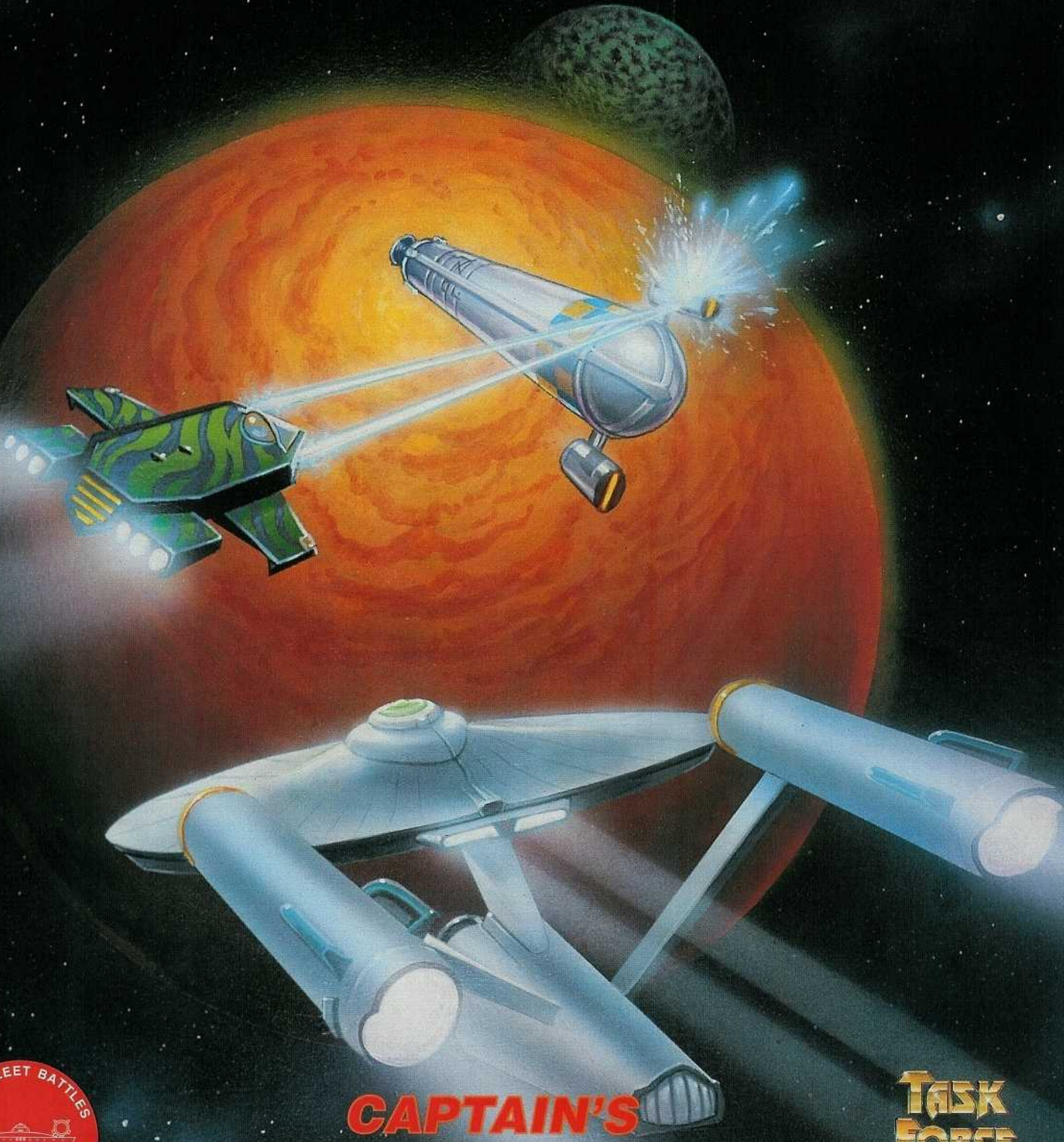


STAR FLEET BATTLES

SCENARIO BOOK #2



**CAPTAIN'S
MODULE S2**

**TASK
FORCE
GAMES™**

(Z22.0) NOTES ON SCENARIO BOOK #2

INTRODUCTION

When it came time to plan Module S2, we faced a challenge. While there were still plenty of scenarios from the old edition that needed updating, the new vitality of SFB was producing entirely new scenarios at a rate faster than the new Captain's Log format could accommodate. The solution, one you will no doubt approve of, was to design Module S2 as a mixture of revised and entirely new scenarios. It continues the process of telling the history of the SFB universe, a paragraph at a time, through its scenario introductions and outcomes.—
Steven P Petrick, SFB Scenario Czar

PUBLISHER'S INFORMATION

STAR FLEET BATTLES CAPTAIN'S MODULE S2 contains material for the Star Fleet Battles Captain's Edition game system. To use this product, you **MUST** have Star Fleet Battles BASIC SET. To use some portions of this product, you will also need **ADVANCED MISSIONS** and/or Modules C1, C2, J, and K. Modules R1, R2, R3, R4, and R5 will be helpful but are not absolutely required. Published by:

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MAP INCLUDED

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(G32.0) PRIME TEAMS

The Federation operates selected teams of individuals known as "Prime Teams." All other races operate similar units. A Prime Team is a group of 5–10 personnel trained for a variety of roles. They have the full capabilities of a crew unit, of a boarding party, of a commando squad, of a heavy weapons squad, of a hostage rescue team, of a scientific research unit, and of a diplomatic negotiation team.

(G32.1) DEPLOYMENT

All Prime Teams belong to fleet command headquarters, but some are more or less permanently assigned to key ships.

(G32.11) FLAGSHIPS: All command cruisers, survey cruisers, heavy command cruisers, heavy battlecruisers, diplomatic cruisers, dreadnoughts, and battleships nominally have a Prime Team on board. This can be added to the ship for the appropriate cost without counting against the limit of Commander's Option Points. True carriers cannot use this rule (G32.11). Hydran hybrid warships and Romulan Superhawk-A/Ks (not Bs) can use this rule.

(G32.12) HEAVY CRUISERS: Those ships classified as heavy cruisers can purchase a Prime Team, counting one-half of the cost against the limit of Commander's Option Points.

(G32.13) OTHER ships, including carriers, can purchase a Prime Team as part of their Commander's Option Points.

(G32.14) SPECIAL scenario rules might assign a Prime Team to virtually any ship or might specify that a ship which normally has such a team does not have one for a given scenario.

(G32.2) OPERATIONS

(G32.21) CREW: A Prime Team is treated as a single crew unit, but is in addition to the normal crew of a ship shown on the Master Ship Chart and SSD.

(G32.211) For purposes of the capacity of transporters or shuttles (or other similar cases), a Prime Team is treated as a boarding party (i.e., as half of a crew unit).

(G32.212) While a Prime Team can perform some functions of legendary officers, they are still treated as a crew unit and not as an individual, e.g., they could not be added to a transporter action without counting against the capability of the transporter.

(G32.213) A Prime Team cannot be killed by damage to the ship [(G9.21) and (D7.21)] or shuttle (G9.16). A Prime team cannot be attacked by a hit-and-run raid.

A Prime Team can be killed in boarding party combat (including ground combat and hit-and-run raids) but cannot be targeted by specific allocation (D15.33). If the Prime Team is "killed" while on the surface of a planet with a breathable atmosphere, roll one die when the scenario is over. If the die roll is a "1" or "2," the team somehow survived and returned to the nearest Federation base by means that remain classified.

A Prime Team would suffer the fate of any other crew unit if the ship, base, or shuttle they were in was destroyed. They would be the first crew unit evacuated during (D21.0) catastrophic evacuations (and are always in the separable section of the ship), unless the owning player chooses or designates otherwise.

(G32.22) COST: The cost of a Prime Team is 25 points.

(G32.23) MODE: All Prime Teams are designated during Energy Allocation as to what capability (G32.3) they will use for the ensuing turn. There is no delay while changing jobs. Assume that they will continue the function they performed on the immediately previous turn if no other notation is made. Unless the scenario specifies otherwise, they are assumed to

have been using (G32.31) on the turn before the scenario began.

(G32.24) KLINGON Dagger Teams (their equivalent of Prime Teams) never mutiny and are always loyal to the Empire (unless stated otherwise in a scenario). They will, of course, support a captain who is serving the Empire even if that captain is doing something that is technically against imperial regulations.

(G32.25) LIMITATIONS: Prime Teams cannot do any of the following: Prevent Klingon boom separations.

(G32.3) CAPABILITIES

A Prime Team has certain capabilities, some of which are similar to Legendary Officers (G22.0). In considering the capabilities of a Prime Team, it is important to remember that it is a team. The doctor or scientist or engineer in a Prime Team has the capabilities given below only when he is supported by the other members of his (or her) team, all of whom have been cross-trained in other skills and disciplines so that they can enhance the abilities of the primary team member performing a task. For example, all Prime Teams include a doctor, but this doctor cannot approach the near-legendary abilities noted below without the support of other Prime Team members who have been trained to provide just what the doctor needs. Hence, a Prime Team cannot "break up" and perform several duties simultaneously.

(G32.31) BOARDING PARTY: When not assigned any other function, a Prime Team is treated as a boarding party of "outstanding" crew quality level.

(G32.311) COMMANDO: A Prime Team can function as a commando squad (D15.84).

(G32.312) HEAVY WEAPONS: A Prime Team is trained to operate heavy weapons and can function as a heavy weapons team (D15.81). To adopt this role, however, the team would have to be (at the start of the relevant turn) either aboard a friendly warship or in a friendly base or military garrison. (They have to actually obtain the rocket-mortars or other heavy weapons from an arms room.)

(G32.32) CREW UNIT: A Prime Team can function as a normal crew unit. This is particularly useful when taking over an enemy ship, a mission Prime Teams were trained for.

(G32.33) ENGINEER: When functioning as an "engineering team," a Prime Team can perform repairs by (G22.411) once per turn on ships of his own race.

(G32.34) MEDICAL: When functioning as a "medical team," the Prime Team can "cure" one "wounded" crew unit or boarding party per turn. This takes effect at the end of the turn. They cannot cure "dead" crew units or "legendary" officers.

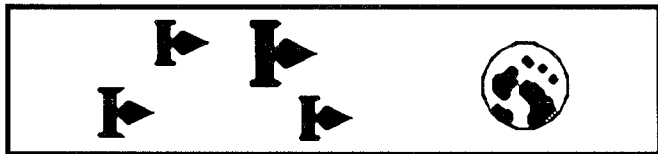
(G32.35) SCIENCE: When functioning as a "science team," the Prime Team counts as two Lab boxes as per (G22.31). They can perform this duty while also serving as the crew of a shuttle.

(G32.36) WEAPONS: Prime Teams can unlock the phasers, and only the phasers, of captured enemy ships during a scenario as per (G22.75).

(G32.37) SPECIAL scenario rules might provide for die rolls and other functions in such things as "negotiations." In these cases, the Prime Team (if assigned to support these actions) modifies the die roll by one in the most favorable direction.

(G32.38) LEADER: A Prime Team can function as a Legendary Ground Forces Officer but cannot provide this benefit to support the actions of armored ground vehicles. (Prime Teams are trained for light infantry operations and simply do not have the opportunity to train in how to control a mechanized force.)

This rule also appears in PRIME DIRECTIVE.

(SG48.0) REBEL REDUCTION**(Pre-Revolt)***by Steven Paul Petrick, Texas*

In the long reign of the Tholian Will, more than one system tried to go its own way. No matter how small or large the world, or what its resources were, the Tholians would not allow it.

This scenario is a typical reduction of a planet that has revolted against the Tholian Will. Lacking starships of their own (only the Tholians and Seltorians had real warships), the planet would rely on its planetary defenses. These systems would usually have been supplied by the Tholians to protect the planet from incursions by the occasional pirate.

The planets would generally find that the weapons were useless against the Tholians.

(SG48.1) NUMBER OF PLAYERS: 2; the Tholian Will player and the Rebel player.

This scenario can be easily adapted for solitaire play. The Tholian player tackles a "robot planetary defense system" by always having the planetary weapons fire on the ship with the statistically best chance of the most internal damage.

(SG48.2) INITIAL SET UP

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

THOLIAN WILL: NCA, NDD, 2x NFF; enter from any map edge on Impulse #1 of Turn #1, heading at player's option, speed max, WS-III.

REBEL: Each planetary hex side has four Ground Based Defense Phaser-4s, WS-III.

(SG48.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG48.4) SPECIAL RULES

(SG48.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Tholian Will units can disengage in any direction.

The Rebel units cannot disengage.

(SG48.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SG48.421) There are no MRS shuttles in the Tholian Home Galaxy.

(SG48.422) There are no fighters in this galaxy.

(SG48.423) There are no PFs in this galaxy.

(SG48.43) COMMANDER'S OPTION ITEMS

(SG48.431) There are no Commander's Option Items in this scenario.

(SG48.432) There are no drones in this galaxy.

(SG48.433) It is not known if any equivalent of Prime Teams existed in the original Tholian Home Galaxy. If players wish to experiment with the (G32.0) rules, the NCA can carry one such team while the rebels are given 25 additional Commander's Option Points to distribute among their forces as desired or to purchase additional units.

(SG48.44) REFITS: There are no refits available to any units in this scenario.

(SG48.5) VICTORY CONDITIONS: The Rebels win if they have one or more ground bases undestroyed at the end of the scenario. They win an amazing victory if they destroy the NCA in addition to not losing all their bases. Any other outcome is another day of rebel reduction for the Tholians.

(SG48.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG48.61) Replace the Rebels with Seltorians by adding one web breaker base to each hex side. In this variation, the Tholians win if they destroy more than half the bases and disengage the NCA intact. (Other forces will finish the job.)

(SG48.62) Experiment with electronic warfare by adding three small ground warning stations to the planet, one facing hex side A, one facing hex side C, and one facing hex side E. Add a Tholian Scout to the Tholian Will forces. None of these units exist in the old galaxy, of course.

(SG48.63) For a smaller and faster battle, delete one Ground Based Defense Phaser-4 from each hex side of the planet and one NFF from the Tholian force.

(SG48.64) Replace the two NFFs with Seltorian FFs, and require the Tholian player to conduct a ground attack on a Ground Combat Location (GCL) (D15.11) (pick a hex side by non-secret die roll) to capture the royal family of the rebel planet. This will be considered accomplished if the GCL is captured. The GCL has ten BPs and three Ground Defense Systems (GDS) (D15.12).

(SG48.65) Assume that the rebel planet had managed to cobble together some space forces. Add two small phaser-armed freighters and a large disruptor-armed freighter to the Rebel forces, and add a second NDD to the Tholian Will's enforcement squadron.

(SG48.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG48.71) Change one or more NFFs to an NDD.

(SG48.72) Replace the NCA with an NCL.

(SG48.73) Delete or add Ground Based Defense Phaser-4s to or from the planet.

(SG48.8) TACTICS

THOLIAN: Careful use of your web casters should result in a relatively bloodless (for you) victory. If you cannot figure out how, send a stamped self-addressed envelope to ADB (or ask by Email) and we'll tell you. We don't want to ruin it for everyone by revealing it here.

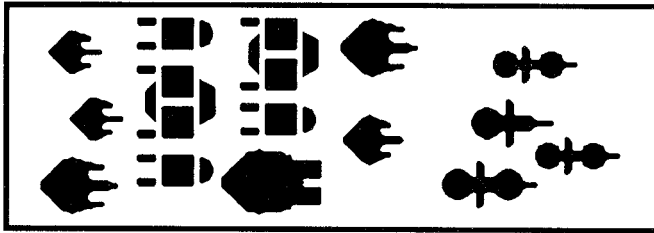
REBEL: Hope the Tholians make a mistake. Shooting before the first web solidifies is risky. You need to fire everything to try to score internals. However, if you do, the Tholian can safely slip into range 5 and use his particle cannons as well as his phasers. Fire on the ship that stays away to cast the web needed to protect the other ships.

(SG48.9) PLAYTESTERS COMMENTS: A good scenario for demonstrating the use of webs in the reduction of fixed defenses. It illustrates how the Tholians were able to dominate a galaxy.

(SG48.X) DESIGNER'S NOTES: This scenario was designed as a tactical puzzle which might have been used to train command students at the Will's equivalent of the Academy. It does have a solution, but it requires the student (i.e., the player) to have a good working knowledge of web casters and a good sense of timing.

HISTORICAL OUTCOME: Typically, another planet reduced and later forced to pay the costs of repairing its own defenses.

(SG49.0) SUPPLY FLEET



by Gregory D. Wieland, New Mexico

Intelligence reports that enemy forces are massing on their border. This may be a show of force, preparations for a short incident, or the opening stages of a major war.

As part of your fleet's preparations for whatever is to come, important supplies (including fuel, provisions, spare parts, and crated fighters) must reach one of your border outposts before hostilities begin. An enemy raiding force attacks the convoy, attempting to destroy it.

(SG49.1) NUMBER OF PLAYERS: 2; the convoy player and the raiding player. Players have a choice of races; see (SG49.46).

(SG49.2) INITIAL SET UP

CONVOY PLAYER: Set up first within 3 hexes of 0426, heading B, speed 4, WS-I. See (SG49.46) for ships.

RAIDING PLAYER: Set up within 5 hexes of 0606, heading C or D, speed max, WS-III. See (SG49.46) for ships.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y165 is assumed if no other selection is made.

(SG49.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. Raiding ships must disengage before the end of Turn #6, or they are considered to be destroyed.

(SG49.4) SPECIAL RULES

(SG49.41) MAP: Use a floating map.

The convoy player's units can only disengage in directions B or C. The raiding player's units can only disengage in directions A or F. Units which disengage in unauthorized directions are considered destroyed.

(SG49.42) SHUTTLES AND PFs: All shuttles and PFs have or do not have warp booster packs dependent on the year selected for the scenario.

(SG49.421) If using the optional MRS shuttles, each side may have one MRS shuttle on a ship eligible to carry one under the provisions of (J8.5).

(SG49.422) If using EW fighters, one of the fighters in each squadron of eight or more fighters is an EW fighter. If not using EW fighters, it will be a standard fighter of the most common type on the carrier. Note that the year selected for the scenario may prohibit the use of EW fighters.

(SG49.423) There are no PFs in the basic scenario, but if the year selected allows their use, each player may add two casual PFs to his force. Exception: In the case of the Federation, add two Police Cutters. See also (SG49.465).

(SG49.43) COMMANDER'S OPTION ITEMS

(SG49.431) 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 an MRS shuttle provided under (SG49.421) will count against the 20% of the ship it is on if it is used.

(SG49.432) All drones will be the appropriate speed for the year selected for the scenario. Note that medium or fast speed drones are available as restricted or limited availability items in some years prior to their general availability and are available for purchase under those terms in those years.

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.

(SG49.433) If the Raiding Player wishes to use a Prime Team (G32.0), he can purchase one (25 points) as part of his Commander's Options (using points from any or all of his ships).

(SG49.44) REFITS will be applied in accordance with the year selected for the scenario. All ships will have all standard refits available for the year of the scenario. This can have a significant impact on BPV and scenario valance.

(SG49.45) SUBLIGHT: Freighters cannot use sublight evasion in this scenario as the cargoes they are carrying must be delivered.

(SG49.46) SUPPLY FLEET: Players have a choice as to which race they will use. Note that each of the forces presented here does NOT include any refits (including the ISC rear plasma, plasma-G to plasma-S, and side phaser-3s), and all fighters are assumed to be the earliest versions available:

Race	Convoy Escort	Raiding Force
Federation	Tug, 1xFF, 1xDE, 1xNCL, 1xCVS, 1xFFE	* 1xCC, 1xNCL, 1xDD, 1xFF
Klingon	Tug-A, 2xE4E, 2xD6, 1xD6V	1xD7C, 1xD6, 1xF5C, 1xF5
Romulan	2xFreight Eagle, 2xWE, 2xWH, 2xSNE	1xKRC, 1xSPA, 1xSKA, 1xK4R
Kzinti	Tug-C, 1xMEC, 1xCS, 1xCV, 1xEFF	1xCC, 1xCS, 3xFF
Gorn	Tug, 1xBDD, 1xDD, 1xHDE, 1xHDV†, 1xBDE	1xCA, 1xHDD, 2xBDD
Tholian	3xCPC, 1xPC, 1xBW, 1xPCE, 1xDD, 1xCA	* 1xCA, 3xDD, 1xPC+
Hydran	Tug, 1xLancer, 1xCuirassier, 1xKnight, 1xHorseman, 1xRanger	1xDragon, 1xLancer, 1xCuirassier, 2xHunter
Lyran	Tug-C, 1xFF, 1xDD, 1xCWE, 1xCVL†, 1xFFE	1xCA, 1xCW, 2xDD
ISC	Tug, 1xDE, 1xCS, 1xFF, 1xCVL, 1xFFE	1xCA, 1xCL, 2xDD
Orion	(Are you kidding?)	1xCA, 2xCR, 2xLR

(SG49.461) Add two large and three small freighters to all convoys.

(SG49.462) The carrier in a convoy force could be replaced by a PFT if the selected year allows their use. If so, delete one small freighter and replace the carrier escorts with normal war ships of the next smaller class, e.g., CWE with DD, DE with FF, FFE with Police ship.

(SG49.463) The convoy player can use only cargo (or self-defense, if such are available) pods on the tug. The convoy player can substitute a Q-ship (large or small, but must be the

same size as the freighter it substitutes for) for any one freighter. This, of course, lowers his potential score under (SG49.5). Tholian CPCs may only use Tholian cargo packs or self-defense packs, not Federation cargo pods. Note that Tholian warships can also carry cargo packs.

(SG49.464) The Tholians and the Federation (*) would not be likely to be the aggressors in a war, but might be conducting the raid to forestall enemy aggression by disrupting the preparations for an attack. Orions might have been hired to make the raid, especially by the Federation, allowing them "plausible deniability" that they had committed such an act. The Lyran CVL† and Gorn HDV were not available in Y165, but players may experiment with using it in this scenario. Alternatively, delete the carrier group and replace it with standard warships (of the selected year) of the equivalent BPV.

(SG49.465) Attacking force could be replaced by two flotillas of standard PFs, including one leader and one scout variant in each flotilla, but the year is assumed to be Y183 or later. You could also use 24 Class-III fighters representing a raid launched by a heavy carrier or two medium carriers in Y170 to Y177. Or you could use two flotillas of Interceptors in Y178-Y180.

(SG49.466) Orion option mounts are limited only by the requirements of (G15.0), with the enemy being engaged establishing the operating territory of the pirates.

(SG49.467) The convoy force fighters are all Class-I.

(SG49.5) VICTORY CONDITIONS: Victory is determined by the number of undestroyed cargo boxes remaining in possession of the convoy player at the end of the scenario:

Undestroyed Boxes	Level of Victory
0-25	Raider decisive
26-50	Raider tactical
51-75	Draw: Tie scenario
76-100	Convoy tactical
100-125	Convoy substantive
125+	Convoy decisive

(SG49.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG49.61) Allow the attacker 500 BPV to purchase his own raiding force. This BPV includes the cost of all refits and drone speed upgrades, but not any items purchased under (SG49.431) or special drones purchased under (SG49.432).

(SG49.62) Add a small (no more than 100 BPV in basic cost without option items) scout to the convoy. Add a war cruiser scout to the raider's force. Orions can only use a CR with special sensors in the option mounts.

(SG49.63) Delete all the carriers (and their fighters and escorts) from each convoy. Reduce the attacking force by one size class 3 unit and one size class 4 unit. Exceptions: The Tholians lose the PC+ and one DD; the Hydrans lose two Hunters.

(SG49.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG49.71) Change the raiding heavy cruiser hull to an equivalent war cruiser hull, e.g., change the Fed CC to a CLC.

(SG49.72) Replace the convoy carrier groups with normal warships of their hull types.

(SG49.73) Delete or add a frigate to the convoy.

(SG49.8) TACTICS

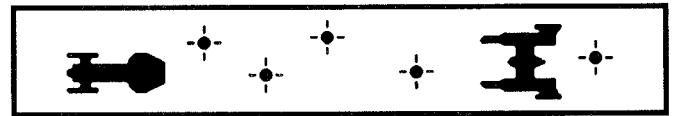
RAIDER: Standard convoy tactics must be adjusted due to the large number of warships in the escort. Normally, crippling a freighter means it will be left behind, but now there is a

warship to stay with it or tow it. One tactic is to blow clear through the convoy, hitting an escort as you go in, grabbing a freighter as you go through, and laying mines as you go out.

CONVOY: While your convoy is much better protected, the enemy is not just the odd pirate! One very plausible approach is the "starbase" concept. All ships stop, use tactical warp maneuvers, and put all of their power into shields and weapons. Every warship grabs one freighter with tractors to keep them from being towed off. This also lets them rotate the freighters to expose undamaged shields. Of course, it also surrenders the initiative to the raiders.

(SG49.9) PLAYTESTER COMMENTS: An interesting scenario because this is a military convoy, as opposed to a civilian one. There is a huge amount of firepower, but it cannot stop direct-fire weapons from hitting the freighters.

(SG50.0) BLACK HOLE MANIA



by Steven Wheeler, Texas

Two ships are involved in a duel to the death, but the very fabric of space is coming unglued around them as black holes appear out of nowhere. Oblivious to the gravity of the situation, the two ships continue their duel.

(SG50.1) NUMBER OF PLAYERS: 2; Player A and Player B.

(SG50.2) INITIAL SET UP

TERRAIN: Black hole (P4.0) in hex 2215; see (SG50.45).

SHIP A: In 0101, heading C, speed 10, WS-III; see (SG50.47).

SHIP B: In 4229, heading F, speed 10, WS-III; see (SG50.47).

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.

(SG50.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG50.4) SPECIAL RULES

(SG50.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

This is the only method of disengagement allowed in this scenario. No ship can leave the board until the other ship is destroyed, but once this is accomplished, the surviving ship can leave the map in any direction.

(SG50.42) 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.

(SG50.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG50.431).

(SG50.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SG50.423) There are no PFs in the basic version of this scenario, but casual PFs may be added to the ships, or the players might use entire flotillas in place of the ships.

(SG50.43) COMMANDER'S OPTION ITEMS

(SG50.431) 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.

(SG50.432) All drone speeds and types are available subject only to 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. Note that (S3.2) allows drone ships extra points for this purpose.

(SG50.433) If players wish to use the optional rules for Prime Teams (G32.0), each ship can carry one team.

(SG50.44) REFITS: All refits are available depending on the year of the scenario.

(SG50.45) BLACK HOLES: Each turn, a new black hole is created.

(SG50.451) Black holes appear after the Post Combat Segment of Impulse #16. To determine where, roll one die to determine the direction (from the immediately previous black hole) and two dice to determine the distance (again, from the immediately previous black hole). The black hole is placed in the indicated hex, but does not begin functioning as a black hole until the end of Impulse #32, e.g., if a black hole appeared in the same hex as a ship, the hex would still be considered to be open space until Impulse #32.

Example: At the end of Impulse #16 of Turn #1, roll for the next black hole. If the direction roll was 4 and the distance was 2+5, the new black hole would be in 2222.

(SG50.452) If the system scatters the black hole off the map, just move to the opposite side and continue. For example, the black hole for last turn was in 0418; the new black hole is 9 hexes in direction 6. Count 3 hexes to 0117; hex 4217 is the 4th hex; this new black hole will be in 3715.

(SG50.453) Black holes cannot themselves be pulled toward another black hole.

(SG50.454) A ship can only be moved (affected) by the nearest black hole. If the ship is exactly equidistant from the two (or more) nearest black holes, toss a coin to see which one affects the ship.

(SG50.455) The effects of (P4.2) are cumulative with all black holes in range.

(SG50.46) INSANITY: For reasons not understood, the appearance of so many black holes in a region of space fosters a form of madness in sentient species. The result is that no ship in such a scenario will retreat, no matter how badly damaged, unless and until its opponent is destroyed. There is no negotiation and no possibility of surrender.

(SG50.47) SHIP SELECTION: Players should agree on the BPV of their ships, including all Commander's Option Items in the BPV totals, before setting up this scenario. It is recommended that the ships be cruisers of 140 BPV in the basic scenario. Players are strongly advised that Andromedan ships with displacement devices have a considerable advantage over non-Andromedan ships in this scenario. Optionally, tournament ships might be used.

(SG50.48) END GAME: The scenario does not end so long as any unit with a crew on board remains on the map. Such remaining units must attempt to leave the board (if the enemy has been destroyed) or initiate their own attack, by whatever means is possible, if the enemy is not destroyed. For this purpose, an enemy counts as destroyed if he is in such a position that he will be pulled into a black hole without any hope of evading destruction.

(SG50.5) VICTORY CONDITIONS: In this scenario, victory consists solely of destroying your opponent and successfully leaving the map (including the escape of a separated section after the enemy ship has been destroyed, for this purpose), and defeat is being destroyed without at least destroying, or ensuring the destruction of, your opponent. Any other result is a draw.

(SG50.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG50.61) The black holes could be replaced by variable pulsars. Alternatively, players could work out a random table of objects (planets, mines, etc.) that could arrive.

(SG50.62) Instead of two ships, use two squadrons of small ships, say each of three frigates, or even flotillas of PFs.

(SG50.63) For increased terror, use (D22.0) Energy Balance Due to Damage.

(SG50.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

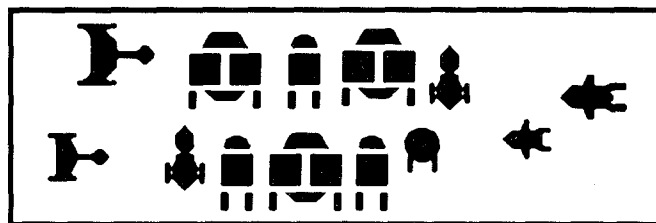
(SG50.71) Give the weaker player more BPV to work with in selecting his ship.

(SG50.72) Applying 10 (or more) points of random internal damage to the stronger player's ship before the scenario begins.

(SG50.8) TACTICS: Go read the black hole rules — CAREFULLY. Note when ships are moved and at what speed. Note, for example, that ships within 5 hexes of a black hole are moved at a speed of 12. Keep your speed up to about 20. Plot an HET every turn, but do not use it unless you are desperate (tumbling is likely to be fatal). Seeking weapons tactics require revision as the black holes speed up or slow them down, or the black holes can pull a target out of the way. Fighters have an annoying habit of disappearing altogether. One good punch may be enough; damaged ships tend not to last too long.

(SG50.9) PLAYTESTERS COMMENTS: An interesting terrain variation. Perhaps some space-god's young child is playing with his black hole collection? This scenario was often met with groans and dismissed as silly or trifling. Those who played it, however, found it to be enjoyable and refreshingly different.

(SG51.0) HEY, THAT'S MY FREIGHTER!



by Daniel Rafoli, California

During the General War, the Orions Pirates found themselves competing for freighters with raiding cruisers. The Pirates wanted the freighters for themselves; the raiders wanted those freighters destroyed.

(SG51.1) NUMBER OF PLAYERS: 3; the Convoy player, the Raiding player, and the Orion player.

(SG51.2) INITIAL SET UP

CONVOY: 3x Large Freighters, 2x Small Freighters, 1x Small Q-Ship, 1xFF, 2x Police ships; all within 5 hexes of 2215, heading A, speed 10, WS-I.

RAIDER: Two ships, one of size class 3 and one of size class 4 (no police ships), total combined BPV of 200, on any hex(es) of the 01xx map edge, heading B or C, speed max, WS-III. Note that this will usually be a CW and an FF.

ORION: Two ships, one of size class 3 and one of size class 4, total combined BPV of 180, on any two adjacent hexes of the 42xx map edge, heading E or F, speed max, WS-III; see (SG51.45) for option mounts. Note that this will probably be an MR and an LR, or an HR and a DW.

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.

(SG51.3) LENGTH OF SCENARIO: The scenario continues for 8 turns, after which reinforcements will arrive to save the convoy. Any raider or Pirate ships still on the map at the end of Turn #8 are considered to be destroyed.

(SG51.4) SPECIAL RULES

(SG51.41) MAP: Use a floating map.

The Convoy units can only disengage in direction A.

The Raider units can only disengage in direction E or F.

The Orion units can only disengage in directions B or C.

Units which disengage in unauthorized directions are considered destroyed.

(SG51.42) 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.

(SG51.421) MRS: Multi-role shuttles (J5.0) are available only to certain ships. MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG51.431).

(SG51.422) 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.

(SG51.423) Players with access to Module K might choose to add PFs to the scenario within those rules.

(SG51.43) COMMANDER'S OPTION ITEMS

(SG51.431) Each (non-freighter) ship, including the Q-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.

(SG51.432) All drone speeds and types are available subject only to 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. Note that (S3.2) allows drone ships extra points for this purpose.

(SG51.433) Prime Teams (G32.0) are not available in this scenario.

(SG51.44) REFITS: All refits are available, depending on the players' mutual agreement on the year of the scenario.

(SG51.45) OPTION MOUNTS: The option mounts on the Orion ships can be filled with any weapons that are available to a selected cartel whose operating zone includes both the

Convoy player's racial area and the raiding player's racial area. Option mounts must be selected in writing after the Convoy and Raider players' indicate their races but before they indicate what ships they will use.

(SG51.46) SELF-DESTRUCTION: The freighters cannot self-destruct or attempt sublight evasion, even if captured by the Orions or the Raider player.

(SG51.5) VICTORY CONDITIONS

All players: Count the number of freighters in your possession at the end of the scenario. Count large freighters as two, small freighters and the Q-ship as one. Reduce this number by one for each of your warships that was crippled, by two for each of your warships that was destroyed or captured. Increase the number by one for each crippled enemy ship [the Orions and raiders do not count each other], by two for each destroyed or captured enemy ship. [Each ship can count only once; if a ship is captured, don't count it as crippled also.]

Convoy Player: Using the above calculation, count crippled freighters at 1/2 value. Count a captured Pirate ship as three. If the result is five or more, the Convoy player wins.

Raiding Player: Use the above calculation, but count destroyed freighters as if they were captured no matter who destroyed them. If the result is eight or more, the Raiding player wins.

Orion Player: Using the above calculation, ignore any points for warships escorting the convoy. If the result is five or more, the Orion player wins.

NOTE: It is theoretically possible for more than one player to "win." This means that the player did better than could, on average, have been expected of him under the circumstances.

(SG51.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG51.61) Substitute a CVS group for the Raiding player's force. Use an Orion CVS as one of the two Orion ships. Add an AuxCVL to the Convoy player's force.

(SG51.62) Frequently, the raiders (both of hostile races and Orion Pirate variety) would seek to strike from covering terrain. To simulate this, set the action up in an asteroid field (P3.0).

(SG51.63) Limit the Raiding player and the Orion player to only 130 BPV and a single size class 3 ship; delete the convoy player's FF.

(SG51.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG51.71) Change the Small Q-Ship to a Large Q-ship.

(SG51.72) Replace the convoy escort FF with a CL.

(SG51.73) Increase or decrease the BPV available to either (or both) the Raiding player or the Orion player.

(SG51.74) Allow the Convoy player to replace one or more of his freighters with armed freighters.

(SG51.8) TACTICS

CONVOY: You are going to get plastered coming and going. Gather all of your ships in a small group, and "dig in" [speed zero, shields reinforced, weapons facing out] for defense. Launch all of your shuttles; a dozen phaser-3s will make a dent in an approaching enemy. Be ready to use your tractors to block enemy attempts to tow off your freighters. Hit the smaller ships of each enemy; destroying them can salvage a victory.

RAIDER: Blast the escorts and take the freighters. There is really not much chance to work with the Orion; there just aren't enough points to divide up. One possibility is to stay

away from the convoy escorts and pick off the Orions. Once they are gone, you can carve up the convoy (if you have time).

ORION: There isn't time for finesse or the old "thief at the fire" trick. You have to close with the convoy, waste the police ships, grab some freighters, and run for it.

(SG51.9) PLAYTESTER COMMENTS: A new twist on the old convoy battle.

(SG52.0) RAID ON A MINING PLANET



by Michael E. Bennett, Georgia

A Orion Pirate salvage cruiser attempts to slip through police patrols to raid a mining planet. If successful, the Pirate will have his cargo holds filled with dilithium crystals. If unsuccessful, the Pirate could find his ship crippled or worse. The planet's defenses are formidable, and the Pirate must locate the crystals before he can steal them.

(SG52.1) NUMBER OF PLAYERS: 2; the defending player and the Orion player. There is also a solitaire variant.

(SG52.2) INITIAL SET UP

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

DEFENDER: Five defense satellites appropriate to the race of the defending player (R1.15B) in clockwise standard orbits (P8.0), beginning in 2214, 2316, 2116, 1914, 2517. The defense satellites are at WS-II.

Six ground-based phaser-1s (R1.14), one on each side of the planet, WS-I.

Small Mining Station on one hex side, recorded secretly; see (SG52.45).

ORION: Salvage Cruiser enters from any map edge on Turn #1, facing at the option of the Orion player, speed max, WS-III; see (SG52.46).

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.

(SG52.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #15.

(SG52.4) SPECIAL RULES

(SG52.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Orion ship can leave the map from any map edge.

(SG52.42) 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.

(SG52.421) MRS: Multi-role shuttles (J5.0) are available only to certain ships. MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG51.431).

(SG52.422) If using EW fighters (R1.F7), 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.

(SG52.423) Players with access to Module K might choose to add PFs to the scenario within those rules.

(SG52.43) COMMANDER'S OPTION ITEMS

(SG52.431) 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.

(SG52.432) All drone speeds and types are available subject only to 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. Note that (S3.2) allows drone ships extra points for this purpose, and that there are some specific limitations on the types of drones that can be used by defense satellites (see the rules for each type of special drone).

(SG52.433) Prime Teams (G32.0) are not available in this scenario.

(SG52.44) REFITS will be defined by the year selected for the scenario. There are no refits for ground stations or defense satellites.

(SG52.45) DILITHIUM CRYSTALS: The Pirate's objective is to seize a stockpile of dilithium crystals. To do this, he must locate the crystals, eliminate the defenses, and then recover the crystals.

(SG52.451) The crystals (12 cargo boxes of them) are all located in the cargo boxes of the mining station. To locate the mining station, the Pirate must circle the planet in one continuous orbit (at a range of 5 hexes or less) and gain at least 10 points of information by using its control spaces as labs. This can only be done because the ship's sensors have been specially tuned for dilithium. Once this is done, the defending player must reveal the written record of which hex side the mining station is on. If the mining station takes any action, such as launching a shuttle or firing its phasers, its location is revealed to the Orion player immediately.

(SG52.452) Once the shield of the mining station is eliminated, the crystals can be recovered by boarding parties. Each boarding party is transported to the planet as in a hit-and-run raid, but there is no die roll. Each "raid" recovers one cargo box of crystals. The defending player cannot conduct such recovery raids as these use special gear and preparations.

(SG52.453) Crystals in destroyed cargo boxes are destroyed and cannot be recovered. For purposes of this scenario, only one cargo box in the mining station may be marked destroyed for every four cumulative internals, e.g., nine internals would destroy two cargo boxes, a further three internals would destroy one additional cargo box. Cargo boxes destroyed in this way are always the last box of any given volley.

(SG52.454) The mining station cannot self-destruct, and the defending player cannot move the crystals by any means. The defending player cannot destroy the crystals except by destroying cargo boxes on the Orion ship containing such crystals.

(SG52.46) OPTION MOUNTS: The option mounts on the Orion ship can be filled with any weapons that are available to a selected cartel whose operating zone includes the defending player's race.

(SG52.47) DISENGAGEMENT: The Pirate ship must leave under warp power before the end of Turn #15, or it is considered destroyed by arriving relief forces.

(SG52.5) VICTORY CONDITIONS: The Pirate's success depends on the number of crystals recovered. Note that if the ship does not leave the map in time, the Pirate loses the scenario.

0 crystals recovered = Pirate crew suggests the captain retire by stepping out the airlock without a space suit.

1-3 crystals recovered = enough profit to pay for the raid.

4-6 crystals recovered = bonuses for captain and crew.

7-9 crystals recovered = enough profit to take a long vacation while planning similar raids.

10+ crystals recovered = Federation pays huge blackmail to avoid further attacks.

Reduce the number of crystals recovered by one for each 10 points of internal damage on the ship to pay for repairs. Ignore any damage less than 10 points, but include any damage repaired in the count (spare parts still have to be paid for). A net score of less than zero is considered equal to zero.

(SG52.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG52.61) This scenario can be played solitaire. Each defense satellite will launch one drone per turn at the first legal opportunity if it has a drone remaining and the ship is within 15 hexes. Each defense satellite and GBDP will fire its phasers at the ship when it comes within 5 hexes. If the ship is within that range at the start of the turn, the phasers will fire as soon as they are allowed to by the 1/4 turn delay rule. If a satellite is fired on with direct-fire weapons during the turn but the firing unit does not move within 5 hexes by the end of the turn, the phasers will then fire at that ship on impulse #32. Once the Pirate ship has achieved the necessary information level under (SG52.451), roll one die to determine which hex side the mining station is on. The mining station cannot fire its phasers until it has been located and cannot launch its shuttles at all. All other rules work as stated.

(SG52.62) Use the Ground Combat rules (D15.0) to attack the mining station. The mining station is a single GCL with three control stations, three GDS turrets, and six militia squads (these are all available crew units from the mining station converted to this role) in addition to the four regular BPs. It is assumed that 14 additional BPs have been purchased for the Pirate ship, including two heavy weapons squads and two commando squads, and that the admin shuttles have all been replaced with GAS shuttles. In this variant, the Orion is allowed two additional turns to accomplish the mission, and exit the map, and can only recover the crystals by capturing the station. Note that this can best be accomplished by landing the ship on the planet, as there are otherwise not enough transporters to accomplish the task.

(SG52.63) Use a Light Raider and only the Defense Satellites, not the ground based phasers.

(SG52.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG52.71) Change the Salvage Cruiser to a Raider Cruiser or Battle Raider.

(SG52.72) Replace the Ground Based Defense phaser-1s with Ground Based Defense phaser-4s or Ground Based Defense phaser-2s.

(SG52.73) Increase or decrease the number of turns available to the Orion to accomplish his mission.

(SG52.8) TACTICS

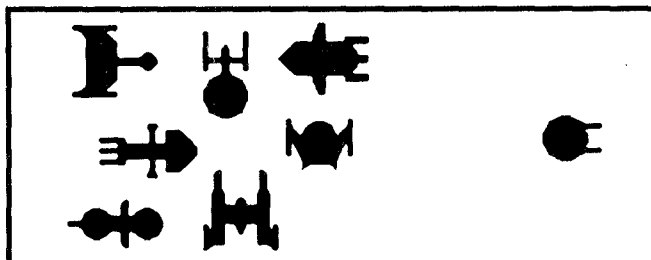
ORION: You have to knock out the satellites with long-range fire, then survive the ground based defenses while you

locate the storage facility. The ground stations are virtually defenseless against drones, so use them to eliminate this threat. Photons are an excellent choice because of their long-range effectiveness against satellites and their "adjustable" overload feature against the mining station's shield.

PLANET: The point, of course, is to cause as much damage to the Pirate as possible. Concentrate the fire of several weapons on him to maximize the damage.

(SG52.9) PLAYTESTER COMMENTS: A fascinating solitaire scenario; new challenges for any ship captain. At last, something for the Pirates to do besides raiding another convoy!

(SG53.0) GRAVEYARD OF SHIPS, PART I



by Steven Wheeler, Texas

Exploring a new sector of space, your ship discovers a collection of wrecked hulks in a negative energy zone. As you move in to investigate, some of the ships open fire.

(SG53.1) NUMBER OF PLAYERS: 2; the Explorer player and the Cluster player.

(SG53.2) INITIAL SET UP

TERRAIN: The entire map is a negative energy zone (SG53.47).

EXPLORER: One cruiser (115-135 points) in 0403, heading C, speed 10, WS-I.

CLUSTER: Federation CA in 2215.

Klingon D6 in 2212.

Romulan WE in 2514.

Kzinti CS in 2517.

Gorn CA in 2218.

Orion CA in 1917; see (SG53.45).

Lyran CA in 1914.

All Cluster ships are at speed zero, WS-I. Determine facing randomly (roll one die for each ship and turn it to face the direction indicated). See special rules.

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.

(SG53.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG53.4) SPECIAL RULES

(SG53.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Explorer units can only disengage by leaving the map but may do so in any direction. The Cluster units cannot disengage by any means.

(SG53.42) SHUTTLES AND PFs: The presence of warp booster packs (J5.0) on any fighters or PFs (to increase their speed) will depend on the year in which the scenario is set.

They were introduced for fighters in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SG53.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG53.431), but there is no reason to do so.

(SG53.422) There are no fighters in this scenario, as even if there were they could not be launched.

(SG53.423) There are no PFs in the basic version of this scenario. Casual PFs might be added in a variation.

(SG53.43) COMMANDER'S OPTION ITEMS

(SG53.431) The Explorer ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 10% of its Combat BPV. See (S3.2) for details and exceptions. The reduced allowance reflects not that supplies are short, but that a ship captain would not normally only purchase options that will be useful to him in this unusual scenario. The Explorer ship cannot purchase extra probes.

(SG53.432) The speed of the 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 (SG53.431), but is included in the total value of the ship under (SG53.2).

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.

(SG53.433) If players wish to use the optional rules for Prime Teams (G32.0), the Exploring ship can have one team, and the trapped ships can have one team (assembled from the survivors of teams that were originally on the ships).

(SG53.44) REFITS are available according to the year of the scenario, but note that the derelicts have not been refitted as they have been trapped in the zone for several years.

(SG54.45) ORION CA. The option mounts are equipped with disruptors. It cannot double its power systems.

(SG54.46) EXPLORER RESTRICTIONS: The Explorer ship cannot be a troop transport. The ship cannot self-destruct under any circumstances. If the Explorer player captures one of the derelict ships, it cannot use any of the systems under (D7.5) (the ships have been so severely jury-rigged that it would take the crew of the Explorer ship hours to figure out what controls do what).

(SG53.47) NEGATIVE ZONE: The map is entirely within the negative energy zone.

(SG53.471) At the end of each turn, one undamaged warp engine box of the owner's choice is marked as destroyed on the Explorer cruiser. If the ship has AWRs, these will be destroyed by the zone only if no warp engine boxes remain. This includes warp engine boxes repaired as AWRs.

(SG53.472) All equipment on the Cluster ships functions EXCEPT the warp engines, which cannot be used for power, movement, or to absorb damage. Batteries are converted to APRs (these are still damaged on battery hits on the DAC, and not as APRs). Each ship has only ten crew units, four of which comprise eight boarding parties. All Cluster ships use emergency life support.

(SG53.473) The ships trapped in the zone have been there for years. The surviving crew members have made common cause and plan to capture the next ship that enters the area and use it to escape. The Cluster player can secretly transfer crew units between his ships before the scenario begins. This must be written down, however, and revealed after the scenario is over to ensure that no errors were made. The ships trapped within the Cluster cannot self-destruct. The Cluster ships may perform (D9.2) shield repairs only during the scenario.

(SG53.474) Due to the nature of the zone, labs and special sensors cannot gather information at a range of more than 2 hexes and the ship must spend at least 6 consecutive impulses within this range of the object of study to gain the points. Each lab or special sensor can only gather information on one object each turn. Probes operate normally, except that they must be fired into the hex occupied by the object on which information is to be gathered.

(SG53.475) Shuttlecraft, drones, and fighters cannot be launched inside the negative energy zone. Cloaking devices do not function in the zone. T-bombs and mines cannot be used.

(SG53.5) VICTORY CONDITIONS

The Explorer player wins the game if he gathers 20 points of information about each of the seven trapped ships, captures at least one crew unit from any one of the trapped ships through a hit-and-run raid, and leaves the board without being crippled.

The Cluster player wins the game if he captures the Explorer cruiser, transfers all of his remaining crew units to it, and leaves the board with at least four warp engine boxes operating.

If the Explorer ship is destroyed, trapped, or leaves without gaining the required information, the scenario is a draw.

(SG53.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG53.61) Allow the Cluster player to place his ships face down on the map, but he does not have to put each ship in its assigned starting position. He can switch their starting positions with each other. The Explorer player learns the facing and identification of a given unit when he gains the first 10 points of information or when it fires/launches/releases weapons at his ship.

(SG53.62) At the end of every turn, the Explorer player rolls one die. If the die roll is a 4 or less, he loses only one engine box as provided in (SG53.471). If the die roll is a 5 or 6, roll again and the ship loses the number of warp engine boxes indicated by this second die.

(SG53.63) For a smaller and faster scenario, reduce the BPV to purchase an Explorer ship to 90-100 and use only four of the Cluster ships. In this variation, the Explorer ship only needs to gain 10 points of information on each Cluster ship. Any ships could be used.

(SG53.64) Replace the graveyard ships with Early Years ships of the races.

(SG53.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG53.71) Increase or decrease the BPV available to purchase the Explorer ship.

(SG53.72) Increase or decrease the number of boarding parties available to the Cluster player.

(SG53.73) Delete or add a ship to the Cluster player's forces.

(SG53.74) Increase or decrease the required number of information points in (SG53.5).

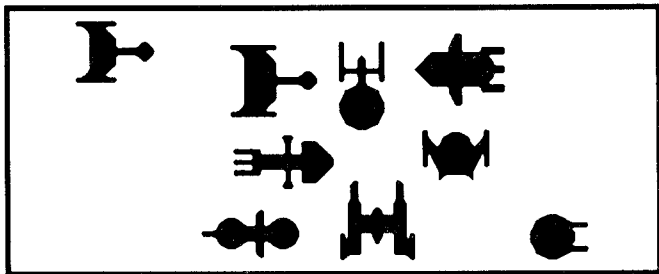
(SG53.8) TACTICS

CLUSTER: The Explorer ship will have to come into the center of the formation to gain information points on the central ships. This will create the only opportunity to grab the ship with a tractor beam. Every effort must be made to concentrate firepower to knock down a shield and get boarding parties on board. Enveloped plasmas will help a lot on downing shields, but do not count on the War Eagle's plasma launcher lasting that long. Remember that if you hurt him too bad, you may not be able to escape yourself after you capture him.

EXPLORER: You are going to have to go in close at least twice, once to hit the center ship with a probe and once to finish getting the necessary information and to conduct hit-and-run raids to gather the prisoners. Plan on it and try to make it as early as you can. Watch the transporter situation carefully (the Kzinti and Klingon are the big worries), and keep your batteries handy to block boarding attempts by the Cluster ships.

(SG53.9) PLAYTESTERS COMMENTS: The scenario requires planning by the Explorer ship. He can only come close a few times, and has to make those passes count.

(SG54.0) THE GRAVEYARD OF SHIPS, PART II



by Steven Wheeler, Texas

After the first ship escaped, it transmitted a message to the trapped ships that it would return shortly to rescue the crewmen from the races of its allies, but not its enemies. This created dissension within the Cluster, dissension that was heightened when another ship opposed to the first transmitted a message that it would shortly arrive to rescue the remaining crewmen. The two ships arrived simultaneously.

(SG54.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player (or any two opposing races).

(SG54.2) INITIAL SET UP

TERRAIN: The entire map is a negative energy zone (SG54.45).

Orion CA in 1917; see (SG54.47).

FEDERATION: NCL+ in 3826, heading F, speed 10, WS-III.

Federation CA in 2215, Kzinti CS in 2517, Gorn CA in 2218, facing at option of Federation player, speed 0, WS-I.

KLINGON: D5 in 0505, heading C, speed 10, WS-III.

Klingon D6 in 2212, Romulan WE in 2514, Lyran CA in 1914, facing at option of Klingon player, speed 0, WS-I.

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.

(SG54.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG54.4) SPECIAL RULES

(SG54.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage from the 42xx map edge. The Klingon units can only disengage from 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SG54.42) SHUTTLES AND PFs: The presence of warp booster packs (J5.0) on any fighters or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for fighters in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SG54.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG54.431), but there is no reason to do so.

