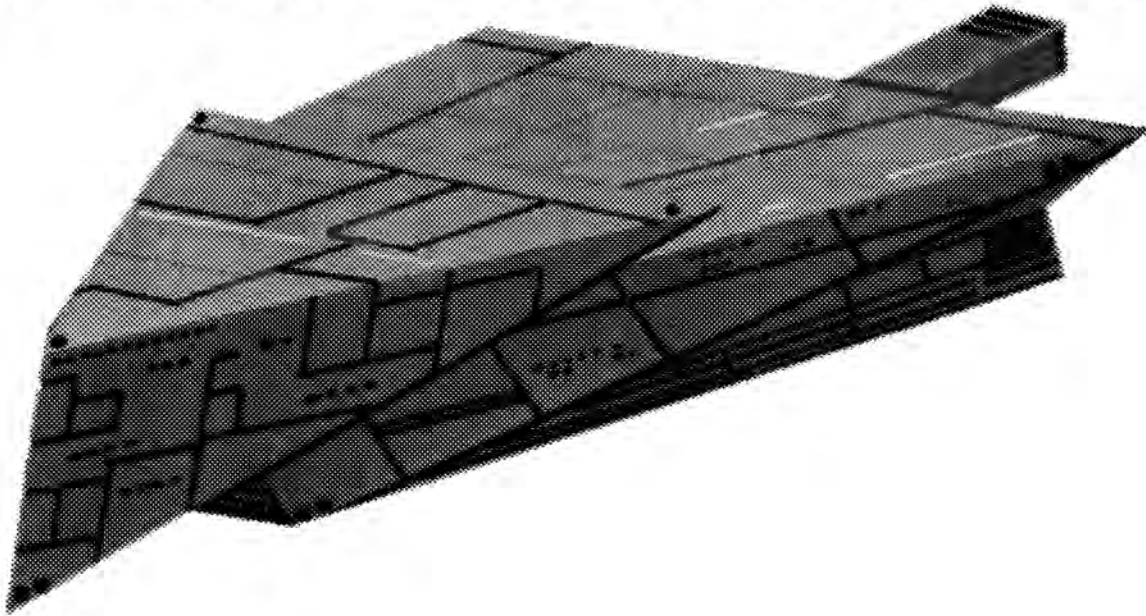




COMPANION GAMES

Presents:

VEKTREANS-1



INCLUDES - THE FOLLOWING:

LEGENDARY PERSONNEL RULES

Commodore, Admiral, Communications Officer, Spy and Spy Technician

REPULSION BEAM RULES

2 SCENARIOS

HISTORICAL BACKGROUND FOR THE VEKTREANS:

VEKTREAN MERCENARIES

VEKTREANS ASTEROID STARBASE

ALSO INCLUDED: 21 COMPANION SSDS

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COMPANION GAMES

Companion Games was created in 1993 as a vehicle for publishing this material. Its president, C. Henry Schulte, is the author of all the products listed at right. He first played SFB back in 1984 with the designer's edition, and immediately began expanding the game system for his own use. Our purpose is to provide you with the best, most well-written gaming material that we can. Your comments and suggestions are always welcome. We are not considering submitted material at this time (except tactics, scenarios & fiction), but we may in the future. Anything already submitted to ADB is off limits! We would like to see fiction, scenarios and tactics based on our unique material right now. Thank you for your interest.

As time progressed, the empires designed by Companion Games evolved into Galactic Empires, a trading card game. Now, with Galactic Empires as the driving force behind Companion Games, the empires found in the card game are being adapted for SFB.

INTEGRATION

The material in this supplement is designed for easy integration into your existing rulebook. Simply cut this booklet apart at the center, hole punch it and insert it in your rulebook. The rules are numbered in a unique manner so that new 'official' material, added at a later date, will not contrast with the rule numbers presented here, and so that our products can be easily differentiated. Example: (FR-2) should be inserted behind (FR-1) at the end of the J section (fighters section) of your rulebook. Alternatively, leave this book intact so that all the material is readily accessible.

RULE ABBREVIATIONS

CR	Combat Rule	MR	Movement Rule
DW	Direct-fire Weapon Rule	PR	Power Rule
ER	Equipment Rule	RH	Race History
FR	Fighter Rule	SW	Seeking Weapon
HC	Historical Campaign	TR	Terrain Rule
HS	Historical Scenario	XR	X-Ship Rule

OTHER PRODUCTS

If a rule is cited somewhere in this text and you cannot locate it, it might be in another product; see the rules index on page two of this book for the exact location of a given rule.

PHOTOCOPIES

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* These products are nearly complete but have not gone to print at this time (Feb. 1997). Pre-orders are welcome.

To order any of these products, write us at:

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RH-8	Mechad Holdfast	Mechad-1
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XR-1	Krebiz X-1 Rules	Krebiz-3
XR-2	Argonian X-1 Rules	Argonians-3
XR-3	Indirigan X-1 Rules	Indirigans-2

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PLEASE NOTE: Some of the rules mentioned at left have not been published yet (see page one for a list of current products). Some rule numbers were changed from the index published in Krebiz 1-3, Argonians 1-2 & Indirigans-1. This index takes precedence over those. There are some additional expansion rules which already exist but are not listed here to prevent confusion. They will appear with future races that are not as yet defined. This index will be expanded and revised as products are added to our SFB support line. A complete list of scenarios is presented on page 2 of Indirigans-1.

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(ER-3.0) LEGENDARY PERSONNEL:

This rules section is an expansion of (G22.0).

Note: Rules (ER-1.0) and (ER-2.0) are rules already being used in other products. (ER-3.0) is placed in the rulebook behind (ER-2.0). Warning: Discretion must be used when applying these rules in a campaign game. The standard rules in (G22.0) and (U7.8) apply to these officers also.

(ER-3.1) AVAILABILITY:

The number of legendary flag officers ((ER-3.2) & (ER-3.3)) available in a campaign game must be determined by the players. It should be equal on both sides unless being used as a balancing factor. A legendary flag officer must have been a legendary captain before being promoted by (U7.83).

(ER-3.2) LEGENDARY COMMODORE:

(ER-3.21) CAPTAIN PLUS: Legendary commodores have all the legendary abilities of a legendary captain, with the following additions:

(ER-3.22) SCENARIO ENTRY POINT: In a fleet battle, all ships under his command may enter a published scenario 10 hexes along any map edge from the published entry point.

(ER-3.23) WEAPON STATUS: All ships under his command receive a +1 to the WS die roll (S4.25).

(ER-3.24) ENCOURAGEMENT: He has a 1 in 6 chance of encouraging one captain under his command into legendary status (in a fleet battle of at least six ships under his command). The captain and ship are determined at random, then a die is rolled. If a 1 is generated then that captain becomes legendary. This occurs at the beginning of any scenario in which both the commodore and captain are entering a battle together. This represents the commodore's ability to select fine officers and encourage them.

(ER-3.241) DURATION: This captain will remain legendary only for the duration of that scenario. Nothing will cause this to cease (i. e. the legendary commodore being killed, etc.) until the scenario ends. (ER-3.25) will not cause this to cease.

(ER-3.242) EFFECT: This captain may or may not become legendary again at a later time. This one scenario of legendary status will not affect future chances in any way.

(ER-3.25) PROMOTION: After a campaign has started, a legendary commodore can only be made by using (U7.83) and promoting a legendary captain. The standard risks apply.

(ER-3.26) TRANSFERS: Legendary commodores can change ships without losing their legendary abilities.

(ER-3.27) BPV COST: 30% of the BPV of the largest ship in his fleet (in the scenario), min. 30. Note this will change if the legendary commodore changes ships between scenarios.

(ER-3.3) LEGENDARY ADMIRAL:

(ER-3.31) CAPTAIN PLUS: Legendary admirals have all the legendary abilities of a legendary captain, with the following additions:

(ER-3.32) SCENARIO ENTRY POINT: In a fleet battle, all ships under his command may enter a published scenario at a distance of 20 hexes along any map edge from the published entry point.

