon as you can recover from the zone. Do not get discouraged in the early battle. Soon enough you will recover, then there can be a reckoning!

(SH16.X) DESIGNER'S NOTES: The gradual arrival of WYN reinforcements may seem a bit strange, especially since they suddenly stop arriving when the Kzinti are asked to intervene. The purpose of this rule is to simulate two facets of reality. First, the ships are not in a pool just off map waiting to be

asked to come in, but are rather arriving as quickly as they can from adjacent parts of the Cluster. The Cluster ships are those nearest on patrol, and the real Orion ships were those within the Cluster who could quickly reach the zone of action. The Orions do not patrol the Cluster's boundaries.

The second facet is the Kzinti intervention. While the Cluster was engaged in negotiations with Vice-Admiral "Cat who sleeps with dogs," and through him with the Kzinti Duke, they themselves had to be leery of possible treachery, and this necessitated keeping the Cluster fleet as intact as possible.

The Lyran may seem illogically tied to not leaving the board. The problem here, as in EVERY assault on the WYN Cluster, is supplies and repairs. If the Lyrans can clear the WYN out of the area and stabilize their own ships, they will be able to bring in a tug to begin the construction of a base. The WYN know that once a base is established inside the Cluster by any of their neighbors, the existence of the Cluster as an independent government will be measured in months.

HISTORICAL OUTCOME: In heavy fighting, the sheer volume of fire available to the Lyran ships began to tell. Seeing no other way out, Duke Cocherl asked the *Hegemony* to intervene.

With the *Hegemony's* arrival, the battle suddenly rose to a new level of ferocity. Duke Roget was killed when *Thunderclaw* was wracked by a series of internal explosions from a Kzinti drone strike. The *Hegemony*, with most of its stores (and those of its escorts) expended, was forced to give ground. The Lyran ships began a pursuit into Cluster space in an effort to finish the *Hegemony* and her consorts. They were intercepted by the arriving Cluster reserve force, supported by still more Cluster Cartel and independent ships, and finally had to retreat.

Strategically, the attack accomplished nothing and, worse, burned up the operational reserves of the Lyran Empire on the Kzinti front.

Politically, the willingness of Admiral "Cat who sleeps with dogs" to risk his negotiations being found out by the Patriarch as a result of engaging in this battle, convinced the WYN Lord that the Kzinti noble would indeed support his aspirations to regain his rightful Patriarchal throne, setting the stage for a future Kzinti civil war.

(SH17.0) THE PLEIADES TURKEY SHOOT
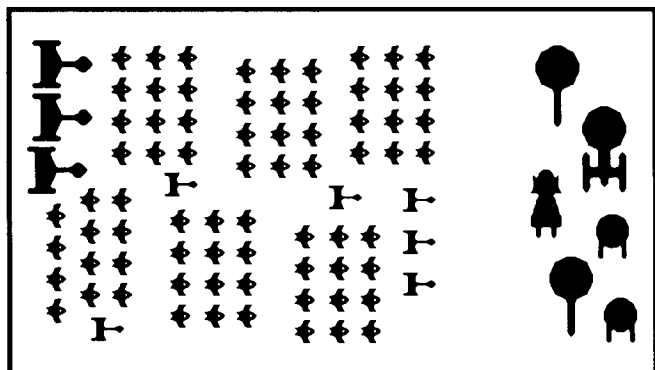
(Y184)   *by Stephen V. Cole, Texas*

In Y184, as the General War ground down to exhaustion, the Klingons found themselves in a desperate but not hopeless strategic position. They were looking for a way to regain the initiative when a message was intercepted, indicating that the Federation's sole operational Heavy Carrier Group would strike at a particular Klingon base in three weeks time. They

reasoned that, if they could destroy this one remaining operational Federation CVA Group (built around the CVA *Zhukov*) with a massed attack by fighters and PFs launched from the base, Auxiliary carriers and PF tenders, E4Vs, etc. (i.e., without risking their one remaining heavy carrier), they could buy enough time to deal one last blow to the Kzintis and enter the inevitable peace negotiations with a few planets to use for bargaining chips.

The one remaining Federation CVA group (*MacArther* went down at the climax of the disastrous *Operation Remus* campaign in Y181; the Klingons had wrecked *Napoleon* [they believed it had been destroyed] in Y183 during the carrier duel in which they lost the *Vindicator*, and it would not be repaired until the end of the following year) was commanded by Vice-Admiral John "Cracker Jack" Radey in the carrier *Zhukov*. Seeing the hordes of Klingons approaching his group, he turned to his flag officers and said "Prepare to offer battle. Send a signal to all ships: 'The Federation expects every sentient being to do its duty.'"

(SH17.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player. This is an excellent scenario for multiple commanders on the Klingon side.

(SH17.2) INITIAL SET UP
FEDERATION: CVA+ *Zhukov* in 3517
    ECL+ *Konev* in 3519
    DEA+ *Rokosovsky* in 3515
    DEA+ *Timoshenko* in 2017
    FFV *Moskva* in 3318
    FFA+ *Smirnov* in 3316
    All ships heading A, speed 4, WS–III.
Deploy the following within 5 hexes of any of the ships, heading and speed at the player's option:
    Zhukov Fighter Group, VW-2: VF-55 (11x F-14B, each with 2xVIF, 2xIF, 4xIIMWF drones, 1x F-14E); VT-66 (11x A-10, each with 2x IF drones, 1x A-10E) 2x SWAC shuttles,1x MRS shuttle.
    Moskva Fighter Group: VF-85B (6x F-18C, each with 4x IF), 1x MRS shuttle.
KLINGON: Forces will arrive in the 01xx column in accordance with either (SH17.49) or (SH17.6), heading and speed at the option of the Klingon player, WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Federation	FFV	FFG

(SH17.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or captured or until all Klingon units have disengaged.

(SH17.4) SPECIAL RULES
(SH17.41) MAP: Use a floating map, but only in the A or D direction. The map never floats sideways, only up and down. Federation ships may not move further in direction E/F than hex row 15xx or further in direction B/C than hex row 38xx. No units except Klingon PFs and F5Ks may disengage by acceleration. If a Klingon unit is ever more than 50 hexes from all Federation ships after arriving on the map, it is regarded at the Federation player's option as having disengaged. Klingon units moving off of the board from the 01xx edge are considered to have disengaged. Any Klingon unit which has disen-

gaged by any of the three above methods cannot return to the battle. Federation ships may not disengage.

(SH17.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH17.421) MRS shuttles are as given in (SH17.2).

(SH17.422) If using EW fighters, Federation EW fighters are as indicated in (SH17.2). One fighter in every 12 arriving Klingon fighters is an EW variant of that type of fighter. If not using EW fighters, the Federation A-10E and F-14E are standard fighters of the types indicated, and each group of arriving Klingon fighters will consist of standard fighters (the EW fighter is replaced with a fighter of the same type as the rest of the fighters with which it was arriving).

(SH17.423) PFs: Each group of six PFs is a standard G1 flotilla (no variants) including one leader and one scout.

(SH17.43) COMMANDER'S OPTION ITEMS

(SH17.431) The ships have the following equipment in lieu of purchasing Commander's Option Items:

FEDERATION: Each ship has its full allotment of T-bombs, warp packs, chaff packs, EW pods, and other fighter pods as appropriate.

KLINGON: PFLs and F5Ks have their allowed T-bombs.

(SH17.432) All drones are "fast," i.e., speed–32.

Each Federation ship can have special drones up to the historical racial percentages (note that the *Zhukov* does have the CVA percentage). Klingon ships (which includes PFs) have only type-IF drones in their drone racks and have type-VIF in their ADD racks as their mission is to kill the *Zhukov*. Both players may elect to substitute type-VIF or starfish for some of their type-IF, or substitute starfish for some type-VIF on Klingon fighters. Combat pods can be substituted for type-IF drones at the option of the players. All Klingon fighter loadouts must be done for each group before the first die roll under (SH17.9).

(SH17.44) REFITS: All ships have received all refits applicable to their class. Fighter C refits are as indicated in (SH17.2) and (SH17.49).

(SH17.45) FEDERATION RESTRICTIONS: The Federation ships cannot disengage or exceed a speed of six at any time during the scenario (Admiral's orders). Exception: Ships may temporarily increase speed up to 12, but they may not do this more than once during any three consecutive turns. Federation ships may come to a complete stop or reverse direction. All Federation ships must remain within 20 hexes of every other Federation ship. Crippled ships may not be left behind. Admiral Radey wanted to meet the Klingon forces head-on and destroy them; his orders were intended to display to his crews his resolve (or his lack of sanity) to decide the war in a single battle.

(SH17.46) ESCORTS: Note that the three CVA escorts can land two F-14s each to reload their launch rails, and the FFE can land two F-18s to reload their launch rails. No more fighters may be taken aboard than there are shuttle boxes available (they will have to get their own admin shuttles out of the way to accommodate the fighters), and only two on any given escort can be in the process of rearming or repair at a time. The four escorts each have two deck crews and spare drones, chaff pods, EW pods, and warp packs for this purpose as defined in the rules.

(SH17.47) DOGFIGHTS: Use the dogfight rules (J7.0).

(SH17.48) ELECTRONIC WARFARE: It is recommended that you do not use the EW rules, except for the ability of the SWAC shuttles and scout PFs to break the lock-on of drones; see (SH17.422) if you select this option.

(SH17.49) KLINGON APPEARANCE: At the beginning of each turn, the Klingon player will roll a single die to determine which, if any, of the following groups arrives. The appropriate

units are placed anywhere in hex column 01xx. Play then proceeds normally. The Klingons roll for three groups on the first turn.

The Klingon player must keep track of the exact number of units (fighters, gunboats, F5Ks) received. No more than 123 Klingon units of all types may be received. No more than three F5Ks may be received; no more than 3 PF flotillas may be received. No more than 24x Z-YCs, 36x Z-Vs, 12x Z-2s, and 24x Z-1s total may be received. After these numbers are reached, no further reinforcements of that type are available. If the Klingon player rolls a force for which no units of that type remain, he receives no reinforcements that turn; exceptions: the first time this occurs, the Klingon player receives 6x Z-DC fighters each with two type-IF; this is the only way these fighters can be received. The third time this occurs and each subsequent third time after that, the Klingon receives the reinforcements from the next lower die roll for which all reinforcements have not yet arrived.

Die Roll	Result
1	12 Z-Vs (2x IF each)
2	12 Z-YCs (4x IF + 2x IIIMWF each)
3	12 Z-1s (2x IF each)
4	12 Z-2s (2x IF each)
5	G-1 Flotilla, with shield refits
6	1 F5K Frigate

There will not be enough fighter counters of each type available for the Klingons. They must use other counters as substitutes and should do this in an organized manner (for example, using all of the Romulan fighter or PF counters -- and nothing else -- to represent Z-V fighters). Both players may find it convenient to use one drone counter to represent several drones.

(SH17.5) VICTORY CONDITIONS

For purposes of this scenario only, the CVA has a BPV of 50, the three escorts of 10 each. No other units are worth victory points. Use the following percentages:

If any internal damage is scored, the Klingons receive 10% of the ship's BPV.

If the ship is crippled, the Klingons receive 50% of the ship's BPV.

If the ship is destroyed, the Klingons receive 100% of the ship's BPV.

If the ship is captured, the Klingons receive 1000% of the ship's BPV.

The total points scored by the Klingon player are used to determine victory.

0	=	Klingons suffer ignominious defeat and immediately surrender.
1–4	=	Klingons score some damage for the honor of the empire but still lose the war.
5–7	=	Klingons still lose the war but can claim to have scored a tactical success in the last battle.
8–14	=	Klingons have marginal chance that the battle will give them enough time to score a minor victory over the Kzintis.
15–24	=	Klingons will have a short but manageable amount of time to make their strike against the Kzintis (historical outcome).
25–29	=	Klingons have enough time to strike Kzintis and may talk Federation into a cease-

fire that leaves the Klingons in a good position.

30–50	=	Klingons may be able to force some concessions by the Federation.
51–55	=	Klingons have plenty of time to make an attack on the Kzintis and can make some slight gains on Federation border before ceasefire.
56–65	=	Klingons are able to score broad but shallow gains against Federation while attacking Kzintis.
66–79	=	Klingons have scored one of the decisive victories of the entire war.
80	=	Total Klingon Victory. Federation accepts immediate ceasefire, and Klingons prepare to blow the Kzintis out of the war.

Note: As the *Zhukov* is the only Federation CVA in service, it might be argued that a 5 to 1 ratio in point value between it and its escorts is too low. However, the Federation might be able to put the CVA *Napoleon* back in service on an emergency basis (or use a heavy carrier pod or two survey cruisers) if the veteran escort group were available to protect it, so the escorts have considerable value of their own.

(SH17.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH17.61) Move the action to the Romulan Frontier, substituting Centurion PFs for the G1s, G-FSFs for the Z-Ys, G-SFs for the Z-Vs, G-Fs for the Z-2s, G-IIIs for the Z-Ds, G-Is for the Z-1s, and SkyHawk-As for the F5Ks.
(SH17.62) Replace the ECL with a NAC and one of the DEAs with an FFEA.
(SH17.63) For a smaller and faster battle, replace the combined CVA and FFV groups with a CVB group with F-15Cs. Delete from the Klingon forces all PF flotillas and the F5Ks.
(SH17.64) Due to poor tactical control, the Klingon fighters arrived in uncoordinated waves. The only point at which they could wait for more of their units (with a reasonable chance of meeting them) was within range of Federation weapons. Once the battle began, some units intentionally delayed joining the action since it was already too crowded for the less than veteran Klingon pilots. If the Klingons had been able to coordinate their strikes more effectively, it might have turned out far differently for the Federation. The Klingon's planned order of arrival was as follows:

Turn 1: 112th Ftr Sqdn (11 Z-YC, 1 Z-YE), 791st PF Flotilla
Turn 2: 149th Ftr Sqdn (11 Z-YC, 1 Z-YE), 792nd PF Flotilla
Turn 3: 83rd Ftr Sqdn (Tng) (11 Z-2, 1 Z-2E), 793rd PF Flotilla
Turn 4: 55th Ftr Sqdn (11 Z-V, 1 Z-VE), 1 F5K *Fire Warrior*
Turn 5: 211th Ftr Sqdn (11 Z-V, 1 Z-VE), 1 F5K *Fire Wielder*
Turn 6: 9th Ftr Sqdn (Asslt)(11 Z-1, 1 Z-1E), 1 F5K *Fire Wind*
Turn 7: 289th Ftr Sqdn (11 Z-V, 1 Z-VE)
Turn 8: 312th Ftr Sqdn (Asslt) (Tng) (11 Z-1, 1 Z-1E)
Turn 9: 75th Ftr Sqdn (Asslt) (6 Z-DC)

As can be surmised, the first three groups were to engage the Federation fighters while the rest were to strike at the carrier group. Historically, the Klingon PF units were from the 79th PF division (Trng).
(SH17.65) To further get the feel for this event, use (G22.0) and (J6.0) as follows:
(G22.0)The Fed CVA has a legendary captain; the Fed ECL has a legendary weapons officer.
(J6.0) Four F-14 pilots are "ace." All of the rest of the Federation pilots are "good." For each Klingon unit (except the F5s), roll one die and consult the chart below (The reason the

Klingon pilots of the "training" units are not all automatically green is because they are being led by their instructors):
　　1 Ace　　　2-3 Average　　　4-6 Green
(SH17.66) Players looking for even larger scenarios could add another small carrier (perhaps the Gorn CV) to the Federation forces and an appropriate number of fighters to the Klingon forces.

(SH17.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH17.71) Change one of the F5Ks to an F5L.
(SH17.72) Replace the Z-DCs with a flotilla of G1Bs.
(SH17.73) Delete or add a squadron of Klingon fighters.

(SH17.8) TACTICAL ADVICE
　　KLINGON: Trying to ignore the escorts and going straight for the CVA will simply not work. You must first drive the Tomcats away from your entry areas so you aren't shot up on the first turn. A dramatic battle will then revolve around the *Timoshenko*. Yet, the confused mess in which your forces arrive, combined with the complete lack of dependable arrival times, will grossly complicate the entire battle for you. Some of your fighters (the Z-1s) can only catch the CVA because of the orders Radey has given, and then only if they use their warp packs which make them terribly vulnerable to damage. Worse, just when they are closing in, the Federation ships may have one of their brief hops to speed 12, forcing you to again employ your packs to catch them. Your PFs are your best attack units, and if you luck-out and get all three flotillas as your starting force, you may have an easy time of it. However, remember the F-14s CAN salvo all of their type-III drones in a single turn, and that could be more fun then you want to think about. Do not forget that there are 8 photon torpedoes in the Federation force, and if you get close enough, there are 14 "pseudo photons" called phaser-Gs on the ships alone. Pick off the SWACs as quickly as you can, or you may not have an opportunity to regret NOT picking them off.
　　FEDERATION: Decide whether or not to commit the fighters to save the *Timoshenko* or to withdraw it to the main fleet. The ship is there to break up incoming fighter strikes, and that is exactly what she must do if the carrier and the other escorts are to survive. If the *Timoshenko* goes down or is forced to retreat too soon, the fleet will have to bear the main force of the enemy for too long and things will start to fall apart. Remember that the *Moskva* and her consort are TOTALLY expendable if it comes down to something dying to save the carrier. Your 19 admin shuttles present opportunities, and problems. Because of your slow speeds, they can be used to supplement your drone defense (with dash packs they can easily keep up with ships — do not forget that this also makes them easier to kill), but you have to have some available for WWs if things get a little tight. At the same time, you want to have enough of them out to make room to land and rearm fighters on the escorts. There is always the scatter- or shatter-pack option, but you cannot afford to have them targeted on fighters since your own may get in the way (it is especially embarrassing to kill your own SWACS this way), but it might be a good way to hit the Klingon PFs and/or F5s. Probably the best use for your MRS shuttles is to sit between the CVA and the SWACS, so that when your SWACS go into "daisy chain" mode, they can assist in killing the drones with their phasers and ADDs; they are simply too slow even with warp packs to go with the fighters. Avoid using your warp packs as much as possible, especially if there is a chance that it will result in destruction. It might look like a good idea to simply go at the Klingons hammer and tongs right from the start, but remember, if your fighters cannot get back to rearm, they will eventually be swamped, so you must weigh the advantages of the attack carefully.

(SH18.0) SUPPLY VOYAGE
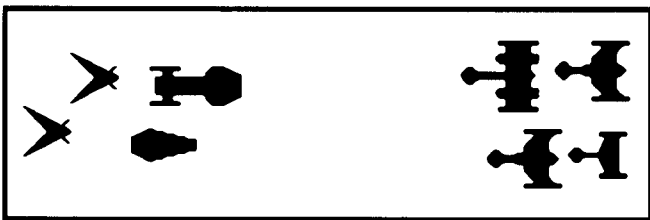
(Y170)   *by Scott Abel, Kansas*

The Klingons advanced deeply into Hydran territory during the opening days of the General War. Their strategy called for squadrons to seize key star systems, followed by rapid reinforcement and resupply.

These resupply missions were often exciting, particularly this mission to the Hepron System in Y170.

(SH18.1) NUMBER OF PLAYERS: 2; the Klingon player and the Hydran player.

(SH18.2) INITIAL SET UP
KLINGON: D5H *Respite* (power boost pod) in 4127
  D5G *Ragemaker* (troop transport pod carrying a full load of troops) in 4030
  Tug-B *Commissioner Boca Raton* (Cargo pod, power boost pod) in 4229
  E4B *Adamant* in 3928
  All ships, heading F, speed 10, WS–I.
HYDRAN: Traveler *Thunderer* in 0120
  Lancer *Concept* (4x Stinger-2) in 0224
  Hunter *Vainglory* in 0317
  Cuirassier *Voracious* in 0325
  All units, heading B, speed max, WS–II.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Klingon	D5H + D5G	F5 + Tug-B

(SH18.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH18.4) SPECIAL RULES
(SH18.41) MAP: Use a floating map.
(SH18.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
  (SH18.421) 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 (SH18.431).
  (SH18.422) If using EW fighters in a variant of this scenario where such a fighter might occur, one fighter in any squadron of 8 or more fighters may be an EW version. If not using EW fighters, it is a standard fighter.
  (SH18.423) There are no PFs in this scenario.

(SH18.43) COMMANDER'S OPTION ITEMS
  (SH18.431) 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.
  (SH18.432) All drones are "medium," 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.
(SH18.44) REFITS: Are as noted in (SH18.2).
(SH18.45) DISENGAGEMENT: The tug and D5s cannot disengage by acceleration unless they drop their pods. They can disengage by distance in direction-F without dropping their pods.

(SH18.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Hydrans gain a 50-point bonus for each Klingon pod dropped or destroyed.

(SH18.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH18.61) Replace the Hydrans with an equivalent Kzinti force, or the Klingons with an equivalent Lyran force.
(SH18.62) Allow one or both sides to substitute ships of the same general hull shape as those in use, and employ Tactical Intelligence (D17.0) to figure out the enemy's capabilities.
(SH18.63) For a smaller and faster battle, delete the D5H and the D5G and replace the Tug-B with a Tug-A carrying a power boost pod and a troop transport pod. Substitute a Dragoon with 3x Stinger-2s for the Hydran Force.

(SH18.7) BALANCE: The scenario can be balanced between players of different levels of skill by one or more of the following:
(SH18.71) Replace the Tug-B with a Tug-A.
(SH18.72) Substitute a Dragoon with 3x Stinger-2s for the Traveler and the Cuirassier .
(SH18.73) Add or delete a Hunter or E-4.

(SH18.8) TACTICS
  KLINGON: Use all of your assets. Look for an opportunity to get close enough to any Hydran with down shields and board it. You've enough transporters and marines to take the Hydrans entire force if the opportunity presents itself. Consider EM to avoid being hit along with regular ECM. Any power left from that should be applied to tractor beams looking for a chance to grab something. Have the E4 hang back. It does not increase your firepower much and is a cheap kill for the Hydrans otherwise.
  HYDRAN: Range 5 or less will be the kiss of death for you. You must avoid it like the plague. This does not mean that you cannot dip in for a quick shot and then back out, so long as you DO get back out before 15+ Klingon marines arrive to add your ship to the Klingon Empire's collection. Better never come closer than range 8, and even that only on the oblique to avoid being caught by a Klingon mid-turn speed change.

HISTORICAL OUTCOME: In a brief engagement, the Hydran force was severely mauled by these Klingon rear-echelon units. It was a lesson the Hydrans would be taught again and again in the ensuing years, but it was also one that they would use and apply with a vengeance later.

(SH22.0) A DIFFERENT KIND OF WEB
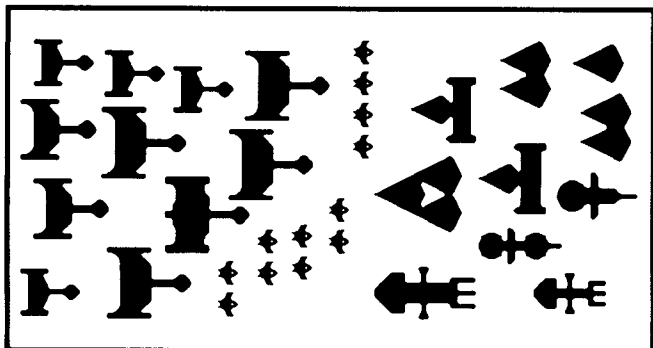
(Y178)   *by Michael Woodcock, USN*

The 312th Battle Squadron arrived as the Tholians and their Gorn and Kzinti allies were almost overwhelmed by massive Klingon and supporting Romulan attacks. The new ships were made ready for service and quickly found themselves in action.

(SH22.1) NUMBER OF PLAYERS: 2; the Klingon player and the Alliance player.

(SH22.2) INITIAL SET UP
KLINGON: Within five hexes of 1010:
   C8VK *Vindicator* (18x Z-Y, 6x Z-D),
   AD6 *Eradicator*,
   2x AF5 *Death Guard* and *Doom Guard*,
   D7L *Doomslayer*, D7D *Strangler*, D7B *Annihilation*,
   D5K *Reaver*, D5D *Archer*,
   2x F5B *Fire Storm* and *Fire Sword*.
   All ships, heading at player's option, speed 12, WS–III.
ALLIANCE: Within five hexes of 3525:
   Tholian D *Guardian*, NCA *Ferocity*,
   2x CA *Antrex* and *Attrex*, NCL *Sagacious*, DD *Triax*,
   Gorn HDD+ *Champion*, BDD+ *Hero*,
   Kzinti CM *Berserker Frenzy*, DW *Death Meteor*.
   All ships, heading at player's option, speed 12, WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Some have yet to be released in the Captain's Edition, although veteran players will doubtless have the old SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Klingon	C8VK	C8K
Klingon	AD6	D6K or AD5
Klingon	AF5	F5K
Klingon	D5D	D5K
Tholian	NCA	CA
Tholian	NCL	CA

(SH22.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH22.4) SPECIAL RULES
(SH22.41) MAP: Use a floating map.
(SH22.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
   (SH22.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH22.431).

(SH22.422) If using EW fighters, two of the Z-Ys on the C8VK are Z-YE. If not using EWFs, use standard Z-Ys.
(SH22.423) There are no PFs in this scenario.
(SH22.43) COMMANDER'S OPTION ITEMS
   (SH22.431) 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.
   (SH22.432) All drones are "medium," 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.
(SH22.44) REFITS: Are as noted in (SH22.2).

(SH22.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SH22.6) VARIATIONS: This scenario can be played again under different conditions by making one or more of the following changes:
(SH22.61) Replace the Klingons with the following Romulan Force: Condor-V+ (12x G-II, 12x G-SF), FireHawk-K, SparrowHawk-A+, SparrowHawk-F+, SkyHawk-L+, SkyHawk-A, 2x SkyHawk-EA, 2x SeaHawk-A.
(SH22.62) Allow both sides to select ships to replace similar hull types and use Tactical Intelligence (D17.0).
(SH22.63) For a smaller and faster battle, use the following forces: Tholian NCA and DD, Gorn BDD+, Kzinti DW. Klingon D7D, F5L, and 2x F5B.
(SH22.64) Add a D5S to the Klingon force and a Tholian CWS to the Alliance force.

(SH22.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following.
(SH22.71) Change the Tholian D to a Neo-Tholian DN.
(SH22.72) Replace the C8V, AD6, and AF5s with a C8K, D5, F5L, and an F5D (this does mean that there will be no fighters in the Klingon fleet).
(SH22.73) Delete a cruiser from one side or the other.

(SH22.8) TACTICS
   ALLIANCE: Use the Tholian web casters to break up the Klingon formation and stop their fighters and drones. Once you have isolated a ship, you will be able to bring to bear superior concentrations of fire. Watch to make sure you do not tangle your own drones and plasmas in the Tholian webs.
   KLINGONS: If you have never played against a web caster equipped fleet before, you are going to be in for a rude shock. Your only chance to do them major harm before you are chewed up yourself is to close with them. If at all possible, take out the web caster ships, but take whatever you can get in any case. Expect them to fight behind successive layers of webs, doing such things as starting a drone or plasma salvo heading your way and then having a strand of web appear between you and the ships which launched the weapons.

HISTORICAL OUTCOME: The Klingons were surprised by the web casters and proved unable to improvise tactics to deal with this new weapon during their earliest encounters with it. Fighting behind this new technology, the Tholians and their allies were able to gradually force the Klingons back away from the Tholian homeworld. The Klingons rarely lost ships in such encounters (the Tholians were loathe to press attacks and risk losing their few web caster-armed ships) as indeed none were lost in this encounter. Ultimately they would be driven from Tholian space.

(SH23.0) HOLDING OUT FOR A HERO
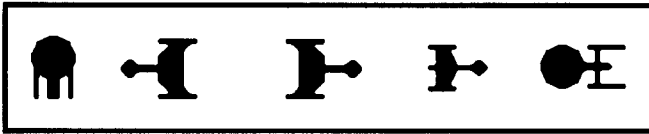
(Y183)   *by Bonnie Tyler, California*

During a widespread battle on the Klingon frontier in Y183, Admiral Kosnett received a desperate request for help from the tug *Messier*. Klingon raiders had slipped through into the Federation rear areas and were threatening not only the tug, but also several important supply convoys.

Admiral Kosnett could spare only one ship to clean up the area, but he sent the best ship he had, the battlecruiser *Australia* under command of Captain Richard Dewsnap. His orders were to rescue the *Messier*, but to first eliminate any Klingon raiders in the rear. The Klingon ships Dewsnap found, however, were not looking for more targets, but were trying to keep the *Australia* from rescuing the tug.

(SH23.1) NUMBER OF PLAYERS: 5; two Federation players and three Klingon players. Each player commands one ship and has separate victory conditions.

(SH23.2) INITIAL SET UP
TERRAIN: Use three maps, as follows:

#1	#2	#3

FEDERATION: BC *Australia* in 4230 map #3, heading F, speed max, WS–III.
  Tug+ *Messier* (cargo pod, self-defense pod) in 1015 map #1, heading A, speed 0, WS–III.
KLINGON: F6 *Bakurian* in 1010 map #3, heading C, speed 10, WS–III.
  D5K *Rikor* in 1515 map #2, heading D, speed 10, WS–III.
  D5 *Reaver* in 0915 map #1, heading C, speed 0, WS–III; this ship is holding the tug in a tractor beam.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Klingon	F6	F5L
Federation	BC	CC+

(SH23.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to the Federation have been destroyed, captured, or have disengaged.

(SH23.4) SPECIAL RULES
(SH23.41) MAP: The maps are fixed; they do not "float." Any ship leaving the maps (except onto another contiguous map) has disengaged and cannot return.
  The Federation ships can only disengage from the 42xx hex row of map #3; this is the only way they can disengage.

The Klingon ships cannot disengage unless they are crippled. When they are crippled, they may disengage from any board edge except for the 42xx edge of map #3.
(SH23.42) SHUTTLES AND PFs: All shuttles or PFs have warp booster packs.
  (SH23.421) MRS: The *Australia* has an MRS.
  (SH23.422) If using EW fighters in a variant of this scenario where such a fighter might occur, one fighter in any squadron of 8 or more fighters may be an EW version. If not using EW fighters, it is a standard fighter.
  (SH23.423) There are no PFs in this scenario.
(SH23.43) COMMANDER'S OPTION ITEMS
  (SH23.431) Other than the MRS shuttle listed in (SH23.421) above, and a full complement of T-bombs on each ship, there are no Option Items in this scenario.
  (SH23.432) All drones are "fast," speed–32.
      There are no special drones in this scenario, other than the Federation player's choice to load his G-racks with either type-I drones or AD rounds.
(SH23.44) REFITS: Are as noted in (SH23.2).
(SH23.45) KLINGON RESTRICTIONS: These special restrictions apply to the Klingon ships as noted.
  (SH23.451) The *Bakurian* cannot leave map #3 or fire at any target on another map unless it has been fired on by the target.
  (SH23.452) The *Rikor* cannot leave map #2 or fire at any target on another map unless it has been fired on by the target. This restriction is dropped if the *Messier* enters map #3 or after turn 5.
  (SH23.453) The *Reaver* cannot leave map #1 or fire at any target on another map unless it has been fired on by the target. This restriction is dropped if the *Messier* enters map #2 or after turn 5.
(SH23.46) FEDERATION RESTRICTIONS: Federation ships are restricted in their actions as noted herein.
  (SH23.461) The *Australia* cannot leave map #3 unless the *Bakurian* is crippled, unless the *Messier* is crippled or boarded, or until the first impulse of turn 4.
  (SH23.462) The *Australia* cannot leave map #2 unless the *Rikor* is crippled, unless the *Messier* is crippled or boarded, until the *Messier* enters map #2, or until the first impulse of turn 7.
  (SH23.463) The *Australia* cannot disengage until the *Messier* is destroyed or disengages.

(SH23.5) VICTORY CONDITIONS: Each of the five players has different victory conditions. As all five players are trying for different objectives, it is possible that all five could win.
  AUSTRALIA: Wins if it and the *Messier* disengage and two of the three Klingon ships are crippled.
  Dewsnap becomes a legendary captain if the *Australia* and *Messier* disengage and all three Klingons are destroyed.
  If *Messier* is destroyed, *Australia* disengages, and two Klingon ships are destroyed (or all three are crippled), the scenario is a draw.
  If *Messier* is destroyed, *Australia* disengages uncrippled, and all three Klingon ships are destroyed, Dewsnap wins.
  MESSIER: wins if it disengages.
  KLINGONS: If the *Messier* is captured or destroyed, or the *Australia* is captured or destroyed, any surviving Klingon ship wins. (Any single Klingon captain who captures the *Australia* becomes legendary.) If not, the individual success of each Klingon ship is rated as follows:
  If the *Australia* is damaged and his ship is not crippled, he wins. If the *Australia* is crippled and his ship is not destroyed, he wins.
  Note in all cases that capture is determined by who holds the ship at the end of the scenario. It is possible that the Klingons might capture the Messier only to have the

Federation recapture the ship, or for the Federation to capture the F6 only to have the Klingons recapture it, or some variation of the above.

(SH23.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH23.61) Substitute a Hydran LTT (cargo pod only) or a Kzinti transport tug (cargo pods only) for the *Messier*, and use a Hydran or Kzinti BCH as the rescue ship.

(SH23.62) Allow the Federation player to choose between the three possible Federation BCs for his "hero" ship.

(SH23.63) For a smaller and faster battle, replace the *Messier* with an FFP and the BC with an FFB. The Klingon ships are an E3 and two E4Bs replacing the F6 and D5s respectively.

(SH23.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH23.71) Change the F6 to an F5L.

(SH23.72) Replace the cargo pod with a second self-defense pod.

(SH23.73) Increase or decrease the amount of time until the BC can enter each board.

(SH23.74) Replace the *Rikor* with a D7, D6, F5L, or F5.

(SH23.8) TACTICS

KLINGON: The *Bakurian* must do as much damage to the *Australia* as possible. Slowing it down with a tractor beam should be considered. The *Rikor* must be prepared to hit the *Australia* immediately. The *Reaver* should go all out to attack the *Messier*; getting marines on board could win the game two or three turns later.

WILD CARD TACTIC: The *Bakurian* and *Rikor* try to avoid the *Australia* until it reaches the *Messier*; then combine forces to block the escape.

FEDERATION: The *Messier* should fight as much as possible and head for (but not enter) map #2. The *Australia* must blow the *Bakurian* away as soon as possible. Consider sending drones into map #2 to distract the *Rikor*, but time this carefully. Fight each battle as close as possible to the next map so that you can enter it as soon as possible.

HISTORICAL OUTCOME: Dewsnap, by dint of a combination of both careful and reckless maneuvering (switching between the two styles as needed) succeeded in reaching the *Messier* before the ship was totally destroyed. The Klingon ships in his way were all severely damaged but managed to limp back to Klingon space as a result of Dewsnap's need to escort the crippled *Messier* to safety.

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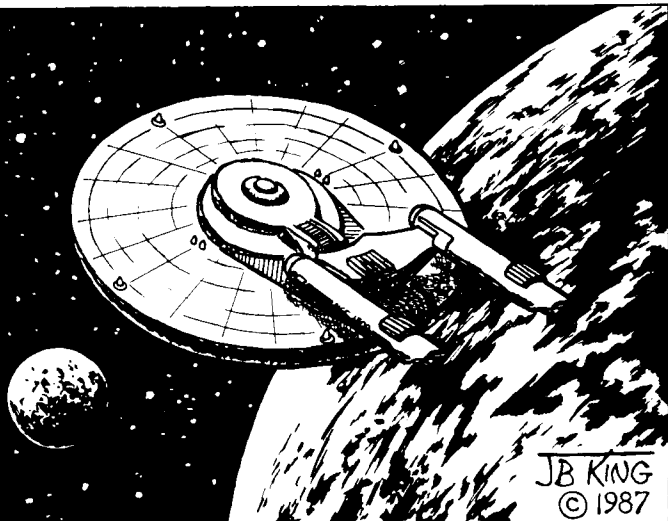
(SH24.0) CONSTABULARY PATROL
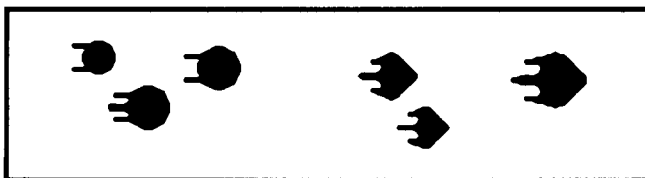
(Y187)   *by Josh Spencer, Michigan*

The ISC considered themselves the peacekeepers and saviours of the galaxy. Their announced policy was to prevent further wars and maintain order by preventing each race from sending military units outside of their own areas.