(SG54.422) There are no fighters in this scenario, as even if they were they could not be launched.

(SG54.423) There are no PFs in the basic version of this scenario. Casual PFs might be added in a variation.

(SG54.43) COMMANDER'S OPTION ITEMS

(SG54.431) The NCL and D5 can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 10% of its Combat BPV. See (S3.2) for details and exceptions. The reduced allowance reflects not that supplies are short, but that a ship captain would not normally only purchase options that will be useful to him in this unusual scenario.

(SG54.432) The speed of the 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 (SG54.431), but is included in the total value of the ship under (SG53.2).

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.

(SG54.433) If players wish to use the optional rules for Prime Teams (G32.0), the two rescue ships can each carry one such team. (Any Primes on the trapped ships were lost in the first engagement or killed each other in a firefight when the two factions were formed.)

(SG54.44) REFITS: The Federation NCL has the plus and AWR refits. The D5 does not have any refits. Note that the derelicts have not been refitted as they have been trapped in the zone for several years.

(SG54.45) LINK WITH (SG53.0): If you played (SG53.0) first, start with the Cluster ships in the condition they were left (no repair except for shields). Surviving crew units and boarding parties are divided evenly between the surviving ships before the scenario starts, with any excess boarding parties or crew units given to the Orion ship. After the crew units are divided, see (SG54.493).

(SG54.46) ALLIANCES: Players cannot fire on "allied" ships, which is defined as any ship that begins the scenario under his control and is under his control on a given impulse, or which is captured by his forces.

(SG54.47) ORION CA: At the start of each turn before Energy Allocation, each player rolls one die. The player with the higher die roll operates the Orion ship that turn. In the case of a tie, the Orion ship supports neither side on the current turn. If the Orion is supporting neither side, neither side may fire on it nor will it fire on any units. During a turn when it supports neither side, the Orion will only raise shields and fire control and recharge its phasers with any remaining energy. The option mounts are equipped with disruptors. Orion crew units can only be beamed over to a ship that it is allied to on that turn or if it is neutral on a given turn. The Orion's initial facing is determined randomly by rolling a die and consulting the diagram around hex 0328, the number rolled corresponding to the facing of the Orion ship. The Orion ship cannot double the output of any of its power systems. If one rescuing ship has been destroyed or disengaged, the Orion ship automatically becomes loyal to the remaining ship for all purposes at the start of the next turn.

(SG54.48) DISENGAGEMENT: Neither side may disengage until all units belonging to the opposing side have been

destroyed or have disengaged, or the player's rescuing ship is crippled.

(SG54.49) NEGATIVE ZONE: The map is entirely within the negative energy zone.

(SG54.491) At the end of each turn, one undamaged warp engine box is marked as destroyed on each rescuing cruiser. If the ship has AWRs, these will be destroyed by the zone only if no warp engine boxes remain. This includes warp engine boxes repaired as AWRs.

(SG54.492) All equipment on the Cluster ships functions EXCEPT the warp engines, which cannot be used for power, movement, or to absorb damage. Batteries are converted to APRs (these are still damaged on battery hits on the DAC, and not as APRs). Each ship has only ten crew units, four of which comprise eight boarding parties. All Cluster ships use emergency life support.

(SG54.493) The ships trapped in the zone have been there for years. The players can secretly transfer crew units between their Cluster ships before the scenario begins. This must be written down, however, and revealed after the scenario is over to ensure that no errors were made. The ships trapped within the Cluster cannot self-destruct.

(SG54.494) Due to the nature of the zone, labs and special sensors cannot gather information at a range of more than 2 hexes and the ship must spend at least 6 consecutive impulses within this range of the object of study to gain the points. Each lab or special sensor can only gather information on one object each turn. Probes operate normally, except that they must be fired into the hex occupied by the object on which information is to be gathered.

(SG54.495) Shuttlecraft, drones, and fighters cannot be launched inside the negative energy zone. Cloaking devices do not function in the zone. T-bombs and mines cannot be used.

(SG54.5) VICTORY CONDITIONS: The player who transfers all of the surviving crew units from his allied ships to his ship and leaves the board with at least four warp engine boxes remaining wins the game. Note that the number of surviving crew units may be reduced by the destruction of the derelict ships by the opposing player, but the player cannot disengage if any crew units allied to his ship remain on the derelicts, unless his ship is crippled. If neither player can fulfill the victory conditions, both players lose. Orion crew units do not count as being from either side, but neither side can disengage while there are still crew units on the Orion ship (unless their ship is crippled).

(SG54.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG54.61) Replace the Federation ship with a Kzinti CM and the Klingon ship with a Lyran CW.

(SG54.62) Mark the starting positions of all the "allied" ships, and keep the counters in a cup. When a player gains 10 points of lab information on a ship, he learns its identity and draws a counter and places it face down on the map. Once it is placed, the player turns it over, which establishes its facing. If it is friendly, he may attempt to rescue the crew. If it is not, the ship may open fire. In this variation, all of the "allied" ships are assumed to be at WS-III at the start of the scenario. Note that this version assumes that the damping zone prevents subspace radio transmissions within its own confines for unexplained reasons.

(SG54.63) For a smaller and faster scenario, replace the Federation NCL with a DW and the Klingon D5 with an F5C. Replace "allied" ships with frigates of the respective races (e.g., replace the Lyran CA with a Lyran FF).

(SG54.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

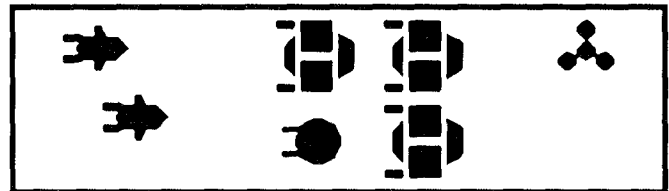
(SG54.71) Change the War Cruiser of one side to a War Destroyer (Klingons use an F5L or F5W) or heavy cruiser (Klingons use D7K).

(SG54.72) Increase or decrease the number of crew units that one side has to rescue by five or more.

(SG54.73) Delete an "allied" ship from one side.

(SG54.8) TACTICS: Carefully note the position of your ships and the route you must take to reach them. Have them fire on the Explorer enemy ship. Do not be in a rush to evacuate your crew units, as you will need the firepower of your derelicts to defeat your opponent. Take out the plasma ships first, before they can arm their plasmas as they are the most dangerous.

(SG55.0) RACE TO THE BASE



by Randy Rowley, Texas

A convoy is pursued by Orion Pirates and tries desperately to reach the protective cover of a nearby base before the Orions can disable them.

(SG55.1) NUMBER OF PLAYERS: 2; the Fleet player and the Orion player.

(SG55.2) INITIAL SET UP

TERRAIN: Asteroid counters (P3.0) in hexes 2211, 2709, 3206, 3704, 3721, 4201, and 4218.

FLEET: Escort of the Fleet player's race, 116 BPV or less, including all options and drone upgrades, in hex 3626, heading F, speed 4, WS-I. See (SG55.46).

Three large freighters in 3827, 4028, and 4229, all heading F, speed 4, WS-I. One of these three ships is actually a large Q-ship of the Fleet player's race; see (SG55.47).

Base station of the Fleet player's race in hex 0101, no modules or cargo pods docked, rotation rate and initial facing at the Fleet player's option, WS-0.

ORION: CR in 4209, heading E, speed 10, WS-III.

CR in 4210, heading E, speed 10, WS-III.

See also (SG55.45) for restrictions on option mount selections and cloaks.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y168 is suggested.

(SG55.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG55.4) SPECIAL RULES

(SG55.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Fleet player's units cannot attempt to disengage by any means unless the base has been destroyed. If the base is destroyed, the Fleet player can only disengage off of the 01xx map edge. The Orion units can only disengage off of the 42xx map edge.

Any unit disengaging off of a map edge other than that allowed is considered destroyed.

(SG55.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year allows it.

(SG55.421) MRS: 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 (SG55.431).

(SG55.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SG55.423) There are no PFs in the basic version of this scenario. Players may choose to add a few casual PFs on mech links to one or both sides.

(SG55.43) COMMANDER'S OPTION ITEMS

(SG55.431) 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.

(SG55.432) All drone speeds and types are available, subject to 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. Note that (S3.2) allows drone ships extra points for this purpose.

(SG55.433) Prime Teams (G32.0) are not available in this scenario.

(SG55.44) REFITS: All refits are available, depending on the year selected for the scenario.

(SG55.45) ORIONS: Unless both players agree in advance to allow the Orion player to "experiment," all option mounts must be filled with weapons of the Fleet player's race. If the scenario takes place in Romulan space, both CRs may have cloaking devices. If not in Romulan space, one CR may have a cloak. The Orion must select his option mounts in writing before the Fleet player selects his actual escort.

(SG55.46) ESCORT: The escort vessel must be within 10 hexes of at least two ships of the convoy, so long as at least two ships remain uncrippled, undestroyed, or uncaptured, at all times unless the escort is crippled, in which case it is released from this restriction. Escorts must be standard warships or police ships, i.e., no minesweepers, carrier escorts, or scouts. Drone ships are limited to direct combat versions, i.e., no Kzinti DFs.

(SG55.47) Q-SHIP: Before the scenario begins, the Fleet player must record in writing which ship is a Q-ship and place this record face down in plain sight of the Orion player, who will be able to examine it once the Q-ship is revealed, and not before. If the Q-ship is one that operates fighters (Hydran or Kzinti), the fighters are included in the BPV of the Q-ship for this scenario and are not purchased separately.

(SG55.48) DESTRUCTION: The Fleet player cannot self-destruct or fire on the freighters unless there are Orion boarding parties on board the ship. The Orions cannot drag a freighter off the map unless they have captured it (G7.273).

(SG55.5) VICTORY CONDITIONS: Victory is based on how many undestroyed boxes of cargo the Orions capture by exiting captured freighters (including the Q-ship for this purpose) from the map and damage sustained by the two sides:

CARGO	LEVEL OF VICTORY
120	Orion Astounding Victory, Fleet Devastating Defeat
105-119	Orion Decisive Victory, Fleet Crushing Defeat

90-104	Orion Substantive Victory, Fleet Brutal Defeat
75-89	Orion Tactical Victory, Fleet Tactical Defeat
60-74	Orion Marginal Victory, Fleet Marginal Defeat
45-59	DRAW
30-44	Orion Marginal Defeat, Fleet Marginal Victory
15-29	Orion Tactical Defeat, Fleet Tactical Victory
1-14	Orion Brutal Defeat, Fleet Substantive Victory
0	Orion Crushing Defeat, Fleet Decisive Victory

For each Orion ship crippled, reduce the Level of Victory by one level (Orion Astounding would become Decisive, Fleet Devastating Defeat would become Crushing Defeat). For each Orion ship destroyed, lower the level of victory by two levels. If an Orion ship is captured, the Fleet automatically wins an Astounding Victory and the Orions suffer a Devastating Defeat. If the escort is destroyed, raise the Level of Victory by one level. If the base is destroyed, the Fleet player's Level of victory would be reduced two levels (Decisive Victory becomes Tactical Victory) but the Orions gain nothing. Note that cargo boxes on the freighters which are destroyed before the end of the scenario are not there for the victory conditions.

(SG55.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG55.61) Substitute two ships from a neighboring hostile race of a total of 172 BPV, not including Commander's Options, for the two Orion ships.

(SG55.62) Add a Hangar Module with six Class-1 fighters to the base station.

(SG55.63) For a smaller and faster scenario, use an escort of 60 BPV or less and three small freighters, one of which is a Q-ship. The Orion force is two Light Raiders.

(SG55.64) Assume that the freighter convoy is actually a group of captured freighters being taken to an Orion base for processing. In this variation, the base is an Orion base station, with the phaser-4s replaced with phaser-1s. The Defending player selects a Cartel, and Raiding player selects an adjacent Cartel. The Q-ship should be one operated by a race in whose territory both Cartels operate and is a fully operational Q-ship in all respects. Option Mount Selection is governed as follows: The Defending player names his Cartel and then secretly writes down what his escort ship will be and what option mounts it will carry. The Attacking player then names his Cartel and selects his option mounts in writing. The written records of the two sides are revealed at the start of the scenario, or as required by (D17.0) if using that rule.

(SG55.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG55.71) Change one of the CRs to an LR.

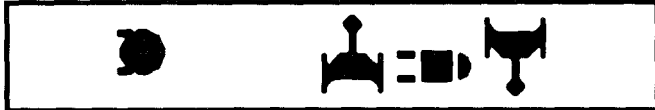
(SG55.72) Replace one or both of the freighters with an armed freighter.

(SG55.73) Reduce the BPV allowed to the Fleet player to purchase his escort.

(SG55.8) TACTICS

CONVOY: Keep together. Put the Q-ship where you think the Orions will least expect it to be. Launch shuttles for drone defense, or prepare them as weasels.

ORIONS: Attack the escort first to disable it, then grab the freighters before they can reach the base. Do not take a lot of drones. Take direct-fire weapons and blast away.

(SG56.0) DISRUPTED REPAIR

by Keith Velleux, Illinois

In the decade before the Andromedans began their invasion of the Milky Way galaxy, their ships conducted exploration, reconnaissance, and nuisance missions. One of their favorite types of nuisance raid was to attack a poorly defended repair center when damaged ships arrived. This was generally a "target of opportunity" attack, with the Andromedans stumbling on the repair site at an opportune moment.

(SG56.1) NUMBER OF PLAYERS: 2; the Galactic player and the Andromedan player.

(SG56.2) INITIAL SET UP

GALACTIC: Two damaged War Cruisers in 4215, heading E or F, speed 10, WS-I; see (SG56.45).

Small Repair Freighter in 1515, heading B or C, speed 5, WS-I.

ANDROMEDAN: Python in 1501, heading D or C, speed max, WS-I.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y181 is assumed if no other choice is made, but in any case no year earlier than Y175 should be used.

(SG56.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG56.4) SPECIAL RULES

(SG56.41) MAP: Use a floating map. The Galactic units can disengage in any direction. The Andromedan unit can only disengage in directions A or F. Units which disengage in unauthorized directions are considered destroyed.

(SG56.42) SHUTTLES AND PFs: Shuttles and PFs will have warp booster packs depending on the year selected for the scenario. If the year is 180 or later, all shuttles will have warp packs. If the year is 178 or later, all Interceptors will have warp packs. PFs will always have warp packs.

(SG56.421) 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 (SG56.431).

(SG56.422) There are no EW fighters in the basic version of this scenario, but in a variation where eight or more fighters appear as part of a single squadron, one fighter can be an EW version. If not using EW fighters, it will be a standard fighter.

(SG56.423) There are no PFs in the basic version of this scenario. In a variation, casual PFs might be added.

(SG56.43) COMMANDER'S OPTION ITEMS

(SG56.431) 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.

(SG56.432) Drone speeds will depend on the year selected for the scenario. If after Y180, all drones are "fast," i.e., speed-32. If before Y181, most drones will be

"medium," i.e., speed-20, but fast drones might be 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.

(SG56.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

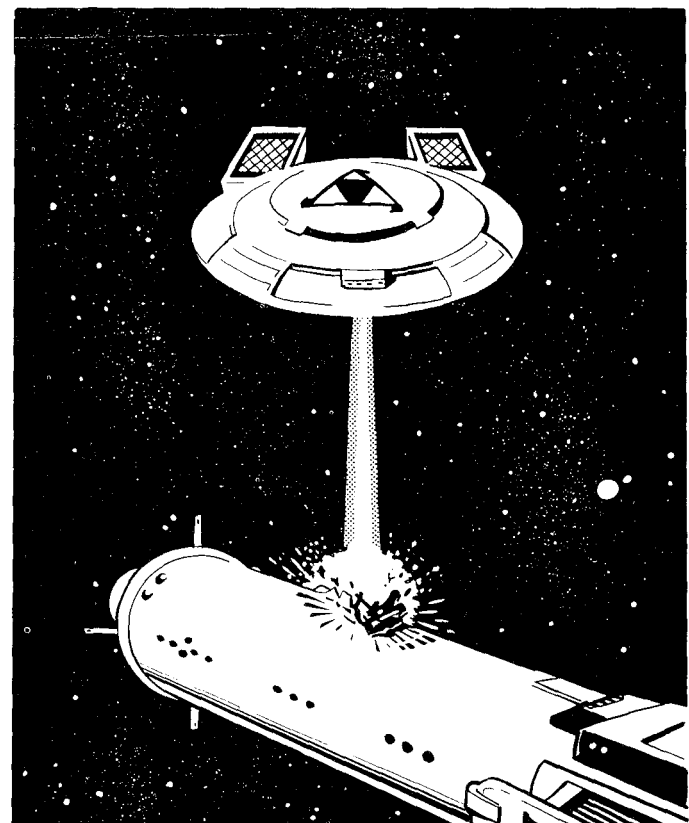
(SG56.44) REFITS: All Galactic ships will have all refits available to them.

(SG56.45) DAMAGE: The Galactic ships are here for the express purpose of repairing damage sustained in an earlier battle. The following rules will establish the extent of the damage and any repairs applied by the ships before the scenario began. The damage is applied to the ships AFTER Commander's Options have been purchased, so it is possible that special drones purchased as Commander's Options might be lost if the drone rack is destroyed below.

(SG56.451) Apply 35 points of internal damage to each War Cruiser in two volleys: one of 25 points through shield #1, then one of 10 points through shield #2. Note that this requires marking off three crew units as well.

(SG56.452) The War Cruisers can repair the maximum allowable systems with CDR (D9.7) before the scenario begins. No EDR (D14.0) is allowed until the scenario starts. If the ship has spare shuttles and has empty shuttle boxes as a result of (SG56.46) or uses its pre-scenario (D9.7) repairs to repair destroyed shuttle boxes, it can place its spare shuttles into the empty shuttle spaces as fully operational units. The War Cruisers cannot use (D9.7) during the scenario.

(SG56.453) The War Cruisers have fully repaired their shields (D9.2) before the scenario begins.



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(SG56.46) STORES/EXPENDABLES: The Galactic War Cruisers have been involved in heavy action and will have expended much of their equipment. There are only two reload drones available per undestroyed or repaired drone rack. [Drone racks repaired by (D9.7) under (SG56.452) count as having never been destroyed.] After the Galactic player has purchased his allowed Commander's Options and before the scenario begins, he rolls one die for each of the following: Shuttles (in undestroyed shuttle boxes), PPTs [if a plasma tube was destroyed under (SG56.451), but repaired under (SG56.452), roll for its PPT as if it had not been destroyed], special drones, T-bombs, dummy T-bombs, and boarding parties (including any extras purchased as Commander's Options). On a roll of 1–4, that system was used in the previous battle and is not available in this battle. If a special drone is lost due to this die roll, it is replaced with a standard explosive drone of the same size (i.e., two space or one space as appropriate). Type-VI drones in ADD racks will be replaced with ADDs if they are determined to have been expended. On a roll of 5–6, the system was not used and is available.

(SG56.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Note that the Andromedan does not receive any points for the damage on the Galactic player ships at the start of the scenario.

(SG56.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG56.61) Replace the Andromedan Python with a War Cruiser from any race hostile to the race owning the two damage War Cruisers.

(SG56.62) Allow the Galactic player to select any two War Cruiser variants (not including New Heavy Cruisers), and have the Andromedan player use Tactical Intelligence (D17.0) to identify their capabilities and avoid surprise.

(SG56.63) For a smaller and faster battle, delete one War Cruiser and replace the Python with a Cobra.

(SG56.64) Replace the Repair Freighter with a Tug with a repair pod and a self-defense pod. Romulans would use an SPR in this variation, Tholians would use a PR with a cargo pack, and Lyrans would use conversions of Klingon pods in place of their pallets.

(SG56.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG56.71) Change the Small Repair Freighter to a Large Repair Freighter.

(SG56.72) Replace one of the War Cruisers with a CA.

(SG56.73) Increase or decrease the starting damage on one or both War Cruisers.

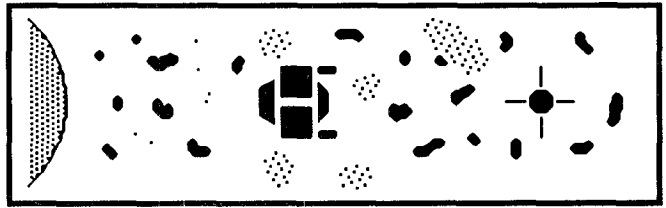
(SG56.8) TACTICS

ANDROMEDAN: Take your time and, above all else, conserve your battery power. You barely have the firepower to drop a War Cruiser's shield at range 5, and you probably do not want to get closer to two of them than that.

GALACTIC: When allocating repairs, make sure to balance your weapons to power ratio so that you can work with them. Protect the repair freighter as best you can. If it can get one of your CWs operational, then the Python can be driven off fairly easily.

(SG56.9) PLAYTESTER COMMENTS: This is a seven or eight turn fight if done right. A good small Andromedan scenario. A good Andromedan training mission.

(SG57.0) MAW OF CHARYBDIS



by William Heim, Arizona

The unusual Scylla star system and the nearby black hole Charybdis have claimed their share of careless or curious ships and crews. This scenario is typical of many such incidents.

The star Scylla, a large irregular variable, revolves around the black hole Charybdis. During its frequent and unpredictable flare-ups, Scylla ejects large volumes of material which is then drawn into Charybdis. The material emits large amounts of radiation as it is torn apart at the brink of the bottomless hole.

A large freighter (for whatever reason) has drifted too close to the system, and the engines have been damaged. Finally, repairs are completed and the engines are restarted.

The crew desperately attempts to move the ship to safety.

(SG57.1) NUMBER OF PLAYERS: 1; the terrain is handled by special rules.

(SG57.2) INITIAL SET UP

TERRAIN: Black hole (P4.0) in hex 2816. The star Scylla is off map.

Asteroids in 0615, 0904, 1109, 1411, 0927, 0526, 1326, 1918, 2124, 2618, 2004, 1811, 2415, 3311, 3809, 3117, 3725, and 3920. See (SG57.45).

PLAYER: F-L in 3927, initial heading determined by die roll, speed 0, WS-0. See (SG57.46).

YEAR: Players should select a year before setting up the scenario. This will define the availability of various items. Y170 is assumed if no other year is selected.

(SG57.3) LENGTH OF SCENARIO: The scenario continues until the freighter exits the map or is destroyed.

(SG57.4) SPECIAL RULES

(SG57.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The player's units can only disengage from 01xx hexes of map section A due to various other undefined terrain in the area. Units which disengage in unauthorized directions or areas are considered destroyed. Disengagement by acceleration or sublight results in the destruction of the ship.

(SG57.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected for the scenario allows their use.

(SG57.421) 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 (SG57.431).

(SG57.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SG57.423) There are no PFs in this scenario.

(SG57.43) COMMANDER'S OPTION ITEMS

(SG57.431) 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.

(SG57.432) All drone speeds and types are available subject only to 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. Note that (S3.2) allows drone ships extra points for this purpose.

(SG57.433) Prime Teams (G32.0) are not available in this scenario.

(SG57.44) REFITS: The player can determine the refit status of his ships subject to the year selected for the scenario.

(SG57.45) MATTER: The asteroid counters are matter being thrown out by the star Scylla. They function fully as asteroid counters (P3.1), with the exception that the pull of the black hole is causing them to spiral into it.

(SG57.451) The asteroids are being pulled into the black hole under the provisions of (P4.1). The actual movement of the asteroid zone as defined by the location of any given asteroid counter is judged solely by the location of the asteroid counter itself. For example, if an asteroid counter is 6 hexes from the black hole, then those hexes of its zone extending to within 5 and 4 hexes of the black hole will still only be judged to have moved when the counter is moved.

(SG57.452) On Impulse #32 of every turn as part of the Involuntary Movement Stage, before any movement as a result of (P4.1) occurs, all asteroid counters will "orbit" one hex around the black hole, moving counter-clockwise while maintaining the same distance from it.

(SG57.453) Asteroid counters that enter the hex of the black hole (the actual counter itself, not its surrounding hexes) cause a burst of radiation similar to that of a Pulsar (P5.2), except that the damage die in (P5.21) is only multiplied by two instead of ten. Two asteroids entering the black hole on the same impulse are resolved as two separate volleys. This procedure is used instead of (P4.21) which does not provide for this kind of interaction.

(SG57.454) Once a given asteroid counter is pulled into the black hole hex and its effect under (SG57.453) is applied, the asteroid will again be placed on the map to simulate more matter from the star Scylla. Roll on the following table to determine placement:

DIE ROLL	HEX
1	0701
2	2130
3	4208
4	0124
5	3530
6	4224

If the hex rolled is already occupied by an asteroid counter (not the hexes around a counter), then place the new asteroid counter in hex 0108. If all hexes are occupied, then discard the counter.

(SG57.455) It should be obvious that (P3.23) and (P3.25) could be used in an effort to reduce potential damage from asteroid collisions in (P3.2). Players are reminded of the effects of (P4.24) in degrading weapons fire.

(SG57.456) If an asteroid zone hex is moved as a result of (P4.1), judge the speed of the asteroids based on how fast they are moving (e.g., if the asteroid counter is within 5 hexes of a black hole, then its zone is moving at speed 12) not counting the "orbit" in (SG57.452). Once you

have determined the speed of the asteroid hex, determine the effect of the ship's speed by adding it to the speed of the asteroids if the ship is moving in the opposite direction, subtracting the ship's speed if it is moving in the same direction, and ignoring the ship's speed if it is moving across the path of the asteroid hex. The movement of the asteroids under (SG57.452) is ignored.

(SG57.46) HEADING: Before beginning play, roll a single die and consult the scatter diagram around hex 0328. The number rolled will determine the initial heading of the freighter.

(SG57.5) VICTORY CONDITIONS: Exit the map. If the ship sustains no damage, consider it an Astounding victory. If the ship is destroyed, you have lost.

(SG57.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG57.61) Replace the large freighter with a small freighter, and do not double the result of the die roll in (SG57.453). Roll two dice before the beginning of the scenario. On the turn indicated by the total of the dice, a police ship of the player's chosen race arrives. Place the ship in hex 0101, heading C, speed max, WS-III. If using this option, the victory conditions are:

- Heroic: Freighter and police ship exit map.
- Daring: Police ship exits map with crew of freighter.
- Gallant: Police ship lost, but freighter rescued.
- Disaster: Police ship survives, freighter and crew lost.
- Catastrophic: Police ship, freighter, and both crews lost.

(SG57.62) In the interests of science, you must study this unique phenomena. Use a survey cruiser of any race. The ship must enter from anywhere along the 01xx map edge, move to and remain within 7 hexes of the black hole for at least 5 consecutive turns, launching at least four probes for information at the black hole (two probe drones count as one probe for this purpose), and then exit the map. If the ship is destroyed or fails to accomplish the above conditions, the player loses. If the ship accomplishes the above conditions, then:

- If the ship is crippled, the player has a draw.
- If the ship exists damaged but uncrippled, the player has a marginal victory.
- If the ship has only shield damage, the player has won an astounding victory.

(SG57.63) Combine the original scenario (a freighter) with variant (SG57.62), and have the survey ship (in addition to its scientific mission) rescue the freighter. In this variation, the freighter is unable to effect repair of its warp drive and must be towed to safety.

(SG57.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

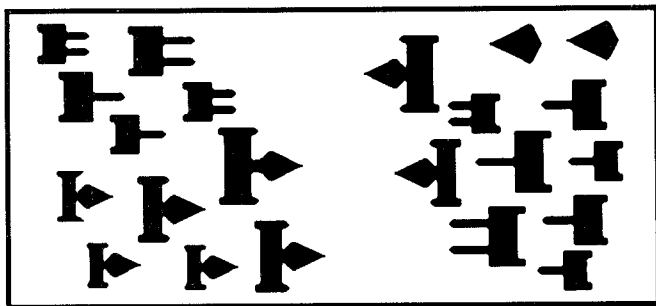
(SG57.71) For a harder game, try to exit the ship from the xx01 edge of map section A.

(SG57.72) Replace the large freighter with a large armed freighter.

(SG57.73) Increase the damage multiplier in (SG57.453) to three, or four, or higher, or drop it entirely.

(SG57.8) TACTICS: Through careful maneuvering, one can use the gravitational pull of the black hole to actually pull the ship in the general direction in which you are trying to go.

(SG57.9) PLAYTESTERS COMMENTS: A bit of unlucky warp damage can ruin the freighter's day. It is fun, quick, and a surprising challenge.

(SH120.0) INTERNAL DISORDER**(PRE-REVOLT)**

by Steven Paul Petrick, Texas

The Tholian Will had existed as an Empire for centuries. This had much to do with the absolute ruthlessness which they applied in maintaining internal order. Any resistance to the Will was crushed without pity or remorse. This was true even when the resistance was that of a Sector Governor and his followers, intent on reforming the Empire into a more humane system. Such incidents were very rare in the long history of the Will, but like any civil war, they were always bloody affairs.

(SH120.1) NUMBER OF PLAYERS: 2; the Tholian Will player and the Tholian Reformer player.

(SH120.2) INITIAL SET UP

THOLIAN WILL: THOLIAN; NBB *Warmaker*, NCA *Lawmaker*, NCL *Watchtower*, NDD *Fighter*, NFF *Reverent*, NFF *Courageous*.

SELTORIAN: CA *Wind Over Water*, CL *River of Churning Foam*, DD *Mountain of Red Flowers*, DD *Mountain of Devotion*, FF *Golden Meadow of Harvest Grain*.

All forces within 3 hexes of 4003, heading E, speed max, WS-III.

THOLIAN REFORMER: THOLIAN; NDN *Denouncer*, NCL *Guardpost*, PC #357, PC #371.

SELTORIAN: DN *Clouds of Lightning*, BCH *Wave of Destruction*, CL *River of Breaking Ice*, CL *River of Boiling Rage*, DD *Mountain of Slippery Rock*, FF *Hidden Meadow of Heather*, FF *Wide Meadow of Battle*.

All forces within 3 hexes of 0327, heading B, speed max, WS-III.

(SH120.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH120.4) SPECIAL RULES

(SH120.41) MAP: Use a floating map. The Tholian Will units can only disengage in directions A, B, or C. The Tholian Reformer units can only disengage in directions D, E, or F. Units which disengage in unauthorized directions are considered destroyed.

(SH120.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SH120.421) There are no MRS shuttles in this galaxy.

(SH120.422) There are no fighters in this galaxy.

(SH120.423) There are no PFs in this galaxy.

(SH120.43) COMMANDER'S OPTION ITEMS

(SH120.431) Each side has 20 extra boarding parties that can be deployed on his ships as he determines at start. The information as to which ship receives some of these extra boarding parties must be recorded at start, and this information must be given to the opposing player

at the conclusion of the scenario. No more than five of these extra boarding parties may be on any single ship of size class 4. No more than 10 may be on any ship of size class 3. All 20 could be on any ship of size class 2. The BPV of these boarding parties is added to the players' BPV for determining victory under the Standard Victory Conditions (S2.2). There are no other Commander's Option Items available.

(SH120.432) There are no drones in this galaxy.

(SH120.433) It is not known if any equivalent of Prime Teams existed in the original Tholian Home Galaxy. If players wish to experiment with the (G32.0) rules, they may do so on the basis of one team on each BB, DN, BCH, NCA, or CA.

(SH120.44) REFITS: There are no refits available to any units in this scenario. No Seltorian ship has the web breaker modification of shield breaker as the Seltorians had not developed it yet.

(SH120.45) RETREAT: Crippled Tholian ships of the Tholian Will must disengage either by acceleration or distance. They may not fire any weapons once they are crippled. This does not apply to Seltorian ships of the Tholian Will force.

(SH120.46) SURRENDER: If the NDN of the Tholian Reformer forces is captured, the remaining Tholian Reformer (non-Seltorian) ships will surrender to the Tholian Will. The Seltorian ships of the Tholian Reformer force are not required to surrender as the Tholian Will would have all the crews of these ships killed anyway.

(SH120.47) WEB: The webs laid by the Reformer player cannot be crossed or fired through by the Will player. Webs laid by the Will player cannot be crossed or fired through by the Reformer player. In both cases, the interaction of a Neo-Tholian ship with the web of an opposing player is identical to the interaction of a non-Tholian ship with web. Note that Seltorian ships cannot maneuver or fire through the web of either side.

(SH120.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). The Tholian Will player gains a bonus of 50 additional points if the NDN of the Reformer force is captured.

(SH120.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH120.61) While scouts were not used in the Tholian Home Galaxy, players might want to add a scout to each side to study the effects. Both should receive the same scout (Tholian SC, CWS, or Seltorian SC).

(SH120.62) For a smaller and faster battle, have the Tholian Will player use only the NBB, NCL, and NFF supported by the Seltorian CA, 1xDD, and an FF. The Tholian Reformer player has the NDN and 2x PC supported by the Seltorian BCH and 2x CL.

(SH120.63) Assume that the Reformer's forces had stumbled on the web breaker function of the shield cracker, and allow the shield crackers of the Reformer's Seltorian ships to act as web breakers.

(SH120.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH120.71) Change the Reformer NDN to an NBB.

(SH120.72) Replace an FF with a DD on either side.

(SH120.73) Delete an FF or DD from either side.

(SH120.8) TACTICS

REFORMER: The enemy has more web casters than you do and fewer Seltorian ships. You are going to have to

concentrate your available firepower on one ship at a time. If possible, hit a Neo-Tholian ship with just enough fire power to cripple it. Remember to read (S2.4) carefully. You can cripple a ship by using the Mizia effect to strip it of weapons.

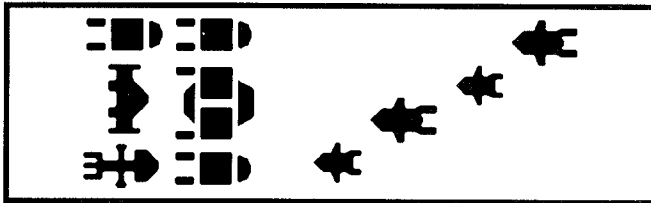
WILL: Use your web casters to break up the Reformer battle plans and isolate his units for individual attention. Try to cut the NDN from the herd and board it.

(SH120.9) PLAYTESTERS COMMENTS: Perhaps the only 22-ship fleet action that can be resolved inside of four hours in all of SFB. No seeking weapons, wild weasels, T-bombs, fighters, PFs, or scouts ... and the rapid firing weaponry encourages a fast moving fluid combat.

(SH120.X) DESIGNER'S NOTES: In the long reign of the Tholian Will, there were undoubtedly times when Reformers appeared with ideas for reforming the Empire. Some of these would undoubtedly have resorted to force of arms to try to change things.

HISTORICAL OUTCOME: The Reformer force was scattered by the web laid by the Will forces and then destroyed. The Governor was taken when his flagship was boarded and captured. The Seltorian ships that had joined his cause were exterminated, as was their home hive. The Will forces lost three ships (*Fighter, Reverent, and Mountain of Devotion*) and had several other ships damaged.

(SH121.0) TUG OF WAR



(Y135)

by Bruce Graw, Ohio

The Kzintis developed their first battle pods in Y135, hoping to use it as a surprise against pirates and enemy raiders, and also to give their tugs some combat capability if a war situation ever became desperate.

After the first set of pods was successfully tested at the weapons labs on Kzintai, they were placed on a tug to be taken to a starbase and stored for use as needed. The tug joined a convoy headed in that direction, not expecting combat but ready for it if it should come. As luck would have it, a group of pirates chose to raid the convoy during the voyage, giving the battle pods their first field test (and four pirate captains a rude surprise).

(SH121.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Orion player.

(SH121.2) INITIAL SET UP

KZINTI: TGT #2 (two battle pods) in 2313, FF #31 in 2514, both heading B, speed 4 WS-I.

Large freighter in 2612, heading B, speed 4, WS-I.

Three small freighters in 2314, 2413, and 2513, heading B, speed 4, WS-I. See (SH121.45).

ORION (Lion's Heart): CR *Bold Fortune* in 1328, CR *Free Spirit* in 1228, LR *Hellhound* in 1428, LR *Rambo* in 1129, all heading A, speed max, WS-I.

(SH121.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH121.4) SPECIAL RULES

(SH121.41) MAP: Use a floating map. The Kzinti units can only disengage in any direction except D. The Orion units can only disengage in direction D. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH121.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH121.421) MRS shuttles may not be purchased as, at the time of this battle, they had not been developed yet.

(SH121.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH121.423) There are no PFs in this scenario.

(SH121.43) COMMANDER'S OPTION ITEMS

(SH121.431) 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.

(SH121.432) All drones are "slow," i.e., 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.

(SH121.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH121.44) REFITS: No unit in this scenario has been refitted as none of the refits are available.

(SH121.45) Q-SHIP: One of the small freighters is actually a small Q-ship (the Q4); the Kzinti player determines which one secretly at the start of play and records it out of view of the Orion player. The Kzinti player must show the written record of which freighter is the Q-ship to the Orion player when the Q-ship is revealed. At the time of this battle, a Kzinti Q-ship is identical to a Klingon Q-ship, except that there are no security stations.

(SH121.47) OPTION MOUNTS: The Lion's Heart Cartel is the home territory of the Orions for the selection of systems for their option mounts.

(SH121.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH121.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH121.61) Assume that any of the other major races which operated Battle Tugs were undergoing field testing at this time. Replace the tug and frigate with the appropriate units of another race.

(SH121.62) This scenario takes place one year before the start of the Second Federation-Kzinti War. Presume that the war has started early, and replace the Orions with an attacking Federation force consisting of two old light cruisers and two frigates. No refits are used.

(SH121.63) Create a smaller battle by removing the Kzinti frigate and large freighter and one of the LRs.

(SH121.64) Increase the battle size by adding an Orion heavy cruiser and a Kzinti strike cruiser. Make the large freighter the

Q-ship instead of a small freighter, OR use two small Q-ships instead of just one, Kzinti player's option (and he does not have to tell the Orion player which option he selected and recorded until the Q-ships reveal themselves!).

(SH121.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH121.71) Change an Orion CR to a CA or the Kzinti FF to a CL.

(SH121.72) Replace one of the battle pods with a cargo pod.

(SH121.73) Delete or add an Orion LR or a Kzinti FF.

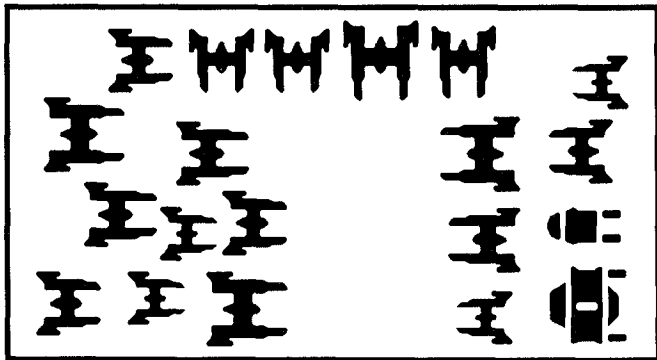
(SH121.8) TACTICS

KZINTI: Bring the combat ships around to face off against the Orions. Concentrate your firepower on the LRs. They have almost as much firepower as the CRs but are much easier to kill.

ORION: Use the heaviest hitting option mounts you can. Hope to knock out as much of his firepower as possible in your first pass. There might not be enough left to tackle the convoy if you do not.

HISTORICAL OUTCOME: The Orions were aware of the new Kzinti pods, but had seriously underestimated how effective they could make a tug defending a slow moving target such as a convoy. The *Hellhound* was destroyed, and the other LR was severely damaged. The Orions withdrew to look for easier game.

(SH122.0) BATTLE OF THE LONG CLAWS



(Y145)

by Stephen V. Cole, Texas

Duke Larkahn of the Enemy's Blood Duchy was deeply concerned over the formation of the Democratic Dark Star County (DDSC). Power plays between noble families were routine, but if commoners could aspire to rule counties, the game of power would become impossibly complicated. He planned to crush the DDSC with his own fleet, supported by the neighboring Hidden Dagger County (as well as White Stripe and Bloody Claw). Since the entire Zehr family had been slaughtered ("to the last cub"), he planned to place his second-oldest son on the throne.

Arch Duke Fikrohn and King Rakhzan were alarmed. The political structure of the Empire relied on playing one count against another to keep the dukes from gaining too much power. If Larkahn was able to put his (presumably loyal) son on the throne of a subordinate county, his position would be much stronger, and he would become a threat to the King. If the DDSC was attached to the Foremost Duchy, or even granted a special status independent of any duke, Larkahn's power would be reduced. When the DDSC urgently appealed

for help, Fikrohn's fleet (supported by Silver Moon County) was already en route.

(SH122.1) NUMBER OF PLAYERS: 3; the DDSC player, the Foremost player, and the Enemy's Blood player.

(SH122.2) INITIAL SET UP

FOREMOST: CC *Necromancer*, CL *Fear Render*, DD *Sagacious*, SC *Jade Eye*, set up within 5 hexes of 2005, heading E, speed 10, WS-II.

DDSC: CA *Independence*, CL *Democracy*, DD *Manifesto*, FF *Liberty*, POL *Marshal*, F-AS (phaser), F-AL (disruptor), set up within 5 hexes of 3525, heading F, speed 10, WS-II. (These are standard Lyran ships; no gatlings.)

ENEMY'S BLOOD: CC *Deathbringer*, CA *Vicious*, CL *Djinn of the Desert*, CL *Slasher*, DD *Bloodguard*, DD *Pestilence*, FF *Blooddrinker*, FF *Zealous*, SC *Eye of the Duke*, set up within 5 hexes of 1015, heading B, speed 10, WS-II.

(SH122.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to the Enemy's Blood Duchy or the LDR have been destroyed, captured, or have disengaged.

(SH122.4) SPECIAL RULES

(SH122.41) MAP: Use a floating map. DDSC units can only disengage in directions C or D. Foremost units can only disengage in directions A or B. Enemy's Blood units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH122.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH122.421) MRS shuttles had not been invented at the time of this battle and may not be used.

(SH122.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH122.423) There are no PFs in this scenario.

(SH122.43) COMMANDER'S OPTION ITEMS

(SH122.431) 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.

(SH122.432) No ship in this scenario can use drones. In a variation where drone-armed ships may be present, all drones are "slow," i.e., 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.

(SH122.433) If players wish to use the optional rules for Prime Teams (G32.0), the CCs and the CAs may each carry one such team.

(SH122.44) REFITS: None of the units used in this scenario have received any refits.

(SH122.45) ALLIANCE: The Foremost Duchy and DDSC players are allies. They may not fire at each other.

(SH122.46) DDSC DESTRUCTION: If all of the DDSC player's ships are crippled, destroyed, captured, or have disengaged, the Foremost Duchy becomes neutral immediately. All uncrippled ships of the DDSC must remain within 6 hexes of all other uncrippled DDSC ships.

(SH122.47) FOREMOST FORMATION: All uncrippled ships of the Foremost Duchy must remain within 6 hexes of all other uncrippled Foremost Duchy ships. If all of the Foremost Duchy ships are crippled, destroyed, captured, or have disengaged, the Foremost Duchy becomes neutral immediately.

(SH122.48) NEUTRALITY: Once neutrality is invoked, Foremost ships will not fire and cannot be fired at. They must cease looting EW to non-Foremost ships and drop any ESGs which might hit other ships. Both opponents must drop ESG fields rather than allow Foremost Duchy ships to hit them. The Foremost Duchy ships (towing any cripples) will disengage in direction A or B as soon as reasonably possible.

(SH122.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) for the DDSC and Enemy's Blood. The DDSC receives points for any damage scored by Foremost ships, but the Enemy's Blood does not receive points for damage scored on Foremost ships.

If the DDSC wins, Foremost wins if none of its size class 3 ships have been destroyed (otherwise the Foremost player receives a draw). If the DDSC loses, Foremost also loses.

(SH122.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH122.61) Replace the Foremost ships with a Hydran Lord Commander, 2x Lancers, and a Hunter Scout. The Lord Commander and Lancers are equipped with Stinger-1 fighters.

(SH122.62) Allow each player to replace a destroyer with an Orion CR, allowing each player to select what available weapons are carried in the option mounts of his "mercenary."

(SH122.63) For a smaller and faster battle, delete the CCs, CAs, and CLs from all forces.

(SH122.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

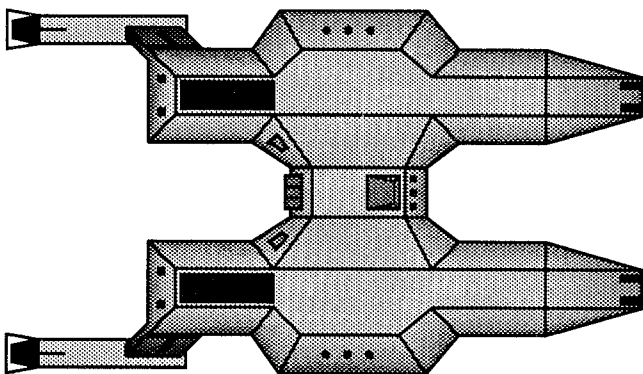
(SH122.71) Change the F-AS to an F-AL.

(SH122.72) Replace the DDSC Pol with an FF.

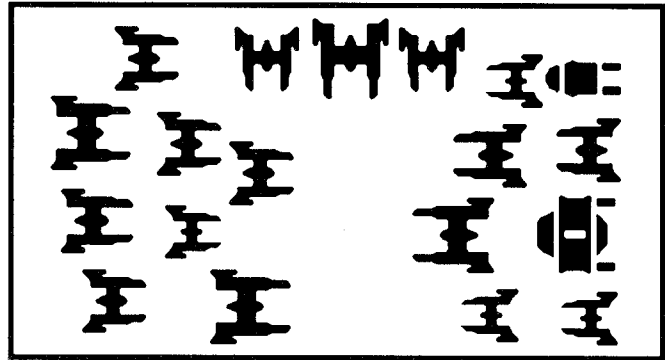
(SH122.73) Delete a small ship from one side.

(SH122.8) TACTICS: The neutrality rules are an offset to the superior Democratic/Foremost forces. The game will be won or lost on whether or not the Foremost Duchy can be forced into neutrality.

HISTORICAL OUTCOME: The ensuing "Battle of the Long Claws" resulted in Larkahn's death and royally-sanctioned "autonomous status" for the DDSC. Most of the ships were damaged, but only the *Bloodrinker*, *Marshal*, and the small armed freighter were actually destroyed.



(SH123.0) THE BATTLE OF VANDHA



(Y153)

by Stephen V. Cole, Texas

Certain political elements within the Democratic Dark Star County (DDSC) had been trying to overthrow the noble family of the neighboring Hidden Dagger County. When the plot resulted in a coup (which failed), the Hidden Dagger County declared war and attacked. Larkahn's son Larzhak, now Duke, supported the attack, as did the White Stripe County. They were unable to use their full combat power, however, due to the ongoing Fourth Lyran-Kzinti War and a "convenient" demonstration of power by the Hydrans.

The Battle of Vandha was virtually a reprise of the Battle of the Long Claws, but the DDSC (soon to become the LDR) forces were proportionately much larger.

(SH123.1) NUMBER OF PLAYERS: 3; the DDSC player, the Foremost player, and the Duke Larzhak player.

(SH123.2) INITIAL SET UP

FOREMOST: CA *Prowess*, DD *Sagacious*, SC *Jade Eye*, set up within 5 hexes of 2005, heading E, speed 10, WS-II.

DDSC: CA *Independence*, CL *Democracy*, DD *Manifesto*, FF *Liberty*, 1x Pol *Watchman*, Pol-S *Sharp Eyes*, 1x F-AS (phaser) *Freeman Lazat*, 1x F-AL (disruptor) *Freeman Ziekas*, set up within 10 hexes of 3525, heading F, speed 10, WS-II. (These are standard Lyran ships; no phaser-Gs.)

DUKE LARZHAK: (Organized into three groups.)

ENEMY'S BLOOD: CC *Deathbringer*, DD *Bloodguard*, FF *Bloodspiller*.

HIDDEN DAGGER: CA *Vicious*, DD *Pestilence*.

WHITE STRIPE: CL *Soul of Steel*, DD *Whitfire*, SC *Eye of the Duke*.

All units set up within 5 hexes of 1015, heading B or C, speed 10, WS-II.

(SH123.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to the Enemy's Blood (Duke Larzhak) player or the DDSC player have been destroyed, captured, or have disengaged.

(SH123.4) SPECIAL RULES

(SH123.41) MAP: Use a floating map. The DDSC units can only disengage in directions C or D. The Foremost units can only disengage in directions A or B. Duke Larzhak's units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH123.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH123.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH123.431).

(SH123.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH123.423) There are no PFs in this scenario.

(SH123.43) COMMANDER'S OPTION ITEMS

(SH123.431) 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.

(SH123.432) There are no drone-armed ships in this scenario. In a variation where drone-armed ships are used, all drones are "slow," i.e., 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.

(SH123.433) If players wish to use the optional rules for Prime Teams (G32.0), the CC and the CAs may each carry one such team.

(SH123.44) REFITS: No units have received any refits at the time of this battle.

(SH123.45) ALLIANCE: The Foremost player and DDSC player are allies. They may not fire at each other.

(SH123.46) DDSC DESTRUCTION: If all of the DDSC player's ships are crippled, destroyed, captured, or have disengaged, the Foremost Clan becomes neutral immediately. If all of the Foremost Duchy ships are crippled, destroyed, captured, or have disengaged, the Foremost Duchy becomes neutral immediately.

(SH123.47) NEUTRALITY: Effect of Foremost Neutrality: Foremost ships will not fire and cannot be fired at. Both opponents must drop ESG fields rather than allow Foremost Duchy ships to hit them. The Foremost Duchy ships (towing any cripples) will disengage in direction A as soon as reasonably possible.

(SH123.48) LARZHAK'S FORCES: If all of the ships from any one of the groups that make up the Duke's forces are crippled, destroyed, captured, or have disengaged, that county/duchy becomes neutral. The effect is the same as the Foremost Duchy, except that the DDSC and Foremost forces are not obligated to drop ESGs for them. The county affiliation for any ship of the Duke's Forces can be determined by Tactical Intelligence at level K (i.e., when within 9 hexes of a scout or within 6 hexes of another ship), assuming no shifts.

(SH123.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) for the Duke and DDSC. Count all points scored regardless of the neutral state of the ships in question. Foremost wins (or loses) if the DDSC does.

(SH123.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH123.61) Replace the Foremost ships with a Klingon force consisting of a D7, D6, F5, and F5S.

(SH123.62) Replace the scouts in each force with a standard ship of the same type (DD for the Duke and Foremost, Pol for the DDSC).

(SH123.63) For a smaller and faster battle, do not use any of the CAs or CLs in the set up and delete the FA-L from the DDSC force.

(SH123.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH123.71) Change a Foremost or Duke DD to a CL or an FF.

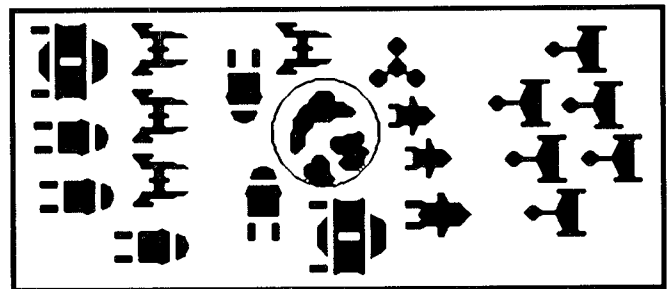
(SH123.72) Replace the F-AS with a F-AL.

(SH123.73) Delete or add an FF to the Duke's forces.

(SH123.8) TACTICS: Again, the key to the battle is to force elements of the opponent's fleet to declare neutrality.

HISTORICAL OUTCOME: The "Battle of Vandha" failed to destroy the DDSC, but succeeded in driving them further from the Empire, resulting in their declaration of independence the next year. The *Manifesto* was destroyed when cut off from the rest of the LDR squadron. The *Watchman* was destroyed by concentrated enemy fire at the last moment. The *Whitefire* was destroyed by the combined fire of the *Democracy* and *Independence*.