(ER-3.33) WEAPON STATUS: All ships under his command receive a +2 to the WS die roll (S4.25).

(ER-3.34) ENCOURAGEMENT: He has a 2 in 6 chance of encouraging one captain under his command into legendary status (in a fleet battle of at least six ships under his command). The captain and ship are determined at random, then a die is rolled. If a 1 or 2 is generated then that captain becomes legendary. This occurs at the beginning of any scenario in which both the admiral and captain are entering a battle together. This represents the admiral's ability to select fine officers and encourage them into feats which they thought impossible.

(ER-3.341) DURATION: This captain will remain legendary only for the duration of that scenario. Nothing will cause this to cease (i. e. the legendary admiral being killed, etc.) until the scenario ends. (ER-3.35) will not cause this to cease.

(ER-3.342) EFFECT: This captain may or may not become legendary again at a later time. This one scenario of legendary status will not affect future chances in any way.

(ER-3.35) JOB CHANGE: Legendary admirals can change jobs immediately. (G22.23) applies as written except there is no 32 impulse time delay.

(ER-3.36) PROMOTION: After a campaign has started, a legendary admiral can only be made by using (U7.83) and promoting a legendary commodore. The standard risks apply.

(ER-3.37) TRANSFERS: Legendary admirals can change ships without losing their legendary abilities.

(ER-3.38) BPV COST: 35% of the largest ship in the fleet's BPV, minimum 35. Note this will change if the legendary admiral changes ships between scenarios.

(ER-3.4) LEGENDARY

COMMUNICATIONS OFFICER

(ER-3.41) REINFORCEMENTS: By giving more accurate and timely directions this officer can enable reinforcements to arrive 2 full turns earlier in any published scenario. If there is a die roll for reinforcements it is modified by 1 in the legendary communications officer's favor.

(ER-3.42) LAB-TYPE FUNCTIONS: A legendary communications officer (LCO) can use the communications station as a lab as follows:

(ER-3.421) RESEARCH: Each turn the LCO can conduct scientific research (based on transmissions not normally intercepted etc.) as one lab box. Use (G4.11). It cost no power to do this.

(ER-3.422) SEEKING WEAPONS: Each turn the LCO can identify 1 seeking weapon as one lab box would. Use (G4.2) as written.

(ER-3.423) NO REPAIR: The LCO cannot be used to conduct repairs.

(ER-3.424) LOCATION: The LCO must be in a control space to perform these functions.

(ER-3.43) SENSOR-TYPE FUNCTIONS: A legendary communications officer can use the communications station as a special sensor once (for one full turn) per scenario.

(ER-3.431) ACTIVATION: The legendary communications officer can establish a temporary scout channel through the communications panel. This 'channel' must be activated in the sensor lock-on phase of the turn used and will deactivate automatically at the end of the turn. This costs 1 point of power.

(ER-3.432) EFFECT: All the rules in (G24) apply as written. Simply treat the communications panel (when operated by the legendary communications officer) as a sensor for 1 turn.

(ER-3.433) RESTRICTIONS:

(ER-3.4331) CONTROL: This function may not be done if all the control boxes are destroyed. It will immediately cease if the last control box is destroyed while in operation.

(ER-3.4332) DEATH OR INJURY: If the legendary communications officer dies or is injured this function will cease immediately.

(ER-3.4333) BLINDING: This 'channel' is blinded as a regular scout channel would be blinded.

(ER-3.4334) LOCATION: While in operation as a scout channel the LCO cannot perform any other functions. The LCO must be in a control space to perform this function.

(ER-3.44) PROMOTION & TRANSFERS: The rules in (U7.8) apply as written.

(ER-3.45) BPV COST: This officer costs 6 BPV points.

(ER-3.5) LEGENDARY SPY

The legendary spy is primarily used on spy cruisers (the ships operated by the various spy agencies) or (more often than not) as independent agents in a scenario or on a standard ship.

(ER-3.51) LAB TYPE FUNCTIONS: A legendary spy acts as a lab at all times. He gathers information at range 0 about the unit, planet, fighter etc. on which he spent the entire turn. He cannot gather information on partial turns in this manner.

(ER-3.52) SCENARIO LOCATION: Given scenarios will assign a location for the legendary spy under the special rules section. While this location will be known by all sides playing the scenario, it will still have a tactical advantage in that, while a captain may know there is a spy on his ship, he may not know who the legendary spy is and may not be able to stop him. The owning player must keep a written log of the location(s) of the spy and record the turn and impulse when transfers are made.

For experimentation, players are encouraged to play a duel where there is a legendary spy on one ship (or both) controlled by the opposing player.

(ER-3.53) WEAPON STATUS: The weapon status of the unit which the legendary spy is on is raised or lowered by one at the start of any scenario at the discretion of the player controlling the legendary spy.

(ER-3.54) SABOTAGE: Once per scenario per unit boarded the legendary spy can attempt sabotage. This requires 32 consecutive impulses to conduct. The spy cannot perform any other function while doing this. At the end of the 32 impulse period the controlling player declares the sabotage. Use (D8.2) (or (D24.2) if the legendary spy is on an Andromedan unit) to determine the effect. Roll two dice and reference these charts.

(ER-3.55) HIT & RUN RAIDS: A legendary spy can be sent on a hit & run raid for the following: Note: Use (D7.831) for guarded systems.

(ER-3.551) STANDARD DAMAGE: He adjusts the die roll by 1 in any direction desired by the owning player when accompanying a boarding party (or HWS, Commando etc.).

(ER-3.552) SABOTAGE: He has a 1 in 6 chance of causing a critical hit on the system beamed into if and only if that system is not guarded. No box is crossed off in this case. A roll of 1 indicates success, on a 2-6 he returns unharmed to the ship which transported him.

(ER-3.553) INFORMATION: If he beams into a command box that is not guarded, he can determine the amount of energy allocated to any one line on the EAF for that unit. The spy player chooses which line and the opposing player tells only the spy player what he allocated to that line on that turn.

(ER-3.554) INITIATE MISSION: The legendary spy can be transported on to an enemy ship & left there for the purpose of conducting a mission. This is simply a normal transport.

(ER-3.56) CHANCE OF BEING DETECTED: The legendary spy cannot be detected unless he conducts a sabotage attempt (ER-3.54). There is a 1 in 6 chance (1 on the die roll) of detection each turn after the turn when the sabotage die roll is made. This roll is made during the initial activity phase. If the legendary spy is discovered roll on the chart below:

DIE RESULT

1	Spy escapes, appears on nearest friendly unit.
2-5	Spy captured. See (D7.824) for rescue procedure.
6	Spy killed.

(ER-3.57) PROMOTION & TRANSFER: Legendary Spies cannot be promoted. Transfers do not affect the legendary spy's abilities in any way.

(ER-3.58) BPV COST: This officer costs 15 BPV points.

(ER-3.6) LEGENDARY SPY TECHNICIAN

The legendary spy technician is basically a legendary engineer assigned to a spy cruiser. In addition to the functions of a legendary engineer the legendary spy technician can perform the following functions:

(ER-3.61) LAB-TYPE FUNCTIONS: A legendary spy technician causes all labs on his assigned spy ship to function at double strength at all times. This doubles all lab functions, i.e. each lab can conduct twice the research, can identify two seeking weapons, can accept six energy for emergency repairs, etc. Note: 8 impulses is not required between these functions, but is required between pairs of lab functions per the standard rule (G4.45).

(ER-3.62) SPECIAL EMERGENCY WEAPON: Once per scenario the legendary spy technician can develop a special case superweapon. To simulate this, when the superweapon is needed apply three points of reserve power to one of the spy cruiser's heavy weapons. On that impulse that weapon can be fired at double strength.