Few races were able to accept this service with good grace. The Federation claimed, with considerable justification, that they needed to patrol their outer areas to prevent pirates, other powers (who they did not trust the ISC to control), and the ISC itself from appropriating the wealth of the frontier colonies. Other races felt the same.

This scenario depicts a fairly typical battle in the Fornax star system. The ISC had declared the system, which had been established as a Federation colony, to be "independent" and under ISC "protection." A small scratch Federation force arrived to relieve the ISC detachment of their duties.

(SH24.1) NUMBER OF PLAYERS: 2; the Federation player and the ISC player.

(SH24.2) INITIAL SET UP
TERRAIN: Class-M planet (P2.21) in 2215 (no defenses or ground combat).
ISC: CS *Celestra*, DD *Battler*, FF *Satellite*, within 10 hexes of the planet, heading at player's option, speed 4, WS–I; set up first.
FEDERATION: CLC *Clancy*, LTT+ *Reuther* with CVL pod (F-18Cs), FFG *John Paul Jones* arrive on turn 1, any map edge, heading at player's option, speed max, WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Federation	CLC	NCL+
Federation	LTT	NCL+
Federation	CVL Pod/ftrs	Delete

(SH24.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH24.4) SPECIAL RULES
(SH24.41) The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return.
(SH24.42) SHUTTLES AND PFs: All shuttles or PFs have warp booster packs.
(SH24.421) MRS: The ISC CS and Federation CLC both have an MRS.
(SH24.422) If using EW fighters, one F-18C is an F-18E fighter. If not using EW fighters, it is an F-18C fighter.
(SH24.423) There are no PFs in this scenario.

(SH24.43) COMMANDER'S OPTION ITEMS
(SH24.431) Other than the MRS shuttle listed in (SH24.421) above and a full complement of T-bombs possessed by all ships, there are no Option Items in this scenario.
(SH24.432) All drones are "fast," speed–32. There are no special drones in this scenario; all are type-I except for any use of ADDs in the Federation G-racks.
(SH24.44) REFITS: Are as noted in (SH24.2), except that the FFG has also received the AWR refit and all units to which it applies have received the Y175 refit.
(SH24.45) DISENGAGEMENT: All crippled ships must turn toward the nearest map edge and leave the map at their best available speed. Crippled ships cannot fire (except against seeking weapons targeted on them), and no unit may fire at a crippled ship. (PPDs must cease fire if wave-locked to a crippled ship, but ships need not drop control of seeking weapons.)

(SH24.5) VICTORY CONDITIONS: To win the scenario, a player must force all of the other player's ships to leave the map (or capture or destroy them) and have at least one uncrippled ship remaining on the map. If both players are forced to withdraw their ships, the scenario is a draw. If any seeking weapons strike the planet, the side which launched them automatically loses the scenario. If the seeking weapons strike the planet as a result of ship moving behind the planet to break the lock-on of a self guiding seeking weapon, the side which used the planet in the manner automatically loses and the launching side does not lose.

(SH24.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH24.61) Replace the Federation ships with another race.
(SH24.62) Replace the Federation ships with an NVS (12x F-18Cs and an MRS), NAC, and FFRA.
(SH24.63) Add a small scout to each side and use electronic warfare.
(SH24.64) Install GBDP-1 stations on the planet. These could be controlled by the Federation or by an independent third player.

(SH24.7) BALANCE: The scenario can be balanced between players of different levels of skill by one or more of the following:
(SH24.71) Change the CS to a CL.
(SH24.72) Replace the FFG with a DD+.
(SH24.73) Add a frigate to either side.

(SH24.8) TACTICS
ISC: There are six photons out there versus your two PPDs, so you probably cannot win a long range duel. This means that you are going to have to get close enough to hit them with your plasmas, and that means getting through his fighters and the swarms of drones they are going to launch. That is why you have T-bombs and phasers. Consider a judicious use of erratic maneuvers to make his job a little harder. The good news is that the LTT cannot outrun you, and if you can push it against the edge of the map, it may have to disengage rather than be destroyed. After that, you can gradually run down the fighters and concentrate on the CLC and the FFG.
FEDERATION: The LTT is a ball and chain, especially on this closed map. Try to wear the ISC down and drive them into a corner. Draw out their plasmas so that you can get in and hit them on a reload cycle. Keep drones going to keep them off balance and soak up their phasers. Watch carefully as you may need to use your own phasers on a plasma torp.

(SH24.9) PLAYTESTER'S COMMENTS: The ISC formation is their strength; can they make it work with only three ships?

HISTORICAL OUTCOME: Heavily pressed, the ISC squadron found it necessary to abandon the Fornax system to the Federation. However, once the Federation task force left, the ISC moved in and reestablished their "protection." Several more engagements would be fought around this, and other systems, before the Andromedans finally settled the matter once and for all.

(SH25.0) SOLVING THE PROBLEM
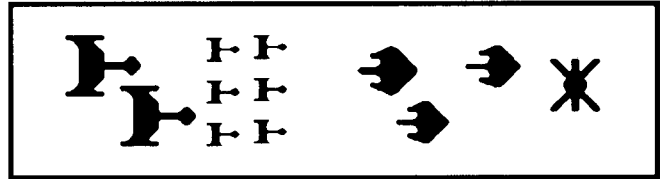
(Y188) *by Ardak Kumerian, Klinshai*

The Klingons took a more military approach to the ISC problem. Reasoning that ISC fleets must be supported by newly established bases, they were able to regain control over key areas by locating and destroying these facilities.

(SH25.1) NUMBER OF PLAYERS: 2; the Klingon player and the ISC player.

(SH25.2) INITIAL SET UP
ISC: Mobile base in 2215, 3x cargo pods, 1x repair pod, 1x power module, 1x fighter module (6x FSF), initial facing and rotation rate at player's option, WS–I.
DD *Battler*, FF *Satellite*, PC *#63*, within 10 hexes of base, heading at player's option, speed 4, WS–I.
KLINGONS: D5D *Archer*, D5P *Raider's Roost* (751st PF flotilla *Raiders*), arrive turn #1, any map edge(s), heading at player's option, speed max, WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Klingon	D5D	D5K
Klingon	D5P	D5K
Klingon	6x PFs	1x F5L, 1x F5S

(SH25.3) 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 5.

(SH25.4) SPECIAL RULES
(SH25.41) The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return.
(SH25.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SH25.421) MRS: No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where this is possible, they may be purchased [up to the limits in (J8.5)] under (SH25.431).

(SH25.422) There are no EW fighters in this scenario, but in a variant one fighter in any single squadron of 8 or more fighters may be an EW fighter.

(SH25.423) The *Raider's Roost* is carrying a flotilla of standard G1s, including one scout and one leader variants.

(SH25.43) COMMANDER'S OPTION ITEMS

(SH25.431) 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.

(SH25.432) All drones are "fast," 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.

(SH25.44) REFITS: Are as noted in (SH25.2), except that the D5D has received the Y175 refit and the PFs have received their shield refits.

(SH25.45) TURN #5: Any Klingon unit still on the map at the end of turn #5 is destroyed by arriving ISC reinforcements.

(SH25.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. Due to its importance to ISC operations, the base has a BPV of 200 for purposes of this scenario.

(SH25.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH25.61) Replace the Klingon force with an equivalent Lyran or Hydran force.

(SH25.62) Allow each side to substitute "equivalent" hulls for their forces.

(SH25.63) For a smaller and faster battle, replace the ISC ships with a single PC and replace the Klingon force with an F5 squadron of an F5L, F5K, and F5D.

(SH25.7) BALANCE: This scenario can be balanced between players of different skill levels by one or more of the following:

(SH25.71) Change the mobile base to a base station.

(SH25.72) Replace the DD with a CL.

(SH25.73) Add a frigate to either side.

(SH25.74) Replace the power module with a second fighter module and 6 FSF fighters.

(SH25.8) TACTICS

KLINGON: Your use of drones must be carefully planned. You have to fire them at times to draw out the ISC's defenses and create a gap through which they can hit the base and destroy it. It is probable that you will not destroy the base because of the ability of the cargo pods to soak up damage, but you can and should cripple it. Your other alternative is to try to destroy the ISC ships. That will be harder to do as they will not sit still while you destroy them and you do not have time to chase them. So the base is your best chance. Remember that the base will undoubtedly have wild weasels ready, and you are going to have to pull all of them out to hit the base.

ISC: Keep the speed of the ships up and be prepared to HET, or you may get caught by more drones than one ship can handle. Try to concentrate on one ship at a time (or two to three PFs). Remember, your main goal has to be to keep the base intact. All of its admin shuttles should be prepared as wild weasels as quickly as possible. Use the sensors to turn off drones rather than loan EW. Watch for scatter-packs, and pay attention to your plasma cycling so that your opponent never has a clear run at the base.

HISTORICAL OUTCOME: The base was severely damaged by the Klingon raid, and the ISC police ship was destroyed. The Klingons lost several PFs. Strategically, the crippling of the base severely hampered ISC operations in the area. Later, the Klingons returned with a larger force to destroy the installation. The ISC was there to meet them in force, and one of the bloodiest battles of the ISC "war" was fought.

(SH26.0) ANDROMEDAN RAID
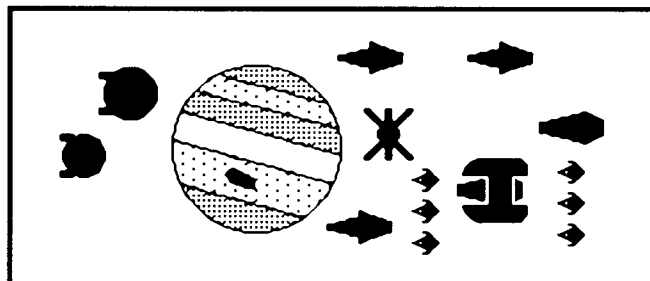
(Y190)   *by Adam Carrington, Colorado*

The Andromedans sought to conquer the galaxy by disrupting military operations and support facilities. Their unexplained ability to shift rapidly from sector to sector and appear almost out of nowhere made their small fleet a major threat.

This raid, on the Hydran base area at Hydraxaport, is typical of many during this period.

(SH26.1) NUMBER OF PLAYERS: 2; the Andromedan player and the Hydran player.

(SH26.2) INITIAL SET UP

TERRAIN: Gas giant (5 hex diameter) (P2.22) centered in 2215.

HYDRANS: Mobile base (2x cargo pods, 2x repair pods, 2x fighter modules with Stinger-2 fighters and 2x Gendarme docked to base) in 2212, initial facing and rotation rate at player's option, in orbit (P8.0), WS–I.

FRD in 2413 with 1x Lancer+ *Concept* inside (can undock on turn #2), heading C, speed "in orbit" (P8.0), WS–I.

1x Gendarme, 1x Knight+ *Inexorable*, within 5 hexes of base, heading optional, speed 2, WS–I.

Hydran units set up first, before Andromedan entry.

HYDRAN REINFORCEMENTS: LB *Retribution* (3x Stinger-2), Mongol *Assassin* (6x Stinger-2), 2x Hunter *Brazen* and *Valorous*, PFT *Reliable* (6x Hellions), enter from any map edge(s) on turn designated in (SH26.45), heading towards the planet, speed max, WS–III.

ANDROMEDANS: Conquistador (with Cobra) enters any map edge on turn #1, speed max, heading at player's option, WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Hydran	Mobile Base	Base Station
Hydran	Lord Bishop	Lord Marshal
Hydran	PFT and PFs	Ranger
Hydran	Mongol	Horseman

(SH26.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to the Andromedan have been destroyed, captured, or have disengaged.

(SH26.4) SPECIAL RULES

(SH26.41) The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return.

(SH26.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH26.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH26.431).

(SH26.422) One of the Stinger-2s on the mobile base can be an EW fighter; the 12 fighters on the mobile base constitute a single squadron for its use. If not using EW fighters, it will be a standard Stinger-2. None of the Gendarmes have fighters, but are instead carrying two additional admin shuttles. All fighters on all the Hydran ships that have them are Stinger-2s. The PFT has no casual fighters in its shuttle bay.

(SH26.423) The *Reliable* is carrying a standard flotilla of Hellions, including one scout and one leader variant.

(SH26.43) COMMANDER'S OPTION ITEMS

(SH26.431) 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.

(SH26.432) There are no drones in this scenario, but in a variant where drones are used, 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 in a variant where drones are available. Note that (S3.2) allows drone ships extra points for this purpose.

(SH26.44) REFITS: Are as noted in (SH26.2), except that the PFs have received their shield refits.
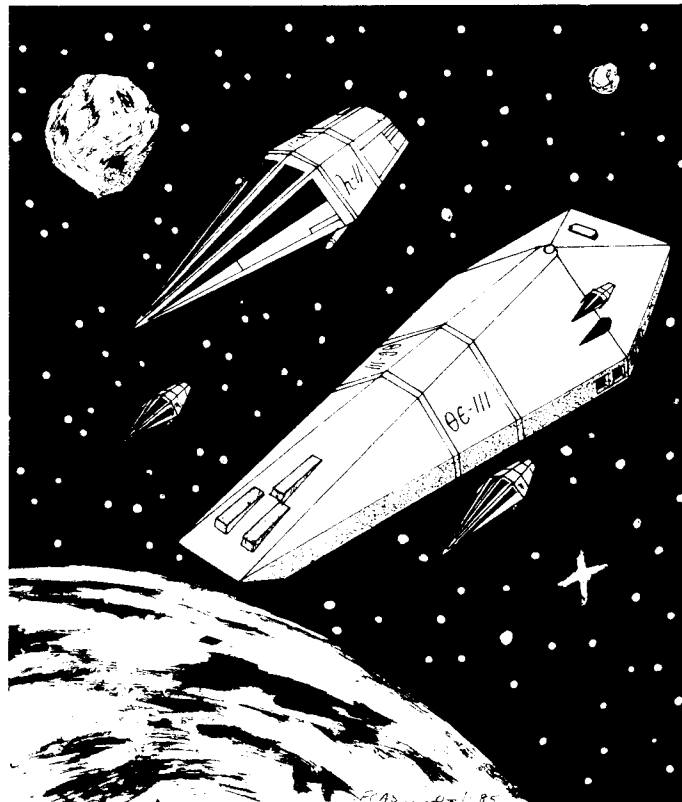
(SH26.45) ARRIVAL: Assign each of the five Hydran reinforcement ships a number (1-5). Each turn, beginning with turn #3, roll one die at the start of the turn (before Energy Allocation) and bring on the ship designated. This ship cannot arrive on the board closer than 10 hexes from the current location of any Andromedan ship. A die roll of 6 means no reinforcement. Rolling the same number a second time means no reinforcement that turn; it does not produce a second ship of that type.

(SH26.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SH26.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH26.61) Any race could replace the Hydrans.

(SH26.62) Allow the Hydran player to substitute other ships of the same general hull outline for those listed. The Andromedan player will need to exercise caution as some of these ships can be extremely powerful (such as a minesweeper in place of the Lancer).

(SH26.63) For a smaller and faster battle, replace the Andromedan force with a single Python. Delete from the Hydran force all reinforcements and the mobile base and its elements (fighters and docked ships).

(SH26.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH26.71) Change the Lancer to a Horseman+.

(SH26.72) Replace both hangar modules with a single PF module and a flotilla of Harriers.

(SH26.73) Add or delete a Hydran ship.

(SH26.74) Replace the admin shuttles in the three Gendarme's fighter shuttle bays with Stinger-2s.

(SH26.75) Add a Python to the Andromedan side.

(SH26.76) Change the mobile base to a base station with no cargo pods and a single fighter module of Stinger-2s.

(SH26.8) TACTICS

ANDROMEDAN: Make the first pass count! Select a target and go for it with all you have. Then circle back to begin picking up the pieces. If the Hydran reinforcements do not come quickly, running around the board at high speeds may enable you to inflict massive damage, but avoid being pinned into a corner. Keep a very careful eye on your panel degradation situation, and gauge the moment when to disengage. If you have a choice between taking damage that will penetrate your panels and do major damage, disengage. Watch the edges of the map closely because the arriving reinforcements will get in close for a shot and may represent your greatest danger.

HYDRAN: Drive him into a corner and kill him. Your best shot will be with your reinforcements who may be able to arrive on the board with full overloads right where you need them. Keep the fighters spread out so that a single T-bomb does not get too many of them, and when you get a shot, hit the facing panels with everything you have. THIS IS NO TIME FOR MIZIA EFFECTS.

HISTORICAL OUTCOME: The Andromedan Conquistador ran rampant through the area, destroying two of the Gendarmes and several fighters and badly damaging the Lancer and the base. During the fighting, the Hydrans managed to destroy the Cobra. Shortly after the loss of its satellite, the Conquistador suddenly boosted to maximum speed and departed, leaving wreckage in its wake. The arrival of the *Retribution* was too late to catch it.

(SH32.0) REVENGE OF THE WHITE ELEPHANT
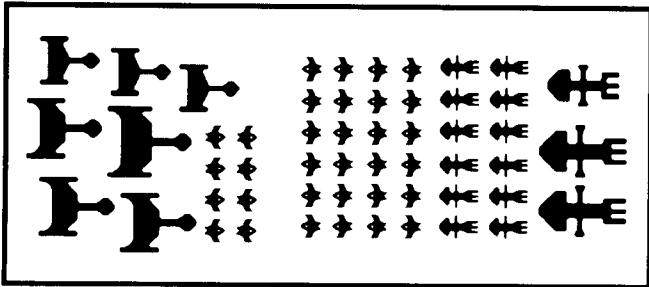
(Y185)   *by Mike Baker, Oklahoma*

After the "Fi-con Fiasco" (described in SH14.0), the Kzintis transferred the ill-fated 23rd Fi-Con Division to anti-piracy patrol. History had not, however, finished with this unit.

In the last days of the General War, a final Klingon assault broke through into the Kzinti trade zones, disrupting what was left of the commercial shipping network and threatening to cut off an entire Kzinti battle fleet from its supplies. The 23rd Division was the only force available to engage the Klingons.

(SH32.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SH32.2) INITIAL SET UP
KLINGONS: Set up first. Within 6 hexes of 1505:
   D5L *Ratslayer*, D5DK *Archer*, D5K *Reaver*,
   D7D *Thunderstorm*,
   AF5 *Dragon Guard*, F5VK *Dragon Carrier* (8x Z-YC),
   F5SB *Dragon Hunter*.
   All ships speed max, heading D, WS–I.
KZINTIS: 23rd Fi-Con Division
   PFT *Gryphon* in 1530, PFT *Gargoyle* in 2328
   23rd Flotilla (Fi-Cons) within 6 hexes of 2328
      210th Fighter Squadron (12xTADS) docked to Fi-Cons
      211th Fighter Squadron (12xTADS) docked to Fi-Cons
   24th Flotilla within 6 hexes of 1530
   POL in 2326
All units at speed 16, heading A, WS–II. Each Fi-Con PF carries four of the fighters. These can be deployed adjacent to their respective PF or docked to the PF.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Klingon	D5L, D5D	D5
Klingon	AF5, F5VK	F5K
Klingon	D7D	D7K
Kzinti	POL	FF+
Kzinti	TADS	TAAS

(SH32.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH32.4) SPECIAL RULES
(SH32.41) MAP: Use a floating map.
(SH32.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
   (SH32.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH32.431).
   (SH32.422) If using EW fighters, one of the TADS in each Kzinti squadron is a TAASE and one Z-YC on the F5V is a Z-YE. If not using EW fighters, they are standard fighters of the types that make up their squadrons.
   (SH32.423) The six PFs of the 24th Flotilla are a standard flotilla of needles including one leader and one scout. The six PFs of the 23rd Flotilla are Fi-Cons and include a leader and scout versions.
**(SH32.43) COMMANDER'S OPTION ITEMS**
   (SH32.431) 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.
   (SH32.432) All drones are "fast," 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.
(SH32.44) REFITS: All units have received all available refits for their respective types.

(SH32.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SH32.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH32.61) Replace the Klingons with a Lyran CWL, CW, CVL (12x Z-V fighters), CWA, DWA, DWS, and DW. All have the power pack and plus refits, but none have the phaser refit.
(SH32.62) Allow the Klingons to substitute equivalent hulls for the ships in his squadron (so long as any carrier taken has all of its escorts).
(SH32.63) For a shorter and faster battle, use only the D5L, D5K, F5VK, and AF5 on the Klingon side and only the Fi-Cons and their fighters on the Kzinti side.

(SH32.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH32.71) Change the F5SB to a D5S.
(SH32.72) Replace the F5V (8x Z-YC fighters) and AF5 with an E4V (6x Z-V fighters) and an E4A.
(SH32.73) Add or delete a D5.

(SH32.8) TACTICS
   KZINTI: Deploy your forces quickly, and launch drones after the fighters spread out so that an exploding PF doesn't destroy fighters and drones.
   KLINGON: Don't scoff at the 23rd. In this battle, they have enough forces to win if you give them half a chance. Use every trick in the book to cut down on the torrents of drones that will come your way.

(SH32.9) PLAYTESTER'S COMMENTS: A real freewheeling drone battle. A shoot-out not to be missed. Be prepared for a long running battle.

HISTORICAL OUTCOME: The Klingons destroyed the 23rd Division, but their own forces were too badly damaged to continue their operation, and they withdrew to Klingon space.

(SH33.0) YOU CAN'T PRACTICE DYING
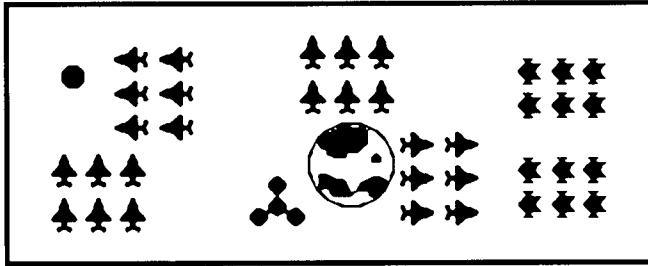
(Y179)   *by Frank Crull, Texas*

A group of Federation fighters, assigned to local defense on a planet near the front line, had been conducting training maneuvers when a squadron of the new Romulan Decurion-class interceptors attacked.

(SH33.1) NUMBER OF PLAYERS: 2; the Romulan player and the Federation player.

(SH33.2) INITIAL SET UP
TERRAIN: Class-M planet (P2.21) in 2215, small moon (P2.23) in 1010.
FEDERATION: Set up first. Base station in 2216, standard orbit (P8.0) around the planet, initial facing and rotation rate at the player's option. The base has two hangar modules and one power module. 6x F-4 fighters (Flight A, 94th Ftr Sqdn) on base, WS–III.

6x F-4 fighters (Flight B, 98th Ftr Sqdn) at large fighter ground base on planet (2215-F), WS–I.

12x F-4 fighters (Flight A, 98th Ftr Sqdn, and Flight B, 94th Fighter Sqdn) within 6 hexes of moon, speed max, heading at player's option. Each of these fighters has only one type-I and one type-VI drone remaining; the other drones were expended in target practice.
ROMULAN: 6x Decurion Interceptors (5th Patrol Squadron) within three hexes of 3927, speed max, heading at player's option, WS–III.

6x Decurion Interceptors (6th Patrol Squadron) arrive turn 2 on the 42xx map edge, speed max, heading at player's option, WS–III.

SUBSTITUTIONS: The units listed in this scenario are the historical ones and were released in Modules J and K. Those modules are required to play this scenario.

(SH33.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or in any event at the end of the sixth turn.

(SH33.4) SPECIAL RULES
(SH33.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Romulans can only disengage from the 42xx map edge.
(SH33.42) SHUTTLES AND PFs: No shuttles have warp booster packs; the Interceptors do have warp booster packs.

(SH33.421) No unit in this scenario is qualified to carry an MRS shuttle.

(SH33.422) If using EW fighters, one of the F-4s on the base and one of the F-4s on the planet is an F-4E. If not using EW fighters, they are standard F-4s.

(SH33.423) One interceptor in each flotilla can be an EW version. If not using EW, they will be standard Decurions. There are no PFs, only Interceptors in this scenario
(SH33.43) COMMANDER'S OPTION ITEMS
(SH33.431) No Commander's Option Items may be purchased in this scenario.

(SH33.432) All drones are "fast," speed–32, and only type-I or type-VI are present.
(SH33.44) REFITS: The base has received the shield refit. There are no other refits in this scenario.
(SH33.45) TURN #5: Any Romulan Interceptor still on the map at the end of the fifth turn is considered to be destroyed (immediately) by arriving reinforcements. Seeking weapons launched during the fifth turn may complete their movement during the sixth turn.

(SH33.5) VICTORY CONDITIONS: The Romulans are trying to demonstrate their combat power in this region without becoming decisively engaged. Use the Modified Victory Conditions.

(SH33.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH33.61) Use Lyran Lynx interceptors against Kzinti AAS fighters with medium speed drones.
(SH33.62) Allow the Federation player to use different fighters, but no more than six can have gatling phasers and all six of these must be among the 12 that were practicing.
(SH33.62) Delete the base, planet, and moon; use 12 F-4s (a single squadron) with all of their drones and a single squadron of Decurions.
(SH33.64) Replace the 12 Decurions with 6 Centurions.
(SH33.65) Assume that the Federation forces are part of Star Fleet rather than a local defense unit. Delete the planet. Replace the moon with an asteroid counter (normal 19-hex field). Use a battle station with three fighter modules (total 18 F-18 fighters). The base is at WS–III, but only four fighters can be on the game board at start.

(SH33.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH33.71) Change the F-4s to F-16s.
(SH33.72) Replace the base with a battle station.
(SH33.73) Delete the warp packs from the Decurions, or add warp packs to the F-4s, or both.

(SH33.8) TACTICS
FEDERATION: Try to lure the Romulans into the base's phaser-4 arcs. Failing that, close to point-blank range behind a wall of drones and attack with your phasers.
ROMULAN: Use your plasma torpedoes effectively as they cannot be distracted by chaff but can be destroyed by phasers. Don't scatter them around, but fire several into a given group of fighters. Don't cloak if you can help it as the fighters will simply surround you and use phasers when you come out. You might consider the relative merits of trying to take out the base, but this will probably take at least two rounds of plasma, and you don't have the time. If you think you can hit the base on turn 1, and have the time to reload and hit it again without the fighters' drones getting you, it might be worth while. In any case, if you are planning on playing the next scenario after this one, make sure you fix all you can and reload as many weapons as you can before you leave the map.

(SH33.9) PLAYTESTER'S COMMENTS: An interesting comparison of evolving technology.

HISTORICAL OUTCOME: The Decurions tore into the two flights of fighters engaged in training and, in moments, destroyed them all. The remaining flights tried to get space-borne to aid their comrades, and many of them met the same fate. A few plasma torpedoes struck the base, slightly damaging it. Then, the Romulans were gone. Three of the Decurions were destroyed in their attacks on the base and under the drone salvos launched by the avenging fighters.

(SH34.0) YOU CAN DIE WITHOUT PRACTICE
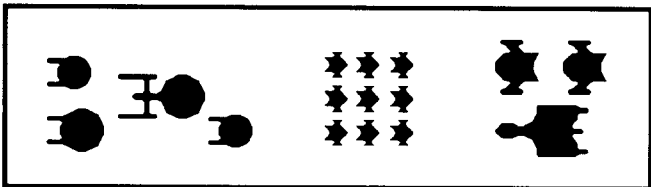
(Y179)   *by Frank Crull, Texas*

As the Romulan interceptors moved toward their pickup rendezvous with their tenders, a Federation squadron raced in hot pursuit intent on decimating this first Romulan foray in order to discourage future Romulan activities of this type.

(SH34.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH34.2) INITIAL SET UP
ROMULAN: SparrowHawk-E *Fearless* in 3216, heading B, speed 4, WS–I.
    ChickenHawk *Legion* in 3219, heading B, speed 4, WS–I.
    ChickenHawk *Cohort* in 3014, heading B, speed 4, WS–I.
    Surviving interceptors (elements of the 5th and 6th Patrol Squadrons) from (SH33.0) arrive on map edge 01xx on impulse #2, turn #1, speed max, WS–III, heading B or C.
FEDERATION: CAR+ *Potemkin*, NCL+ *Kynda*, FFG *Ushakov*, FFS *Hillery* arrive on the 01xx map edge impulse #12, turn #1, speed max, WS–III, heading B or C.
    Note that the Federation ships will have already expended 12 impulses of movement energy when placed on the map on impulse #12.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. The Romulan ships were all released in Module K, and this scenario cannot be played without that module. The Federation FFS is in Module R2 and can be replaced with an SC.

(SH34.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH34.4) SPECIAL RULES
(SH34.41) MAP: Use a floating map.
(SH34.42) SHUTTLES AND PFs: Shuttles do not have warp booster packs, and PFs (Interceptors) only have warp booster packs if they did not drop them in (SH33.0).
    (SH34.421) If using the optional MRS shuttles, the Federation CAR+ has an MRS.
    (SH34.422) There are no fighters in this scenario. In a variation where fighters are used, one fighter in any squadron of eight or more can be an EW variant. If not using EW fighters, it will be a standard fighter of the type.

(SH34.423) The Interceptors in this scenario are two standard Decurion flotillas, and each flotilla can include one EW version.
(SH34.43) COMMANDER'S OPTION ITEMS
    (SH34.431) Each ship has its full complement of T-bombs, and the CAR+ has an MRS. There are no other Commander's Options.
    (SH34.432) All drones are "fast," speed–32.
        There are no special drones in this scenario; the Federation player can only have type-I drones or ADD in the G-racks at his option.
(SH34.44) REFITS: All ships have all available refits as noted in (SH34.2). Note that the CAR, NCL, and FFG all have the AWR refit, and all Federation ships have received the Y175 refit.
(SH34.45) WEAPONS: The Decurions can each complete its allotment of continuous damage repair, but not repairs under (D9.2) as all power has been used for movement. No plasma-F torpedoes have been reloaded; the interceptors have only those torpedoes which they did not launch or reloaded and did not launch again during scenario (SH33.0).
(SH34.46) DAMAGE: To play this scenario without playing (SH33.0), use the following Romulan forces:
    3 interceptors with packs, no damage.
    3 interceptors without packs, no damage.
    3 interceptors without packs, front shield destroyed.
    3 interceptors were destroyed in the previous scenario and do not arrive in this scenario.
None have plasma-F torpedoes loaded.

(SH34.5) VICTORY CONDITIONS: The Romulans are not interested in a space battle; their mission is to recover as many interceptors as possible and disengage. The Romulan player receives points as follows:
    10   points if the SparrowHawk disengages
    3   points for each ChickenHawk that disengages
    1   point for each interceptor that is docked to a Romulan ship that disengages
The Romulan player wins the scenario if he receives at least 22 points. The Federation player wins the scenario if the Romulans receive less than 13 points. Any other result is a draw.

(SH34.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH34.61) Replace the forces shown with corresponding forces from other adjacent and hostile races. In this variation, if not played as a sequel to a variation of (SH33.0), any drone and ADD racks will be considered empty.
(SH34.62) Replace the Federation forces with 12 Gorn (or Federation) interceptors.
(SH34.63) Same as (SH34.62), but replace each interceptor (on both sides) with a PF.
(SH34.64) Assume that each interceptor has had the power to reload one (or both) plasma torpedoes.

(SH34.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH34.71) Change the CAR+ to a BCF.
(SH34.72) Replace the ChickenHawks with a SkyHawk-C.
(SH34.73) Add a small ship (Snipe-B or FFG) to either side.

(SH34.8) TACTICS
    FEDERATION: Get the SparrowHawk-E first, and you have a guaranteed win. Failing that, make certain you kill every interceptor. The ChickenHawks are relatively superfluous to the situation as they do not have any appreciable

weapons and, between them, cannot carry off enough Decurions to matter if the SparrowHawk-E goes down.

ROMULAN: Just RUN. Pick up the Decurions as they make it to the tenders, and keep running. You literally cannot fight, and the Feds will pick off the crippled Decurions first (two photons apiece should be adequate) and then start burning your tenders.

(SH34.9) PLAYTESTER'S COMMENTS: A tough challenge for the Romulans, who cannot afford to fight.

HISTORICAL OUTCOME: The Romulans succeeded in disengaging their ships, but all sustained significant damage. Only two Decurions succeeded in docking to the tenders; the rest were destroyed by the avenging Federation ships. For their part, the Federation ships sustained some minor damage as a result of the plasma torpedoes launched by the SparrowHawk-E.

(SH35.0) INTO THE RINGS
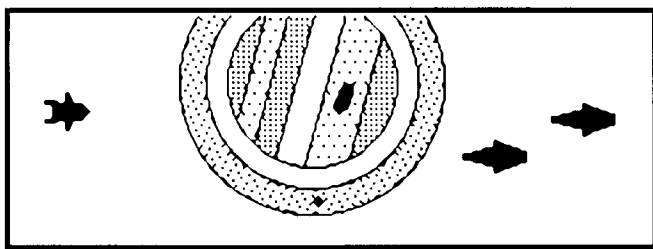
(Y143)   *by John M. Hammer, New York*

After the Third Klingo-Hydran War, the two races had very little contact with each other and covert intelligence was hard to come by for basic anatomical reasons. Both races used a variety of means to keep track of the other.

The Klingons dispatched an F5S scout-frigate to the ringed gas giant Wyskoon to see if the Hydrans had set up a base there. The frigate launched probe drones toward the planet, but departed (to avoid contact with a Hydran patrol) before it received their transmissions. The probe drones collected the information and ejected their memory canisters at various pre-selected locations for later pickup.

Feeling it to be important that their interest in the system remain unknown, the Klingons contracted with an Orion group to pick up their memory canisters for examination.

As luck would have it, a Hydran freighter, visiting the system to scoop gas from the giant's atmosphere, detected the approach of the Orion ship and summoned the local police patrol.

(SH35.1) NUMBER OF PLAYERS: 2; The Hydran player and the Orion player.

(SH35.2) INITIAL SET UP
TERRAIN: Nine hex diameter Gas Giant (P2.221) with rings (P2.223). Alternatively, use the Ringed Gas Giant map from Module B.
ORION: LR *Eiger Sanction* in 0505, heading C, speed 9, WS–I; see (SH35.48) for option mounts.
HYDRAN: Gendarme (2x Stinger-1) in 0130, heading A, speed max, WS–I.
    REINFORCEMENTS: Gendarme arrives under the provisions of (SH35.47) in 4230, heading F, speed max, WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Edition SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Orion	LR	CR
Hydran	Gendarmes	Lancers

(SH35.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH35.4) SPECIAL RULES
(SH35.41) MAP: The map is fixed; it does not float. Any unit that leaves the map has disengaged and cannot return. This and sublight evasion is the only way that units may disengage from this scenario.
(SH35.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SH35.42) 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 (SH35.431).
    (SH35.42) There are no EW fighters in this scenario.
    (SH35.42) There are no PFs in this scenario.
(SH35.43) COMMANDER'S OPTION ITEMS
    (SH35.431) No Commander's Option Items are used in this scenario except for special drones as per (SH35.432).
    (SH35.432) All drones are "slow," speed-8. Type-II and type-V drones (speed 12) are not available for purchase as special drones. Each drone-armed ship can select 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.
(SH35.44) REFITS: No refits had been installed on any units at the time of this incident.
(SH35.45) PROBE MODULES: Three probe drone memory canisters are hidden somewhere near the planet.
    (SH35.451) The Orion player secretly selects their starting locations and records these on a piece of paper, which is kept face down on the table and exposed after the game. One must be in the planet's atmosphere (floating in a balloon), one in the inner ring, and one in the outer ring(s). Each canister must be at least 15 hexes from each of the other two canisters and from the LR's starting position. No two drones can face the same or adjacent hex sides of the planet's center hex (as viewed from that center hex). The drone memory canisters do not move unless moved by the players.
    Alternatively, players may devise some method of randomly determining the starting locations of the canisters.
    (SH35.452) The canisters may be brought on board a ship with tractors, using the friendly shuttle tractor rotation system (J1.621). Canisters are not subject to "death dragging" (G7.54). Bringing a canister aboard counts as the landing of a shuttle for that impulse. The canisters may not be moved with transporters. Take special note of the natural ECM afforded any object in the rings or atmosphere and the effect this ECM may have on lock-on for the purpose of using tractor beams.
    (SH35.453) The Hydran player must be told the location of a canister as soon as a tractor is established to it and may track it from that point on.

(SH35.454) If a ship is destroyed with one or more canisters aboard, those canisters are annihilated in the ship's explosion. Canisters in range of a ship explosion but not actually on board the exploding ship are not damaged.