(SH124.0) KROAL'S ILLEGITIMATE WAR



(Y157)

by Gary Plana, Colorado

In Y154, the Orion Daven Cartel contracted with the LDR to supply three ships (1x CR, 2x LR) to operate as part of the LDR fleet in defense of LDR territory. Hamilcar Cartel, which had also bid on this contract (and lost), was not at all pleased, as the long-term possibilities threatened their interests in the area. To counteract this, Hamilcar used agents planted within the Klingon ISF "Maximum Veracity Directorate" to misconstrue information so that Hamilcar "activities" within Klingon territory would be blamed on Daven.

Due to the complexities of the situation, LDR/Klingon relations were being handled at the highest levels of the Klingon Empire. As these were "external" affairs, and the ISF was by definition "internal," the ISF and MVD were not kept up-to-date on developments and had to rely on their own sources of information. As a result, there was much disinformation about the LDR within the ISF, which the machinations of the Hamilcar agents only made worse.

In Y157, having learned that the Daven mercenaries would be at an LDR world near the Klingon border for R&R on a given day, Hamilcar decided to provoke an "event." For a month prior to E-Day, Hamilcar used most of its available ships to stage convoy raids in Klingon space along the LDR border, specifically to stir up a hornet's nest; the ISF obligingly responded by sending an F5 squadron to reinforce the area. At the same time, the agents planted within MVD began "leaking" the fact that the LDR/Daven agreement had been expanded to allow Daven raiders a base within LDR space; the agents were so successful that the increased activity led the MVD to believe that the LDR was, in fact, cooperating with the Orions and "sponsoring" their activities, and warned field commanders of this possibility!

On E-Day, Hamilcar staged a raid on a Klingon convoy transporting colonists and supplies to a "Warrior Colony" world. Hamilcar deliberately left one escort ship alive long enough to scream for help, while the Hamilcar ships (not by coincidence 1x CR and 2x LR) systematically destroyed the transports and took many colonists as prisoners. As the ISF raced to the rescue, the Hamilcar ships broke off their attack and headed out — on a direct course to the LDR world where the Daven mercenaries were enjoying R&R. Once out of range, they cloaked (all three ships having cloaking devices ALSO not being a coincidence) and quietly departed the area.

Commodore Kroal was the ISF Sector Commander. At this point, all he knew was that the raiders had left on course for an LDR world (true), and that the LDR was allowing Orion ships to operate in their territory (false); he assumed that this was the initial raid from Orions operating from LDR space that he had been warned about (false). The Commodore decided to end the menace to the Empire by entering LDR space with every ship he could and destroying everything in his path, thus teaching the "cowardly furballs who did not even fight their own wars" a lesson.

(SH124.1) NUMBER OF PLAYERS: 2; the LDR player and the Klingon player.

(SH124.2) INITIAL SET UP

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

LDR: 1x Ground Agro Station at 2215F.

1x Civilian Base Station (two repair and one power modules) in hex 2214 in standard orbit (P8.0), moving counter-clockwise, and rotating counter-clockwise at rate 3; the mercenaries are docked to this station.

POL *Guard*, F-AL (disruptor) *Freeman Zerg*, and F-AS (phaser) *Freeman Lurnsah*, F-AS (phaser) *Freeman Zhtrong*. (These are "police forces" assigned to the BS.) All units: speed 0, any facing, within 5 hexes of the planet.

Daven Mercenaries: CR *Los Insurgentes*, LR *Infidel*, LR *Unbeliever*, docked to the BS (C13.7). See (SH124.47).

All LDR units are at WS-0.

KLINGON: 3rd ISF Squadron: F5P *West Warden*, F5I *Interrogation*, F5I *Extortion*.

213th ISF Squadron: E4I *Stoic*, E4I *Valiant*, E4J *Jail*.

All in the xx30 or 42xx hex rows, heading F, speed max, WS-III.

[An F5P is an F5C with the phaser-1s replaced by phaser-2s and disruptors limited to range 15. An F5I is identical to a standard F5. An E4I is identical to a standard E4 except that the disruptors are limited to a range of 10.]

(SH124.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH124.4) SPECIAL RULES

(SH124.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. LDR (including Orion) units can only disengage from the 01xx or xx01 hex rows. Klingon units can only disengage from the 42xx or xx30 hex rows. See (SH124.49) for conditions. Units which disengage in unauthorized areas are considered destroyed.

(SH124.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH124.421) 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 (SH124.431).

(SH124.422) There are no fighters in the basic version of this scenario. In a variation using Hydrans, there will be no EW fighters, though MRS shuttles were sometimes employed in that role.

(SH124.423) There are no PFs in this scenario.

(SH124.43) COMMANDER'S OPTION ITEMS

(SH124.431) 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.

(SH124.432) All drones are "slow," i.e., 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.

(SH124.433) If players wish to use the optional rules for Prime Teams (G32.0), the F5P and the Daven squadron flagship each normally carry one such team. [Few CRs had Prime Teams assigned, but as the flagship of a squadron, a Crime Team (the Orion equivalent to the Federation Prime Teams) was assigned to the *Los Insurgentes* for special missions.]

(SH124.44) REFITS: The LDR did not receive gating technology from the Hydrans until Y162; as a result, there is no difference between LDR ships of this period and "standard" Lyran ships. No refits are available to either side.

(SH124.45) DRONE SUPPORT: While Commodore Kroal had taken with him every ISF ship he could lay his hands on, he had no direct control over DSF ships. The local DSF commander had been staging a series of nuisance raids on the LDR with the D6D *Pestilence* and he tacitly agreed to divert a planned raid to coincide with Kroal's attack. This would allow the DSF to deny any knowledge of Kroal's plans if the attack went sour, and to take all of the credit if things went well.

(SH124.451) Before the start of the scenario, the D6D launched four salvos of drones timed to begin arriving at the beginning of the scenario; each salvo is composed of 6x type-IIIIXm (speed-12) drones; all warheads are explosive warheads only. These drones are allowed for in the scenario and are not purchased as part of the Commander's Option Items.

(SH124.452) These drones were launched using Ballistic Targeting as "Wild Boars" (FD5.255). Before the start of the scenario, the Klingon player must record their courses and any other necessary targeting information (such as the hex they arrive on the map); this may NOT be changed after the start of the scenario.

(SH124.453) On Impulse #1 of Turns #1 through #4 (inclusive), one group of six drones is placed in a hex along ANY map edge except the 01xx hex row; the hex the drones enter the map on must be designated as their first "waypoint."

(SH124.454) After launching its drones, the D6D scurried back to where it should have been; it does not otherwise participate in the scenario.

(SH124.46) COMMODORE KROAL is a "Legendary Captain." This is allowed for in the scenario and need not be purchased by the Klingon player as a "Commander's Option" item. Commodore Kroal has his flag in the F5P.

(SH124.47) ORION SHIPS: The Orion ships were here for rest and relaxation, as well as maintenance of their operating systems.

(SH124.471) All systems aboard these ships are Inactive (G30.0). The base station's repair systems can be used to reactivate [(G30.3) and (G17.12)] the inactive systems aboard the Orion ships.

(SH124.472) The ships have only a minimum crew (G9.4) aboard; the rest of the crew units (and 1x admin shuttle from each ship) are all on the planet's surface (at the GAGS) enjoying R&R.

(SH124.473) LDR crew units cannot be used as crew units aboard the Orion ships, as they do not speak or read Orion and are untrained in their operation. LDR boarding parties, militia, etc. aboard Orion ships operate normally.

(SH124.474) Historically, the option mounts on the ships held drone rack type-C on the LRs, and an FA range-30 disruptor and two phaser-Gs (one LS, one RS) on the CR. Players are free to select other option packages, but must select packages legal for the Daven Cartel's Operating area.

(SH124.48) REINFORCEMENTS: The following LDR ships arrive on Impulse #1 of the designated turn. Place all arriving ships in the 01xx hex row, heading at the LDR player's option, speed max, WS-III.

Turn #3: 1x FF *Liberty*.

Turn #4: 1x FF *Commune*, 1x POL *Constable*.

Turn #6: F-AL (disruptor) *Freeman Kaferio*, F-AS

(phaser) *Freeman Joherl*, F-AL (disruptor) *Freeman Lifginser*, F-AS (phaser) *Freeman Barzhuk*.

(SH124.49) ISF DISENGAGEMENT: Uncrippled ISF units cannot disengage until one or both of the following conditions have been satisfied (but are not required to disengage):

(SH124.491) All of the Orion ships are crippled, destroyed, or captured.

(SH124.492) Commodore Kroal is killed (G22.134). Once Kroal is dead, all Klingon forces must immediately disengage.

(SH124.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH124.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH124.61) Replace the Klingons with a Hydran force composed of two Lancers (each with 4x Stinger-1), two Hunters, and two Gendarmes (each with 2x Stinger-1). There is no drone bombardment; instead three additional Stinger-1 fighters arrive on each of the first four turns (these were launched from a Hydran base).

(SH124.62) Add a small scout to the Klingon forces.

(SH124.63) For a smaller and faster scenario, use only the F5P, two F5Is, and the drone bombardment on the Klingon side. The LDR does not receive any reinforcements.

(SH124.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH124.71) Change the E4J to an E4I.

(SH124.72) Replace the at start LDR POL with an FF.

(SH124.73) Delete or add a Pol or an E4 to one side or the other.

(SH124.8) TACTICS

KLINGON: The base station commands the area and must be put out of action first. Approach the base station in the shadow of the planet, and destroy it using massed drones. Use ballistic targeting to avoid exposing your ships to its fire. The drones launched from the D6D are excellently suited for this!

LDR: The base station must be protected for as long as possible so that the Orion ships can be reactivated. Transfer Orion crew up from the planet as quickly as possible. Once reactivated, decide whether to fight the ships with the crew you have or to land them on the planet and re-board the crew.

(SH124.9) PLAYTESTER COMMENTS: The Klingons will succeed or fail in the first two turns: much depends on how they plan their initial assault.

HISTORICAL OUTCOME

The LDR suffered heavy losses, including the *Liberty*, *Guard*, *Lurnsah*, *Zhtrong*, and *Joherl*. The base station was crippled, but was rebuilt.

The massed drone attack on the base station pointed out the need for increased drone defenses. This resulted in Chairman Pathau's eager acceptance of the Hydran proposal in Y161 to exchange gatling technology for exclusion of Lyran ships from LDR territory.

Daven lost the *Infidel*, and the other two ships were badly damaged. At the next meeting of the heads of the Orion Cartels, a compromise between Daven and Hamilcar was forced to prevent open warfare. Daven withdrew its mercenaries from LDR employment, while Hamilcar was forced (as punishment) to never operate within LDR territory again.

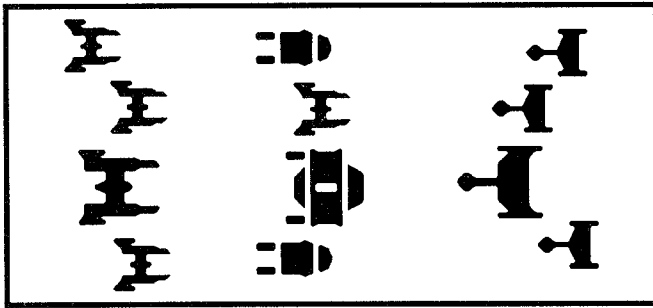
The Klingons lost the *Stoic* and *Jail* (the boom of the latter was recovered) and other ships were badly damaged. As reparation, the Klingon Empire formally recognized the LDR as an independent state; the cost of rebuilding the base station was paid by the Klingon Empire.

The captain of the D6D was censured and transferred to command of a D6J.

Commodore Kroal was broken and dismissed from the Empire's service; he was not even allowed the chance to redeem himself by service on a penal ship.



D'94

(SH125.0) PRESSING AN ADVANTAGE

(Y157)

by Steven Paul Petrick, Texas

The border region between the Klingon Empire and the Lyran Star Empire (which included the border with the LDR) was a quiet one. It was very much regarded as a dead end to the careers of the officers assigned there. Activities that might risk activating that border as a war zone were not sanctioned by the Klingon (or Lyran) High Command, and hence there was no opportunity to gain glory in battle, unless one managed to catch an elusive Orion.

When news reached the ears of the officers commanding the ships in this area that Klingon ships had been engaged by ships of the LDR (never mind that no official orders had been received to commence hostilities against the LDR), some took it upon themselves to press the attack. (If the attack had been only by ISF units, it might have been ignored, but the drone support from the *Pestilence* convinced many captains that this was a sanctioned operation.) Even as diplomatic channels were being opened to try to find out just what was happening and to resolve the situation, more Klingon ships began penetrating into LDR space.

From the north came a hastily organized strike group built around the D6J *Gehenna*. This force hoped to reach the LDR "capital" and cripple its repair capabilities. En route they encountered a scratch force of LDR ships determined to defend their homeland. Captain Koda, in command of the Klingon Strike Force, determined to win a cheap victory before moving on. It was not to be cheap, as the LDR strategic reserve was only moments away from engaging as well.

(SH125.1) NUMBER OF PLAYERS: 2; the Lyran Democratic Republic player and the Klingon player.

(SH125.2) INITIAL SET UP

LDR: F-AL (disruptor) *Freeman Leones*, F-AS (phaser) *Freeman Lapna*, F-AS (phaser) *Freeman Yahken*, POL *Sheriff*, set up within 4 hexes of 0425, heading B, speed max, WS-III.

CA *Independence*, FF *Fraternity*, FF *Equality*, PSC *Sharp Eyes*, arrive on Turn #4 from direction E, heading A, B, or C, speed max, WS-III; see (SH125.45).

KLINGON: D6J *Gehenna*, F5C *Barbarian*, F5 *Arduous*, E4 *Insolent*, set up within 5 hexes of 3905, heading E, speed max, WS-III.

(SH125.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH125.4) SPECIAL RULES

(SH125.41) MAP: Use a floating map. The LDR units can only disengage in directions D or E. The Klingon units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SH125.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH125.421) If using the optional MRS shuttles, the LDR CA has one MRS.

(SH125.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH125.423) There are no PFs in this scenario.

(SH125.43) COMMANDER'S OPTION ITEMS

(SH125.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 10% of its Combat BPV (this represents the surprise nature of the "war" to both sides). The MRS shuttle on the LDR CA counts against this percentage. 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.

(SH125.432) All drones are "slow," i.e., 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.

(SH125.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Independence* normally carried one such team while the Klingon player is given 25 additional Commander's Option Points to distribute among his forces as desired.

(SH125.44) REFITS: At the time of this battle, no refits of any kind had been installed on any of the engaged ships. The LDR ships do not have gatling phasers. The Klingon ships are vulnerable to "chain reactions" (D12.3).

(SH125.45) REINFORCEMENTS: The LDR reinforcements can be no closer than 30 hexes from the Klingon unit farthest in direction E when placed on the board initially.

(SH125.46) GLORY: Captain Koda is trying to get himself off the Penal ship. He will not disengage or allow any of his subunits (the F5s and E4) to disengage until one of the following events occurs:

An LDR warship (FF, CA, but not Pol or armed freighter) is destroyed.

The D6J is crippled.

The D6J suffers a mutiny (G6.0), whether the mutiny is successful or not.

Captain Koda is killed or wounded as a Legendary Captain (G22.134) (he is not considered Legendary for any other purpose, except movement). Captain Koda must always be in a control box of the D6J, and he moves between control boxes by (G22.132), but only if the control station he was in was destroyed the previous turn.

Prior to the arrival of the LDR reinforcements, Koda will expend all efforts to destroy the LDR force opposing him. His ships must move and remain within 15 hexes of the LDR ships until the beginning of Turn #4. This condition is judged at the end of Turn #1 and on all impulses of Turns #2 and #3. The LDR player receives one victory point per uncrippled Klingon ship that is more than 15 hexes from all LDR ships on a given impulse.

(SH125.47) QUALITY: The D6J has a poor crew.

(SH125.48) HOME DEFENSE: The LDR units are defending their space from the Klingon intrusion. To reflect this, the LDR initial forces must remain within 22 hexes of the Klingon ships until the beginning of Turn #4. This condition is judged at the end of Turn #1 and on all impulses of Turns #2 and #3. The Klingon player receives one victory point per uncrippled LDR

ship that is more than 22 hexes from all Klingon ships on a given impulse.

(SH125.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). See also (SH125.46) and (SH125.48).

(SH125.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH125.61) Replace the Klingons with a Lyran force including a CL, two DDs, and an FF.

(SH125.62) For a smaller and faster battle, delete a F-SA and the Pol from the LDR at start forces and an FF from the reinforcements. Delete the F5 and E4 from the Klingon forces.

(SH125.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH125.71) Change the D6J to a D6.

(SH125.72) Replace the LDR CA with the CL.

(SH125.73) Delete or add an FF/E4 to one side.

(SH125.8) TACTICS

LDR: You have a number of advantages in this battle. The D6J is the largest unit on the opposing side, but cannot fight effectively. The F5C is the best unit the Klingons have, but cannot hope to match the capabilities of your CA. Your scout is small and lacks power, but it can still add a decisive effect with its scout channel if you plan carefully. The drones should be almost no problem at all, but be careful as they can surprise you.

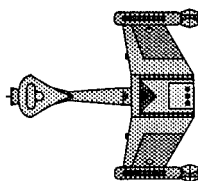
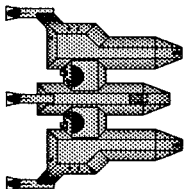
KLINGON: Koda is clearly insane. Your force looks equal or better than the LDR reinforcements, but the qualitative edge is against you. Knock off the initial LDR ships as best you can for a few points, then try to snag a frigate and get out of Dodge!

HISTORICAL OUTCOME: The *Fraternity* exploded in a ball of incandescent gas under the combined might of the Klingon assault. Koda might have been very happy, but just as the heavily damaged *Gehenna* turned for home, a mutiny broke out aboard. The F5C and F5, both heavily damaged, managed to return to Klingon space (the E4 had been destroyed), hotly pursued by the *Equality* which had sustained almost no damage. The *Independence* proceeded south, accompanied by the *Sharp Eyes* looking for other Klingon penetrations. (They spotted the arrival of Kruze's squadron but did not reach the scene of that battle in time.)

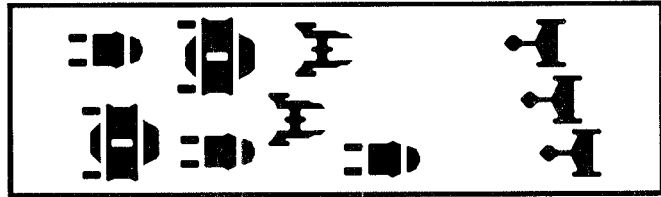
The LDR had also suffered the loss of the large armed freighter, one of the small armed freighters, and the police ship.

The *Gehenna* was returned to the Empire as part of the settlement of the incident, although the majority of the crew chose to remain in LDR space (many of them later joined various Orion Cartels, and a few eventually found their way to the WYN Cluster).

Captain Koda returned to the Empire, where his desire to be transferred off the penal ship was granted. He was court martialed and executed less than two standard weeks after rejoining the DSF.



(SH126.0) THE SALLY



(Y157)

by Steven Paul Petrick, Texas

Captain Kruze had been watching the Hydran border for months, with no activity. When word reached him that the LDR had initiated hostilities. Kruze's Frigate Squadron was the northernmost on the Hydran border, and having just left the base at the angle where Klingon, LDR, and Hydran space conjoined, he was in excellent position to sally into LDR space. Kruze intended to raid LDR shipping and avoid a decisive engagement. He found what he thought was a convoy and moved in to attack.

Unfortunately for Kruze, the convoy was not a convoy, but a detachment of the LDR fleet hastily gathered when Kruze's squadron had been detected on the sensors of an LDR base. So it was that Kruze attacked the only LDR unit in the sector, which he had sought to avoid.

(SH126.1) NUMBER OF PLAYERS: 2; the Lyran Democratic Republic player and the Klingon player.

(SH126.2) INITIAL SET UP

LDR: POL *Defender*, POL *Bailiff*, F-AL (disruptor) *Freeman Rulc*, F-AL (disruptor) *Freeman Zafier*, F-AS (phaser) *Freeman Wrag*, F-AS (phaser) *Freeman Kallind*, F-AS (phaser) *Freeman Remcer*; all within 5 hexes of 0305, heading C, speed max, WS-III.

KLINGON: F5C *Ferocity*, F5 *Eviscerator*, E4 *Trustworthy*, set up within 5 hexes of 3725, heading F, speed max WS-III.

(SH126.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH126.4) SPECIAL RULES

(SH126.41) MAP: Use a floating map. The LDR units can only disengage in directions A, E, or F. The Klingon units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SH126.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH126.421) 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 (SH126.431).

(SH126.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH126.423) There are no PFs in this scenario.

(SH126.43) COMMANDER'S OPTION ITEMS

(SH126.431) 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.

(SH126.432) All drones are "slow," i.e., 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.

(SH126.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH126.44) REFITS: No refits have been installed on any units involved in this scenario. Note that the LDR ships had not been fitted with gattling phasers at the time of this battle. Klingon ships are vulnerable to "chain reactions" (D12.3).

(SH126.45) DISENGAGEMENT: The Klingons believe that they are engaging a convoy, and they will not break off the attack until all the freighters have been destroyed, have successfully sublight disengaged, or until a given Klingon ship has been crippled (i.e., if the E4 is crippled, it may disengage or continue to fight, but the F5 and F5C cannot disengage until they are crippled).

The LDR units are determined to stop the Klingons and cannot disengage any unit until both large armed freighters have been destroyed or crippled.

(SH126.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH126.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH126.61) Replace the Klingons with a Hydran force consisting of a Lancer (4x Stinger-1) and two Hunters, or a Lyran force consisting of a CL, DD, and FF.

(SH126.62) For a smaller and faster battle, delete the F5 from the Klingon force and one POL, F-LA, and F-SA from the LDR force.

(SH126.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH126.71) Change one of the F-SA to a F-LA or vice versa.

(SH126.72) Replace the F5C with an F5.

(SH126.73) Delete or add a POL to the LDR force.

(SH126.8) TACTICS

LDR: Standard convoy defense tactics will serve. You might want to consider not launching the shuttles as they will slow you down, and you can outrun most of the Klingon drones if you do not slow down. Concentrate your fire on one ship at a time. The POLs are your maneuver element, but are more vulnerable than your F-ALs. Guess correctly when to overload; if he gets a shot with disruptors at 9-15 hexes range and leaves you outside range 8 with overloads in the tubes, it might be over. Watch out for Klingon T-bombs with strange settings.

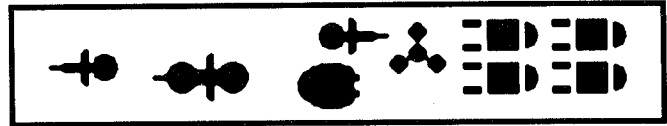
KLINGON: A convoy raid with a major difference, these ships all have teeth. Try to maneuver into the blind sides of the freighters' weapons and shoot them up. Use your power advantage to gain an EW advantage.

(SH126.9) PLAYTESTERS COMMENTS: The scenario is a very enjoyable, if tedious, fight between small ships. The range 15 armament is virtually identical, and the Klingons cannot afford to get closer until something big happens.

HISTORICAL OUTCOME: The Klingons destroyed the "convoy," the last small armed freighter (*Remcer*) escaping by

sublight evasion. The *Bailiff* was destroyed, and the *Defender* managed to escape. The action was not without cost to Captain Kruze's squadron. His ship was badly damaged, and both the *Trustworthy* and *Eviscerator* were destroyed. The boom of the F5, together with the surviving officers, was later returned by the LDR as part of the negotiated settlement of the "war."

(SH127.0) MY BROTHER, MY ENEMY



(Y162)

by Vincent Solfronk, Alabama

While mapping out mineral deposits on an uninhabited planet in Y162, a Gorn Free Trader discovered the ruins of an ancient civilization. This find soon became a disaster when the Trader's crew were taken over by mind-controlling Plants. Under the Plants' control, the Trader headed for the local base where, in a few days time, the base's crew were also under control.

Gorn fleet headquarters first knew something was amiss when the base stopped reporting in. In order to be reassured, the Gorns sent the heavy cruiser *Predatoricon* and a destroyer. The *Predatoricon* reached the base just as the Plants were leaving for further conquest.

(SH127.1) NUMBER OF PLAYERS: 2; the Gorn player and the Plant player.

(SH127.2) INITIAL SET UP

PLANT: Gorn BS (3x cargo pods) in 2215, initial facing and rotation rate at the option of the Plant player, WS-III.

Gorn FF *Mercy Killer*, 4x small freighters, 1x Free Trader (option mount is phaser-2), docked to the base (C13.0), two ships to each module (Plant player's choice as to which ship is docked to which module), WS-I.

GORN: CA *Predatoricon* in 4202, heading E, speed max, WS-III.

DD *Coil* in 4204, heading E, speed max, WS-III.

(SH127.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The scenario cannot end if there are crew units from both players on a given ship.

(SH127.4) SPECIAL RULES

(SH127.41) MAP: Use a floating map. The Plant units can only disengage by separation, but can disengage in any direction. The Gorn units can disengage by any means in any direction.

(SH127.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH127.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH127.431).

(SH127.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH127.423) There are no PFs in this scenario.

(SH127.43) COMMANDER'S OPTION ITEMS

(SH127.431) 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.

(SH127.432) In a variant where drone-armed units are used, all drones are "slow," i.e., 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.

(SH127.433) If players wish to use the optional rules for Prime Teams (G32.0), the Gorn CA will normally carry one such team while the Plant player can be given 25 additional Commander's Option Points to distribute among his forces as desired.

(SH127.44) REFITS: At the time of this battle, no refits had been installed on any units.

(SH127.45) FREIGHTER RESTRICTIONS: The small freighters (including the Free Trader) are not ready to undock. Before the scenario starts, the Plant player rolls one die for each freighter. The number indicated is the turn in which the freighters can undock. These die rolls are public and can be observed by the Gorn player. The FF can undock at any time.

(SH127.46) GORNS BOARDING PLANT SHIPS: If any regular Gorn boarding parties board a Plant-controlled ship, they are immediately controlled by the Plants. This includes hit-and-run raids. See (SH127.48).

(SH127.47) PLANTS BOARDING GORN SHIPS: If any Plant-controlled boarding parties are on a regular Gorn ship, at the end of that turn, and all succeeding turns, two crew units (including one boarding party) become controlled by the Plants. (Boarding party combat will be going on during this time and cause casualties to both sides.) When all crew units and boarding parties are controlled, the ship is captured by the Plant player. The regular Gorn player may elect to self-destruct his ship to keep it from falling into the other player's hands (although Plant boarding parties can try to block this). If the ship is taken over, it cannot move or fire its weapons for two turns; thereafter, it operates normally (albeit under Plant control). If a ship disengages with non-Plant controlled Gorn crew units on board after the conditions of (SH127.48) are fulfilled, the ship is deemed to have been recaptured by the Gorns and returned to the base for purposes of the victory conditions.

(SH127.48) DESTROYING PLANTS: All Gorn ships (not under Plant control) accumulate scientific information using (G4.1). If Plant-controlled units are on the ship, assume the range to be zero; otherwise use the range to the closest Plant-controlled crew unit. The ships exchange this data immediately. When the total data reaches 100 points, no further Gorn crew units can become Plant-controlled and one Plant-controlled crew unit on each ship controlled by the Gorn player is released from Plant control at the end of each turn. From this point, Gorn boarding parties can be sent to board Plant-controlled ships, and so long as a non-Plant-controlled boarding party or crew unit is aboard a Plant-controlled ship, one Plant-controlled crew unit on that ship will recover at the end of each turn. Note that if the Plant-controlled crew units manage to destroy all non-Plant-controlled boarding parties/crew units before the end of the turn, no Plant-controlled crew units will recover that turn.

(SH127.49) TRANSFERS: The Plant player cannot transfer crew units or boarding parties (including any purchased as Commander's Options) from any unit to any other unit other than boarding non-Plant controlled units (SH127.47).

(SH127.5) VICTORY CONDITIONS: Victory conditions are based on the number of Plant-controlled ships that successfully disengage (to attack other areas). Count each freighter

as 3 points; the Free Trader, frigate, or destroyer as 9 points; and the cruiser as 27 points. Note that the points for the cruiser and destroyer would only be received if those ships were captured by the Plants.

The Plant player receives 1 point for each ship controlled by them that takes internal damage, 2 points for each ship that is crippled, and 3 points for each ship that is destroyed (double this for the FF). No points are received for Plant ships which are damaged by mines laid by the Plants. These points are added to the points the Plants receive for disengaging ships. The Plants win if Plant-controlled ships totalling 15 points disengage.

(SH127.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH127.61) Replace the Gorn ships with Kzinti ships; use a CS in place of the Gorn CA and a DD in place of the Gorn DD. The Plant player uses a Kzinti base station and frigate.

(SH127.62) Change two of the small freighters to small Q-ships.

(SH127.63) For a smaller and faster battle, delete the Plant player's frigate and Free Trader and have the Gorn player use a light cruiser in place of his two ships (the light cruiser starts in the hex the CA starts in normally).

(SH127.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH127.71) Increase or decrease the number of points the Gorns need to destroy the Plants in (SH127.48).

(SH127.72) Replace one or more of the small freighters with a small armed freighter (plasma or phaser).

(SH127.73) Delete or add a small freighter to the Plant at start force.

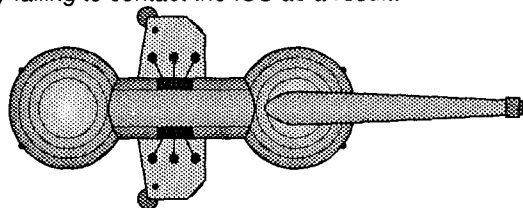
(SH127.8) TACTICS

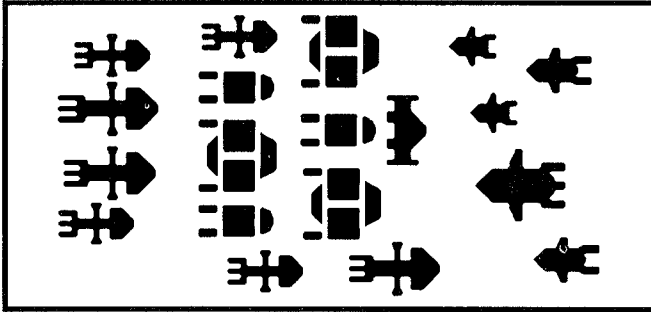
GORN: The FT and FF must be stopped before they can escape, as well as at least one freighter. If too many ships release at once, use tractor beams, suicide shuttles, and anything else you can to slow them down. Make sure you take as many extra boarding parties as you can. You will need them.

PLANTS: Don't try to fight. Just scatter in as many directions as possible.

(SH127.9) PLAYTESTERS COMMENTS: An interesting concept and different "twist" on the game.

HISTORICAL OUTCOME: The Destroyer *Coil* was heavily damaged and nearly captured in the battle, being rescued when the cure for the Plant's control ability was discovered. The *Predatoricon* succeeded in containing the Plants, capturing each ship as it attempted to escape, but was forced to destroy the FF and the FT. The destruction of the FT was regrettable, as after the base was eventually recaptured by a larger Gorn strike force, it was discovered that the location of the Plant's home planet was not included in the data base. Whatever planet the Plants had come from would remain unknown for now. Even though the Gorns had the cure, they curtailed exploration in that direction for many years, ultimately failing to contact the ISC as a result.



(SH128.0) A PIRATE'S SURPRIZE

(Y162)

by Ian Roy, Scotland

In Y162, a critical Kzinti convoy of badly needed raw materials was attacked by pirates of the Daven's Cartel. The pirates were surprised to discover Q-ships in the heavily defended convoy, but had provided a surprize of their own.

NOTE: The spelling of "surprize" is correct...

...if you live in Scotland!

(SH128.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Orion player.

(SH128.2) INITIAL SET UP

ORION DAVEN'S CARTEL: CA *Deathblow*, CR *Los Vigilantes*, CR *Warbride*, LR *Saracen*, LR *Osiris*, enter from any map edge, heading at option of the owning player, speed max, WS-III. See (SH128.45)-(SH128.47).

KZINTI: CL *Eerie*, FF *FF56*, FF *FF29*, TGT *TT2* with two self-defense pods, L-Q *Phantom* (4x AS), S-Q *Q12* (2x AS), 2x large freighters, 2x small freighters, all within 3 hexes of 2215, heading B, speed 4, WS-II.

KZINTI REINFORCEMENTS: CS *Starfire*, CL *Exorcist*, FF *FF19*, FF *FF22*, arrive on turn 6 anywhere not within 30 hexes of any freighter and all within 2 hexes of the CS, speed max, heading at option of the Kzinti player, WS-III.

(SH128.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH128.4) SPECIAL RULES

(SH128.41) MAP: Use a floating map.

The Kzinti units can only disengage in directions B or C.

The Orions can only disengage in directions D or E.

Units which disengage in unauthorized directions are considered destroyed.

(SH128.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH128.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH128.431).

(SH128.422) There are no EW fighters in this scenario. The fighters on the Kzinti Q-ships are all AS fighters and cannot control their own drones.

(SH128.423) There are no PFs in this scenario.

(SH128.43) COMMANDER'S OPTION ITEMS

(SH128.431) 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.

(SH128.432) All drones are "slow," i.e., 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.

(SH128.433) If players wish to use the optional rules for Prime Teams (G32.0), the Kzinti CS and the Orion CA may each carry one such team.

(SH128.44) REFITS had not been installed on any of these ships at the time of this scenario.

(SH128.45) OPTION MOUNTS: All option mounts on pirate ships have either A-drone racks or disruptors.

(SH128.46) ORION ENTRY: The entry of one or two pirate ships can be delayed to the second turn at the option of the Orion player.

(SH128.47) MINED AREAS: The Orions have previously established two mined areas [these are NOT minefields for any purpose under (M7.1) or (M7.2)], each consisting of six transporter bombs in contiguous hexes. (The six-hex mine belt can be straight or curved.) No mine can be within 4 hexes of 2215; no two mines can be in the same hex. No mines can be within the prior path of the convoy, which is considered to be defined by 0122-1913 and 0130-2219, inclusive. The Orion must record the locations of the mines and any special targeting data before the Kzinti sets up his ships. This record will be given to the Kzinti at the end of the scenario to verify where the mines were.

(SH128.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. There is no adjustment for the pre-positioned mines. Each player receives a bonus of 3 points for each undestroyed cargo box (on a freighter or tug) that is in his possession at the end of the scenario.

(SH128.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH128.61) Replace the Orions with a Klingon force of a D7C, 2x D6, and 2x F5.

(SH128.62) Add a scout to the Kzinti force.

(SH128.63) Use only the Orion CA and one CR on the Orion side; still deploy the mines. Delete the Kzinti reinforcements.

(SH128.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH128.71) Change the self-defense pods to battle pods.

(SH128.72) Replace the at start Kzinti CL with a Kzinti CA.

(SH128.73) Delete or add an FF to the Kzinti initial force.

(SH128.8) TACTICS

ORION: There is little point in being devious. Place the mines to form a crescent on one side, or ahead of, the convoy. Enter your ships on the opposite side of the convoy, and drive him into the mines. Have other ships enter from behind the mines to take shots at the weakened front shields. Try to knock out the two biggest ships early, then do a smash-and-grab on the convoy.

Make sure to force the Kzinti ships across your mines, and plan your entry so that you can stay clear of them. Delay the entry of at least one ship if for no other reason than to give the Kzintis something to think about. Take out the ships that can shoot back before doing anything with those that are less well armed.

KZINTI: Keep together, and concentrate on defending yourself from drones rather than destroying ships. Have all of your freighters line up single file and steamroller the mines,

perhaps with a warship (reinforced shields, of course!) in front. Use whatever offensive potential you have to cripple one of the pirates so that you can capture him later. Don't forget to use your own drones, both offensively and defensively.

Go into the scenario with an overall plan. Do not concede the initiative to the Orions any more than he already has. If you sit and wait on what he does, you are giving away too much. Moving in a single file will limit damage due to the mines. Do not guard the freighters so closely that you fail to get in some offensive punches early in the scenario.

(SH128.9) PLAYTESTER COMMENTS: A significant variation on the typical convoy battle. Very clean scenario that has enough going on to maintain interest.

HISTORICAL OUTCOME: The pirates made the mistake of trying for the whole convoy and were caught by the reinforcing squadron. They were driven off with the loss of the *Osiris*, and the *Saracen* was captured in a boarding party action that was used as a teaching example in academies across the galaxy for the next 30 years. The power of the Daven Cartel was broken, and its Crime Lord was removed in a coup. A new Crime Lord took over but found his territory being raided by independent pirate ships. He negotiated a deal with them to bring them under his control and invited the captains of key vessels to a gala banquet to celebrate the new profit sharing scheme. The captains were murdered, their ships were taken over, and the power of the cartel was re-established.

(SH129.0) THE DERELICT



(Y163)

by Graeme Cree, Texas

In Y163, Star Fleet Command received a distress call from the *Marco Polo*, a Galactic Survey Cruiser which had been conducting a scientific analysis of a small uninhabited planet near the Romulan border.

The cruiser *Hood*, under command of Captain Hue T'Lara, was dispatched to the scene. On arrival, the *Marco Polo* was found floating as a derelict, her entire crew killed by an unknown virus. A small team was placed aboard, which was able to quickly identify the virus using the completed studies of the *Marco Polo's* science staff. (By the time the cure was found, it was too late for the crew of the *Marco Polo* to save themselves.)

While this team began to sterilize the ship, additional antibodies were produced aboard the *Hood*, and its crew was immunized. Since analysis showed that Vulcans were immune, T'Lara suspected, but could not prove, that the Romulans had caused the infection.

Unexpectedly, the Romulans arrived on the scene. T'Lara found the situation desperate since the small team she had on the *Marco Polo* could not effectively operate it.

(SH129.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH129.2) INITIAL SET UP

FEDERATION: CA *Hood* in 2616, heading B, speed 0, WS-II.

GSC *Marco Polo* in 2813, heading B, speed 0, WS-0; see (SH129.45).

ROMULAN: KR *Kestrel*, K5R *Shillelah*, enter on Turn #1 anywhere along the 42xx map edge, heading E or F, speed max, WS-III.

(SH129.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH129.4) SPECIAL RULES

(SH129.41) MAP: Use a floating map.

The Federation units can only disengage in directions E or F. The Romulan units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.

(SH129.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH129.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH129.431).

(SH129.422) There are no fighters in this scenario. In a variant in which fighters are present, players may use the standard deployment patterns for EW fighters (one EWF for each squadron of eight or more fighters).

(SH129.423) There are no PFs in this scenario.

(SH129.43) COMMANDER'S OPTION ITEMS

(SH129.431) 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.

(SH129.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are not available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone-armed ships extra points for this purpose, and that some types of special drones may not be available due to the year of the scenario.

(SH129.433) If players wish to use the optional rules for Prime Teams (G32.0), the Federation CA and the Romulan KR each normally carry one such team.

(SH129.44) REFITS: No refits had been installed on any of these ships at the time of this engagement.

(SH129.45) THE *Marco Polo* is under a number of restrictions in this scenario:

(SH129.451) The entire original crew of the *Marco Polo* has been killed by the virus. The *Hood* has transferred four crew units (comprising two crew units and four boarding parties) to the *Marco Polo*. The *Marco Polo* is undamaged but, of course, is undermanned; see (G9.4). Note that the arrival of additional crew units from the *Hood* will cause adjustments to this status.

(SH129.452) The warp engines of the *Marco Polo* were "cold" when found. One of the crew units on board consists of engineers who have initiated the restarting process (which is now proceeding automatically without need of further attention). Three boxes have been "restarted" in each engine. At the start of each turn, one additional box in each engine is "restarted." "Cold" engine boxes cannot produce power but can be destroyed by damage.

(SH129.453) The *Marco Polo* cannot disengage by acceleration or sublight evasion if undermanned.

(SH129.454) For purposes of Commander's Options, the ship has a full complement of T-bombs, and the Federation player can select drones for its rack per the normal rules. The ship has no other option items and cannot purchase any under (SH129.43).

(SH129.454) With the exception of its warp engines (SH129.452), all systems on the *Marco Polo* are fully operational once a minimum crew is aboard before an Energy Allocation Phase.

(SH129.46) **RESTRICTIONS:** The Federation player, having been caught off-guard, cannot use transporters or shuttlecraft to move crew units on Turn #1. Boarding party operations, e.g., hit-and-run raids or boarding ships for combat, are unaffected.

(SH129.47) **CREW:** The *Hood* arrived with 16 extra crew units (including 8 boarding parties and 12 regular crew units) on board to re-crew the *Marco Polo*. The starting crew on the *Marco Polo* is deducted from this total. There is no BPV adjustment for these crew units or boarding parties, and they do not count against the total of additional boarding parties the *Hood* could purchase under Commander's Options.

(SH129.5) **VICTORY CONDITIONS:** Use the Standard Victory Conditions (S2.2). There is no adjustment for the status of the *Marco Polo*.

(SH129.6) **VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

(SH129.61) Move the action to the Klingon border by substituting a D6 and E4 for the Romulan ships.

(SH129.62) Reverse the roles of the two Federation ships, and use only the KR on the Romulan side.

(SH129.63) For a smaller and faster scenario, replace the *Hood* with an FFG and the *Marco Polo* with a CLS. Halve the number of additional crew units carried by the FFG to re-crew the CLS in (SH129.47) and the number already on the CLS in (SH129.451). Use only the K5R on the Romulan side.

(SH129.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SH129.71) Change the KR to a K7R or WE.

(SH129.72) Replace the CA with a CC or CL.

(SH129.73) Delete the K5R or add a K4R (to the Romulan side) or an FFG (to the Federation side).

(SH129.74) Assume that because it is unfamiliar to the crew of the *Hood*, five or six (or ten or twelve) crew units are required to control the *Marco Polo*. Players could bid on this scenario, with the high bidder taking the Federation and with the required number of crew units (to control *Marco Polo*) equal to his bid.

(SH129.8) TACTICS

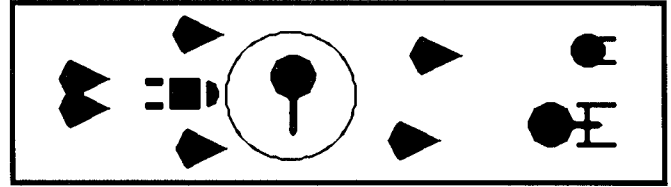
FEDERATION: Move close to the *Marco Polo* in order to provide better protection. Establish a tractor beam so that you can tow and rotate the *Marco Polo* without using her own power. The GSC should use its crew units to control phasers until more can be sent aboard. The trick is to drop shields between the two ships after the Romulan torpedoes have been dealt with. One of your major worries will be infestations of Romulan Marines aboard the GSC.

ROMULAN: You must prevent the transfer of crew units to the GSC (or at least delay it) as long as possible. Use EPTs to punish them for down shields. Get on both sides of the Federation ships so that you can catch open shields. Pound the *Hood* quickly. Try to always have two torpedoes on the board. Give careful thought to boarding the GSC.

(SH129.9) **PLAYTESTER COMMENTS:** The sudden appearance of hostile ships creates a situation that any starship captain could expect to face. This scenario should be added to the Captain's Game.

HISTORICAL OUTCOME: T'Lara managed to "convince" the Romulans to leave after a desperate battle. The *Marco Polo* and the *Hood* were both badly damaged, and casualties among the Marine contingents of both sides were high.

(SH130.0) NEGOTIATE!



(Y165)

by Ray D. Olesen, California

In Y160, the Tholians had begun deploying more powerful ship classes. In an effort to gain more information, several Federation scouts were assigned to patrol the border, scanning Tholian territory with long-range sensors.

In Y165, the scout *Bowie*, in a carefully planned clandestine operation, actually penetrated Tholian territory. Due to a misjudgment of Tholian deployments, the *Bowie* was trapped. Federation officials immediately began negotiating with the Tholians, patiently explaining that it was a navigational error, not an intentional border violation. As part of the negotiations, Captain Phil Kosnett and his command cruiser *Kongo* were dispatched to the scene as a show of force. Kosnett was given authority to act on his own judgement, and did so.

(SH130.1) **NUMBER OF PLAYERS:** 2; the Federation player and the Tholian player.

(SH130.2) INITIAL SET UP

TERRAIN: The Tholian border stretches from 0101 to 4221 (including those hexes).

FEDERATION: Scout *Bowie* in 2215, heading A, speed 0, WS-0; see (SH130.45) and (SH130.46).

CC *Kongo* in 3501, heading D, speed 15, WS-III.

FF *Hornblower* in 3701, heading D, speed 15, WS-III.

THOLIAN: PC *Barrier* in 1917, heading B, speed 4, WS-III.

PC *Fortress* and PC *Resolve* in 2416, heading B, speed 4, WS-III.

DD *Helix* in 2117, heading B, speed 0, WS-III.

WT *Resistance* in 2217, heading A, speed 0, WS-III.

CA *Antrex* arrives in hex 0130 on turn 10, heading B, speed max, WS-III.

(SH130.3) **LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH130.4) SPECIAL RULES

(SH130.41) **MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

Federation units may only disengage in directions A or B.

Tholian units may only disengage in directions D or E.

Units which disengage in unauthorized directions are considered to have been destroyed.

(SH130.42) **SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

(SH130.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH130.431).

(SH130.422) There are no fighters in this scenario.

(SH130.423) There are no PFs in this scenario.

(SH130.43) COMMANDER'S OPTION ITEMS

(SH130.431) 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.

(SH130.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones. Medium speed is 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.

(SH130.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Kongo* and the *Antrex* each normally carry one such team.

(SH130.44) REFITS had not been installed on any of these ships at the time of the encounter.

(SH130.45) *BOWIE*: The *Bowie* can never fire its weapons. The *Bowie* cannot use its scout electronics, cannot use its warp engines for movement, and cannot use its tractors due to damage caused by the Tholians.

(SH130.46) *WEB*: There is a globular web, strength 35, in the six hexes adjacent to the *Bowie*, which is considered to be simultaneously trapped in all six of the hexes (englobed). The Tholian WT can tow the globular web (with the *Bowie* contained within) at one hex per turn if the WT has at least three engine boxes (warp or impulse) remaining. This movement takes place in the 16th impulse; the WT cannot move independently if it is towing on that turn. This is a special case that is only possible because the Tholians have had a considerable amount of time to prepare the globe for towing. Normally, of course, webs cannot be towed. Anything caught in the web (in a web hex or in the center) moves with it.

(SH130.47) *NEGOTIATIONS*: To reflect the ongoing negotiations, the Federation player rolls a die at the end of each turn and compares the result to the chart below, which tells how many "negotiation" points he has received that turn. When a total number of points equal to the current strength of the web has been received, the Tholians allow the *Bowie* to leave and the scenario is over. Alternatively, the Federation could rescue the *Bowie* by pulling it out of the web or by destroying the Tholian ships that are reinforcing the web, thereby eliminating the web.

Die Roll	Conflict Status								
	-4	-3	-2	-1	0	1	2	3	4
1	10	9	8	7	6	5	4	3	2
2	9	8	7	6	5	4	3	2	1
3	8	7	6	5	4	3	2	1	0
4	7	6	5	4	3	2	1	0	-1
5	6	5	4	3	2	1	0	-1	-2
6	5	4	3	2	1	0	-1	-2	-3

The conflict status begins at 0. A conflict status higher than 4 is considered to be 4; a conflict status lower than -4 is considered to be -4. If the cumulative total is reduced to zero or less, negotiations are permanently suspended. Adjustments to the status are as follows:

- * If Federation ships entered Tholian territory on that turn, add 1 for that turn for each ship that did so.
- * If Federation ships scored damage on Tholian ships on that turn, add 1 for that turn for each ship damaged.
- * If the Federation frigate is crippled, add 2 to the conflict status for all subsequent turns.

* If the Federation Prime Team supports the negotiations, subtract 1 from the conflict status. If the Tholian Prime Team supports the negotiations, add 1 to the conflict status.

* If the Federation cruiser is crippled, negotiations are suspended.

* If a Tholian ship was crippled on that turn, add 2 for that turn but subtract 1 on all subsequent turns for each crippled ship.

* If any Tholian ship is destroyed, add 1 for that turn and all subsequent turns.

* If no Federation ships (other than *Bowie*) are on the map, add 6 for that turn.

* If there is no Federation ship within 6 hexes of the *Bowie*, add 2 for that turn.

* If the Tholian cruiser is on the board, add 2 for that turn.

(SH130.48) THOLIAN RULES: Tholian ships may not leave Tholian territory or enter the same hex as the scout. They may enter the same hex as the scout if negotiations break down, but still may not leave Tholian territory. The Tholians cannot fire on the *Bowie* unless negotiations break down.

(SH130.5) VICTORY CONDITIONS

If the *Bowie* is released by negotiations, and no damage is scored on Federation or Tholian ships, both players win a decisive victory.

If the *Bowie* is released by negotiations, and damage has been scored on ships, any player who scored damage on an enemy ship wins a tactical victory; any player who did not score damage on an enemy ship wins a diplomatic victory.

If the Tholians retain possession of the *Bowie* or capture another ship, they win a decisive victory. (If they do both, they win a colossal victory.)

If the Federation rescues the *Bowie* by force, use the Modified Victory Conditions but give the Federation player a 20-point bonus.

If the Federation rescues the *Bowie* without damaging any Tholian ships, they win a Diplomatic Victory (this is regarded as the highest level of victory in this scenario).

(SH130.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH130.61) Replace the Federation ships with a Klingon F5S, D7C, and F5. Note that negotiations would be unlikely in this case, but are certainly not prohibited. Add one to all die rolls for negotiation points (treat a 7 as a 6) to reflect the long-term enmity between the two races.

(SH130.62) Allow the Federation to use three frigates instead of a CC and one frigate. The Federation player is allowed to use any available Federation frigate type. Use Tactical Intelligence (D17.0) to discover the ship types.

(SH130.63) For a smaller and faster battle, replace the *Bowie* with an FFS. Use only one PC and the Web Tender on the Tholian side, and the FF on the Federation side. The arriving Tholian CA will be a DD instead of a CA.

(SH130.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH130.71) Change the CC to a CA.

(SH130.72) Replace the FF with a DD.

(SH130.73) Delete or add a PC or FF from/to one side.

(SH130.74) Adjust the number of negotiation points needed up or down.

(SH130.8) TACTICS

FEDERATION: The impending arrival of the Tholian cruiser and the ability of the Tholians to tow the *Bowie* out of reach put you in a tough position. If you wait for negotiations, and they do not succeed, your tactical position will be very

difficult. Careful planning to cripple one ship will pay off. It is probably worthwhile to wait for the first couple of die rolls to see if negotiations might, or definitely won't, succeed. When you decide to go in, don't hesitate.

In this case, non-violent combat can actually work to your advantage. If you shoot out their weapons, they can't stop you from hauling the *Bowie* to safety.

THOLIAN: You are going to have to force the action, and you may not like the results. By all means, start towing the *Bowie* away from the border immediately. Consider having your PCs string a belt of web for your ships to fight behind. If the *Hornblower* comes within range, hit it immediately and keep pounding it. With three ships, plus the cruiser, you should be able to deal with the *Kongo*.

(SH130.9) PLAYTESTER COMMENTS: This is an interesting scenario in that it is not simply a fleet battle. The scout, trapped in the web, becomes the focus of the game as both players want it intact. The Tholians are out-matched, but finally can use their special weapon — the web — to a great tactical advantage.

(SH130.X) DESIGNER'S NOTES: This scenario was created as an effort to show that the best diplomacy is backed by force, and the best force is that which is never used.

HISTORICAL OUTCOME: Kosnett's diplomatic skills and the desire of the Tholians to avoid a direct military confrontation with the Federation (their border with the Klingons was a continuous bleeding ulcer of combat) defused the situation with the release of the *Bowie*. These negotiations, and subsequent meetings by diplomats resulted in the delivery of Federation photon torpedo technology to the Tholians a few years later.