(ER-3.621) OPERATION: The weapon works normally in all ways, however double the damage is applied to the target ship if the weapon hits.

(ER-3.622) DISCHARGING: If the superweapon is not fired on that turn, the energy is lost, the weapon is discharged harmlessly and the legendary spy technician has used up his one superweapon for the scenario.

(ER-3.623) WEAPONS: The following weapons can be doubled (no others): Photons, Disruptors, TR beams, Hellbores, PPDs, Web Fists, Shield Crackers, Particle Beams, standard load plasma torpedoes (not enveloping, shotgun etc.), SABOTS, Energy Fluxes and Bi-Tritium Boomerangs. NOTE: PPDs (and other similar weapons) fired in this manner would have double strength pulses not double the number of pulses.

(ER-3.63) SPECIAL SENSOR FUNCTION: A legendary spy technician can keep one special sensor from being blinded for one full turn (32 impulses from the moment of normal blinding) once per scenario. This must be declared at the instant the sensor would have been blinded.

(ER-3.64) PROMOTION: The standard procedure in (U7.83) applies.

(ER-3.65) TRANSFERS: (U7.81) applies as written. Legendary spy technicians lose their legendary abilities if transferred.

(ER-3.66) BPV COST: This officer costs 20 BPV points.

(ER-4.0) REPULSION BEAMS

The repulsion beam (RB) is a system designed to keep another unit from closing to point blank range. Vektreans use it to prevent opponents from moving into their myopic zone or to disrupt enemy formations by pushing selected units out of the way. Tactically this system was ideal against near side races (those without phaser-MRs) as it limited their damage potential against the Vektrean ship using the repulsion beam.

(ER-4.1) DESIGNATION, DAMAGE AND REPAIR

(ER-4.11) SSD BOX: A Repulsion Beam (RB) is a single box on the SSD.

(ER-4.12) FIRING ARC: All RBs have a 360 degree arc of operation.

(ER-4.13) DESTROYED BY: An RB is destroyed on TRACTOR hits on the DAC.

(ER-4.131) EVERY THIRD HIT: RBs are considered to be the best tractor hit on the ship and so at least every third tractor hit on a single ship in a single battle must be scored against an RB.

(ER-4.14) CDR: An RB may be repaired with 6 points of CDR.

(ER-4.2) ARMING AND THE REPULSION BEAM CAPACITOR

(ER-4.21) CAPACITOR: Each RB on a ship contributes 5 points of RB capacitor space to that ship.

(ER-4.22) WEAPONS STATUS: An amount of energy equal to the weapon status multiplied by the number of RBs on the ship is stored in the RB capacitor before a scenario begins. Therefore, a ship with 2 RBs which begins a scenario at WS-3 has 6 points of energy in its RB capacitor at the beginning of the game.

(ER-4.23) DAMAGE EFFECT TO CAPACITOR: 5 points of capacitor space are destroyed when an RB is destroyed and 5 points of capacity (uncharged) are restored when an RB is repaired.

(ER-4.24) OPERATION: The RB capacitor can be used to operate an RB on the ship.

(ER-4.25) TRACTOR ENERGY USABLE: Energy allocated to tractor beam may be used to power a ship's RBs instead of using energy from the RB capacitor.

(ER-4.26) TRACTOR ENERGY TO CAPACITOR: Energy allocated to tractor beam which is unused at the end of a turn will automatically fill space in the RB capacitor at the end of a turn. If no space is available, the energy is lost as usual.

(ER-4.27) ENERGY RESTRICTED: Energy in the RB capacitor may only be used for an RB and may not be used for anything else, including tractors.

(ER-4.3) OPERATION

(ER-4.31) TARGETS: Repulsion beams may be used to target any unit which can be affected by a tractor beam. Therefore, ships, shuttles and drones are all valid targets. Similarly, bi-tritium torpedoes, plasma torpedoes, etc. are not valid targets.

(ER-4.32) LOCK ON ATTEMPT: RB lock-on is attempted at the exact same time as are tractor beams

(ER-4.321) PROCEDURE: An RB may attempt a lock-on only once each turn. This attempt is automatic unless an electronic warfare shift or other similar die roll penalty shift applies. If so, use the same procedure as an attempt to lock-on a tractor beam (but see (ER-4.34)).

(ER-4.322) PREVIOUS TURN: If continuing a lock-on from a previous turn, that RB may not be used to establish a new lock-on during the current turn.

(ER-4.33) LOCK ON EFFECT: Lock-on may be attempted on any unit between range 0 and range 5 inclusive.

(ER-4.34) LOCK ON COST: Attempting to establish an RB lock-on does not require any energy.

(ER-4.35) BREAKING A LOCKON: Once lock-on is gained, it can only be broken in four ways:

- 1- The operating ship voluntarily drops the lock. This may occur only during the operate tractors step of the impulse activity segment. The operating ship may not reestablish an RB lock-on to that target unit for 8 impulses.
- 2- The RB box on the SSD is destroyed.
- 3- The operating unit chooses to not spend the required energy to prevent or force movement of the target unit. The operating ship may not reestablish an RB lock-on to that target for 8 impulses.
- 4- The distance between the operating ship and the target unit is 10 hexes or greater.

The instant that any of these 4 conditions is met, the lock-on is broken immediately.

(ER-4.36) MULTIPLE RBs: Multiple RBs may be locked on to a single unit. All will affect the target unit normally.

(ER-4.37) NO NEGATIVE RB: There is no "negative repulsion beam" capability analogous to negative tractor beam power.

(ER-4.4) INTERACTION WITH WILD WEASELS

(ER-4.41) OPERATION: The RB is NOT a tractor beam. An RB may be used against a unit with an active wild weasel.

(ER-4.42) ELECTRONIC WARFARE: A target with an active wild weasel will still get the EW benefit of the weasel, which might prevent a successful RB lock-on.

(ER-4.43) DROPPING LOCK-ONS: A ship operating an RB must drop its RB lock-ons before it may use a wild weasel. This may only be done at the proper time in the sequence of play, either during the movement segment by failing to pay the needed energy to prevent or force a movement, or during the impulse activity segment when it may simply be declared to have been dropped.

(ER-4.5) INTERACTION WITH IMMOBILE UNITS

(ER-4.51) IMMOBILE UNITS: A unit which locks a repulsion beam onto an immobile unit will not be able to affect the movement of such a target unit.

(ER-4.6) EFFECT

(ER-4.61) TARGET MAY NOT CLOSE: The target unit may not move closer to the operating ship. If it attempts to do so, the attempted movement will count for purposes of fulfilling turn and slip modes, but will not result in any actual movement of the target unit. This operates just as if the target unit were stuck in a web.

(ER-4.62) CLOSING ON THE TARGET: If the operating ship attempts to move closer to the target unit, it moves normally and the target unit is involuntarily moved just as if a tractor beam were locked between the two units. This involuntary movement of the target unit is performed at the exact same time as the operating ship moves.

(ER-4.63) COST: Whenever the target unit's movement is negated and whenever the target unit is moved involuntarily, the operating ship must expend an amount of RB energy equal to the warp movement cost of the target unit or 1/5, whichever is higher. If this energy cannot be or is not expended immediately, the movement of the target unit is not affected and the RB lock-on is broken immediately.

(ER-4.631) WARP MOVEMENT COST: If a unit does not have an assigned warp movement cost and is size class 5, 6 or 7, assume a warp movement cost of 1/5. If a unit of size class 4 does not have an assigned warp movement cost, assume a warp movement cost of 1/2. If a unit of size class 3 does not have an assigned warp movement cost, assume a warp movement cost of 1. If a unit of size class 2 does not have an assigned warp movement cost, assume a warp movement cost of 1 1/2. If a unit of size class 1 does not have an assigned warp movement cost, assume a warp movement cost of 3.