(SH35.455) The canisters may be destroyed with 6 damage points from any source except ship and mine explosions. The Hydran player may not fire on the canisters. Whatever it is that the Orion is there to pick up must be worth seeing!

(SH35.46) SUBLIGHT: If the LR disengages by sublight evasion, he is assumed to survive and escape but loses two points in (SH35.5) for the damage to his ship and the time out of service.

(SH35.47) REINFORCEMENTS: At the end of the first turn during which the LR (or any of its shuttles) fires on (or launches seeking weapons at) the Gendarme (or any of its fighters or shuttle) and each turn thereafter, roll 1d6 and record the result. When the running total equals or exceeds 11, a second Gendarme arrives. This Gendarme will arrive on turn 10 regardless of any other circumstances.

(SH35.48) OPTIONS: May select any Hydran or Klingon standard equipment available in this period for options (maximum of two ph–Gs, maximum disruptor range 22) without regard to the ship's BPV. Note that hellbores have not been invented at the date of this scenario.

(SH35.5) VICTORY CONDITIONS

Victory points are scored by the Orion for the following actions.

For each canister on board at disengagement	+2
Each enemy ship crippled	+1
Each enemy ship destroyed	+2
LR crippled	-1
LR uses sublight evasion	-2
LR destroyed	-3
Each canister left behind by the Orion player	-1
Each canister captured by the Hydran player	-3

Victory is then evaluated on the following table.

5+	Orion Astounding Victory
4	Orion Decisive Victory
3	Orion Substantive Victory
2	Orion Tactical Victory
1	Orion Marginal Victory
0	Draw
-1	Hydran Marginal Victory
-2	Hydran Tactical Victory
-3	Hydran Substantive Victory
-4	Hydran Decisive Victory
-5	Hydran Astounding Victory

(SH35.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH35.61) Use a CR vs. a Hunter and a Lancer (4x Sting-1).

(SH35.62) Replace the Hydrans with a different race, and use that race's police ship.

(SH35.63) Let the Klingons recover their own canisters. Send an F5. Remind the captain that the B-refit has not been invented yet.

(SH35.64) Find someone to play the Hydrans, and do not tell him why the Orion player is visiting this planet.

(SH35.65) Place a second Gendarme in 4230 to force the Orion to fight at least one of them. Delete the fighters from the Gendarmes that start the scenario on the map.

(SH35.66) Create additional missions for the Orion, such as gaining information about the planet, laying mines, direct combat, or a rendezvous with a freighter (hidden in the inner ring). The Hydran player is told all of these missions, but not the one that the Orion player secretly selected. Send these missions to ADB for use in a future article updating this scenario.

(SH35.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH35.71) Give the LR one or two transporter bombs (favors Orions).

(SH35.72) Change the second Gendarme to a Hunter.

(SH35.73) Tell the Hydran the location of one or two of the canisters at start (favors Hydrans).

(SH35.74) Allow the canisters to be recoverable by transporter (favors Orions).

(SH35.75) Replace one or both of the Hydran fighters with shuttles (favors Orions).

(SH35.8) TACTICS

ORION: The Orion player should use his extra power for speed and shields. Remember your HET bonus, and say thanks for stealth. Get to the canisters, tractor them at range 0 or 1, and pull them on board. Put phasers in the option mounts. Don't engage the Hydran unless you already have two canisters or can cripple him in one pass. If you have to fire on him, at least do it early in the turn so that you have the rest of it to get out of there.

HYDRAN: The Hydran player must close with the Orion ship and destroy it in combat. Use your fighters to their best effect by hitting him between the rings and the planetary surface. If the Orion tries to attack you, stall for two or three turns and you win.

HISTORICAL OUTCOME: The LR was able to destroy the first Gendarme with a "lucky" volley and escape before the second Gendarme arrived. This scenario became part of the final exam for Hydran Police Ship captains.

NOTE: This scenario originally appeared in Star Fleet Battles Captain's Module B and was designed for use with the special ringed gas giant map. As Module B has gone out of print, the scenario has been reprinted here. If you do not have the special ringed gas giant map, a hex-by-hex listing of that map is provided here:

RINGED GAS GIANT
Lower atmosphere/surface: 2211-2613-2617-2219-1817-1813-2211. All hexes contained in this circle are gas-giant hexes.
Upper Atmosphere: 2210-2713-2718-2220-1718-1713-2210.
Inner Ring: 2206-2307-2406-3009-3010-3111-3112-3212-3218-3119-3120-3020-3021-2424-2324-2224-2124-2024-1421-1420-1320-1319-1218-1212-1312-1311-1410-1409-2006-2107-2206.
Outer Ring inner border: 2204-2305-2404-3208-3209-3310-3311-3411-3419-3320-3321-3221-3222-2426-2326-2226-2126-2026-1222-1221-1121-1120-1019-1011-1111-1110-1209-1208-2004-2105-2204.
Outer Ring outer border: 2202-2303-2402-2503-2602-3306-3307-3407-3408-3509-3510-3610-3611-3712-3719-3619-3620-3521-3522-3422-3423-3324-3325-2628-2528-2428-2328-2228-2128-2028-1928-1828-1125-1124-1023-1022-0922-0921-0820-0819-0719-0712-0811-0810-0910-0909-1008-1007-1107-1106-1802-1903-2002-2103-2202. All hexes contained between the two borders inclusive are ring hexes.

(SH36.0) THE CRITICAL HIT
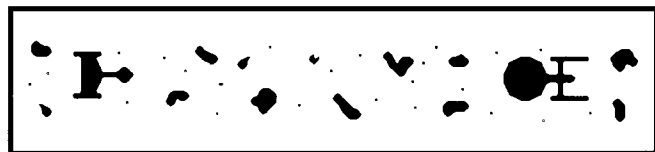
(Y166)   *by Graeme Cree, Texas*

The starship *Yorktown* sustained a critical damage event while navigating an asteroid field; the event knocked out its shield generator and damaged its warp gyros.

Captain Merrin Hunter ordered the ship to proceed slowly while repairs were underway, but *Yorktown* was attacked by an enemy frigate before repairs could be completed.

(SH36.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH36.2) INITIAL SET UP
TERRAIN: Asteroid field (P3.1) or the special Asteroid Field Map from Module B; see note after (SH36.9).
FEDERATION: CA *Yorktown* (Captain Hunter), in 0804, heading C, speed 4, WS–I.
KLINGON: F5 *Tenacity* (Lt Commander Krull) enters 0117 on turn 1, heading B, speed 10, WS–III.

(SH36.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH36.4) SPECIAL RULES
(SH36.41) MAP: The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return.

The Klingons can only leave the map from the 01xx map edge.

The Federation can only leave the map from hexes 4228, 4229, 4230, or 4130.

Units leaving from unauthorized areas are destroyed.
(SH36.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SH36.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH36.431).
    (SH36.422) There are no EW fighters in this scenario.
    (SH36.423) There are no PFs in this scenario.
(SH36.43) COMMANDER'S OPTION ITEMS
    (SH36.431) 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.
    (SH36.432) All drones are "slow," speed–8. Type-II and type-V drones (speed 12) are 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.
(SH36.44) REFITS: None of the ships involved in this incident had been refitted.
(SH36.45) DAMAGE: The *Yorktown* has suffered a malfunction which has disabled its shields and restricted its warp drive.
    (SH36.451) The CA may not operate shields, use general or specific reinforcement, or exceed a speed of 6.

(SH36.452) The cruiser may repair its shields as follows. On each turn, the player rolls a single die and records the result; these die rolls are not secret. When the total of these die rolls equals 23, his shields are repaired and function normally. He may NOT try to "crash-fix" the shields. Legendary officers or crew quality has no effect on these repairs.

(SH36.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SH36.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH36.61) Replace the Federation CA with a Kzinti CA.
(SH36.62) An interesting optional rule would be to keep the die rolls secret so that the frigate captain does not know the state of repairs. (This could be done with BattleCards! by keeping the card for each turn's die roll in a separate face-down pile.)
(SH36.63) The frigate player might take two ships (G2s are suggested) much weaker than the cruiser.
(SH36.64) Set the scenario in Y168 and allow the Klingon ship to use medium-speed drones.

(SH36.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH36.71) Adjust the number required under (SH36.452).
(SH36.72) Replace the F5 with an E4.
(SH36.73) Replace the F5 with an F5C. Alternatively, set the scenario in Y168 and allow the Klingon ship to use medium-speed drones.

(SH36.8) TACTICS
    FEDERATION: Try to hide behind the asteroids. Do not overlook the possibility of launching a wild weasel to provide more ECM.
    KLINGON: Remember that even without shields the cruiser is a formidable opponent with a powerful offensive punch. Consider boarding party actions on the photon reload turns.

(SH36.9) PLAYTESTER'S COMMENTS: Interesting challenge in interesting terrain. The cruiser's photons are the key. Reversing the situation (a Federation FF against a Klingon D7) would strongly favor the photon-armed frigate unless the D7 makes good use of all available EW sources.

HISTORICAL OUTCOME: The frigate captain got too close and was crippled by a salvo of overloaded photons. Captain Hunter could have destroyed the Klingon ship if she had fired her phasers with the photons, but withheld their fire and allowed the Klingon ship to escape.

It was, after all, peacetime.

NOTE: This scenario originally appeared in Star Fleet Battles Captain's Module B and was designed for use with the special asteroid field map. As Module B has gone out of print, the scenario has been reprinted here. If you do not have the special asteroid field map, a hex-by-hex listing of that map is provided here:

ASTEROID FIELD MAP: 0107-0108, 0206-0208, 0302-0303, 0307-0308, 0312-0313, 0319-0320, 0323-0324, 0401-0403, 0408, 0411-0413, 0418-0424, 0502-0503, 0512-0513, 0519-0520, 0523-0524, 0526-0527, 0603, 0606-0607, 0611, 0622-0623, 0625-0627, 0706-0708, 0722-0727, 0806-0807, 0820, 0822-0823, 0906, 0914-0915, 0919-0920, 0924, 0928-0929.

1013-1015, 1018-1022, 1026-1029, 1103-1105, 1109, 1114-1115, 1119-1124, 1128-1129, 1202-1204, 1207-1208, 1213, 1221-1222, 1303-1304, 1307-1309, 1407-1408, 1507, 1515, 1528, 1606-1607, 1618-1619, 1623-1624, 1704, 1706-1708, 1711-1712, 1718-1720, 1723-1725, 1802-1803, 1806-1807, 1810-1813, 1818-1819, 1823-1825, 1902-1904, 1911-1912, 1918, 1922-1923, 1927-1928.

2002-2003, 2021-2023, 2025-2028, 2106-2107, 2122-2123, 2127-2128, 2204-2207, 2214-2215, 2217, 2221, 2306-2307, 2313-2316, 2318-2319, 2414-2415, 2417-2419, 2421, 2424, 2428-2429, 2504-2506, 2508-2509, 2518-2519, 2521-2522m 2528-2530, 2603-2609, 2620-2622, 2628-2629, 2704-2705, 2708-2709, 2712, 2721-2722, 2728, 2809, 2814, 2824, 2919, 2923-2924.

3017-3018, 3022-3024, 3107-3109, 3117-3119, 3123-3124, 3203-3204, 3206-3208, 3210-3211, 3217-3218, 3227-3228, 3303-3305, 3307-3308, 3310-3312, 3321-3323, 3327-3329, 3403-3405, 3410-3411, 3420-3422, 3427-3428, 3507-3509, 3512, 3521-3522, 3527, 3606-3608, 3613-3614, 3704, 3707-3708, 3712-3715, 3804-3805, 3807-3808, 3813-3814, 3817-3818, 3828-3829, 3904-3909, 3917-3920, 3923, 3928-3930.

4004-4005, 4007-4008, 4017-4018, 4021-4022, 4028-4029, 4109, 4121-4123, 4128, 4221-4222.

GORN BATTLE CRUISER
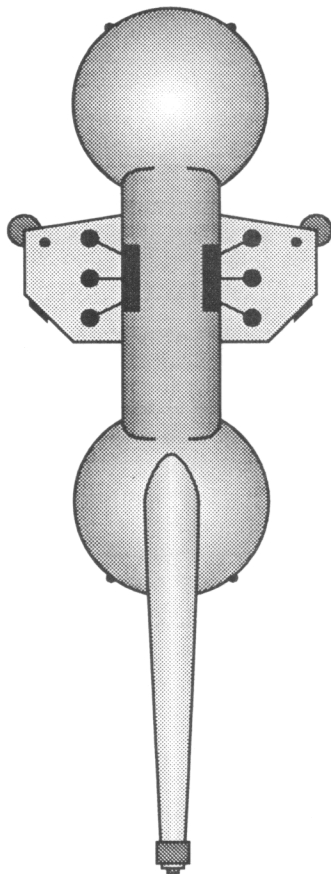
(SH37.0) WOULD YOU BUY A USED FIGHTER FROM THIS MAN?
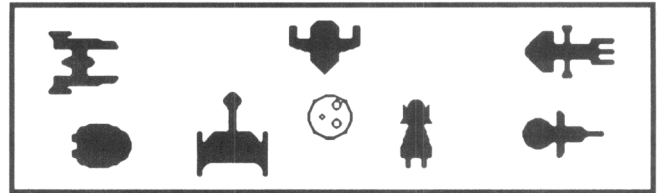
(Y175)

by Bill Neumann, Alan Gopin, and the Tinton Falls Task Force

Mad Jack Nelson, an Orion Pirate previously residing in the WYN Cluster, had set up his own base on a small moon in an asteroid belt. The base was totally underground, except for defense installations, making it inconspicuous and highly defensible. This base became known as Mad Jack's Hole.

In Y175 the notorious pirate and fence Honest Abdul arranged a visit to the Hole to sell several prototypes of new fighters that he had obtained by means unknown. Jack was desperately in need of state-of-the-art fighters to continue aggressive patrols of his asteroid belt to keep prying eyes at a distance, so he neglected to inform Honest Abdul that one of his fighter pilots with knowledge of the operation had been captured by the Klingons a week before it was to take place.

Abdul, claiming a trading legacy going back to the Roman Empire on Earth, had the finest stock of hot fighters in known space, including several prototypes of fighters not yet in general production, available to the discriminating buyer with a fat wallet. Operating as an independent pirate had brought wealth to Mad Jack. This combined with his need made him a perfect customer.

Unfortunately, wealth had also brought Mad Jack notoriety. The captured pilot, combined with various spooks in the intelligence agencies of several of the Galactic Powers (including the Klingon Galactic Bureau, the Federation GIA, the Kzinti "Whiskers," the Lyran "Tufts," and others), brought ships from several races to the Hole, and all of them had different agendas.

Jack caught wind of the magnitude of his problem just in time to request help from his old friends in the WYN Cluster, even though he wasn't sure if they would help him or kill him, or if they would arrive in a WYN or a leased-Orion ship.

(SH37.1) NUMBER OF PLAYERS: 4 to 8.

(SH37.2) INITIAL SET UP
Use the Asteroid Belt map.
Small Moon (P2.23) in hex 2215.

MAD JACK
> Small fighter base (Klingon Z-2 fighters) in hex 2215, facing A.
> GBDP-1 in hex 2215, facing A.
> Small Warning Station in hex 2215, facing C.
> Small fighter base (Kzinti AAS fighters) in hex 2215, facing C.
> Small fighter base (Federation F-18s) in hex 2215, facing E.
> GBDP-1 in hex 2215, facing E.
> All bases are at WS–III.
> Available ships and victory point adjustments (see special rules): CR (+1) LR (+2)
> CA (-3) BR (-2) DBR (-1)
> Any ships selected start in any hex within 5 hexes of 2215, speed 5, facing at option of player, WS–III.

HONEST ABDUL

Orion CVL *Inside Trader* with one each of Kzinti TAAS, Fed F-14A, Fed F-15, Klingon Z-Y, Romulan G-II, Hydran St-2, ISC SF, ISC TF. Enter any board edge hex, speed 10, WS-III.

Available ships and victory point adjustments (see special rules): BR (-2) DBR (-1) CR (+1) LR (+2)

Any ships selected enter any board edge hex within 5 hexes of CVL, speed 10, WS-III.

OTHER PLAYERS

Each player (2-6 of them) selects ships from any single race listed below. Each player selects a different race. Enter any board edge hex, speed 16, WS-III. To be historical, be sure that one player takes Klingons and another takes WYNs. Available ships and victory-point adjustments (see special rules):

Federation:	CAR+ (-3)	NCL+ (-2)
DD (+1)	DDL+ (0)	CL+ (+1)*
FFG (+2)	DD+ (-1)	Pol+ (+3)

Kzinti:	BC (-2)	CM (-1)
CL+ (+1)*	DWL (0)	DW (+1)
FFK (+2)	FF+ (+3)	Pol+ (+3)

Gorns:	CL+ (+1)*	HDD (-1)
CL (0)	DDL (+1)	
DD+ (+2)	FF (+3)	CLF (-3)

Klingons:	D7B (-2)	D5 (-1)
D6J (+1)*	F5L (+1)	
F5B (+2)	E4B (+3)	D5I (0)

Lyrans:	CAp+ (-3)	CLp+ (+1)*
CWL+ (-2)	CW+ (-1)	DWL+ (0)
DW+ (+1)	DD+ (+2)	FF+ (+3)

WYN:	Or-CR (0)	W-CR (+1)*
Or-BR (-2)	W-BR (-1)	
F-AL (+3)	FreeTraitor (+3)	
Large Q-ship (Kzinti, Lyran, or Klingon) (+1)		

* Suggested ships

(SH37.3) LENGTH OF SCENARIO: The scenario continues until all units, except those belonging to Mad Jack, have been destroyed, captured, or have disengaged.

(SH37.4) SPECIAL RULES
(SH37.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
(SH37.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH37.421) MRS Shuttles may not be purchased or used in this scenario.
(SH37.422) If using EW fighters, one fighter in each squadron or 8 or more fighters is an EW version. If not using EW fighters, it is a standard fighter.
(SH37.423) There are no PFs in this scenario.

(SH37.43) COMMANDER'S OPTION ITEMS
(SH37.431) No Commander's Option Items are available in this scenario.
(SH37.432) All drones are "medium," speed-20. Only explosive modules may be used.
(SH37.44) REFITS are as stated in (SH37.2). Note that none of the Lyran ships have power packs, and Federation ships do not have AWR refits. (Note: The scenario was originally written before those refits were added to the game system, and it proved impossible to rebalance it with those refits.)
(SH37.45) OPTION MOUNTS: All ships with option mounts may spend points equal to their number of option mounts for equipment. Mad Jack can use Fed, Klingon, or Kzinti weapons. The WYNs can use Klingon, Lyran, or Kzinti. Abdul can use Fed, Klingon, or Hydran.
(SH37.46) FORCES: No player may have more than two ships or less than one ship. Mad Jack may only have one ship. No player can have more than one of each type of ship, nor can any player have ships with a total less than -3 victory points. Any ship selected will modify the player's victory-point total by the amount shown.
(SH37.47) SET UP: Prior to the start of play, mix two sets of unused counters (e.g., Hydran shuttles and fighters) numbered one through four (for a total of eight counters) in an opaque container and have each player draw one at random. The players should keep the number they draw secret. The number drawn determines the victory conditions the player will use. Once the players know the victory conditions that they will use, they each place one of their ships into a cup. One player draws the ships from this cup one at a time. The owner of each ship, as it is drawn, places it (and its consort, if any) on the map not closer than six hexes to any ship or base already placed. Once this has been done, perform energy allocation for the first turn.
(SH37.48) CRYSTALS: Each player, except Honest Abdul, starts with three victory points worth of dilithium crystals distributed among their ships. Add to (or subtract from) this a number of crystals equal to the bonus from your ship selection. One point of crystals may be carried in a fighter, three points in an admin shuttle, and one point may be transported as a single transporter action. The players may exchange crystals as they may agree (e.g., to buy a fighter). If a ship is destroyed, all crystals on it are also destroyed.
(SH37.49) ABDUL'S WARES: Abdul's prototype fighters can be armed and operated. When sold, they can be launched on a ballistic course at any speed up to their maximum; the client recovers his purchase by tractor beam. Alternatively, a pilot could go with the fighter.

(SH37.5) VICTORY CONDITIONS
Each player totals their victory points from crystals, the modification for their ship selection, and the points earned based on the number they drew from the charts below. Any player with 10 or more points at the end of the scenario is successful. Any non-pirate player with 20+ points will be promoted if they survived.

For purposes of victory conditions, hostile ships are those not from the same historical alliance, such as the Grand Alliance (Fed, Gorn, Kzinti, Tholian, Hydran) or Coalition (Klingon, Lyran, Romulan). All other races are independent and hostile to everyone. ISC fighters are hostile for Other Player Mission #4.

Note that most of the tables below specify points for various levels of damage to a certain ship or base. A player can only receive ONE of the victory factors for each such unit (e.g., if the CVL is destroyed, you do not also receive points for crippling or damaging it).

(SH37.51) MAD JACK PLAYER VARIABLE VICTORY POINTS:

Mission #1: Protect Honest Abdul
CVL disengages undamaged .... +8
CVL disengages uncrippled .... +5
CVL disengages undestroyed .... +2
Each fighter Abdul sells .... +0.5
CVL escort (if any) crippled .... -1
CVL escort (if any) destroyed .... -2
Each base damaged .... -1
Each base crippled .... -2
Each base destroyed .... -3

Mission #2: Simply Survive this Fiasco
Per base undamaged .... +3
Per base uncrippled .... +2
Per base undestroyed .... +1
Mad Jack's ship does not disengage .... +1
Mad Jack's ship is undamaged .... +2
Mad Jack's ship is crippled .... -2
Mad Jack's ship is destroyed .... -3
Each Mad Jack fighter that survives .... +0.1

Mission #3: Receive Prototype Fighters
Each prototype fighter delivered from CVL to Hole .... +2
Each prototype ISC fighter sold to you .... +4
Each prototype fighter someone else disengages with .... -1
Your ship destroyed .... -1
Each base damaged .... -1
Each base crippled .... -2
Each base destroyed .... -3

Mission #4: The Mad Jack Syndrome
Per non Mad Jack ship damaged by anyone .... +1
Per non Mad Jack ship crippled by anyone .... +2
Per non Mad Jack ship destroyed by anyone .... +3
Each base damaged .... -2
Each base crippled .... -4
Each base destroyed .... -6

(SH37.52) HONEST ABDUL VARIABLE VICTORY POINTS:
Mission #1: Protect Mad Jack
Per base undamaged .... +3
Per base uncrippled .... +2
Per base undestroyed .... +1
Mad Jack's ship does not disengage .... +1
Mad Jack's ship undamaged .... +2
Mad Jack's ship uncrippled .... +1
Each Mad Jack fighter that survives .... +0.1
Your CVL destroyed .... -2
Your CVL crippled .... -1
CVL escort (if any) destroyed .... -1
CVL escort (if any) crippled .... -0.5

Mission #2: Survive This Mess
CVL undamaged .... +6
CVL uncrippled .... +4
CVL survives .... +2
CVL escort (if any) undamaged .... +3
CVL escort (if any) uncrippled .... +2
CVL escort (if any) undestroyed .... +1
Each prototype fighter in your control at end .... +0.5
Each prototype fighter never launched .... -0.5
CVL disengages before turn 6 .... -4
CVL disengages before turn 3 .... -6
CVL escort (if any) disengages before turn 6 .... -2
CVL escort (if any) disengages before turn 3 .... -3

Mission #3: Destroy Mad Jack
Each base destroyed .... +3
Each base crippled .... +2
Each base damaged .... +1
Mad Jack ship destroyed .... +2
Mad Jack ship crippled .... +1
Each Mad Jack fighter destroyed .... +0.1
CVL destroyed .... -4
CVL crippled .... -2
CVL escort (if any) destroyed .... -2
CVL escort (if any) crippled .... -1

Mission 4: Deliver Prototype Fighters
CVL does not disengage before turn 4 .... +3
Per Prototype fighter you deliver to a Mad Jack base ..... +0.5
Per ISC fighter you deliver to a Mad Jack base .... +1
Per Prototype fighter you fail to deliver to anyone .... -1
CVL destroyed .... -2
CVL crippled .... -1
CVL escort (if any) destroyed .... -1
CVL escort (if any) crippled .... -0.5
Taking a CVL escort ship .... -1

(SH37.53) OTHER PLAYER VARIABLE VICTORY POINTS:
For all four possible missions:
Your ship destroyed .... -2
Your ship crippled .... -1

Mission #1: Protect Mad Jack and Honest Abdul
CVL undamaged .... +3
CVL uncrippled .... +2
CVL survives .... +1
Each base undamaged .... +3
Each base uncrippled .... +2
Each base undestroyed .... +1
Each prototype fighter under pirate control at end .... +0.5
   (or 1/2 of the sale price if sold)

Mission #2: Destroy Enemy Ships
(Alliance vs. Coalition, WYN treat all as enemy)
Enemy ship destroyed .... +4*
Enemy ship crippled .... +2*
Enemy ship damaged .... +1*
* Subtract VP adjustment of enemy ship but never less than 1

Mission #3: Destroy Mad Jack and Honest Abdul
Pirate ship or base destroyed .... +3
Pirate ship or base crippled .... +2
Pirate ship or base damaged .... +1

Mission #4: Gather Intelligence
Per hostile prototype fighter captured or bought .... +4
Per friendly prototype not in hostile control .... +1
Per information points (gathered about enemy or pirate
   ships/bases) that you disengage with .... +0.01*
   * Based on point of closest approach.
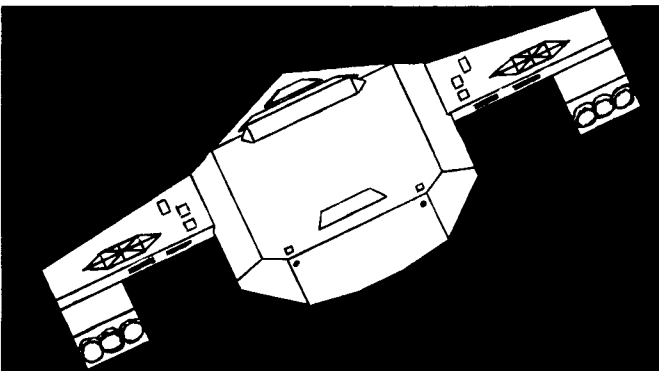
(SH37.6) VARIATIONS: The scenario can be modified by making one or more of the following changes:

(SH37.61) Move the location of Mad Jack's Hole to an area of Hydran space. Replace the Gorn and WYN ships in (SH37.2) with Hydran and LDR ships (respectively) of equivalent BPVs, including the Hydran fighters.

(SH37.62) Add a frigate scout to each "other player" force.

(SH37.63) For a smaller and faster scenario, downgrade all ships one class. For Mad Jack's bases, GBDPhaser-1s become GBDPhaser-2s and one fighter ground base and its fighters are deleted. Honest Abdul's CVL becomes an AuxCVL with 4 Z-Y fighters in addition to the fighters for sale.

(SH37.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH37.71) Modify the victory point values of the ships up or down.

(SH37.72) Give some players additional points worth of crystals.

(SH37.73) Add some Commander's Option Items to the weaker player.

(SH37.8) TACTICS: This is half Byzantine horse trading and half poker. Keep the other guys guessing as to your intentions, and read the victory conditions carefully.

(SH37.9) PLAYTESTER'S COMMENTS:
Anything can happen, and usually does.

HISTORICAL OUTCOME: This was a clandestine operation for all participants; the files were sealed, and the actual results are not known. It is known that Mad Jack and Abdul survived as they were reported in later episodes. Mad Jack's base was destroyed at some point, but it is unclear if that happened in this battle or a subsequent one.

Two competing theories of the outcome were portrayed in holovision by Federation media networks.

The first, *WALKING TALL: THE LIFE OF MAD JACK,* was presented by the FBS network in Y178. Mad Jack was able to convince the Alliance and Coalition forces to battle each other while he conducted his business with Abdul.

The second, *MJN: A Conspiracy of Evil,* was presented by an independent holovision director, who theorized that the events were the result of a huge conspiracy by the Federation GIA, Gorn military, Kzinti nobles, a disaffected Lyran county, a renegade WYN captain, various Orions, and the Klingon Police. He theorized that someone (he was never quite specific who) was trying to end the General War, and the conspiracy was attempting to keep it going to support the profits of the military-industrial complex. The proof that it *was* a conspiracy was that no evidence to support the theory could be found.

NOTE: This scenario originally appeared in Star Fleet Battles Captain's Module B. As Module B has gone out of print, the scenario has been reprinted here. The special Asteroid Belt map is included with Module S1.
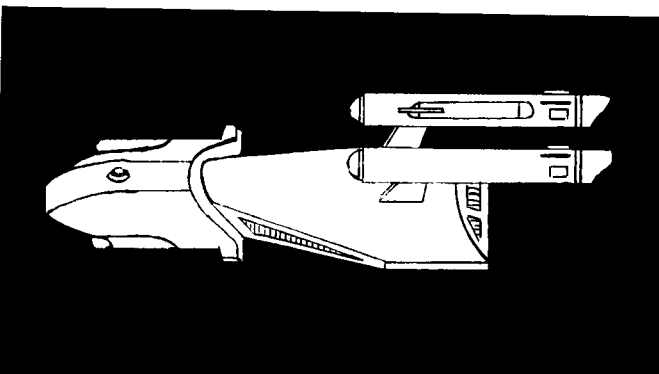
(SH38.0) OUT OF TIME, OUT OF LUCK
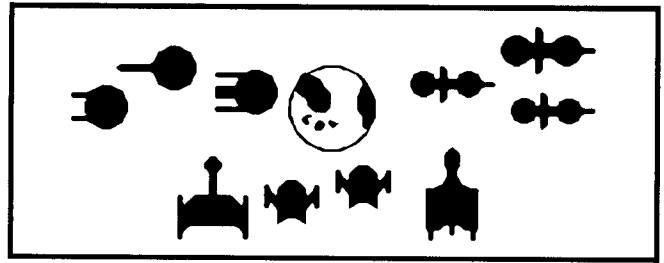
(Y178)   *by Scott W Wochholz, Michigan*

In Y178 the Federation located a small planet containing the ruins of an advanced civilization. The ruins contained an archive with thousands of computer crystals detailing the extinct civilization's technology. The planet was spiraling rapidly into a newly forming black hole. To complicate matters the area was in the former Neutral Zone between Federation and Romulan space (now a no man's land between the two in the General War) and only a few million kilometers from the Gorn border. The General War was in full swing, and attrition among the main fleet elements was high. The Federation needed the information from those crystals and, just as importantly, could not afford to allow the Romulans to get them.

Reasoning that the Romulans were unaware of the find, the Federation High Command decided to send a small, and therefore unalarming, task force to the area to recover as many crystals as possible before the planet fell into the black hole. Federation main fleet elements normally assigned to the area were sent on a decoy maneuver parsecs away in an attempt to draw off Romulan units. It was determined that an attempt to inform the Gorns was too risky, as any communication could be intercepted.

As luck would have it, no sooner had the recovery begun than a powerful Romulan assault force arrived, obviously well equipped to take matters in hand. (The Romulans, trying to maintain a compact force, had selected the powerful King Eagles for their firepower and stealth, stripping them from command of two squadrons in the theater.) Realizing the (ahem) gravity of the situation, the commander of the Federation NCL 1544 *Michigan* sent an urgent plea for help. The only unit near enough to respond in time was a Gorn border patrol.

(SH38.1) NUMBER OF PLAYERS: 2; the Alliance player and the Romulan player. A third player could be added controlling the Gorn relief fleet.

(SH38.2) INITIAL SET UP
TERRAIN: A black hole (P4.0) in hex 2215.
Class M planet (P2.21) (no atmosphere) in hex 3823 with One Ground Combat Location facing hex side C.
FEDERATION: Tug+ *Al Rashid* with Starliner+ pod in a one-hex orbit (P8.0) around the planet (any of 6 hexes, facing at player's option). It has a GAS shuttle, 36 boarding parties (29 marine + 5 heavy weapons + 2 commando) and 5 crystals on board. There are 20 additional Federation boarding parties (16+4+0) already on the planet, WS–III.
NCL+ *Michigan* anywhere within 5 hexes of the planet, heading at player's option, speed 15, WS–III. Carries 2 GAS shuttles.
DD+ *Eisenhower* anywhere within 5 hexes of the planet, heading at player's option, speed 15, WS–III. Carries 1 GAS shuttle.
Any of the Fed shuttles can be on the planet with the Marines.

ROMULAN: Enter on turn 1 anywhere within hexes 4201-4208 inclusive, heading E, speed max, WS–III.

KRL *Conqueror* carrying 1 MRS, 1 admin shuttle, 2 GAS shuttles.

SPG+ *Fearless* carrying 2 HTS, 2 GAS, 1 admin shuttle, 48 boarding parties (41+5+2).

2 KE *Exidium* and *Sanquinarius.*

GORN: CCF *Tyranicon,* BDDs *Naja* and *Wyrm,* enter turn #5, anywhere between hexes 0101-1801 inclusive, heading C, speed max, WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Romulan	SPG	SPA with total of 48 BPs

(SH38.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH38.4) SPECIAL RULES

(SH38.41) The map is fixed; it does not float. Any ship leaving the map has disengaged and cannot return. This is the only manner in which a ship may disengage.

Federation ships may only disengage in direction E.

Gorn ships may only disengage in direction F.

Romulan ships may only disengage in direction B.

Units which exit the map in an unauthorized direction are considered destroyed.

(SH38.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH38.421) If using the optional MRS shuttles, the Romulan KRL has one MRS.

(SH38.422) If using EW fighters, one fighter in any squadron of eight or more fighters will be an EW version. If not using EW fighters, it will be a standard fighter.

(SH38.423) There are no PFs in this scenario.

(SH38.43) COMMANDER'S OPTION ITEMS

(SH38.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: All Federation and Romulan ships, excluding the Tug and SparrowHawk-G, have 10 additional boarding parties and 2 commando boarding parties in addition to the GAS shuttles listed in (SH38.2) above. Note that the Gorn ships normally carry GAS shuttles and these are not listed.

(SH38.432) All drones are "medium," speed-20.

Each drone-armed ship can select 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.

(SH38.44) REFITS: All units have received all available refits. The Federation ships have the AWR refit.

(SH38.45) MINES: Due to the strong gravity fields, no mines of any type can be used.

(SH38.46) GROUND COMBAT: This scenario uses ground combat.

(SH38.461) There is only one GCL (Ground Combat Location) (D15.1) on the planet and no ground defense systems (D15.12). There are three control stations (D15.11), representing access to the storehouses where

the crystals are. Combat is resolved under the provisions of (D15.2) in Advanced Missions if you do not have Module M (which has not been released at this writing).

(SH38.462) The GCL must be specified as to which hex side it faces at all times. As the planet rotates, this hex side will change during each turn; see (SH38.48).

(SH38.463) Due to the strong gravity, shuttles moving in low flight (i.e., in the planet hex from one hex side to another) must operate as if moving through atmosphere (i.e., one hex side per turn).

(SH38.464) Crystals can only be recovered at the GCL; see (SH38.47).

(SH38.47) RECOVERING CRYSTALS: The point of the scenario is to recover the most crystals. This is the only consideration for victory conditions. There are many thousands of crystals on the planet, more than the players can possibly recover during the scenario.

(SH38.471) Only crystals on board ships (not shuttles) which successfully disengage (leave the map) count toward victory.

(SH38.472) There is a penalty for leaving boarding parties stranded on the planet. For every group of 10 (or fewer) boarding parties (of any type) on the planet when it falls into the black hole, one is subtracted from that side's number of crystals when determining victory.

(SH38.473) Each control station held by one side at the GCL allows recovery of five crystals per turn; if all three are held by one side, any number can be recovered limited only by transportation.

(SH38.474) For purposes of transporters or shuttles, one crystal equals one crew unit. Crystals can be transported during catastrophic damage procedures, under the restrictions of (SH38.475).

(SH38.475) Transporters and shuttles can only transport items (crystals, boarding parties) at the combat rate, never at the higher non-combat rate.

(SH38.476) Ships can carry one crystal for every hull or cargo box. Damage to these systems destroys any crystals they may have contained. Since which specific box to be destroyed is at the owning player's option, empty boxes will be marked off first.

(SH38.477) Crystals already recovered by one player can be stolen by hit-and-run raids or by capture of the shuttle or ship carrying the crystal(s).