(SH131.0) HIJACKED!



(Y166)

by Stephen G Wilcox, Texas

In Y166 the Federation Fleet Tug *Galilei* was carrying a Starliner pod filled with high-ranking Federation diplomats to one of the innumerable trade conferences. The Orion Pirates of the Penzance Cartel decided to try to capture the ship and hold the diplomats hostage for the return of jailed pirates. This time, however, the Orions had been able to smuggle not just one or two spies on board, but 24 highly trained terrorists.

During the journey to the conference site, a pair of Orion Light Raiders attacked the *Galilei*. During the attack, the terrorists attempted to take over the ship.

(SH131.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion player.

(SH131.2) INITIAL SET UP

FEDERATION: Fleet Tug *Galilei* with Starliner pod in hex 1012, Police Cutter *Hoover* in hex 0912, and Police Cutter *Ness* in hex 1113, all heading C, speed 10, WS-0.

ORION: 2 x Light Raiders *Pirate's Pleasure* and *Dandy Warrior* enter from any map edge, heading and speed at the option of the Orion player, WS-II.

(SH131.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH131.4) SPECIAL RULES

(SH131.41) MAP: Use a floating map. The Federation units can disengage by distance in any direction. The Orion units can disengage by any means in any direction.

(SH131.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH131.421) 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 (SH131.431).

(SH131.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH131.423) There are no PFs in this scenario.

(SH131.43) COMMANDER'S OPTION ITEMS

(SH131.431) Each ship can have additional or special equipment as Commander's Option Items (e.g., T-bombs, extra drones, etc.) up to 20% of its combat BPV. Neither side may purchase more than four additional boarding parties for each ship beyond those available at start. 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.

(SH131.432) All drones are "slow," i.e., 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.

(SH131.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH131.44) REFITS: The Tug has received the plus refit. No other unit has been refitted.

(SH131.45) THE TERRORISTS: The Orion terrorists are organized as four boarding parties. They may not be attacked unless activated. If activated by the Orion player at the start of any turn after the Energy Allocation Phase, they function exactly as if they had just been transported aboard.

(SH131.451) The Orion terrorists can conduct "hit and run" raids against the tug before they are activated. If they receive a "safe return" result, they remain inactive (i.e., hidden). Otherwise the specific boarding party conducting that raid is immediately activated (not destroyed).

(SH131.452) The terrorists, being highly trained, count as two boarding parties for combat purposes but take casualties as a single boarding party (i.e., they have two offensive and one defensive point).

(SH131.46) THE TUG: The terrorists previously damaged the tug's navigational computers. It can not disengage by acceleration.

(SH131.47) NON-VIOLENT: The Orion Light Raiders must use non-violent combat to avoid injuring the diplomats. Note that this specifically precludes the use of seeking weapons in the option mounts as such weapons cannot be used in the non-violent combat mode.

(SH131.48) OPTION MOUNTS: The Orions may not have more than one gatling phaser between the six option mounts. See (SH131.47) for a restriction on the use of seeking weapons.

(SH131.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). In addition:

If the tug is captured and uncrippled, the Orions win a decisive victory.

If the tug is captured but is crippled, the Orions win a substantive victory.

If the tug is destroyed or disengages by distance and no Orion ship is destroyed or captured, the game is a draw.

If the tug is destroyed and any Orion ship is destroyed or captured, the Federation wins a marginal victory.

If the tug disengages by distance and any Orion ship is destroyed, the Federation wins a substantive victory.

If the tug disengages by distance and all Orion ships are destroyed, the Federation wins a decisive victory.

If the tug disengages by distance and any Orion ship is captured, the Orions are in big trouble.

(SH131.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH131.61) Replace the Federation Tug and Police escorts with a Gorn Tug and police escorts.

(SH131.62) Substitute a single Raider Cruiser (CR) for both Light Raiders. An inexperienced player might use a Battle Raider (BR).

(SH131.63) For a smaller and faster battle, use only one LR and replace the tug with an FFP.

(SH131.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH131.71) Change one of the Police Cutters to a Frigate.

(SH131.72) Replace the Starliner pod with a Self-Defense pod.

(SH131.73) Delete or add a Police Cutter.

(SH131.74) Allow the Orions additional gatling phasers.

(SH131.8) TACTICS

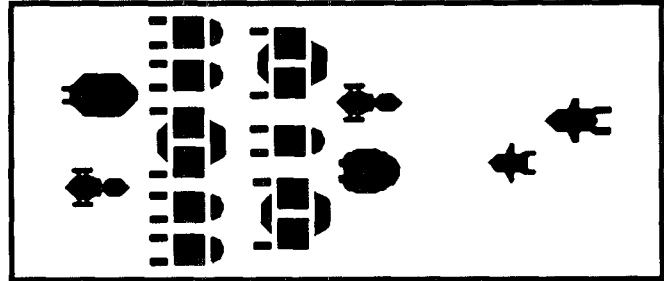
ORIONS: Enter from a board edge that will let you close with the cutters quickly. You must destroy them before they can transfer too many of their crew members and Marines to the Tug so that your own Marines can gain the upper hand. Try to avoid destroying the PCs (which should be fairly easy to do in non-violent mode) as that could give them two chances to use their transporters in a single turn. Tractor them and drag them away from the Tug before you trash them. Make sure your terrorists try to knock out the tractors on the Tug since you cannot win an auction with it. Arriving with overloaded photons may be your best bet. Once the Cutters are gone, put a few shots into the Tug until you have it disabled and hope for a few casualties in the crew to reduce the supply of militia on the Tug. Then activate any terrorists which have not revealed themselves, either as a bridgehead to send in your Marines to take the ship, if there are few defending boarding parties, or to try to knock out his control boxes to make that seizure easier.

FEDERATION: The Cutters are doomed. All you can do is extract as many troops off of them as you can. After that, concentrate whatever firepower you can on one of the LRs. You need to try to get some massive damage on it to slow it so that you can leave it behind. If you can cripple and outrun one LR, you will probably be able to repulse the boarding attempt of the remaining LR. You should consider tractoring your Cutters at first to keep them in range for transporter operations. The Orions are almost certain to arrive from behind you with engines doubled for maximum effect.

HISTORICAL OUTCOME: The Cutters were wrecked and left behind in the initial phase of the engagement. Bitter fighting was waged throughout the corridors of the *Galilei* before the honor guards of the assembled diplomats, and the security teams and crew members of the Tug, finally gained the upper hand. Unable to unlock their fire controls from non-violent

mode before help arrived, and seeing no profit in simply destroying the tug in any case, the LRs withdrew. Both Cutters were able to limp to a nearby system station and eventually returned to service.

(SH132.0) OPERATION CUTTHROAT



(Y167)

by Jeffrey L. Moore, New Jersey

A revolt in a prison colony resulted in a number of criminals escaping to join the Orion Capital Cartel. The Cartel now had everything it needed for its long-planned "Operation Cutthroat:" a crew to operate a Q-ship they had acquired. The Q-ship would be slipped into a convoy, where it would remain undetected because routine contact with other ships would be conducted by the human "front men" while the Orions remain hidden.

(SH132.1) NUMBER OF PLAYERS: 2; the Police player and the Orion player.

(SH132.2) INITIAL SET UP

POLICE: 3x large freighters, 5x small freighters, 1x free trader (phaser-2) *Shearson*, 1x armed priority transport *Bustos*, POL *Williams*, POL *Willis*, all within 3 hexes of 2215, heading A, speed 4, WS-I. See (SH132.45) and (SH132.47).

ORION (Capital Cartel): CR *Black Heart* and LR *Rimfire*, arrive on any map edge on Impulse #1 of Turn #1, speed and heading at the Orion player's option, WS-III. See (SH132.45) and (SH132.46).

(SH132.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The pirates must disengage before the end of Turn #5, or they are considered destroyed.

(SH132.4) SPECIAL RULES

(SH132.41) MAP: Use a floating map. The Police units can only disengage in direction A. The Orion units can disengage in any direction except A. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH132.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH132.421) 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 (SH132.431).

(SH132.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH132.423) There are no PFs in this scenario.

(SH132.43) COMMANDER'S OPTION ITEMS

(SH132.431) 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.

(SH132.432) All drones are "medium," i.e., speed-20.

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

(SH132.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH132.44) REFITS: The Pol *Williams* had the plus refit. No other refits of any type had been installed on any units involved in this action.

(SH132.45) Q-SHIP: One of the small freighters is really a small Federation-type Q-ship under Orion control. The Orion player secretly designates (in writing) which one of the ships is the Q-ship before the police player sets up his ships. It can be "activated" (taken over by the Orion player) at the start of any turn (WS-III).

The Police player has no idea that a Q-ship is in the midst of his convoy; he cannot take any action to detect it and cannot fire at or board any of his own ships until the Q-ship is exposed. The Police player must keep the convoy together; no freighter may voluntarily move more than three hexes from every other freighter and, if it does, must move back into that range as soon as possible (but is not required to HET).

(SH132.46) CARTEL: The Orion player must select option mounts that are available to the Capital Cartel. The Orions have six points (total, not per ship) to use on their option mounts, this includes the purchase of OAKDISC if desired, but does not include drone speed upgrades.

(SH132.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH132.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH132.61) Add an AxCVL to the convoy with class I fighters. This ship cannot be the Orion Q-ship. If this option is used, give the Orion a second LR and three more points for options.

(SH132.62) Allow the pirate to choose between a large Q-ship and a small one, or none at all. If he chooses a large one, the police get a 40-point bonus. If he chooses none at all, give him a 40-point bonus. He must commit, in writing, to his choice before convoy set up.

(SH132.63) Do not use the CR and LR. Instead, allow the Orion to pick two ships in the convoy, one large freighter and one small freighter as Q-ships.

(SH132.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH132.71) Change the CR to an LR.

(SH132.72) Replace the Free Trader with a small freighter.

(SH132.73) Allow the Police player to have one or more of the freighters as "armed" versions.

(SH132.8) TACTICS

CONVOY: Spread the ships out with the police ships inside. Try to cripple the CR first.

PIRATE: Destroy the police ships first; then the convoy is yours for the taking.

(SH132.X) DESIGNER'S NOTES: One of a number of scenarios using a favorite theme — a ship that changes sides in the middle of the game!

HISTORICAL OUTCOME: The phasers and an overloaded photon from the Q-ship crippled the *Williams*. The convoy panicked and tried to scatter. The Orions were able to disable the *Willis* and seize one of the large freighters and three of the small ones and then disengage. It was a highly profitable operation, one that the Orions would try again.

(SH133.0) GREMLINS



(Y168)

by Drew Losos, Ontario

In Y168, the Federation GSC *Cousteau* failed to make a required check-in while exploring a new system. Two police cutters en route to escort a convoy were the nearest Federation elements to the system, and the vessels were diverted to investigate.

Entering the system, the cutters detected the presence of an operational, though somewhat erratic, warp drive near the second planet from the star. Moving in to investigate, they discovered the *Cousteau* in orbit around the planet.

There were no signs on the cutter's instruments of hostile action, and the *Cousteau* showed no signs of external damage on her hull. Suspecting that the ship had suffered some sort of mechanical fault which prevented her from moving or communicating, the cutters reported their status and closed in to render assistance.

Things suddenly turned interesting when the *Cousteau* opened fire.

(SH133.1) NUMBER OF PLAYERS: 2; the Federation player and the Gremlins player.

(SH133.2) INITIAL SET UP

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

FEDERATION: POL+ *Holmes* and POL *Watson* enter on Turn #1 from the 42xx map edge within 3 hexes of each other, heading E or F, speed 5, WS-I.

GREMLINS: GSC *Cousteau* in radius 1, 2, or 3 standard orbit (P8.0) around the planet, any hex and heading consistent with the orbit, speed 0 (in orbit), WS-I.

(SH133.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH133.4) SPECIAL RULES

(SH133.41) MAP: Use a floating map.

(SH133.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH133.421) 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 (SH133.431).

(SH133.422) There were no fighters in this scenario or EW fighters at the time of this scenario. If a variation is used where fighters can appear, and the date allows for the use of EW fighters, one fighter in any squadron of

eight or more fighters can be an EW type. If EW fighters are not used, it will be a standard fighter.

(SH133.423) There are no PFs in this scenario.

(SH133.43) COMMANDER'S OPTION ITEMS

(SH133.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

Each of the POLs is carrying an extra four boarding parties which were intended to provide additional security to the convoy they were to escort. Each of the POLs has its full complement of two T-bombs and two dummies.

The *Cousteau* has no Commander's Option Items (it was on a peaceful survey mission of planets within the confines of the Federation's borders), other than special drones, and cannot purchase additional drones beyond those normally available.

(SH133.432) All drones are "medium," i.e., speed=20.

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

(SH133.433) Prime Teams (G32.0) are not available in this scenario.

(SH133.44) REFITS: The POL *Holmes* has received the plus refit. No other refits have been installed on the *Holmes*, and none of the other ships have received any refits.

(SH133.45) THE COUSTEAU: The GSC has been captured by a race of small furry humanoids (dubbed Gremlins). Somehow large numbers of these beings got aboard the ship and overwhelmed the crew. They are attempting to master the intricacies of the ship, and the following rules reflect their relative success.

(SH133.451) The following systems are considered operational for all purposes unless noted otherwise: hull, all control systems [except (G4.31)], cargo, sensor, scanner, shields [except reinforcement (see below)], impulse, warp [speed is limited (see below)], battery (except reserve warp and impulse), APR, phasers (there is a firing restriction below), drone rack, electronic warfare (except scout functions), shield repair is the only damage control system which will function, tractor energy will only function for negative tractor. They must pay to operate the ship normally (i.e., life support, fire control, shields).

(SH133.452) The following systems are inactive (G30.0) and cannot be activated by the Gremlins: shuttle (all shuttle boxes are considered to hold one shuttle, but this shuttle will not work and cannot be launched), tractor, special sensors, lab, transporter, ship separation [exception: if the ship is under (D21.0), separation will be conducted automatically by the ship's computer], self-destruction.

(SH133.453) The Gremlins are attempting to unlock the ship's weapon and power systems. They have been fairly successful as noted above (SH133.451). They had not managed to unlock the photons at the start of the battle, but they were close. At the start of each turn before energy allocation, the Gremlin player rolls one die and adds the result to a running total. When the total exceeds 12, one photon tube is unlocked and may begin arming that turn. When the tally exceeds 19, the second tube may begin arming.

(SH133.454) The Gremlin's ability to operate many of the systems they control is limited:

(SH133.4541) The ship's turn and side slip modes are unaffected.

(SH133.4542) The ship cannot: move faster than a speed of 20 by any means, accelerate by more than 8 movement points each turn, change speed in mid-turn, brake, reverse direction, emergency decelerate, HET, EM, or dock.

(SH133.4543) The Gremlins cannot use general shield reinforcement and cannot use more than 5 points of specific shield reinforcement on any given shield on any given turn. They could apply 5 points of reinforcement each to all six shields. They can repair shield boxes under (D9.2) only.

(SH133.4544) in a variation with a different ship, the Gremlins would not be able to: lay mines, double engines (G15.0), cloak, pinwheel, or benefit from a positron flywheel. Security stations, web generators, web anchors, cloaked decoys, energy modules, and displacement devices will not be operational. PA panels will only function at unreinforced levels, but degradation points may be repaired.

(SH133.455) There are 24 crew units of Gremlins aboard the ship, 8 of which function as 16 boarding parties. Due to their unfamiliarity with the systems, at least 8 Gremlins must be available as "general crew" (G9.0) or the ship is considered undermanned (G9.42) in addition to the restrictions imposed above.

(SH133.456) The *Cousteau* may not disengage by any means and must remain within 35 hexes of the planet. If it is dragged more than 35 hexes from the planet (by a really gutsy Police Lt.), it must move back towards the planet immediately until it is again within 35 hexes (at most) of it.

(SH133.46) POLICE RESTRICTION: The police ships are concerned that the Gremlins might manage to disengage with the *Cousteau*. To reflect this, both police ships must remain within 30 hexes of the ship. Any impulse that one of the police ships is more than 30 hexes from the *Cousteau*, the Gremlins gain one victory point. As a counter, for every three impulses that a police ship is within 5 hexes of the *Cousteau*, subtract a point gained by the Gremlins. Note that this subtraction only affects points gained by the Gremlins as a result of the police ships being more than 30 hexes from the *Cousteau*, and does not add to the Police ship's victory in (SH133.5), but any remaining points gained by the Gremlins as a result will be subtracted from the police player's score. (This penalty reflects the competence of the police ship officers being called into question when the action is reviewed by a higher headquarters that was not present at the action.)

(SH133.5) VICTORY CONDITIONS: The level of the Gremlin victory is how badly the Federation has lost. Use the following system to determine if the Federation won the scenario:

- Cousteau* recaptured by Feds uncrippled 5 points
- Cousteau* recaptured by Feds crippled 3 points
- Cousteau* destroyed 0 points
- Cousteau* uncaptured but crippled -3 points
- Cousteau* uncaptured and uncrippled -5 points
- For every police ship destroyed -3 points
- For every police ship crippled, not destroyed -2 points

The level of victory for the Federation player is judged as follows:

- +4-5 points Astounding victory
- +3 points Decisive victory
- +2 points Tactical victory
- +1 point Marginal Victory
- 0 points Draw
- 1 point Marginal defeat
- 2 points Tactical defeat
- 3 points Brutal defeat
- 4 points Crushing defeat
- 5-6 points Devastating defeat

(SH133.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH133.61) Replace the *Cousteau* with the Klingon D6E *Investigator*. Replace the Federation POLs with a Klingon E4 and an E3, each with four additional BPs, two T-bombs, and two dummy T-bombs.

(SH133.62) Assume that the action takes place near the Romulan border, and that the Romulans have sent a detachment of ships to attempt to seize the derelict. Replace the Federation police ships with two Romulan Snipe-ARs, each with four additional boarding parties, two T-bombs, and associated dummies. Note that the Snipe-ARs do have their NSMs. The Romulans only win if they manage to capture the ship and it still has at least seven warp boxes remaining.

(SH133.63) For a faster scenario, replace the GSC with a CLS. There are only 16 Gremlin crew units in this case, of whom only 4 are boarding parties (8 total). Use only the POL+*Holmes* with its four extra BPs in this variation.

(SH133.64) Add the Romulans (SH133.62) to the basic scenario by having them arrive from the 01xx map edge at WS-I, speed 5, heading B or C. The victory conditions for the three sides remain unchanged, but all will find their situation immensely complicated.

(SH133.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH133.71) Add the plus refit to the GSC or to the other police ship.

(SH133.72) Replace the unfitted police ship with an unfitted frigate.

(SH133.73) Increase or decrease the number of boarding parties available to one side or the other.

(SH133.8) TACTICS

FEDERATION: Keep your ships together, and concentrate your fire. You will need to do enough hit-and-run raids to force the Gremlin to deploy guards so that they can be killed (hopefully) by (D7.832). As you damage the ship, keep a careful eye on what will cause it to be crippled and try to avoid doing that. Finally, when the time seems ripe, send in the Marines for that final do-or-die attempt to take the ship.

GREMLIN: Basically, you have to ask yourself how much you are willing to risk to make the Federation lose the battle really big. The problem is that he wants the ship back, and if he is willing to do the damage, he can kill half of your boarding parties before he beams over by inflicting a careful 140 points of damage (an unfitted GSC has 142 boxes that can be damaged, including the sensor, scanner, damage control, and excess damage tracks). Concentrate on one police ship at a time, and try to lure them in close to you. While it is not very sporting, you might consider deliberately taking any seeking weapon he launches on a down shield late in the game in an attempt to destroy yourself, but this would not be in line with a survival instinct.

HISTORICAL OUTCOME: After a long drawn out fight, the police ships, both of which sustained damage, sent over their Marines in a desperate attempt to recapture the ship. When this failed, the police ships concentrated a point-blank and overwhelming attack on the ship which caused its computer to separate the saucer section.

With the rear hull destroyed and the saucer now virtually defenseless, the ships began the arduous task of towing the saucer to a pick-up point. The *Cousteau* would be rebuilt and continue to serve.

Three points of interest remained. First, the crew of the *Cousteau* was never found, and their fate remains a mystery.

Second, it was never determined, even after studying the logs of the *Cousteau*, just how the Gremlins had gotten aboard and in such numbers. Finally, the system where the *Cousteau* had been found was placed under quarantine.

(SH134.0) FIREFIGHT



(Y169)

by Graeme Cree, Texas

The Organian Treaty of Y156 resulted in many interesting situations along the Neutral Zone, but perhaps none was so curious as that in the Tyson's Star System. In this critically important system, the Klingons had a mining colony on the fourth planet while the Federation had an agricultural colony on the third planet. These two planets had highly eccentric orbits around the system's sun which caused them to pass in close proximity to each other. Both planets were orbited by fully operational base stations, but the Organians kept all warships out of the system.

During the period of tensions prior to the General War, the situation at Tyson's Star remained unstable. In Y169, the two planets reached their closest approach (which happened every 13 years), and the deadly balance collapsed.

(SH134.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH134.2) INITIAL SET UP

TERRAIN: Class M planets (P2.21) in 1212 and 3118.

FEDERATION: Base Station with two Federation cargo pods and two hangar bay modules (12x F-4) docked in 1213, clockwise standard orbit (P8.0) around 1212, WS-I.

KLINGON: Base Station with three Klingon cargo pods and two hangar bay modules (6x Z-1 and 6x Z-2) docked in 3117, clockwise standard orbit (P8.0) around 3118, WS-I.

(SH134.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or captured. If one player has only fighters remaining and scores no internal damage on the enemy base for a period of five turns, the scenario is over.

(SH134.4) SPECIAL RULES

(SH134.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Federation units can only disengage from the xx01 map edge. The Klingon units can only disengage from the xx30 map edge. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH134.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH134.421) If using the optional MRS shuttles, both bases have an MRS-A of their race.

(SH134.422) There were no EW fighters available at the time of this battle. MRS shuttles were used in that role when available.

(SH134.423) There are no PFs in this scenario.

(SH134.43) COMMANDER'S OPTION ITEMS

(SH134.431) Each base 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.

(SH134.432) All drones are "medium," i.e., speed-20.

Note that the year of this scenario places some limits on the available types of drones, and that none of the fighters available in this scenario have special (J4.233) or heavy (J4.234) rails, while the MRS shuttles drone capabilities are as defined in (J8.0).

(SH134.433) Prime Teams (G32.0) are not available in this scenario.

(SH134.44) REFITS: No refits of any type had been installed on any of the units available in this scenario at the time of this incident.

(SH134.5) VICTORY CONDITIONS: If either base station is destroyed, that player loses. If both stations are destroyed, both players lose. If both players are unable to conduct further offensive operations (i.e., have no more fighters, or shuttles, or other units, and all weapons on the stations are destroyed with no repair capability remaining), the scenario is a draw.

(SH134.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH134.61) Replace the Federation base and fighters with a Gorn base and G-20 fighters. Replace the Klingon base and fighters with a Romulan base and G-I and G-F fighters. Note that the cloaking device may impart a considerable advantage to a careful Romulan player.

(SH134.62) Add one (or two, or three) police ships (POL or G2) to each side.

(SH134.63) Add a defense installation on each planet (Federation in 1212F and Klingon in 3118C). The Federation installation consists of a Large Fighter Ground Base (12x F-4), a Small Scientific Outpost Station, and an Agro Station. The Klingon installation consists of a Large Fighter Ground Base (12x Z-2) and a Small Mining Station. These installations must be destroyed and that hex side of the planet "devastated" (P2.311) to achieve complete victory for either side. If the ground installations of one side are not destroyed, the game is a draw. If the ground installations are destroyed but the hex side is not devastated, the victory is only a marginal one. If, however, both planets are devastated, victory reverts to the conditions of (SH134.5).

(SH134.64) Assume that when hostilities broke out there were various ships in the system docked at their respective bases. Each player rolls one die and consults the charts below:

Die	Federation	Klingon
1	Small Freighter	Small Freighter
2	Large Freighter	Large Freighter
3	Tug+2xSelf-Defense Pods	Tug-B+2xCargo Pods
4	FFG	F5B
5	nothing	nothing
6	2xSmall Freighters	2xSmall Freighters

(SH134.65) While it would be non-historical, you could replace the hangar bay modules and fighters on the Klingon base with a PF pod and a standard flotilla of G1s and give the Feds 12 F-14s in place of their F-4s. This would allow the units to be tested against each other in a simplified environment.

(SH134.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH134.71) Change the Z-2s with Z-Vs or the F-4s with F-18s.

(SH134.72) Replace the base of the weaker player with a BATS, or add refits to the weaker player's base.

(SH134.73) Add a police ship to one side.

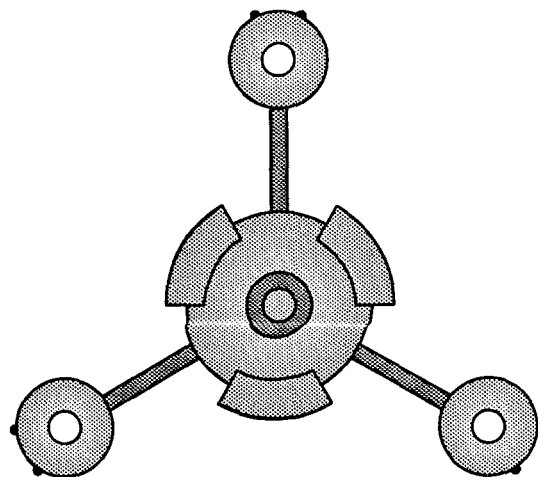
(SH134.8) TACTICS: Simplicity itself: Preserve your forces while destroying those of the enemy. Doing that, however, is not so simple. Concentrated drone attacks are the only successful means of attack, but you can attack the base or the fighters. The two can protect each other by remaining together, but only by sending the fighters to the enemy base can you score enough damage to win. One tactic is to send a flight of fighters far beyond the enemy planet to launch drones. If he sends fighters against this force, his base might be vulnerable to a strike by the remainder. Repair of the fighters will be critical. Carefully consider the decision on whether to hold your administrative shuttles for use as wild weasels or scatter packs.

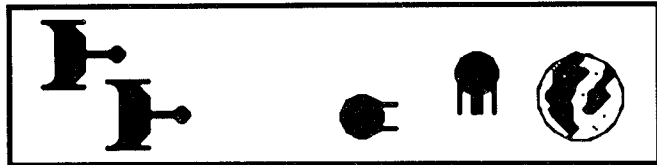
(SH134.9) PLAYTESTER COMMENTS: The scenario is enjoyable because it provides an opportunity to operate fighter squadrons without the need to also operate whole fleets. It can bog down and become a defensive triumph without inspired leadership. This scenario teaches hard truths about fighter tactics.

(SH134.X) DESIGNER'S NOTES: This scenario was created to explore the improbable situation of two bases on the same map.

HISTORICAL OUTCOME: After the exchange, both bases were operationally wrecked, although neither was completely destroyed. The Organians decreed that both bases would be destroyed, all orbital military installations would be removed, and no fighter bases would be re-established on the planets. Ground based phasers were permitted as a defense against Pirate raids. (Some historians believe that the Organians allowed the system to be jointly occupied in hopes that the Federation and the Klingon Empire would learn to cooperate together against a common enemy. If so, the experiment failed badly.)

Shortly after the Klingon Invasion of the Federation, a Klingon task force "resolved ownership" of the system before continuing on into Federation space.



(SH135.0) RESCUE THE SUPPLY TUG

(Y170)

by Michael E. Bennett, Georgia

As relations between the Klingon Empire and the Federation continued to worsen in the early stages of the General War, both powers sought to influence various neutral planets in the Organian-decreed neutral zone. A shipment of goods, mostly defense systems, was en route to one of those systems from the Federation by tug when an unexplained malfunction occurred. The tug managed to stagger into orbit within an uninhabited solar system and began repairs. The Captain of the tug sent for assistance, which arrived just as a pair of the Klingon Eastern Fleet's D6 cruisers discovered the tug.

(SH135.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH135.2) INITIAL SET UP

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

FEDERATION: Tug+ *Swift-Tuttle* with one cargo pod in 2214, heading B, speed 0 [in standard orbit (P8.0)], WS-I. The tug has suffered a malfunction; see (SH135.45).

NCL *Kearsarge* enters Turn #1 from the xx01 map edge, heading D, speed max, WS-III.

KLINGON: D6 *Atropos* and D6J *Purgatory* arrive on Turn #1 from the xx30 map edge, heading A, speed max WS-III.

(SH135.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH135.4) SPECIAL RULES

(SH135.41) MAP: Use a floating map. The Federation units can only disengage in directions B or C. The Klingon units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH135.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH135.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH135.431).

(SH135.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH135.423) There are no PFs in this scenario.

(SH135.43) COMMANDER'S OPTION ITEMS

(SH135.431) Each ship can select additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 10% of its combat BPV. See (S3.2) for details and exceptions. This limitation in option items is indicative of the fact that the Federation is at peace, and the Klingons are operating on an inactive front while the majority of their available supplies are going to the Hydran and Kzinti borders. The Klingon ships cannot purchase UIM refits.

(SH135.432) All drones are "medium," i.e., speed-20.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the

Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH135.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Atropos* will normally carry one such team while the Federation player can be given 25 additional Commander's Option Points to distribute among his forces as desired.

(SH135.44) REFITS: At the time of this battle, neither of the Klingon ships had been refitted as the Federation border was an inactive front. While many ships on the border had been refitted by this time (such as the D6s *Destruction* and *Gnasher*), not all had. The Federation tug has received the plus refit. The NCL has not been refitted. No other refits have been applied to any of the ships in this scenario at this time.

(SH135.45) MALFUNCTION: The tug has suffered a malfunction and is attempting to correct it. Until the malfunction is corrected, the tug operates under the following restrictions:

(SH135.451) The tug may only use half of its available warp power on any given turn.

(SH135.452) The tug's damage control ability has been reduced by 50% for purposes of (D9.2), (D9.7), and (D14.0).

(SH135.453) The tug cannot move faster than warp two (speed 8) until its warp power is fully restored.

(SH135.454) The tug can only attempt to repair the malfunction if it is moving at speed 1 or 0. The tug rolls one die at the end of each turn that it moved speed 1 or 0. If the die roll is a 1 or 2, the tug has corrected the malfunction and is no longer under the restrictions described above.

(SH135.455) If the tug is captured, the capturing player can continue the repair attempts as above once the required skeleton crew is in place. Note that if the tug was recaptured by the Federation, it would not need a skeleton crew (unless the Klingons had removed the crew to one of their ships).

(SH135.46) CREW QUALITY: The D6J is a penal ship and operates under the conditions of (R3.R5), but must use (G21.1). If the scenario is to be played without (G21.1), replace the D6J with a standard F5.

(SH135.5) VICTORY CONDITIONS: The Klingons must capture the tug and disengage with it in order to win the scenario. If they do not capture the tug, they must destroy both the tug and the NCL. The Federation wins by disengaging the tug and the NCL. If the tug is destroyed, the Federation wins by destroying a D6 (it does not matter if it is the penal ship or not) and disengaging the NCL. Any other outcome is a draw.

(SH135.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH135.61) Replace the Klingon ships with a Romulan War Eagle and a Battlehawk, both with R refits.

(SH135.62) Replace the NCL with an FFV (6x F-8) and an FFE; replace the Klingon ships with an F5V (8x Z-2) and an E4E.

(SH135.63) For a smaller and deadlier battle, replace the NCL with a POL+, the tug with an FFT, and the Klingon ships with an E4 and an E4J.

(SH135.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH135.71) Change the cargo pod to a self-defense pod.

(SH135.72) Replace the NCL with a CAR.

(SH135.73) Delete or add a refit.

(SH135.8) TACTICS

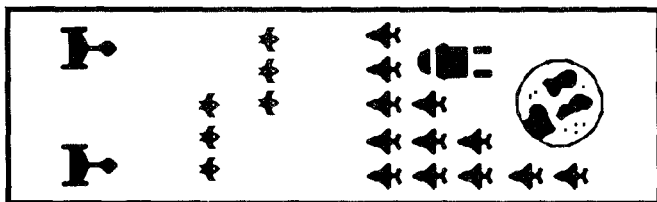
FEDERATION: Hope that the engineer on the tug gets it going fast. Try to keep the Klingons occupied without taking fatal damage. Do not try for a kill on the D6. Even if you succeed, you will end up so bloody the F5 will probably finish you.

KLINGON: Hit the NCL fast and hard. Use classic anti-Federation tactics to keep the fight out of overloaded photon range. Even if the tug repairs itself at the end of Turn #1, it will take it time to accelerate to disengagement speed. Once the NCL is out of the way (even if it costs you the D6), the tug is yours.

(SH135.9) PLAYTESTER COMMENTS: An enjoyable scenario with clear objectives for both sides.

HISTORICAL OUTCOME: All four ships involved in this skirmish sustained heavy damage, but the Federation tug was able to complete its critical repairs and escape.

(SH136.0) A DUEL OF MIDGETS



(Y172) by R. Jordan, Northumberland U.K.

In Y172, a Federation survey team was at work on a planet in the Neutral Zone when the decision was made to evacuate them immediately. The nearest available ship, a converted freighter used to operate fighter patrols, was sent to pick them up. Klingon ships tried to intervene.

(SH136.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH136.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215.
FEDERATION: AuxCVL *Ostrich* (12x F-4) in 4220, heading F, speed 12, WS-III.

Survey party in 2215A. See (SH136.45).

KLINGON: E4V *Stinger's Nest* (6x Z-2 Stingers) in 0115, E3D *Omega* in 0113, both heading C, speed 24, WS-III.

(SH136.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH136.4) SPECIAL RULES

(SH136.41) MAP: The map is fixed; it does not float. Any unit 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 the 42xx map edge. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH136.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH136.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH136.431).

(SH136.422) If using EW fighters, one of the F-4s is an F-4E. If not using EW fighters, it will be a standard F-4.

(SH136.423) There are no PFs in this scenario.

(SH136.43) COMMANDER'S OPTION ITEMS

(SH136.431) 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.

(SH136.432) All drones are "medium," i.e., speed-20.

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

(SH136.433) Prime Teams (G32.0) are not available in this scenario.

(SH136.44) REFITS: None of the units in this scenario has received any refits.

(SH136.45) SURVEY TEAM: The survey team consists of six crew units. They have two Admin shuttles. The Federation player must record which hex side of the planet the survey team begins on. That hex side is considered to be a ground combat location (D15.0) with one control station. Two of the crew units have organized as militia squads.

(SH136.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), but award the Federation a bonus of 10 points for each survey crew unit rescued and on board the Federation ship when it disengages.

(SH136.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH136.61) Use a Hydran AxCVL with Stinger-I fighters.

(SH136.62) Allow each side to replace his ships with other types. The Federation might choose a Q-ship or an armed freighter, for example. The Klingon might choose a standard E4 and E3.

(SH136.63) Replace the AxCVL with an AxCVA (22x F-4, 2x F-4E), replace the E4V and E3D with an F5V (7x Z-2, 1x Z-2E) and an E4E.

(SH136.64) Assume that the survey team consists of four crew units of scientists and four boarding parties. Designate 2215A as a (D15.0) Ground Combat Location (but without any control stations and with only one defense turret). Each "casualty" scored by the Klingons through ground combat can result, at the Federation player's option (and assuming availability), as a boarding party destroyed or a survey crew unit captured. If survey units are captured, the Federation player can recapture them in the same way. In this case, replace two fighters on each carrier with GAS shuttles and give each side 10 extra boarding parties (no Commando or Heavy Weapons squads) under (SH136.431).

(SH136.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH136.71) Change the E3D to an E3E.

(SH136.72) Replace the F-4s or Z-2s with F-20s or Z-Vs.

(SH136.73) Increase or decrease the size of the survey party.

(SH136.74) Add a small Q-Ship to the Federation side as an "escort" for their carrier.

(SH136.8) TACTICS

This scenario is basically a version of the carrier duel, with one very important change. While conducting the battle, you must either get the survey team off the planet or prevent them from leaving.

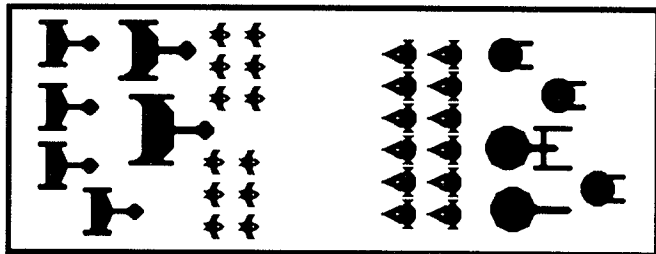
The Auxiliary CV has superior fighters but is an inferior ship. This is the key to each side's tactics. The Klingons want

to get the ships in direct combat; the Federation wants to keep the ships apart and the fighters in contact. Both should keep some fighters on the carrier ready to launch when the first wave runs out of drones.

(SH136.9) PLAYTESTER COMMENTS: An unusual carrier duel, both because of the situation and the participants.

HISTORICAL OUTCOME: The landing party was recovered, but the *Ostrich* was forced to sacrifice its fighter squadron to accomplish the rescue. Several Klingon fighters were destroyed, and a few drones succeeded in scoring some minor damage to the Klingon ships.

(SH137.0) FIRST STING OF THE HORNET



(Y173)

by Kirk M Towner, Alaska

In the spring of Y173, the Klingons learned that the CVS *Yamamoto* was to be refitted and equipped with improved fighters. Before this could be done, however, the *Yamamoto* was scheduled to execute a patrol in a quiet sector of the front line. The Klingons decided to ambush the ship before it could make its refit rendezvous.

Unfortunately for the Klingons, the intercepted message, while correct in content, was misdated. The Klingon squadron moving in for the ambush did not know that the *Yamamoto* had already completed its refit the previous month and been joined by other ships. Worse, her Hornets were ready to fly.

(SH137.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH137.2) INITIAL SET UP

FEDERATION: CVS+ *Yamamoto* (12x F-18s), DE *Nagumo*, FFE *Takagi*, FFG *Tanaka*, and FFG *Togo*. Set up within 5 hexes inclusive of 4325, heading F, speed max, WS-III.

KLINGON: D7V *Commodore Mak Kroree* (12x Z-Vs), F5E *War Guard*, E4E *Obstinate*, D5 *Renegade*, F5D *Spoiler*, and F5SB *Scorn*. Set up within 5 hexes inclusive of hex 0101, heading C, speed max, WS-III.

(SH137.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH137.4) SPECIAL RULES

(SH137.41) MAP: Use a floating map.

The Federation units can only disengage in directions B or C. The Klingon units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH137.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH137.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH137.431).

(SH137.422) If using EW fighters, one of the fighters on each carrier is an EW fighter variant. If not using EW fighters, they will be standard fighters.

(SH137.423) There are no PFs in this scenario.

(SH137.43) COMMANDER'S OPTION ITEMS

(SH137.431) 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.

(SH137.432) All drones are "medium," i.e., speed-20.

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

(SH137.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH137.44) REFITS: Refits are as provided in (SH137.2). None of the Federation ships has received the AWR refit. None of the Klingon ships have received the K refit.

(SH137.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2).

(SH137.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH137.61) Replace the Klingons with the following Romulan force: KVRB (4x G-II, 6x G-SF), 2x K4RD, KRB, KF5RB, and KF5RSB.

(SH137.62) Allow the Klingons to substitute variants for the D5 and the F5D. Allow the Federation to substitute variants for the the FFGs. Both sides will need to use the tactical intelligence rules to avoid surprise.

(SH137.63) Replace the D7V and its escorts with an F5V and its E4E escort. Delete the D5. Replace the Federation CVS and its escorts with an FFV and its escort. Delete one FFG.

(SH137.64) Historically, the Klingons expected to find and overwhelm the *Yamamoto* while it was still operating F-4 fighters and before it was refitted and linked up with the FFGs. Players can experiment with the outcome if this had been the case by deleting the FFGs, removing the plus refit from the CVS, and changing the fighters to F-4s. In this variation, the Federation player wins if he destroys any two Klingon ships.

(SH137.65) At the time of this battle, the Klingons were still operating the E4E escort, a ship which repeatedly proved incapable of surviving in a heavy combat environment. Many Klingon carrier groups were being upgraded to the new D5E, which would replace the F5E which in turn assumed the role of the E4E. Players are welcome to make this substitution to see what might have happened, perhaps combining this with (SH137.64) above.

(SH137.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH137.71) Change the D7V to a D6VB, or the F-18s to F-15s (CVB variant).

(SH137.72) Replace the F5SB with an F5B, or the FFG with an FFS.

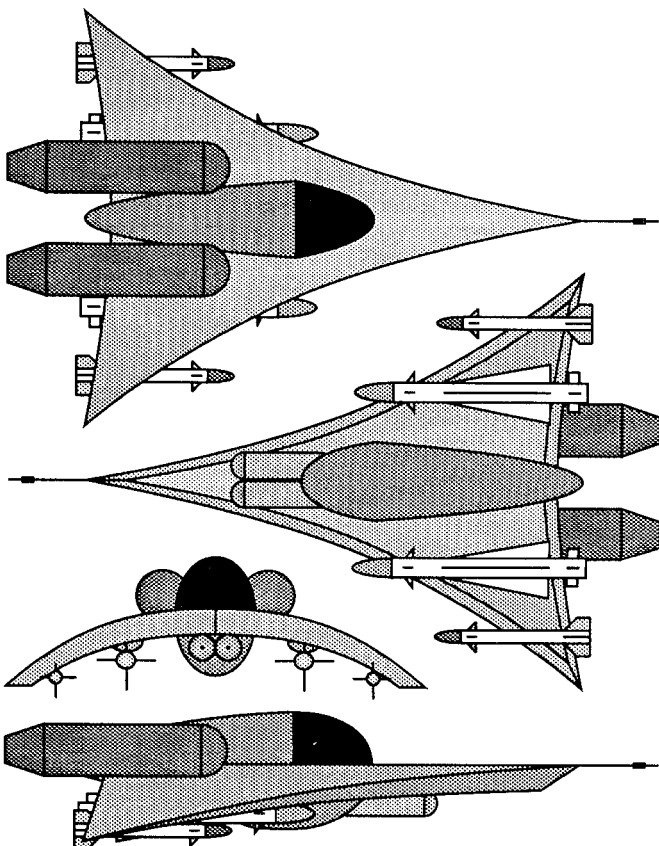
(SH137.73) Delete or add some of the refits to one or both sides.

(SH137.8) TACTICS

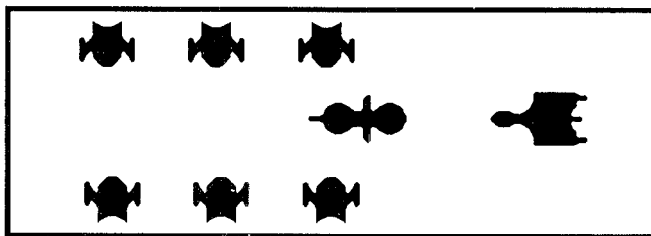
FEDERATION: While things seem to look grim at first glance, you actually have a number of advantages. You have two more photon torpedoes than the Klingons have disruptors, sizeable numbers of G-racks to use on his drones, and better fighters. Your main problem is the scout. This gives the Klingon a slight edge so long as he uses its offensive jamming capability, which might cause too many photons to miss. To do this, the scout will have to come within 15 hexes range of the ships it wishes to jam, so make it a point to kill or at least cripple it. Expect the Klingons to use ECM drones, and be prepared to use a few yourself. That is what G-racks are for (besides their anti-drone function). Your fighters should try to get a drone wave going to disorder his defense. The fighters should only close with the enemy behind the ships.

KLINGON: Your best advantage is your scout, and you must get the maximum use out of it. This means careful coordination of all your forces. You may have to use the disruptors to try to knock out some of his fighters to get a chance to use your drones to hit some of his ships. Basically, forget the Federation carrier. You are going to have to retreat from this fight eventually, so kill what you can while preserving your own force. Once the scout, D7V, or D5 is crippled, head for home, unless you have managed to inflict major damage on the Federation force. Your only other major advantage is drone launch ability, but in order to capitalize on that, you have to get dangerously close to his ships and fighters. It is probably much too risky to try.

HISTORICAL OUTCOME: The two groups pounded each other savagely, but gradually the superior Federation firepower told the story, and the Klingons withdrew. Tactically, the action was a draw. Operationally, it was a Federation victory and proved the Hornets as effective fighter shuttles more than worth their cost. The Klingons, examining the tapes of the battle, shortly after produced the very similar Z-Y.



(SH138.0) THE WRECK OF THE REX



(Y176)

by Jim Townsend, California

In Y176, Admiral S'Trenk of the Gorn 3rd Fleet received a message from Admiral Marcus Tiercellus. The Romulan Admiral stated that he was personally tired of the war and that his entire fleet was willing to declare its own neutrality and the neutrality of its home province. As this would cripple the Romulan forces on the Gorn border, the Romulan Praetor would be forced to sue for peace, ending the war. Tiercellus insisted on a personal meeting with S'Trenk to discuss terms.

S'Trenk had little choice but to accept the invitation; a chance to end the war and save countless lives was worth any risk. Even so, he was wary of a Romulan trap. Tiercellus agreed to meet him in open space, each admiral in his own cruiser and no other forces. To satisfy Gorn fears, the Romulan admiral transferred his flag to a SparrowHawk, a ship decidedly inferior to S'Trenk's command cruiser. Tiercellus even offered to allow a Gorn destroyer to sweep the area ahead of time to make sure no mines or cloaked ships were present, an offer S'Trenk accepted.

S'Trenk's command cruiser arrived and approached Tiercellus' SparrowHawk. S'Trenk's flag lieutenant was not convinced.

"I sstill think it'ss a trap," S'Toval warned. "There are probably a dossen sshipss within range, all cloaked and waiting for the moment to attack."

"Unlikely, Lieutenant," the Admiral responded. "They would have to use ssmall sshipss and have them lying here cloaked for ssix monthss to avoid our detection. Anything sshorter than that, and the ressidual effectss of their arrival could sstill be detected. And those tin canss don't carry the food or air to sstay in sspace that long."

"Then they've been eating moonbeamss, Admiral, because they juust uncloaked!"

(SH138.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH138.2) INITIAL SET UP

GORN: CCF *Rex* in 3515, facing C, speed 0, WS-III.

ROMULAN: SPA+ *Avenger* in 4218, facing F, speed 0, WS-III.

Six cloaked SNARs anywhere on the board not within 10 hexes of each other, or of 3515 and 4218, initial facing at option of the Romulan player, speed 0, WS-III. See (SH138.45).

(SH138.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH138.4) SPECIAL RULES

(SH138.41) MAP: The map is fixed; it does not float.

The Gorn units can only disengage between hexes 0110 and 0120, inclusive. The Romulan units cannot disengage. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH138.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH138.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH138.431).

(SH138.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH138.423) There are no PFs in this scenario.

(SH138.43) COMMANDER'S OPTION ITEMS

(SH138.431) The Gorn CCF and Romulan SPA+ (but not the SNARs) 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.

(SH138.432) In a variant where drone-armed units are used, all drones are "medium," i.e., speed-20.

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

(SH138.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Rex* will normally carry one such team while the Romulan player can be given 25 additional Commander's Option Points to distribute among his forces as desired.

(SH138.44) REFITS: The Gorn CC has the plus and F refits. The Romulan SparrowHawk has the plus refit. The Romulan Snipes all have the R refit.

(SH138.45) RESTRICTIONS: Because they have been cloaked for several months, the six Romulan Snipe-A frigates have only six crew units each. They have no boarding parties, shuttles, or PPTs; see (D20.3). They can uncloak (using fade-in) at any point, but cannot move on the turn that they complete fade-in, e.g., if a unit fades in completely by Impulse #32 of a given turn, it can move normally on the following turn, but if it fades in completely on Impulse #1 of a given turn, it cannot move on that turn at all.

(SH138.5) VICTORY CONDITIONS

If the *Rex* is captured, the Romulans win an astounding victory.

If the *Rex* is destroyed, the Romulans win a decisive victory.

If the *Rex* is crippled, the Romulans win a marginal victory.

If the *Rex* escapes uncrippled, the Gorns win a decisive victory.

If the *Avenger* is destroyed and the *Rex* escapes but is crippled, the result is a Gorn decisive victory.

If the *Avenger* is destroyed and the *Rex* escapes but is not crippled, the result is a Gorn astounding victory.

Destruction or capture of all seven Romulan ships and escape by the *Rex* (regardless of its condition, so long as it is undestroyed and has working warp engines) would surely mark S'Trenk as a legendary captain.

NOTES: The Snipes are old ships and considered expendable, so they do not figure in the victory conditions. However, several months have been spent planning this trap, and a failure to destroy the *Rex* will probably cost Marcus Tiercellus his command (if not his life).

(SH138.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH138.61) Replace the Gorn CCF with a Federation CC that has the plus, AWR, and Y175 refits.

(SH138.62) Add a Gorn DD in 3316 and HDD in 3513 to the Gorn side (or a DDL and FFG if using the Federation CC variant above). Replace two Snipe-As with Snipe-Bs; add two Warbirds to the cloaked forces. The added Romulan ships are still under the restrictions and conditions of (SH138.45).

(SH138.63) For a smaller and faster battle, replace the Gorn CCF with an HCD and the Romulan SPA+ with an SKL. Use only three SNARs as the ambushing force.

(SH138.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH138.71) Change the Gorn CCF to a CCH or a BCH.

(SH138.72) Delete a refit from the Gorn CC or Romulan SPA.

(SH138.73) Delete or add a Snipe-AR to the Romulan cloaked force.

(SH138.8) TACTICS

ROMULAN: The trap must be carefully laid. Two ships must be deployed as goalkeepers astride the Gorn exit point. The others should be set up to provide interlocking fields of fire. Don't fire all of the torpedoes at once as this would simply encourage the *Rex* to use a wild weasel. Remember, the *Rex* can destroy the *Avenger* before the Snipes can reload. One possible tactic: have your ships grab the *Rex* with tractor beams to slow it down. This can gain you an extra turn or two. Consider transferring crew units to one or two Snipes to make them more functional.

GORN: Discretion is the better part of valor, and it is not going to be very wise to stay and fight seven ships. As such, your first duty is to escape. Even using an HET on the first turn and maximum acceleration, it will be sometime during Turn #3 before you can leave the board. That being the case, the most direct-route is not strictly necessary. Indeed, a route along the edge of the map could put many of the Snipes out of range. Whatever you chose, don't be predictable. You might even roll a die to pick a course so that you can't be outguessed. (Your regular opponent might have noticed your unconscious habit of always going toward the right side of the map, something you didn't even know about yourself!)

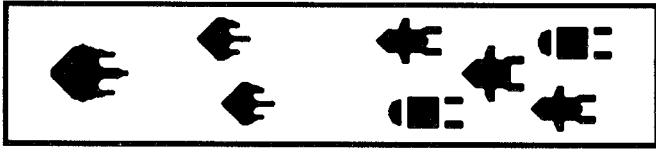
Save your own phasers to blast plasma torpedoes. Since you will start with torpedoes armed, use them to pin down key Romulan ships, but don't reload them as you won't be on the board long enough. Save the power for shields and negative tractor. You probably won't have time for wild weasels (although one or two should be ready, just in case he tries a mass launch), but the rest can be used for suicide attacks.

An alternative would be to back out at speed 4 and use multiple wild weasels. Start at speed 8, and pre-plot a reduction to speed 4 for mid-turn.

Those seeking legendary status should be warned that no mere mortal can succeed. If you try, take out the SparrowHawk first as it is the most dangerous opponent, then go Snipe hunting. You might even manage to capture a Snipe by boarding if you want to add to your legend.

(SH138.9) PLAYTESTERS COMMENTS: A fast-paced scenario; it's all over in a few turns, one way or the other.