(ER-4.64) TARGET MOVEMENT: If the target unit attempts to move such that the range between the target unit and the operating ship will remain the same or increase, the target unit's movement is conducted normally and the operating ship expends no RB energy.

(ER-4.65) OPERATOR MOVEMENT: If the operating ship attempts to move such that the range between the target unit and the operating ship will remain the same or increase, the target unit does not suffer involuntary movement and the operating ship expends no RB energy.

(ER-4.66) TOURNAMENT BARRIER: The Tournament barrier affects repulsion beam lock-ons in exactly the same manner as it affects tractor beam lock-ons.

(ER-4.67) NO DEATH-DRAGGING: Note that a shuttle cannot be "death-dragged" by the push of a repulsion beam.

(ER-4.7) OPTION MOUNTS

(ER-4.71) REQUIREMENTS: Repulsion Beams require 1 option mount and cost zero BPV.

(ER-4.72) FIRING ARC: All RBs have a 360 degree arc of operation, including when placed in an option mount with a restricted firing arc.

VEKTREAN TACTICS

Although difficult to discuss tactic of an option mount using empire (other than discussing option mount tactics), there are a few tricks to be learned when playing Vektreans. Most of their tricks involve their Repulsion Beam.

THE TACTICAL RETREAT: When attempting to distance oneself from an opponent, the repulsion beam is an obvious tool. However, like all tools, it must be used properly, lest you find your capacitors empty and your enemy at close range. Keep a point of reserve impulse power and some reserve warp power available and don't allocate impulse power for movement. When the repulsion beam lock-on is obtained, check the impulse chart. Use an unplotted speed change to allow your impulses of movement to occur on impulses when your opponent does not move. The repulsion beam will be burning capacitor energy to prevent your opponent from closing, while your movement will cause your distance to rapidly increase. This tactic will allow a slower Vektrean ship to escape a faster ship for a short period of time (this will drain the capacitors quickly).

DUCK, DUCK, GOOSE: A few oblique passes, ending with your opponent never seeing range 4, will cause your opponent to fire his weapons at range 5 as your repulsion beam allows you to 'Duck' them. After a couple of passes, fully load (overload if available!) your weapons. When you make your approach, lock-on your repulsion beam (you should still have enough energy in your capacitors to bluff an impulse or two) and fire your mid-range phasers. When your opponent fires his weapons, drop the RB and turn to close. You should be able to 'Goose' your opponent with short-range phasers and whatever happens to be in your option mounts. If you have power in the RB, it will help your tactical retreat.

POWER THOSE TRACTOR BEAMS: Although you shouldn't find yourself at close range with an opponent, have a couple points available to tractor drones or repulse an opponent's attempt to overcome your RB and obtain a tractor lock. Tractor energy not expended will be stored in the RB's capacitors at the end of the turn.

BOOST YOUR SHUTTLES: Coordinate your speed with your shuttle's speed to allow the shuttle, but not your ship, to move during the impulse after launch. By getting your shuttle a hex in front of your ship, you can use your repulsion beam to push your shuttle, allowing your shuttle rapid movement.

EDITOR'S NOTE: We welcome submissions from our readers. Submission should be send to the address found on page 1. Label submissions Attn: Editor. I welcome submissions of any kind (scenarios, fiction, rules, tactics, etc.). Any submissions sent to us become the property of Companion Games Inc. Please include your name and contact information on any submissions. We would like to be able to credit the author of materials sent to us.

(RH-4.0) VEKTREAN MERCENARIES

The Vektorean Mercenaries are from the Far Side of the Milky Way Galaxy (see the enhanced Far Side map found in Far Side-2). Their starships only appeared on the known side of the galaxy a handful of times. It is believed that the ships traversed the breadth of the galaxy by means of a stationary wormhole found in the Homecloud Nebula in Argonian space.

All the data available on the Vektorean Mercenaries indicates that they are a race of arms dealers, military strategists, and/or warmongers (in pacifist circles). This definition is completely accurate when describing Vektorean starship captains and crews. It is uncertain what the exact political structure on the Vektorean homeworld is. Individual Vektorean captains usually own their ships and pay their crews with funds gained from arms deals and/or mercenary missions. These captains, however, are completely faithful to the Vektorean cause and their superiors. You see, they hold military ranks as well as their mercenary sole proprietorships. Only the Vektorean High Command can override an individual captain, but, a written contract can never be broken. This made for some extremely interesting Vektorean politics.

While similar to the Orions in some ways, the Vektreans do not generally engage in the more mainstream pirate activities (freighter raids, smuggling, illegal commerce, etc.) unless such activity is legitimately (in their view) required as part of their mercenary contract. Additionally, a Vektorean Captain takes great pride in always honoring his contract. There have been many cases where the Vektorean High Command has attempted to order a Vektorean captain to break a contract, but never has a captain done so. This finally led to the decision that commanders of Vektorean dreadnought were actually put under exclusive contract by the Vektorean High Command preventing their hire to other empires.

Note: The Vektreans do not use engine doubling, suicide bombs, stealth, or other Orion functions unless specifically stated herein.

The Vektorean Mercenaries are known to have accepted mercenary contracts with most of the known races and some that are not known. They helped defend the Argonians in Y162-165.

Vektorean females are slightly more muscular and defined "ahem" than the males of the race. Additionally, gender is not relevant for purposes of rank, unwavering compliance to contract (a non gender specific trait), or faithfulness to the Vektorean High Command.

Vektreans will adhere to the strictest terms of their agreements with any empire. They contracted with Indirigan tribes (or the Indirigan tribes contracted with them) on many occasions. Humorously, these contracts had so many contingencies and side agreements that often only the Vektreans could understand the agreements and the Indirigans had to accept the Vektorean interpretation of the contracts.

Vektreans specialized in the use of the technology of other empires, so-much-so that many of their ships were dissimilar due to the different weaponry used (thus the option mounts). Vektreans were the predominant users of the phaser MR and they developed the repulsion beam as a method of keeping an opponent ship at bay while keeping it in the optimum phaser MR range at the same time.

(RH-4.2) VEKTREAN ASTEROID STARBASE

The wormhole connecting the Argonian First Republic (on the Far Side) to the Argonian Republic (near side) was becoming extremely unstable. In Y163 the First Republic hired a contingent of Vektorean ships to go through the wormhole and provide needed aid to the Argonian Republic which was losing ground to the Romulans. After the Argonians had been saved (a Vektorean over-exaggeration) the six Vektorean ships (1-CA, 1-CL, 1-DD, 2-FFs and 1-SPYCL) had fulfilled their contract. Unfortunately they could not easily return to the Far Side.

Valad Mur-Mec-Mar, Commander of this fleet, decided to establish a base of operations in this uncharted territory. An unoccupied system near the Gorn-ISC Border in unexplored space was selected. Valad left the system unnamed to help keep the system's anonymity.

A suitable asteroid was chosen for construction of a small base. This base became known simply as 'The Asteroid'. After a minor skirmish with the Omega Cartel, a truce was established and The Asteroid was used as a refuge for Omega ships needing a place to lay low.

Initially only the commerce section was constructed on/in the asteroid. A natural cave was used for the interior docking bay with a platform built over the entrance. One of three repulsion beams, brought through the wormhole in option mounts for use as replacements, was applied to this section.

The next section completed was the repair section. This was used by Vektorean, Omega and independent pirate ships and freighters.

As Vektorean commerce increased in the area they continually added to the Asteroid. The SSD in the centerfold shows the completed starbase. The chart below shows the Year of Completion, Individual BPV and BPV to date for each section of the base.