(SH38.478) Crystals not yet destroyed at the instant a ship explodes due to damage or self-destruction remain in the hex of the destroyed ship and can be recovered by transporters. Note that the effects of the black hole will continue to draw the crystals inward. The dense crystals can survive a ship exploding around them, but not direct weapons damage on themselves (SH38.476).

(SH38.48) MOVEMENT OF THE PLANET: The planet is both rotating and revolving, spiraling inward to its inevitable destruction upon entering the black hole. It is moving and rotating at an incredible rate (for a planet) due to the effects of the gravity.

(SH38.481) Rotation is clockwise at speed 2. Example: On turn 1 the GCL will move from facing C to facing D on impulse 12 and then to facing E on impulse 28. Note that objects on or near the surface (i.e., are in the same hex as the planet) are under the gravitational effects of the planet and will rotate with it.

(SH38.482) Revolution around the black hole is clockwise at a speed of 5. Follow the grain of the hex board when moving the planet for revolution. When moved by the black hole, move the planet one hex closer (use a forward sideslip).

Example: The planet begins movement in direction E, entering hexes 3724, 3624, 3524 (courtesy of gravity), 3424, 3325, finally ending turn 1 in 3225.

Never move the planet in such a way as to increase the distance between it and the black hole. When moving from a hex that is in the same hex-row as the black hole, change the direction of movement 60° clockwise so that the distance to the black hole doesn't increase. As it moves out of hex-row 2200, it begins movement in direction F and so on.

Objects in the same hex as the planet revolve with the planet only if they themselves are not scheduled to move under their own power during that impulse.

(SH38.483) Note that the planet is drawn toward the black hole as is any other object on the board.

(SH38.484) If the planet moves into a hex containing a unit, that unit must roll for collision using the table in (P2.231).

(SH38.485) Units in orbit around the planet move with the planet and are not subject to black hole movement.

(SH38.49) EFFECTS OF THE BLACK HOLE: All effects of the black hole are the same as (P4.0) except as noted below.

(SH38.491) Since the black hole is newly forming, its strength is not as great as the average black hole shown in (P4.1). The chart in that section is replaced with the chart below:

Impulses	Ships/range
5, 16, 27	2 hexes
7, 23	5 hexes
16	30 hexes

(SH38.492) Always move the black hole's gravitational draw last during any impulse it occurs after all other movement for the impulse has occurred.

(SH38.493) The gravitational pull of the black hole often has two choices as to which hex the unit is drawn (i.e., two hexes equally closer to the black hole). For purposes of this scenario, all such situations are to be resolved by moving the affected unit in the most clockwise direction.
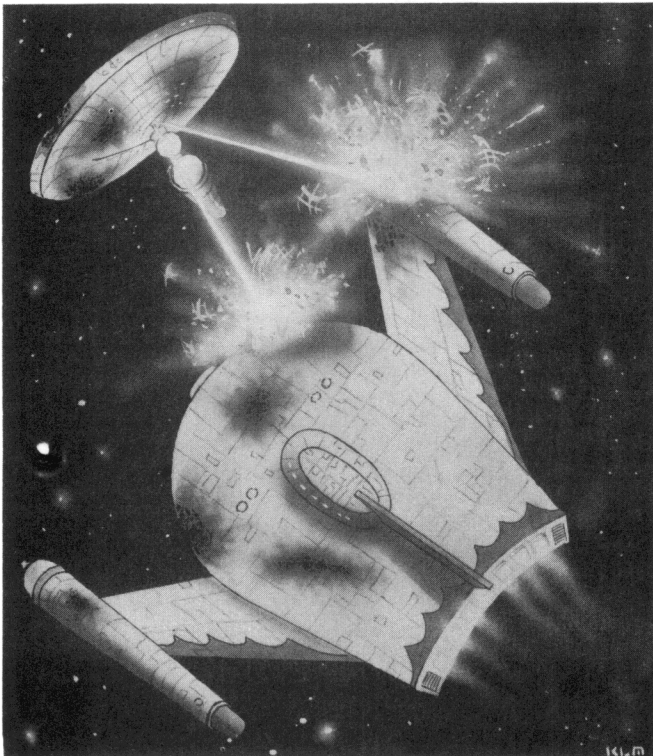
(SH38.5) VICTORY CONDITIONS: Victory is determined by which side recovers and successfully disengages with the most crystals [minus the penalty for boarding parties left stranded on the planet; see (SH38.472)]. The level of victory is determined by dividing your side's number of crystals (minus the penalty) by your opponent's number of crystals (minus the penalty), multiplying by 10, and expressing the result as a percentage as per the Standard Victory Conditions. If any side has fewer than one crystal, consider it to be one for victory conditions.

Note that the Federation and Gorn players in a three-player scenario first compare their combined total to see if they have defeated the Romulans. They are allied for all purposes.

(SH38.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH38.61) The game can be shortened considerably by moving the planet closer to the black hole or by using a full-strength black hole.

(SH38.62) In longer games, it could be assumed that additional forces will arrive as the battle continues.

A Romulan SeaHawk-A arrives on turns 4, 8, 12, 16, etc., between hexes 4220 and 4230, speed max, WS-III.

A Federation FFG frigate arrives on turns 3, 9, 15, 21, etc., between hexes 0110 and 0120, speed max, WS-III.

A Gorn BDD+ destroyer arrives on turns 6, 12, 24, etc., between hexes 2001 and 3001, speed max, WS-III.

All of these ships have their normal complement of boarding parties (no heavy weapons or commando).

(SH38.63) Replace the Federation-Gorn fleets with a Klingo-Lyran fleet and the Romulan force with a Kzinti squadron.

KLINGON: Tug-A carrying one B4 battle pod and one T3 transport pod set up in a one-hex orbit as per the Federation tug. On board the tug are two admin shuttles and one GAS. There are 33 boarding parties (25+6+2). An additional 20 boarding parties are already on the planet (16+4+0). Five crystals have already been recovered.

D7L within 5 hexes of the planet. It has one MRS and 1 GAS.

KZINTI: Tug-T with two troop pods, two admin shuttles, 2 GAS, 88 boarding parties (76+10+2).

CVS with 12 TAAS fighters and 1 MRS.

One MAC and one DWA, each with one GAS and 10 boarding parties (8+2+0).

Enter as did the Romulans.

LYRAN: CAp+ with an MRS, CLp+ and DW+.

Enter as did the Gorns.

(SH38.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH38.71) Move the planet closer to the Romulan start area (helps Romulans).

(SH38.72) Adjust the Gorn entry turn, the earlier the better for the Federation-Gorns. Downgrade one BDD+ to a DD+.

(SH38.73) Adjust the number of crystals the Federation begins with. Players might bid for the Federation position, with the low bidder taking the Federation and a number of crystals on board the tug equal to his bid.

(SH38.8) TACTICS

FEDERATION: You are presented with a difficult (i.e., impossible) situation. You are greatly outgunned and will be

outmaneuvered as well. You must get your troops on the ground, recover the crystals, and hope that the Gorns can get there in time to rescue your troops. Have the tug disengage immediately, leaving its troops and shuttles behind. Have your ships fire proximity photons at the Romulans in a delaying action. The alternative is to abandon the planet, keep the squadron intact, and counter-attack when the Gorns arrive.

ROMULAN: The Romulans must use aggressive ground assault tactics to storm the control stations before the Gorns arrive. Don't waste any time getting to the planet. Have the KEs keep the Feds at bay (if they can destroy a ship, so much the better) while the KRL and SPG load up. When they have enough crystals to win, it's time to leave. Don't get decisively engaged with the Gorns; damage to the KRL will cost you crystals quickly.

GORN: Gorn strategy will depend on the success of the Federation ships in staying alive and whether the Romulans are waiting for you. If their torpedoes are loaded, you may be forced to enter at low speed with WWs ready, but remember that the black hole is waiting for you to move too slow too close to it.

HISTORICAL OUTCOME: The Federation suggested that the Gorn force should hold off the Romulans while the *Al Rashid* continued recovery operations. The Gorns suggested that they begin their own recovery operation while the Federation held the Romulans at bay. The Romulans took advantage of the confusion to close with the planet and land their troops.

The battle was particularly savage because all of the ships tried to stay within transporter range of the planet (and consequently were at short range to each other). The *Exidium* was hit by a full salvo of overloaded photon torpedoes and limped out of the battle; it ultimately fell into the black hole. The *Naja* was crushed by enveloping R-torpedoes and imploded. The other ships were all damaged to varying degrees. The Gorns and Romulans eventually broke off the action and disengaged. The Federation ship *Michigan* remained to recover the marines, and also recovered a few Romulan and Gorn troops before escaping at the last instant.

(SH38.9) PLAYTESTER'S COMMENTS: Outstanding scenario; challenges players to the limit. Good use of ground combat system. Very dangerous scenario.

NOTE: This scenario originally appeared in Star Fleet Battles Captain's Module B and was designed for use with the special Black Hole Map. As Module B has gone out of print, the scenario has been reprinted here. The special map is not required to play the scenario.
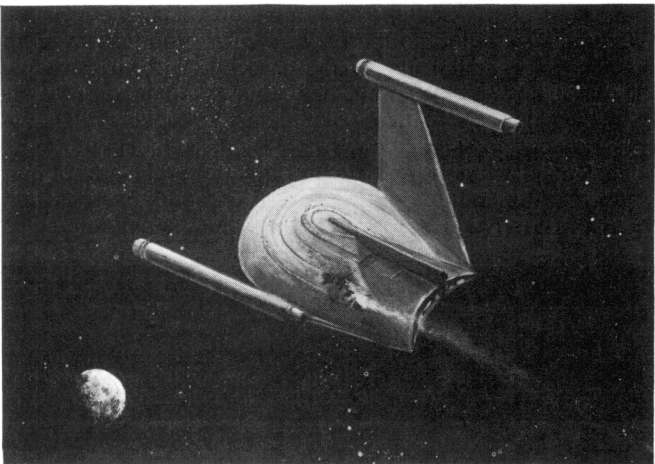
(SH39.0) INTO THE PASS
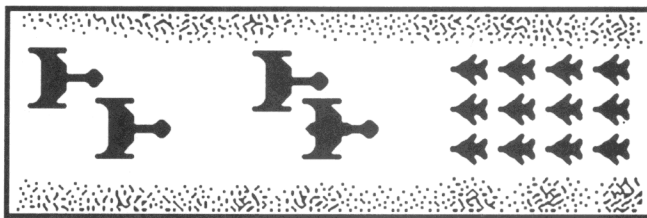
(Y184)   *by Steven Petrick, Texas*

The Klingons, in temporary control of Blackfoot Pass during this period, attempted to construct a base in the pass to block it. Considering a head-on assault too risky, the Federation strike carrier *Gorshkov* sent its F-15 squadron on a long slow sweep through the asteroid belts to attack the Klingon base under construction.

(SH39.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH39.2) INITIAL SET UP
TERRAIN: Use the Blackfoot Pass map.
FEDERATION: 12 F-15C fighters and 12 dummy markers (use any convenient counters, such as Federation ships). Set up, one per hex, in the xx30 hex row, heading at player's option, speed 12.
KLINGON: One D5H *Reinforce* (one cargo pod) in 1718, facing at player's option, speed 0, WS–I.
   One D5K *Razer* in any non-asteroid hex, heading at player's option, speed 4, WS–III.
   Five cargo pods in 1717.
   Reinforcements: D5L *Rabidslayer* and D5D *Slinger* enter from 42xx side of map on turn 7, heading at player's option, speed 12, WS–III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. Many of these have yet to be released in the Captain's Edition, although veteran players will doubtless have the Commander's Editions SSDs which can be used. For those without access to the historical ships, the following substitutions are authorized:

RACE	SHIP	SUBSTITUTE
Klingon	D5H	Tug-B
Klingon	D5L	D5
Klingon	D5D	D5

(SH39.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH39.4) SPECIAL RULES
(SH39.41) The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
   Federation units can only leave the map from the 42xx map edge. Klingon units can only leave the map from the 01xx map edge.
(SH39.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
   (SH39.421) No unit involved in this action had an MRS shuttle.
   (SH39.422) If using EW fighters, one of the F-15Cs is an F-15E. If not using EW fighters, it is a standard F-15C.
   (SH39.423) There are no PFs in this scenario.

(SH39.43) COMMANDER'S OPTION ITEMS

(SH39.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: The D5L, D5K, and D5D each have two T-bombs and two dummies. No other Commander's Options are available in the basic scenario.

(SH39.432) All drones are "fast," speed–32. The Federation player may substitute slow or medium-speed drones for tactical reasons (they survive asteroids better).

No none-explosive warheads are available for selection. All drones are either type-VI, type-IV, or type-I explosive.

(SH39.44) REFITS: All units involved in this action had received all available refits for their unit type.

(SH39.45) DUMMY FIGHTERS: The Federation dummy units are intended to confuse the Klingon player as to where the attack is coming from. Dummy units are exposed as such when they do any of the following:
- Take damage from asteroids or weapons.
- Are more than six hexes from a real fighter. (If the only real fighter within six hexes is destroyed, the dummies disappear.)
- Are in a non-asteroid hex with a clear line of sight (through non-asteroid hexes) to a Klingon ship.

(SH39.46) PODS: The six cargo pods are the components of a mobile base. As they have not been assembled, they are treated as cargo. They are the primary objective of the attack.

(SH39.5) VICTORY CONDITIONS: The Federation player starts with 12 points and receives points as follows:

For each cargo pod destroyed	6
For each cargo pod with 50%+ damage	2
For each cargo pod with internal damage	1
For each F–15 destroyed	-1
For each D5 with internal damage	1
For each D5 crippled	2
For each D5 destroyed	5

Scores are doubled for the D5H. Pods pulled off the map are counted as destroyed. (Relatively low points are given for destroying the D5s because they are not the objective of the mission.) Only one set of points is awarded for each pod and/or D5.

The level of victory is then determined from the following table:

0-6	Klingon Decisive Victory
7-12	Klingon Tactical Victory
13-18	Klingon Marginal Victory
19-24	Draw
25-30	Federation Marginal Victory
31-36	Federation Tactical Victory
37-42	Federation Strategic Victory
43-48	Federation Decisive Victory
49-60	Federation Incredible Victory
60+	Federation Legendary Victory

(SH39.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH39.61) Reverse the roles. Have Federation NCL variants set up the base and Klingon Z-YC fighter attack.

(SH39.62) Delay the reinforcements. The Klingon player rolls a die at the start of every turn and records the result. When the total equals 21 or more, the reinforcements arrive. The die rolls are not secret. (They could be secret if BattleCards! are used to generate them and the cards are kept in a separate face-down pile.)

(SH39.63) Reverse the roles and set the scenario in Y180; use six G1s PFs for the infiltrating force (and only six dummy counters).

(SH39.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH39.71) Change the F–15Cs to F–18Cs (favors Klingons).

(SH39.72) Adjust the number of dummy counters or T-bombs.

(SH39.73) Adjust the arrival of the Klingon reinforcements.

(SH39.74) Send a CVA strike group (12xF-14B and 12xA-10) or an SCS strike group (12xF-14B, 12xF-18C, 6xA-20) (favors Feds).

(SH39.8) TACTICS

KLINGON: Deploy your T-bombs to protect the pods. Don't forget that you can fire into the asteroids; start doing this as soon as the EW shift gives you any chance at all of scoring damage so that you will expose dummy counters. Don't forget that you can pull the pods around by tractor; you might want to move them toward the reinforcements before setting up the bombs. Keep both ships around the pods, and integrate your weapons to destroy the attackers. Once they retreat, consider pursuing them into the asteroids.

FEDERATION: Going at maximum speed will quickly wear down your force, but will give you an extra turn before the Klingon reinforcements arrive. Once you move into the assault, concentrate your firepower to destroy the pods.

(SH39.9) PLAYTESTER'S COMMENTS: An interesting challenge. Good use of terrain is critical.

HISTORICAL OUTCOME: The fighters managed to significantly damage the components of the base, preventing its establishment. More than half of them were destroyed in turn, though all but two of the pilots were later rescued. Before the Klingons could bring up replacement components to complete the base, a new Federation task force was able to attack into the pass, effectively restoring the balance within the pass itself.

NOTE: This scenario originally appeared in Star Fleet Battles Captain's Module B and was designed for use with the special Blackfoot Pass Map. As Module B has gone out of print, the scenario has been reprinted here. If you do not have the special Blackfoot Pass Map, a hex-by-hex listing of that map is provided here:

Clear Hexes along north border; 0118-0814-1317-1615-1611-2308-2911-3408-3810-3815-4217.

Clear Hexes along south border; 0122-1017-1620-1919-1912-2210-2914-3411-3512-3517-4220.

All hexes between the above two borders are also clear. All other map hexes are asteroid hexes.

(SH47.0) THE STASIS BOX

(Y152) *by Andrew R. Murgas and Arthur Krull, America*

In Y152, the Federation Destroyer *Xerxes* was on patrol along the Kzinti border. Surveying an asteroid field in disputed territory for mineral deposits, the *Xerxes* detected those peculiar sensor readings which indicate the presence of a Stasis Box. These boxes hold their contents in "time freeze" until they are opened. The box located by the sensors of the *Xerxes* could have been placed a month before by an Orion Pirate or centuries earlier by a long-forgotten race. Its contents could be anything from a pirate's trove to the ultimate weapon. Whatever it was, it was worth bringing home. Upon reaching the vicinity of the box, however, the *Xerxes* encountered the Kzinti Light Cruiser *Mystic*, which was looking for the same box.

(SH47.1) NUMBER OF PLAYERS: 2; the Federation player and the Kzinti player.

(SH47.2) INITIAL SET UP
TERRAIN: The map is a standard Asteroid Field (P3.1); however, see (SH47.46).
FEDERATION: DD *Xerxes* in 4230, heading at player's option, speed 4, WS–0.
KZINTI: CL *Mystic* in 0101, heading at player's option, speed 4, WS–0.

(SH47.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH47.4) SPECIAL RULES
(SH47.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
The Federation can only disengage from 42xx map edge. The Kzinti can only disengage from 01xx map edge.
(SH47.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SH47.421) 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 (SH47.431).
    (SH47.422) There were no EW fighters available at the time of this scenario. In a variation of this scenario where fighters are used and the year allows the use of EW fighters, one fighter in each squadron of eight or more may be an EW fighter. If not using EW fighters, it will be a standard fighter.
    (SH47.423) There are no PFs in the basic version of this scenario. PFs might be added in a variation.
(SH47.43) COMMANDER'S OPTION ITEMS
    (SH47.431) 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.
    (SH47.432) All drones are "slow," speed–8. Type-II and type-V drones (speed 12) are not available for purchase as special drones. No special drones are available for purchase in this scenario. The border has been quiet, and the Kzinti have diverted supplies of special drones to more active borders (Klingon and Lyran).

(SH47.44) REFITS: No unit in this scenario has been refitted.
(SH47.45) COMBAT: A period of peace exists between the races of the two players. The ships are neither required nor expected to have combat with each other, but such combat is not prohibited.
(SH47.46) ASTEROID FIELD: Take 18 asteroid counters, 2 NSM counters, and 2 Klingon pod counters (which represent Stasis Boxes). Turn all of these counters upside down and shuffle them thoroughly. Remove four of the counters and set them aside face down without looking at them. Place the rest of the counters on the map using the asteroid field procedure (P3.1). Asteroids, of course, function as asteroids. Note that the detonation of the NSM or the removal of a Stasis Box will NOT cause the asteroids centered on it to disappear. All hexes centered on them will still be asteroid hexes.
(SH47.47) STASIS BOX: The Stasis Box can be found as follows; the Stasis Box counters function as both asteroid and Stasis Box counters:
    (SH47.471) To search (examine) one of the inverted counters, a ship must enter the hex with the counter. The counter is then flipped right side up, and both players may examine it.
    (SH47.472) Shuttles or fighters may examine an inverted counter by ending their movement in a hex containing a counter and rolling a die. If the result is "1" or "2," the counter is examined; otherwise, it is not. The shuttle may remain in the hex, or circle back to the hex on a subsequent turn to try again. Note that shuttles must end their movement for the turn in the hex they want to examine, and so can only make their rolls on impulse #32 of any given turn.
    (SH47.473) Regardless of the type of counter found, it remains face up. The ship undergoes "asteroid damage" as per the normal rules (P3.21) whenever it enters an asteroid hex by the normal rules.
    (SH47.474) If the examined counter is a Stasis Box, the player in the hex with it may attempt to pick it up. To do so, he must spend two complete turns in the hex studying the Stasis Box with his instruments. On the next turn, the ship may drop one shield and beam the Stasis Box aboard. Note that the other ship will probably be in the immediate vicinity by then.
    (SH47.475) If a ship carrying a Stasis Box is destroyed, the box is undamaged and remains in the hex where the ship exploded.
    (SH47.476) If the Stasis Box is aboard one ship, the other ship may attempt a "hit-and-run" raid to seize the box (it can be guarded) or may try to capture or destroy the ship carrying it.
(SH47.48) NSMs: The NSM counters function as mines (M2.0) set to detonate against the first target of size class 6 or larger which triggers them, and as asteroid counters. The mines only roll for triggering AFTER they have been revealed by the procedures in (SH47.471) and (SH47.472). They are assumed to explode off the shield facing behind which the ship entered the hex. Note that this does mean that a unit might uncover a mine after moving into the hex and then use a emergency deceleration to cancel further movement after that point and thereby avoid triggering the mine. The unit might then plot a slow speed to try to get away from the mine on a subsequent turn. If the mine does not detonate as a result of being initially identified, use the normal mine procedures to determine if it does detonate on all subsequent movement within its detection radius and determine the damage against the appropriate facing shield at that point.

(SH47.5) VICTORY CONDITIONS: The player who successfully disengages with a Stasis Box wins the game. If two boxes exist, it is possible that both players could "win." If no

boxes exist, the player who scored the most internal hits on the other loses the scenario and ruins his career by provoking an incident.

(SH47.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH47.61) Substitute a Klingon F5C for either side. If the F5C replaces the Federation DD, players are not obligated to avoid creating an incident.

(SH47.62) Use the asteroid field map from Module B; see (SH36.2). Put the counters in a cup. Whenever a ship searches the center hex of a hexagonal group of seven asteroid hexes, draw a counter from the cup and place it in that hex. Use 40 asteroids (you will need to create additional asteroid counters for this) as well as the two Klingon Pod counters (Stasis Boxes) and the two NSM counters, and remember to pull four counters out before beginning.

(SH47.63) For a smaller and bloodier fight, replace the Federation DD with an FF and the Kzinti CL with an FF.

(SH47.64) Add a Klingon F5C controlled by a third player in hex 0130, or an Orion LR in hex 4201. Alternatively add both ships and four players.

(SH47.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH47.71) Change the Kzinti CL to a Kzinti DD.

(SH47.72) Replace the Federation DD with a DDG.

(SH47.73) Add a refit to one side.

(SH47.8) TACTICS

FEDERATION: The odds favor that a Stasis Box will exist. Overload the photons, and stay close to the Kzinti. You can cripple him with one pass. It may even make sense to cripple him before you go looking for the box. But remember, he only has to get one good drone salvo in to leave you a glowing ball of gas. Keep a weasel ready because you will spend a lot of time at low speeds getting through the asteroid hexes.

KZINTI: Like the Fed, you have to figure that the Stasis Box DOES exist. Stay close to him, and look for a chance to deliver a preemptive strike. Keep as much ECM up as you can, and be ready to go to EM if he looks like he is going to run in on you. If you have to stop and study the box, have a weasel ready to make things a little harder on him (at least he will have to use a couple of phasers to kill it before he wrecks you with a volley of point blank overloads).

HISTORICAL OUTCOME: The *Xerxes* recovered the Stasis Box and disengaged with damage. The *Mystic* took heavy damage from a volley of photons and returned to base. The contents of the box were never disclosed, but critics charged that it had contained only "valuables" instead of objects of scientific interest.

NOTE: Original publication as (501.0) in Nexus #2 (in the Designer's Edition). Republished as (SN2.0) in Update #2 (Commander's Edition).

(SH48.0) THE *CASSINI* INCIDENT

(Y155) *by Stephen Holland, Texas*

In Y155, tension on the Federation-Klingon border was increasing and war was imminent. The Federation tug *Cassini* was transporting supplies to an outpost station when it was attacked by the Klingon frigate *Khedive*. The Klingons knew that if the ship escaped, carrying word of the violation of Federation territory, it could be the spark that would ignite a major war. On the other hand, if the tug could be destroyed, the Klingon captain would be decorated and possibly promoted, and the balance of power on the border would be altered ever so slightly.

The supplies carried by the *Cassini* were not particularly crucial or secret, but the general disruption of frontier trade and transport is a standard tactic when planning offensive operations.

(SH48.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH48.2) INITIAL SET UP

FEDERATION: Fleet Tug *Cassini* with two cargo pods in hex 2215, heading B, speed 10, WS-0.

KLINGON: F5 *Khedive* in hex 0101, heading C, speed max, WS-II.

(SH48.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH48.4) SPECIAL RULES

(SH48.41) MAP: Use a floating map.

(SH48.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

    (SH48.421) 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 (SH48.431).

    (SH48.422) There are no fighters in this scenario.

    (SH48.423) There are no PFs in this scenario.

(SH48.43) COMMANDER'S OPTION ITEMS

    (SH48.431) 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 Standard Victory Conditions (S2.2) as victory points for the enemy.

    (SH48.432) All drones are "slow," speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

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

(SH48.44) REFITS: No refits had been installed at the time of this battle.

(SH48.45) The Cassini cannot disengage by any means, except distance (C7.2), unless it drops both cargo pods. This is a function of some elements of the cargo stored in the pods. The unique radiation signature of these elements was not masked because it was not expected that the tug would encounter a hostile force. Pods that are dropped and not

recovered by either side are considered destroyed for victory purposes. Note that the Klingon could tow such a pod with its tractor beam as a captured unit.

(SH48.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.2).

(SH48.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH48.61) Replace the F5 with a KF5R (change the date to Y163) or the Federation tug with a Kzinti transport tug. Another option is to use a Gorn tug and a Romulan KF5R or a Snipe-A (change the date to Y163).
(SH48.62) Allow the Federation player to select other pods for the tug. The Klingon player can be allowed to select variants of the F5 hull in Klingon service.
(SH48.63) For a shorter battle, use a Federation FFT and a Klingon E3. In this variant, the FFT cannot disengage unless the E3 has been crippled and cannot move faster than speed 21.

(SH48.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH48.71) Change the F5 to an E4.
(SH48.72) Replace one (or both) cargo pod(s) with a self defense pod(s).
**(SH48.73)** Add a refit to one ship.

(SH48.8) TACTICS:
   FEDERATION: Running is probably not the answer to anything. The Klingon will stay behind, effectively reducing your firepower by half. Tactical warp maneuvers will let you keep your strongest shields toward him and fire all of your phasers every turn. His drone firing rate would seem to make the option of using your shuttles as wild weasels pointless, but remember that he could put his reload drones into a scatter-pack. Burning his one shuttle as soon as it appears should be a major priority. Generally, keep one of your shuttles handy as a wild weasel (do not use it if you can help it) and launch the other as a suicide shuttle. Convert the wild weasel to a suicide as soon as his shuttle is destroyed.
   KLINGON: Your tactics are dictated by the Federation. If he runs, stay behind him and hammer on the rear shields. If he stops, use overruns to get all of your weapons into firing position or, even better, close to one or two hexes, hit him, then turn 60°, and fire your RX phasers at the same shield. If he turns that shield away, pursue it around and hit it again. Do not forget you can use an HET to reverse direction if he turns it the opposite direction from your turn, but remember that this is a risky maneuver once, and suicidal if done more than once. Use overloads to deliver maximum firepower.

HISTORICAL OUTCOME: The *Cassini* was destroyed after a brutal battle which left the *Khedive* a near total wreck barely able to return to Klingon space. Federation patrols determined that something had destroyed the tug (the *Khedive* had successfully jammed the *Cassini's* pleas for help), but it was not until after the Organian enforced armistice, when survivors of the crew were repatriated, that the *Cassini's* actual fate became known.

NOTE: Original publication as (SL7.0) in Captain's Log #1.

(SH49.0) WOLF IN SHEEP'S CLOTHING
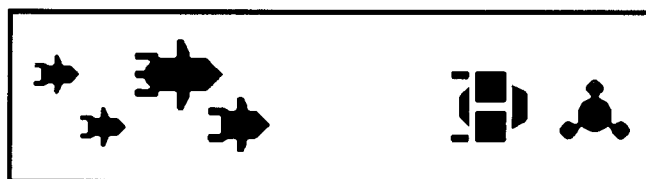
(Y155)   *by Ray Olesen, California*

   In Y155, an Orion "Horde" attacked and destroyed Federation outpost *K4*. This was a prelude to a massive smuggling operation in which weapons and contraband purchased from the Klingons were smuggled into Federation space.

(SH49.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion player.

(SH49.2) INITIAL SET UP
FEDERATION: Battle station (no modules) *K4* in 3615, initial facing and rotation rate at the player's option, WS–III.
ORION: Large Q-ship (Federation type) appears in hex 0115 on turn #1, heading and speed at the player's option, WS–III. See (SH49.45).
   CA, CR, and two LRs arrive between hexes 0120 and 0110 the turn after the turn the Q-ship fires any weapons, heading at the player's option, speed max, WS–III.

(SH49.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH49.4) SPECIAL RULES
(SH49.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
(SH49.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
   (SH49.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH49.431).
   (SH49.422) There are no fighters in this scenario.
   (SH49.423) There are no PFs in this scenario.
(SH49.43) COMMANDER'S OPTION ITEMS
   (SH49.431) 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.
   (SH49.432) All drones are "slow," speed–8. Type-II and type-V drones (speed 12) are 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.
(SH49.44) REFITS: No units have been refitted at the time of this scenario.
(SH49.45) Q-SHIP: The Q-ship uses the standard rules (R1.7) and appears to be a large freighter until it fires. The battle station may not fire on the Q-ship or take any other action against it (such as applying OEW or beaming T-bombs into its path), including totally defensive actions (such as ECM or shield reinforcement other than that provided by its batteries), until it has revealed itself or until the battle station detects the subterfuge (SH49.46)

(SH49.46) DETECTION: Place counters numbered #1 through #36 in a cup. At the end of each turn, the Federation player draws one of these, examines it, and places it upside down in any convenient place in view of the Orion player. When the total of the numbers (for example, #36 plus #24) equals 50 or more, the station has detected the subterfuge by computer checks or sensor ambiguities and may fire on the Q-ship during the next turn. There is no requirement for the Federation player to fire on the pirate until he wishes to do so, and he may continue to draw and collect counters to deceive the Orion.

(SH49.47) CAPTURE: The Orion ships may not self-destruct unless Federation boarding parties are on board, in which case see (D7.7). Orion ships could, of course, fire on each other to prevent capture.

(SH49.48) OPTION MOUNTS: Orion option mounts must be filled with weapons using the percentages of the Hamilcar Cartel.

(SH49.5) VICTORY CONDITIONS: If the Orions do not destroy or capture the battle station, they lose the scenario. If the Orions destroy the battle station, they score 5 points. If they capture it, they score 20. The CR has a BPV (for this scenario only) of 5, the LRs of 2, the CA of 10, and the Q-ship of 10. Use the factors in (S2.21) to determine actual points scored for damaging Orion ships.

(SH49.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH49.61) Replace the Federation battle station with a Gorn or Hydran station.

(SH49.62) Allow a Federation relief force to arrive on turn #10 of a CA, DD, and two FFs. This will force the Orion to close quickly in order to destroy the station.

(SH49.63) Replace the battle station with a base station, and reduce the Orions to a small Q-ship, CR, and two LRs.

(SH49.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH49.71) Change the large Q-ship to a small Q-ship.

(SH49.72) Replace the CR with another LR.

(SH49.73) Delete or add an LR, or add a police ship to the Federation side.

(SH49.8) TACTICS

    FEDERATION: The odds do not look good. Concentrate your fire on one ship at a time, and try to make use of ECM as best you can. In the long run, you are probably doomed, but make him pay for it!

    ORION: The scenario, in large part, depends on the disguised ship. If it can reach firing position without being detected, you will have an easy time.

HISTORICAL OUTCOME: The *K4* base was destroyed, and the Orions completed their massive smuggling operation before Star Fleet could deploy a cruiser squadron into the sector. The smuggled goods included weapons (among other things); these weapons were used in insurgencies on several Federation planets, causing no end of ill feelings and disrupted production.

NOTE: Original publication as (502.0) in Nexus #3 during the Designer's Edition. Reprinted as (SN3.0) in Update #2 (Commander's Edition).

(SH50.0) LANDING PARTY
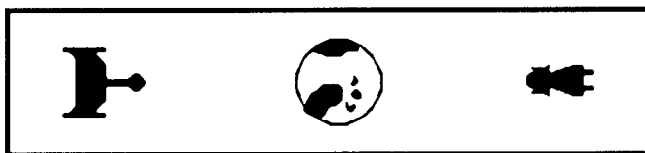
(Y155)   *by Graeme Cree, Texas*

    In Y155, as tensions grew between the Federation and the Klingon Empire, the Federation accelerated its efforts to survey planets in the Neutral Zone. The Klingons considered these surveys to be a "provocation" and used them to create incidents.

    On one such mission, the light cruiser *Texas*, under Commander Nita Howell, was making a standard survey of Vanecek VI when cosmic radiation from a solar flare forced the *Texas* to withdraw for 31.8 hours. A landing party had been previously transported to the surface and remained behind (protected by the atmosphere) to complete the survey. When the *Texas* returned to the system, however, it found that a Klingon battlecruiser had entered the system and was blocking the way.

(SH50.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH50.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 0715.
FEDERATION: CL *Texas* arrives anywhere in the 42xx map edge, heading F, speed 20, WS-II.
KLINGON: D6 *Devastation* anywhere within 12 hexes of the planet, heading at option of owning player, speed 6, WS-II.

(SH50.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH50.4) SPECIAL RULES
(SH50.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
(SH50.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SH50.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH50.431).
    (SH50.422) There are no fighters in this scenario.
    (SH50.423) There are no PFs in this scenario.
(SH50.43) COMMANDER'S OPTION ITEMS
    (SH50.431) Each ship may 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 Standard Victory Conditions (S2.2) as victory points for the enemy.
    (SH50.432) All drones are "slow," 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.
(SH50.44) REFITS: No refits had been implemented by either of these races at the time of this scenario.
(SH50.45) There are three crew units (known as survey units) on the planet. The *Texas* can recover these survey units by

shuttle (one unit per shuttle) or transporter. The Klingons cannot attack the survey units while they are on the planet.

(SH50.46) The Federation player must record, before the scenario begins, which part of the planet each survey unit is in. This is noted in terms of hex sides; each unit must be facing a different hex side. Each of the three units is noted individually; the record of each unit is exposed only when it is recovered. When recovering by shuttle, the shuttle must land in the specific hex side occupied by the survey unit; when recovering by transporter, the hex side occupied by the survey unit must be facing the ship, and the ship's facing shield must be down (i.e., the normal transporter rules).

(SH50.5) VICTORY CONDITIONS: Use the Standard Victory Conditions. The Federation player receives a bonus of 10 points for each survey unit that is aboard the *Texas* when it disengages and loses 25 points for each survey unit remaining on the planet when the *Texas* disengages. The Federation player receives 25 points if no Federation unit fires on the Klingon ship.

(SH50.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH50.61) Replace the Federation CL with a Kzinti CL.
(SH50.62) Assume the sun is still acting up and use (P11.0).
(SH50.63) Use a Federation Police Cutter and a Klingon F5.

(SH50.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH50.71) Change the CL to a GSC (double the number of crew units on the planet).
(SH50.72) Replace the D6 with an F5C.
(SH50.73) Delete or add "survey parties" to the total number on the planet.

(SH50.8) TACTICS:
FEDERATION: Obviously you are going to have to rescue the survey teams. That means shuttles (which are highly vulnerable to Klingon fire) or transporters (which means dropping a shield). Another possibility is to defeat the Klingon, which may not be as tough as it seems. The shuttles you are sending toward the planet may, in fact, be suicide shuttles aimed at the Klingon. If he wastes weapons on them (which he will have to), he'll be empty when you attack.

KLINGON: This is a duel with a weaker opponent who has a ball-and-chain tied to his legs. He has to stay somewhere around the planet and will eventually have to drop a shield. Stay between him and the planet or on the opposite side of the planet from him. Let him come to you. Keep a few drones on the board, possibly using a scatter-pack.

(SH50.9) PLAYTESTER COMMENTS: Another interesting variation on the duel. Some playtesters found this scenario impossible for the Federation; others found it challenging but winnable.