HISTORICAL OUTCOME: The *Rex* was destroyed and the *Avenger* severely damaged. The disruption of the Gorn command structure, combined with the loss of the ship, enabled the Romulans to launch a series of highly effective offensive strikes, but ultimately was not enough to enable the Romulans to win a war on two fronts.

(SH139.0) PIRATE STEW

(Y177)

by Bruce Graw, Ohio

When the Orions first learned of the ISC (following reports of their infiltration of Gorn and Romulan space beginning in Y176), the various cartels began to probe this vast empire for weaknesses, sending in raiding parties large and small. The ISC was, for the most part, unprepared to deal with the pirate menace, and the Orions found the Concordium ripe for exploitation. They began to grow bold and overconfident, sometimes to their sorrow.

In one such case, a crippled Battle Raider and its escorts, along with a pair of captured freighters, were doggedly pursued and caught by a small ISC echelon. Unfortunately for the Orions, they had thought they were safe and the sudden arrival of the ISC squadron caught them completely unprepared.

(SH139.1) NUMBER OF PLAYERS: 2; the ISC player and the Orion player.

(SH139.2) INITIAL SET UP

ISC: CS *Dramagon* in 4223, FF *Tachyon* in 4020, FF *Quark* in 3823, all heading F, speed max, WS-III.

ORION (Cirentus-Ta): BR *Rift Cutter* in 2014, heading F, speed 6, WS-I. This ship has been badly damaged; see (SH139.45).

MR *Souleater* in 2214, heading F, speed 6, WS-I.

CR+ *Black Ghost* in 2116, heading F, speed 6, WS-I.

Two small freighters, one each in 2015 and 2114, both heading F, speed 6, WS-I.

(SH139.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH139.4) SPECIAL RULES

(SH139.41) MAP: Use a floating map. The ISC units can only disengage in directions C, D, or E. The Orion units can only disengage in directions A, B, or F. Units which disengage in unauthorized directions are considered destroyed.

(SH139.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH139.421) 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 (SH139.431).

(SH139.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH139.423) There are no PFs in this scenario.

(SH139.43) COMMANDER'S OPTION ITEMS

(SH139.431) 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.

(SH139.432) All drones are "medium," i.e., speed-20.

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

(SH139.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor. Note that the presence of a Prime Team on the BR will considerably speed the repairs and affect scenario balance.

(SH139.44) REFITS: The ISC CS has the rear plasma F and phaser-3 refits. The Orion CR has the plus refit. All units have the Y175 refit if it is appropriate to them.

(SH139.45) DAMAGE: The Battle Raider *Rift Cutter* was crippled in an earlier battle:

(SH139.451) The engines were badly burnt out by excessive doubling, only five right warp and four left warp remain. Mark all warp boxes in excess of the numbers indicated destroyed. The impulse engine is fully operational.

(SH139.452) In addition to the above, mark the following damage: all phasers bearing in the "R" arc (the ship suffered a major blow from that direction), the D and E option mounts, all hull, all cargo, one aux, one transporter, one tractor, both labs, all four batteries, two shuttles, one sensor, and one scanner box.

(SH139.453) It has expended its repair abilities to their limits. The ship has expended all available (D9.7) repairs (on three warp and one bridge). Although it lost its #3 shield in a massed salvo from the convoy escorts, it has had enough time to repair this shield to a level of 16 boxes.

(SH139.46) OPTION MOUNTS: These should be selected from mounts available to the Cirentus-Ta cartel.

(SH139.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The BR is worth only half its normal value due to its crippled status. If it successfully disengages by separation, the Orions score a 100-point bonus. The Orions also score a 25-point bonus for each freighter which disengages by separation.

(SH139.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH139.61) Replace the ISC ships with an equivalent squadron (heavy cruiser and two frigates) of any other race.

(SH139.62) Delete one of the CRs and one of the two frigates; change the other frigate to a police ship.

(SH139.63) The BR is undamaged; the slow speed is a deception. However, the ISC have provided a deception of their own: one frigate is actually a DDL, the other a DD.

(SH139.64) Replace the ISC CS with a CL and one FF with a DD.

(SH139.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH139.71) Change the BR to an MR or a CR+.

(SH139.72) Replace one or both the FFs with a DD.

(SH139.73) Delete or add an FF to/from the ISC force.

(SH139.8) TACTICS

ISC: All right, what do you kill first? Letting the freighters go gives the Orion 50 points; letting the battle raider escape is 100 points. If you cripple both raider cruisers, the battle raider probably cannot get away. If you want to stop the freighters, the PPDs can accomplish this effectively (one plasmatic pul-

sar device per freighter will probably strip them of warp), but can you do this and still keep the battle raider from escaping?

ORION: Choose your options well (plasma-F torpedoes are the obvious, and historical, choice, but you might consider others). Plan for an HET (maybe two), and do not use it (them) at the wrong time or you will die.

HISTORICAL OUTCOME: The BR *Rift Cutter* was destroyed, and the Orions were forced to abandon their ill-gotten gains and flee the scene. The ISC lost the FF *Tachyon* and sustained light damage to the CS and remaining FF.

(SH140.0) TRICKED!



(Y177)

by James Townsend, California

Fighters, the Klingon Empire believed, were the sole reason the Hydrans had survived and continued to survive. The Hydran ships, as a rule, were not very good, but when combined with their fighters, they could be more than the average Klingon battlegroup could deal with. The essence, then, in dealing with the Hydrans was to lure the ships, or the fighters, away from the other. Then they could be defeated in two parts, neither of which was as effective as the whole.

The Empire tried many times to accomplish this, and only rarely succeeded, as the Hydrans were also aware of their dependence on fighters. Occasionally, however, a Hydran commander would be tricked. These occasions were never good ones for the Hydrans.

(SH140.1) NUMBER OF PLAYERS: 2; the Hydran player and the Coalition player.

(SH140.2) INITIAL SET UP

A	B	C
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TERRAIN: This scenario is initially set up on three map sheets: A, B, and C. The 42xx edge of map A abuts the 01xx edge of map B, and the 42xx edge of map B abuts the 01xx edge of map C.

HYDRANS: Set up on map C: Dragoon+ *Fortitude* in 3916, Lancer+ *Attitude* in 4114, both heading E, speed max, WS-III.

Set up on map A: seven Stinger-2s within 5 hexes of 2115, heading E, speed 15, all weapons ready.

COALITION: Set up on map C: Lyran CW *Demonstar* in 0114, Lyran DD *Firestar* in 0116, both heading B, speed max, WS-III.

Set up on map A: Klingon E4D *Defiant* in 1110, heading E, speed 15, WS-III.

(SH140.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH140.4) SPECIAL RULES

(SH140.41) MAP: Use a floating map. The Hydran units can only disengage in directions E or F. The Coalition units can only disengage in directions A, B, or C. Units which disengage in unauthorized directions are considered destroyed.

(SH140.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH140.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH140.431).

(SH140.422) 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 will be a standard fighter.

(SH140.423) There are no PFs in this scenario.

(SH140.43) COMMANDER'S OPTION ITEMS

(SH140.431) 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.

(SH140.432) All drones are "medium," i.e., speed-20.

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

(SH140.433) If players wish to use the optional rules for Prime Teams (G32.0), the Dragoon will normally carry one such team while the Coalition player can be given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional units.

(SH140.44) REFITS: The Hydran ships both have the plus refit. The Lyran ships both have the plus and ESG capacitor refits, and the CW has the power pack refit. The Klingon E4D has the Y175 refit.

(SH140.45) DISENGAGEMENT: The Hydrans may not disengage until all of the fighters have been destroyed or recovered.

(SH140.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH140.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH140.61) Reverse the roles between the Klingons and the Lyrans. Replace the CW with a Klingon D5K and the DD with a Klingon F5B. Replace the Klingon E4D with a Lyran FF+p.

(SH140.62) Reverse the Hydran ships. Replace the Dragoon+ with a Ranger+ and the Lancer+ with a Knight+. Increase the Hydran fighters to 9, of which two are Stinger-H and one can be a Stinger-E.

(SH140.63) For a smaller and more intense fight, delete the Dragoon and the Lyran CW. Reduce the Hydran fighters to four Stinger-2s.

(SH140.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH140.71) Change the Dragoon to a Lord Bishop.

(SH140.72) Replace the Lyran DD with a DW or FF.

(SH140.73) Delete or add a refit to or from the Lyran ships.

(SH140.8) TACTICS

HYDRAN: Attempt to link up your forces; combined the odds are in your favor. However, because the Lyrans have the initiative, linking up may be a gradual process. If the Lyrans go against your ships, attempt to get between them and your fighters after a battle pass. Use the Lancer as a

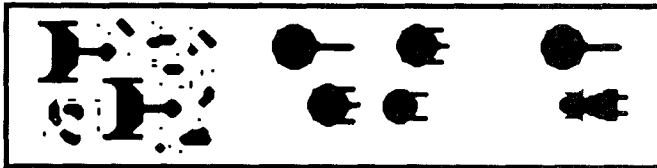
deterrent against ESG overruns against your ships. Keep the fighters alive unless you can burn them in an effective attack against an enemy ship. If the Lyrans attempt to join the E4D against the fighters, run the fighters out in a direction perpendicular to the axis of the maps, so as to extend their pursuit to the point that your ships can support them. Use the threat of a range two attack by the fighters to keep them alive; this will require occasionally turning them toward their pursuers. Buy a chaff pod for each fighter to reduce the threat from starfish drones; drop the pods as soon as they are no longer needed.

COALITION: You have the initiative. You can decide to fight each Hydran force separately on roughly equal terms, or you can attempt to concentrate your forces against one Hydran force. If you can cripple the Lancer, it will be possible to overrun the Dragoon with ESGs. You also can try to eliminate the fighters first by running the Lyrans against them as well. Try to maneuver the E4D into a position between the Hydran forces so that it can use scatter-packs against either force and provide ECM drones to the Lyrans.

(SH140.9) PLAYTESTER COMMENTS: This scenario is fun because it has two separate but related battles, and because both sides have different incentives for coordinating between them.

HISTORICAL OUTCOME: When it worked, the usual result was to force the Hydran ships to retire on a base where more fighters could be acquired. This at least put the ships out of action for a little while, allowing a local superiority to be achieved. Occasionally, a Hydran commander might press hard to recover his fighters, and the resulting engagement could be bloody for both sides.

(SH141.0) FAULTY LOGIC



(Y179) *by Kent Logsdon, Missouri*

Late in Y179, the Klingons set up an ambush for a Federation patrol in order to combat test a new drone ATG system able to be launched under passive conditions but acquire its own targets from 10,000 to 80,000 kilometers.

Two things disrupted the Klingon plans. First (unknown to the Klingons), the ATG unit had a fatal flaw in it. Second, Federation intelligence had gotten wind that something was brewing.

The Federation switched patrols in the suspected sector, sending a group of the newer DWs, with a DDL and an FFG, and keeping the original patrol as a reserve.

(SH141.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH141.2) INITIAL SET UP

TERRAIN: Use the Asteroid Belt Map (herein called map #1, see Module S1) and the Asteroid Field Map (herein called map #2, included in Module S2). Connect hex 0330 (Map 1) to 0301 (Map 2). See rule (SH141.41). In addition, the asteroid hexes act as a radiation zone (P15.0); see (SH141.45).

FEDERATION: DDL+ *Eisenhower* in 1727, DW *Saddam* in 1526, DW *Dhlakama* in 1225, FFG *Rommel* in 1424,

all on map #1, all at WS-II, heading C, speed 5. See Rule (SH141.46).

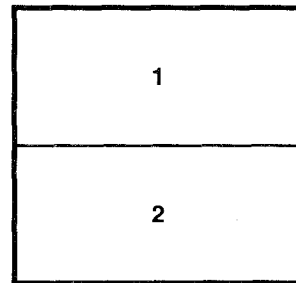
REINFORCEMENTS: CL+ *Falklands* and DDG+ *Attila* arrive Turn #4 in 0330 map #2, heading at the Federation player's option, speed max, WS-III. They may not arrive within 15 hexes of any other Federation ship (excluding themselves). Displace the required number of rows to make a minimum of 15 hexes.

KLINGON: D5W *Soulwing*, D5W *Soulstalker*, 2x MRS SP, all in hex 1724 on map #1, heading D, speed 0, WS-III. These units begin hidden (D20.0); see (SH141.45) and (SH141.47).

(SH141.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH141.4) SPECIAL RULES

(SH141.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage from the xx30 map edge of map #2. See (SH141.46). The Klingon units can only disengage from the xx01 edge of map #1. See (SH141.47). Units which disengage in unauthorized directions or areas are considered destroyed.



(SH141.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH141.421) MRS: Both Klingon ships have MRSs. They are already on the board. Both MRSs have been specially modified to test a new ATG launch and guidance system for drones. These are not counted against the limit on Commander's Options these ships may purchase under (SH141.43).

(SH141.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH141.423) There are no PFs in this scenario.

(SH141.43) COMMANDER'S OPTION ITEMS

(SH141.431) 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. Each Klingon ship must pay for one T-bomb which was deployed before the scenario began. 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.

(SH141.432) All drones are "medium," i.e., speed-20, except as noted. Federation ships may purchase "fast," i.e., speed-32 drones as restricted availability items. The use of fast drones by the Klingons is limited to the experimental 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. The Klingon

ships each had two type-IF drones with modified ATG [see (SH141.47) and (SH141.48)]. One drone is in each drone rack, and there are no reloads for these drones. The Klingons can purchase special warheads only for the non-fast drones.

(SH141.433) If players wish to use the optional rules for Prime Teams (G32.0), either D5W could carry one such team while the Federation player can be given 25 additional Commander's Option Points to distribute among his forces as desired.

(SH141.44) REFITS: The Federation DDL has the plus refit. The DDG has the plus and Y175 refits. The CL and the FFG have the plus, Y175, and AWR refits. There are no refits for the DWs. There are no refits for the Klingon ships.

(SH141.45) RADIATION: The asteroids on both maps are highly radioactive, and each asteroid hex is treated as if it is a radiation zone. Furthermore, each hex also generates two ECM instead of one. Transporters and ADDs can operate into an asteroid hex but not through it; tractors cannot operate if either the tractor unit or the unit to be tractor is in or within 2 hexes of an asteroid hex. Each hex of asteroids counts as 2 hexes for lab purposes. All restrictions for finding hidden units are in effect. As a partial exception to (D20.231), detection range is 3 hexes, but a unit will remain hidden if there is more than 1 hex of asteroids between it and any unit that might be able to detect it, including the hexes occupied by the hidden unit and/or the detecting unit. All other ways of detecting hidden units are still in effect. (This rule explains how the Federation ships moved to their present range without detecting the hidden Klingon ships.)

(SH141.46) FEDERATION RULES: All ships at start are holding normal photons and have no special shuttles prepared [exception to the normal WS-II (S4.12) rules]. Apply 5 points of damage to Shield #1 and 10 points damage to Shield #6 of the DDL from T-bombs. (Each ship had 5 points of specific shield reinforcement in the #1 shield and did not use its batteries to further reinforce the shields.) Furthermore, the DDL may sustain additional damage before the scenario begins; see (SH141.472).

Federation ships may only disengage when crippled.

(SH141.47) KLINGON RULES: Both ships and MRS shuttles were hidden (D20.0). On Turn #0 Impulse #32, the drones from MRS SPs deployed [determine drone targets by rule (SH141.48)] and the Klingon ships fired.

(SH141.471) Both MRSs have been specially modified to test a new ATG launch and guidance system for drones. Both MRS scatter-packs are carrying four type-IF and two type-IVF drones. These MRSs, if recovered by the Klingons, may only be used for normal administrative shuttle missions for the remainder of the scenario. The Klingon ships will know which drone types are targeted on which ships.

(SH141.472) Both D5Ws were on passive fire control and had overloaded disruptors. Furthermore, each ship fired all of its disruptors, and any phasers at the player's option, during a hypothetical Impulse #32 of Turn #0 at the DDL before the scenario actually begins. (Remember to double the range to the target.) Any damage scored as a result of this fire versus the DDL is resolved as a single volley. Note that the shields of the DDL have already been weakened by mine damage in (SH141.46). Each ship also launched its modified type-IF ATG drones during the same hypothetical Impulse #32 of Turn #0.

(SH141.473) If a D5W does not activate its fire control, it retains the passive fire control ECM benefit of two ECM.

(SH141.474) Two T-bombs are deducted from the Klingon ship(s) [these were the T-bombs struck by the Federation ship in (SH141.46) above].

(SH141.475) The Klingon player may disengage when one of his ships reaches crippled status (or worse), and not before.

(SH141.48) FAULTY LOGIC: The logic control circuits of the modified Klingon drones have a fatal flaw in them. To determine the targets of these drones, use the following procedure. Roll a die for each drone: on a 1–4 the drone targets the DDL, and on a 5 or 6 the drone targets one of the Klingon ships (determined randomly). Any drone(s) that targets a ship in the same hex will strike on Impulse #1 of Turn #1 (and there is nothing the Klingons can do about it under the Sequence of Play except use the Energy Allocation Phase to reinforce the shield). Drones from the scatter-packs which target Klingon ships will strike Shield #4; drones from the Klingon racks will strike a random shield. For damage purposes, phasers that bear should be determined by which shield the drones will strike (D4.321).

(SH141.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Federation receives a bonus of 30 points for each D5W destroyed before Turn #4. The Federation receives a bonus equal to three times an MRS's BPV for successfully capturing it.

(SH141.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH141.61) Replace the Klingon D5Ws with either Kzinti or Fed NCAs (or one of each). Replace Federation ships with a Klingon F5L, 2x F5W, and an F5B. Another option is to replace the Federation ships with appropriate Hydran or Kzinti ships.

(SH141.62) For a smaller and faster battle, use only one D5W and one MRS and delete the two DWs.

(SH141.63) Allow the Federation ships to have special shuttles ready at start.

(SH141.64) Play the scenario in Y180 with all drones "fast," i.e., speed 32.

(SH141.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH141.71) Have the modified Klingon drones simply go inert when their guidance system fails.

(SH141.72) Replace the DWs with FFBs, or replace the FFG with a DDG+. Replace the CL with an NCA.

(SH141.8) TACTICS

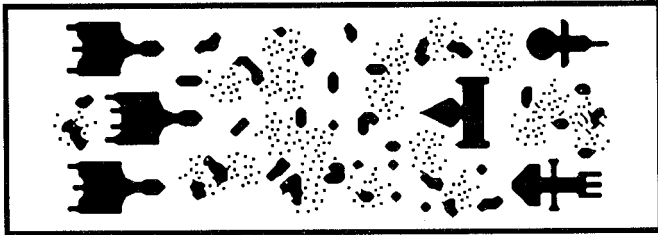
KLINGON: Your tactics will be determined by how much damage you can inflict on the DDL. Nonetheless, you face too many photons on Turn #1 to charge into battle. Your best bet is to remain on passive fire control and retreat into the asteroids. When you have put more than 2 hexes of asteroids between yourself and the Federation ships, consider turning on your fire control and prepare to toast any Federation ship attempting to follow you.

FEDERATION: Your tactics will be determined by how much damage the DDL receives. If the DDL is severely crippled by the first Klingon barrage, you may want to consider it a lost cause and let the scatter-pack drone swarm hit it. Nonetheless, you should still have at least 10 photons, and 2 plasma-F torpedoes (which may be launched from destroyed launchers). Direct as much damage as you can, as quickly as you can, into one of the Klingon ships. Then play hide and seek until your reinforcements arrive.

(SH141.9) PLAYTESTERS COMMENTS: Unpredictable due to the random nature of the drones. After the opening round, either side may find itself trying to fight clear of a trap.

HISTORICAL OUTCOME: The *Marius* barely survived the initial Klingon salvo, but, even with aid from the other Federation ships, its situation was impossible and the drones destroyed her. Fortunately for the Federation, a significant number of the drones targeted the D5W *Soulwing*, leaving her too badly damaged to fight. The *Soulstalker* attempted to continue the action, but was forced to retreat when the Federation reinforcements were detected. Studying the records and data from the MRS that the Klingons had not been able to destroy before leaving the site revealed to the Federation just what had happened, but this was unsuccessful in ending rumors of a cloaked Orion ship intervening on their behalf.

(SH142.0) DESPERATE DAYS



(Y179) *by Ken Burnside, Arizona*

During the height of Operation Nutcracker, the Tholian Defense Fleet allowed Kzinti and Gorn vessels into Holdfast territory to defend against the Klingon and Romulan assaults. Also at this time, the 312th Battle Fleet arrived in Holdfast Territory. During those desperate days, elements of the 312th were used to react to several Romulan and Klingon forays, often with allied support. The action depicted here is a raid on an identified Romulan assembly area, the Alliance force attacking just as the advanced elements of the Romulan strike force begin to arrive.

(SH142.1) NUMBER OF PLAYERS: 2; the Alliance player and the Romulan player.

(SH142.2) INITIAL SET UP

TERRAIN: Asteroid Field (P3.1).

ALLIANCE: Gorn HDD+ *Talons of Glory* in 2215, heading E, speed 10, WS-III.

Kzinti CM *Black Star Fury* in 0115, heading B, speed 10, WS-III. See (SH142.45).

Tholian NCA *Intensity* in 3030, heading A, speed 10, WS-III.

ROMULAN: FireHawk-K *Praetor Maximus*, SparrowHawk-J *Executioner's Song*, SparrowHawk-A+ *Avenger* set up within 5 hexes of 1501, heading D, speed max, WS-I. Romulan ships set up before Alliance ships and may begin the scenario under cloak at the Romulan player's option.

(SH142.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH142.4) SPECIAL RULES

(SH142.41) MAP: Use a floating map. If units move so as to enter new maps, each map entered will also be an asteroid field map (P3.1). Players should determine the locations of the asteroids on such maps prior to entering them. The Alliance units can only disengage in direction E. The Romulan units can only disengage in directions B, C, or D. Units which

disengage in unauthorized directions or areas are considered destroyed.

(SH142.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH142.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH142.431).

(SH142.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH142.423) There are no PFs in this scenario.

(SH142.43) COMMANDER'S OPTION ITEMS

(SH142.431) 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.

(SH142.432) All drones are "medium," i.e., speed-20. "Fast," i.e., speed-32 drones 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. See (SH142.45) for a restriction on the Kzinti CM. Note that (S3.2) allows drone ships extra points for this purpose.

(SH142.433) If players wish to use the optional rules for Prime Teams (G32.0), the Tholian NCA and the Romulan FHK may each carry one such team.

(SH142.44) REFITS: The Kzinti CM has the Y175 refit. The Gorn HDD has the HDD+ refit. The Romulan SparrowHawk-A has the plus refit. No other refits are available to the units involved in this battle.

(SH142.45) DRONES: Kzinti ships in Tholian space were operating at the end of a very long and tenuous supply line; they were hampered further by the low priority of supplies they were given as their operations were not as crucial to the defense of the Hegemony. To reflect their supply problems, the Kzinti CM uses Federation drone percentages.

(SH142.46) DISENGAGEMENT: The Kzinti CM and Gorn HDD must disengage if crippled; the Tholian Agreement is a very tenuous and fragile one. The NCA can only disengage if it is crippled as it is being used to stop an assault on territory the Tholians cannot afford to relinquish.

(SH142.47) INTELLIGENCE: The Romulans are very curious about the Tholian NCA. They must gather 100 points of lab information about the NCA or destroy the NCA before they can disengage, or they lose the scenario.

(SH142.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Alliance forces receive no points for any Romulan ships that successfully disengage in direction D after they have destroyed or gathered the required information on the Tholian NCA (SH142.47).

(SH142.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH142.61) Substitute a Klingon D7W, D7D, and two F5Ks for the Romulan force, or use two Gorn HDDs or two Kzinti CMs for the allied forces.

(SH142.62) Allow one side or the other to substitute a variant of a given hull size and use the Tactical Intelligence rules.

(SH142.63) For a smaller battle, use just the FireHawk-K and SparrowHawk-A+ versus the Neo-Tholian NCA in the asteroid field.

(SH142.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH142.71) Change the SparrowHawk-J to a SparrowHawk-A or a SparrowHawk-F.

(SH142.72) Replace the NCA with an NCL.

(SH142.73) Add a scout to either side.

(SH142.74) Use only one of the two allied ships on the Tholian side.

(SH142.8) TACTICS

ALLIANCE: You have a force that is NOT designed to work well together. Send seeking weapons after the Romulans, and then use the web casters to block off their evasion routes. Note that the more times you use the web caster to lay web, the less useful the seeking weapons of your allies will be.

ROMULAN: Arm the plasma-S torpedoes on the SparrowHawk-J as plasma-G torpedoes since they do not cause any shock when launched that way and can be used for deception purposes if playing under Tactical Intelligence. Also, if you need them armed as plasma-S torpedoes, 1 point of battery will upgrade them quite nicely. You will need to get fairly close to the NCA as your vessels are notoriously short on labs. You will also want to make his allies go home by crippling them so that they will be one less problem to worry about. Unfortunately, with web casters in an asteroid field, you really cannot afford to stay around and fight.

(SH142.X) DESIGNER'S NOTES: There seemed to be a dearth of scenarios from the time period of Operation Nutcracker, and the Tholians rarely ever get to fight with allies on their side.

HISTORICAL OUTCOME: The Romulan force was repelled by the Tholians, primarily due to ruthless use of their Gorn and Kzinti allies. The Agreement was never particularly strong, and this engagement (and Tholian distrust) kept it from getting stronger.

(SH143.0) A DOUBLE SURPRISE



(Y179)

by Steve Saus, West Virginia

A Federation patrol near the edge of Holdfast space was ambushed by a Romulan patrol. Outgunned, the Federation ships called for help. Both the Romulans and the Federation were surprised again when the Tholians responded quickly.

(SH143.1) NUMBER OF PLAYERS: 2; the Alliance player and the Romulan player.

(SH143.2) INITIAL SET UP

ALLIANCE: FEDERATION: NCL+ *Littorio* in 1816, NCL+ *Caio Dulio* in 2016, both heading B, speed 10, WS-I.
THOLIAN: CW *Feldspar*, DD *Helix* arrive on Turn #2 from the 01xx board edge, speed max, WS-II.

ROMULAN: SparrowHawk-L+ *Harrower* in 2220, heading A, speed 0, WS-III.

SparrowHawk-A+ *Adversary* in 1613, heading C, speed 0, WS-III.

SparrowHawk-A+ *Furious* in 1811, heading D, speed 0, WS-III.

(SH143.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH143.4) SPECIAL RULES

(SH143.41) MAP: Use a floating map. The Federation units can only disengage in directions A or F. The Tholian units can only disengage in direction E. The Romulan units can only disengage in directions C or B. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH143.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH143.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH143.431). Note that only the SPL is qualified to carry one.

(SH143.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH143.423) There are no PFs in this scenario. Casual PFs might be added to the scenario in some variations.

(SH143.43) COMMANDER'S OPTION ITEMS

(SH143.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. Each Fed NCL and the Tholian CW has four T-bombs (and dummies). The Tholian DD has two T-bombs (and dummies).

(SH143.432) All drones are "medium," i.e., speed-20. "Fast," i.e. speed-32, drones are available as restricted items.

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

(SH143.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH143.44) REFITS: All ships involved in this incident have received all available refits for the year of the battle, e.g., the NCLs have received the AWR, plus, and Y175 refits, but the Tholian units have not received the snare refit.

(SH143.45) CLOAK: The Romulans are uncloaking as the scenario begins, with Impulse #1 counting as the second impulse of coming out of cloak (the first impulse was during the hypothetical Impulse #32 of a previous turn). The Romulan player does not have to pay to maintain the cloak on Turn #1, unless he intends to re-cloak during Turn #1.

(SH143.46) FEDERATION: The Federation ships detected something amiss in the preceding turn and used a point of battery power each to begin warming their phaser capacitors. For the Energy Allocation Phase of Turn #1, each Federation ship starts with one battery empty. This battery can be charged normally as part of the first turn's energy allocation.

(SH143.47) DELAY: For every map sheet in directions A or B that the battle moves, delay the arrival of the Tholians one turn. The battle has moved only if all ships have moved onto a new map. If the Tholians are delayed one turn, raise their weapons status to WS-III. The Tholians will not arrive earlier even if the battle moves in their direction because they want to arm their weapons first.

(SH143.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2).

(SH143.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH143.61) Move the action to the corner of Romulan, Gorn, and Federation space, replacing the Tholians with a Gorn HDD+ and a BDD+.

(SH143.62) Allow the Alliance player to substitute any variant of his ships for his actual force. No NECs or NACs unless the other NCL is either an NVL or an NVS (F-18 fighters only), and no more than one CLC can be taken. The Tholian CW might be a photon-armed version.

(SH143.63) For a smaller and faster battle, use only one NCL and delete the SparrowHawk-L.

(SH143.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH143.71) Change the SparrowHawk-L to a SparrowHawk-A.

(SH143.72) Replace one of the NCLs with a CLC.

(SH143.73) Add one or more Interceptors on mech links to the Romulan force.

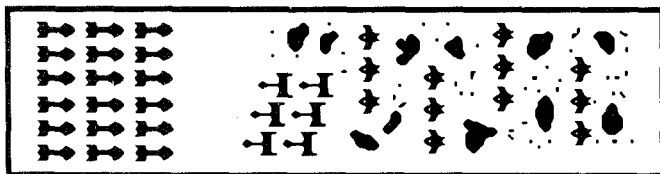
(SH143.8) TACTICS

ALLIANCE: Hope for a little luck to begin the game. Also, realize that an early cripple might be a worthy sacrifice if it will let you concentrate on the Romulan ships.

ROMULAN: It is obvious, but do not hold back. Make the first strike really count. Remember that the Alliance forces have to disengage in different directions. Keep it in mind, and maneuver to take advantage of it.

HISTORICAL OUTCOME: The *Littorio* was badly damaged at the start of the ambush and, despite the best efforts of the *Caio Dulio* and the Tholians, was destroyed just before the Romulans withdrew. For their part, the Romulans suffered the loss of the *Harrower* and sustained heavy damage to the *Adversary* and the *Furious*.

(SH144.0) RED, WHITE AND BLUE



(Y180)

by Stephen V. Cole, Texas

As the Hydrans slowly retook their original territory, the Klingons attempted any number of means of slowing down the Hydran advance and preventing their consolidation of recaptured areas. One means of doing so was to establish a network of small bases in an asteroid field at which raiding forces could refuel and rearm. As the Hydrans unknowingly passed these "base areas," Klingon raiders would harass the Hydran support elements.

Eliminating these "base areas" was extremely difficult and tedious work, as each section of asteroids had to be carefully checked for hidden bases. As the fleet was concentrated at the front and as the base areas had only fighters and PFs (for the most part anyway), the duty of checking out suspicious asteroid fields fell to PF flotillas based on auxiliary PFTs.

The PF divisions assigned to "check out and clean out" an asteroid field included existing flotillas pulled back from the

front (possibly to break in new replacements or switch to another type of PF), new flotillas being sent to the front, and sometimes even ad hoc groups of replacement PFs that were not formally organized as flotillas. Specially trained Marines in their own PFs would be attached to these divisions for this purpose. Divisions assigned to this duty were given a standard doctrine for the asteroid field sweep mission, which divided them into three flotillas. The "white" flotilla (Harriers) would search asteroid fields for Klingon fighters and PFs. The "red" flotilla (Hellions or Howlers, but sometimes Harriers) would be ready to concentrate on and destroy any forces located. The "blue" flotilla (ground assault PFs) would send PFs in to land on particularly suspicious asteroids and deploy Marines to check them out for hidden bases.

(SH144.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH144.2) INITIAL SET UP

TERRAIN: The map is a standard asteroid field (P3.0). Or you can use the asteroid field map included in this book.

HYDRAN: Three PF flotillas (one with 6x Harrier, one with 6x Ground Assault, one with 6x Hellion) enter from any map edge on Turn #1, speed 15, WS-III.

KLINGON: Six ground-based disruptors, two early warning stations, two small fighter bases (each with 6x Z-Vs), one PF base (6x G-1, any variants). All forces may be hidden (D20.0). Those units unhidden are deployed anywhere on the map after all Hydran forces have entered the map, speed max, WS-III.

(SH144.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Hydrans must complete their sweep of the asteroid field in 15 turns in order to proceed to the front lines. Any Hydrans still on the map at the end of Turn #15 are deemed destroyed.

(SH144.4) SPECIAL RULES

(SH144.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Hydran units can disengage from any map edge.

The Klingon units are considered destroyed if they leave the map.

(SH144.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH144.421) No ship in this scenario is qualified to carry an MRS shuttle.

(SH144.422) If using EW fighters, one of the Z-Vs on the ground bases is a Z-VE. If not using EW fighters, it is a standard Z-V.

(SH144.423) The six Klingon PFs are a standard flotilla, including one leader and one scout. The six Hydran Harriers and six Hydran Hellions are standard flotillas, including one leader and one scout each. There are no leader or scout ground assault PFs.

(SH144.43) COMMANDER'S OPTION ITEMS

(SH144.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

All PF leaders have one T-bomb.

The Hydran ground assault PFs have their full loads of boarding parties.

(SH144.432) 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.

(SH144.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH144.44) REFITS: None of the units in this scenario have been refitted.

(SH144.45) LARGE ASTEROIDS: Before the scenario begins, the Klingon player secretly selects one hex in each group of seven asteroid hexes to contain a "large asteroid" (P3.4). The Klingon player also designates five other hexes (not necessarily asteroid hexes) as containing a single "large asteroid." The hex numbers containing these large asteroids are recorded in writing.

(SH144.46) KLINGON BASES: Before the scenario begins, the Klingon player deploys his bases in the "large asteroids" (one base per asteroid) and records their locations in writing. The Klingon player may, at his option, omit one or more bases to increase the uncertainty for the Hydran player in determining whether or not he has found them all.

(SH144.47) DETECTION: The asteroid bases cannot be detected by observation (D20.23). They can only be detected by landing a Marine squad on them. The Marine squad will detect the presence of a base at the first of the second impulse after they arrive on the asteroid (i.e., land on asteroid during Impulse #12; detect base or determine no base is present at the start of Impulse #14). Detection ranges for purposes of (D20.231) are 1 hex for a fighter, 2 hexes for a PF or large asteroid, and 3 hexes for a ship. Remember that the intrinsic Marine squad on all PFs cannot be used for this purpose (K1.33).

(SH144.5) VICTORY CONDITIONS: Victory is determined by the survival or destruction of the Klingon base area.

If all Hydran forces are destroyed, captured, or leave the map and one or more Klingon bases remain undetected, the Hydrans lose the scenario decisively because the base area is still operational.

If all Hydran forces are destroyed, captured, or leave the map and one or more detected Klingon bases remain, the Hydrans lose the scenario tactically because fleet elements will have to be called back to deal with it.

If all Klingon bases are destroyed, the level of Hydran victory is determined by the number of PFs destroyed. (Count a crippled PF as half of a destroyed PF for this purpose.)

Destroyed PFs	Level of Hydran Victory
0	Incredible Victory
1-2	Decisive Victory
3-4	Tactical Victory
4-6	Marginal Victory
7-9	Draw
10-11	Marginal Defeat
12-13	Tactical Defeat
14-15	Decisive Defeat
16-18	Total Defeat

(SH144.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH144.61) Use Howlers, Valkyries, or Harriers for the Red Flotilla.

(SH144.62) Replace the Klingons with Lyrans or Orions.

(SH144.63) Use any two mutually antagonistic PF-equipped races. Allow them to select equivalent forces of approximately the same BPV as the forces given.

(SH144.64) Use Federation forces. For Federation defenders, simply replace the disruptor bases with phaser-4 bases and the PF base with a large fighter base. For Federation

attackers, use 12x F-14s or F-15s for the Red Squadron, 12x F-18s for the White Squadron, and 12x GAS shuttles for the Blue Squadron.

(SH144.65) Allow the defending (Klingon) player to buy up to three additional asteroid bases (disruptor/phaser type only). Each such base counts as -1 when adding up the number of destroyed attacking (Hydran) PFs. The attacker is not told how many bases the defender has until the scenario is over.

(SH144.66) Bid for the attacker role. Each player bids how many PFs he wants for his Red Flotilla (1-12), with the low bidder taking the attacking forces (and the Red Flotilla he bid) and the high bidder taking the defending forces.

(SH144.67) Replace one attacking flotilla with a war cruiser. (Obviously, the Blue Flotilla would be replaced with a commando cruiser while the others would be replaced with standard ships.)

(SH144.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH144.71) Add (or delete) one or more PFs to (from) the attacking forces.

(SH144.72) Add (or delete) one or more bases to (from) the defending forces. Allow the Klingons to use phaser-4 bases instead of disruptor bases.

(SH144.73) Allow one player a number of points to buy extra forces or special equipment from the Commander's Option List.

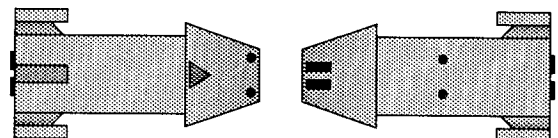
(SH144.8) TACTICS

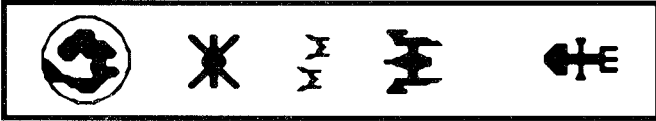
KLINGON: If you can destroy the Harrier scout, you will possess an overwhelming EW advantage for the rest of the game since all the remaining PFs are armed with phaser-2s and gatlingphasers. You can shift out the other PFs weapons while still operating at high speeds. Do not bother hiding the G1s. If you are going slow, the Hydrans will overrun you and even two phaser-Gs from a couple of ground assault PFs are more than enough to gut you. Just move at top speed and attack. If you are up to being sleazy, you can launch a couple of fighters as scatter-packs. Do load the G1L's shuttle as a scatter-pack. The Hydran may forget about it and try to overwhelm you with massive phaser-3 fire from the gatlings. It is a rude shock to see drones emerge from a scatter-pack. Most players forget that some units besides BATs and ships can outfit scatter-packs. Try not to launch your fighters from ground bases. If you do that, the bases are revealed. But if you launch from a hidden position in space, then you have not given away the fighter base positions.

HYDRAN: Kill the G1s. They are your biggest threats. If the G1s are gone, your grouped PFs can handle any drones from any fighters. Keep your PFs close together when entering unknown territory to lend support if Klingon fighters try to overwhelm a single PF with drones.

(SH144.X) DESIGNER'S NOTES: This scenario is based on Air Cavalry tactics developed in the Vietnam War.

HISTORICAL OUTCOME: This scenario represents several similar historical battles. Sometimes the Klingons won, and sometimes the Hydrans triumphed. In every case, both sides suffered savage losses.



(SH145.0) LONG SHOT

(Y180)

by Bruce H. Graw, Ohio

During a short-lived counteroffensive in Y180, the Lyrans re-captured several systems in Kzinti-occupied territory. While unimportant economically, these systems represented a step backwards for the Kzintis if Lyran control could be maintained. The Lyrans were, of course, aware of this and made an attempt to construct a base in the system. They began this effort by establishing a mobile base which would, eventually, be upgraded to battle station status, securing the Lyran foothold in the region.

The Kzintis, of course, could not allow this, but they had far greater objectives elsewhere and could ill afford to spare the ships to attack this base. Instead, they used long-range bombardment from a nearby drone frigate to assault the mobile base and prevent its activation. Using a series of feints, the Kzintis used most of their available ships to draw off the defending Lyran ships. As the drone assault began (it had actually been launched some time before using "wild boar" targeting systems), the Kzintis were able to send a single war destroyer to observe the success of the attack and render whatever aid was necessary. Unfortunately, a Lyran ship arrived at the mobile base just as the assault commenced.

(SH145.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyran player.

(SH145.2) INITIAL SET UP

TERRAIN: Class M planet in hex 1918.

Small moon (P2.23) in hex 2618.

KZINTI: DW *Death Comet* in 4201, heading E, speed max, WS-III.

Set up drones as detailed in (SH145.46).

LYRAN: DW *Firecat* (with two PFs docked) in 1919, heading B, speed 10, WS-I.

Mobile Base in 2118 (only the two center sections, no cargo pods or modules are present) in a clockwise orbit (P8.0) around the planet, rotation rate (C3.7) and initial facing at the option of the Lyran player, WS-I.

(SH145.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH145.4) SPECIAL RULES

(SH145.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Kzinti units can only disengage from the 42xx or xx01 map edges. The Lyran units can only disengage from the 01xx or xx30 map edges. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH145.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH145.421) 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 (SH145.431).

(SH145.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard

deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH145.423) The two PFs carried by the Lyran DW are standard Bobcats.

(SH145.43) COMMANDER'S OPTION ITEMS

(SH145.431) 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.

(SH145.432) 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.

(SH145.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH145.44) REFITS: The Lyran DW has the phaser, ESG capacitor, power-pack, and mech-link refits. The Kzinti DW has the Y175 refit.

(SH145.45) MOBILE BASE: The base has recently been assembled here and is not fully active. (The tug which brought it has hurried away to support other Lyran operations.) The following systems are not operational: special sensors, shuttles (the bay is operational, but the shuttles are not), and transporters. These cannot become active during the scenario.

(SH145.46) DRONES: This attack is being supported by a drone frigate which is located far off the map (and, in fact, has since retreated to an outpost to refill its drone racks). Each turn, six drones will appear on the map. The Kzinti player must decide, before the scenario begins and before Lyran units are deployed, exactly when (i.e., what impulse) each individual drone will arrive on the map. No more than six drones may arrive in any given turn, and they must enter the map between hexes 3301 and 4201 (inclusive). These drones are type-IIIIXF and must be targeted on the mobile base. They must be speed-32; the Kzinti player may not use slower drone speeds (otherwise they would not have arrived here at this moment). The drones are all considered to have passed their last "waypoint" prior to entering the map and are actively searching for the mobile base under (FD5.256).

(SH145.461) The drone bombardment will continue for six turns in this manner before ceasing. (This represents a single load-out from six drone racks, which included all the type-IIIIXF drones the frigate had available, including reloads. Note that nominally a DF might have 104 total type-IIIIXF drones, but this ship had expended most of its supply in earlier battles.) The ship flew slightly behind its drones during reload turns to avoid the resulting delay in their arrival, but did not want all the drones to arrive at the same time for fear of weasels, hence the arrival restrictions in (SH145.46).

(SH145.462) The drones used are all type-IIIIXF, with no special modules (e.g., armored, swordfish, etc.). Note that drones on the Kzinti destroyer are not subject to this restriction, but the Kzinti player need not (and cannot) count the type-IIIIXF drones for purposes of (FD10.6).

(SH145.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), and be sure to count each type-IIIIXF drone in the total force calculations. These drones are considered "extra equipment" and are scored as victory points for the enemy under step B of (S2.20) as they arrive, but not before. The Kzinti player scores a 50-point bonus if the base is captured or destroyed.

(SH145.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH145.61) Assume that the Kzintis are attacking a Klingon mobile base instead of a Lyran one. Replace the DW with an F5W or F5L and the PFs with G1s.

(SH145.62) Replace the Bobcats with phaser variants.

(SH145.63) For a larger battle, the Lyran reinforcements include a CA+. Add an FFK to the Kzinti side, and double the amount of drones which appear each turn (as though two drone frigates were providing the bombardment instead of one).

(SH145.64) For a simple drone and T-bomb training scenario, remove the PFs and the Kzinti ship and count all systems on the base as non-operational for the course of the scenario. Can one lone war destroyer protect the base from imminent destruction?

(SH145.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH145.71) Change the Kzinti DW to a CL+.

(SH145.72) Replace the Lyran DW with a CW with the power-pack, mech-link, and ESG capacitor refits (no phaser refit).

(SH145.73) Delete or add a PF to the Lyran side. Alternately, make one of the PFs a leader, capable of carrying a T-bomb.

(SH145.74) Give the Kzinti additional type-IIIXXF drones. That is, allow him 7, 8, or more drones appearing on the map each turn. You could also reduce the number of arriving drones to 5 or 4.

(SH145.8) TACTICS

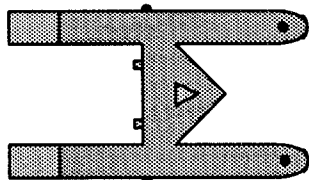
KZINTI: You are heavily outgunned, but the Lyran has to pay attention to the drones or he'll lose his base. Put some thought into how you want your six type-IIIXXF drones to come on the map each turn, and do not be predictable. Note that he can only have two T-bombs unless he can get the ones from the mobile base, so watch where he moves and keep your drones away from those areas. As soon as he has used both mines, feel free to "glob" your ship's drones if you like. Chase away his PFs with your ship's drones, and some of your long-lances should get through.

LYRAN: You should be able to win this. Allocate a PF to deal with drones (it should be able to kill at least three of them, probably more), and go after the destroyer with your other ships. If you can disable it, the rest of your job will be easy. Do not ignore it, as it is quite capable of destroying your base by itself. Try to find an opportunity to transfer any T-bombs from the mobile base to your ship by the cargo rules (G25.3), but remember that there are delays in using T-bombs acquired this way in the middle of a scenario.

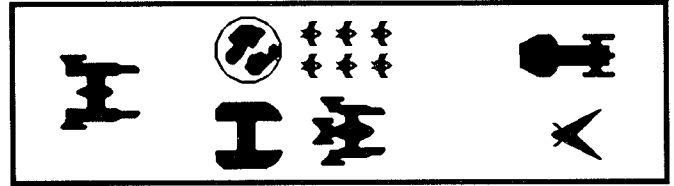
(SH145.9) PLAYTESTERS COMMENTS: A good scenario to train beginners in drone defense tactics.

(SH145.X) DESIGNER'S NOTES: A good test of skill with drones and skill in defending against them.

HISTORICAL OUTCOME: The Lyrans managed to save the base at the cost of one of the PFs being destroyed.



(SH146.0) CENTER OF ATTENTION



(Y180)

by Gregg Dieckhaus, Missouri

After completing its conversion to an NCA, the Lyran cruiser *Chotiska* was deployed to the Hydran border. Shortly after reaching the operational zone, the *Chotiska* suffered a massive systems failure and its central section became completely inactive. The *Chotiska* was towed to an FRD at a nearby planet to be repaired. While waiting for a supply ship to arrive with the parts necessary to complete the repairs, the FRD came under attack by a small Hydran force. All that stood in the Hydran's way was the *Chotiska*. The *Chotiska* undocked, assisted by tractors from the FRD which rotated it clear, and quickly became the center of attention.

(SH146.1) NUMBER OF PLAYERS: 2; the Hydran player and the Lyran player.

(SH146.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 1314.

HYDRAN: Mohawk *Strongbow* (6x Stinger-2, 2x Stinger-H) in 3826, CU *Hullcrusher* within 2 hexes of 3826, both heading F, speed max, WS-III.

LYRAN: FRD with one hangar bay module (6x Z-Y) in 1411, in standard orbit (P8.0), initial heading at the Lyran player's option, speed 0 (orbital speed 1), WS-III.

Planet hex-sides A, C, and E each have one Ground Based Phaser-1; hex-sides B, D, and F each have one Ground Based Disruptor; all are at WS-III.

NCA *Chotiska* in 1411, speed 0, WS-0, initial facing at the option of the Lyran player. Note: This ship is not in or docked to the FRD at start, having undocked at the end of the previous turn. It is not in orbit.

TGP *Gehenna* arrives on impulse #2 of Turn #8, 30 hexes away from the planet in direction A, B, or F, heading towards the planet, speed max, WS-III.

(SH146.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH146.4) SPECIAL RULES

(SH146.41) MAP: Use a floating map, but track the location of the planet. The Hydran units can only disengage in direction D. The Lyran units can only disengage in direction A. Units which disengage in unauthorized directions are considered destroyed.

(SH146.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH146.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH146.431).

(SH146.422) If using EW fighters, one of the Stinger-2s on the Mohawk is a Stinger-E. If not using EW fighters, it is a standard Stinger-2.

(SH146.423) There are no PFs in the basic version of this scenario. Casual PFs might be added in a variant or as a balance factor, but if so they will only be combat versions (no leaders or scouts).

(SH146.43) COMMANDER'S OPTION ITEMS

(SH146.431) 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.

(SH146.432) All drones are "fast," i.e., speed-32. Note that in the basic version of this scenario only the Lyran fighters have 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.

(SH146.433) If players wish to use the optional rules for Prime Teams (G32.0), the two NCAs may each carry one such team.

(SH146.44) REFITS: All Lyran ships with ESGs have the capacitor refit. No other refits applicable to any unit involved in this scenario have been applied (e.g., mech link refit).

(SH146.45) THE CHOTISKA has suffered massive system failures in its center section. All boxes, except as noted herein, in the center section and center warp engines of the NCA are inactive and may not be reactivated during the course of this scenario, even by (G30.3). Some previous repairs have been completed. To account for this, the Lyran player may choose any 12 boxes in the center section (including the center warp engines) to be fully functional. Note that "inactive" boxes are not destroyed; they just do not function (G30.0). Inactive boxes may be destroyed normally in damage allocation (G30.22).

(SH146.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). If the Hydrans destroy the FRD, they automatically achieve a strategic victory.

(SH146.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH146.61) Substitute Kzintis for the Hydrans by replacing the Hydran ships with a Kzinti CVL+ (8x TAAS, 1x TAASE fighters), MAC, and DWA. Obviously these ships would have the Y175 refit.

(SH146.62) Use Tactical Intelligence (D17.0), and allow the Hydran a choice of a Mohawk, Cheyenne, or an Iroquois.

(SH146.63) For a smaller and faster scenario, change the NCA to a DW, delete the planetary defenses, and allow the Hydrans only a Lancer+ (4x Stinger-2) as the attacking unit. In this variant, only eight boxes have been repaired on the DW's center section.

(SH146.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH146.71) Change the Cuirassier to a Hunter.

(SH146.72) Increase or decrease the number of operational systems in the NCA's center section.

(SH146.73) Delete or add ground bases to or from the planet.

(SH146.8) TACTICS

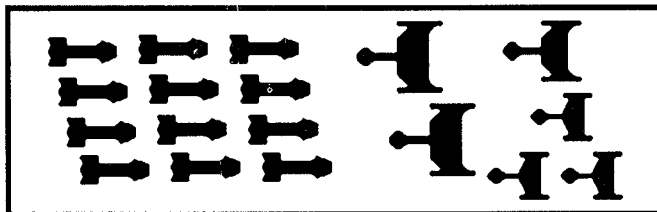
HYDRAN: Get in there fast and overrun him! Maximize your EW advantage on the fighters. Go for the FRD.

LYRAN: Choose disruptors, ESGs, and power to be fully functional on the NCA. At WS-0, your phasers are useless on the first turn. Put out a screen of T-bombs. Have your fighters use RALADS on their type-VI rails against the Hydran fighters, and use their drones against the Hydran ships as much as possible. Use the ESGs and tractors to keep the Hydrans away.

(SH146.9) PLAYTESTER COMMENTS: This is a nail biter. The outcome will depend on using everything in your arsenal to its best ability!

(SH146.X) DESIGNER'S NOTES: Note that the FRD is 3 hexes away from the planet, so it cannot raise its ESGs at maximum radius unless it moves away from the planet.

HISTORICAL OUTCOME: The *Chotiska* and *Strongbow* mutually annihilated each other, damaging the FRD in the violence of their twin explosions and destroying most of the fighters. The Hydran Cuirassier dueled with the planetary defenses for a brief while before detecting the arriving *Gehenna*, at which point it left the scene.

(SH147.0) OH HELLION

(Y180)

by Jim Townsend, California

During furious fighting in Y180, a Klingon squadron broke through Hydran lines. Although the Klingons were unaware of it, they were headed directly toward the undefended main supply base in that sector. The Hydrans had to slow this force down until main fleet elements could intercept it. The only available units were two ad-hoc flotillas of replacement PFs. The crews were ordered into a suicidal attack.