Section	Year	Individual BPV	BPV to Date
E-Commerce	Y167	80	80
B-Repair	Y169	80	160
G-Command	Y172	90	250
A-Science	Y174	90/70	320
F-Fighter	Y179	110	430
D-Heavy Shuttle	Y182	80	510
C-PF	Y184	100/90	600

The excess damage track on the SSD represents the structural integrity of the asteroid itself and does not change based on how many sections are completed. The Asteroid always has 100 excess damage points. R1.1D is used for damage allocation from Y172 on. Hits to incomplete sections are scored on the command section. Prior to Y172, the commerce and repair sections are treated as individual small ground bases on the same asteroid for purposes of EW, life support, etc. Excess damage boxes can only be repaired at a rate of 2 per month since new asteroid debris must be hauled and fused to the existing material.

All six shields always functioned on the ASB (at 2+5), even when only the commerce section was built. This was done to help prevent an attacker from simply destroying the asteroid from the non-facing side. Prior to Y172, either the commerce or repair sections (or both) could provide power to the shields. They could not share any other power from any other source.

The Vektorean ASB remained in service indefinitely and there are no records of it being destroyed. Additional data:

Spare shuttles: 1 per section except command section.

Command rating: 2 per section up to a maximum 10.

Augmentation Modules: This base could affix one module within each interior docking station (2 maximum).

(RH-4.3) DREADNOUGHT (DN)

The dreadnought was the predominant Vektreat vessel. It was only supplanted by the concept of a battleship that may or may not have materialized on the Far Side. Early in its release, the Vektreat High Command contracted dreadnought captains, preventing them from hiring the dreadnought out to the highest bidder. It was first observed in Y158. Two spare shuttles, 11 docking points and an F&E command rating of 10.

(RH-4.4) VETERAN BATTLECRUISER (BC)

The veteran battlecruiser was widely used for Vektreat business and mercenary support to just about every empire. It was first fielded in Y168. Two spare shuttles, 9 docking points and an F&E command rating of 10.

(RH-4.5) MISSIONARY HEAVY CRUISER (CA)

The workhorse of the Vektreat fleet. It was first observed in Y120. Two spare shuttles, 8 docking points and an F&E command rating of 9.

(RH-4.5A) TOURNAMENT HEAVY CRUISER (TCA)

Balanced for standard tournament play, this SSD is a variant of the Vektreat CA.

(RH-4.6) SOLDIER LIGHT CRUISER (CL)

This modest light cruiser was a platform for several variants. It was fielded in Y115. One spare shuttle, 7 docking points and an F&E command rating of 8.

(RH-4.7) MAGE SPY CRUISER (SPYCA)

The Vektreats were masters of espionage due in whole to their mercenary occupations. They were the first race to develop starship platforms designed predominately for espionage operations. First observed in Y162. Two spare shuttles, 8 docking points and an F&E command rating of 9.

(RH-4.8) SAGE LIGHT SPY CRUISER (SPYCL)

The Sage light spy cruiser was one of the more common Vektreat ships to appear on this side of the galaxy. A smaller version of the SPYCA designed on a CL hull. It was first observed in Y162. One spare shuttle, 7 docking points and an F&E command rating of 8.

(RH-4.9) SQUIRE HEAVY FRIGATE (FFA)

Vektreat frigates lacked the combat potential required for most situations and the class received a major upgrade with the production of this replacement class. Viable FF hulls that were not decommissioned were converted to this configuration by Y144. The first such hull was birthed in Y134 as a new built prototype. One spare shuttle, 4 docking points and an F&E command rating of 5.

(RH-4.10) APPRENTICE FRIGATE (FF)

A quickly antiquated design first observed in Y110. No spare shuttles, 4 docking points and an F&E command rating of 4.

(RH-4.11) LIEGE BATTLESHIP (BB)

It is theorized that a design of this nature could have been fielded as early as Y180. This conjectural design does not include PF or fighter applications as the Vektreats were limited in these areas of attrition. A later product will contain a variant designed for the support of PFs and fightercraft. Two spare shuttles, 36 docking points and an F&E command rating of 10.

(RH-4.12) KNIGHT DESTROYER (DD)

Little more than an extended hull version of the frigate, this design was totally redesigned in Y144 as the DDL and variants, deleting the DD from production as many still remained in service. The Scout was the only actual variant applied to this hull. It was first observed in Y110. One spare shuttle, 6 docking points and an F&E command rating of 7.

(RH-4.13) OPERATIVE DESTROYER LEADER (DDL)

A leader variant of the destroyer class always built as new construction as the DD had limited variant options. It was first observed in Y144. One spare shuttle, 6 docking points and an F&E command rating of 8.

(RH-4.14) DIPLOMAT COMMAND CRUISER (CC)

A variant of the CA via refit or new construction, this ship displayed the command prowess of the Vektreat High Command. It was first observed in Y127. Two spare shuttles, 8 docking points and an F&E command rating of 10.

(RH-4.15) CAVALIER SURVEY CRUISER (FSC)

Designed for space exploration and survey expeditions. This hull was built for extended durations in deep space. It was first observed in Y141. Two spare shuttles, 8 docking points and an F&E command rating of 9.

(RH-4.16) COMPANION SCOUT DESTROYER (SCD)

A scout variant of the destroyer class usually refitted with the necessary scout equipment. It was first observed in Y130. One spare shuttle, 6 docking points and an F&E command rating of 7.

(RH-4.17) X-1 SQUIRE FRIGATE (FFX)

As advanced technology spread throughout the Far Side, the Vektreats quickly acquired the technology from the various empires they dealt with. It was a matter of months before the Vektreats fielded their own X-1 technology vessels. It was first observed in Y180. One spare shuttle, 5 docking points and an F&E command rating of 5.

(RH-4.18) X-1 KNIGHT DESTROYER (DDX)

Vektreat X-1 ships incorporated the standard X-1 upgrades. They applied this technology to their 5 major hull classes to allow for diversified X-ship operations. It was first observed in Y181. One spare shuttle, 7 docking points and an F&E command rating of 7.

(RH-4.19) X-1 SOLDIER LIGHT CRUISER (CLX)

The Soldier X-ship appeared in Y182. Two spare shuttles, 8 docking points and an F&E command rating of 8.

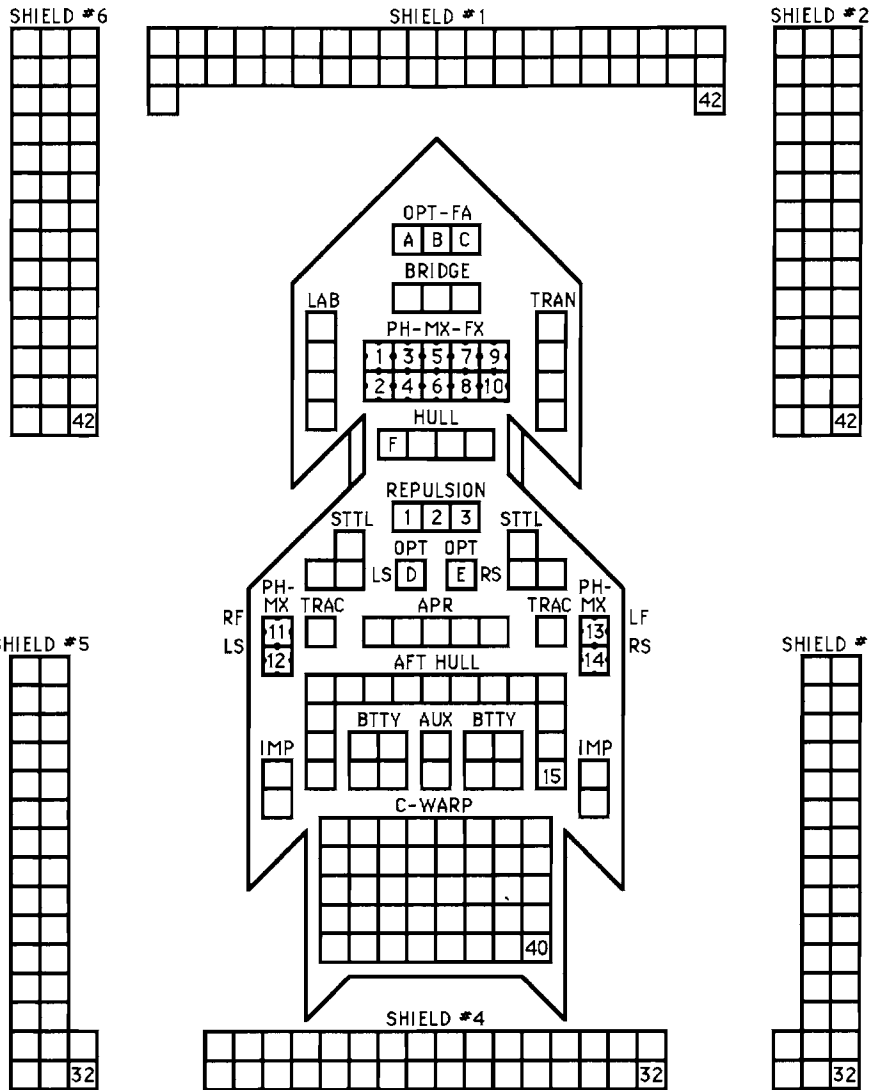
(RH-4.20) X-1 MISSIONARY HEAVY CRUISER (CAX)