HISTORICAL OUTCOME: The *Texas* sustained heavy damage but succeeded in rescuing the members of its survey parties. There was continuing debate in the Federation on whether starship captains should be allowed to use their weapons to accomplish their mission, or if they should continue to attempt to succeed without combat. Howell was decorated for the battle and later promoted to a staff position.

NOTE: Original publication as (SL28.0) in Captain's Log #2.

(SH51.0) THE FEDERATION EXCHANGE

(Y156)   *by Jeffrey L. Moore, New Jersey*

Even during wartime, the Orions managed to maintain trade across the Federation-Klingon border. In one case, the Federation captured a freighter under Orion control and, after some fast plea-bargaining, obtained the coordinates for a planned rendezvous with the Klingons. The Federation was able to substitute a Q-ship for the captured freighter, giving the Klingons a considerable surprise.

(SH51.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH51.2) INITIAL SET UP
FEDERATION: Large Q-Ship *Starduster* in 2311, heading F, speed 0, WS–III; see (SH51.45).
KLINGON: Tug-B *Commissioner Grolika Amelko* with one cargo pod in 2210, heading C, speed 7, WS–I; see (SH51.45).

(SH51.3) 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 #5.

(SH51.4) SPECIAL RULES
(SH51.41) MAP: Use a floating map.
   The Federation units can only disengage in direction C.
   The Klingon units can only disengage in direction F or E and must disengage by the end of turn #5 or they are considered destroyed by arriving Federation units.
(SH51.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
   (SH51.421) No ship in this scenario is qualified to carry an MRS shuttle.
   (SH51.422) EW fighters did not exist at the time of this scenario.
   (SH51.423) There are no PFs in this scenario.
(SH51.43) COMMANDER'S OPTION ITEMS
   (SH51.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: The Starduster had two T-bombs and attendant dummies.
   (SH51.432) All drones are "slow," speed–8. Type-II and type-V drones (speed 12) are not available for purchase as special drones. All drones are either type-I or type-IV explosive drones. No special drones may be purchased; no type-VI drones may be substituted for ADDs.
(SH51.44) REFITS: No ship in this scenario has received any refits.
(SH51.45) TURN ZERO: The action in this scenario actually begins at the end of the previous turn.
   (SH51.451) During the movement segment of the 32nd impulse of the turn before the scenario begins, the tug detonated a mine previously laid by the Q-ship in its own hex (the Q-ship set the mine for the tug, then entered the hex to await the tug's arrival; this T-bomb is deducted from the two available to the Q-ship).
   (SH51.452) During the fire step of the 32nd impulse of the previous turn, the Federation Q-ship fires all (or some) of its facing weapons at the Klingon ship; there is no EW adjustment to this fire. The photons had 100%

overloads. The Klingon's shields were only reinforced by the batteries (the ship's computer did this automatically).

(SH51.453) Damage is recorded and resolved before the scenario begins. Note that this will prevent the firing of those same weapons until appropriate recycle times have elapsed.

(SH51.454) The T-bomb detonated off the Q-ship's #4 shield. The Q-ship had as much available power as it could afford in shield reinforcement; despite this, the ship will receive 2-7 points of shield damage as a result of feedback from the overloaded photons and the mine's detonation. If the batteries are not used and two armed shuttles are held aboard, the ship will take 7 points. This is reduced by 1 point for each point of battery power used or shuttle not held as an SS or WW. The Federation player may allocate this damage to either his #1 or #4 shield as he sees appropriate.

(SH51.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH51.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH51.61) Use a Kzinti Tug-T with one cargo pod and a Lyran large Q-ship. The Lyran may have announced activation of one or both his ESG fields on impulse #32 of the preceding turn.

(SH51.62) Such clandestine meetings are usually conducted at prearranged sites, allowing some concealment. Establish a standard asteroid field (P3.0), and play the scenario within its confines.

(SH51.63) Replace the Klingon tug with a large Klingon Q-ship. Replace the Fed large Q-ship with a small Q-ship.

(SH51.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH51.71) Change the Tug-B's cargo pod to a power-boost pod.

(SH51.72) Raise the tug's weapons status to –II or –III.

(SH51.73) Reduce the size of the overloads the Q-ship fired on the previous turn.

(SH51.8) TACTICS

   FEDERATION: Beyond being lucky with the early die rolls, your primary mission is to keep close and hit hard. Use pursuit plotting, and keep right behind him (at least until turn 2 when you can get another shot with photons). Don't let drones worry you. Use your tractors; you have more of them than his launching rate. Destroy shuttles whenever they appear. Look for an opportunity to use your remaining T-bomb to good effect.

   KLINGON: Everything depends on what you have left when the scenario "starts." By all means, hit him with everything you have immediately. Launch shuttles (as scatter-packs if you can arm them) to tie him down. You can out-turn him and out-run him; use this to your advantage.

(SH51.9) PLAYTESTER COMMENTS: While this is the now-classic "Big/Little Duel" where the little ship gets to hit first (a la The Trojan Shuttle), there is the twist that these types of ships were never intended to slug it out in a direct battle.

HISTORICAL OUTCOME: Badly damaged, the Klingon tug managed to drag itself away from the Federation Q-ship and escape. The *Starduster* sustained no significant damage in the encounter.

NOTE: Original publication as (SL31.0) in Captain's Log #2.

(SH52.0) WHO INVITED THE ROMULANS?

(Y157)   *by Evan Tingley, America*

   In Y157 a small incident on the Gorn-Federation border (the first contact between the two peoples) almost touched off a major war. The two peoples, however, quickly realized that they were a great deal alike in their desire to avoid conflict (although radically different physically). Still suspicious of each other, delegations of the two peoples agreed to meet in a neutral area (an asteroid belt) to discuss the situation. It was agreed that only "Starliner pods" would approach the meeting site (both sides actually used troop transport pods). The Romulans, mortal enemies of both the Federation and the Gorns (and just about everyone else),·learned of the meeting through the Federation media. They planned an ambush which they hoped would prevent the meeting or, better yet, leave both parties feeling they had been betrayed and perhaps touching off the war they hoped to avoid.

(SH52.1) NUMBER OF PLAYERS: 3; the Federation player, the Gorn player, and the Romulan player. The Federation and Gorn sides could alternately be run by a single player.

(SH52.2) INITIAL SET UP
TERRAIN: Deploy the asteroids using the system outlined in (P3.1); alternatively, use the asteroid field map in Captain's Module B.
FEDERATION: Troop transport pod in hex 1420, heading B, speed 1, WS–II.
GORN: Troop transport pod in hex 2910, heading E, speed 1, WS–II.
ROMULAN: Warbird+ *Urgent Fury* in hex 2925, heading A or F, speed 1, WS–II.

(SH52.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged, or 12 turns. At this point major fleet elements will arrive, and the Warbird will be forced to disengage under cloak.

(SH52.4) SPECIAL RULES
(SH52.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
(SH52.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. The shuttle on the Warbird+ is a sublight shuttle (R4.F0).
   (SH52.421) No ship in this scenario is qualified to carry an MRS shuttle.
   (SH52.422) There are no fighters in this scenario.
   (SH52.423) There are no PFs in this scenario.
(SH52.43) COMMANDER'S OPTION ITEMS
   (SH52.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. Each troop transport pod has four boarding parties and two crew units in addition to its normal crew complement. There are no "troops" on the pods.
   (SH52.432) There are no drones in this scenario.
(SH52.44) REFITS: As noted, the Warbird has the plus refit. There are no other refits in this scenario.
(SH52.45) The pods can only exchange delegations by transporter. Only a single crew unit needs to be exchanged by

each side (i.e., one crew unit from each pod must be transported to the other pod). If this has not been done by the end of turn 12, the meeting is canceled and negotiations will be broken off. Both sides will believe that the other is in cahoots with the Romulans. Delegations may only be exchanged by shuttle if the pod belonging to one side was destroyed and the delegates are on a shuttle that escaped the destruction.

(SH52.5) VICTORY CONDITIONS: The Romulans win a Tactical Victory if they destroy one of the pods (they will have disrupted the conference and delayed the Federation-Gorn Alliance) before the pods have exchanged delegations. The Romulans win a Decisive Victory if they destroy both pods (the Gorns and the Federation will both suspect that they were betrayed by the other because Romulan jamming kept them from learning the truth).

The Gorn-Federation player(s) win if they exchange delegations and at least one pod survives.

(SH52.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH52.61) Replace the Romulan WB+ with an Orion Slaver with plasma–Fs in its option mounts.
(SH52.62) Provide each pod with one multi–role shuttle. This makes things exciting for the Romulan as these shuttles can attack his ship, especially if the other shuttles also conduct the attack.
(SH52.63) Replace the WB+ with a Snipe-A.

(SH52.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH52.71) Change the Warbird+ to a Hawk+.
(SH52.72) Replace the Fed troop pod with a self–defense pod.
(SH52.73) Adjust the Warbird's starting position closer or further from the pods at start.

(SH52.8) TACTICS:
ROMULANS: Concentrate your attention on only one pod. If it goes down, you have at least a partial win and can then start in on the other. It's probably best to go for the Gorn

pod as he has fewer shuttles to use as weasels. Try to maneuver to launch your torpedo where it will have to pass through as few asteroids as possible to reach its targets. If the pods have MRS shuttles, consider having your shuttle ready as a weasel. You simply cannot afford to cloak since you have to fire everything you can every turn, and you are probably going to have to counter a lot of ECM both from the pods and from the terrain. Remember, enveloping torpedoes and shotguns are not available to you.

FEDERATION/GORN: The way to win is rather obvious; get within five hexes, exchange delegates, and disengage by sublight. There are several key decisions to be made. First, should you hold the shuttles for use as weasels, or send them out to attack the Romulan in hopes of getting a torpedo hit, or keep them circling the pods to use their phasers to further reduce the plasma warheads. Second, when the Romulan finally destroys a shield, you must decide whether to turn to bring a new shield to bear or continue on course. Third, remember that you have quite a few boarding parties, and transporters are available. If the Warbird gets close with a down shield, you might be able to board him. Finally, try your best to maneuver into positions where the plasmas will have to go through a lot of rock to reach you.

(SH52.9) PLAYTESTER COMMENTS: While this is a translight scenario, it is with sublight units. Movement is SLOW, but there are, effectively, only one or two impulses each turn, and Energy Allocation is minimal.

HISTORICAL OUTCOME: The Gorn and Federation pod crews managed to reach the meeting point, whereupon all the survivors of the Gorn pod were transported over to the Federation pod just before it (the Gorn pod) was destroyed by a final Romulan torpedo. Both sides were impressed by the courage shown by the other, but both still suspected the other of being allied with the Romulans. While a treaty was made, it was not until the *Reptilicon* incident in Y167 that true friendship blossomed.

The Commander of the *Urgent Fury* was reduced in rank and dismissed from the service. He later committed suicide.

NOTE: Original publication as (SL18.0) in Captain's Log #1.

FEDERATION A–20 FIGHTER (John R Wagner)

Anti-
Drone
Launch
System

Rear
Phaser-3

Mk-Vi Dogfight   Mk-I Drone   Mk-IV Anit-
Drone   Shipping Drone
                                         On Rail Secure System

Main Cabin   Upper Main Mechanical   Rear Phaser
Exterior   Linkage Assembly   Mount
View-Ports

Forward
Phaser
Mount   NCC-2203   05

Photon Torpedo Capacitor Tube   Main Engines
And Launch Assembly
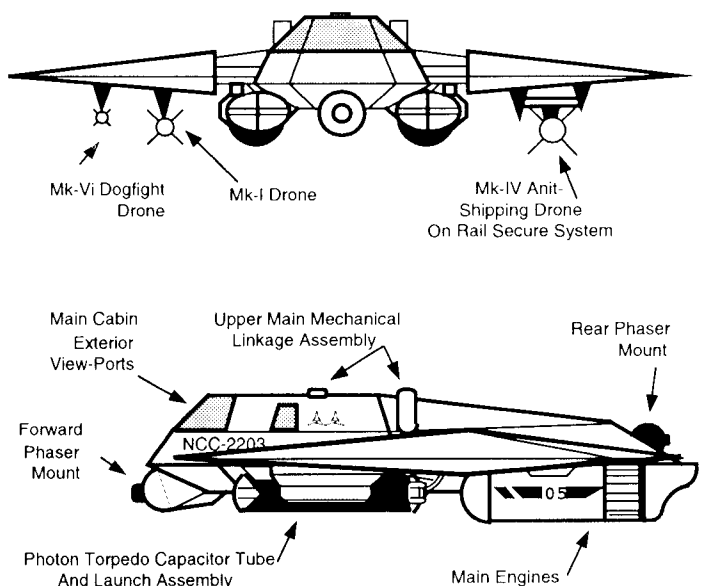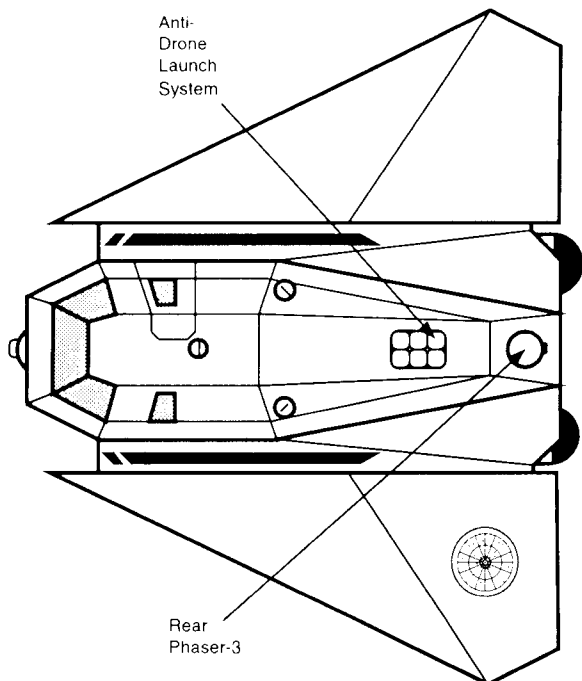
(SH53.0) BORDER INCIDENT
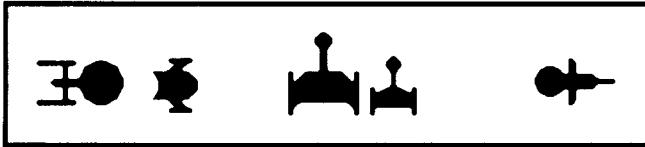
(Y160) *by Stephen V. Cole, Texas*

In Y160, the alliance between the Federation and the Gorns was three years old. To counter it, the Romulans had entered into an agreement with the Klingons that resulted in delivery of several KR and KF5R ships. The first of these were in service with operational units late that year, when the Romulans created an incident designed to test their new ships in battle — a battle balanced well in their favor. An old "Warbird" ship attacked a Federation outpost and then fled into the Neutral Zone, drawing a Federation CA after it. The new Romulan ships *Proconsul* and *Tribune* were waiting in ambush, and the first test of these new ships seemed well under control. Unfortunately for the Romulans, it did not go according to plan.

(SH53.1) NUMBER OF PLAYERS: 2; the Alliance player and the Romulan player. Alternatively, a third player could control the Gorn ship.

(SH53.2) INITIAL SET UP
ALLIANCE: Federation CA *Potemkin* in 0101, heading C, speed 12, WS–III.
    Gorn CL *Thunderchild* enters on turn #4 in hex 3201, heading D, speed max, WS–III.
ROMULAN: Warbird+ *New Glory* in 1215, heading C, speed 1, WS–III.
    KR *Proconsul*, and K5R *Tribune* enter the map on turn #3 within two hexes of 4229, heading at players' option, speed max, WS–III.

(SH53.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH53.4) SPECIAL RULES
(SH53.41) MAP: Use a floating map.
(SH53.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SH53.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH53.431).
    (SH53.422) There are no fighters in this scenario.
    (SH53.423) There are no PFs in this scenario.
(SH53.43) COMMANDER'S OPTION ITEMS
    (SH53.431) 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 Standard Victory Conditions (S2.2) as victory points for the enemy.
    (SH53.432) All drones are "slow," 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.
(SH53.44) REFITS: None of the ships in this scenario had been refitted at the time of this action. Players should note

that enveloping and shotgun plasma torpedoes are not available at this date.
(SH53.45) The Warbird has a cloaking device installed; the other Romulan ships do not. The Romulans had believed that these new ships would be so powerful that cloaks would not be needed.

(SH53.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). Reduce the BPV of the KR and the K5R by 13% to reflect the lack of cloaking devices.

(SH53.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH53.61) Reverse the situation using a Gorn CA in place of the Federation CA and a Federation CL in place of the Gorn CL.
(SH53.62) Neither the Federation nor the Gorns were familiar with these new ships. It was possible that they had retained the Klingon weapons. Play the scenario again assuming that this was so using standard Klingon weapons as a D6 and F5 with drone racks (slow drones), but reduce crew and boarding parties to be the norm for KRs.
(SH53.63) For a smaller and faster scenario, replace the Warbird+ with a Snipe-S and the KR with a K4R, keeping the K5R. Replace the Federation CA with a DD and the Gorn CL with a Gorn DD.

(SH53.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH53.71) Change the Federation CA to a CC.
(SH53.72) Replace the Gorn CL with a DD.
(SH53.73) Add a B refit to one or both Romulan ships.

(SH53.8) TACTICS
    ALLIANCE: Think before you fire your first salvo of photons. Even if you do kill the WB, do you really want to have empty tubes when the KRs arrive? It is questionable as to whether or not the Gorn CL is worth bringing into the fray, but without its plasmas and phasers, you are just too badly outgunned to win. Pay close attention to where any of the Romulan ships move, including the Warbird, as you never know when one of them will leave you a nuclear surprise. In any case, watch that slow moving Warbird as its plasma-R will hurt if it connects.
    ROMULANS: Look for an opportunity to tractor an enemy ship where the Warbird can uncloak and release its R torp. Get your allowed NSMs in the options, and try to find a good place to lay them. Try to bushwhack the Gorn when it arrives.

(SH53.X) DESIGNER'S NOTES: This scenario was originally designed for inclusion in a boxed set of miniatures and included the five ships in the package.

NOTE: Original publication as (505.0) in Nexus #5 (in the Designer's Edition). Republished as (SN6.0) in Update #2 (Commander's Edition).

(SH54.0) ..AND SETTLE THEIR HASH

(Y161)   *by Stephen V. Cole, Texas*

During the fourth Klingo-Kzinti War, the Kzintis found that they needed more firepower to fight their enemies. One solution to this problem was the introduction of a special version of the drone frigate design intended to provide the long-range targeting needed to bombard enemy fleets with cruise drones. The new scout drone frigate design enabled the diminutive but easier to produce drone frigate to supplement the limited numbers of drone cruisers in providing drone fire support and conducting independent drone bombardment missions. In a pinch, it could perform as a scout.

The Kzinti formed bombardment squadrons of two drone frigates with one of the new scout drone frigates for this purpose. The new tactical grouping worked well enough until that fateful day in Y161 when one of these groupings, launching cruise drones at a Klingon fleet five million kilometers away, was surprised by a fast detachment sent out to "settle" the score.

(SH54.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SH54.2) INITIAL SET UP
KZINTI: 3rd Drone Bombardment Group (Captain Fourth Rank "Cat Who Dreams"): Drone Frigate *DF 65* in 3107, Scout Drone Frigate *SDF 91* in 2808, Drone Frigate *DF 77* in 2510. All at WS-II, heading B, speed 2.
KLINGON: (Commander Kolandian) D7 *Annihilation* in 0130, F5 *Vigilance* in 0129, E4 *Swatter* in 0128. All at WS-II, heading C, speed max.

(SH54.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured. or have disengaged.

(SH54.4) SPECIAL RULES
(SH54.41) MAP: Use a floating map.
(SH54.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
   (SH54.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH54.431).
   (SH54.422) There are no fighters in this scenario.
   (SH54.423) There are no PFs in this scenario.
(SH54.43) COMMANDER'S OPTION ITEMS
   (SH54.431) 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.
   (SH54.432) All drones are "slow," speed–8. Type-II and type-V drones (speed 12) are available for purchase as special drones. Kzinti drones are specified in (SH54.45); note that type-III drones are speed 12.
      Each ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows the Kzinti drone ships extra points for this purpose.
(SH54.44) REFITS: There are no refits available in this scenario.

(SH54.45) KZINTI: Each Kzinti ship has two type-III-XX drones in each of its racks. Each has 24 type-III-XX reload drones available (12 in reload storage and 6 in each cargo box). The Kzinti ships have no other drones. The Kzinti ships cannot disengage until they have launched all of their type-IIIXX drones or until one ship has been crippled or destroyed.

(SH54.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). The Kzinti receive a two-point bonus for each of their type-III-XX drones that escapes (i.e., moves more than 35 hexes from any Klingon ship) in direction C or D.

(SH54.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH54.61) Replace the Klingon force with a Lyran Tiger CA, Leopard DD, and Cheetah FF.
(SH54.62) Allow one or both sides to substitute similar hull types and use the tactical intelligence rules to avoid being surprised or to surprise your opponent.
(SH54.63) Use only the Kzinti SDF and the Klingon F5.
(SH54.64) Replace the Klingon force with a Klingon D6V carrier group (Z-2 fighters), and use medium speed drones.
(SH54.65) Allow the Kzinti to roll two dice at the beginning of every turn before Energy Allocation and receive a CS (speed max, WS-III, heading at Kzinti player's option) as a reinforcement at the start of the first turn in which the total of the two dice is less than the turn number. The ship can only enter from directions F or E 35 hexes from the nearest Klingon ship.

(SH54.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH54.71) Change the E4 to an F5 or the D7 to a D6.
(SH54.72) Replace the SDF with a CD.
(SH54.73) Delete or add a frigate to either side.
(SH54.74) Increase the starting speed of the Kzinti ships.
(SH54.75) Reduce the weapons status of one side to 0.

(SH54.8) TACTICS
   KZINTI: You can improve your chances of success by splitting up your ships. This will mean the loss of mutual support, but the same goes for the Klingons. Two of the frigates should survive; the other (the one that draws the D7) will live on in the pantheon of Kzinti heroes. Note that all three frigates could launch drones at the D7. You do not have the "direct-fire" weapons capability to defeat the Klingons, so you must use what advantages you have. Consider direct drone runs on the Klingon ships. Remember, it is not that easy to destroy 18 drone racks from three different ships, and from point-blank range with careful timing, you can deliver a lot of damage even if only two frigates are alive to do so. If you can kill or cripple the D7 in such an attempt, your two surviving frigates should have little trouble in defeating the two Klingon frigates. However, keep careful track of your drone racks. It is probably a good idea on average to only fire half the racks on any given ship so that the other half can be in the act of reloading. Since type-III-XX drones are double space, you will find yourself emptying the racks rather quickly!
   KLINGON: The primary Klingon mission is to stop the bombardment. The best way to do this is, of course, to destroy the Kzinti frigates. However, you may want to form your ships in a crescent in direction C/D from the Kzintis. This will prevent any drones from "leaking" through while you close for the kill. Use your drones for counter drone work and your phasers for the close–in battle (that is what phaser-2s are for). Try to pick the Kzinti ships off one by one with long range (range 15) disruptors.

HISTORICAL OUTCOME: The Klingons destroyed two of the drone frigates and forced the third to disengage. Kolandian's performance was not regarded as entirely satisfactory, and while he was retained in command, he was not promoted. His desire to prove himself would lead him to an engagement with the Kzinti Carrier *Cutlass* in Y166. The Kzinti commander, who survived the battle, was disgraced and reduced in rank. He died almost a decade later while in command of a freighter.

NOTE: Original publication as (SL24.0) in Captain's Log #1. Revised Doomsday version was published as (SP70.0) in Starletter #66.

(SH55.0) MERCY MISSION
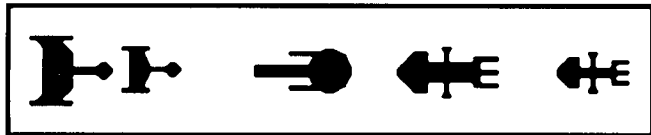
(Y164)   *by Don Jacques, Nebraska*

In Y164, the Federation Tug *Al Rashid* was routinely carrying personnel and cargo to a Federation base station near the point where the Federation bordered the Kzinti Hegemony and Klingon Empire. Tragedy struck unexpectedly. The *Al Rashid's* APR leaked, spreading deadly fumes throughout the ship and the pods it was carrying. Many crew-members became ill; some died. The ship's warp engine controls locked, sending the ship on an uncontrolled plunge into the Neutral Zone. Eventually, the controls were unlocked with explosive charges, stopping the ship, but leaving the left warp engine out of commission and the ship incapable of warp movement.

No Federation ships were nearby, but two Kzinti ships arrived and offered to tow the *Al Rashid* to the Federation border, expecting to rendezvous with a Federation squadron dispatched to the rescue.

Before the ships could proceed, however, two Klingon ships arrived. The Klingon commander offered to "rescue" the tug from the "Kzinti pirates" and tow it to a convenient Klingon base, and he wouldn't take "no" for an answer.

(SH55.1) NUMBER OF PLAYERS: 3; the Federation player, the Kzinti player, and the Klingon player.

(SH55.2) INITIAL SET UP
FEDERATION: Tug *Al Rashid* with one Starliner and one cargo pods in 2215, heading F, speed 0, WS-0.
CC *Excalibur*, FF *Drake*, arrive on turn 15 anywhere 30 hexes in direction B/C of the tug, heading E or F, speed max, WS-III.
KZINTI: CL *Mysterion* in 2314, heading C, speed 0, WS-I.
FF *FF24* in 2014, heading C, speed 0, WS-I.
KLINGON: D6 *Malicious* in 0126, heading B, speed 8, WS-I.
F5 *Harrasser* in 0129, heading B, speed 8, WS-I.

(SH55.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH55.4) SPECIAL RULES
(SH55.41) MAP: Use a floating map.
(SH55.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
Federation units can only disengage in direction B or C.
Kzinti units can only disengage in direction A or F.

Klingon units can only disengage in direction D or E.
(SH55.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH55.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH55.431).
(SH55.422) There were no EW fighters at the time of this scenario.
(SH55.423) There are no PFs in this scenario.
(SH55.43) COMMANDER'S OPTION ITEMS
(SH55.431) 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.
(SH55.432) All drones are "slow," speed-8. Type-II and type-V drones (speed 12) are 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.
(SH55.44) REFITS had not been applied to any of the ships involved in this scenario.
(SH55.45) THE TUG: The *Al Rashid* was damaged by the accident.
(SH55.451) Mark the *Al Rashid's* APR box as destroyed. Score three random internal hits (but not as cargo hits; cargo will be scored on the next column over on the DAC). Mark three crew units and eight passenger units as killed.
(SH55.452) The *Al Rashid's* left warp engine cannot provide power, but can be hit and damaged. The crew is trying to repair the engine. At the end of each turn, roll one die; if the result is a "5" or "6," one undestroyed box of that engine can produce power. If the result is a "3" or "4," two undestroyed boxes of that engine can produce power. If the result is a "1" or "2," no engine boxes were repaired that turn. This does not detract from the tug's normal repair abilities [(D8.3) and (D9.0)] in any way, and warp boxes destroyed and repaired under these procedures are considered to be fully operational.
(SH55.453) The *Al Rashid* cannot disengage by acceleration. The tug cannot use warp power to move until the warp controls have been repaired. Roll one die at the end of each turn, and record the result. When the cumulative total equals or exceeds 31, the controls are repaired and the tug can move by warp power. This does not detract from the tug's normal repair abilities [(D8.3) and (D9.0)] in any way.
(SH55.454) The pods cannot be separated from the *Al Rashid* except by a breakdown. The heat from the APR's melt down has melted the controls to the systems which normally release the pods.

(SH55.5) VICTORY CONDITIONS: The Klingon and Kzinti players use the Modified Victory Conditions (S2.201) with respect to each other. If the Klingons capture the *Al Rashid*, they score a bonus of 100 points. If the Klingons disengage without capturing or destroying the *Al Rashid*, they do not lose any points and the Kzintis gain a 25-point bonus. If the *Al Rashid* is destroyed, the Klingons gain a 50-point bonus.
The Federation player wins if the *Al Rashid* is not destroyed and is not captured by the Klingons.

(SH55.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH55.61) Replace the Kzinti ships with a Gorn CL and DD. Replace the Klingon ships with a Romulan KR and K5R. The Federation force is unchanged.

(SH55.62) Add a small scout to the Klingon and Kzinti forces.

(SH55.63) For a smaller and faster battle, delete the Federation reinforcements and the Kzinti CL. Delete the D6 from the Klingon side, and upgrade the F5 to an F5C.

(SH55.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH55.71) Change the CL to a CS, CA, or DD.

(SH55.72) Replace one or both Federation pods with self-defense pods.

(SH55.73) Delete or add an FF or an F5 to either the Kzintis or the Klingons as appropriate.

(SH55.8) TACTICS

KZINTI: This scenario is much like defending a base station (the *Al Rashid*), but you have the advantage that in 6–12 turns the "base" will become mobile. Play it that way, and you can succeed. Make a deal with the Federation, perhaps sending boarding parties to assist in its defense if he'll use his phasers to help you. Keep the Klingons tied down with waves of drones. Try to keep them at long or medium range.

FEDERATION: At sublight speeds, running is mostly irrelevant. Use your movement ability for tactical maneuvers. Use your phasers often, usually at the same Klingon shield as (but one impulse later than) the Kzinti disruptors. That will give more hits on the "A" column of the DAC, i.e., a "Mizia" attack.

KLINGON: The point is the *Al Rashid*; the Kzintis are just obstacles. Make one firing pass at the Kzinti frigate (crippling it), then start pounding on the tug until you can board it. [An alternative is to cripple the CL. This will take one turn longer, which is gambling with the Federation repair die rolls. If the gamble pays off, you'll be in good shape as the F5 can deal with the FF.] There won't be time to defeat both Kzinti ships before the tug repairs itself. Should the *Al Rashid* get under way, this becomes a long running battle. Don't forget that the object is still the *Al Rashid*. If you do decide to change plans and deal only with the Kzintis, do so completely. Ignore the *Al Rashid*, and concentrate on the CL.

(SH55.9) PLAYTESTER COMMENTS: This scenario lends itself well to those times when there is an odd number of players, while retaining excellent balance. Each player's objectives are different, making it an interesting scenario to play from each side. A tournament, with three players rotating the positions in three consecutive games, is fascinating.

HISTORICAL OUTCOME: The Klingons and Kzintis battled for the *Al Rashid*, neither willing to give up, until the Federation Squadron arrived. The Klingons, realizing that the game was up, concentrated their final salvoes on the Kzinti frigate, destroying it, and then disengaged at high speed, claiming that they had rescued the *Al Rashid* from pirates but did not wish to come within weapons range of the Federation ships to "avoid accidents."

NOTE: Original publication as (SL39.0) in Captain's Log #2.

(SH56.0) SURPRISE PACKAGE

(Y165)   *by John C Pini, New York*

In Y165, the Federation Destroyer *Kublai* returned from a secret mission to a Gorn starbase, where it was modified to fire two plasma–F torpedoes in place of two of its photons, becoming the first of the DDL class. Posted to the Klingon border, *Kublai* intercepted the Klingon D6 *Devastation* harassing shipping in the Neutral Zone and ordered it to stand clear. Instead, the *Devastation* turned to the attack and found itself dealing with unexpected trouble.

(SH56.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH56.2) INITIAL SET UP

FEDERATION: DDL *Kublai* in 3320, heading F, speed 12, WS–II.

KLINGON: D6 *Devastation* in hex 1212, heading C, speed 12, WS–II.

(SH56.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The *Devastation* must disengage by acceleration or distance by turn 5 in any case, or it is considered destroyed.

(SH56.4) SPECIAL RULES

(SH56.41) MAP: Use a floating map.

(SH56.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH56.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH56.431). Historically, the *Devastation* did not have an MRS.

(SH56.422) There are no fighters in this scenario.

(SH56.423) There are no PFs in this scenario.

(SH56.43) COMMANDER'S OPTION ITEMS

(SH56.431) 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.

(SH56.432) All drones are "slow," speed–8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

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

(SH56.44) REFITS: Neither of these units had been refitted at the time of this battle.

(SH56.45) The D6 cannot begin the scenario with a wild weasel ready, nor begin charging one until the Federation player has launched at least one plasma torpedo, whether real or pseudo. In a variation, the launching of any seeking weapon frees the *Devastation* from this restriction, including real or dummy seeking shuttles identified as such by the *Devastation's* labs.

(SH56.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). If the *Kublai* does not score a hit and at

least 10 points of damage (shield and/or internals) on the *Devastation* with its new weapons, the Klingon scores a 30-point bonus.

(SH56.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH56.61) Replace the Klingon D6 with a Kzinti CS.

(SH56.62) In playing this scenario, the Klingon player obviously knows what the *Kublai* is armed with. To restore tactical surprise, allow the Federation player to select from these ships: DD, DD+, DDL, DDG, or DEA. Use the Standard Victory Conditions, rather than the Modified Victory Conditions, in this case.

(SH56.63) Replace the D6 with an E4 and the DDL with a police cutter. In this case, the lone photon has been replaced with a single plasma–F torpedo.

(SH56.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH56.71) Change the D6 to an F5.

(SH56.72) Replace the DDL with an FFL.

(SH56.73) Add the B refit to the D6 or the + refit to the DDL.

(SH56.8) TACTICS

FEDERATION: Basically you want to get close enough to hit him with the plasma, but stay far enough that he does not crush you with overloaded disruptors. He does not have a lot of time for finesse, so he is going to have to come to you. Try to surprise him (again) with a mid-turn speed change. You need to hit him with everything on the same shield. It will take you so long to rearm, you will not get a second chance if you miss the first time. Save the phasers for Mizia attacks or for his drones.

KLINGON: Okay, he has plasmas (or maybe something else). You cannot let it phase you because you do not have time to be fazed. You have to get in quick and crush him if you are going to disengage by turn 5. Remember, however, if he is destroyed, you have already disengaged. Do not get crippled though because he is a lot smaller than you are. Watch for his mid-turn speed changes, and even if you cannot have a weasel, expect him to have one. He can essentially win this by just surviving.

HISTORICAL OUTCOME: The *Devastation* made only one pass at the *Kublai*, and sustained such severe damage from the unexpected weapons that the ship disengaged. The ship was repaired and modified to test the fighter carrier concept, serving on the Kzinti border. The *Kublai* sustained moderate damage in the *Devastation's* firing pass and was also pulled in for repairs. However, the experiment was deemed a success, and the following year several more DDs were pulled into dock and converted to the DDL configuration.

NOTE: Original publication as (SL19.0) in Captain's Log #1.

(SH57.0) DIPLOMATIC DISASTER
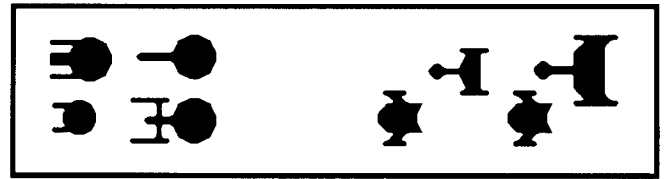
(Y165)   *by Michael J. Jaski, Illinois*

In Y165, a group of Federation officials was on a tour of the frontier worlds near the Romulan border. The Romulans attempted to assassinate the diplomats by sending a force of ships into Federation space. A Romulan spy, disguised as a Federation officer, set off a bomb in the tug's left engine, disabling its warp drive.

(SH57.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH57.2) INITIAL SET UP
FEDERATION: Tug *Copernicus* with Starliner Pod, CA *Hood*, DD *Genghis*, FF *Perry*, within two hexes of 1212, heading B, speed 12, WS–I.
ROMULAN: KR *Senatarian*, K5R *Tribune*, WE *Triumvirate*, WE *Fate's Hand*, WE *Frenzy*, within two hexes of 4027, heading F, speed max, WS–II.

(SH57.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH57.4) SPECIAL RULES
(SH57.41) MAP: Use a floating map.
(SH57.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SH57.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH57.431).
    (SH57.422) There are no EW fighters in this scenario.
    (SH57.423) There are no PFs in this scenario.
(SH57.43) COMMANDER'S OPTION ITEMS
    (SH57.431) 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.
    (SH57.432) All drones are "slow," 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.
(SH57.44) REFITS: At the time of this battle, none of the ships involved had been refitted.
(SH57.45) The tug's left warp engine can be used for power, but not for movement. The tug cannot disengage by acceleration, and there is no way short of a repair facility to get any of the warp engine boxes in the left engine to provide movement energy (including for HETs, EM, and/or Tacs).
(SH57.46) Each "hull" box on the Starliner holds one diplomat, who is killed if the box is destroyed. Hull boxes on the pod cannot be repaired by emergency damage repair (D14.0). The diplomats cannot be taken off of the Starliner by the Federation, and the pod cannot attempt sublight evasion. Killed Diplomats cannot be cured by legendary doctors and

are not resurrected by repairs of any type to the hull box they were in when killed.