(SH147.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SH147.2) INITIAL SET UP

HYDRAN: 6x Harriers within 6 hexes of 0222, heading B, speed max, WS-III.

6x Hellions within 6 hexes of 1128, heading B, speed max, WS-III.

KLINGON: D7L *Devilslayer*, D7B *Killer*, D6B *Savagery*, F5L *War Leader*, F5B *War Chariot*, F5D *War Thrower*, set up first all within 5 hexes of 3010, heading E, speed 12, WS-I.

(SH147.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH147.4) SPECIAL RULES

(SH147.41) MAP: Use a floating map. The Klingon units can only disengage in directions B or C. The Hydran units cannot disengage in this scenario. Units which disengage in unauthorized directions are considered destroyed.

(SH147.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH147.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH147.431).

(SH147.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH147.423) The 12 Hydran PFs are two casual flotillas of their types, including no leader or scout versions.

(SH147.43) COMMANDER'S OPTION ITEMS

(SH147.431) 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.

(SH147.432) 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.

(SH147.433) If players wish to use the optional rules for Prime Teams (G32.0), the D7L will normally carry one such team and the D7 and D6 might. The Hydran player receives 25 additional Commander's Option Points to distribute among his forces as desired or to purchase additional PFs for each Prime Team the Klingons use.

(SH147.44) REFITS are as defined in (SH147.2), with the exception that the Klingon D7B and D6B have both received the UIM refit. None of the Hydran PFs has the shield refit.

(SH147.5) VICTORY CONDITIONS: The Klingons use the Modified Victory Conditions (S2.201). Klingon units which disengage before the Hydran PFs are destroyed are considered to have been crippled and returned to Klingon lines, i.e., the Hydrans receive 3 points if a cruiser disengages while a single Hydran PF is still on the map.

The Hydrans objective is to slow down the Klingon force or to compel the Klingon commander to send damaged ships back and continue with a smaller force.

The Hydrans score points as follows:

- For each frigate crippled..... 1 pt
- For each frigate destroyed..... 2 pts
- For each battlecruiser with damaged weapons 1 pt
- For each crippled battlecruiser 3 pts
- For each destroyed battlecruiser 5 pts

They can only score points against each Klingon ship one time. They win the scenario if they score at least 10 points. Hydran casualties are not considered in evaluating Hydran victory. For purposes of judging the above levels of damage, the ships may perform repairs under (D9.7) even if the scenario has ended, e.g., if a D7 had used two of its four allowed repairs before the scenario ended, it could select any two additional systems to repair after the scenario. Partially repaired systems count as fully repaired for this purpose.

(SH147.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH147.61) Replace the two Hydran casual flotillas with two casual flotillas of Kzinti standard Needle PFs.

(SH147.62) Change each Hydran flotilla to a formal one by changing one PF in each flotilla to a leader and one to a scout variant. Add a D5S to the Klingon force. The D5S is treated as a battlecruiser for purposes of crippling or destruction, but damaging its weapons or sensors scores no points for the Hydrans.

(SH147.63) For a smaller and faster battle, delete three of the Harriers and three of the Hellions from the Hydran force. Delete the D6B, F5L, and F5D from the Klingon force. The Hydrans only need to score 7 points to win in this variant.

(SH147.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH147.71) Delete or add a PF to the Hydran forces.

(SH147.72) Replace the D6B with a D5K.

(SH147.73) Delete or add refits to the Klingon ships.

(SH147.74) Decrease the amount of Commander's Options available to the Klingons.

(SH147.8) TACTICS

HYDRANS: Use standard anti-fleet tactics. Concentrate firepower to cripple key targets. Use EM and ECM to approach the enemy. Don't try to disengage crippled units. Blow up an enemy ship. You can sorely hamper the Klingons' maneuvers by hitting two different ships on opposite shields (#2 on one ship, #6 on the other ship), forcing them to turn in different directions to mask their down shields and thereby splitting their forces. If the Klingons try for a retrograde, you are going to have to get in and do some damage fast so that you can slow them by picking on their cripples with your hellbores.

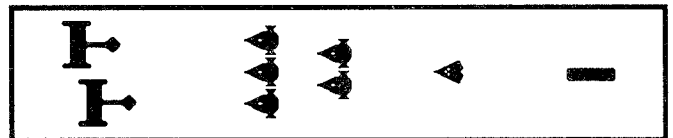
KLINGONS: Try to keep the range open. Hit each PF with just enough force to knock down a shield and score 3-5 internals, causing engine damage. Use ECM to jam the power-deficient PFs. If you can get a retrograde going, you may pull this off with no real loss.

(SH147.9) PLAYTESTERS COMMENTS: Brutal scenario. Hydrans go all out to win at any cost.

HISTORICAL OUTCOME: The Hydrans pressed home their attacks in desperation. The D7L and D6B sustained minor damage; the D7B, F5L, and F5B were crippled while the F5D was destroyed. The Klingons continued the raid with the two lightly damaged ships and sent the others back to their lines, towing the boom of the F5D. With their supplies of drones depleted and their available firepower drastically reduced, the Klingon raid did not do as much damage to the Hydran supply center as they might have. They were forced to withdraw when additional Hydran reinforcements were detected en route.

Two days after the action, the Hydrans recovered seven survival pods from the scene and used the crews as a nucleus for four new flotillas.

(SH148.0) THE TORTOISE & THE HARES



(Y181)

by M. Scott Walters, New York

During a large-scale attack on the Federation by the Klingons, a main fleet engagement resulted in a damaged Federation battle tug being forced to drop its pod during the course of the battle. Although the pod failed to escape of its own accord, it remained unchallenged as the warp-powered ships left the sublight pod far behind in the wake of the battle. Unattended, save for a handful of exhausted fighters that had likewise been left behind, the battle pod began its slow journey towards the nearest Federation outpost.

The Klingons had not forgotten the pod, however, and when the worst of the battle ended, they sent what remained of one of their PF flotillas to hunt it down and destroy it. Such a potentially powerful unit could not be allowed to escape unchallenged. It was not long before the PFs located their quarry and the race began.

(SH148.1) NUMBER OF PLAYERS: 2, the Federation player and the Klingon player.

(SH148.2) INITIAL SET UP

FEDERATION: Battle pod in hex 2710, heading A, speed 1, WS-II.

5x F-18Bs and 1x F-14A anywhere within 5 hexes of 2710, heading at player's option, speed max, WS-II.

KLINGON: PFL in hex 0328, heading B, speed 8, WS-II.
PF in hex 0327, heading B, speed 8, WS-II.

(SH148.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Klingon PFs are low on fuel and must disengage by the end of Turn #8, or they are considered destroyed as they would be unable to rejoin their fleet.

(SH148.4) SPECIAL RULES

(SH148.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage in directions A and B. The Klingon units can only disengage in directions E and D. Units which disengage in unauthorized directions are considered destroyed.

(SH148.42) SHUTTLES AND PFs: Only the administrative shuttles and PFs have warp booster packs. The fighters dropped theirs during the battle preceding the start of this scenario.

(SH148.421) No ship in this scenario has an MRS shuttle.

(SH148.422) There are no EW fighters in this scenario.

(SH148.423) The Klingon PFs are a G1BL leader and a normal G1B.

(SH148.43) COMMANDER'S OPTION ITEMS

(SH148.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

The battle pod has its full complement of two T-bombs and two dummies.

(SH148.432) All drones are "fast," i.e., speed-32.

There are no special drones in this scenario, other than the Federation player's choice to load his G-rack with either type-I drones or ADD rounds. See (SH148.49).

(SH148.433) Prime Teams (G32.0) are not available in this scenario.

(SH148.44) REFITS: The battle pod has the plus refit. The F-18 fighters have the B refit. The F-14 has the A refit. The (non-leader) PF in this scenario does not have the shield refit.

(SH148.45) KLINGONS: The Klingon PFL exhausted some of its supplies in the battle prior to the start of this scenario, not all of which has been replaced. It has no T-bombs (or dummies) and does not have a shuttle in its mech-link.

(SH148.46) BATTLE POD: The battle pod cannot disengage by sublight evasion for this scenario.

(SH148.47) DAMAGE CONTROL: Both sides have exhausted their continuous damage repair capability (D9.7) in the previous battle. Each ship may use (D9.2) normally.

(SH148.48) FEDERATION FIGHTERS: The fighters have no drones, chaff, or warp booster packs. These were all exhausted in the previous battle. The battle pod may re-arm the fighters by (J4.8962) and conduct repairs. The battle pod does not have any chaff, EW pods, warp booster packs, or other special equipment with which to supply the fighters.

(SH148.49) DRONES AND ADDs: The Federation player has eight type-I drones and eight ADDs available in this scenario. He must record the disposition of these weapons before the scenario begins. ADDs may be loaded in the G rack, in reload storage, on fighter launch rails as RALADS, or any combination. The type-I drones may be in the G rack, on fighter launch rails, in reload storage on the battle pod, in one or more

scatter-packs, or any combination. These drones and ADDs were what was left on the pod itself at the end of the previous battle, and can have been loaded on the fighters as they landed in the shuttle bay for servicing in order to provide some local defense.

(SH148.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Use the economic BPV of the battle pod for determining victory conditions (this represents its potential for returning as a full battle tug). The Klingon player receives no points for forcing a Federation unit to disengage or for destroying fighters.

(SH148.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH148.61) Change the battle pod to a Federation light carrier pod. The pod will have only the fighters described under (SH148.2), but it will be able to re-arm and re-supply the fighters. The carrier pod will have its full complement of deck crews and ready racks, all with standard drone loads for F-18B fighters, no special drones. Hence, the F-14 must use (J4.8961) while the F-18s may re-arm normally. The ready racks have only one reload. Available supplies for the fighters will also include 12 warp booster packs (for F-18s) and 12 chaff packs, but no pods.

(SH148.62) Substitute the separated saucer section of a Federation battlecruiser for the battle pod. If the PFL is changed to a non-leader variant, the battle pod can also be replaced with the separated saucer section of a GSCa+, CVS+, or CB.

(SH148.63) Use the separated boom of a Klingon D6J, D5J, or C7 cruiser in place of the battle pod, and change the Klingon PFs to those of a neighboring race (Hydran, Kzinti, Lyran, or conjectural Federation PFs). Change the PFL to a non-leader variant.

(SH148.64) Instead of Klingon PFs, play the scenario using Romulan Centurion PFs (this requires changing the year to Y182). Similarly, the PFs of any other race could be substituted for the Klingon (although only the Romulans would fit a historical variation).

(SH148.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH148.71) Change the battle pod to a light battle pod.

(SH148.72) Make one or both of the PF crews an ace crew.

(SH148.73) Allow some or all of the Federation fighters to have drones or warp booster packs. Alternatively, make one of the fighters an EW fighter.

(SH148.74) Assume that the fighters have been damaged in battle. For each fighter, roll a single die and apply that many points of damage.

(SH148.75) Change the PFL to a non-leader variant.

(SH148.8) TACTICS

FEDERATION: Throw everything AND the kitchen sink at him. Have a scatter-pack ready on Turn #1, and start preparing a second in addition to a suicide shuttle or two. Hold a few photons (including some with proximity fuses) in case the PFs make a mistake. Keep the fighters close to the battle pod so that the Klingon can't just cut them down outside the range of their phaser-3s. Remember, slow and steady wins the race.

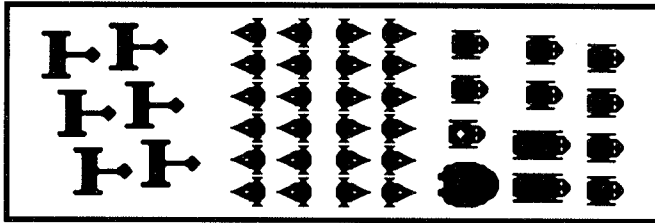
KLINGON: Be ready to face the scatter-pack on Turn #1. Your best bet is probably to charge through the drones even though it will mean using most or all your weapons defensively and possibly even losing a shield (if you split up). This will put you in a position to make an alpha strike with over-loaded disruptors early in Turn #2. If you can cause some real

damage to the pod early on, it won't be able to support the fighters with its heavier weapons and you can deal with them at your leisure while whittling away at what's left of the pod.

(SH148.9) PLAYTESTER COMMENTS: A small-scale scenario that can be played in a comfortable time with both sides being easy to keep track of and control.

HISTORICAL OUTCOME: The tortoise won the race.

(SH149.0) EVACUATION



(Y182)

by Jeffrey L. Moore, New Jersey

After a devastating Klingon attack on Tarrin VII, the Federation technicians from the wrecked base were being evacuated to another base. The escape was a nightmare. Available transportation was limited, and the convoy of evacuees was tracked down by a Klingon gunboat squadron.

(SH149.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH149.2) INITIAL SET UP

FEDERATION: Set up first: 24x F-18B+ fighters, 8x Admin shuttles, 2x Heavy Transport Shuttles, 1x MRS shuttle, 1x Free Trader *Unlimited Diversity*, all within 12 hexes of 2215, heading B, speed 6, WS-III.

KLINGON: 6x G1 PFs, set up anywhere along the 01xx map edge, heading B or C, speed max, WS-III.

(SH149.3) 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 #7.

(SH149.4) SPECIAL RULES

(SH149.41) MAP: Use a floating map. The Federation units can only disengage in directions B or C. The Klingon units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH149.42) SHUTTLES AND PFs: All fighters and PFs have warp booster packs. The Admin, HTS, and MRS shuttles do not have warp booster packs.

(SH149.421) There is one Federation MRS in this scenario. It has no ability to lend electronic warfare, but is otherwise fully armed at start.

(SH149.422) If using EW fighters, one of the F-18s in each squadron of 12 is an EW variant. If not using EW fighters, these are standard F-18s.

(SH149.423) The six Klingon G1 PFs are a flotilla of standard G1s, including one leader and one scout.

(SH149.43) COMMANDER'S OPTION ITEMS

(SH149.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

The Free Trader has a 12-round ADD in its option mount.

The Klingon G1L has its allowed T-bomb and dummy T-bomb.

(SH149.432) 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.

For purposes of determining special drones, each squadron of 12 F-18s is considered to be a single ship. The MRS may be loaded with any allowable drones at start without regard for drone percentages.

(SH149.433) Prime Teams (G32.0) are not available in this scenario.

(SH149.44) REFITS: The Klingon G1s have not received the shield refit. The Federation F-18s are F-18B+ types.

(SH149.45) KLINGON DISENGAGEMENT: Federation naval units are approaching. Any Klingon PF that has not disengaged by acceleration in direction E or F before the end of Turn #7 is considered to be destroyed.

(SH149.46) KLINGON SHUTTLE: The Admin shuttle on the G1L's mech link can be prepared as a scatter-pack at the Klingon player's option.

(SH149.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Klingons receive 5 points for destroying an administrative shuttle and 15 points for destroying the heavy transport shuttle, rather than their normal BPVs.

(SH149.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH149.61) Replace the Klingon G1s with Lyran Bobcats.

(SH149.62) Replace the 24 F-18B+ fighters with 6 Federation Mustang Interceptors or a flotilla of standard Thunderbolt PFs to evaluate those designs.

(SH149.63) For a smaller and faster battle, delete the Klingon PF leader and scout and use only one squadron of F-18B+ fighters on the Federation side.

(SH149.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH149.71) Change one of the Klingon G1s to a G1K.

(SH149.72) Replace one of the F-18 squadrons (12 fighters) with an F-15 squadron (12 fighters).

(SH149.73) Delete a Klingon G1 PF or some of the Federation fighters.

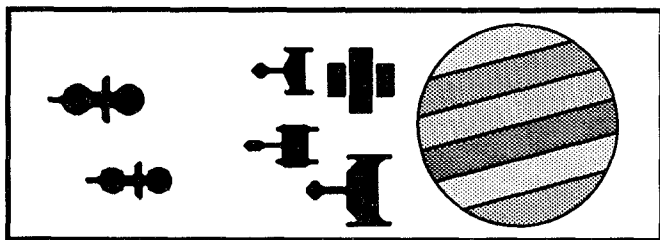
(SH149.8) TACTICS

FEDERATION: Keep the fighters between the shuttles and the Klingons. Don't attack the PFs unless you use most of your fighters, as no fighter can win a one-on-one duel with a PF.

KLINGON: Fire on the fighters to force them to drop their warp packs. If the Feds want a fighter battle, give it to them. Note that if you destroy all of the fighters without losing a PF, you can still win very handily, even if the shuttles escape. Whatever you do, don't try to attack both the fighters and shuttles at the same time.

HISTORICAL OUTCOME: The Federation fighters successfully interposed themselves between the PFs and the vulnerable convoy, although at considerable cost. Four of the Klingon PFs were crippled, at the cost of 16 destroyed fighters. One of the heavy transport shuttles, and two of the admin shuttles were destroyed by Klingon weapons fire. It would have been much worse without the gallant sacrifice of the fighter pilots.

(SH150.0) OPERATION ACHILLES



(Y182) *by Jeffrey L. Moore, New Jersey*

The aftermath of Operation Remus saw many severely damaged alliance ships trying to make their way back to friendly bases. The Romulans, while large portions of their operational fleets had been savaged, were desperately trying to trap and destroy as many of these crippled enemy ships as they could.

One element of the Gorn fleet assigned to Operation Remus planned to slip past the Romulan patrols by a diversion maneuver. A small force attacked a Romulan outpost that extracted hydrogen from the atmosphere of a gas giant, knowing that this would draw the attention of the patrols. The diversionary force was ordered to keep the Romulans busy while the main element, which included the crippled DNF *Sword of the Tri-Star*, passed back into Gorn-held space.

(SH150.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH150.2) INITIAL SET UP

TERRAIN: Gas Giant (P2.22), 7-hex diameter, center in hex 2215.

GORN: CM *Final Strike* in 1708, heading C, speed max, WS-III.

BDD+ *Smasher* in 1724, heading E, speed max, WS-III.

ROMULAN: Commercial Platform in 1813 in a standard clockwise orbit (P8.0), initial facing and rotation rate (C3.7) at the option of the Romulan player, WS-0.

KRB *Praetorian* in 0627, K5B *Rapier* in 0526, SKA *Arrow* in 0728, all heading B, speed 8, WS-0.

(SH150.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH150.4) SPECIAL RULES

(SH150.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Romulan ships can only disengage from the xx30 hex row (i.e., the bottom edge of the map). Gorn units can disengage from any map edge except xx30. Any ship which disengages in an unauthorized area is destroyed.

(SH150.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH150.421) If using the optional MRS shuttles, the Gorn CM has one MRS.

(SH150.422) There are no fighters in this scenario. In a non-historical scenario, use the normal deployment (one EWF per squadron).

(SH150.423) There are no PFs in this scenario.

(SH150.43) COMMANDER'S OPTION ITEMS

(SH150.431) 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.

(SH150.432) There are no drone-using ships in this scenario, but in a non-historical variant during the same time period, all drones would be "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.

(SH150.433) If players wish to use the optional rules for Prime Teams (G32.0), the KRB and the CM may each carry one such team.

(SH150.44) REFITS are as noted in (SH150.2).

(SH150.45) DELAY SEQUENCE: The Gorn objective is to distract and delay the Romulans. The Gorns are attempting to maneuver a strike force past the Romulan border patrols. The following procedure is used to determine when the Romulans have detected the passage of the Gorn fleet.

For every 32 consecutive impulses that a Romulan ship is uncloaked, it gains information. Each such Romulan ship rolls a single die at the end of the turn in the Final Records Stage (8C) during the Determine Information From Labs Step and adds the result to a running total. (Each Romulan ship and the base keep a separate running total.) When the running total for ANY of the Romulan ships equals or exceeds 36, the Romulans have detected the Gorn Fleet and all Romulan ships engaged in the scenario will attempt to disengage (by leaving the map).

The die roll for each Romulan ship may be adjusted by the following events suffered by that specific ship.

- Ship is destroyed..... Stop rolling and disregard the running total for the destroyed ship.
- Ship is crippled..... No die roll for that turn. Reduce running total by one die roll instead. Thereafter, roll normally.
- Ship takes internal damage... Subtract 3 from die roll.
- Ship is hit by plasma torp Subtract 2 from die roll.
- Base is hit by plasma torp Subtract 2 from die roll.
- Ship takes shield damage Subtract 1 from die roll.
- Base takes any damage..... Subtract 1 from die roll.

Only ONE of these modifiers can apply to any given Romulan ship on any one turn. If the modified result is a negative number, the running total will decrease. The plasma torpedo hits can be of any strength so long as it is more than zero.

(SH150.46) BASE: The Romulans have been directed to defend the base. They must move to and remain within 10 hexes and within line-of-sight of the base until the base is destroyed or until the conditions of (SH150.45) are met. This restriction begins at the end of Turn #2. The Gorns receive victory points for each impulse that a Romulan ship is not within 10 hexes of the base after the end of Turn #2. The Romulans cannot self-destruct the base unless the Gorns are about to capture it, i.e., have boarding parties aboard it.

(SH150.5) VICTORY CONDITIONS: Use the Modified Victory Conditions with the following exceptions:

The Gorns receive no points for destroying the base unless it is destroyed by the end of Turn #5.

The Romulans receive 100 points for showing up.

The Gorns receive 10 points for each turn before the Romulan ships leave the map. (This is 4 points per turn for the KR, 3 for the K5R, and 3 for the SKA, in the event that some leave earlier than others.) The maximum points are 14 turns for each Romulan ship. If a Romulan ship is destroyed, score it as 14 turns of delay.

The Gorns receive 10 points for each impulse that a Romulan ship is not within 10 hexes of the Commercial

Platform after the end of Turn #2. This is per ship, and if two ships are more than 10 hexes from the base on a given impulse, the Gorns would receive 20 points. The Gorns no longer receive these points after the base is destroyed.

(SH150.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH150.61) Replace the Gorn CM and BDD with a Federation NCA and DW.

(SH150.62) Add two PFs on mech links to each force. Use standard Pterodactyls and Centurions.

(SH150.63) For a smaller and more intense battle, use only the BDD on the Gorn side and the base, K5B, and SKA on the Romulan side.

(SH150.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH150.71) Change the KRB to a K7B.

(SH150.72) Replace the Gorn CM with an HDL.

(SH150.73) Increase or decrease the number of delay point scored on the Romulan ships.

(SH150.8) TACTICS

ROMULANS: You do not have to fight that well to win.

You have a larger force (with some restrictions) that needs only to cause some damage and remain relatively intact to win. Every time you force the Gorn to turn off, you have bought yourself another turn to accumulate information.

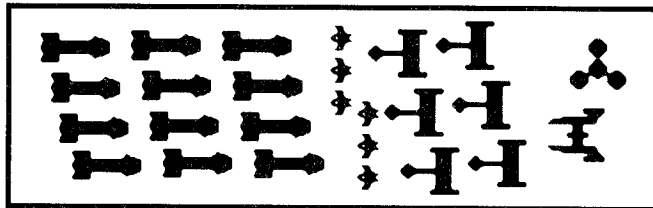
GORN: Do not destroy the base. It is a big ball and chain to the superior Romulan force which will eat you alive if they are free to move. You do not have to score internals on the Romulans to win. Even if you do shield damage, you will cut down on the information that they receive every turn.

(SH150.X) DESIGNER'S NOTES: The delay system reflects the concept that, even in mid-battle, all ships are constantly scanning the area for other movement. Additionally, the Romulan patrols would be monitoring data from a series of sensor mines and other detection systems. The technicians operating that equipment would tend to be distracted by damage to their ship (or the base they were assigned to defend).

HISTORICAL OUTCOME: After an indecisive skirmish, the *Sword of the Tri-star* was able to slip by.



(SH151.0) YANK'S HOLE



(Y183)

by Paul White, Utah

During a major operation against the Hydrans in Y183, the combined Klingon-Lyran invasion force was dependent on a long and tenuous supply line. The weak link in that chain was a base station commanded by Commander Tal Yankovnim, known to intelligence as "Yank." The station was known to both Klingons and Hydrans (and later to Federation command students studying the campaign) as "Yank's Hole."

At one point Hydran PFs, operating from two tenders, struck at the base.

(SH151.1) NUMBER OF PLAYERS: 2; the Coalition player and the Hydran player.

(SH151.2) INITIAL SET UP

COALITION: Base Station with one Hangar Bay Module (6x Z-Y), one PF Module (three PFs docked to this module, including the flotilla's scout), and four Klingon tug cargo pods docked to the base augmentation points; initial facing and rotation rate at the player's option, WS-I.

3x G1s (including the flotilla's leader) within 5 hexes of the base, heading at the player's option, speed 4, WS-I.

Lyran FF+ *Twilight* within 5 hexes of the base, heading at the player's option, speed 4, WS-I.

HYDRAN: 12x PFs (one flotilla of Harriers and one of Hellions; Valkyries with Stinger-2 fighters may be substituted for some of the standard PFs in either flotilla), arrive on Turn #1 from any map edge or edges, heading(s) at option of Hydran player, speed max, WS-III.

(SH151.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH151.4) SPECIAL RULES

(SH151.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Coalition units can only disengage from the 42xx map edge. The Hydran units can only disengage from the 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH151.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH151.421) If using the optional MRS shuttles, the station will have an MRS.

(SH151.422) There are no EW fighters in the basic scenario. In a variant where more fighters are used, one fighter in each squadron of eight or more fighters may be an EW fighter. If not using EW fighters, it will be a standard fighter of the most common type in the squadron.

(SH151.423) The six Klingon G1s are a standard flotilla, including one leader and one scout. The two Hydran flotillas are both standard flotillas of their respective types, including one leader and one scout in each flotilla.

Note that Hydran flotillas may or may not include Valkyries.

(SH151.43) COMMANDER'S OPTION ITEMS

(SH151.431) Each 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.

(SH151.432) All drones are "fast," i.e., speed-32.

Each drone-armed ship can have 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.

(SH151.433) Prime Teams (G32.0) are not available in this scenario.

(SH151.44) REFITS: All units in this scenario have been fully refitted.

(SH151.45) DISENGAGEMENT: The Hydran crews are very concerned about their distance from their tenders and the border. Any crippled Hydran PF must disengage as soon as possible; they are not forced to HET to meet this requirement. When six Hydran PFs have been destroyed (two disengaged PFs count as one destroyed PF), all remaining PFs must move toward the map edge and disengage as soon as possible.

(SH151.5) VICTORY CONDITIONS: The Hydran player has been assigned to destroy the cargo at the station in order to disrupt the flow of supplies to the front. There are a total of 108 cargo boxes stored at the station (including the two cargo boxes in the hangar bay module and the base's internal cargo as well as the cargo pods); the level of victory depends on how many are destroyed.

DESTROYED		VICTORY LEVEL
0-10	=	Coalition Decisive
11-20	=	Coalition Substantive
21-30	=	Coalition Tactical
31-40	=	Coalition Marginal
41-58	=	Draw
59-68	=	Hydran Marginal
69-78	=	Hydran Tactical
79-88	=	Hydran Substantive
89-98	=	Hydran Decisive
99-108	=	Hydran Incredible

(SH151.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH151.61) Move the action to the Kzinti front. Replace the Hydran PFs with two flotillas of Kzinti Needles, Kzinti player's choice as to type of Needles.

(SH151.62) Allow the Hydrans to use two flotillas of Hellions or two flotillas of Harriers instead of the historical forces.

(SH151.63) Use only the base, its modules, and the six fighters on the Klingon side (no G1s or Lyran FF). Use only one PF flotilla on the Hydran side.

(SH151.64) ONLY if scenario (SH152.0) is to be played based on this scenario, the Hydrans have the option of equipping up to three PFs for a special suicide role (limited to this scenario) known as "Death-riders" (K7.0).

(SH151.641) A *Death-rider* has no crew and can fire no weapons; movement must be plotted before the scenario begins. It need not enter with packs, but if it does it cannot drop them.

(SH151.642) At a predetermined point, the *Death-rider* will explode (as in self-destruction explosions). The force of the explosion is determined by multiplying the number of undestroyed boxes (not counting shield, sensor, scanner, or damage control) by 3.

(SH151.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH151.71) Change the Base Station to a BATS.

(SH151.72) Replace the Lyran FF with a Lyran DD or CL.

(SH151.73) Delete one or more PFs from the Hydran force or from the defending Klingon flotilla.

(SH151.74) Raise the initial WS of the Coalition force.

(SH151.8) TACTICS

COALITION: Put the wagons in a circle and blaze away at anything and everything that comes close.

HYDRAN: Close with the enemy and destroy him!

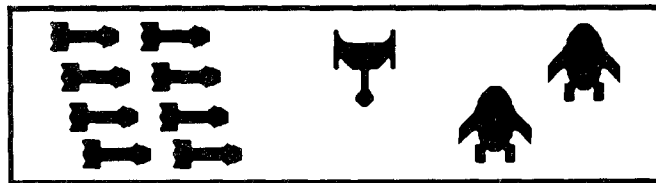
(SH151.9) PLAYTESTER COMMENTS: A tense and wild scenario not likely to last more than three turns. Good for short gaming nights if the defender can pick his forces and set up early.

HISTORICAL OUTCOME: Yank's Hole was badly damaged but not destroyed. Several PFs were destroyed on each side, but precise records apparently were not kept by either side.

(SH152.0) AFTER YANK'S HOLE

(Y183)

by Ardak Kumerian, Klinshai



A patrolling Klingon cruiser, the D5K *Raver*, stumbled upon two Hydran PF Tenders which were waiting for their PFs to return from a strike at Yank's Hole and attempted to destroy them. (The report by the Klingon area commander stated this a bit differently: "Reacting swiftly to the cowardly approach of the Snakes, the swift and deadly cruiser *Raver* closed in on their unprotected transport and dealt them a crushing defeat.")

(SH152.1) NUMBER OF PLAYERS: 2; the Klingon player and the Hydran player.

(SH152.2) INITIAL SET UP

KLINGON: D5 *Raver* enters from any map edge, heading and speed at the option of the Klingon player, WS-III.

HYDRAN: PFT *Endurance* in hex 2114, heading A, speed 4, WS-III.

PFT *Continuity* in hex 2415, heading A, speed 4, WS-III. PFs from scenario (SH151.0) arrive as reinforcements under (SH152.45) below.

(SH152.3) 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 #13.

(SH152.4) SPECIAL RULES

(SH152.41) MAP: Prior to the end of Turn #4, the map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Klingon units can only disengage off the 42xx map edge. Hydran units can only disengage off the 01xx map edge.

After Turn #5, the map is a floating map. Klingon units can only disengage in directions B or C. Hydran units can only disengage in directions E or F.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SH152.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH152.421) 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 (SH152.431).

(SH152.422) There are no EW fighters in this scenario. The Hydran PFTs did not have their (R9.F6) casual fighters in this battle historically. They may be added as a balance factor.

(SH152.423) The arriving PFs are the remains of two flotillas which attacked Yank's Hole in Scenario (SH151.0). If played apart from that scenario, they are two flotillas, one of Harriers and one of Hellions, each including one leader and one scout. Use the procedures in (SH152.46) to determine their condition at the start of the scenario. Historically there were no Valkyries in either of the Hydran flotillas. If any casual PFs are added to the D5K, they will be standard G1s, no leader or scout variants.

(SH152.43) COMMANDER'S OPTION ITEMS

(SH152.431) Each 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.

(SH152.432) All drones are "fast," i.e., speed-32.

Each drone-armed ship can have 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.

(SH152.433) Prime Teams (G32.0) are not available in this scenario.

(SH152.44) REFITS: The D5 has the K and Y175 refits. The Hydran PFs all have the shield refit.

(SH152.45) HYDRAN PFs: The surviving Hydran PFs from Scenario (SH151.0) arrive at the beginning of Turn #5 anywhere along the 42xx map edge. (Any damage, loss of booster packs, etc. is carried over; repairs to shield damage cannot exceed 6 boxes per PF at time of arrival.) Once these arrive, the map becomes a floating map and the PFTs may disengage. They must disengage before the end of Turn #13, or they are considered destroyed. Any PFs not held by the mech-links of disengaged PFTs at the end of the scenario are considered to be destroyed. The Klingon player receives 1 point for each PF destroyed, including those destroyed in Scenario (SH151.0).

(SH152.46) INDEPENDENT: If this scenario is not played as a sequel to (SH151.0), use the following procedures to determine the status of the returning PFs in (SH151.45).

(SH152.461) DAMAGE: For each PF, roll two dice, if the total of the two dice is 6, 7, or 8, that PF was destroyed during the mission and is removed from play at this point. For each remaining PF, roll one die; this determines which shield was hit. Then roll three dice and total the result. This is the number of damage points scored on that shield. Assume no shield reinforcement, and resolve any internal damage, including hits on the warp packs. Then repair the damage to the shields up to six boxes. Any PF which takes internal damage is assumed to have used its entire damage control rating, including (D14.0), before the scenario but does not recover any internal damage as a result.

(SH152.462) EXPENDABLES: If the returning PFs include:

PFLs: Roll one die each for the T-bomb, admin shuttle, and extra boarding party normally carried by the leader. On a roll of 1 or 2, this asset was not used and is available in the scenario; on a roll of 3-6, the T-bomb, shuttle, or boarding party was used during the preceding mission and is not available.

Valkyries: Roll one die for each fighter. On a roll of 1-4, the fighter is aboard; on a roll of 5-6, the fighter was lost and is not available. Roll one die for each fusion charge on the fighters determined to be available. On a roll of 1-2, the fighter did not use that charge and still has it available; on a roll of 3-6, the fighter fired the charge and does not have it available in this scenario.

(SH152.47) DEGRADATION: The returning PFs have an Engine Running Total (ERT) of 35 at the start of this scenario. See (K6.0).

(SH152.48) DISENGAGEMENT: The Hydran PFTs cannot leave the map at first; they are waiting for their PF groups to return. Once they have recovered the PFs, they may disengage. One might disengage before the other, and if less than 12 PFs return, one or both might disengage with fewer than six PFs. They cannot use their scout capabilities for any (G24.0) function until after the end of Turn #3, since they are guiding the PF groups to them.

(SH152.5) VICTORY CONDITIONS: The Klingon player receives 5 points for each PFT that is crippled and 10 points for each PFT that is destroyed. The Klingon player also receives 1 point for each PF destroyed, including any destroyed in (SH151.0) if the result of that scenario is used to determine the status of the PFs entering this scenario.

1-4 pts	=	Hydran Substantive Victory
5-9 pts	=	Hydran Tactical Victory
10-14 pts	=	Draw
15-19 pts	=	Klingon Tactical Victory
20-27 pts	=	Klingon Substantive Victory
28-32 pts	=	Klingon Decisive Victory

(SH152.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH152.61) Replace the Hydran PFTs with Kzinti MPFs and the returning PFs will be standard Needles. Determine the status of the PFs drone and ADD racks as follows:

Drones: Assume that each undestroyed rack has two type-IF drones remaining.

ADDs: Roll one die for each undestroyed ADD rack to determine the number of ADDs remaining in it.

(SH152.62) Replace the D5K with an F5VK (8xZ-Y) and an E4A. Half of each ADD rack on these ships is loaded with type-VI drones.

(SH152.63) Use only one PFT and six returning PFs [adjusted by (SH151.46)]. The Klingon ship in this case will be an F5L.

(SH152.64) The players should bid for the Hydrans by each player saying how many turns he is willing to wait for the PFs to arrive. The player willing to wait the longest number of turns plays the Hydrans and will have to wait that many turns for the PFs to arrive.

(SH152.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH152.71) Change the D5K to a D5L.

(SH152.72) Replace one or both PFTs with an NPF.

(SH152.73) Add one or two G1s (on mech links) to the D5K; these need not be standard G1s, but could be other variants.

(SH152.74) Add the (R9.R6) casual fighters to one or both PFTs.

(SH152.8) TACTICS

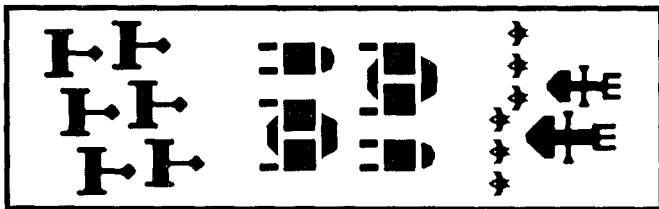
KLINGON: You need at least 15 points to keep your command (and scalp). You must destroy one of the PF Tenders before the PFs arrive. After that, you at least have a tactical victory since six Hydran PFs must be left behind. Should you care to continue, you can attack the PF Tender (not the PFs) and hope for tractor beam hits or warp engine hits. After destroying a PF Tender, you can leave whenever you like. Keep your speed up, and try to drive the PFTs apart.

HYDRAN: Logically, just stay alive and then get away. Staying close together and using your sensors to apply defensive EW on your own ships, and offensive EW versus the Klingon ship, may be your best chance.

(SH152.9) PLAYTESTER COMMENTS: A very interesting situation, where a PFT appears in combat without its PFs. The Hydran situation is analogous to that of the Taffy-3 carrier escort group at the battle of Leyte Gulf in World War II.

HISTORICAL OUTCOME: The Hydran PFTs managed to stave off disaster until the PFs arrived. The *Raver* inflicted some damage to both ships and managed to destroy a few of the badly damaged PFs as they arrived. Ultimately, the PFTs, now able to use their sensors for direct jamming of the *Raver*, managed to disengage. However, their planned follow up strike on Yank's Hole had to be abandoned due to the damage sustained.

(SH153.0) THE LAST DAY OF THE BOUNTY HUNTERS



(Y183)

by Don Jacques, Nebraska

The Klingon ISF 701st PF Flotilla, aka "the Bounty Hunters," was the terror of the Kzinti border from Y179 through Y183, when the Kzintis finally managed to put an end to them in the battle presented in this scenario. The Klingons had grown overconfident and jumped a Kzinti convoy only to discover that they had made a terrible mistake.

(SH153.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SH153.2) INITIAL SET UP

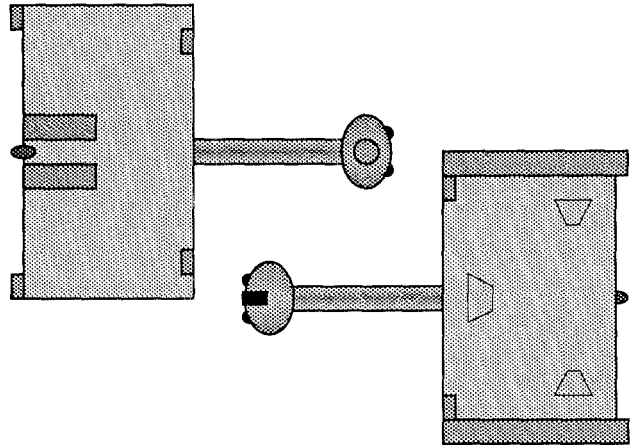
KZINTI: Large Q-ship *Spirit* (4x HAAS), Large Q-ship *Ghost* (4x HAAS), Small Q-ship *Mirage* (2x HAAS), Small Q-ship *Phantasm* (2x HAAS). Deploy one ship per hex in 2215, 2117, 2317, and 2219, heading A, speed 4, WS-III. None may have launched fighters before the scenario begins.

REINFORCEMENTS: CVE *Starburst* (6x TADs) in 3301, DWA *Red Nova* in 3501, arrive on Turn #2, heading D, speed 10, WS-III.

6x Needle (*12th Flotilla*), arrives on Turn #2, hexes 0501-0901 (one per hex), heading C, speed max, WS-III.

KLINGON: 6x G1s (701st Flotilla *Bounty Hunters*) are set up, one ship each in hexes 0623, 0624, 0525, 0526, 0426, and 0427, heading B, speed max, WS-III.

(SH153.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.



(SH153.4) SPECIAL RULES

(SH153.41) MAP: Use a floating map. The Kzinti units can only disengage in directions A, B, or F. The Klingon units can only disengage in directions C, D, or E. Units which disengage in unauthorized directions are destroyed.

(SH153.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH153.421) If using the optional MRS shuttles, the CVE *Starburst* has an MRS.

(SH153.422) There are no EW fighters in the basic scenario. In a variant where EW fighters are to be used, 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 of the most common type in the squadron.

(SH153.423) The six Needles and the six G1s are both standard flotillas of standard PFs, including one leader and one scout.

(SH153.43) COMMANDER'S OPTION ITEMS

(SH153.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items.

Both PFLs have their standard T-bombs. The CVE, DWA, and Q-ships all have their maximum allotment of T-bombs.

The CVE and DWA have 10 extra regular boarding parties each.

Each Q-ship, the CVE, and the DWA have two commando boarding parties in addition to those above.

If using the MRS shuttle rule, the CVE has an MRS.

(SH153.432) All drones are "fast," i.e., speed-32. Each non-Klingon drone-armed ship can have special drones up to the historical racial percentages as part of the Commander's Option Items. The Klingon PFs only carry type-I drones. Note that (S3.2) allows drone ships extra points for this purpose.

(SH153.433) Prime Teams (G32.0) are not available in this scenario.

(SH153.434) Prime Teams (G32.0) are not available in this scenario.

(SH153.44) REFITS: All PFs on both sides have received the shield refit. The Kzinti Q-ships have all received the Y175 refit. The Kzinti CVE has the plus and Y175 refits.

(SH153.45) RESTRICTIONS: The Klingon PFs MUST proceed in direction B until they reach the 29xx hex row, at which time they can turn at will. They can sideslip or change speed, but they cannot drop their packs, while under this restriction. The Klingon PFs cannot disengage by acceleration or sublight evasion on Turns #1 or #2, due to their arrogance and inability to accept that they have been trapped. The

Klingons are released from these restrictions immediately if more than one Kzinti Q-ship reveals itself by taking an action that a freighter could not, such as launching drones or fighters or raising shields to full strength.

(SH153.46) PF ADMIN SHUTTLES: The Admin shuttle on the Klingon PFL is not prepared for any special mission. The Admin shuttle on the Kzinti PFL can be prepared for any allowable special mission.

(SH153.47) CREW STATUS: All Klingon crews are ace; Kollos Kumerian (the G1L) is a legendary ace. The Kzinti PF crew and fighter pilots are all average.

(SH153.5) VICTORY CONDITIONS: The Kzinti player wins by destroying the Klingon PFs. As this is a special operation to eliminate the *Bounty Hunters*, any other result is meaningless. Victory is based on the number of G1s destroyed:

- 0 = Klingon Impossible Victory
- 1 = Klingon Decisive Victory
- 2 = Klingon Substantive Victory
- 3 = Klingon Marginal Victory
- 4 = Draw
- 5 = Kzinti Marginal Victory
- 6 = Kzinti Total Victory

Irrespective of the above chart, if the Klingons fail to destroy one Large and one Small (or two Large) Q-ships, they lose the scenario.

(SH153.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH153.61) Replace the Klingon G1s with Lyran Bobcat-Cs.

(SH153.62) Replace the Klingon G1s with two squadrons (24 fighters) of Z-YCs (two of which are Z-YEs), all ace pilots. In this variation the Klingons win if they destroy both small Q-ships or one large Q-ship. The Kzinti count four fighters destroyed as equal to one PF destroyed.

(SH153.63) Use only the Q-ships and the Kzinti PF Flotilla. Use only three of the Klingon G1s (the leader and two standard G1s).

(SH153.64) Replace two standard G1s with any variants. The type of variant is kept secret from the Kzinti player until revealed within the rules.

(SH153.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH153.71) Change the HAAS fighters to TAAS fighters.

(SH153.72) Replace a Large Q-ship with a Small Q-ship or a Small Q-ship with a Large Q-ship.

(SH153.73) Delete or add a Small Q-ship and two HAAS fighters.

(SH153.8) TACTICS

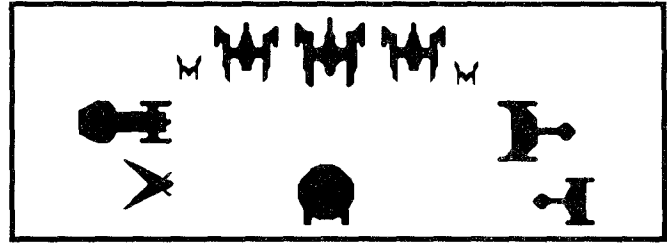
KZINTI: Launch fighters quickly; split fire to cripple all six PFs on the first pass.

KLINGON: Destroy the fighters before they can launch drones. Sideslip out of a direct confrontation. Try to knock out one or two of the Q-ships.

(SH153.9) PLAYTESTER COMMENTS: A real barn burner. The nine playtest reports on this scenario were strongly divided, with several reporting that the Kzintis were easily destroyed and others reporting the Klingons could not survive, but all reported plenty of action!

HISTORICAL OUTCOME: Kollos survived the battle, but his flotilla was destroyed, and his next command was a PF flotilla of the WYN Defense Force!

(SH154.0) INTERRUPTED EXCHANGE



(Y186)

by Scott Mercer, California

In the aftermath of the General War, the Klingons and Hydrans conducted a short series of exchanges of captured ships (brokered by the LDR). The last exchange in the series was a pair of captured cruisers.

The exchange was to take place near the LDR-Klingon-Hydran border. The actual exchange was a complex operation since the participants had been at war only months before. Each captured cruiser was to be escorted by a frigate to the exchange location. Each captured cruiser was to be manned by a minimum crew which would be simultaneously transferred to the other cruiser. The cruisers were to take station within range of the LDR ships' weapons, with the cruisers' weapons disarmed. An LDR MPS was at the exchange site to verify this. If either side tried anything, their cruiser would be destroyed by the LDR forces. The Hydran and Klingon frigates were to take stations well outside overload range from the LDR, and the LDR reserved the right to use offensive EW to blind their weapons if there was any indication that negotiations would break down. Each side had a reserve force a few million kilometers away in case of treachery.

Somehow, the Andromedans became aware of the exchange and its location, and a ship hid in a nearby gas giant. The Andromedans apparently wanted to see if the Klingons or Hydrans would assist the LDR or run with their cruisers. The results would weigh heavily in the decision to attack the LDR years later.

The Andromedan attack began, just after the crews of the cruisers had been exchanged.

(SH154.1) NUMBER OF PLAYERS: 4; the LDR player, the Andromedan player, the Klingon player, and the Hydran player.

(SH154.2) INITIAL SET UP

ANDROMEDAN: Exploiter *Bruno* in 0225, heading B, speed max, WS-III.

LDR: CW *Chairman Mithau* with two PFs docked to mech links, MP *Champion*, MPS *Night Eyes*, all in hex 3609, heading E, speed 0, WS-III.

KLINGON: D5W *Soulstalker* in 3613, heading D, speed 0, WS-0.

F5L *War King* in 3623, heading A, speed 0, WS-III.

HYDRAN: Iroquois *Starguild* in 3207, heading F, speed 0, WS-0.

Crusader *Prince Hrakskit* in 2202, heading C, speed 0, WS-III.

(SH154.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Andromedan ships must disengage by the end of Turn #10, or they are considered destroyed by arriving reinforcements.

(SH154.4) SPECIAL RULES

(SH154.41) MAP: Use a floating map. LDR Units can only disengage in direction A. Klingon units can only disengage in direction C. Hydran units can only disengage in direction E. Andromedan units can disengage in any direction except A. Units which disengage in unauthorized directions are considered destroyed.

(SH154.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH154.421) 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 (SH154.431).

(SH154.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH154.423) The PFs carried by the LDR CW are standard Bobcat-As.

(SH154.43) COMMANDER'S OPTION ITEMS

(SH154.431) All ships except the two cruisers being exchanged (SH154.45) 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.

(SH154.432) 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. See (SH154.452) for restrictions on the D5W.

(SH154.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor. Note that the Prime Teams will speed repairs of the NCAs.

(SH154.44) REFITS: All LDR ships have the power-pack, ESG capacitor, plus mech-link and UIM refits as appropriate for the ship type. The PFs have the shield refit. The Klingon and Hydran NCAs (D5W and Iroquois) have no refits.

(SH154.45) EXCHANGED SHIPS: The exchanged ships are under the following restrictions:

(SH154.451) Each NCA has four crew units on board. No boarding parties of any type are on board. Each race's companion ship has an extra eight crew units (four of which are eight boarding parties) in excess of what they might have purchased through (SH154.431). These additional crew units and boarding parties are intended for the captured ships. Before the scenario begins, distribute 20 points of internal damage to each NCA as a single volley penetrating the #2 shield on the ship reflecting unrepaired damage from the time it was originally captured.

(SH154.452) The D5W has no drones or ADD rounds on board. The ship also has no Commander's Options items available. It also has no shuttles on board.

(SH154.453) The Hydran Iroquois has no fighters on board and no supplies for fighters. No Commander's Options are available to the Iroquois. There are no administrative shuttles on board, as well.

(SH154.454) Other than crew units and boarding parties, the F5L and Crusader carry no extra supplies for the cruisers. (The nearby supporting ships have these supplies as a precaution against Orion Pirates attempting to seize the ships.) The frigates may use (G25.0) combat cargo transfer to give supplies at the rates and restrictions therein. However, any drones, T-bombs, or other

material will come from the frigates' own reloads and storage.

(SH154.46) CEASEFIRE: The galactic ships are present under the terms of the exchange agreement and have sworn not to fire on each other. However, they may declare the ceasefire moot due to the arrival of the Andromedan. The LDR may not fire on Klingon or Hydran units unless that force opens fire on another galactic force (e.g., the LDR may fire on any Klingon unit if any Klingon unit fires on a Hydran or LDR unit). T-bombs laid by transporter count as being "fired" on the turn they are placed, but T-bombs dropped from shuttle bays never count as being fired. The LDR player can apply Offensive Electronic Warfare at any time versus any ship, but cannot lend normal electronic warfare to non-LDR units as they are not on the same side (G24.21) (not expected the Andromedans would show up). The LDR can fire on any drone or shuttle within 4 hexes of and facing an LDR ship.

(SH154.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Each player scores points and evaluates his victory separately; the player with the highest point total wins. (Klingon and Hydran units score negative points on themselves if they disengage before the Andromedan ship disengages or is destroyed.) The Klingons and Hydrans get a 50-point bonus if their NCA disengages successfully.

(SH154.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH154.61) This event could possibly occur between any other two races, with the ISC as mediator. The ISC forces would consist of a CL, FF, and SC. Another option would be to replace the LDR forces with an Orion BR, LR, LRS, and two Buccaneer PFs. A Cartel that operates in the territory of the two exchanging powers would have to be selected.

(SH154.62) If using Tactical Intelligence (D17.0), the Andromedan could be given the option of using a Conquistador with a Cobra instead of the Exploiter, with the LDR, Klingon, and Hydran players receiving 75 victory points after the scenario ends.

(SH154.63) For a faster and smaller scenario, replace the captured NCAs with CWs, Hydran/Klingon frigates with DWs, delete the LDR CW, and replace the Andromedan ship with a Python.

(SH154.64) For a scenario without EW, replace the LDR MPS with an MP.

(SH154.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH154.71) Change the NCAs to CWs or CCHs.

(SH154.72) Replace the Exploiter with an Imposer carrying a Cobra.

(SH154.73) Delete or add an LDR MP to the galactic forces.

(SH154.74) Increase the Weapons Status of the NCAs to one.

(SH154.8) TACTICS

ANDROMEDAN: Focus on the LDR MPS and the NCAs. The MPS and its offensive electronic warfare capability is a major pain to the Exploiter, and the cruisers are possibly vulnerable earlier. Never get closer than range 3 vs. an LDR ship, and proceed to range 3 at your own peril. An early option is to get in and board the NCAs as they are vulnerable to this and cannot run effectively. Capturing these ships could give you a big win, so have lots of boarding parties in your options. Seizing them early will also put the major onus of attacking on the galactic player which could produce more opportunities for you to exploit. If you can kill or capture all the

big ships (which includes the LDR CW), you may be able to mop up the smaller ships. However, keep an eye out for the end of Turn #10, and make sure you are gone.

LDR & FRIENDS: Consolidate and accelerate during the first turn, and protect the MPS at all costs. The NCAs should have their crews and boarding parties transported as soon as possible. After the harrowing first few turns, it turns into a relatively standard Andromedan fight, albeit with both hell-bores and disruptors around.