Filling virtually any mission statement, this X-ship was hired out to other empires at an exorbitant fee. Rumors were spread attesting to hourly fees being charged for this vessel. It was first observed in Y183. Two spare shuttles, 9 docking points and an F&E command rating of 9.

(RH-4.21) X-1 VETERAN BATTLECRUISER (BCX)

The Far Side offered X-1 variants of battlecruisers. It was first observed in Y185. Two spare shuttles, 10 docking points and an F&E command rating of 10.

VEKTREAN MERCENARIES X-1 MISSIONARY HEAVY CRUISER



SHIP DATA TABLE

TYPE	=	CAX
POINT VALUE	=	200
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-4.20
INTERNALS	=	119
1ST GENERATION X-SHIP		

CREW UNITS

						⌘				
										54

BOARDING PARTIES

										20

TRANSPORTER MINES

R	R	R	R	R	R	R	R	R	R	D	D	D	D	D	D	D
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	5	4	2	0
---	---	---	---	---	---

SCANNER

0	0	1	3	5	9
---	---	---	---	---	---

DAM. CON.

4	4	2	2	2	0
---	---	---	---	---	---

EX. DAM.

														23
--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

POWER CURVE

WARP	=	40
IMPULSE	=	4
APR	=	5
AWR	=	0
TOTAL	=	49
BATTERY	=	24

OPTION MOUNTS

USE (G15.41) FOR PURPOSES OF FILLING MOUNTS.

MOUNT	AMMUNITION	TYPE
A		12
B		12
C		12
D		12
E		12

USE ONLY AMOUNT NEEDED FOR THAT WEAPON TYPE.

PHASER-MR

DIE	RANGE												
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	4	5	6	7	6	5	4	4	3	2
2	1	2	3	3	5	5	6	5	5	3	3	2	1
3	-	1	2	3	4	4	5	4	4	3	2	1	-
4	-	-	1	2	4	4	4	4	4	2	1	-	-
5	-	-	-	1	3	4	4	4	3	1	-	-	-
6	-	-	-	-	2	3	3	3	2	-	-	-	-

NOTES:

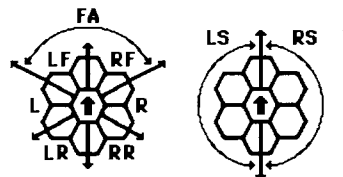
1. X-1 BATTERIES HOLD 3 POWER EACH.

TURN MODE D

1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

HET		BD
	5	5-6

WEAPON ARCS



PHASER-SR

DIE	RANGE			
ROLL	0	1	2	3
1	4	4	4	4
2	4	4	4	4
3	3	4	4	3
4	2	4	4	2
5	1	3	3	1
6	-	3	3	-

VEK TREAN MERCENARIES X-1 SQUIRE FRIGATE

SHIP DATA TABLE

TYPE	=	FFX
POINT VALUE	=	130
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-4.17
INTERNALS	=	54

CREW UNITS

				*							24
--	--	--	--	---	--	--	--	--	--	--	----

BOARDING PARTIES

											8
--	--	--	--	--	--	--	--	--	--	--	---

TRANSPORTER MINES

R	R	R	R			D	D	D	D
---	---	---	---	--	--	---	---	---	---

SHUTTLES

ONE BAY

CNTR	HIT POINTS	TYPE

SENSOR

6	4	2	0
---	---	---	---

SCANNER

0	1	3	9
---	---	---	---

DAM. CON.

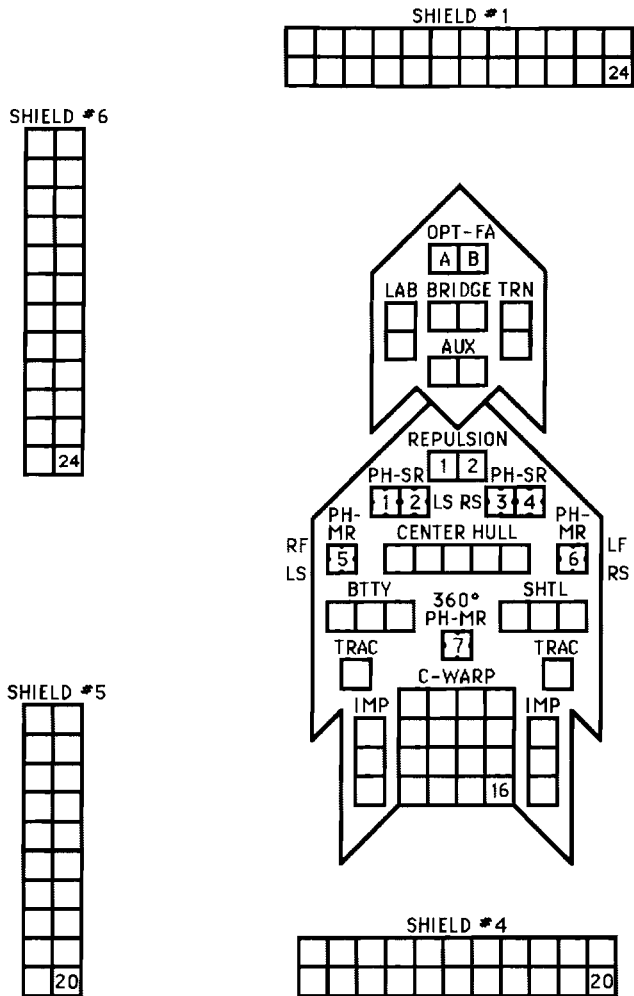
4	2	2	0
---	---	---	---

EX. DAM.

			11
--	--	--	----

POWER CURVE

WARP	=	16
IMPULSE	=	6
APR	=	0
AWR	=	0
TOTAL	=	22
BATTERY	=	9



OPTION MOUNTS

USE (G15.41) FOR PURPOSES OF FILLING MOUNTS.

AMMUNITION

MOUNT	AMMUNITION	TYPE
A		12
B		12

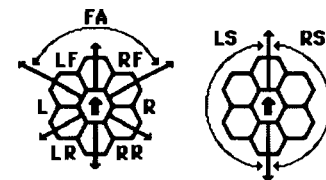
USE ONLY AMOUNT NEEDED FOR THAT WEAPON TYPE.