(SH57.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). The Romulans score a 5-point bonus for each diplomat killed, the Federation a 10-point bonus for each one that survives.

(SH57.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH57.61) Replace the Romulans with a Klingon force of three D6s and an F5.
(SH57.62) Add a small scout to each side.
(SH57.63) For a smaller scenario, use only the Romulan KR and K5R on the Romulan side, and only the CA and the Tug (with Pod) on the Federation side.

(SH57.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH57.71) Change the FF to a DD.
(SH57.72) Replace the CA with a CC.
(SH57.73) Delete a War Eagle from the Romulan side.

(SH57.8) TACTICS
   FEDERATION: The Kaufman Retrograde is an obvious tactic, although the tug's low speed will still make it a tough fight.
   **ROMULAN:** Use the War Eagles to pursue and the KRs to surround the Federation force. The weaker K5R will usually be attacked by the Federation in an attempt to make an escape; try to protect it as well as you can. Keep fire directed at the Federation ships, particularly their frigate, at all times, but do not forget your main goal is the tug.

(SH57.9) PLAYTESTER COMMENTS: If not careful, the Romulan player may find this to be his own "disaster."

HISTORICAL OUTCOME: Romulan inexperience with warp-powered warships proved decisive, and after sustaining heavy damage from the Federation ships (and inflicting some), they were forced to disengage. Over half the diplomats had been killed; however, this failed to gain the Romulans the success they craved.

NOTE: Original publication as (SL34.0) in Captain's Log #2.

(SH58.0) STARHUNT
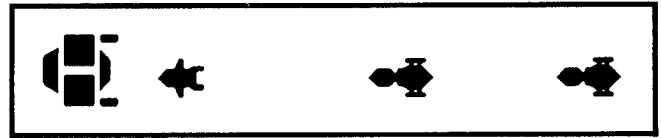
(Y165)   *by Scott Abel, Kansas*

In Y165, an independent Orion Pirate ship operating in Lion's Heart Cartel space surprised and captured a Federation freighter carrying a prototype for an improved MRS shuttle. The Orions did not know what they had, but the Federation knew that they had to get it back. The only ship available to pursue the pirate was a lone police ship.

(SH58.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion player.

(SH58.2) INITIAL SET UP
FEDERATION: Police cutter *Lawman* in hex 0730, heading B, speed 10, WS–II.
   Police cutter *Posse* arrives on turn 10 anywhere on the board at least 30 hexes from the freighter if it has not disengaged by separation from the first cutter. Heading at player's option, speed max, WS–III.
ORION: Light raider *Desperado* in hex 1012, heading B, speed 6, WS–II. See (SL 21.45) for special rules.
   Large Freighter *Merchant's Luck* in hex 1111, heading B, speed 6, WS–I. See (SH58.46) for special rules.

(SH58.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH58.4) SPECIAL RULES
(SH58.41) MAP: Use a floating map.
(SH58.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
   (SH58.421) 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 (SH58.431).
   (SH58.422) There are no fighters in this scenario.
   (SH58.423) There are no PFs in this scenario.
(SH58.43) COMMANDER'S OPTION ITEMS
   (SH58.431) 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.
   (SH58.432) All drones are "slow," speed–8. Type-II drones (speed 12) are available for purchase as special drones, within the limits imposed by (SH58.45). No other special drones are available for purchase in this scenario.
(SH58.44) REFITS: No units have been refitted at the time of this scenario.
(SH58.45) The LR's option mounts are equipped with type-A drone racks. There are only six drones available for the racks (the others were used in the attack on the convoy from which the freighter was seized), including any held for reload. The Orion player can exchange a maximum of three of the type-I drones for type-II before the scenario begins.
(SH58.46) The freighter has been captured by the Orions and the entire crew killed. The freighter was damaged in the previous battle (distribute 12 internals by the DAC), but does retain its full damage control rating. It cannot exceed a speed
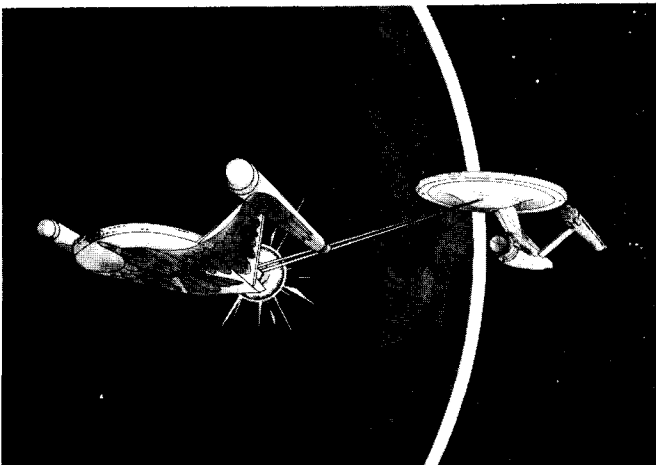
of 12. Its weapons have been unlocked, including the admin shuttle, by the Orions and can be used by them normally. The Orion player must provide a crew, and possibly boarding parties, to operate the ship. These must be drawn from the LR, but any number can be assigned before the start of the scenario so long as the minimum crew requirement of the LR is satisfied. The freighter cannot self-destruct.

(SH58.5) VICTORY CONDITIONS: The Federation player wins if he recaptures the freighter. The Orion player wins if he still controls the freighter at the end of the game. If the freighter is destroyed, use the Modified Victory Conditions (S2.2) to determine the winner.

(SH58.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH58.61) Replace the Federation police cutters with Lyran police corvettes.
(SH58.62) Create a selection of optional weapons that the pirate can use for this scenario; let him select which ones he wants to use, and then use (D17.0) to try to avoid a surprise. Remember, only visible weapons can be identified, so the Orion could conceal what weapon is in his offside option mount until later in the scenario.
(SH58.63) Replace the LR with a CR (same option mounts and drone limitations). Replace the POLs with frigates.

(SH58.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH58.71) Change the slow drones to medium speed drones.
(SH58.72) Replace the large freighter with a large phaser-armed freighter.
(SH58.73) Delete or add more drones to the Orion ship.
(SH58.74) Give one POL its + refit or the Orion LR its refit.

(SH58.8) TACTICS:
ORION: You have to force the police cutter away from the freighter until it can disengage by distance. If you fail to accomplish this or to disable the cutter by the time the second one arrives, you will not have any real option but to disengage. Just remember that an overrun might be effective, but your target is as nimble as you and can HET on the battery alone. If you enter his hex from a direction in which all the phasers can fire, he will probably kill the drones you launch before they hit him, and you will eat a photon. So be very careful. One possible tactic will be to race in and tractor him and drag him out of detection range of the freighter. Remember, the LR is expendable if the freighter escapes.
FEDERATION: Your initial concern is to stay close enough that the freighter cannot disengage by distance, but not let the LR get a free pass at you. Once your buddy arrives, it will be all over but the shouting. Do NOT risk a shot to try to disable the freighter unless you are certain you can avoid retaliation from the LR. If he can ever catch you while your weapons are recycling…well, it will not be pretty. Make sure you have reserve warp available to HET weapons into arc if he tries to get you from behind. Do not forget that you can use reserve warp power for a sudden acceleration to avoid drones.

HISTORICAL NOTES: The cutter *Lawman* managed to maintain contact with the *Merchant's Luck* until the *Posse* arrived. Faced with two cutters, and with no drones remaining, the *Desperado* disengaged. The Federation would continue its experiments with the prototype, eventually developing the SWACS.

NOTE: Original publication as (SL21.0) in Captain's Log #1.

(SH59.0) *ARES* IS DOWN!

(Y168)   *by Scott Abel, Kansas*

The Federation destroyer *Ares* was on a routine patrol near the Tholian border in Y168 when its warp engine overloaded and had to be jettisoned. The saucer made a forced landing on a planet in Tholian territory. The Federation considered the incident to be a non-military rescue situation; the Tholians considered it to be a clandestine operation to spy on their territory. Negotiations proved fruitless as they had in the Y165 *Bowie* incident. The new sector Commodore, Richard Grey in his flagship *Excalibur*, was sent to rescue the crew. Grey's orders were to get the crew off of the planet with the minimum use of force.

(SH59.1) NUMBER OF PLAYERS: 2; the Federation player and the Tholian player.

(SH59.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
FEDERATION: CC+ *Excalibur* enters on the xx01 hex row on turn #1; speed max; heading C, D, or E; WS-III.
THOLIAN: CA *Averakk* in 1927, heading A, speed 4, WS-I.
    PC+ *Resolve* in 0914, heading B, speed 6, WS-I.
    PC *Partition* in 3311, heading F, speed 6, WS-I.

(SH59.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Federation ship must disengage by acceleration or disengage by exiting the map by the end of turn 10 or the Tholians win.

(SH59.4) SPECIAL RULES
(SH59.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
    The Federation ship can only leave the map in direction A and must be facing in that direction to disengage by acceleration.
    The Tholian units can only disengage from the xx32 map edge.
(SH59.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SH59.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH59.431).
    (SH59.422) No EW fighters were available in the year of this scenario. They might be added (along with fighters) in a variation.
    (SH59.423) There are no PFs in the basic version of this scenario. They might be added in a variation.
**(SH59.43)** COMMANDER'S OPTION ITEMS
    (SH59.431) 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.
    (SH59.432) All drones are "medium," 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.
(SH59.44) REFITS: Refits are as stated in (SH59.2).

(SH59.45) There are 19 crew units located on the planet at 2215E. The Federation ship must rescue these by shuttlecraft or transporters. There are two Federation shuttles with the stranded crew units.

(SH59.46) The crew units (6 boarding parties and 16 militia squads) are assumed to be located at a Ground Combat Location (D15.0). There are no Defense Systems, but there are three Control Stations at the GCL. The Tholians cannot fire on the GCL.

(SH59.47) Any Tholian ship that is crippled will cease firing and leave the board at its best speed. The Federation player cannot fire on a crippled Tholian ship.

(SH59.5) VICTORY CONDITIONS

If the Federation player rescues at least 10 crew units from the planet and leaves the board without his ship being crippled, he wins. Otherwise, he loses.

As an alternative victory condition, give the Federation player 5 points for each rescued crew unit, a 25-point bonus if he does not cripple any Tholian ships, and deduct one point for each point of internal damage scored on the *Excalibur*. If the total score is 75 points or more, the Fed player wins.

(SH59.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH59.61) Replace the Federation ship with a Klingon D7C or Romulan KRC. These ships suffer no penalties for destroying Tholian ships.

(SH59.62) The Federation player does not know what hex side the *Ares* crashed on. He must gather 10 points of lab information on any given hex side to determine if the Ares survivors are there. This is done by having the Tholian player write down the actual hex side on a scrap of paper and placing it face down in view of the Federation player. As the Federation player gathers the necessary information on a given hex side, he asks the Tholian player if it is the correct hex side. When the Federation player asks for the right hex side, the Tholian player tells him so and simultaneously reveals his written record. The Federation player asks for each hex side he has successfully gathered 10 points of lab information on during the Record Keeping Phase of the turn he gathered the necessary information. Note that the Federation player can gather the requisite information on more than one hex side in a given turn by designating some of his labs to gather the necessary information for each hex side. In this variation the Federation player does not have to disengage until the end of turn 13.

(SH59.63) For a smaller and faster scenario, replace the Federation CC with a DDG. Delete the Tholian CC, and replace the PC+ with a DD. Allow the Federation player five additional turns to accomplish his victory conditions.

(SH59.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH59.71) Change the CC+ to a CA+.

(SH59.72) Replace the Tholian C with a CA.

(SH59.73) Delete or add a PC to the Tholian forces. An added PC should start within three hexes of the PC (not the PC+) in the initial Tholian force.

(SH59.8) TACTICS

FEDERATION: Regrettably, the best chance is to cripple the Tholian ships almost immediately. This will take three to five turns, assuming that the Tholians obligingly present themselves before your overloaded photon tubes.

If you do not want to cripple Tholians, make high-speed passes by the planet, carefully selecting which shield to drop at the appropriate time to beam crewmen aboard.

THOLIAN: Your only chance is to fight, but your force is difficult to use. The two PCs are small; one good blast would wreck them. Keep your ships close together, and concentrate fire on a single shield. Try to cripple him before he cripples all of your ships.

(SH59.9) PLAYTESTER COMMENTS: A good chance for the Tholians to fight someone besides the Klingons.

NOTE: Original publication as (SN10.0) in Nexus #8.

(SH60.0) PRACTICE, PRACTICE, AND THEN WHAT?

(Y171)   *by Frank Crull, Texas*

In Y171, the Federation and Gorns were conducting a series of wargames in a special training zone. The exercises were necessary to give Federation captains experience in dealing with the Romulan SparrowHawk and its three plasma torpedoes. These games used computer-generated battle damage simulations. As each ship scored "damage" (using weapons set on 1/1000th power) on the other, the computer analyzed the attack and "turned off" certain systems to simulate the damage.

The system worked well enough for training, but on one memorable occasion a Romulan SparrowHawk arrived in the training area to find two "badly damaged" ships that were not expecting to conduct actual combat.

(SH60.1) NUMBER OF PLAYERS: 2 (or 3); the Alliance (Federation/Gorn) player and the Romulan player. Alternatively, the Federation and Gorn ships could be controlled by different players.

(SH60.2) INITIAL SET UP
ALLIANCE
    FEDERATION: NCL *Repulse* in 2115, heading B, speed 4, WS–I; see (SH60.45) to (SH60.48).
    GORN: HDD *Szura* in 2412, heading D, speed 4, WS–I; see (SH60.45) to (SH60.48).
ROMULAN: SpH-A *Havoc* in 3524, heading F, speed max, WS–III.

(SH60.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH60.4) SPECIAL RULES
(SH60.41) MAP: Use a floating map.
(SH60.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SH60.421) 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 (SH60.431).
    (SH60.422) If using EW fighters in a variation of this scenario, one fighter in any squadron of eight or more can be an EW fighter. If not using EW fighters, it will be a standard fighter of the most common type in the squadron.
    (SH60.423) There are no PFs in this scenario.

(SH60.43) COMMANDER'S OPTION ITEMS
    (SH60.431) 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.
    (SH60.432) All drones are "medium," 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.
(SH60.44) REFITS: None of the ships in this battle had been refitted at the time of this engagement.
(SH60.45) DEACTIVATED: The Gorn and Federation ships have been "damaged" (hereinafter "deactivated") by the computer simulations. Certain systems have been "shut down" by the computers and can only be reactivated slowly. This is because the "shut down" procedure was not designed to allow rapid restart in an emergency situation. NOTE: The Romulan ship is not involved with the special rules for deactivation. The Federation and Gorn players are not required to reveal which systems are deactivated.
    (SH60.451) Apply 45 internal "hits" (deactivations) to each of the Gorn and Federation ships. These cannot be scored on shuttle or control systems. For purposes of phaser directional damage and heavy weapons, this is scored as three volleys of 15 from shield directions 1, 2, and 3 in that order.
        Alternatively, conduct the following procedure (separately) for both the Federation and Gorn ships. Roll one die, and score 40 points of "damage" to the shield with that number. Then roll a second die, and score 30 points of "damage" to the shield with that number. Finally, roll a third die and score 10 points of "damage" to the shield with that number. Assume that the shields were not reinforced. If two or all three of the volleys strike the same shield, assume that the shield was not repaired.
    (SH60.452) The systems deactivated by (SH60.451) are not destroyed, but cannot be used (nor can power be applied to them) until they have been reactivated as in (SH60.46). It is suggested that players mark destroyed and deactivated systems in different colors. Deactivated systems can be destroyed or reactivated; destroyed systems cannot be reactivated. Shields are never really deactivated (the computers keep track of how much damage to let through) and function normally from the start of the scenario. Deactivated batteries hold no power.
    (SH60.453) Deactivated systems do not count for purposes of determining if the ship can use emergency life support.
(SH60.46) REACTIVATION: Each ship can reactivate a random number of systems each turn.
    (SH60.461) At the start of each turn (after the first turn), before Energy Allocation, each ship rolls two dice. The owner of that ship can then reactivate a number of systems equal to the total of the two dice. Destroyed deactivated systems which are repaired are activated as part of the repair process and do not count as activations under this procedure.
    (SH60.462) Legendary officers, if used, can each reactivate two systems each turn. The captain, engineer, and science officer can reactivate any systems; the weapons officer can reactivate weapons only; other legendary officers cannot be used for reactivation. Officers used to reactivate systems cannot perform any other action on that turn.

(SH60.47) SHIELDS: The shields on the Federation and Gorn ships must be set on minimum (and not reinforced) on the first turn. Reserve power can be used (during turn 1) to reinforce the shields, but not to bring them to full power.
(SH60.48) GORN F-TORPS: The Gorn ship does not have its type-F plasma torpedoes armed at the start as they were unloaded to prevent an accidental discharge during the training battle.

(SH60.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). There is no adjustment for the deactivated systems; deactivated systems do not count for victory conditions. The Gorn and Federation ships are allied and considered to be of the same race for victory purposes.

(SH60.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH60.61) Use a Klingon D5 and a Lyran CW as the two training ships. The raiding ship is a Kzinti CM.
(SH60.62) Replace the SparrowHawk-A with a SparrowHawk-G, and require that the Romulans capture one ship to win the scenario.
(SH60.63) Use a Fed DD and a Gorn BDD as the two training ships. Use a SkyHawk-A as the raider. Under this variation, the number of deactivated systems on the training ships is reduced to 20.

(SH60.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH60.71) Change the NCL to a CAR.
(SH60.72) Replace the SpH-A with an SkH-L.
(SH60.73) Add the refits to one side.
(SH60.74) The number of systems deactivated can be adjusted, as can the repair rate. Players could bid a number of deactivated systems, with the high bidder taking the Federation/Gorn side and deactivating a number of systems equal to his bid.

(SH60.8) TACTICS
    ROMULAN: There is not time to wait for an opening; you will have to charge one of the ships immediately. Do not expect to destroy both ships. With four turns (at most) before substantial systems are repaired, you must cripple one of the ships on your first attack. Then you can either finish it off or attack the second ship on turn 2. One key decision is to use your type-F plasmas (along with the single G) on turn 1 to cripple a single ship, or save them for use as "shield breakers" on turn 2.
    A rather risky alternative is to divide your fire, on turn 1, and strike both ships with repeated attacks. These will penetrate the weak shields and may give you some weapons hits. If you can knock out most of the weapons on both ships, you can force both to retreat. You might want to gamble on a shotgun on turn 1 to hit both ships with two F torps. Don't forget suicide shuttles for that extra punch.
    Keep your speed up. This will let you run down any crippled ships and give you enough speed to turn for home if the Gorn gets his plasmas armed.
    FEDERATION/GORN: The tactics of the alliance player are simple: Keep from getting decisively engaged until you have repaired enough power and weapons systems to fight. Phasers should be your first priority since they can be used immediately. Your second priority should be to get enough power to operate shields, fire control, and the phasers while maintaining enough speed to keep out of range of his torpedoes. If he fires all of the torpedoes on turn 1, skip the power and proceed to reactivating your own torpedoes. Don't think that you need to reactivate everything before you attack;

it IS two ships against one, after all. Also, don't think that you need to reactivate backup systems. You can score hits on deactivated systems.

The Gorn should probably reactivate (and start arming) his S-torpedo on turn 2, using the deactivated F launchers to absorb hits. The Federation should not bother reactivating torpedoes until he can do all of them at once; they are best fired in volleys. Do not forget to apply power to EM and ECM during the early, vulnerable turns.

GENERAL: Plasma torpedo tactics (wild weasels, pseudo-plasmas, etc.) should not be forgotten.

(SH60.9) PLAYTESTER COMMENTS: In this scenario you see a pair of ships running from an enemy with half of their firepower. The repair rules provide a clear, if variable, time limit on the Romulans.

HISTORICAL OUTCOME: The *Havoc* concentrated its initial pass on the *Repulse* with her faster arming photons, leaving her a gutted wreck. The *Szura* tried to run, but before she could open the range, the *Havoc* was on her and the ship was destroyed. The *Repulse* used the respite gained by the destruction of the *Szura* to patch together enough repairs to blow the warp nacelles and escape by sublight. She would be repaired to fight again. The training range was closed and never used again after this disaster.

NOTE: Original publication as (SL30.0) in Captain's Log #2.

(SH61.0) FLEET OF THE MOMENT
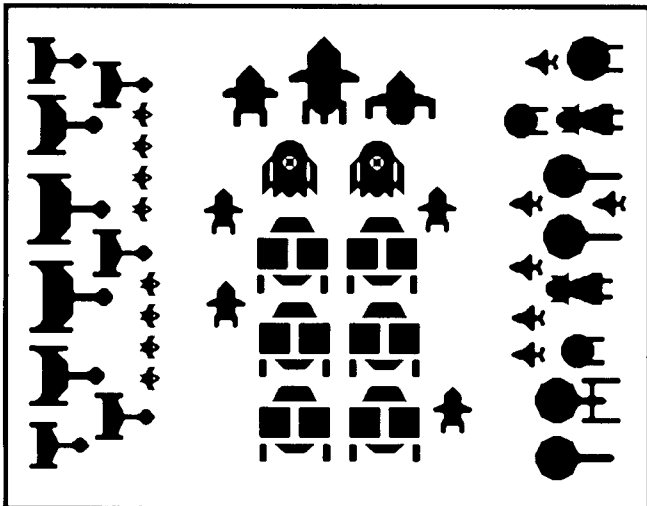
(Y172)   *by Jonathan D. Schuster, Michigan*

In the early years of the General War, the large number of warships constantly on patrol made it hard for the Orion Pirates to maintain business as usual.

A prime example of this occurred in Y172, when an Orion raiding force of the Lion's Heart Cartel, returning from Kzinti territory to their base, found themselves between Federation and Klingon squadrons preparing for a battle.

(SH61.1) NUMBER OF PLAYERS: 3; the Federation player, the Klingon player, and the Orion player.

(SH61.2) INITIAL SET UP
FEDERATION: CAR+ *Hornet*, NCL+ *Kearsarge*, CL+ *Carolina*, CL *Hokkaido*, FFV *Langley* (6 x F4 *VF48*), FFE+ *Hardy* , DD+ *Sargon*, DDG *Sadat*, SC+ *Dianna*, all within five hexes of 3918, heading F, speed max, WS–III.

KLINGON: D7B *Thunderchild*, D6B *Destruction*, D5 *Rapier*, D5D *Archer*, F5V *Dragon Carrier* (8 x Z–2 *43rd fighter sqdn*), E4E *Recalcitrant*, F5C *Demonfire*, F5B *Undaunted*, F5SB *Dauntless*, all within five hexes of 0318, heading B, speed max, WS–III.
ORION: Six large freighters, one each in hexes 2205-2210, heading D, speed 8, WS–III.
CA+ *Heavensent;* CR+ *Thunderbolt;* SAL *Dragon Rider,* 4 x LR *Dragonfire, Double Cross, Octagon, Zorro;* 2 x Slav *Easy Money* and *Why Fight,* anywhere within five hexes of the freighters, heading D, speed 8, WS–III.

(SH61.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to two sides have been destroyed, captured, or have disengaged.

(SH61.4) SPECIAL RULES
(SH61.41) MAP: Use a floating map.
(SH61.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH61.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH61.431).
(SH61.422) If using EW fighters, one of the Z–2s on the F5V is a Z–2E. If not using EW fighters, it is a standard Z–2.
(SH61.423) There are no PFs in this scenario.
(SH61.43) COMMANDER'S OPTION ITEMS
(SH61.431) 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 Standard Victory Conditions (S2.2) as victory points for the enemy.
(SH61.432) All drones are "medium," speed–20.

Each ship with drone racks can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH61.44) REFITS: Refits are as designated in (SH61.2) with the following additions: The Federation CAR *Hornet*, NCL *Kearsarge*, and CL *Carolina* have received the warp reactor refit. The LRs *Double Cross* and *Octagon* have received the plus refit, and the CA *Heavensent* and SAL *Dragon Rider* have OAKDISC.
(SH61.45) All Orion option mounts have type B drone racks, except the *Heavensent*, which has photon torpedoes in its center option mounts.
(SH61.46) The freighters and slavers are carrying extremely sensitive electronic gear. Their speed is limited to 8; if they are tractored and dragged at a faster speed by the Orions, the cargos will be destroyed. The other races can tractor the freighters and drag them at speed. This is a necessary fudge as they would not really know that they could have destroyed the cargo in this way until after the battle, and then only if they had captured one of the freighters or an Orion to tell them. The freighters cannot disengage by acceleration but can disengage by separation in direction C, D, or E.
(SH61.47) Before play begins, the Orion player must allocate four crew units from his ships to each freighter. Each freighter will have four crew units, two of which must be normal crew and two of which will consist of four boarding parties.
(SH61.48) FOUR PLAYER GAME: A fourth player can be added to the scenario controlling a Kzinti force that is pursuing the pirates. The Kzinti force is a CVS with 12 AAS fighters, one of which can be an EW fighter if using those rules. The carrier is escorted by a CL+ and an FFE+ and accompanied by an SF+ and a FF+. All Kzinti units have received all refits available in Y172 and, otherwise, are subject to all the above rules on Commander's Option Items, drone availability,

etc. This force arrives on turn 3 from anywhere along the xx01 map edge, heading D, speed max, WS–III. The Kzinti force is primarily concerned with recovering the freighters. The Kzinti win if they disengage more freighter cargo boxes than the Orions. Each Orion crew unit captured by the Kzinti and on board a Kzinti ship that successfully disengages counts as two cargo boxes for this purpose. The Federation player scores no points for damage to Kzinti ships; the Klingon player scores points for damage to Kzinti ships per the Standard Victory Conditions (S2.2).

(SH61.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.2) for the Klingons and Federation with respect to each other. Also, each undestroyed cargo box on a cargo ship that disengages (by distance) is worth one point to the side that controls the freighter at that point, unless there is a boarding action ongoing aboard it. The winner of the boarding action in the case of a freighter that disengaged is the controlling player.

Damage caused by the Orion player counts toward the victory points of the other player (e.g., if the Orion damages a Federation CL, the Klingon player gets the points and vice versa). The Federation and Klingon players score points for damage to Orion ships. The player who scored the most damage on any given Orion ship scores all the points for the damage to that ship.

The Orion player wins:

a MAJOR VICTORY if none of his ships (other than freighters) are captured and he disengages at least four of the cargo ships (freighters or Slavers). Cargo transferred to the cargo boxes of the non-Slaver Orion ships does not count for this purpose.

a SUBSTANTIVE VICTORY if none of his ships (other than freighters) are captured and he disengages at least two of the cargo ships (freighters or Slavers). Cargo transferred to the cargo boxes of the non-Slaver Orion ships does not count for this purpose.

a TACTICAL VICTORY if none of his ships (other than freighters) are captured.

(SH61.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH61.61) Replace the Klingon force with a Romulan force consisting of: 1 x FireHawk–A, 1 x SparrowHawk–A+, 1 x SparrowHawk-F+, 2 x SkyHawk–A, 1 x SkyHawk–B (4 x G–I and 4 x G–F), and 1 x SkyHawk–E. In this variant, all Orion option mounts hold plasma–F torpedoes, except the CA retains the two centerline photons. In the four-player variant, the Kzinti force would be replaced with a Gorn force of a BC and 4 x HDD.

(SH61.62) Allow the Federation and Klingon players to substitute similar hull types in place of their starting forces. Additionally, allow the Orion player to select his own option mounts. If the Kzinti force will be allowed to arrive, allow the Kzinti player to also make some substitutions. All sides then use the tactical intelligence rules to see what his opponent(s) are up to.

(SH61.63) Reduce the Orion force to a CR and an LR and three small freighters. Replace the Federation force with an NCL+ (AWR refit) and three FFGs, and the Klingon force with a D5, an F5C, an F5B, and an F5D.

(SH61.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH61.71) Change the large freighters to armed freighters, or the Federation FFV to an NVL, adding an NEC and changing the CA to a CC. Change the Klingon F5V to a D5V, adding a D5E and changing the D7B to a D7C.

(SH61.72) Replace some or all of the drone options on the Orions with other options. Replace one or more of the Fed DDs with NCLs, or one or more of the Klingon F5s with D5s.

(SH61.73) Delete or add some of the refits to any side.

(SH61.8) TACTICS:

FEDERATION: Exercise care. Unloading photons into Orion ships for quick points might seem like a good idea, but remember, if you cripple it and the Klingon kills it (which he will do after he hits you several times while you are trying to reload your photons), he will get all the points. Try to use a few phaser shots to disable the freighters so you can use the photons on the Klingon, but try not to get the Orion mad enough to attack you. You will need to watch what the Klingon does. Of course, you could just ignore the Orion, letting him win, so that you can beat the Klingons.

KLINGON: You have the fast firing disruptors and a choice of enemies. The problem is that if the Orions support the Federation you are out BPVd 1 to 1.5. You could just let the pirate go, but that would give him a free win. Sickening as it is to think it, it might be time to negotiate with the Federation. After all, if the Orion wins, it will rob your victory over the Feds of its luster. Look for chances to cripple Orions that you can kill later, hopefully without bringing their whole force down on you.

ORION: First, ask yourself what you are doing here. Then try to remember if you have angered the other two players sometime recently. If the answer to that question is yes, forget the freighters and run for it. They have a lot of transporters and marines sitting around with nothing to do and may be intent on carving you up. On the other hand, if they are not specifically mad at you, maybe you can make a deal. But be wary. Just because the Federation player said he would not attack you, does not mean he is NOT looking for a chance to overwhelm one of your ships with marines. You want carefully choreographed neutrality, but you want to look like you are on the side of both players at the same time. Watch for the one who seems to be winning the main battle; he will be the one who tries to rob you of your victory by capturing one of your ships.

HISTORICAL OUTCOME: The battle quickly degenerated into a confused melee, and neither the Klingons nor the Federation were ever sure just whose side the Orions were on. In any case, all of the freighters eventually vanished in balls of flame, though both of the Slavers escaped. Overall, this rather peculiar battle was a draw, both the Klingon and Federation forces retreating with most of their ships severely damaged.

NOTE: Original publication as (SL16.0) in Captain's Log #1.

(SH62.0) MUTINY ON THE *DEMONSLAYER*

(Y175)   *by Douglas Jew, Ontario*

In Y175, the D7L *Demonslayer* mutinied. This time, however, the mutineers were Klingons! Commodore Jark Valgan had attempted to gain his promotion to admiral, which he considered to be long overdue, by assassinating his commander. When the plot failed, Valgan fled for his life toward Kzinti space. His officers had been deeply involved in the plot, and most supported his decision to flee. The crew, who knew

that whatever happened they were along for the ride, did not oppose Valgan's action at first, but later were incited to mutiny (ironically, a mutiny in support of the Empire!) by loyal crewmen. *Demonslayer* roared for the border, but found its way blocked by a squadron of frigates. Valgan had already contacted the Kzintis, who were sending their nearest ship to help.

(SH62.1) NUMBER OF PLAYERS: 2; the Loyalist player and the Mutinous player.

(SH62.2) INITIAL SET UP
MUTINEER: D7L *Demonslayer* in 0120, heading B, speed 24, WS–III.
LOYALIST: 1xF5L *Dragon King*, 2xF5B *Dragon Song* and *Dragon Fire*, anywhere within ten hexes of 3319, heading at player's option, speed 12, WS–III.

(SH62.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH62.4) SPECIAL RULES
(SH62.41) MAP: Use a floating map.
(SH62.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
  (SH62.421) If using the optional MRS shuttles, the *Demonslayer* can have an MRS.
  (SH62.422) There are no fighters in this scenario.
  (SH62.423) There are no PFs in this scenario.
(SH62.43) COMMANDER'S OPTION ITEMS
  (SH62.431) Each ship has its full complement of T-bombs and dummies. The *Demonslayer* can have an MRS shuttle as provided in (SH62.421).
  (SH62.432) All drones are "medium," speed–20.
    Each drone-armed ship can have special drones up to the historical racial percentages.
(SH62.44) REFITS are as stated in (SH62.2). Note that all ships have the Y175 drone rack refit.
(SH62.45) Mutiny, in the normal sense [i.e., security stations (G6.0)] is not possible on the *Demonslayer* . The Loyal Klingon player can call for the crew to rise up at the end of any turn. Roll two dice. The total is the number of crew units that convert to Loyal boarding parties (two per crew unit). This can be done only once per game and can only be done after internal damage has been scored on the *Demonslayer* .

When this is done, it is assumed that all of the original boarding parties remain as Mutineers; the Loyalists form boarding parties from crew units. All other crew units remain mutinous. Each turn, before boarding party combat is resolved, the Mutineer can convert one or two crew units (his choice) to militia, but none can be converted before this point. However, the total number of crew units converted by both the above methods is still limited by (D15.831), e.g., if 12 crew units of Loyalists were rolled up, only 7 crew units would be available for conversion to militia.
(SH62.46) The *Demonslayer*, due to a lack of fuel and sabotage of the navicomputers, cannot exceed an effective speed of 24 (it can HET or use EM while moving speed 24) and cannot disengage by acceleration or sublight evasion. It can disengage by distance.
(SH62.47) There is a Kzinti ship in the "900" hex column. At the start of each turn, this hex column is reduced by 30. Thus, the hex column of the Kzinti ship is 870 on turn 2, 600 on turn 11, and 330 on turn 20. If the *Demonslayer* can continue moving in direction B or C at top speed, the two ships are closing at a speed of 54 hexes per turn and should be within the same map by turn 17. This requires players to keep track of the map as it shifts, recording the total number of columns

shifted. This number is added to the first two numbers of the hexes to show the "true" hex number. Shifts in direction A or D are irrelevant. If the *Demonslayer* is recaptured before the Kzinti ship is within 30 hexes of it, the Kzinti ship breaks off and returns to base.
(SH62.48) When the Kzinti ship is within 30 hexes of any Klingon unit, including the *Demonslayer*, the Klingon player can identify it. Roll one die and consult the following chart to see what type of Kzinti ship has arrived:
  1–3   Frigate+
  4–5   Light Cruiser+
  6   Battle Cruiser

(SH62.5) VICTORY CONDITIONS: If the *Demonslayer* successfully disengages from the frigates, the Mutineer player and the Kzinti win a decisive victory. If it is captured, the Loyal Klingons win a decisive victory. If it is destroyed, the Loyal Klingons and the Kzinti win a tactical victory.

(SH62.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH62.61) Replace the D7L with a Lyran CC, and the F5L and F5s with a Lyran DD+ and two Lyran FF+s.
(SH62.62) Change the F5s to an F5L, F5V (8xZ-Vs, one of which could be an EWF), and E4A.
(SH62.63) Replace the *Demonslayer* with an F5L. Use three E3s (or police G2s) as the Loyalist force.
(SH62.64) Have a Loyal D7 following *Demonslayer* at a speed of 31, starting 150 hexes in direction E from the *Demonslayer's* starting hex. Use the procedures in (SH62.47) to keep track of this ship and determine when (if at all) it catches up.

(SH62.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH62.71) Change the D7L to a D6K.
(SH62.72) Replace one or both F5Bs with E4Bs.
(SH62.73) Delete some or all of the refits from one side or the other.

(SH62.8) TACTICS
  LOYALISTS: The first tactical decision is in the hands of the Loyalists. You can try to retrograde in front of the *Demonslayer* or let him go past and follow him.
  Retrograde has some advantages. The *Demonslayer* will be fighting "uphill" against drones, mines, etc. Unfortunately, his DERFACS-aimed disruptors will pound the frigates down one by one. Pursuit avoids the *Demonslayer's* strongest weapons, but doesn't leave much power for offense.
  Once this is decided, the scenario becomes a long chase punctuated by extreme violence. The frigates must get the most out of their limited supplies of drones, scatter-pack shuttles, and mines.
  Keep your frigates within 2–5 hexes so that he can't pick off one of them. If he's pounding on one particular ship, have it pick up speed (at the cost of charging its weapons) to pull further away. Don't forget that you can use the capacitors of the rear phasers like a battery to keep the front phasers firing continuously while you have extra power for other things. If the Kzinti is a frigate, attack immediately and destroy him.
  MUTINEERS: The one area where the frigates simply can't afford to compete is electronic warfare. Continuous use of ECM will lower the damage you receive while not really costing you any speed. Change directions often to avoid mines. Keep moving toward the border; moving in A/D is only going to give the frigates more time. The *Demonslayer* should take every opportunity to cripple a frigate (if you can avoid serious damage).