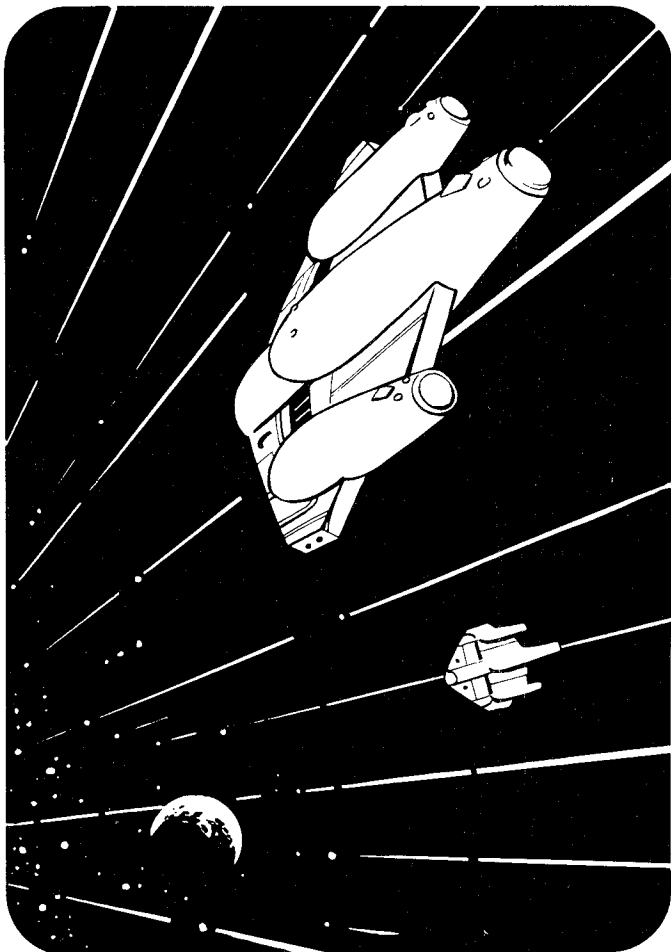
LDR: Initially you can only attack the Andromedan. The trick is to do this without leaving yourself vulnerable to the Hydrans or Klingons. Your use of the scout will win or lose the game for you. Keep a couple of ESGs up at all times.

KLINGON: You do not have the one turn punch that the Hydrans or LDR do, so play it safe and try to let the other three fight it out. Try to use your transporters to get some drones on the D5W.

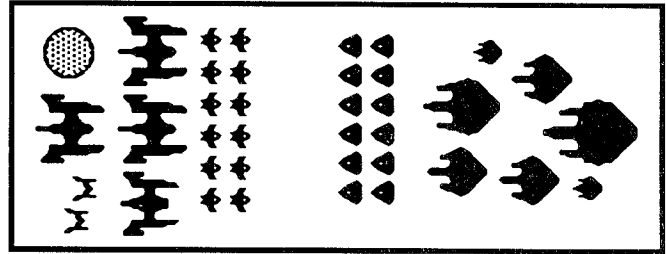
HYDRAN: Be careful of Klingon scatter-packs because the only T-bombs you have are aboard the Crusader. Since you are going slow against a force with speed-32 drones and you only have three phaser-Gs, you will need the T-bombs.

(SH154.9) PLAYTESTERS COMMENTS: This scenario comes down to inflicting damage without leaving yourself vulnerable to being hit by anyone else.

HISTORICAL OUTCOME: The situation quickly became confused as the various galactic attendees accused one another of being in cahoots with the Andromedans. It is not clear who fired first, but both NCAs were lost, and the attending Hydran and Klingon frigate leaders withdrew with heavy damage. The LDR sustained the loss of both PFs and light damage to their other ships. The Exploiter was severely mauled but managed to escape.



(SH155.0) CIRCLE THE ECHELON



(Y188)

by Grace Van Owen, California

At the height of the ISC Pacification Program, the various races were growing increasingly tired of the self-appointed guardians of galactic peace. There were many incidents in which one race or another tried to lift the ISC blockade. This one is particularly interesting because it shows the echelon in an entirely different type of operation.

The Lyrans had lured an ISC independent carrier group into a trap near the planet Garar-VI, which the Lyrans claimed as a colony and the ISC wanted to use for a refueling base. The ISC had kicked the Lyrans out of the system twice, and the Lyrans had once again moved in. The ISC squadron arrived to repeat the previous eviction, only to discover that the Lyrans had seeded the area with command-detonated nuclear space mines. One of these was successfully detonated near the CV, crippling it. The ISC ship was forced to circle its escorts while awaiting help.

(SH155.1) NUMBER OF PLAYERS: 2; the Lyran player and the ISC player.

(SH155.2) INITIAL SET UP

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

LYRAN (Black Claw): CVL *Teeth of the Night* (12x Z-YC), CWA *Slasher*, DWA *Raker*, and CW *Predator*, all within 3 hexes of 1520, speed 10, WS-III. There are two Bobcat-A PFs mech-linked to the CW.

Small ground warning station on moon, facing 2316.

ISC: CV *Boldness* (8x FSF, 4x FTF) in 2718; see (SH155.45) below. Speed 0, facing E, WS-III.

CEA *Competent*, DEA *Darter*, DEA *Opinion*, DDG *Zoreq*, within 2 hexes of CV, speed-10, WS-III. There are two standard PFs mech-linked to the DDG.

(SH155.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or the end of Turn #7.

(SH155.4) SPECIAL RULES

(SH155.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Any ship can leave the map from any edge.

(SH155.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH155.421) If using the optional MRS shuttles, both carriers have one MRS. These will count against their allowed Commander's Options in (SH155.43).

(SH155.422) If using EW fighters, one of the FSF and one of the Z-YCs is an EW type. If not using EW fighters, these are standard fighters.

(SH155.423) The two Lyran PFs carried by the CW are standard Bobcat-As. The two ISC PFs carried by the DDG are standard PFs.

(SH155.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes

assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH155.43) COMMANDER'S OPTION ITEMS

(SH155.431) 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.

(SH155.432) All drones are "fast," i.e., speed-32.

The Lyran CVL and its escorts 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.

(SH155.44) REFITS: All Lyran ships have power-pack and mech-link refits. The Lyran CW and DWA have the plus refit. The Lyran CW also has the phaser and UIM refits. All PFs have shield refits. The ISC ships all have the mech-link refit.

(SH155.45) CARRIER: The ISC carrier was struck by a command-detonated NSM on the previous impulse. Apply 35 points of damage to the unreinforced #2 shield. In addition, the CV has suffered Critical Hit #12 (D8.23), knocking out the warp drive, and failed its first attempt to repair the system under (D8.31). Reserve power can be used to offset the initial number of internals.

(SH155.46) MINES: The Lyrans planted six command-detonated explosive NSMs around the planet, only one of which was close enough to the CV to damage it. The Lyran player secretly records in writing the location of the other five mines. This record is revealed to the ISC player at the end of the scenario. None of the mines can be within 4 hexes of another mine, including the one that exploded in 2718. The GWS is the only Lyran unit that can control these NSMs (M5.20).

(SH155.47) REINFORCEMENTS will arrive for the ISC on Impulse #1 of Turn #8. At that point, all Lyran ships still on the map will be deemed destroyed and the scenario will end.

(SH155.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Lyran player gains no points for the damage inflicted on the ISC CV before the scenario begins.

(SH155.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH155.61) Replace the Lyran force with a Klingon force consisting of: D5VK (12x Z-YC), AD5, F5A, and F5K. Two standard G1s will be on mech links on the AD5.

(SH155.62) Replace one ship on each side with a ship of the same hull type, and use the Tactical Intelligence rules. Do not tell the opponent until the end of the scenario which class was replaced.

(SH155.63) For a smaller scenario, replace ISC ships with one CL and all of the Lyran ships with a DW. The Lyran base and mines are still used. The ISC CL is under all the restrictions of (SH155.45).

(SH155.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH155.71) Replace one ship with the next larger or smaller type, i.e., ISD DDG replaced with CL or FFL.

(SH155.72) Replace the fighters on one side with an inferior type, Z-Ys for the Lyrans and SF/TFs for the ISC.

(SH155.73) Add an FF to one side.

(SH155.8) TACTICS

ISC: Hold on as best you can. Back away from possible mine locations. Use your slow speed on the CV to get some weasels out if it looks like the Lyrans are going to swarm you

with drones. Use your sublight tac to turn a good shield to possible ESG rams. Consider applying a tractor from the CV to the CEA and initiating a tow that will not stop you from launching fighters. Try to use your plasmas to hold the Lyrans off until you can get moving.

LYRAN: Time is against you. You have to close fast and do major damage before the ISC ships can escape. Look for opportunities to use scatter-packs, but watch your seeking weapon control channels.

HISTORICAL OUTCOME: The *Boldness* and her consorts were severely damaged, but managed to avoid complete destruction. Both sides suffered the complete loss of their available attrition units, but the Lyrans did not incur as much damage to their ships and were quickly refitted and back in action. The ISC forces were withdrawn for refitting but, with the outbreak of the Andromedan invasion, never returned for a re-match.

(SH156.0) THE LAST FLING



(Y203)

by Tony Zbaraschuk, Washington

Under the post-Andromedan disarmament treaty, the old dreadnoughts from the General War were put into orbit around Organia as a show of good faith. The voyage of the ships was something of a celebration, and the ships were crewed by a mixture of cadets from the academies and old veterans of the various wars. After the two dreadnoughts in this scenario linked up and turned to make their final journey, the two crews engaged in a friendly competition in gunnery skills, firing low-powered phasers at asteroids and other space debris.

Olivette Roche, *enfant terrible* of the tri-video producers, was convinced that what had actually happened was that the two ships, crewed by people who were commissioned too late for the wars and commanded by men who never really understood peace, had in fact engaged in a furious battle as a sort of "last fling" before finally accepting peace. (A last battle which the two governments buried under a massive cover-up campaign.) She produced an epic six-hour mini-series purporting to show this final battle, complete with moralistic female officers who beseeched their oversexed male captains to stop fighting just for the sake of fighting and "let peace happen."

This scenario is based on that tri-video mini-series.

(SH156.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH156.2) INITIAL SET UP

FEDERATION: DNG *Unification* in 4230, heading F, speed 10, WS-III.

KLINGON: C8K *Carnivorous* in 0101, heading C, speed 10, WS-III.

(SH156.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH156.4) SPECIAL RULES

(SH156.41) MAP: Use a floating map. The Federation units can only disengage in directions B or C. The Klingon units

can only disengage directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH156.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH156.421) If using the optional MRS shuttles, both ships will have two at no additional cost.

(SH156.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH156.423) There are no PFs in this scenario, but they may be added in a variation. If SCS ships are used, Leader and Scout PFs will be included in their flotillas. Otherwise all PFs used will standard PFs, no variants.

(SH156.43) COMMANDER'S OPTION ITEMS

(SH156.431) 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.

(SH156.432) 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.

(SH156.433) If players wish to use the optional rules for Prime Teams (G32.0), the DNG and the C8K each normally carry one such team. Because of the special nature of the scenario (at least of the tri-video mini-series) this could be one of the very few places where there might have been two Prime Teams on each ship.

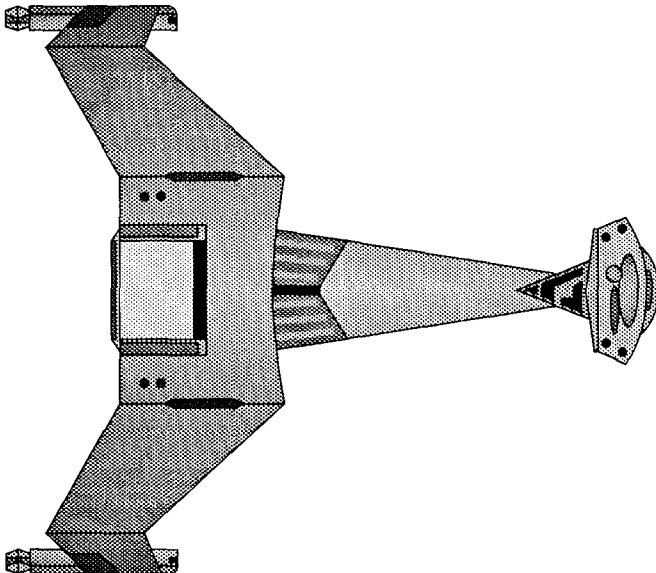
(SH156.44) REFITS: All ships and other units used in this scenario will have all available refits.

(SH156.45) CREWS (OPTIONAL): Both ships are assumed to have full complements of legendary officers (one of each) and outstanding crews able to perform all functions except as stated herein.

Legendary navigators (and captains acting in that role) cannot adjust the ship's starting positions.

Legendary captains cannot bluff.

(SH156.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Any ship which disengages by any means (including acceleration or sublight evasion) loses.



(SH156.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH156.61) Use the DNs of two other adjacent and inimical races, such as a Hydran Paladin and a Lyran Lion or a Romulan Condor and a Gorn Tyrannosaur. Or use one of the original DNs in the scenario versus one of its other opponents, such as a the Klingon C8K versus a Kzinti DN. You might even match ostensible allies against each other, a Federation DNG versus a Gorn Tyrannosaur.

(SH156.62) Have a third player serve as a referee, and use hidden damage.

(SH156.63) For a larger battle, match the SCS (no escorts) of one race against the SCS of another. All SCSs will have their full complements of fighters and PFs, but PFs will be limited to standard flotillas, including one leader and one scout.

(SH156.64) Ignore all racial limitations in the selection of special drones.

(SH156.65) For a sudden death game, use a fixed instead of a floating map.

(SH156.66) Use a full complement of legendary officers with poor crews on both ships. This would reflect the high number of inexperienced cadets on the two ships.

(SH156.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH156.71) Change the C8K to a C9K.

(SH156.72) Replace the DNG with a DN+.

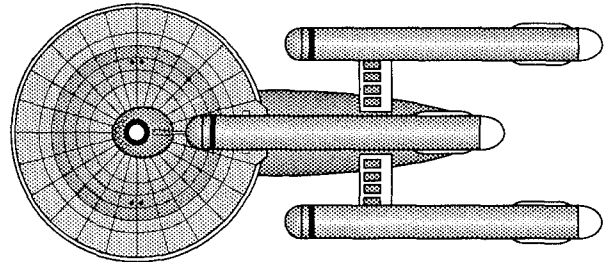
(SH156.73) Delete a refit from one side, or have one side use slower drones.

(SH156.8) TACTICS

FEDERATION: You cannot afford to have your overloads miss. If you are given the opportunity to fire all six with little or no chance of missing, do it! Try to concentrate your fire on his side and rear shields. Once you take one down, keep trying to hit it as you both have the same turn modes.

KLINGONS: Erratic maneuvers is your friend. With the added bonus of your weapons officer (if you use the optional crew rules), you are only losing minimal accuracy with your disruptors, giving them the same chance to hit as your opponent's photons. Stay out of his short overloaded ranges as he is at a disadvantage if you are erratic beyond range 4.

(SH156.9) PLAYTESTER COMMENTS: The use of legendary officers and outstanding crews can dramatically change the dynamics of this scenario.



(SM14.0) THE ICE MONSTER

by David Emami, California

A new type of monster is discovered by the ever-exploring forces of the Star Fleet. Can this one be stopped before it inflicts unguessable damage? Is your lone ship enough to stop this menace?

(SM14.1) NUMBER OF PLAYERS: 1; the monster(s) moves by automatic rules; see (SM14.45).

(SM14.2) INITIAL SET UP

MONSTER: In hex 0201, speed 32.

NAVY: One or more ships, totalling no more than 125 BPV, enter the map on Turn #1 in the 01xx hex row between hexes 0115 and 0120, heading B or C, speed max, 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.

(SM14.3) LENGTH OF SCENARIO: Play continues until either the monster is destroyed or disengages or until the ship has been destroyed or disengaged.

(SM14.4) SPECIAL RULES

(SM14.41) MAP: Use a floating map.

(SM14.42) 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 fighters or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for fighters in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SM14.421) Multi-role shuttles (J8.0) are available only to certain ships. Players may purchase these shuttles [up to the limits in (J8.5)] under (SM14.431).

(SM14.422) 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 EW fighters with the most common type on that carrier.

(SM14.423) Players with access to Module K might choose to add PFs to the scenario within those rules.

(SM14.43) COMMANDER'S OPTION ITEMS

(SM14.431) 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 its Combat BPV; this is in excess to the ship's basic BPV as provided in (SM14.2). See (S3.2) for details and exceptions. Each ship can purchase special drones up to the historical 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.

(SM14.432) The speed of the 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 (SM14.431).

(SM14.433) If the player wishes to use a Prime Team (G32.0), he can purchase one (25 points) as part of his starting forces (not part of Commander's Options).

(SM14.44) REFITS: The player can determine the refit status of his ship, but must stay within the 125 BPV limit.

(SM14.45) THE ICE MONSTER: The Ice Monster is composed of a material never before encountered. In point of fact, your science officer and his staff cannot even truly determine if it is alive or not. It seems to act and react to stimulus. These actions and reactions are as defined by these rules:

(SM14.451) MOVEMENT: The monster has a turn mode of 1 at all speeds and a maximum speed of 32. It will always move towards the closest ship as a seeking weapon. If two or more ships are equally close, roll a die to determine which ship the monster will pursue. Once a ship is selected as a target, the monster will continue pursuing that ship until it attaches itself to it; however, at the start of a new turn, it will again choose a ship to pursue as provided above. As an exception to the normal Order of Precedence (C1.313), this monster always moves after step 4 and before step 5. The monster cannot do an HET or use erratic maneuvers. As an exception, if the monster is within one hex of a stopped ship and not facing that ship, it can HET to face the ship. It has an acceleration of +1 per impulse if it stops as a result of (SM14.4522) below.

Acceleration Example: If the monster was reduced to a speed of 0 on impulse #10 of a turn, on the following impulse it would begin accelerating. It would be speed 1 on Impulse #11, speed 2 on Impulse #12, speed 3 on Impulse #13, speed 4 on Impulse #14, and so on until it achieved a speed of 32 or stopped again. Note that the monster is treated, for any given impulse, as moving at the new speed and will actually move to a new hex only if a unit of that new speed is scheduled to move by the Impulse Chart.

(SM14.452) ATTACK: The monster has two methods of attack. One is a result of the first.

(SM14.4521) The monster will attempt to enter the hex of the ship. On the first impulse that it does so, during the Seeking Weapons Damage Step, roll two dice and apply this many damage points to the shield which was facing the hex-side through which the monster entered. If the ship enters the monster's hex, the #1 shield will be the one damaged unless the ship was moving in reverse, in which case the #4 shield will be damaged. If on any subsequent impulse the monster and the ship are still in the same hex, the monster will attack again, but damage will always be on the shield facing the hex from which the monster entered the ship's hex unless the monster has managed to "attach" itself to the ship (SM14.4522). PA panels will not absorb any energy from an attack by the monster and will not protect the ship (Andromedans had best avoid any contact with the monster).

(SM14.4522) If, as a result of any attack in (SM14.4521) the Ice Monster rolls a 10 or greater, it has attached itself to the ship. The monster will now attack the ship on each succeeding impulse during the Seeking Weapons Damage Step, except that the damage scored is applied to all shields as an enveloping weapon and all shields will be damaged by the same amount, i.e., if the monster scores 5 damage points, every shield will be hit with 5 damage points. The total internal damage, however, will not exceed the die roll. This continues until the ship is destroyed or the monster rolls a five or less (the damage from this roll is still scored), at which point it has become detached and is left in the current hex at speed 0, though it can immediately begin accelerating. The monster is only reduced to a speed of 0 by becoming detached from a ship (not a fighter or shuttle, but including PFs). For purposes of detaching the monster (but not reducing its damage), every

point of reserve power expended for "external hull heating" while the monster is attached will modify the die roll by -1 for that impulse only (the Andromedans battery banks are their main strength against the monster as they can virtually guarantee that it will not remain attached).

(SM14.4523) The monster cannot attempt to reattach itself to the ship for 1/4 turn (8 impulses) after it has become detached.

(SM14.4524) The Ice Monster has the MCIDS (E6.0) system and cannot be tractorred.

(SM14.453) RESTRICTIONS: There are immediate and permanent (at least for the length of the scenario) effects on the ship as a result of the Ice Monster attaching itself. This is a result of secretions left by the monster:

(SM14.4531) Maneuver: For the remainder of the scenario, beginning the impulse following the one in which the creature attached itself, the ship's turn mode is increased by one, its movement cost is increased by 1/5 (including the costs for HETs and EM), and one is subtracted from its breakdown rating. These penalties are applied again (cumulatively) if the monster succeeds in attaching itself again, and after each subsequent attachment. The ship cannot separate sections [not even by D21.0].

The turn mode can never be worse than F, the movement cost can never be worse than 4 times the ship's original movement cost, e.g., 4 for a CA or 6 for a DN (8 for a B10), and the breakdown roll modifier cannot be worse than -3.

(SM14.4532) Direct-Fire Weapons: All subsequent direct-fire weapons fire is penalized by a +1 shift to the die roll. This penalty is cumulative and is applied again if the monster succeeds in attaching itself again, and after each subsequent attachment. The total direct-fire weapons modifier can never be worse than +4. See also (SM14.4534).

(SM14.4533) Seeking Weapons: When the monster attaches itself, any seeking weapons guided solely by the ship lose their tracking [(FD1.7) and (FD1.8)]. Any self-guiding seeking weapons can no longer be guided by the ship. Any seeking weapons (self-guiding, or guided by an MRS, etc.) which strike the monster will affect the ship equally as if the ship were "docked" to the monster under (C13.943). While the monster is attached, the ship cannot launch any seeking weapons [plasmas can be "bolted" (FP8.0)] or shuttles.

(SM14.4534) Close-Range Fire: The ship can fire direct-fire weapons at the monster while it is attached if the weapon has a range 0 function. All such weapons fired at that range will automatically hit and do normal damage (e.g., 16 points for a fully overloaded photon torpedo, but a standard or proximity photon could not be fired at all); however, the feedback damage from weapons which have a feedback function is doubled. In addition, weapons which do not have feedback functions score damage to the ship equal to half the damage (round all fractions up) scored on the monster. All such damage is scored through a shield facing a direction which the weapon can fire and selected by the player, and will first be scored on the shield facing that direction as if it were weapons fire from outside the ship.

Examples: A suicide overloaded fusion beam fired at range 0 through a 10-box shield which rolled a 1 would score 26 points of damage on the monster and 13 points of damage on the ship. Ten points of the damage would destroy the shield (unless it had been reinforced which might include reserve power), and the remaining 3 would be scored on the ship in addition to the effects of (E7.421). Note specifically that fusion beams do not normally have a feedback function.

A phaser-1 fired at range 0 rolling a 1 would score 9 points of damage on the monster and 5 points of damage on the ship.

A disruptor fired at range 0 would score 10 points of damage on the monster and 4 points of damage (double the normal feedback of 2) on the ship.

(SM14.454) DESTRUCTION: The monster can be killed by scoring 500 points of damage on it.

(SM14.5) VICTORY CONDITIONS: The scenario is a draw if the player kills the monster and his ship is also destroyed. The player wins a marginal victory if he kills the monster and his ship is not destroyed. He wins a substantive victory if he kills the monster and his ship is not crippled. He wins an astounding victory if he kills the monster and his ship is not damaged. The monster wins if it survives.

(SM14.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SM14.61) Set up a convoy of three large freighters, six small freighters, and two police ships, heading C, speed 4, WS-0 at start. Have the monster attack. The actual object of this scenario is to see how many of the freighters you can save. Any freighter which is more than 75 hexes from the monster has successfully disengaged. If more than five freighters escape, the player wins. Large freighters count as two freighters for this purpose. The monster will select which freighter to pursue randomly. To determine which ship, place nine counters numbered from 1 to 9 in a cup and assign one number to each ship. Randomly draw one. The monster will pursue the designated ship until it is destroyed. The monster will not attack the police ships until it has destroyed all the freighters or until all the surviving freighters are more than 75 hexes away from it.

(SM14.62) Instead of knowing what it takes to kill the monster, use the lab procedures in (SM2.46) to determine how to kill the monster. Note that the requirement to get close to the monster to gather the information will make this risky at best.

(SM14.63) Use seven monsters, each requiring 100 points of damage to kill in battle with a flotilla of PFs.

(SM14.64) Allow a human player to control the monster, but increase the fleet player's BPV by 50 points.

(SM14.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SM14.71) Add one or two points, or subtract one or two points, from the damage the monster scores.

(SM14.72) Allow the monster to accelerate by four each impulse.

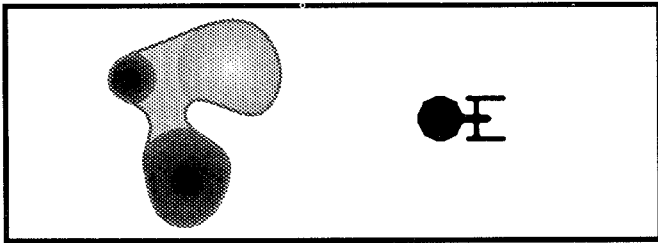
(SM14.73) Increase or decrease the amount of damage required to kill the monster.

(SM14.74) 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:

$$\frac{BPV}{MD} = \frac{1}{4}$$

BPV times four equals MD (the damage to kill the monster). Drop all fractions.

(SM14.8) TACTICS: Keep your speed up. Do not let the monster get close. Have reserve power. Hit the monster with your weapons as often as you can. Consider using a retrograde. Keep your batteries full and repaired. If the monster attaches, blow the reserve power and break clear. Calculate carefully any fire at an attached monster as you may do more harm to yourself than you can stand.

(SM15.0) THE METAMORPH

by Frank Crull, Texas

Reports of a strange monster in a distant sector puts the fleet on alert. A detachment is dispatched to deal with the monster, but this new monster has a surprise for the ships.

(SM15.1) NUMBER OF PLAYERS: 2; the Monster player and the Fleet player.

(SM15.2) INITIAL SET UP

FLEET: Ships totalling no more than 300 BPV set up in the 42xx hex row, heading E or F, speed max, WS-III.

METAMORPH: The Metamorph is in hex 2216; see (SM15.45) for specific information.

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.

(SM15.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or disengaged.

(SM15.4) SPECIAL RULES

(SM15.41) MAP: Use a floating map. The Fleet player's units can disengage in any direction by distance or acceleration. Units which can only disengage by sublight evasion are destroyed if the monster is not killed. The monster can only disengage if all Fleet ships have been destroyed or have disengaged, and is considered to have disengaged automatically (Fleet player loses the scenario) if it has not received more than 40 points of damage in given 4-turn period judged from Energy Allocation Phase to Energy Allocation Phase.

(SM15.42) SHUTTLES AND PFs: The presence of warp booster packs (J5.0) on any fighters or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for fighters in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SM15.421) Multi-role shuttles (J8.0) are available only to certain ships. Players may purchase these shuttles [up to the limits in (J8.5)] under (SM15.431).

(SM15.422) 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 EW fighters with the most common type on that carrier.

(SM15.423) Players with access to Module K might choose to add PFs to the scenario within those rules.

(SM15.43) COMMANDER'S OPTION ITEMS

(SM15.431) 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.

(SM15.432) The speed of the 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 (SM15.431).

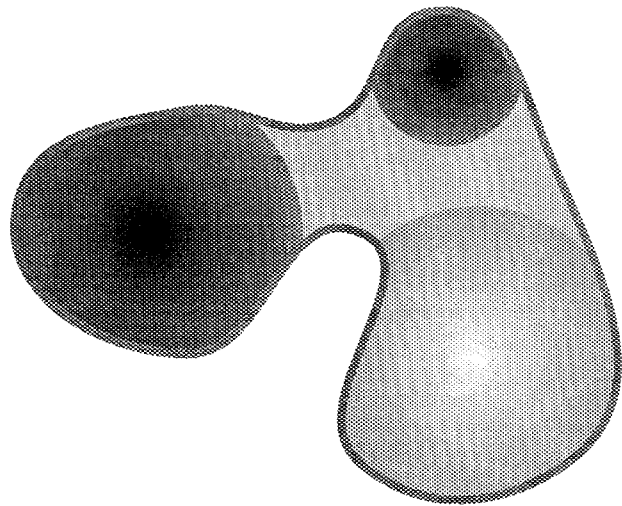
(SM15.433) If the player wishes to use a Prime Team (G32.0), he can purchase one (25 points) as part of his starting forces (not part of Commander's Options).

(SM15.44) REFITS: The Fleet player can determine the refit status of his ship(s) subject to the year selected for the scenario and the BPV limit for the force.

(SM15.45) THE METAMORPH: The Metamorph is unstable and constantly changing (and possibly dividing). There is no way to predict what its characteristics will be at any given time.

(SM15.451) MANEUVER: The speed of the Metamorph is determined at the end of the Initial Activity Stage as follows: Roll 3d6 (this is the speed of the monster), then roll 1d6. If an odd number is rolled on the 1d6, the speed of the monster is doubled. Note that this means that the monster may have a speed anywhere from 3 to 36 for any given turn [in the event of speeds greater than 32, see (C1.45)]. If the Metamorph is moving at speed 34, the additional moves will be taken on Impulses #8 and #24. If the Metamorph is moving at speed 36, the additional moves will be taken on Impulses #8, #16, #24, and #32. At all speeds, the Metamorph will have a turn mode of one (1). The Metamorph can only turn or side slip. It cannot perform any other movement function (high energy turn, erratic maneuvers, emergency deceleration, docking, etc.).

(SM15.452) TERRAIN: The Metamorph does not take asteroid, ring, or dust damage. It cannot land on planets or enter atmospheres. It is affected by the pull of a black hole or neutron star and will be destroyed if pulled in (no explosion). It is immune to all other terrain effects (e.g., it can penetrate the WYN Radiation Zone with no ill effect and can fire at a unit on a planetary surface as if it were in space). Exception: Seeking weapons launched by the Metamorph are affected by all terrain types normally (e.g., plasma torpedoes will suffer "phaser" damage if they strike asteroids).



(SM15.453) SYSTEMS: The Metamorph cannot be held in a tractor beam or a web, boarded, displaced, or placed in stasis. The monster is not affected by generated ECM, but is affected normally by natural ECM (including the Orion Stealth bonus and Small Target Modifiers). The monster is not affected by cloaks and treats a cloaked target as if it were not

cloaked (although seeking weapons launched by the monster will be affected by the cloak).

(SM15.454) WEAPONS: The weapons available to the Metamorph will change almost every turn.

(SM15.4541) To determine what weapons will be available on a given turn, do the following: take three sets of counters numbered from 1–6 and place them in a cup. The Metamorph player will draw three of these after determining his speed in (SM15.451) above [see also (SM15.455) below]. By examining and totalling these, he will determine what weapon(s) he has available for the coming turn. He will then place these three counters face down on the table in view of the Fleet player until the end of the turn or until he fires/launches his weapons. At this time the Fleet player may examine the counters to verify the weapons the Metamorph had on the current turn. All weapons have 360° firing/launching arcs. The specific weapons will be determined on the chart below:

OFFENSIVE CAPABILITIES

TOTAL	RESULT
3	1x plasma R torpedo
4	2x phaser-4s
5	4x disruptors (range 40 hexes), UIM or DERFACS assumed
6	4x photons
7	4x plasma F torpedoes
8	4x phaser-1s
9	4x fusion beams
10	Retains weapon(s) from previous turn
11	2x plasma G torpedoes
12	4x phaser-3s
13	4x plasma D torpedoes
14	4x phaser-Gs
15	2x plasma S torpedoes
16	2x hellbores
17	Has weapon unique to opposing race.* Otherwise, treat as a die roll of 18.
18	Monster splits into two monsters (SM15.4546)

*If the Metamorph moves into the same hex as a ship that has a unique weapon that the monster does not have, such as a web caster, the monster now gets that weapon and retains it for the rest of the scenario and can fire it every turn.

(SM15.4542) The Metamorph can fire its weapons every turn without regard to arming cycles, e.g., if it launched a plasma R on Impulse #32 of one turn, it can launch another on Impulse #1 of the next turn if that was the weapon it drew.

(SM15.4543) If the Metamorph fires a weapon with an overload function in overload range, the weapon is assumed to be fully overloaded (suicide overloaded in the case of fusion beams).

(SM15.4544) If a plasma torpedo is launched, the Metamorph player can choose to have it enveloped, if it can be enveloped, at the time of launch.

(SM15.4545) The Metamorph never takes feedback damage or damage from “suicide fusions.”

(SM15.4546) If the Metamorph splits, the two monsters will be identical at the point of division. There is no reduction in strength, although both will have the same level of damage as the original monster at that point.

(SM15.455) DEFENSE: The Metamorph’s ability to defend itself will vary from turn to turn. During any given turn, keep track of all damage scored on the Metamorph, including the direction/shield facing from which it was scored, for that turn. At the end of the turn as the last step of the Record Keeping Phase, the Monster player will roll one die and compare the

result on the table below and apply the result to the damage scored on that turn.

DEFENSIVE CAPABILITIES

DIE ROLL	RESULT
1	Immunity to plasma torpedoes and PPDs
2	Immunity to photons and disruptors
3	Immunity to fusion and hellbores
4	Immunity from drones and ESGs
5	30 box shields facing in all directions
6	No special defenses

(SM15.456) SPECIAL ABILITY: During the Initial Activity Phase of each turn, immediately after determining what weapons he will have available, the Metamorph player rolls one die and both players compare the result to the chart below. This will determine what special ability the Metamorph will manifest during the turn:

SPECIAL CAPABILITIES

DIE ROLL	RESULT
1	6 Points of Offensive EW. This can be applied to one ship or divided between two to six ships.
2	Monster displaces itself (G18.0). No chance of failure or mis-displacement, and its “fire control” is not affected by this displacement.
3	All damage points that hit monster last turn can be used as a mauler beam (E8.0). Each point is assumed to be from a separate battery bank. This does not reduce the damage scored on the monster.
4	All weapons on monster are in X-technology mode.
5	Monster can roll to displace enemy ships this turn. The monster is able to make one displacement attempt versus each ship (NOT UNIT) on the map subject to all rules on displacement (G18.0). The monster chooses when it will attempt to displace any given ship, and need not displace any ship if it does not wish to. The ships are affected normally by the displacement.
6	Acts as Energy Monster [(SM11.46) through (SM11.48)].

(SM15.457) DESTRUCTION: The monster can be destroyed by accumulating 500 points of damage on it. Alternatively, for each 50 points of lab information gathered, the Fleet player may select one weapon or special option of the Metamorph to be no longer functional, e.g., if the Fleet player selected photon torpedoes and the Metamorph randomly drew that option, the Metamorph would be unable to fire on that turn.

(SM15.458) REPAIR: The Metamorph can heal itself. At the end of each turn during the Final Records Stage, the Metamorph rolls a single die and consults the following table:

REPAIR CAPABILITIES

DIE ROLL	EFFECT
1	Heal 5 points of damage
2	Heal 15 points of damage
3	Heal 25 points of damage
4	Heal 40 points of damage
5–6	No damage healed

(SM15.5) VICTORY CONDITIONS: If the Metamorph is destroyed and less than half of the ships (determined by BPV) are destroyed, the Fleet player wins. If the Metamorph is destroyed and more than half of the ships (determined by BPV) are destroyed, the battle is a draw. If the Fleet player fails to destroy the Metamorph, the Metamorph wins. See (SM15.41).

(SM15.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SM15.61) FREQUENT WEAPONS CHANGES: This variation can be a real pain. Essentially, whenever the Metamorph takes damage as a result of weapons fire from the Fleet player (including hitting a T-bomb or NSM), the Metamorph player immediately goes into the weapons selection procedure and can fire/launch the new weapons on the next impulse even if he had already fired all his available weapons on the current turn.

(SM15.62) To give the Metamorph a challenge, do not reveal the exact nature, other than size class, of any given ship until it fires its weapons at the Metamorph. The Metamorph does not have the ability to use Tac Intel (D17.0), but will be able to remember what harm any given ship did to it, e.g., "that size class 3 unit over there fired six photons at me (BCH)."

(SM15.63) For a smaller scenario, allow the Fleet player only 250 BPV to select his force. The Metamorph is destroyed if 200 damage points are accumulated on it.

(SM15.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SM15.71) Allow the Fleet player additional BPV points to purchase his force.

(SM15.72) Increase the amount of damage needed to destroy the Metamorph by 50 points or some other number.

(SM15.73) Do not allow the monster to roll for a special ability.

(SM15.8) TACTICS

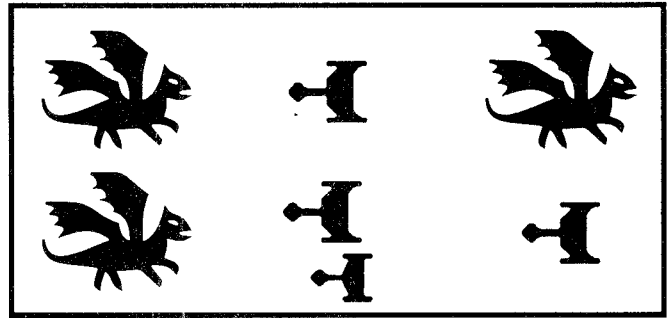
FLEET: Only engage when your weapons are fully armed. Launch shuttles and draw the monster to them. It is easy to defeat the monster once you have neutralized its options. Because of its slow speeds, you can afford to move slower as well.

MONSTER: Pull away when you need to in order to buy repair time or if your weapons are too weak.

(SM15.9) PLAYTESTER COMMENTS: This is a good way for a cadet to get experience with all sorts of weapons no matter which side he plays.



(SM16.0) MATING FRENZY



by Tony Zbaraschuk, Washington

Space Dragons (SM7.0) occasionally mate, and these are spectacular sights. Sometimes ships stumble on the mating rituals and try to break them up so that fewer Space Dragons can be hatched.

(SM16.1) NUMBER OF PLAYERS: 4; the Fleet player, two male Space Dragon players, and the Space Dragon female player.

(SM16.2) INITIAL SET UP

FLEET: 500 BPV force within 3 hexes of 1803, heading at player's option, speed 10, WS-II.

ANCIENT DRAGON #1: In 0215, heading B or C, speed max.

ANCIENT DRAGON #2: In 4115, heading E or F, speed max.

OLD DRAGON: In 2630, heading at player's option, speed max.

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.

(SM16.3) LENGTH OF SCENARIO: The scenario continues until the Space Dragons are dead or have disengaged.

(SM16.4) SPECIAL RULES

(SM16.41) MAP: Use a floating map. Space Dragons may only disengage by distance, but may do so in any direction. The fleet player may disengage in any direction by any method.

(SM16.42) 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 fighters or PFs (to increase their speed) will depend on the year in which the scenario is set. They were introduced for fighters in Y180; PFs always have them, and Interceptors have them unless specified otherwise.

(SM16.421) Multi-role shuttles (J8.0) are available only to certain ships. Players may purchase these shuttles [up to the limits in (J8.5)] under (598.431).

(SM16.422) 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 EW fighters with the most common type on that carrier.

(SM16.423) Players with access to Module K might choose to add PFs to the scenario within those rules.

(SM16.43) COMMANDER'S OPTION ITEMS

(SM16.431) 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 its Combat BPV. This is in excess to the ship's basic BPV as provided in (SM16.2). See (S3.2) for details and exceptions. Each ship can purchase special drones up to the historical 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.

(SM16.432) The speed of the 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 (SM16.431).

(SM16.433) If the player wishes to use a Prime Team (G32.0), he can purchase one (25 points) as part of his starting forces (not part of Commander's Options).

(SM16.44) REFITS: The Fleet player can determine the refit status of his ships, but must stay within the 500 BPV limit.

(SM16.45) FEMALE DRAGON: The Adult Space Dragon is a female. She will not attack either of the two Ancient Space Dragons, which are both males (she is here to mate with one of them, not kill them!).

(SM16.46) MATING: Male and female Space Dragons mate by spending one turn (beginning with an Energy Allocation Phase; that they will attempt to mate on a given turn must be announced as part of the Initial Activity Phase) at speed 0 in the same hex. If an unmated female begins a turn in the same hex with one (not two or more) male Space Dragons, mating begins if the male wants it to.

(SM16.461) During this period, they may not use their claws, eyes, or flame. However, both tails attack seeking weapons entering the hex; they may attack different seeking weapons or the same seeking weapons.

(SM16.462) If any ship enters the hex, both Space Dragons will break off their mating ritual and immediately attack it with their eyes, claws, and flame (if they can). All attacks will do maximum damage, e.g., assume eye-phasers roll a 1.

(SM16.463) If a male Space Dragon enters the mating hex, the mating male can continue mating or attack. The dragon that entered the hex can attack or simply move through the hex.

(SM16.464) Once the female Space Dragon has mated with one male, she will not mate with the other, but must seek to disengage.

(SM16.5) VICTORY CONDITIONS

(SM16.51) The Fleet player uses the Modified Victory Conditions, treating all of the Space Dragons as enemies. A Space Dragon is "damaged" if 1/4 or more of each of its body parts is destroyed; it is "crippled" if 1/2 or more is. The Fleet player scores a 200-point bonus if the female does not mate or mates but does not survive the scenario.

(SM16.52) The male Space Dragons also use the Modified Victory Conditions. A male Space Dragon scores a 300-point bonus if he mates and the female then disengages. Each of the males loses 150 points if the female dies.

(SM16.53) The female Space Dragon wins if she mates and then disengages. She scores a draw if she survives but does not mate. She loses if she does not survive.

(SM16.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SM16.61) Use a smaller fleet (250 points) and old males and an adult female Space Dragon.

(SM16.62) Assume that the female is accompanying one to three baby Space Dragons.

(SM16.63) Assume that the female Space Dragon is coy. She won't mate unless she is suitably impressed. Scoring damage on a ship, then entering her hex by the end of the same turn, will be considered suitably impressive.

(SM16.64) Have all four players bid. The low bidder takes the fleet and has a number of BPV points to spend equal to his bid. The other players take the dragons, with the lowest bidder getting first choice.

(SM16.65) Have another male arrive on Turn #5, or roll a die every turn, add 2 to it, and have the third male arrive whenever the die roll is less than the turn number. After a third male arrives, start rolling for another one, but add the turn number of the previous male's arrival to the die roll.

(SM16.65) Have another player bring a "Greenspace" survey cruiser into the battle. Greenspace can fire only on the seeking weapons of the Fleet player. This player wins if he gains 500 points of scientific information on the dragons and disengages.

(SM16.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SM16.71) Change the age of ancient Space Dragons to adult Space Dragons.

(SM16.72) Increase or decrease the BPV of the Fleet player's force.

(SM16.8) TACTICS

FLEET: The key is the female. If she can be killed, the scenario is probably winnable. Concentrated power from the entire fleet will be required. A more dangerous approach (with a better chance of success) is to wait until mating begins, then move the entire fleet to point-blank range, and attack the female (who will have only one defender). Remember that your "Alpha Strike" must be everything you have, scatter-packs, overloads, etc. Avoid letting the female mate on a reloading turn.

Neo-Tholians (and Tholians with the web caster refit) have a tremendous advantage in this scenario (as their web casters can keep the dragons apart) and, as such, should not be used.

MALE: Get the other male to attack the fleet, then go rendezvous with the female. If that doesn't work, try to arrange a concentrated three-dragon attack on the ships and then attack the other male and eliminate him.

FEMALE: Avoid close contact with the fleet. In a three-dragon attack, you want to remain behind the males and fire only at the ship that gets past them, then turn and run. Avoid taking damage as this will slow you down. Watch the enemy weapon arming cycle. Try to rendezvous at the end of a firing turn so that you can mate while they are reloading.

(SM16.9) PLAYTESTERS COMMENTS: This is a very amusing scenario. Careful diplomacy must be used by the Fleet player and both of the Ancient Dragons, and diplomacy (in this instance) comes from the mouths of guns.

(T9.0) LDR COMMANDER'S GAME

(Y167) *by Stephen V Cole, Texas*

This campaign reflects the career of a typical LDR Defense Forces Captain who commands a Military Police corvette. As with similar campaigns, the theory is that a group of players will decide to play this campaign, with some players taking the role of competing LDR officers and others taking the roles of various opponents.

The campaign is set in Y167, just before the General War, but could be set in other years with some adjustments.

(T9.1) SCENARIOS OF THE LDR COMMANDER'S GAME

- The campaign consists of five scenarios:
1. (T9S1.0) FREIGHTER IN DISTRESS
 2. (T9S2.0) WARNING STATION
 3. (T9S3.0) DEMONSTRATION
 4. (SM1.0) THE PLANET CRUSHER (Basic Set)
 5. (SG4.0) BASIC PIRACY (Basic Set)

In scenarios #1, #2, and #3, the group should arrange for one of these scenarios to be played against the Klingons, another against the Lyrans, and the third against the Hydrans. Each LDR player should face the same opposing races in the same scenarios.

Repairs between scenarios are limited to those available under (G17.132). A player may one time during the campaign have his ship overhauled (U1.4).

The LDR did not normally deploy Prime Teams (G32.0) on its MPs and these should not be used in this campaign.

(T9.2) HOW TO WIN

- Compile the victory points for each scenario as follows:
1. (T9S1.0) FREIGHTER IN DISTRESS: Points won.
 2. (T9S2.0) WARNING STATION: Points won.
 3. (T9S3.0) DEMONSTRATION: Points won; maximum score 10, minimum score 0.
 4. (SM1.0) THE PLANET CRUSHER. Adjust the size of the monster for the BPV of an MP. The LDR player receives 5 points if he wins the scenario, 0 point for losing the scenario, and minus 3 points if his ship is destroyed. Victory is judged under the conditions in (SM1.5).
 5. (SG4.0) BASIC PIRACY: Use a pirate CR against the convoy (composed of one large freighter, two small freighters, and one small armed freighter) and the player's MP.
- Orion CR ship (one of the following):
- Internal damage 1 pt
 - Crippled..... 3 pts
 - Destroyed..... 8 pts
 - Captured 12 pts
- LDR MP (one of the following):
- Internal damage -1 pt
 - Crippled..... -2 pts
 - Destroyed..... -4 pts
 - Captured -12 pts
- Freighters
- Disengage large freighter..... 10 pts
 - Disengage small freighter 5 pts (each)

BONUS for not using your "overhaul" (U1.4) 5 pts

- Less than 16 pts = court-martialed and executed for treason
- 16-30 = quietly retired at end of cruise
- 31-45 = promoted to a desk job
- 46-60 = assigned to teach at the academy
- 61-75 = continued in command of his ship
- 76-90 = promoted to commodore
- 91+ = legendary captain, left in command (he's too valuable to promote)

LDR COMMANDER SCORE CHART

SCENARIOS AND RESULTS	SCORE
Scenario #1 — Enemy:	
Enemy Status:	
MP Status:	
Undestroyed Cargo Boxes	
Scenario #2 — Enemy:	
Enemy Status:	
MP Status:	
Warning Station status	
Scenario #3 — Enemy:	
Start with 50 points	
Impulses enemy is in zone	
Internal damage	
Scenario #4 — The Planet Crusher	
Results:	
Scenario #5 — Basic Piracy	
Pirate Status:	
MP Status:	
Freighter status:	
Bonus for not using overhaul	
TOTAL SCORE	

(T9S1.0) FREIGHTER IN DISTRESS



An LDR freighter has become disabled near the border of the Republic. An MP is dispatched to rescue it.

(T9S1.1) NUMBER OF PLAYERS: 2; the LDR player and the opposing player.

(T9S1.2) INITIAL SET UP

TERRAIN: None.
LDR: One small freighter in 2215, speed 0, WS-I.
 MP enters the map from 0101, speed max, WS-III, on Impulse #1 of Turn #1.

OPPONENT: Klingon E4, Hydran Hunter, or Lyran FF enters the map from 4230, speed max, WS-III, on Impulse #1 of Turn #1.

(T9S1.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(T9S1.4) SPECIAL RULES

(T9S1.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The LDR units can only disengage from the 01xx map edge. The opposing units can only disengage from the 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(T9S1.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(T9S1.421) No ship in this scenario is qualified to carry an MRS.

(T9S1.422) There are no fighters in this scenario.

(T9S1.423) There are no PFs in this scenario.

(T9S1.43) COMMANDER'S OPTION ITEMS

(T9S1.431) 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.

(T9S1.432) All drones are "medium," i.e., speed-20.

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

(T9S1.44) REFITS: Players can select appropriate refits available in the selected year to balance the scenario.

(T9S1.45) FREIGHTER: The freighter's warp engines will function for power but not for movement in this scenario. The opposing player may fire on the freighter, but if the freighter is destroyed by the opposing player's fire, he (the opposing player) automatically loses the scenario and the LDR player is awarded points equal to the value of the freighter as if it had not been damaged.

(T9S1.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) to determine the victory level of the opponent or when playing the scenario outside of the campaign. When playing as part of the campaign, the LDR player scores points as follows:

Opposing ship (one of the following):

- Internal damage 1 pt
- Crippled..... 3 pts
- Destroyed..... 8 pts
- Captured 12 pts

LDR MP (one of the following):

- Internal damage -1 pt
- Crippled..... -2 pts
- Destroyed..... -4 pts
- Captured -12 pts

Freighter

Each undestroyed cargo box 1/2 pt

The points for cargo are added to the LDR player's total if the freighter is pulled off the LDR side of the map, and subtracted from the LDR total if it is pulled off the non-LDR player's side of the map.

(T9S1.6) VARIATIONS: The scenario can be played again under different conditions by substituting ships of different races or by using larger ships (and a larger freighter).

(T9S1.7) BALANCE: For campaign play, the scenario is self-balancing since it is how well you do in comparison to others playing the same scenario. For independent play, you can balance the scenario by adjusting ships used, position of the freighter, or the number of option points available.

(T9S1.8) TACTICS: Obviously, the LDR ship must tow the freighter off of the map to have any chance of winning.

(T9S2.0) WARNING STATION



The defenses of the republic were based on a series of small warning stations placed around the periphery. These were the targets of occasional nuisance raids, whenever one of the neighboring powers wanted to make a point or demonstrate their resolve.

(T9S2.1) NUMBER OF PLAYERS: 2; the LDR player and the opposing player.

(T9S2.2) INITIAL SET UP

TERRAIN: Airless moon or large asteroid in 2215.

OPPOSING SHIP: Klingon E4, Hydran Hunter, or Lyran FF in 1810, heading C, speed 4, WS-III.

LDR: MP arrives in 4230, heading F, speed max, WS-III on Impulse #1 of Turn #1.

Two Ground Warning Stations on the moon/asteroid, one on 2215A, the other on 2215D, both at WS-III.

(T9S2.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. If the opposing ship has not left the map by the end of Turn #3, it is considered to have been destroyed.

(T9S2.4) SPECIAL RULES

(T9S2.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The LDR units can only disengage from the 42xx map edge. The opposing units can only disengage from 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(T9S2.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(T9S2.421) No ship in this scenario is qualified to carry an MRS.

(T9S2.422) There are no fighters in this scenario.

(T9S2.423) There are no PFs in this scenario.

(T9S2.43) COMMANDER'S OPTION ITEMS

(T9S2.431) 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.

(T9S2.432) All drones are "medium," i.e., speed-20.

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

(T9S2.44) REFITS: Players can select appropriate refits available in the selected year to balance the scenario.

(T9S2.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) to determine the victory level of the opponent or when playing the scenario outside of the campaign. When playing as part of the campaign, the LDR player scores points as follows:

- Opposing ship (one of the following):
 - Internal damage 1 pt
 - Crippled..... 3 pts
 - Destroyed 8 pts
 - Captured 12 pts
- LDR MP (one of the following):
 - Internal damage -1 pt
 - Crippled..... -2 pts
 - Destroyed -4 pts
 - Captured -12 pts
- Warning Station (one of the following, each):
 - Destroyed -3 pts
 - Survives +5 pts

(T9S2.6) VARIATIONS: The scenario can be played again under different conditions by substituting ships of different races or by using larger ships.