TURN MODE B

1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET	1 2/3	6	BD
-----	-------	---	----

WEAPON ARCS



PHASER-MR

DIE ROLL	RANGE												
	0	1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	4	5	6	7	6	5	4	4	3	2
2	1	2	3	3	5	5	6	5	5	3	3	2	1
3	-	1	2	3	4	4	5	4	4	3	2	1	-
4	-	-	1	2	4	4	4	4	4	2	1	-	-
5	-	-	-	1	3	4	4	4	3	1	-	-	-
6	-	-	-	-	2	3	3	3	2	-	-	-	-

NOTES:

1. X-1 BATTERIES HOLD 3 POWER EACH.

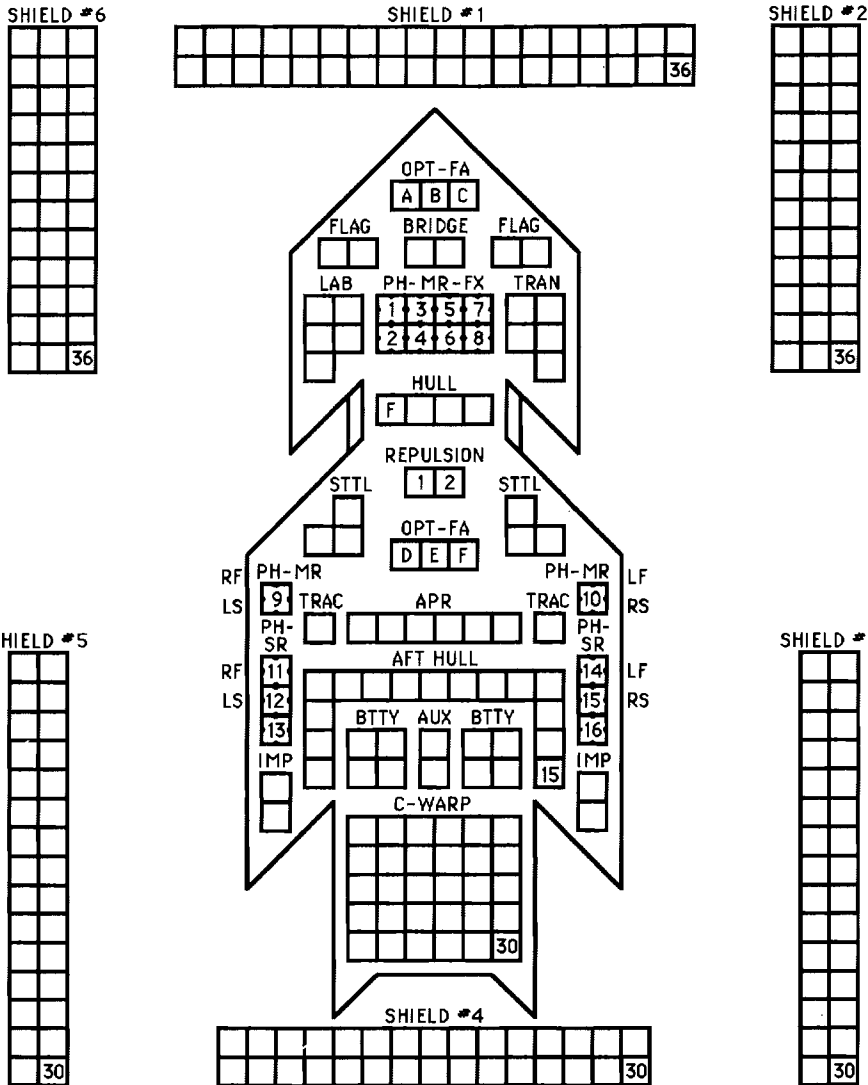
PHASER-SR

DIE ROLL	RANGE			
	0	1	2	3
1	4	4	4	4
2	4	4	4	4
3	3	4	4	3
4	2	4	4	2
5	1	3	3	1
6	-	3	3	-

1/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1/2	1/3	1/3	2/3	2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10		

VEKTREAN MERCENARIES DIPLOMAT COMMAND CRUISER



SHIP DATA TABLE

TYPE	=	CC
POINT VALUE	=	178
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RH-4.14
INTERNALS	=	117

CREW UNITS

*											
53											

BOARDING PARTIES

18											
----	--	--	--	--	--	--	--	--	--	--	--

TRANSPORTER MINES

R R R R	D D D D
---------	---------

SHUTTLES TWO BAYS

CNTR	HIT POINTS	TYPE

SENSOR

6	6	5	4	2	0
---	---	---	---	---	---

SCANNER

0	0	1	3	5	9
---	---	---	---	---	---

DAM. CON.

4	4	2	2	2	0
---	---	---	---	---	---

EX. DAM.

					23
--	--	--	--	--	----

POWER CURVE

WARP	=	30
IMPULSE	=	4
APR	=	6
AWR	=	0
TOTAL	=	40
BATTERY	=	8

OPTION MOUNTS

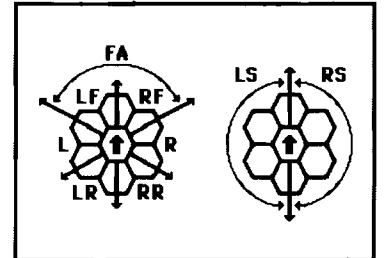
AMMUNITION		USE (G15.41) FOR PURPOSES OF FILLING MOUNTS.					
MOUNT	AMMUNITION						TYPE
A							12
B							12
C							12
D							12
E							12
F							12

USE ONLY AMOUNT NEEDED FOR THAT WEAPON TYPE.

TURN MODE D

1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+
HET	BD
5	5-6

WEAPON ARCS



PHASER-MR

DIE	RANGE												
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	4	5	6	7	6	5	4	4	3	2
2	1	2	3	3	5	5	6	5	5	3	3	2	1
3	-	1	2	3	4	4	5	4	4	3	2	1	-
4	-	-	1	2	4	4	4	4	4	2	1	-	-
5	-	-	-	1	3	4	4	4	3	1	-	-	-
6	-	-	-	-	2	3	3	3	2	-	-	-	-

PHASER-SR

DIE	RANGE			
ROLL	0	1	2	3
1	4	4	4	4
2	4	4	4	4
3	3	4	4	3
4	2	4	4	2
5	1	3	3	1
6	-	3	3	-

(HS-26.0) SPIES LIKE US

by C. H. Schulte, NY

The Ixubermorth Citadel at the fringe of unexplored space was able to maintain its independence through the use of a power-dampening field. This field made the citadel (a starbase in actuality) the ideal place for many conferences, meetings, treaty-signings etc.

In Y181 the known races of the Far Side assembled here to establish a galaxy-wide code of ethics for interracial espionage. The purpose was to define a set of laws similar to the codes governing warfare. Then the empires could abide by them and not have any further political incidents involving inappropriate espionage. This eventually turned out to be a pipe dream as espionage efforts reaches a new all time high after the meetings held at the Ixubermorth Citadel.

Each of the races sent a spy cruiser with a large number of their legendary spies and technicians to this conference. The conference was proceeding successfully and at a point three weeks into the conference each race agreed to allow one representative of each of the other races on board their spy cruiser for a tour. Each of these tours occurred simultaneously and each race naturally sent a legendary spy as their representative.

At this point a totally unforeseen event threw the entire conference into a veritable blood bath. A probe of unknown origin appeared broadcasting a message. The content of the message conveyed that whichever race managed to capture the probe would be given a new super powerful weapon technology. It seemed the Masters were once again playing deadly games with the known races.

(HS-26.1) NUMBER OF PLAYERS:

As many as you can get, ideally 1 for each race of the galaxy. Players determine the race they will fly by rolling a die. The highest number chooses his race first, then the next highest etc. Ties should be broken by a second die roll (and third... if necessary). There can only be one ship from each race.

(HS-26.2) INITIAL SET UP:

Place a starbase counter representing the citadel in hex 2210. Place a pod counter representing the probe in hex 2220.

Once players have chosen their races, they place their spy cruisers on the map in the same order as they picked their ships i.e. highest die roll first. Ships must be placed within 2 hexes of the citadel at WS-1, facing any and speed 0.