HISTORICAL OUTCOME: Valgan was captured; his fate (together with that of his "Loyal" officers) is unknown, but is assumed to have been very unpleasant. The *Demonslayer*, together with the frigate squadron, required extensive repairs before they were fit for combat again.

NOTE: Original publication as (SL26.0) in Captain's Log #2.

(SH63.0) STRIKE AT RIGEL IV
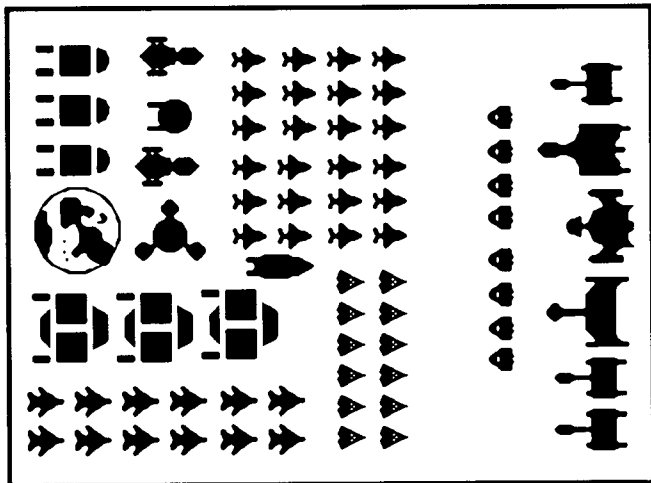
(Y177)   *by Duff Johnson, Massachusetts*

In Y177, the Romulans mounted a particularly disruptive raid deep into Federation territory. Under cover of their cloaking devices, a powerful Romulan task force made its way to Rigel IV, one of the home planets of the Rigelians. Since the Rigelians were one of the primary races of the Federation, destroying this planet would have a profound effect on Federation morale and industry. The miniscule Federation peace-at-all-costs/pacifist movement would swell as genuinely terrified people suddenly started asking embarrassing questions about how the war started and what the Federation goals really were.

The Romulans knew that a successful attack on Rigel IV would have other effects. The civilian politicians on other Federation home worlds would demand that battle squadrons be permanently garrisoned in their systems; this would tie down the Star Fleet and reduce combat power on the front. Worlds on the periphery of the Federation would also receive a clear message: If the Federation cannot protect its own home worlds from the Romulans, how can you expect them to protect you? Why continue paying taxes to them? Join the Romulan Star Empire, the most powerful in the Galaxy!

The Romulan plan failed on one point: the one-in-a-thousand chance that a Federation battle squadron would arrive at Rigel IV for reasons unconnected with their raid.

(SH63.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH63.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 1616.
> A weak minefield consisting of 5 large explosive mines, 20 small explosive mines, 2 large captor mines (any type used by the Federation), and four small captor mines (any type used by the Federation); all within 10 hexes of, but no closer than five hexes from, 1616. All six captor mines have command detonator systems controlled by the planet.

FEDERATION: Three large fighter ground bases, one on every other hex side of the planet (Federation player's choice of which hex side has which base, but no two fighter ground bases can be adjacent to each other); one fighter ground base has 12 F–15s, the other two each have 12 F–4s. Two fighters at each base are fully loaded with drones; the rest are not loaded. The bases themselves are at WS–I.
> Six ground-based phaser-4s, one per hex side. Two ground missile bases and one ground warning station placed on the hex sides where there is no fighter base. These bases are at WS–I.
> BATS+ with 2x HBM (12x F–18s) in 1615, standard orbit around the planet, rotation rate and initial facing at the player's option, WS–I. Two of the F–18s are fully loaded with drones; the rest are not loaded.
> 2x Pol+ *Justice* and *Bailiff* docked to the BATS, WS–0.
> 3x small freighters, 3x large freighters, 1x Fed Express, within four hexes of the planet, heading at the player's option, speed 2, all at WS–0.
> FFG *Beaty* anywhere within two hexes of 1616, heading at player's option, speed 4, WS–I.
> REINFORCEMENTS: CAR+ *Ari*, NCL+ *Iowa*, DDL+ *Lysander*, FFG *Dewey*, arrive on turn 1 on the map edge between 0101 and 0801, speed 4, facing C, WS–I.
KLINGON: Condor+ *Consul*, KRB *Patrician*, SpH-A+ *Avenger*, SkH-A *Sling*, SkH-B *Sword* (4x G-II and 4x G-SF), SkH-E *Bastion*, set up within 2 hexes of 3725, heading F, speed 10, WS-III.

(SH63.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH63.4) SPECIAL RULES
(SH63.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Shuttles can only leave the map aboard ships; if they leave the map by any other means, they are destroyed. The Romulan units can only disengage from 42xx map edge.
(SH63.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
> **(SH63.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH63.431).
> **(SH63.422)** If using EW fighters, one fighter in each squadron will be an EW fighter. If not using EW fighters, it is a standard fighter of the most common type.
> **(SH63.423)** There are no PFs in this scenario.
(SH63.43) COMMANDER'S OPTION ITEMS
> **(SH63.431)** 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.
> **(SH63.432)** All drones are "medium," 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.
(SH63.44) REFITS: All the ships in this scenario had received all the refits available to them at this date. Note specifically that no fighters are "C" refitted.
(SH63.45) A major objective of the Romulans is to score damage on the planet. This may be scored with any weapons except mines. No more than 200 points of damage scored on any one of the six hex sides can be counted in (SH63.5), for a maximum of 1,200 points (200 on each hex side).

(SH63.46) The Romulans cannot land ships on the planet or enter its atmosphere. Boarding parties might conduct hit-and-run raids on planetary defense installations or attempt to capture them in order to knock them out.

(SH63.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Romulans receive one point for each damage point scored on the planet. (If they fail to score at least 100 points of damage on each of at least three different hex sides of the planet, they lose the scenario regardless of any other situation). The Romulans receive the same points for capturing a ship that they would for destroying it; they are in no position to tow prizes home. The Federation receives no points for forcing the Romulans to disengage.

(SH63.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH63.61) Replace the Romulan force with a Klingon force consisting of a C8K, D7K, D5K, F5VK (8x Z-Y), and an E4AB.
(SH63.62) Add a scout to the Fed reinforcements and a SkyHawk-F to the Romulan force.
(SH63.63) For a smaller and faster scenario, delete the minefield, and the ground fighters and start the Federation reinforcements on the map anywhere within five hexes of the planet.
(SH63.64) For a "what might have been" scenario, delete the Federation reinforcements entirely.

(SH63.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH63.71) Change the KR to an KRL.
(SH63.72) Replace the SPH-A with a FH-K.
(SH63.73) Delete or add a frigate to either side.
(SH63.74) Delay the arrival of the Federation reinforcements by one or more turns.

(SH63.8) TACTICS
    ROMULANS: Your best bet is to go for damage on the planet. Use the planet itself to mask yourself from the BATS' phaser-4s. Plan and carefully use your T-bombs and NSMs to eliminate as many of the Federation fighters and ships as you can. It may be best to cleanse the planet of bases before you try to tackle the mobile units.
    FEDERATION: Work on one target at a time. Don't mass your fighters, and it may be best to not even try to fully upload them with drones since many will probably be killed before they launch all the drones that they can carry in any case. Use your edge in EW to the fullest. Think very carefully about where you set your mines.

(SH63.9) PLAYTESTER COMMENTS: Tough on the Feds, but a great challenge.

HISTORICAL OUTCOME: While Rigel IV was not destroyed, it was heavily damaged. The threat to their home planets forced the Federation to pull a few fleet units back from the war zone, stalling what might have been a Federation counteroffensive.

    The loss of the *Consul*, the first Condor to be destroyed in battle, deeply shocked the Romulans. The Praetor prohibited any more dreadnoughts from being sent on such raids, and without their firepower raids on well-defended planets were impossible.

NOTE: Original publication as (SH63.0) in Captain's Log #2.

(SH64.0) FLANK ATTACK
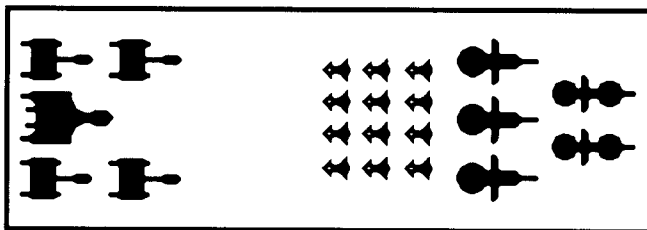
(Y180)   *by Stewart W. Frazier, Ohio*

    During the opening stages of the campaign that led to Operation Remus, a small Romulan squadron struck at the flank of the main Gorn fleet. Driving into the rear areas, the squadron was intercepted by (the Gorn version) or hunted down (the Romulan version) the carrier support group of the Gorn fleet.

(SH64.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH64.2) INITIAL SET UP
GORN: HDV *Double Thunder* (10 x G–12 on board) in 3203, heading C, speed 12, WS–II.
    HDA *Defender of the Cave* in 3004, heading C, speed 12, WS–II.
    BDE *Little Jaw* in 3405, heading C, speed 12, WS–II.
    2 x G–12 fighters within 3 hexes of HDV, heading D, speed 12.
    HDD *Perfection* in hex 3205, heading C, speed 12, WS–II.
    BDD *Eradicator* in hex 2903, heading C, speed 12, WS–II.
ROMULAN: FireHawk-K *Starhawk* in 0426, heading B, speed 12, WS–II.
    SkyHawk-A *Sling* in 0525, heading B, speed 12, WS–II.
    SkyHawk-A *Dagger* in 0428, heading B, speed 12, WS–II.
    SeaHawk-A *Ready* in 0627, heading B, speed 12, WS–II.
    SeaHawk-A *Trusty* in 0326, heading B, speed 12, WS–II.
    All Romulan ships are cloaked. They can drop their cloaks on the first turn. One or more ships uncloaking does not force any other ship to uncloak.

(SH64.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH64.4) SPECIAL RULES
(SH64.41) MAP: Use a floating map.
(SH64.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
    (SH64.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH64.431).
    (SH64.422) If using EW fighters, one of the G–12s on the HDV is a G–12E. If not using EW fighters, it is a standard G–12.
    (SH64.423) There are no PFs in the basic scenario. If using the variant with a Gorn PFT, the six PFs are a standard flotilla including one leader and one scout. If PFs are added to the Romulan force, they will be two standard Centurions hung on mech links on the FireHawk-K.
(SH64.43) COMMANDER'S OPTION ITEMS
    (SH64.431) 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 Standard and Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH64.432) There are no drone-armed ships in the scenario. If playing a variant with such ships, all drones are "fast." 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.

**(SH64.44)** REFITS: All ships in this scenario have received all applicable refits.

(SH64.45) The Romulan player must decide before the scenario begins whether his objective is to destroy the Gorn Squadron or to move further into the enemy rear. This decision is written down; the written record is placed face down in a secure place in full view of the Gorn player and revealed to the Gorn player only after the scenario ends.

(SH64.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

If the Romulan objective is to destroy the Gorn force, the Romulans receive a 25-point bonus if all Gorn fighters are destroyed and a 35-point bonus if the HDV is destroyed or captured. In this event, Romulan ships can only disengage in directions D or E. If the Gorns use the PFT variant, the Romulans receive a 35-point bonus for each PF destroyed, whether a standard PF or a leader or scout variant, and only a 25-point bonus if the PFT is destroyed.

If the Romulan objective is to raid the Gorn rear, the Romulans receive a 10-point bonus for each ship which disengages (by separation only) in direction A or B. Other ships that disengage must do so (by separation or acceleration) in directions D or E.

GORN HEAVY DESTROYER
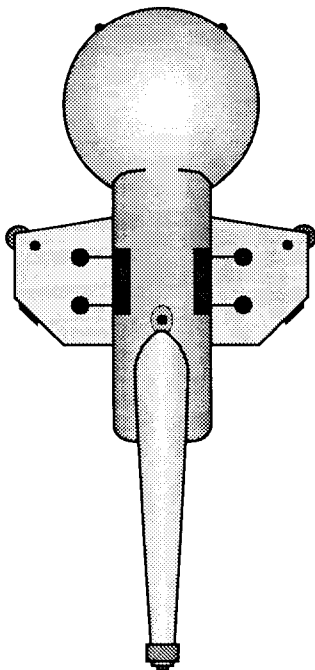
(SH64.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH64.61) Replace the FireHawk-K with a KRL, the SkyHawk-As with K5RBs, and the SeaHawk-As with K4RBs.

(SH64.62) Add a small scout to each side: Gorn scout and Romulan SeaHawk–C.

(SH64.63) Replace the Gorn HDV with a PFT (five PF docked), the HDA with an HDD, the BDA with a BDD. One Gorn PF (not a leader or scout version) is on patrol; place it in hex 2805. All units (including the PF) have the same facing as the original Gorn force.

(SH64.64) Replace either the SkyHawks or the SeaHawks with a carrier version and its escort carrying G-III and G-FSF fighters.

(SH64.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH64.71) Change the HDD to a CM.

(SH64.72) Replace both the SeaHawk-As with a single SparrowHawk-A in hex 0326.

(SH64.73) Add mech links and two Centurion PFs to the FireHawk-K.

(SH64.8) TACTICS

GORN: About all you can do is guess which objective he is going for, and then try to deny it to him. This becomes a case of "how well do I know him?"

ROMULAN: The real skill comes in doing one thing while making him think you are there to do the other. There are many things that can help you either way, and you should do them. If you are trying to disengage by distance, he will have to follow you, effectively fighting uphill against your plasma torps. You can use a rotating effect where the ships that are arming weapons put more power into speed to pull ahead, and then divert power to complete their weapons and turn to fire. Curiously enough, this will not only run up your score in the escape game but is also a great way to destroy their force if that's what you're after.

(SH64.9) PLAYTESTER COMMENTS: A good scenario for those who don't want to mess around, just to get into the biggest possible battle in the least amount of time. Although the Romulans seem to be on the short end, their use of cloaks and T-bombs can enable them to claim victory.

DESIGNER'S NOTES: This scenario originally used a Gorn PFT. However, recent data has indicated that the Gorns did not have such units until Y182, so an HDV has been substituted and the PFT and the ships of its group have been moved to a variant.

HISTORICAL OUTCOME: The Romulan ships side-slipped the Gorn blocking force, destroying a few of the fighters, and raided deeply into the Gorn rear. The raid itself accomplished little of real worth, but combined with the devastating losses suffered by the Gorn Fleet at the Battle of Hokan later that same year and the incursions by the ISC, the strategic consequences would be deadly.

The Gorns felt that they could not both cover their own tails and support an attack on the Romulans due to their own recent losses and their increasing concern with the incursions of the ISC. The result was the draining of considerable Gorn assets away from the offensive, with catastrophic results for the Federation column which would begin its drive into Romulan space later that same year.

NOTE: Original publication as (SL45.0) in Captain's Log #2.

(SH65.0) MINER SMUGGLING
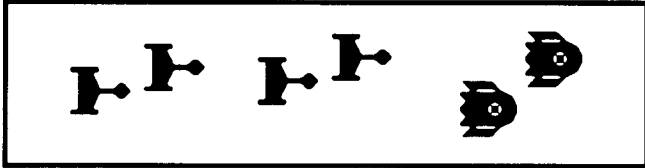
(Y180)   *by Jeffrey L Moore, New Jersey*

In Y180, non-Klingon slaves successfully mutinied on the mining planet of K't'tothos IV. They offered an immense bribe to the Orion Pirates of the Pharaoh's Cartel to transport them to Federation territory. While the former slaves had no money, they did have the secret of the UIM fire control system since they had produced and shaped the crystals that operated it. The slaves reasoned, and the Orions agreed, that the Federation would pay handsomely for this information. The slaves would receive the greatest reward – their freedom and well-paying jobs in Federation technology labs.

The Orions loaded the 300 surviving slaves into two Slaver-class transports and headed for a relatively quiet sector of the Federation-Klingon front. A running battle developed as the Klingons attempted to block the escape of the slaves. After nearly two months, the Slavers were finally approaching the front, but had had to leave the CR and two DWs that had been protecting them. As they neared Federation held space, the nervous Orions broadcast a message to the Federation that they were coming. The Klingons, who had lost contact with the Slavers, intercepted the communication. A squadron of ISF gunboats set out to intercept them.

(SH65.1) NUMBER OF PLAYERS: 2; the Orion player and the Klingon player.

(SH65.2) INITIAL SET UP
ORIONS: Slaver *Traveler* in 2215, Slaver *Argent Angel* in 2318, both heading B, speed 24, WS–I.
KLINGON: Four G2 gunboats, one each in 0101, 1501, 0630, and 2130, heading and speed at Klingon player's option, all WS–III.

(SH65.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH65.4) SPECIAL RULES
(SH65.41) MAP: Use a floating map.
(SH65.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
> **(SH65.421)** No ship in this scenario is qualified to carry an MRS shuttle.
> **(SH65.422)** There are no fighters in this scenario.
> **(SH65.423)** There are no PFs in this scenario.

(SH65.43) COMMANDER'S OPTION ITEMS
> **(SH65.431)** The following ships have the following special equipment in lieu of purchasing Commander's Option Items. Each Slaver has two T-bombs and two dummy T-bombs. There are no other Commander's Option Items in this scenario.
> **(SH65.432)** All drones are "fast," speed–32.
> There are no special drones in this scenario. All drones are type–I; there are no other drone types.

(SH65.44) REFITS: All units have received the Y175 refit, which provides double reloads for all the drone racks. There are no other refits in this scenario.

(SH65.45) The Slavers are short of fuel and cannot disengage by acceleration, use erratic maneuvers at any speed greater than 17, or exceed an effective speed of 24. Each Slaver has 15 extra crew units (the escaping slaves) and has type–B drone racks in its option mounts. The Slavers can only disengage by distance.

(SH65.46) If the Orions successfully move 200 hexes in direction B or C based on their original starting hexes, they are deemed to have reached a Federation relief force and have escaped. This means that their movement will have to be tracked to determine when this requirement is satisfied. Movement in directions E or F will be subtracted from the accumulated distance moved in direction C and B, and movement in directions A or D will neither add to or subtract from the distance traveled.

(SH65.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). The Klingons get no points for Orion ships which successfully disengage by distance.

(SH65.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH65.61) Replace the Klingon G2s with Romulan Snipe-Ps.
(SH65.62) Allow the Orions to choose other weapons in their option mounts. Players are cautioned, however, that allowing the Orions to use plasma–Fs, gatling phasers, ADD racks, or G–racks in ADD mode will tend to strongly favor the Orion player.
(SH65.63) Use only the Slaver which starts in 2215 and only the two G2s that start in hexes 1501 and 2130.
(SH65.64) Replace the G2s with E3s.

(SH65.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH65.71) Change one of the Slavers to an LR.
(SH65.72) Replace the G2s with H1s.
(SH65.73) Delete a G2 or add a Slaver.

(SH65.8) TACTICS
ORION: You cannot outrun your pursuers, so you will have to fight. Keep your ships close together for mutual support, and try to concentrate your fire on one G2 at a time. Do not try to kill them as crippling them will serve your purposes. Boarding them is probably not a very strong option, but keep it in mind. At the very least, try hit-and-run raids. Your targets for hit-and-run raids should be ADD racks, security stations, and tractor beams. You might be able to overwhelm one G2 with drones, but once they get together, their mutual ADD support will make your position intolerable.

KLINGON: Do not just bore right in. Take the time to pull your scattered ships together, and then disable one Slaver at a time. You do not have to board them; you just have to kill them. Boarding is not a viable option as there are too many boarding parties, not to mention militia, available to the Orions to defend their ships. Do not try hit-and-run raids as you do not have enough marines to adequately defend your own ships to be able to throw them away on essentially futile raids. You might want to consider having one of your ships tractor one of the Slavers to separate the two, and then blow them to pieces. Watch your drone usage rates carefully, and remember to keep your ships close enough to support each other with ADD fire. Put a guard on the security station, but realize that guarding anything more may make your ship vulnerable to being successfully boarded.

HISTORICAL OUTCOME: After expending most of their drones and sustaining some damage, the Orions realized that escape had become hopeless. They negotiated a deal with

the Klingons. In exchange for their own escape, they turned the escaped slaves over to the Klingons.

NOTE: Original publication as (SL17.0) in Captain's Log #1.

(SH66.0) NO ESCORT; NO PROBLEM
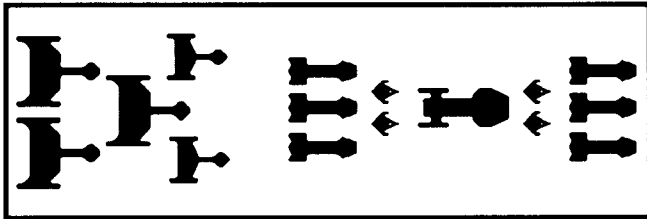
(Y181)   *by Robert Hamilton IV, Ohio*

In an attempt to keep front line units supplied with replacement PF flotillas, the Hydrans began sending unescorted tugs through areas patrolled by Klingon raiders. The tug captains, however, felt no need for escorts because of the nature of their cargo.

(SH66.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH66.2) INITIAL SET UP
HYDRAN: LTT+ *Provender* (4 x Stinger-2) with PF pallet (6 x Harrier) in 1025, heading B, speed 8, WS–I.
KLINGON: D5L *Roguekiller*, D5K *Ravisher*, D5K *Refutor*, F5B *War Song*, F5SB *War Hunter* within three hexes of 3010, heading at player's option, speed max, WS-III.

(SH66.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

HYDRAN HARRIER FAST PATROL SHIP
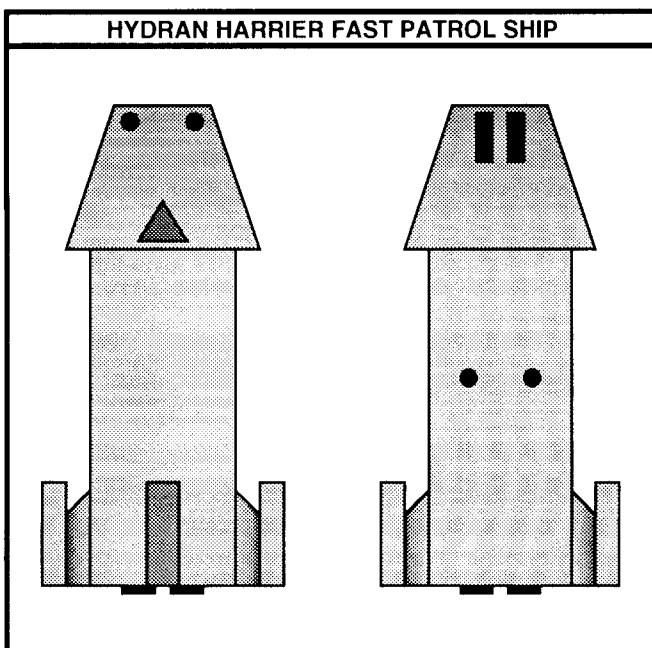
(SH66.4) SPECIAL RULES
(SH66.41) MAP: Use a floating map.
The Hydran units can only disengage in direction B.
(SH66.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
> **(SH66.421)** MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH66.431).
> **(SH66.422)** If using EW fighters, one fighter in any squadron of eight or more can be an EW version. If not using EW fighters, it is a standard fighter.
> **(SH66.423)** The six Hydran PFs comprise a standard Harrier flotilla including one leader and one scout.
(SH66.43) COMMANDER'S OPTION ITEMS
> **(SH66.431)** 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.
> **(SH66.432)** All drones are "fast," 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.
(SH66.44) REFITS: Refits are as provided in (SH66.2). Note that the Hydran PFs have not received their shield refits.
(SH66.45) All PFs and fighters not on the tug when it disengages are considered destroyed for purposes of the victory conditions.

(SH66.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201); however, use the combat rather than economic value of the PFs to reflect the importance of their survival.
  SPECIAL: If the tug is captured or destroyed, the Klingons automatically win the scenario.

(SH66.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH66.61) Replace the Klingons with a Lyran force of a CWL, two CWp, one DW, and one DWS. All have power pack, plus, and ESG capacitor refits if available for that type ship.
(SH66.62) Replace the Harrier flotilla with a Howler flotilla.
(SH66.63) For a smaller and faster scenario, replace the LTT with a large auxiliary PF tender and replace the Klingons with a flotilla of standard G1s including a leader and a scout.

(SH66.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH66.71) Change the D5L to a D5K.
(SH66.72) Replace the LTT with a tug.
(SH66.73) Delete or add an F5B.

(SH66.8) TACTICS
  KLINGON: The challenge is to get close enough to the tug to score damage with disruptors while remaining clear of the PFs.
  HYDRAN: The objective is to cripple the Klingons so that you can disengage. Launch the scout PF to provide EW support to the tug; launch your expendable fighters to delay the enemy while you boost to disengagement speed. Of course, if you have a chance to destroy a cruiser....

NOTE: Original publication as (SV1.0) in *VIP OF GAMING* magazine. Republished as (SN21.0) in Update #2.

(SM8.0) A STONE'S THROW
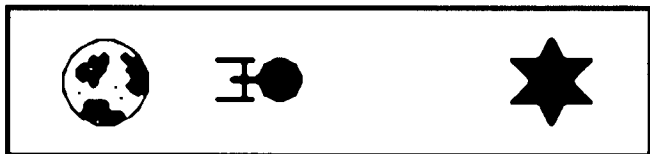
(Y170)   *by Stephen V. Cole, Texas*

Heading on a collision course for a densely populated planet is a huge planetoid, code named "Igneous." A starship, sent to divert the menace, is greeted by a hail of weapons fire.

(SM8.1) NUMBER OF PLAYERS: 1; the monster moves by automatic rules; see (SM8.45).

(SM8.2) INITIAL SET UP
TERRAIN: Class-M planet (P2.21) in 3824.
DEFENDER: One cruiser of no more than 150 BPV including Commander's options in 3730, heading F, speed max, WS–III. See (SM8.45).
IGNEOUS: Small moon (P2.23) in hex 0307; see (SM8.46).

(SM8.3) LENGTH OF SCENARIO: The scenario continues until Igneous or the planet is destroyed. Igneous has rendered all of the planet's defenses inoperative; the starship is the planet's only hope.

(SM8.4) SPECIAL RULES
(SM8.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
(SM8.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SM8.421) If using the optional MRS shuttle rules, the cruiser has one MRS.
    (SM8.422) There are no EW fighters in this scenario.
    (SM8.423) There are no PFs in this scenario.
(SM8.43) COMMANDER'S OPTION ITEMS
    (SM8.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: The cruiser has four T-bombs and an MRS shuttle. There are no other non-drone option items.
    (SM8.432) All drones are "medium," speed–20.
        Exception: Igneous has "fast," speed-32, drones (SM8.462).
        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.
(SM8.44) REFITS: Refits available in Y170 may be purchased so long as the total final BPV does not exceed 150.
(SM8.45) MOVEMENT: The starship MUST use plotted movement (C1.33) level C1. In addition, the cruiser must plot all weapons fire before each turn begins (this is an exception to (C1.35).

(SM8.46) IGNEOUS
Igneous is the enemy. It is a robot battle station built by an extra-galactic power. It is moving at a speed of one hex per turn (on impulse 32) in direction C, directly toward the planet. Its objective is to hit the planet. Impact of Igneous on the planet will destroy both.
(SM8.461) Igneous can be destroyed by 600 points of damage. Igneous has six weapons; one is lost with each 100 points of damage scored. The weapons are destroyed in the order 1-3-5-2-4-6. Igneous has a Monster Close-In Defense

System (E6.0) which fails to function after 300 points of damage.
(SM8.462) Each weapon on Igneous fires/launches once per turn or as noted (e.g., drones). Because of their extra-galactic nature, each weapon will randomly simulate the fire of one known weapon. Each weapon has a 120° tracking/firing arc centered in a direction designated by its number and the chart at 0328 (drones have a 360° tracking/launch arc). (Note that all arming and cycling requirements for the weapons of Igneous are ignored.) Each turn, after the ship has completed energy allocation and plotted its movement, the player rolls one die for each of the six weapons. This determines the weapons type as follows:

2	=	Type-R Plasma Torpedo
3	=	Hellbore
4	=	Mauler
5	=	Drone Rack
6	=	Photon Torpedo
7	=	Phaser-1
8	=	Disruptor Bolt
9	=	Type-F Plasma Torpedoes
10	=	Fusion Beam
11	=	Tractor-Repulsor
12	=	Plasmatic Pulsar

Specific rules for these weapons are as follows:

Type-R Plasma Torpedo: Launches standard torpedo on impulse #1.
Hellbore: Fires at first opportunity in the best range bracket. For example, if the ship's closest approach to Igneous on that turn is to be 6 hexes, the weapon will fire at a range of 8 (since the 5–8 range bracket is the best that the weapon will get). If the range is less than 9, the weapon will fire as an overloaded one.
Mauler: As per Hellbore; assume 20 units of power.
Drone Rack: Launches one type-IF drone each on impulses #1, #12, and #23. (360° tracking/launch).
Photon Torpedo: As per Hellbore. If range is over 9, use proximity fuzing.
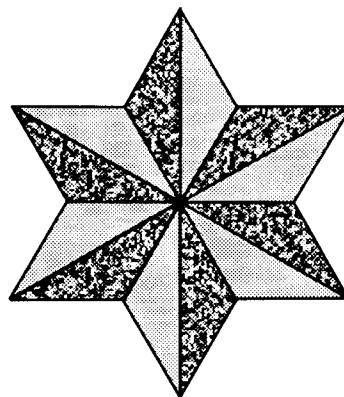Phaser-1: As per Hellbore.
Disruptor Bolt: As per Hellbore. If range is 0–8 or 16–22, use UIM; if 23–30, use DERFACS. No burnout for UIM.
Type-F Plasma Torpedoes: Launches one on impulse #1 and one on impulse #17.
Fusion Beam: As per Hellbore.
Tractor-Repulsor: As per Hellbore; it will never attempt to use this as a tractor beam.
Plasmatic Pulsar: As per Hellbore.

(SM8.463) Igneous can be damaged normally by suicide shuttles, mines (which automatically detonate), and ship explosions. Igneous cannot be boarded, even by hit-and-run raids.

(SM8.464) Igneous is immune to electronic warfare, cannot be towed by tractor beams, cannot be boarded, ignores webs, cannot be damaged by anti-drones, cannot be displaced or put in stasis, has no critical hits, and can see through cloaking devices.

(SM8.5) VICTORY CONDITIONS: If the planet is destroyed, you lose. If Igneous is destroyed and you are not destroyed, you win. If both you and Igneous are destroyed, it is a draw; exception: Klingon, Federation, and Neo-Tholian ships which successfully separate sections under (D21.0) and (G12.0) are still deemed to have won.

(SM8.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SM8.61) Add a frigate from some unfriendly race to "observe." This ship is operated by a second player and is not required to take any action. However, the risk that it might dash in and plant a few overloaded weapons on the player who is trying to stop Igneous should add a few grey hairs! This second ship must use plotting as well, which should help a little as the risk is great. This ship wins only if Igneous hits the planet.

(SM8.62) In this variation Igneous can only be destroyed through the use of an anti-matter probe, but the ship must gather 150 points of lab Information before it can learn where to fire the probe. The probe rolls normally to hit, so it may be necessary to fire probes more than one time. Igneous' weapons are still disabled for every 100 points of damage, but the station itself will collide if not stopped.

(SM8.63) For a smaller and faster battle, use an 80-point ship and allow Igneous to be destroyed with only 300 points of damage. In this variation Igneous loses one weapon for every 50 points of damage.

(SM8.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SM8.71) Increase the points allowed to purchase the defending ship.

(SM8.72) Decrease the amount of damage needed to disable Igneous' weapons.

(SM8.73) Decrease or increase the points needed to kill Igneous.

(SM8.8) TACTICS: The only thing you can do is carefully time when your strikes will be made. You know what weapons he may have, and when he will probably use them, so be prepared to run in at the fastest possible speeds and turn away as soon as you can. Even so, you are going to look like Swiss cheese before this is over. Sometimes all you can do is end a turn with Igneous next door and self-destruct, but that is the last option and only if your blast will be enough to finish Igneous.

(SM8.X) DESIGNER'S NOTES: This scenario was designed in answer to a challenge to include solitaire scenarios in Nexus magazine.

NOTE: Original publication as (S7.0) in Nexus #6.

(SM9.0) DEATH PROBE
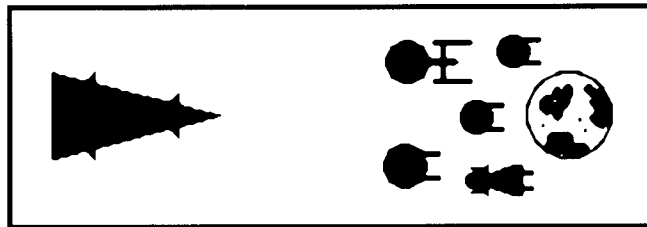
by Darryl Bing, America

The alarm goes out from a highly populated region of the empire. An unknown "something" is destroying planets. It might be extra-galactic or an enemy secret weapon. Considering the power of this monster, a squadron is sent out to destroy it.

(SM9.1) NUMBER OF PLAYERS: 2; the squadron player and the Death Probe player.

(SM9.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 3907.
SQUADRON: 600 BPV of ships placed in the 01xx hex row, no more than one ship per hex, starting from hex 0130. All ships heading B, speed 20, WS–I.
DEATH PROBE: In hex 2701, heading C, speed max. See (SM9.45).
YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SM9.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Death Probe cannot disengage until the planet has been destroyed.

(SM9.4) SPECIAL RULES
(SM9.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. All units can disengage from any map edge.
(SM9.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the selected scenario date makes them available.
 (SM9.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SM9.431).
 (SM9.422) If using EW fighters, one fighter in each squadron of eight or more fighters can be an EW fighter. If not using EW fighters, it is a standard fighter of the most common type in the squadron.
 (SM9.423) Standard rules on PF deployment apply. Leader or scout versions can only be deployed if a tender is present in the squadron.
(SM9.43) COMMANDER'S OPTION ITEMS
 (SM9.431) 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 against the 600 BPV allocated to the squadron player to assemble his force.
 (SM9.432) All drone speeds are available depending on the year selected for the scenario.
  Each ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SM9.44) REFITS: Refits can be purchased as part of the cost of the ship if they are available for the year selected.
(SM9.45) Planetary defense systems, to include orbital or ground bases, defense satellites, and minefields, may not be purchased for the planet as part of the basic scenario.

(SM9.46) THE DEATH PROBE: The Death Probe is primarily interested in destroying the planet. It is intelligent (a player is controlling it) and can respond to attacks from the ships (or even go after the ships if it wishes). It is, however, not a "super intelligent computer."
(SM9.461) POWER: The Death Probe does not have an SSD or fill out an Energy Allocation Form. However, it must plot any changes in speed during the Energy Allocation Phase. The Death Probe does not have any batteries and cannot use any reserve power function. It always has power for all functions it is able to perform.
(SM9.462) WEAPONS: The Death Probe's weapons include:

> two phaser-4s, FA firing arc
> six photon torpedoes, FA firing arcs
> six phaser-1s, 360° firing arcs
> two phaser-Gs, 360° firing arcs
> two drone racks with unlimited type-I drones (not necessary to reload) and able to launch one drone per turn

The Death Probe has an unlimited seeking weapon control ability. It can fire its photon torpedoes every turn (there is no recharge turn) with whatever legal loading status or fusing the Death Probe player wishes at the instant of shooting. The Death Probe never takes feedback damage from its weapons. The 1/4 turn delay between individual firings/launching of each weapon system apply. The Death Probe's weapons are degraded normally for fire through an atmosphere.
(SM9.463) SYSTEMS: The Death Probe cannot be tractored and cannot tractor any object. It cannot be boarded by boarding parties by any means, even for a "hit-and-run raid," and has no boarding parties or transporters of its own.
(SM9.464) MOVEMENT: The Death Probe can move at any speed from 0 to 32, has a turn mode of "A," and can perform two high energy turns at any speed each turn with no chance of breakdown. The Death Probe cannot perform erratic maneuvers, and is a size class 1 object for purposes of triggering mines. The Death Probe cannot enter any atmosphere hex or land on any planet.
(SM9.465) EW: If using electronic warfare, the Death Probe has nine points of EW that it can apply to ECM or ECCM each turn. It can use all nine points for one function or the other at one time (treated as if it had a sensor rating of nine). The Death Probe cannot have a cloaking device and is otherwise affected by cloaking devices as any other ship. Note, however, that the ability to use 9 points of ECCM gives the Death Probe a considerable advantage in hunting for a cloaked unit.
(SM9.466) MINES: The Death Probe is a minesweeper for purposes of detecting and sweeping mines. The sole exception to this is that the Death Probe does NOT require a tractor link to a mine in order to fire at it or launch a drone (or other seeking weapons if used) at it. The Death Probe is required to maintain the necessary speed of 0–1.
(SM9.467) REPAIR: The Death Probe can repair 20 points of damage to itself each turn, but can never have more than 800 damage points and cannot begin any such repairs until the turn following the turn it was damaged. The 20 points of repairs are added to the Death Probe's current total of points at the end of each turn they are used.
(SM9.468) DAMAGE: The Death Probe is considered crippled when it has received 600 damage points. At that point half of its weapons (one phaser-4, three photon torpedoes, one phaser-1s, one phaser-G, and one drone rack) will cease to operate. If they had not fired yet on the turn that the damage total reached 600, the inoperative weapons will not fire at all

that turn. The Death Probe is also limited to a maximum speed of 16, and it can perform only one HET a turn, but will still not break down. On the turn following the turn that the Death Probe has reduced its damage to less than 600 points, the inoperable weapons will again become operable and may be fired that turn, and the Death Probe regains all lost movement abilities. The Death Probe is destroyed immediately when it has accumulated 800 damage points. Note that damage points repaired do not count against this total.