(T9S2.7) BALANCE: For campaign play, the scenario is self-balancing since it is how well you do in comparison to others playing the same scenario. For independent play, you can balance the scenario by adjusting ships used, the starting position of the two ships, or the number of option points available.

(T9S2.8) TACTICS: The opposing ship must hit the bases and avoid the MP, then leave on time.

(T9S3.0) DEMONSTRATION



One of the means of harassing a minor power like the LDR was the "demonstration," usually conducted along a disputed frontier. A ship from a larger power would move into an area which was LDR space, but which the larger power disputed (sometimes with no real legal basis), simply to insult and humiliate the LDR. The ship would generally refuse to fire, even in self-defense, until the LDR tried to force the issue.

(T9S3.1) NUMBER OF PLAYERS: 2; the LDR player and the opposing player.

(T9S3.2) INITIAL SET UP

TERRAIN: The disputed area comprises hex columns 15xx through 28xx. Undisputed LDR space is 29xx through 42xx, while the area from 01xx to 14xx is recognized foreign or neutral space.

OPPOSING SHIP: Klingon E4, Hydran Hunter, or Lyran FF in 1810, heading A, speed 4, WS-III.

LDR: MP arrives in 4230, heading F, speed max, WS-III on Impulse #1 of Turn #1.

(T9S3.3) LENGTH OF SCENARIO: The scenario continues until the opposing ship has been captured, destroyed, or forced to leave the disputed zone, or until the LDR ship has been destroyed or captured or has left the disputed zone. If the LDR ship leaves (or is destroyed or captured), the victory

points are adjusted to assume that the opposing ship remains in the disputed zone for another 100 impulses. Any unit which does not spend a minimum of 16 impulses of any given turn in the disputed zone is considered to have disengaged at that point.

(T9S3.4) SPECIAL RULES

(T9S3.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The LDR units can only disengage from the 42xx map edge. The opposing units can only disengage from 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(T9S3.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(T9S3.421) No ship in this scenario is qualified to carry an MRS.

(T9S3.422) There are no fighters in this scenario.

(T9S3.423) There are no PFs in this scenario.

(T9S3.43) COMMANDER'S OPTION ITEMS

(T9S3.431) 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.

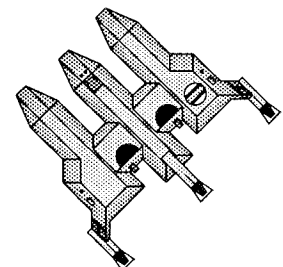
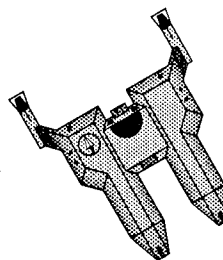
(T9S3.432) All drones are "medium," i.e., speed-20.

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

(T9S3.44) REFITS: Players can select appropriate refits available in the selected year to balance the scenario.

(T9S3.45) ZONES: The opposing ship loses the scenario if it enters LDR space. (The LDR ship must release any tractor beams before they force the opposing ship into LDR space.) The LDR ship loses if it enters "foreign or neutral" space, losing any remaining points under (T9S3.5), and is considered to have been destroyed.

(T9S3.46) THE OPPOSING SHIP may fire on the LDR ship; however, see (T9S3.5).



(T9S3.5) VICTORY CONDITIONS: The LDR player starts with 50 points and loses 1 point for each impulse that the opposing ship is in the disputed zone. The LDR player gains 1 point for every 3 points of internal damage scored on the opposing ship. The LDR player does not lose points for impulses that the opposing ship spends in the disputed zone after that ship is crippled or after that ship has caused internal damage to the LDR ship. (T-bombs dropped by the opposing ship do not count for this purpose; T-bombs transported by the opposing ship do count for this purpose.)

If played independently (not part of a campaign), the LDR player wins if he has 10 points at the end of the scenario.

(T9S3.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(T9S3.61) Use a Tholian PC and a Klingon, Federation, or Romulan frigate.

(T9S3.63) Replace the LDR MP with a squadron of fighters.

(T9S3.7) BALANCE: For campaign play, the scenario is self-balancing since it is how well you do in comparison to others playing the same scenario. For independent play, you can balance the scenario by adjusting ships used or the number of points that the LDR player starts with. Two players could bid for the scenario, with the low bidder taking the LDR ship and starting with a number of points equal to his bid.

(T9S3.8) TACTICS: A very unusual scenario requiring an entirely new kind of tactics. The opposing ship must make every effort to minimize the damage he takes. ECM drones are of use to the Klingon ship; others might consider erratic maneuvers. Keep in mind that the MP DOES have gatling phasers, and try to avoid letting him get close enough to use them, or you will quickly find your ship gutted (Hydrans had better realize that the LDR MP has two gatlings to the Hunter's one).

(T9S3.X) DESIGNER'S NOTES: I wanted to create a scenario that was unique and which was based on politics, rather than just having at each other.

PLAYTEST GROUPS WORKING ON MODULE S2

BATTLE GROUP AMARILLO: Herbert H. Gara.

BATTLE GROUP AUSTIN: Scott Mercer, Steve Beeman, Ben Ellinger, Ray Morriss, Earl S. Cooley III, Tim Ray, Heath Culp, and Jeff Boe.

BATTLE GROUP CALIFORNIA: Jake Whitmore, Troy Mast, Phil Swiderski, Luis DelCastillo, Bill Janewicz, Jason Bell, and Wilbert Melton.

BATTLE GROUP CHICAGO: John Berg, Randy Demsetz, Cliff Yahnke, Dave Slavik, Paul Pundy, Alex Pundy, Andy Pundy, Joe Lewis, Paul Miller, Bill Miller, Mike Incavo, Karl Blatter, Pete Teel, Jon King, Lysander Lysandron, Tim Longacre, Mike Esposito, and Jason Thomas.

BATTLE GROUP CINCINATI: Mike Vinarcik, David Watson, Oren Lee, James Garrett, Bryan Schenk, and Brian Ray.

BATTLE GROUP COLORADO I: Scott Moellmer, Craig McRae, Dan Hoffacker, John Bowers, Aaron Brown, Dave Helmer, Scott Hanse, Brian Davies, John M. Raehal, Michael Hallquist, and Travis Niedens.

BATTLE GROUP COLORADO II: Chuck Strong, Steve Rolston, and Alex Vaeth.

BATTLE GROUP DALLAS: Christopher J. Cafiero, Matthew J. Cafiero, Chuck LeMahieu, Stephen H. Bount, and Robert B. Smith.

BATTLE GROUP DENVER: Marc Michalik, David Hopkins.

BATTLE GROUP ILLINOIS: Mike D'Auben, Russ Newton.

BATTLE GROUP INDIANA: Tony Zbaraschuk, Jeff Burnett, Ron Dodd, Jason Frost, and Rob Lucas.

BATTLE GROUP KENTUCKY: Michael E. Stiles, Jamison E. Stiles, and Matthew E. Stiles.

BATTLE GROUP LOS ANGELES I: Ray Olesen, Tom Gondolfi, and Robert Loughrey.

BATTLE GROUP LOS ANGELES II: Will Culbertson, Hin Or, Mark Malan, and Ted Knudson.

BATTLE GROUP MAINE: Kelly Donahue, Bob Lucas.

BATTLE GROUP MCCORDSVILLE: Joe Butler, Patrick M. Abram, and Paul Radecki.

BATTLE GROUP MICROSOFT: Dan French, Ted Weinberg, Hal Hill, Jim Reynolds, and Nevada Hamaker.

BATTLE GROUP MILWAUKEE: Jeff Laikind, Dana Laikind, Keith Velleux, Matt Westmoreland, and John Hilgers.

BATTLE GROUP MISSOURI: Gregg Dieckhaus, Kent Logsdon, Allan Phelps, Jay Clendenny, Dick Herbert, Gary Rucker, Richard Beyer, and Rod Uding.

BATTLE GROUP MONTEREY: David Everett.

BATTLE GROUP NEW JERSEY I: Tom Carroll, Rick Phelps, and Chet Jasinski.

BATTLE GROUP NEW JERSEY II: Jeff Zellerkraut.

BATTLE GROUP PHOENIX: Ken Burnside, Kent Wilkinson, Richard Sherman, Ken Daly, Jeff Plaine, Steve Sims, Mike English, Darin Cochran, Andrew Long, Kevin Garcia, Marc Culp, Scott Malcomson, Kent Wilkinson, Bill Heim, Jim Phillips, Bob Weber, Mike Rodriguez, Alan Campbell, and Dave Myers.

BATTLE GROUP RED ALERT: Tony Delaguila, Nelson Beach, Dae No, John Stiff, Mike Burke, Guy Chaney, Ryan Gill, and Tom Theobald.

BATTLE GROUP SAN DIEGO: Gary Plana, Ted Jorns, Ken Amos, and Jaime Osbourn.

BATTLE GROUP SEATTLE: Scott McConnachie, Geoff Clark, Robert Fautenberry, Bob Seki, and Mike Firman.

BATTLE GROUP SYRACUSE: Richard Citti.

BATTLE GROUP UTAH: David Cheever, Marcus Heath, Steve Myers, Michael Nakai, Sam Michaels, Barry Clark, Kevin Woods, Jeff Samuels, and Mark Smith.

BATTLE STATION BERLIN: Ken Kazinski, Bryan Pavlevsky, Justin Hamm, and Dale Robertson.

CHAS GAMING: Charles D. Hunt, Phillip L. LaBarge, David T. Fabian, and Matthew Westmoreland.

CLEVELAND SHIPYARD: Stewart Frazier and Catherine Lizama.

CONFEDERATE STAR FORCE: Greg DeLaat, John Goering, Jerry Finney, Pete Gunther, and Steve Glasgow.

DAYTON STARFLEET COUNCIL: Bruce Graw, Kenneth Stith, Dennis Frost, John Hanna, Gary Fitzpatrick, Bruce Fiedler, Dan O'Connor, Mike Filsinger, Kyle Marcroft, Bryan Wheelock, and Todd Warnken.

FORT IRWIN STAR FLEET GARRISON: Jon Cleaves, Spence Cocherl, and John F. Garlic.

HOUSTON STAR FLEET BATTLES ASSOCIATION: Frank Crull, Matt Burleigh, James Chryslar, Paul Hamilton, Terry Haugh, Brad Hinkle, Jeff Kelley, Preston Kent, Paul Kramer, Randy Lee, Eric Nussberger, Jase Philip, Gary Quick, Henry Triplett, John Viles, Greg Wheelless, Curtis Wood, Mike Grubbs, Richard Figueras, Mike McKenzie, Chris Address, Jim Weisser, Brian Klingner, Stuart Gelb, Quentin Cantrell, and Jim Doherty.

YOUR BATTLE GROUP can be listed here in a future product. Just playtest scenarios and send them in!

(U10.0) THE SURVEY CAPTAIN'S GAME

This campaign is intended to test your abilities as the captain of a survey ship. The scenarios presented represent the typical amount of action a survey ship would likely see during a multi-year survey mission.

The key to the economic growth and survival of all races rests greatly on the ability of its fleet to discover new planets, resources, and colony sites. This task traditionally falls to the ships of its exploration command, which must boldly strike out into unknown territory.

Even more so than the cruiser captains of the battle fleet, a survey captain finds his or her (or its) abilities stretched to the limit. The ship will spend much of its mission far from friendly vessels and the fleet supply grid. Far from the center of the known races, alliances are much less firm in the keen competition for resources, and even formal allies sometimes have armed disagreements in these remote areas. A delicate mixture of caution and resourcefulness are the hallmarks of the great survey captains.

(U10.1) SURVEY CAPTAIN'S GAME SCENARIOS

The following scenarios comprise the Survey Captain's Game:

1. (SG1.0) **COMBAT AGAINST A SINGLE ENEMY SHIP:** Play this scenario against a survey ship from a neighboring race, or see Chart #3 below.

2. (SM?.0) **RANDOM MONSTER:** Use Chart #1 below.

3. (SG24.0) **SURVEY ENCOUNTER:** Player commands Ship A against a survey ship from a neighboring race, or see Chart #3 below. (Note scenario #7 is the converse. Two players conducting the campaign against each other will play this scenario twice, once each as Ship A and Ship B.)

4. (SM?.0) **RANDOM MONSTER:** Use Chart #1 below.

5. (SG28.0) **RAID ON A SURVEY CAMP:** Replace the survey freighter with your ship, have your opponent use a war cruiser of a neighboring race, or see Chart #3 below.

6. (S???.0) **RANDOM SCENARIO:** Use Chart #2 below.

7. (SG24.0) **SURVEY ENCOUNTER:** Player commands Ship B against a survey ship from a neighboring race, or see Chart #3.

8. (SG9.0) **A VERY SPECIAL ALLY:** Use Chart #1 to determine the monster. Your opponent may use a survey ship, or a heavy cruiser from a neighboring race, or see Chart #3 below. Two players would play SRs against each other.

9. (SG1.0) **COMBAT AGAINST A SINGLE ENEMY SHIP:** Play this scenario against a typical war cruiser of a neighboring race, or use Chart #3 below.

Alternatively, as opposed to running the scenarios in the sequence above, the players may take nine chits numbered 1-9 and place them into a cup. A chit is drawn to determine which scenario will be played. In this way, the players will not know what scenario is next until the last one. This has an effect in that the players will not be able to load their cargo boxes in the sure knowledge of which situation will next be encountered.

(U10.11) SCENARIO OPTIONS

MONSTER SELECTION CHART #1

1. (SM2.0) THE SPACE AMOEBA
2. (SM3.0) THE MORAY EEL OF SPACE
3. (SM4.0) THE COSMIC CLOUD
4. (SM5.0) THE SUNSNAKE
5. (SM7.0) SPACE DRAGON
6. (SM11.0) ESCAPE FROM THE ENERGY MONSTER

RANDOM SCENARIO CHART #2

1. (SG3.0) **BASE DEFENSE:** Against Orions in the far reaches of the survey territory. Use a mobile base in place of the base, and the Orions only have 125 BPV for the attacking force. (This BPV could be adjusted for balance. In general, the Orion BPV should be within 10% of the survey captain's.)

2. (SH47.0) **THE STASIS BOX:** Against a comparable survey ship from a neighboring race, or see chart #3 (columns 1, 3, 7, or 8).

3. (SH28.0) **LANDING PARTY:** Against a heavy cruiser from a neighboring race. Select a cruiser of equivalent BPV.

4. (SG57.62) **MAW OF CHARYBDIS,** the survey cruiser variant.

5. (SG31.0) **INTRUDER ALERT.**

6. (SG3.0) **BASE DEFENSE:** The survey captain is attacking an enemy mobile base defended by an equivalent BPV force composed of police ships and a frigate. If playing after Y195, substitute (SG26.0) **BASE BUSTERS** to represent the critical role of survey ships in the war against the Andromedans.

OPPONENT CHART #3

SHIP	SCENARIO #					
	1	3	5	7	8	9
Fed GSC	K-D7E	Z-SR	R-SPA	L-SR	I-SR	K-D5
Fed CLS	K-D6E	R-PE	R-SKA	T-CWS	A-Eel	K-F5K
Klingon D7E	F-GSC	L-SR	H-CM	Z-SR	F-GSC	Z-CM
Klingon D6E	F-GSC	L-SR	H-CM	Z-SR	F-GSC	Z-CM
Romulan SPC	G-SR	F-GSC	I-CL	K-D6E	I-SR	G-HDD
Romulan KRE	G-SR	F-GSC	I-CL	K-D6E	I-SR	G-HDD
Romulan PE	T-CWS	F-CLS	F-FFG	I-SC	G-BDS	G-DDF
Kzinti SR	L-SR	K-D6E	L-CW	F-GSC	H-SR	K-D5
Gorn SR	R-SPC	I-SR	R-SPA	Z-SR	L-SR	I-CL
Thol CWS	K-D5S	R-SPC	F-DD	F-NSC	A-Eel	K-F5K
Orion BRS	K-D7E	Z-SR	R-SPA	L-SR	I-SR	F-NCL
Hydran SR	K-D6E	L-SR	K-F5C	Z-SR	I-SC	L-DW
Andro Eel	T-CWS	L-CWS	G-BDD	R-PE	F-CLS	K-F5K
Lyran SR	Z-SR	F-GSC	H-TR	K-D7E	G-SR	Z-CM
WYN Orca-S	K-D5S	Z-MSC	O-DW	L-CWS	A-Eel	K-F5K
ISC SR	G-SR	R-SPC	F-NCL	L-SR	K-D7E	H-KN
LDR CWS	K-D5S	H-NSC	O-DW	L-CWS	A-Eel	K-F5K
Seltorian CLS	T-CWS	K-D5S	O-DW	F-NSC	A-Eel	R-SKA

A = Andromedan, F = Federation, G = Gorn, H = Hydran, I = ISC, K = Klingon, L = Lyran, O = Orion, R = Romulan, T = Tholian, W = WYN, Z = Kzinti.

(U10.2) SHIP SELECTION

(U10.21) SURVEY SHIPS: Players choose a ship of a given race and use it in all nine scenarios:

Federation: Galactic Survey Cruiser (R2.16) or Light Survey Cruiser (R2.39). These are NOT the wartime carrier versions of these ships.

Klingon: D7E (R3.43) or D6E (R3.46).

Romulan: SparrowHawk-C (R4.16), KRE (R4.60), or Pioneer Eagle (R4.53) with pallet (R4.30A).

Kzinti: Survey Cruiser (R5.37). Do not use the wartime carrier variant of this ship.

Gorn: Survey Cruiser (R6.30). Do not use the wartime carrier variant of this ship.

Tholian: Would never have need for a multi-year survey mission. If you insist, use a CWS with a cargo pack.
 Orion: Would never have need for a multi-year survey mission. If you insist, use a BR (R8.13) and install at least two scout channels in the option mounts (BRS).
 Hydran: Outrider Survey Destroyer (R9.31). Use the peacetime (two-fighter) version not the wartime carrier (eight-fighter) version.
 Andromedans: Would never have need for a multi-year survey mission. If you insist, use an Eel (R10.16).
 Lyran: Survey Cruiser (R11.32), can carry only cargo or self-defense pallets or pods.
 WYN: Would never have need for a multi-year survey mission. They would never leave the Cluster for such a mission. If you insist, use the Orca (R12.23) from Module C3 with scout sensors in the wing option mounts (dubbed an Orca-S for this campaign).
 ISC: Survey Cruiser (R13.13).
 LDR: Would never have need for a multi-year survey mission. If you insist, use a War Cruiser Scout (R14.7).
 Seltorian: There being no appropriate ship, take a Seltorian CL and replace all three particle cannons with special sensors, creating a "CLS" for this campaign.

(U10.22) BALANCE: This campaign is balanced for survey ships. Smaller ships, while they can be used, have a substantially lesser chance of survival. Smaller ships, such as scouts, would require players to balance the scenarios through selection of the enemy ship or Commander's options, although the truly stubborn may simply try it without modification. In extreme cases, the only means to balance a given scenario might be to provide a small survey ship with an escorting frigate, or some fighters, or PFs on mech links.

(U10.23) SCOUTS: PFTs and drone bombardment ships may not be used in this campaign as they are directly under the command of the battle fleet at all times. War cruiser, destroyer, and frigate scouts were built specifically to provide EW support to the battle fleet and were not used in the survey role, for which they lacked the "space-keeping" legs anyway. Alternatively, players could try the campaign with a standard heavy cruiser, though this would ruin its flavor. Players can, of course, feel free to experiment with different ships, even the war cruiser destroyer or frigate scouts mentioned previously as not able to perform the mission.

(U10.24) YEAR SELECTION: Before embarking on this campaign, it is critical to select a year as this will establish refits that might be available, and whether or not the survey ship can have fighters and what types of fighters are available, as well as drone speeds and some other items that might be purchased under Commander's Options. Alternatively, the players may choose to phase in drone speeds by starting in Y164 or Y177 and considering each scenario an event in one six month period. Players might also make a refit or a modification (such as adding fighters or PFs) available but not installed; only if the ship goes in for overhaul can it receive the refit or modification.

(U10.25) PRIME TEAMS: Players may optionally carry one Prime Team (G32.0) on their ship. This team, if lost, cannot be replaced. The victory conditions (U10.4) assume that Prime Teams are used. If not used, award the player a five-point bonus in (U10.4).

(U10.3) SPECIAL RULES

This campaign uses the general rules as outlined in section (U1.0) in regards to repair, replacement, resupply, and overhaul, subject to the restrictions below. These restrictions account for the fact that a survey ship spends long periods out of a friendly supply grid and beyond the range of friendly forces.

(U10.31) DAMAGE REPAIR

(U10.311) Repairs described in (U1.1) may be made only after even numbered rounds (2, 4, 6, etc.). This is because it was much more difficult to arrange a rendezvous with a repair ship when deep in the survey area.

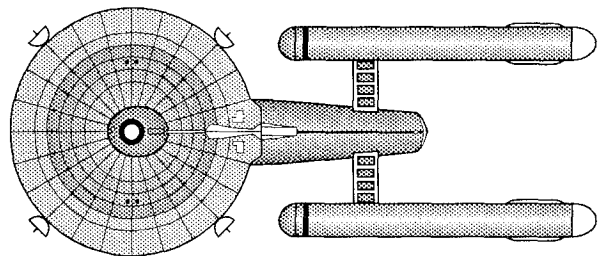
(U10.32) REPLACEMENTS

- (U10.321) CREW:** As per (U1.21), but only after even numbered rounds.
- (U10.322) SHUTTLES:** As per (U1.22), but only after even numbered rounds.
- (U10.323) FIGHTERS:** As per (U1.23), but only after even numbered rounds.
- (U10.324) DAMAGED SHUTTLES:** No changes to (U1.24).
- (U10.325) EXCHANGED SHUTTLES:** No changes to (U1.25).
- (U10.326) LEGENDARY OFFICERS:** No changes to (U1.26).
- (U10.327) PFs:** As per (U1.27), but only after even numbered rounds.
- (U10.328) UIMs:** No changes to (U1.28).

(U10.33) RESUPPLY

- (U10.331) SUPPLIES:** As per (U1.31), but note that these supplies are considered drawn from the ship's cargo boxes.
- (U10.332) AMMUNITION:** As per (U1.32), but the ship is limited to supplies it draws from its own cargo boxes.
 - (U10.3321)** Before the start of the campaign, a player must list what each cargo box is carrying, such as drones, shuttles, mines, etc. There is no BPV adjustment for this. Note that any drones in storage must be proportional to drones in any racks; see (S3.2) for details. Note that these supplies are used only to reload after a given scenario, not for use during a scenario.
 - (U10.3322)** If a cargo box is destroyed, it may be repaired, but its contents are lost.
 - (U10.3323)** Players are free to shuffle their available cargo between rounds of the campaign, moving higher priority cargos to fewer boxes to protect them and, thereby, leave some boxes empty for example.
- (U10.333) DRONES:** As per (U1.33).

(U10.34) OVERHAUL: The use of an overhaul is unchanged from (U1.4). Note there is a bonus for not using this overhaul in (U10.4).



(U10.4) HOW TO WIN

Players score points in each of the nine scenarios based on their performance. The total of these points determines the level of success during the campaign's 5 year, or more, mission. The method of scoring depends on the scenario type. In some cases, these points schedules supersede those stated in the specific scenarios.

(U10.41) MONSTER SCENARIOS (#2 and #4)

- Monster destroyed or contact established 5 pts
- Ship disengages without destroying monster 0 pts

(U10.42) DUEL SCENARIOS (#1, #3, #7, and #9)

- Enemy ship destroyed, own ship crippled 2 pts
- Enemy ship destroyed, own ship not crippled 5 pts
- Enemy ship crippled, own ship not crippled 4 pts
- Enemy ship disengaged, own ship not crippled 3 pts
- Enemy ship received more damage 2 pts
- Enemy ship captured, own ship not destroyed 7 pts
- BONUS** points for ship B in Survey Encounter (SG24.5):
- Circling the planet +1 pt
- Landing a crew unit for two turns +1 pt

(U10.43) RAID ON A SURVEY CAMP (#5): As per (SG28.5):

- Marginal or lower 0 pts
- Tactical Victory 2 pts
- Substantive Victory 4 pts
- Decisive Victory 6 pts
- Incredible Victory 9 pts

(U10.44) POINTS FOR USE IN RANDOM ROUND #6:

- (U10.441) BASE DEFENSE:** As per (SG3.5)
- (U10.442) THE STASIS BOX:** As per (SH50.5)
- (U10.443) LANDING PARTY:** As per (SH28.5):
- Marginal or lower 0 pts
- Tactical Victory 2 pts
- Substantive Victory 4 pts
- Decisive Victory 6 pts
- Astounding Victory 9 pts

(U10.445) INTRUDER ALERT: Same as (U10.41) MONSTER SCENARIOS above.

- (U10.446) MAW OF CHARYBDIS:** As per (SP811.62):
- Failed 0 pts
- Draw 2 pts
- Marginal 5 pts
- Astounding 7 pts

- (U10.447) BASE BUSTERS:** As per (SG26.5):
- Marginal or lower 0 pts
- Tactical Victory 2 pts
- Substantive Victory 4 pts
- Decisive Victory 6 pts
- Astounding Victory 9 pts

(U10.45) A VERY SPECIAL ALLY (#8)

- Marginal or lower 0 pts
- Tactical Victory 2 pts
- Substantive Victory 4 pts
- Decisive Victory 6 pts
- Astounding Victory 9 pts

- BONUS:** Not using your overhaul (U1.4) 5 pts
- Not taking a Prime Team (U10.25) 5 pts

The listed point scores can only be received once for each scenario.

If the player's ship is destroyed or captured in any scenario, he loses 20 points and begins the next scenario with a brand new ship of the same class.

Klingon ships that mutiny in monster scenarios or during the Maw of Charybdis scenario disengage immediately, then return to player control. Exception: there can be no mutiny in the Intruder Alert scenario. Klingon ships that mutiny in combat may be captured by the enemy player; see (G6.0).

Because of the wide variety of survey ships, bonus points are awarded to some less capable designs as follows:

- Federation GSC, Klingon D7E, Romulan SPC, ISC SR 0
- Romulan KRE, Klingon D6E 5
- Gorn SR, Tholian CWS, Orion BRS, Lyran SR, WYN Orca-S, LDR CWS, Seltorian CLS 8
- Kzinti SR, Fed CLS, Hydran SR, Andro Eel 11
- Romulan PE 14

The fate of the player is determined by the total points he has achieved. Note that if using a random scenario in Round #5, the maximum possible total points may vary:

- Less than 8 pts Court martialled and executed for treason*.
- 8-16 Transferred to Science Command's Bureau of Weights and Measures after the cruise.
- 17-24 Lateral career move, assigned to teach Introduction Xeno-biology at the Academy.
- 25-32 Kicked upstairs to the sensor procurement division.
- 33-40 Continues in command.
- 41-48 Promoted to sector supervisor, will coordinate all exploration efforts in the sector.
- 56+ Legendary Captain, left in command.

*Except in the Federation, where there is no capital punishment. Within the Federation he is cashiered from service and may eventually wind up, like his counterpart in the Captain's Game, commanding a junk freighter or pirate ship.

(U10.5) CAMPAIGN ORGANIZATION

This campaign can be played in a variety of formats.

Two players could play it against each other, fighting each other in their campaign ships in all of the duel scenarios and taking turns playing the war cruisers, pirates, and other opponents.

Within a group, there is always the problem that someone who agrees to, for example, play the Orions in random scenario #6-1, has to give up a time slot in which he would normally be able to play a scenario that contributes to his own campaign. This problem is usually self-correcting, however, as there are always some players who are unwilling or unable to make the commitment to play the campaign scenarios (which could take, at the least, every Saturday for a month).

This campaign is excellent to bring new players into your group. When they first arrive, have them play the random opponents. While they cannot win the campaign, they won't have to commit to attending the next several meetings, and it will be exciting for everyone to face a new and unknown opponent. Later, a campaign can be organized in which only new members of the group play the survey ships, with the established members alternating in the various roles of opponents.

The SURVEY CAPTAIN'S GAME

Designed by Battle Group Dallas
 Original Idea: Matthew J Cafiero
 Development: Christopher J Cafiero, Chuck LeMahieu, Bob Smith, Stephen H Blount

SURVEY CAPTAIN RECORD FORM

Player:	Ship:	SCORE
SCENARIO #1	Own Status:	
Enemy:	Enemy Status:	
SCENARIO #2	Disengaged?	
Monster:	Monster Defeated?	
SCENARIO #3	Own Status:	
Enemy:	Enemy Status:	
Circle Planet?	Landing Crew?	
SCENARIO #4	Disengaged?	
Monster:	Monster Defeated?	
SCENARIO #5	Success Level?	
Opponent:		
SCENARIO #6	Success Level?	
Scenario:		
SCENARIO #7	Own Status:	
Enemy:	Enemy Status:	
Circle Planet?	Landing Crew?	
SCENARIO #8	Success Level?	
Opponent:	Monster:	
SCENARIO #9	Own Status:	
Enemy:	Enemy Status:	
BONUS: Not using Overhaul		
BONUS: Ship class used		
BONUS: Not taking Prime Team		
TOTAL SCORE		

SURVEY CAPTAIN RECORD FORM

Player:	Ship:	SCORE
SCENARIO #1	Own Status:	
Enemy:	Enemy Status:	
SCENARIO #2	Disengaged?	
Monster:	Monster Defeated?	
SCENARIO #3	Own Status:	
Enemy:	Enemy Status:	
Circle Planet?	Landing Crew?	
SCENARIO #4	Disengaged?	
Monster:	Monster Defeated?	
SCENARIO #5	Success Level?	
Opponent:		
SCENARIO #6	Success Level?	
Scenario:		
SCENARIO #7	Own Status:	
Enemy:	Enemy Status:	
Circle Planet?	Landing Crew?	
SCENARIO #8	Success Level?	
Opponent:	Monster:	
SCENARIO #9	Own Status:	
Enemy:	Enemy Status:	
BONUS: Not using Overhaul		
BONUS: Ship class used		
BONUS: Not taking Prime Team		
TOTAL SCORE		

SURVEY CAPTAIN RECORD FORM

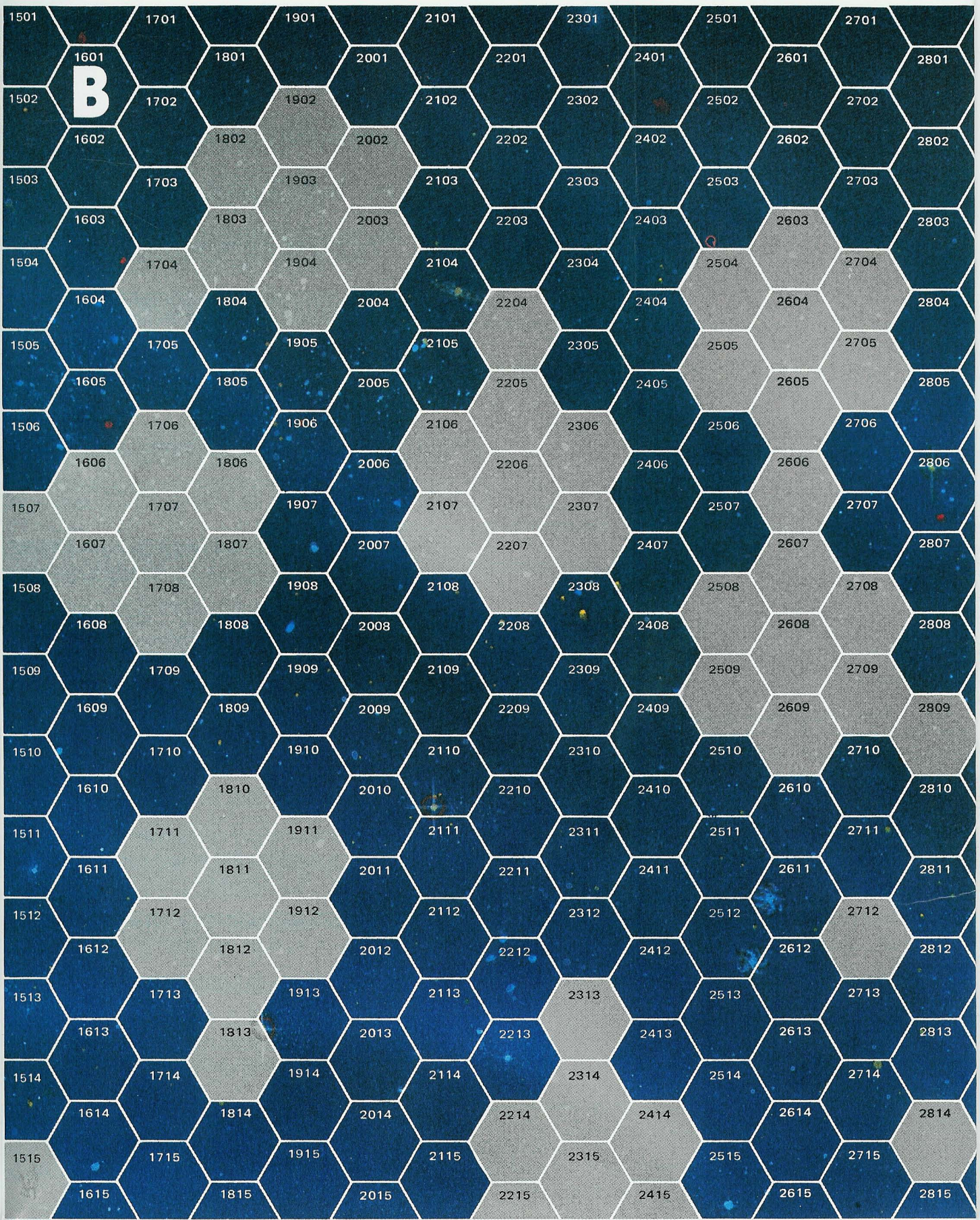
Player:	Ship:	SCORE
SCENARIO #1	Own Status:	
Enemy:	Enemy Status:	
SCENARIO #2	Disengaged?	
Monster:	Monster Defeated?	
SCENARIO #3	Own Status:	
Enemy:	Enemy Status:	
Circle Planet?	Landing Crew?	
SCENARIO #4	Disengaged?	
Monster:	Monster Defeated?	
SCENARIO #5	Success Level?	
Opponent:		
SCENARIO #6	Success Level?	
Scenario:		
SCENARIO #7	Own Status:	
Enemy:	Enemy Status:	
Circle Planet?	Landing Crew?	
SCENARIO #8	Success Level?	
Opponent:	Monster:	
SCENARIO #9	Own Status:	
Enemy:	Enemy Status:	
BONUS: Not using Overhaul		
BONUS: Ship class used		
BONUS: Not taking Prime Team		
TOTAL SCORE		

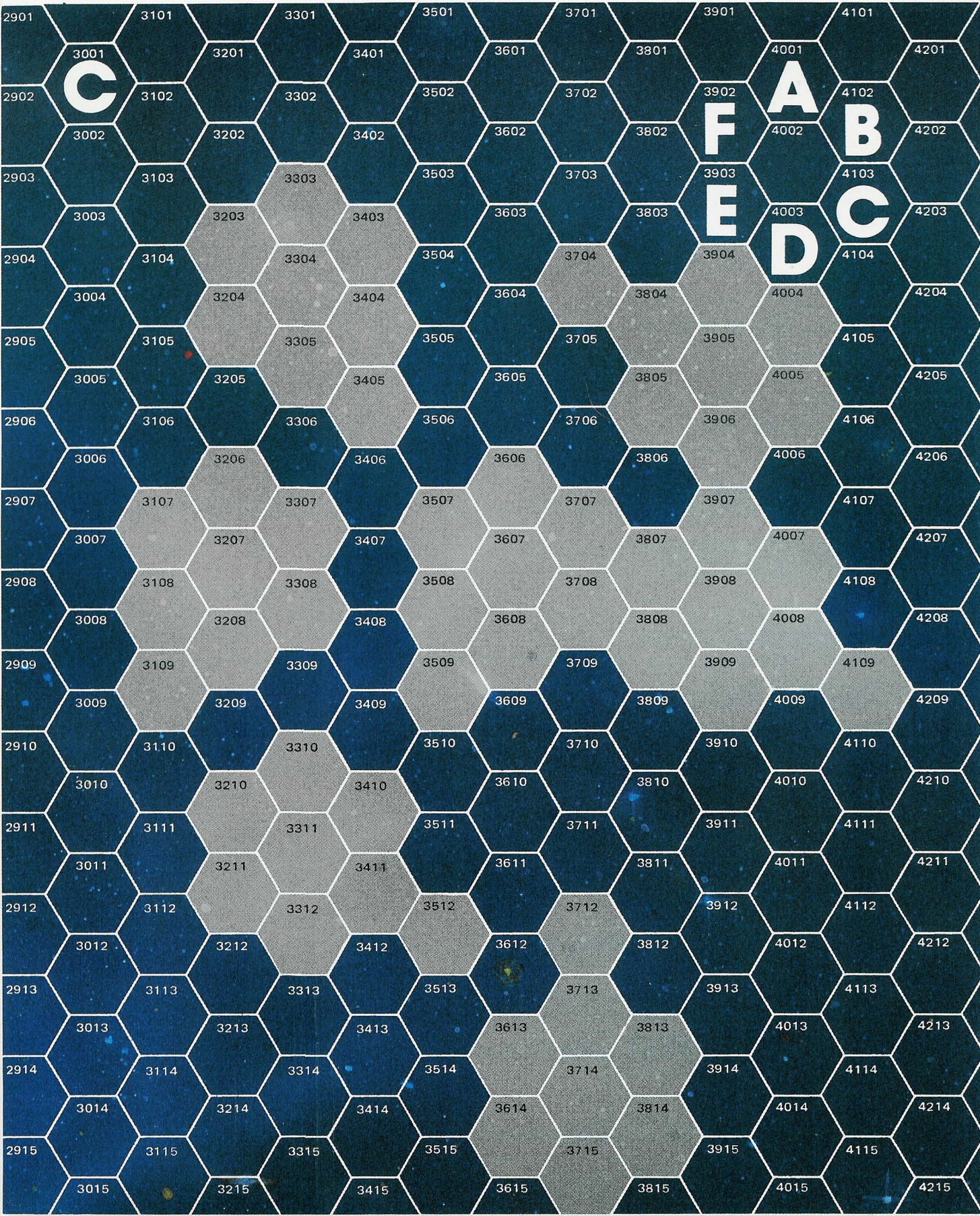
SURVEY CAPTAIN RECORD FORM

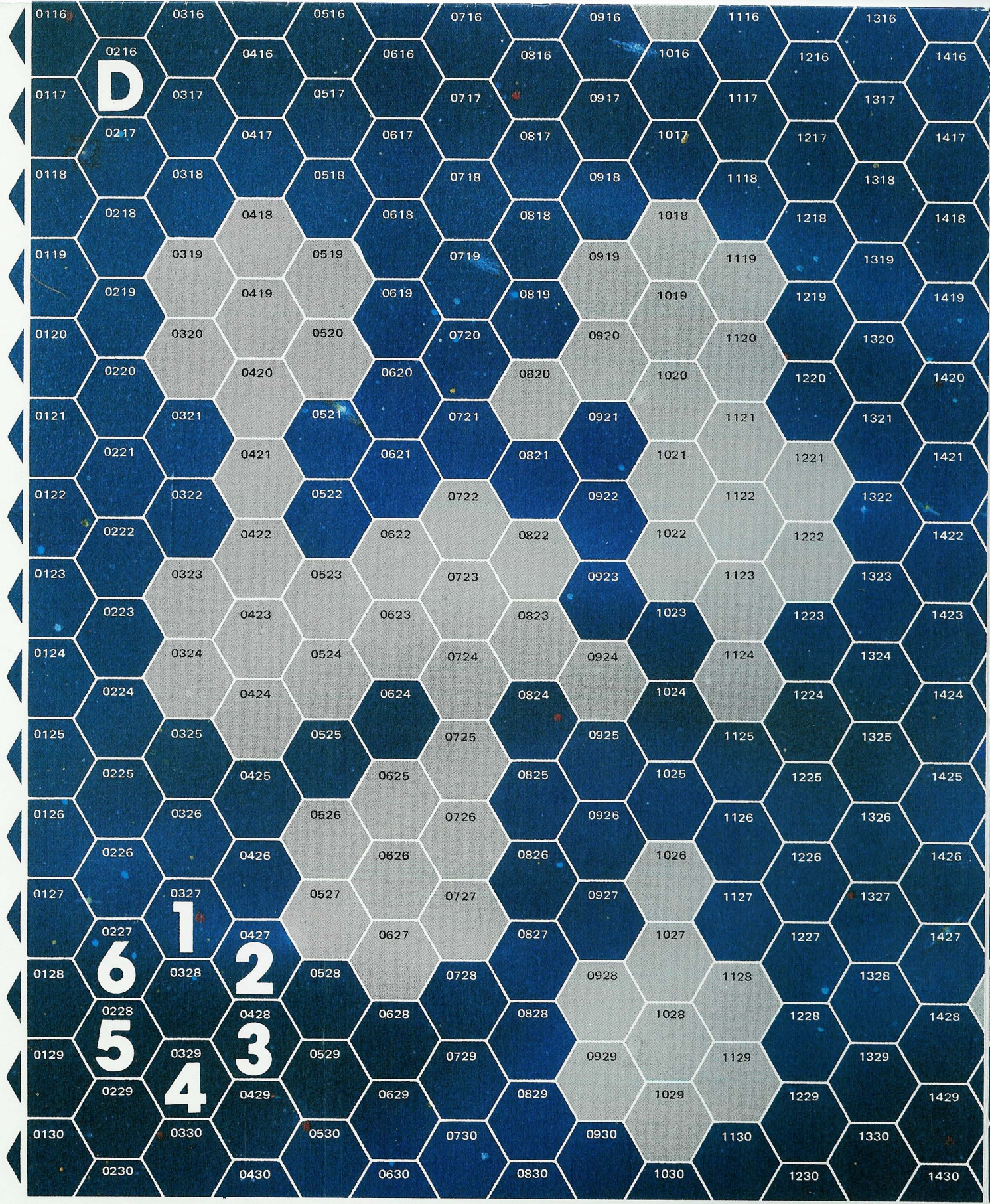
Player:	Ship:	SCORE
SCENARIO #1	Own Status:	
Enemy:	Enemy Status:	
SCENARIO #2	Disengaged?	
Monster:	Monster Defeated?	
SCENARIO #3	Own Status:	
Enemy:	Enemy Status:	
Circle Planet?	Landing Crew?	
SCENARIO #4	Disengaged?	
Monster:	Monster Defeated?	
SCENARIO #5	Success Level?	
Opponent:		
SCENARIO #6	Success Level?	
Scenario:		
SCENARIO #7	Own Status:	
Enemy:	Enemy Status:	
Circle Planet?	Landing Crew?	
SCENARIO #8	Success Level?	
Opponent:	Monster:	
SCENARIO #9	Own Status:	
Enemy:	Enemy Status:	
BONUS: Not using Overhaul		
BONUS: Ship class used		
BONUS: Not taking Prime Team		
TOTAL SCORE		



0101	0201	0301	0401	0501	0601	0701	0801	0901	1001	1101	1201	1301	1401
0102	A	0302	0402	0502	0602	0702	0802	0902	1002	1102	1202	1302	1402
0103	0203	0303	0403	0503	0603	0703	0803	0903	1003	1103	1203	1303	1403
0104	0204	0304	0404	0504	0604	0704	0804	0904	1004	1104	1204	1304	1404
0105	0205	0305	0405	0505	0605	0705	0805	0905	1005	1105	1205	1305	1405
0106	0206	0306	0406	0506	0606	0706	0806	0906	1006	1106	1206	1306	1406
0107	0207	0307	0407	0507	0607	0707	0807	0907	1007	1107	1207	1307	1407
0108	0208	0308	0408	0508	0608	0708	0808	0908	1008	1108	1208	1308	1408
0109	0209	0309	0409	0509	0609	0709	0809	0909	1009	1109	1209	1309	1409
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0114	0214	0314	0414	0514	0614	0714	0814	0914	1014	1114	1214	1314	1414
0115	0215	0315	0415	0515	0615	0715	0815	0915	1015	1115	1215	1315	1415







D

1

2

3

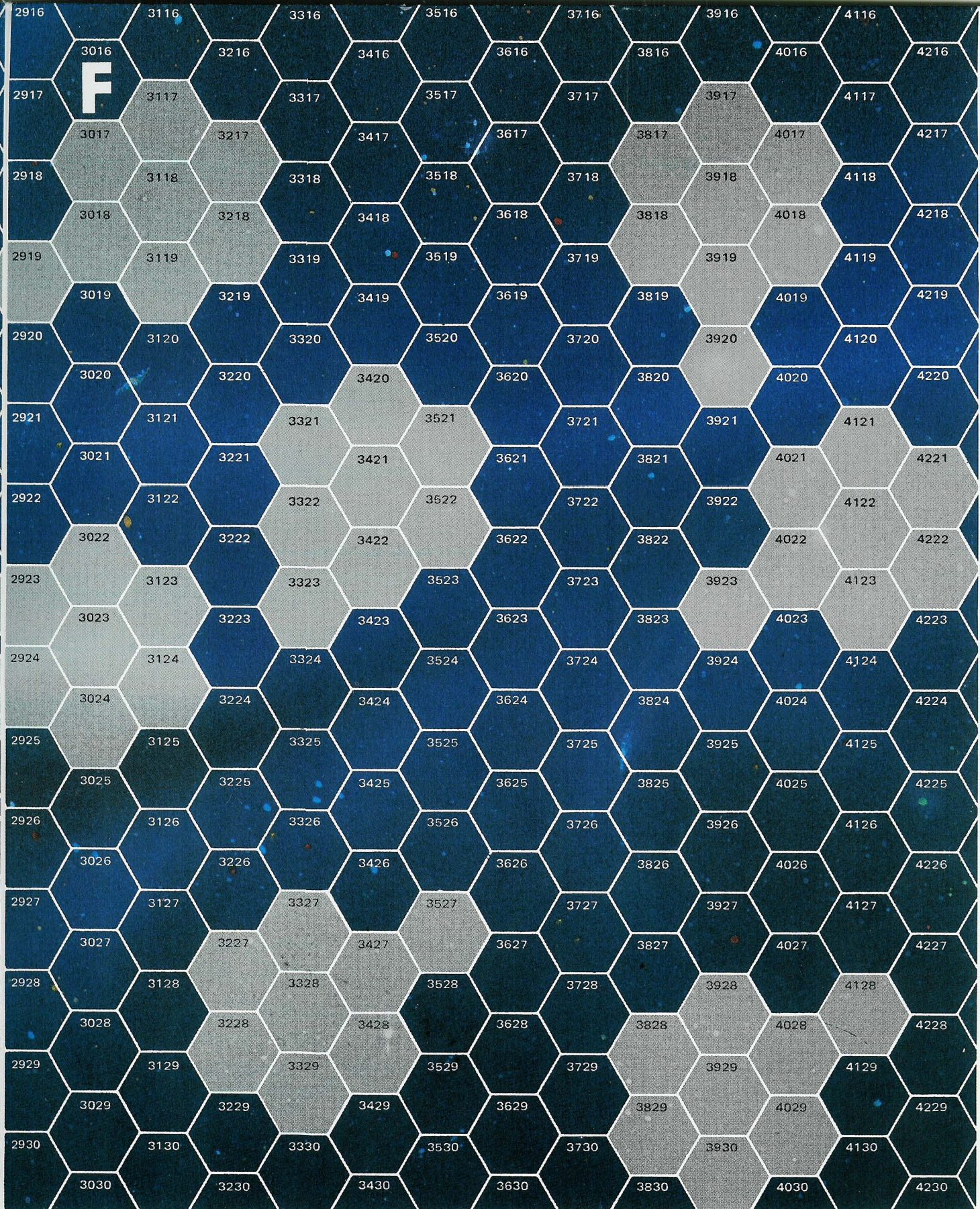
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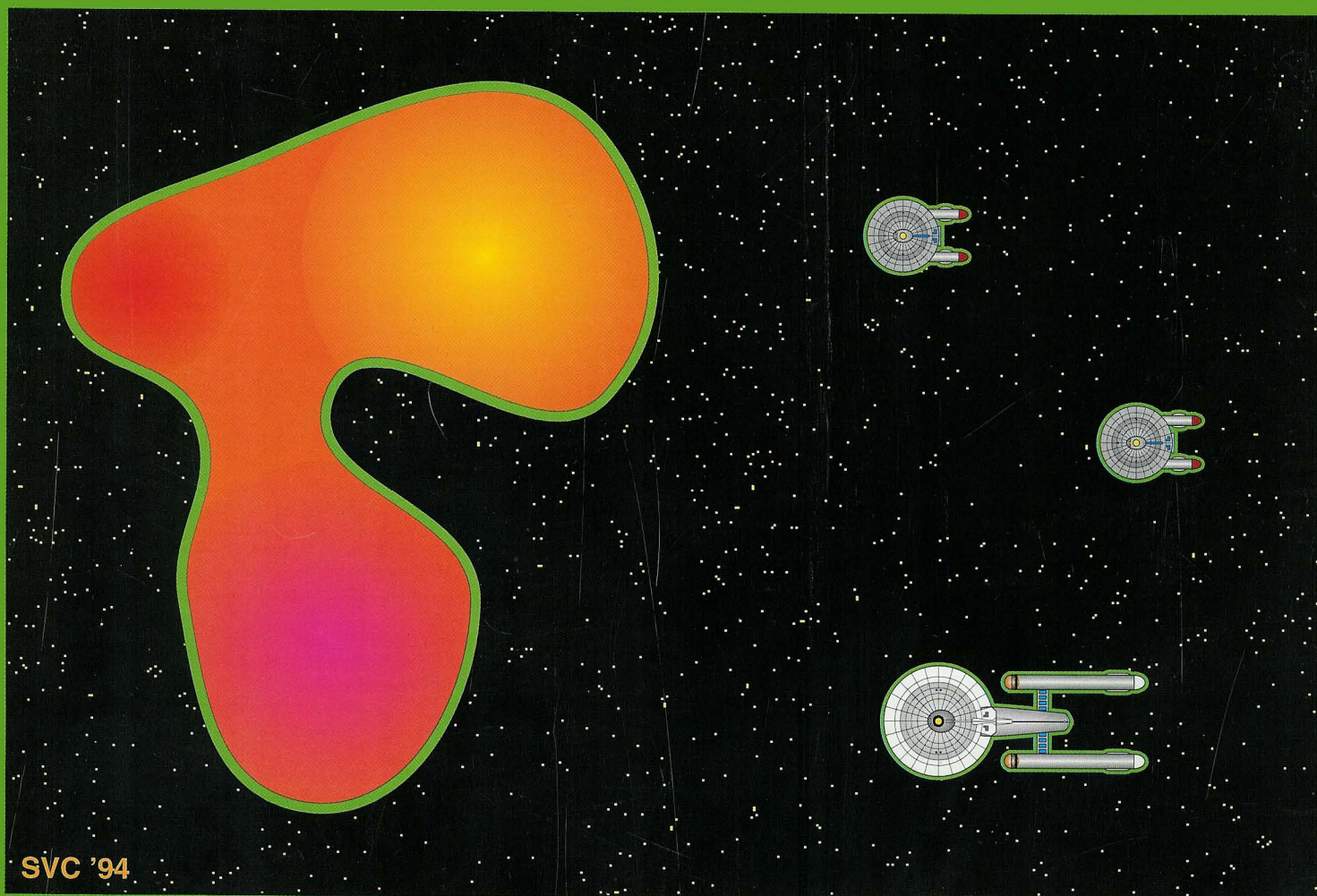
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3016
F

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2930	3030	3130	3230	3330	3430	3530	3630	3730	3830	3930	4030	4130	4230

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