(SM9.5) VICTORY CONDITIONS: If the Death Probe scores 1,000 points of damage on the planet, the planet is destroyed. If the planet is destroyed, the Death Probe wins. If the Death Probe is destroyed, the squadron wins. If both are destroyed, it is a draw. As each point of damage on the planet kills one million sentient beings, the extent of victory will become apparent.

(SM9.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SM9.61) Use two or three space dragons instead of a squadron.
(SM9.62) Allow the defending player to use the BPV to establish a defended planet with a mine field, defense satellites, orbital and/or ground bases (player's option how he spends the BPVs). A defending player in this case would be well advised to ensure that he had a number of fighters and/or PFs in his defense force. Otherwise the Death Probe could destroy a few installations and move off to long range to make repairs. Then repeat the procedure, until one arc of the planet had no further defenses to fire at the Death Probe. The initial set up, if this option is taken, is modified with the planet placed in hex 2215 and the Death Probe entering on turn 1 from any map edge.
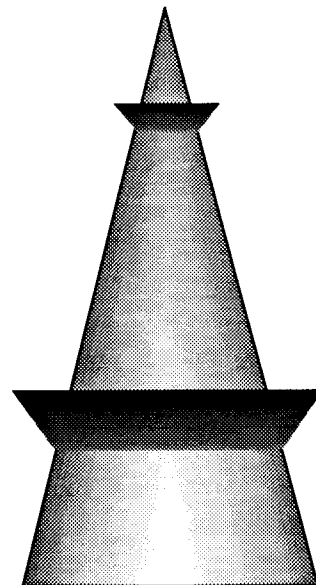
(SM9.63) For a smaller and faster scenario, decrease the number of BPV points available to the squadron player to 300 and make the following modifications to the Death Probe: has only 400 damage points, has only half the weapons noted in (SM9.452) with the same restrictions, and can only use six points of EW a turn. The Death Probe is crippled when it has only 100 damage points remaining and, when crippled, retains only the gatling phaser, one phaser-1, and one photon. The Death Probe can only repair ten points of damage a turn. All other rules for the Death Probe remain in force, except the planet will be destroyed after taking only 500 points of damage.

(SM9.64) Change the weapons the Death Probe uses. This variation can have a further twist by having the Death Probe player roll at the start of each turn to determine what weapons are available. Players are left to develop their own charts in this case, but it is strongly recommended that plasma torpedoes of all types be exchanged at a one plasma for two other types of weapons rate in the case of type-Ds, -Fs or -Gs, and a one plasma torpedo for three other types of weapons in the case of type-Ss or -Rs. In the event, only the drone racks and photon torpedoes can be exchanged. The phaser-1s, -4s, and -Gs cannot be exchanged or upgraded in any way.

(SM9.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SM9.71) Remove the Death Probe's EW capability entirely.
(SM9.72) Increase or decrease the BPV allocated to the Squadron player to purchase his force.
**(SM9.73)** Delete or add weapons to the Death Probe.

(SM9.8) TACTICS
    DEATH PROBE: Never forget that the planet is the objective. Crushing ships is all well and good, but the destruction of the planet is paramount. Remember that the squadron player can sacrifice his entire force if it stops you, so expect them to park next to you and invite you to finish off their cripples just to try to add the explosions of their ships to your damage. Basically, pound down the planet as best you can, then look the situation over each turn. When the planet is teetering on the brink of absolute destruction, leave it. The enemy will have no choice but to come to you and offer themselves for destruction to try to buy time for the planet until they can kill you. Your only real concern is massed plasma salvos, and you may have to move to avoid being ripped by them. Watch for the corners of the map, and just gun your enemies down one at a time until there are no more. Then go finish the planet. Sure, the planet is paramount, but you may as well add insult to injury by destroying his whole squadron as well.
    SQUADRON: Prayer is strongly suggested. If you get too close, you will lose a minimum of one ship on each pass. The Death Probe repairs itself too quickly for finesse. Consider getting some really cheap heavy hitters in there quickly. They will not last, but you have to do major damage quickly and keep piling it on until the Death Probe goes down, or you run out of ships. You have to hit him with everything, which includes (if available) T-bombs, suicide shuttles, scatter-packs, and the proverbial kitchen sink!

(SM9.9) PLAYTESTER COMMENTS: This scenario is excellent for someone who is just learning to operate entire squadrons. It provides a single, powerful opponent with a clearly defined objective. A senior, more experienced player could use this scenario to "train" players relatively new to the game.

NOTE: Original publication as (SL3.0) in Captain's Log #1.

(SM10.0) COMBINING OF ARASTOZ
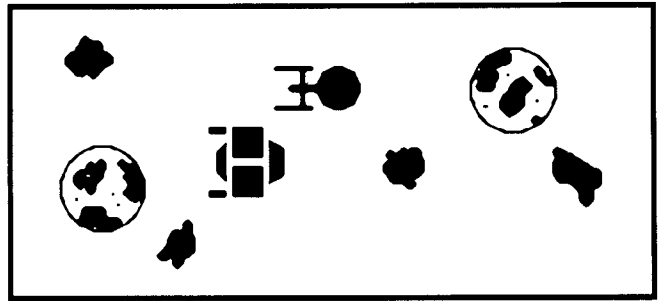
by Brian Weese, Nebraska

    Critical equipment must be delivered to two colony planets, but the supply ship and its escort are intercepted by the Arastoz Monster.

(SM10.1) NUMBER OF PLAYERS: 1; the monster(s) moves by automatic rules; see (SM10.45).

(SM10.2) INITIAL SET UP
TERRAIN: Class M planets (P2.21) in 2125 and 0711.
FLEET: Large freighter in 2930, heading A, speed 6, WS–0.
    Cruiser (any type) in 2928, heading A, speed 6, WS–I.
MONSTER: Four pieces, one each in 0101, 4201, 4230, and
    0130. See (SM10.46).
YEAR: Players must select a year for the scenario as this will
    define available ships, refits, fighters, weapons, etc.
    Y172 is assumed if no alternative selection is made.

(SM10.3) LENGTH OF SCENARIO: The scenario continues until the monster or both ships are destroyed.

(SM10.4) SPECIAL RULES
(SM10.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.
(SM10.42) SHUTTLES AND PFs: If you use MRS (multi-role shuttles), fighters (presumably from a carrier), or PFs (a type of small "gunboat" that is the smallest ship in the game), the following information will be necessary. The presence of warp booster packs (J5.0) on any shuttles or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for shuttles in Y180; PFs always have them, and Interceptors have them unless specified otherwise.
    (SM10.421) Multi-role shuttles (J5.0) are available only to certain ships. Players may purchase these [up to the limits in (J8.5)] under (SM10.431).
    (SM10.422) If using EW fighters (R1.F7) from Module J, any carrier with eight or more fighters can replace one standard fighter [per squadron (J4.46)] with an EW fighter. All carrier SSDs show this EW fighter when appropriate. If not using EW fighters, replace the EWFs with the most common type of fighter on the carrier.
    (SM10.423) Players with access to Module K might choose to add PFs or Interceptors to the scenario within those rules.
(SM10.43) COMMANDER'S OPTION ITEMS
    (SM10.431) Ships can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, MRS shuttles, special drones, etc.) up to 20% of their combat BPV. See (S3.2) for details and exceptions. Each drone-armed ship can purchase special drones up to the historical racial percentages (FD10.6) as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. Some items may not be available in all time

periods and cannot be purchased if the scenario date is before the item's introduction date.

(SM10.432) The speed of drones will depend on the year in which the scenario is set. See (FD2.223), (FD10.6), and (FD2.224). The cost of drone speed upgrades is not included in the % limit in (SM10.43), but is counted in the BPV of the ship for purposes of (SM10.7) below.

(SM10.44) REFITS: The player can determine the refit status of his ship.

(SM10.45) CARGO: The player must deliver the critical cargo to both planets. To do this, the freighter must spend one complete turn (or appropriate consecutive impulses of two consecutive turns) next to each planet at speed 0.

(SM10.46) ARASTOZ MONSTER: The Arastoz Monster is a highly unusual life form in that it divides itself to locate prey and then unites to devour the prey.

(SM10.461) MOVEMENT: The monster(s) will always follow the freighter, except as noted here:

If the freighter is destroyed, the monster(s) will follow the ship.

Any time that one part of the monster is within 9 hexes of another part, both parts will immediately begin following (moving toward) each other, and after joining (SM10.462) will then act as a single piece and either pursue the freighter or the ship, or another piece as appropriate within this rule.

(SM10.462) COMBINATION: The monster consists of four components, which are trying to combine themselves into a single, more powerful, monster. The powers of the monster increase as it combines, though its speed decreases:

# of parts	Speed	Hits to Destroy	Damage Multiple
1	14	100	1.0
2	12	200	2.0
3	10	400	4.0
4	8	800	8.0

Whenever two monsters enter the same hex, they immediately combine into a single new entity. The "# of parts" column refers to the number of components assembled into the single monster in question, not the number of pieces the monster is currently in.

(SM10.463) DESTRUCTION: The monster can be destroyed by hits from any weapons equal to the damage points listed in (SM10.462). If two or more parts combine, damage previously applied to either part will still be counted against the new, combined monster. Due to the inherent instability of the monster's nature, it cannot be fired at from any range over 9 hexes.

(SM10.464) ATTACKS: At the end of each turn, the player must determine how much damage the monster has done to his units. This is determined by using the chart in (G4.1). The number on this chart, based on the closest approach of the unit to the monster for the turn, is multiplied by the damage multiple in (SM10.462) to determine the amount of damage scored on the facing shield of the ship. If a unit qualifies for damage from several monsters on the same turn, all is applied. If a unit qualifies for damage from two monsters, AND from a combined monster they formed, calculate the damage from both the separate and combined parts and score the greater damage.

This damage is also applied to any seeking weapons (plasma torps treat this as phaser damage) and shuttles within range, though each is rolled for separately. The damage to seeking weapons (including seeking shuttles) is applied during the turn but before they hit the monster (or fire their weapons in the case of swordfish and spear-fish

drones), and they will only damage the monster if they are not themselves destroyed by this procedure.

(SM10.465) DISENGAGEMENT: Once the freighter has been destroyed or disengaged, the monster(s) will disengage by moving off the map (adopts a seeking course to exit the map) by shortest possible number of hexes. The purpose of this rule is simply to keep the player from spending 100 or so turns running around the edge of the map making repairs and then attacking the monster again and repeating.

(SM10.466) SYSTEMS: The monster(s) are not affected by tractor beams and cannot be attacked by hit-and-run raids or boarded.
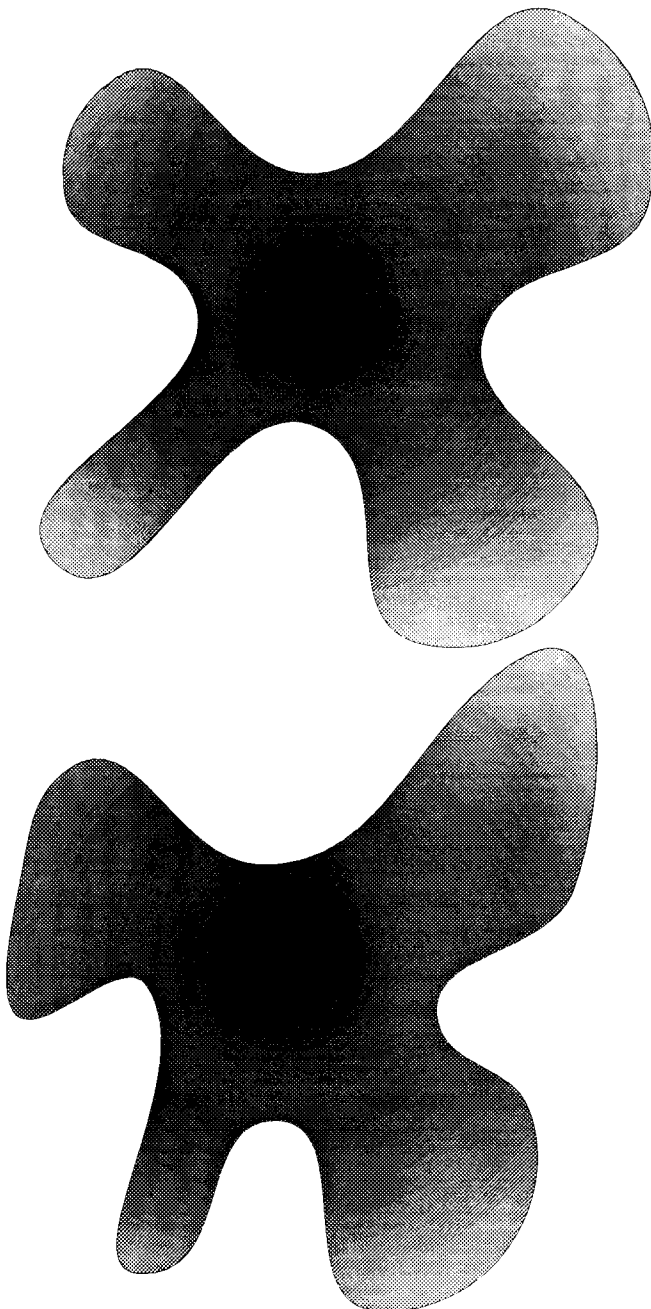
(SM10.5) VICTORY CONDITIONS: If the captain delivers cargo to one planet, but does not destroy all four parts of the monster, he is considered marginally effective and allowed to finish his tour of duty, but will be retired thereafter. (1)

If the captain delivers cargo to both planets but does not destroy all four parts of the monster, he is considered adequate and will retain his command, but he won't be promoted. (3)

If the captain delivers no cargo but destroys all four parts of the monster, he is considered "trigger happy" and will be carefully watched. (2)

If the captain delivers cargo to one planet and destroys all four parts of the monster, he will retain his command and receive a commendation. (4)

If the captain delivers cargo to both planets and destroys all four parts of the monster, he is considered outstanding and will be promoted. (6)

If the cruiser is destroyed, the captain should have the common decency to go down with the ship, otherwise he will be court-martialed. (0)

The numbers in parentheses are the scores used if the scenario is substituted for another monster in the Captain's Game (U2.4).

(SM10.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SM10.61) As in other "monster" scenarios, the player may use any starship.

(SM10.62) To add more excitement, add the monster from (SL15.0) "Intruder Alert" to the scenario. This Intruder has gotten loose on the cruiser, and the player must attempt to eradicate it while battling Arastoz.

(SM10.63) Add another ship hostile to the race of the ship escorting the freighter controlled by a second player. This ship should be limited to a frigate. The mission of this player is to prevent the successful delivery of the cargo. If no cargo is delivered, the frigate wins. If his ship is destroyed, he loses. This ship will be pursued as any other unit by the Arastoz Monster. This ship's starting position is 0701, heading C or D, speed 10, WS–I.

(SM10.7) BALANCE: Whenever playing this scenario, and especially when using it as part of the Captain's Game (U2.0), the strength of the monster is adjusted to the ship used by the player by the following equation:

$$D' = \frac{BPV}{100} \times D$$

In this equation, D is the "hits to destroy" rating from the chart in (SM10.42), D' is the revised rating, and BPV is the BPV of the ship, including all adjustments and modifications.

(SM10.8) TACTICS: There's not time to think about this one; you have to know what you're going to do and get on with it. Send the freighter toward the planets, and proceed to destroy the most threatening piece of the monster. If the freighter is damaged, you may have to tow it. Remember your shuttles; use them as suicide weapons since they cannot be damaged by the monster.

(SM10.9) PLAYTESTER COMMENTS: This is one of the more tactical solo scenarios and should not be considered as a cake-walk. The Combining of Arastoz is challenging and offers many opportunities for the captain to display his tactics.

NOTE: Original publication as (SL49.0) in Captain's Log #2.

(SM11.0) ESCAPE FROM THE ENERGY MONSTER
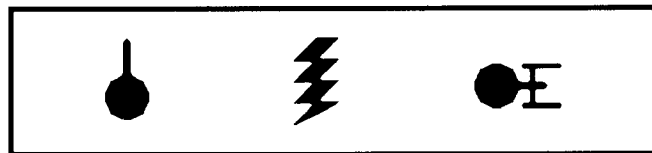
by Rod Davidson, Manitoba

While on patrol, a heavy cruiser responds to a distress call from a scout ship. The scout had been investigating a series of unusual phenomena that had been repeatedly occurring along the frontier with a hostile race. The scout includes the best minds available to the fleet. The survival and rescue of the scientists aboard the scout is vitally important to many critical research programs.

The cruiser speeds to the rescue and finds the scout floating dead in space with barely enough power to maintain life support. To make matters worse, the scout is being stalked by a cloud of living energy.

(SM11.1) NUMBER OF PLAYERS: 1; the monster(s) moves by automatic rules; see (SM11.46).

(SM11.2) INITIAL SET UP
FLEET: Scout (SR, SC, FFS, etc.) in 2208, facing A, speed 0, WS–0; see (SM11.45).

Cruiser (120–150 BPV, should be the same race as the scout, but this is not required) enters the board on turn 1 in 0128, heading B, speed max, WS–I.

MONSTER: In hex 4128 [see (SM11.46)] moving in direction F, speed 16.

YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SM11.3) LENGTH OF SCENARIO: The scenario lasts until the cruiser is destroyed or disengages.

(SM11.4) SPECIAL RULES
(SM11.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The monster will not pursue a unit off the map, but will return to destroy the scout.

(SM11.42) SHUTTLES AND PFs: If you use MRS (multi-role shuttles), fighters (presumably from a carrier), or PFs (a type of small "gunboat" that is the smallest ship in the game), the following information will be necessary. The presence of warp booster packs (J5.0) on any shuttles or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for shuttles in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SM11.421) Multi-role shuttles (J8.0) are available only to certain ships. Players may purchase these [up to the limits in (J8.5)] under (SM11.431).

(SM11.422) If using EW fighters (R1.F7) from Module J, any carrier with eight or more fighters can replace one standard fighter [per squadron (J4.46)] with an EW fighter. All carrier SSDs show this EW fighter when appropriate. If not using EW fighters, replace the EWFs with the most common type of fighter on the carrier.

(SM11.423) Players with access to Module K might add PFs or Interceptors to the scenario within those rules. A casual PF will make this mission a snap for the player. A flotilla of PFs by themselves could not win because they could not rescue all the crew units (lack of space).

(SM11.43) COMMANDER'S OPTION ITEMS

(SM11.431) Cruisers can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, MRS shuttles, special drones, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Each drone-armed ship can purchase special drones up to the historical racial percentages (FD10.6) as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. Some items may not be available in all time periods and cannot be purchased if the scenario date is before the item's introduction date. The costs of all these items count against the BPV allocated for the cruiser.

(SM11.432) The speed of drones will depend on the year in which the scenario is set. See (FD2.223), (FD10.6), and (FD2.224). The cost of drone speed upgrades is not included in the % limit in (SM11.43) but is included in computing the BPV cost of the ship in (SM11.2) above.

(SM11.44) REFITS: The player can determine the refit status of his ship subject to the year he selected for the scenario.

(SM11.45) SCOUT: The scout has no operable functions other than life support and has an energy level of 2 (which cannot be reduced further by the monster or player). Do not fill out an energy form for it. There are 50 crew units on board (scientists make up the extras). The scout has its normal shuttles available and can use them for any mission except WW, SP, or suicide. [The cruiser can use these shuttles for wild weasels as an exception to (J3.16).] The scout has been damaged and will collapse (be destroyed) if towed by tractor. If the Energy Monster is on the scout, it will roll for energy absorption normally, but cannot absorb any energy. The die roll in this case is applied directly to the scout as internal damage ignoring phaser directional restrictions. The monster does not gain any EL (energy level) towards splitting, but will continue attacking until the scout is destroyed even though the scout's EL will not be reduced below 2 until it is destroyed.

(SM11.46) THE ENERGY MONSTER: This monster tracks sources of energy and absorbs the energy from them.

(SM11.461) DETECTION: The monster has a sensory radius of 30 hexes. Each turn, the monster will begin to follow the object in its sensory radius with the highest energy level (EL); see (SM11.47). The monster analyzes (and possibly changes) targets at the start of each turn. Exception: The monster will stay with the scout, attempting to absorb energy from it, until the impulse it can sense something else, at which point it will begin pursuing this object. The monster will ignore a controlled seeking weapon or shuttle, treating it for all purposes as if it did not exist.

If an object with a higher EL later enters its sensory field, the monster will begin to follow the new target until:
- the end of the turn;
- it completely absorbs it (SM11.465);
- the target leaves the map, at which point the monster considers it destroyed and will select a new target; or
- an object with a higher EL enters its detection zone.

If two or more objects of equal EL are in its detection range at the same time and the monster has not already selected one, roll a die to determine which one it pursues. The monster considers plasma torpedoes which have run out of range (e.g., a plasma-F on what would be its 16th hex of movement) and drones which have gone inert as being destroyed. Suicide/scatter-pack/dummy shuttles which have gone inert are treated by the monster for all purposes as being a shuttle.

If a target was destroyed as a result of being absorbed, the monster will analyze all available targets in its sensory range and begin pursuing the one with the highest EL at that point. This analysis is done in the same impulse and at the same time that the current target is destroyed.

Cloaking has no effect on the monster's ability to detect EL. The monster will perceive and attack any unit whose hex it enters while in pursuit of another unit, but will only execute one attack and continue on to its target.

If no target is within its sensory range, the monster will "remember" and will move toward the scout at a speed of 16.

(SM11.462) DESTRUCTION: The energy monster cannot be destroyed by the means at hand, but if the cruiser gathers 100 points of information about it, the scientists will be able to figure out a means for later use. Weapons fired at the monster do not damage it, but the monster is credited with absorbing energy equal to the damage points scored.

(SM11.463) SYSTEMS: The monster cannot be tractored or boarded.

(SM11.464) MOVEMENT: The speed of the monster is 32, and acceleration is 32. It has a turn mode of 0 at all speeds.
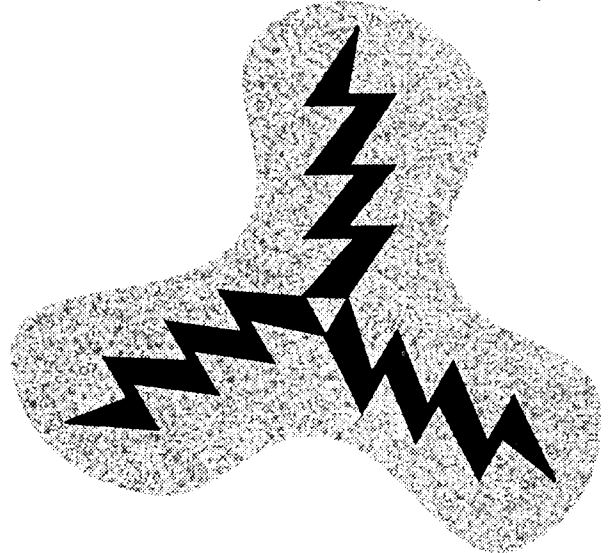
(SM11.465) ABSORPTION: If the energy monster enters a hex occupied by any object, it absorbs energy from that object. This is done at the point immediately following ESG resolution and is repeated every impulse until the object is totally absorbed, manages to break contact with the monster, or the monster detects a unit with a higher EL.

If the object is a ship, roll two dice and score this many damage points on engines or APRs/AWRs, while recording that the monster has absorbed this amount of energy. If the ship is reduced to two or less power points, the monster begins to damage it as the scout in (SM11.45) above until it is destroyed.

If the object is a seeking weapon or mine, it explodes when absorbed; the warhead/explosion strength is the number of energy points absorbed. If the monster is merely in the explosive radius of a mine when it detonates, it absorbs energy equal to 1/2 the mine's explosive value, rounding fractions up (e.g., an NSM would yield 18 points).

Probes launched for information have no warhead strength. If launched as a decoy, see (SM11.47) and (SM11.48) below. Shuttles and WWs are immediately destroyed, and their EL is absorbed.

(SM11.466) REPRODUCTION: The player must keep track of how much energy is absorbed by the monster. When this total exceeds 100, the monster immediately divides in half. The energy total is reduced by 100; the remainder is then divided evenly between the two "daughter" monsters.

Given enough energy, the monster can divide repeatedly (100 points per division).

Two or more monsters will always track different targets (if that many are available, otherwise some will track the same target). During the first turn that two monsters exist, one

will follow the target with the highest EL and the other the second highest. In later turns, the one closer to the target with the highest EL will follow it; the other will select the next highest EL target available.

(SM11.47) ENERGY LEVELS: In this scenario, every object has an energy level (EL), which is equal to the number on line 20 of the energy form (i.e., if you do not generate the power, it is not on line 20). Note that line 20 DOES include any power drawn from batteries or placed into batteries. The EL for shuttles/fighters is equal to their maximum speed without packs.

The EL of drones, regardless of their size, is one. All drones except type-VI and ADDs are considered to be type-I explosive in this scenario no matter what they really are. This is to keep the player from using a full load of null modules to try to beat the monster. The monster will not pursue type-VI drones at all.

ADDs cannot be fired at the monster at all and will be ignored for all purposes.

The EL of plasma torpedoes is 5 regardless of size; the monster is not fooled by PPTs and will not pursue them.

The EL of a suicide shuttle is equal to the warhead of the bomb it carries (from 3 to 18).

The EL of a probe is 24. See (SM11.48).

The EL of a WW is 35. See (SM11.48).

The EL of a web is zero, but if the monster enters a web hex, it will absorb all energy from the entire web and then move on without stopping.

Mines have energy levels equal to their explosive value if the monster absorbs them by entering their hex, but mines will not attract the monster in and of themselves. The monster might run over one. This is mainly a problem in a two-player variant where one player might want to use mines to "feed" the monster so it will split sooner.

(SM11.48) DECOYS: There are various systems that can be used to decoy the monster away from your ship.

(SM11.481) Probes are armed as in (G5.32) but are represented on the board by counters moving at a speed of 6. They may be launched at the monster (as seeking weapons) or launched into a predetermined course that must be a straight line (or regular pattern of sideslips to one side). Such probes do not produce information. Probes can be launched in the normal way for information. (Note that this is a special use of probes not applicable to combat against ships. While at first glance it might seem to be a rules change, it is actually a modification of the standard anti-matter probe rule employed in a non-combat situation. This employment has no value in combat or versus other types of monsters published to date.) Probes launched as decoys must be fired directly ahead of the ship as an anti-matter loaded probe would be. The probe cannot be fired on by any unit, only absorbed by the monster or lost when it exits the board.

(SM11.482) Drones can be used as decoys. If the drones are launched together and remain in one hex they count as a single target with their EL levels combined. If they are in different hexes, they count as separate targets of EL level one. Drones launched in a group to decoy the monster cannot "split" to go into different hexes, but must all remain together for their full time on the board.

(SM11.483) Drones, plasma torpedoes, and seeking shuttles must all be launched on ballistic trajectories; it will therefore not be possible for the player to "cut tracking" to non-self-guiding weapons to cause them to go inert and self destruct before the monster absorbs them. This is necessary as the monster will follow a control channel to the ship rather than to the unit the ship is controlling. The monster will ignore any seeking weapon that is controlled for all purposes, even if the

control channel is later discontinued. If the seeking weapons (drone, plasma, or shuttle) are destroyed by the launching ship through any means to keep the monster from absorbing them, the monster will never again pursue one.

(SM11.484) Wild weasels will function until voided, and until that point will appear as a 35 EL unit. If a weasel is voided, the monster will not pursue any further weasels. If the weasel is absorbed, the monster only gets the EL level of the shuttle the weasel was based on.

(SM11.49) SHUTTLE TRANSFER: Due to the monster's effect on local space, only one crew unit can be transferred by shuttle at a time to allow for sufficient shielding. If more than one crew unit is placed on the shuttle, all aboard perish.

(SM11.5) VICTORY CONDITIONS: The player scores one point for each crew unit transferred from the scout to the cruiser and 1/2 point for each point of information gathered, assuming that the cruiser successfully disengages. The level of victory (in %) is equal to the number of points scored [see (S2.3) to determine level of victory]. The crew units can be transferred by transporters or (one at a time) by shuttlecraft.

(SM11.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SM11.61) Once 100 points of information have been accumulated, and after at least 20 crew units from the scout have transferred to the cruiser, the scientists will require 64 consecutive impulses to determine the means of killing the monster. During all 64 impulses, the ship must remain within the sensory range of the monster. To determine the means of killing it, refer to the table in (SM4.5).

(SM11.62) An enemy ship (frigate?), will provide an additional challenge. The enemy ship will win by preventing the transfer of the crew from the scout, and not itself being destroyed.

(SM11.63) Have the monster divide every 50 (or 25) points of absorbed energy. This will make the monster VERY challenging. A monster with 25-point divisions and every-impulse re-evaluation of targets could obviously be defeated only by a Legendary Captain.

(SM11.7) BALANCE: To balance the scenario, the number of points required to cause the monster to divide can be adjusted. Unlike other monster scenarios, there is no adjustment for ship BPV since smaller ships have advantages (noted below) over larger ones.

(SM11.8) TACTICS: This scenario is basically a puzzle, but one with a solution totally different from any other. Obviously, the monster must be "kept at bay" by using the suicide shuttles and probes, but the speed of the monster is such that firing one of those would be more likely to attract the monster than lead it away. Remember that the monster is faster than your ship. Time your diversionary weapons carefully; if fired at the last minute, they will barely slow the thing down. Plan in advance; know what you are going to do two or three turns down the scenario. This is one case where the smaller ships will be at an advantage over the larger ones. Contrary to all previous tactics, the ship must keep itself electronically very quiet while maneuvering toward the stricken ship.

(SM11.9) PLAYTESTER COMMENTS: You can't go in with guns blazing and expect to win this one. A good scenario to force you to think in new ways about just what your ship can do, but after that is mastered, it becomes easy to solve. The variants provide a tougher monster (thereby allowing unlimited replay), and tactics must be changed as it increases in power. The best monster yet; you have to outwit him.

NOTE: Original publication as (SL55.0) in Captain's Log #3.

(U8.0) THE FRIGATE CAPTAIN'S GAME
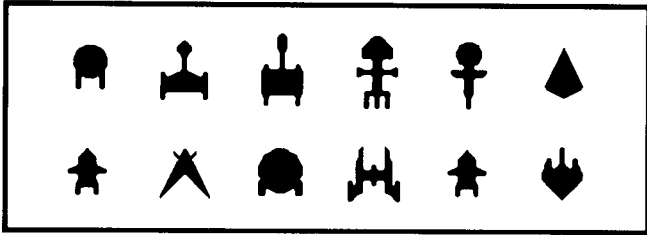
This campaign is similar to the Captain's Game (U2.0), but uses the smaller frigate-class starships. The campaign is conducted in the same manner; the rules listed here are the changes required to convert (U2.0) to frigates.

(U8.1) SCENARIOS

Make the following changes to (U2.1):
- In scenarios #1 and #3, the opponent will be a frigate.
- In scenarios #2, #4, #6, and #8 (monsters), the monster will be adjusted for the smaller ship as follows:
  - (SM1.0), (SM2.0), (SM3.0), (SM4.0) include balancing procedures.
  - (SM5.0): The research station has 10 crew units. Reduce point requirements by 50%.
  - (SM6.0): Adjust information required by (SM2.7).
  - (SM7.0): Use a young space dragon.
  - (SM8.0): Each weapon is destroyed by 30 points of damage; 180 points to destroy; close defense stops after 90 points of damage.
  - (SM9.0): Use (SH4.0); frigate is escort; victory = 3 points.
  - (SM10.0): $R = D \times V/125$ where R = required points to destroy, D = original points to destroy, V = basic point value of frigate.
  - (SM11.0): $R = 100 \times V/125$ where R required information and V = BPV of frigate. Replace scout with scout frigate holding 5 crew units of scientists.
  - (SH3.0): Play the side of the frigate; planet destroyed = 8 points, 900,000 = 4 pts, 100,000 = 2 pts.
- Replace scenario #5 with (SG4.0); the frigate is the escort; score as a duel; lose 1 pt per freighter captured.
- Replace scenario #7 with (SG28.0) Raid on a Survey Camp; start with 10 points and lose one at the end of each turn until victory.
- In scenario #9, the pirate is a Light Raider.

(U8.2) SHIP SELECTION

Players choose a frigate of a given race and use it in all nine scenarios. The opponents for scenarios 1, 3, and 7 should be from a race adjacent and inimical to the player's race [see (T1.0)], but could be of any race if the players wish to experiment with the possibilities. One or more opponents must be found to play the opposing ships.

(U8.3) ALTERNATIVES

One interesting project, which will take some organization, is for a local club of five people to each take a ship (from a different race) and play the various scenarios against each other. In the case of the duels, this is straightforward. Note that a player not participating in the campaign should play the pirate CR and LR against all five opponents.

(U8.4) VICTORY

The point totals in (U2.4) are replaced as follows:

0–10	=	assigned to suicide mission.
11–20	=	promoted to officer in charge of soft drink machines on a CVA.
21–25	=	promoted to officer in charge of frigate maintenance on a battle station.
26–30	=	assigned as assistant professor at academy.
31–40	=	continued in command of his ship.
41–50	=	promoted to executive officer of a cruiser.
51–65	=	promoted to command frigate squadron.
66+	=	legendary captain, remains in command of ship.

(U6.0) OPERATION UNITY

BATTLE FORCE RECORD FORM

ROUTE	A	B	C
BATTLE FORCE Round ___			
Lost			
Sent Home			
Added			
BATTLE FORCE Round ___			
Lost			
Sent Home			
Added			
BATTLE FORCE Round ___			
Lost			
Sent Home			
Added			

Players can make copies of this chart to keep track of the forces deployed on the three attack routes.

CAMPAIGN RECORD FORM

SECTION I: INVENTORY OF SHIPS

CLASS	CAMPAIGN TURN				
TURN #					
DN					
CC					
CA					
CW					
CL					
DW					
DD					
FF					
TUG					
FRD					
CV					
ESCORTS					

This section can be used to record the number of each ship class in service when rounds of a campaign are not played on the same day.

SECTION II: PRODUCTION

TURN #					

This section can be used to keep track of what ships were built during each turn of a campaign.

SECTION III: STATUS OF BASES

BASE/TURN					

This section can be used to record destroyed bases.

SECTION IV: SHIP ASSIGNMENTS

SHIP/TURN					

This form can be used to keep track of all of the ships in a "forces pool" and record what each of these ships were doing during each round of the campaign (in scenario, destroyed, under repair, in reserve, etc.).

PLAYERS have permission from ADB & TFG to make additional copies of this form for use in keeping records of their campaigns. (Making copies for sale is not permitted.) This form is semi-generic, with a wide variety of campaign record-keeping tables, and is not specifically tied to any particular campaign. Players may wish to make several copies, then cut them up and reassemble them to create a master with more copies of a section they particularly use, then copy the master. Players should note the campaign round # in the boxes on the top line of each chart.

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