(HS-26.3) LENGTH OF SCENARIO:

The scenario continues until all ships belonging to all players except one are destroyed or one player has disengaged with the probe.

(HS-26.4) SPECIAL RULES:

(HS-26.41) MAP: Use a floating map.

(HS-26.42) DRONES: All drones are fast.

(HS-26.43) PACKS: Shuttles may have warp booster packs, there are no PFs.

(HS-26.44) COMMANDER'S OPTIONS: Players can purchase commander's options up to 10% of the BPV of the highest ship in the scenario. Players with ships of lower BPV can purchase drones, T-Bombs, or other items from annexes #6 or #6A in addition to this 10%. Additionally each ship has one legendary spy technician.

(HS-26.45) CITADEL: The citadel will not fire upon any of the players and players cannot fire on the citadel.

(HS-26.46) ENERGY-DAMPENING FIELD: The citadel is surrounded by a five hex radius energy dampening field. Ships within this field can only raise shields to minimum levels. All weapons fired within, into, out of or through the field cause 1/10th of the normal amount of damage. Round fractions of .5 or more up. This is done for each weapon fired not by entire salvos of weapons.

(HS-26.47) PROBE: The probe cannot be moved, damaged, tractor etc. When a ship reaches 250 points of information collected about the probe, the probe will tractor that ship, but only if it is within three hexes of the probe. If more than one ship reaches 250 the first to enter range three will be tractor. If two (or more) ships enter range three on the same impulse the probe will tractor the ship with the most points of information at that moment with a 60 point beam, if the same then determine randomly. At this point the probe will only tractor another ship if the one it is tractoring is destroyed.

(HS-26.48) TRACTOR: The tractor activated by the probe reduces the movement cost of the tractor ship by 50% (from 1 to 1/2 for example). The probe is movement cost 0 otherwise. No other ships can tractor the probe, but could tractor the tractor ship. The tractor ship, once tractor, can then move the probe and can attempt to disengage.

(HS-26.49) LEGENDARY SPIES: Each player has one legendary spy on board each of the other player's ships. These spies are not considered captured since they immediately took refuge and/or went into hiding and/or donned appropriate disguises. They are considered to be capable of independent action. These spies cannot collect information about the probe by collecting information about the ship or unit (ER-3.51) that they are currently on.

(HS-26.5) VICTORY CONDITIONS:

The first ship to disengage (by standard rules) with the probe is the winner.

(HS-26.6) VARIATIONS:

Players could select races by drawing counters from a cup or by mutual agreement. Multiple non-aligned ships of the same race could also be allowed.

(HS-27.0) A

STARTLING DISCOVERY

In Y175 an ISC star cruiser exploring unknown space near the Gorn-ISC border stumbled on a clandestine base being operated by a small fleet of unknown (to them) starships. The base had been constructed in/on a large asteroid. The star cruiser called for reinforcements, but the only ships in range were two destroyers on a freighter convoy escort. The destroyers changed course to assist the star cruiser in destroying the clandestine base of what was obviously a band of unwanted pirates.

The captain of the star cruiser, Vink Grafirr, had been the subject of a disciplinary action for several lost encounters. This was his opportunity to return to good graces. He elected to attack the base with the two destroyers instead of calling for reinforcements. If he could destroy the base the upper echelon of the ISC starfleet would have to acknowledge his expertise. A victory here would vindicate him.

(HS-27.1) NUMBER OF PLAYERS: 2.

(HS-27.2) INITIAL SET UP:

MAP: Use either the asteroid field or asteroid belt map or use (P3.1) to define one.

VEKTREAN: The Vektorean ASB is in Hex 2215 on a large asteroid located in that hex. Roll a six sided die to determine the facing of the ASB. The number generated is the shield that faces direction A. The ASB is at Y174 strength (see RH-4.20) and WS-2. The ASB does not rotate.

ISC: The ISC ships consist of 1 CA and 2 DDs, WS-3, speed any, facing any. They start in the 00XX hex row.

(HS-27.3) LENGTH OF SCENARIO:

The scenario continues until all units belonging to one player are destroyed or have disengaged.

(HS-27.4) SPECIAL RULES:

(HS-27.41) The map is fixed.

(HS-27.42) Shuttles do not have WBPs.

(HS-27.43) There are no PFs.

(HS-27.44) VEKTREAN REINFORCEMENTS: Valad Mur-Mec-Mar, commander of the Vektorean asteroid base, immediately called for reinforcements. Before energy allocation of every odd numbered turn (including turn 1) roll one die and consult the chart below:

DIE	SHIP	DIE	SHIP
1	CA	4	FF-1
2	CL	5	FF-2
3	DD	6	SPYCL

The ship generated arrives on that turn on a map edge of the Vektorean player's choosing at any speed, WS-3, facing any. Once a ship has been generated it cannot be generated again. If the same number is roll on a subsequent odd numbered turn do not roll again; in this case no ship arrives. Note: there are two different FFs, but each is generated by a different number. The SSDs for some of these ships are in Playtest Pack #1. Players who do not have that product could substitute equivalent Orion ships. The Vektorean player must place his ships on the board when they are called for.

(HS-27.45) ISC DISENGAGEMENT RULES: Grafirr does not want to leave the battle unless the base is destroyed. He is somewhat unstable and will reach a state of denial if the scenario tilts in favor of the Vektreans. Therefore, the ISC ships cannot disengage unless the ISC captain, Grafirr, is relieved of command by his executive officer. The following conditions must be met before the XO can make an attempt to remove his captain:

- 1- The ISC CA must be crippled, or both ISC DDs must be crippled or one ISC DD must be destroyed and
- 2- There must be at least 2 uncrippled Vektorean ships and
- 3- All three ISC ships must have taken at least one internal hit from the Vektorean forces.
- 4- 1-3 can be ignored if 2 ISC ships have been destroyed.

If all the conditions above are met, the ISC player rolls one die before energy allocation of all subsequent turns. Consult the following chart for results:

DIE	RESULT
1	Grafirr relieved of command
2	Unsuccessful attempt, try again next turn
3	Unsuccessful attempt, try again next turn
4	Unsuccessful attempt, try again next turn
5	Unsuccessful attempt, try again next turn
6	Grafirr permanently prevents XO's intentions

If Grafirr permanently prevents the mutiny then the ISC cannot disengage until the ISC CA has been destroyed and, presumably, Grafirr. He will not transfer off his ship.

(HS-27.46) No Vektorean ships can disengage unless the ASB has been destroyed.

(HS-27.5) VICTORY CONDITIONS:

If the base is destroyed the ISC wins an astounding victory. If 3 ISC ships escape they have a decisive victory. If 1 ISC ship escapes they have a tactical victory.

The Vektreans can only win if the ISC ships are destroyed. If even one escapes, the location of the clandestine base would be exposed. If the ISC ships are destroyed and the ASB has not received an excess damage hit the Vektreans score a decisive victory. The Vektreans score an astounding victory if the ASB is not crippled and all ISC ships are destroyed.

(HS-27.6) VARIATIONS:

Allow 1 of the Vektorean ships to begin within 3 hexes of the ASB on turn 1. Substitute a CC and two CLs for the ISC ships.

ARGONIAN SHIPYARD VARIANT: Substitute the Argonian shipyard for the ASB, Argonian ships for the Vektorean ships and Romulan ships for the ISC ships.

(HS-27.7) TACTICS:

VEKTREAN: Hold off on damaging all three ISC ships right away. You don't want all the ISC disengagement conditions met too soon.

ISC: Go after the base right away. Pay attention to the disengagement rules; if they're met be prepared to escape if conditions turn against you. Overthrow Grafirr as soon as possible, but don't disengage until it's necessary.

(HS-27.8) HISTORICAL OUTCOME:

By chance, three Vektorean ships were relatively close and arrived on the early turns. Grafirr was not overthrown and the ISC ships were destroyed. The asteroid starbase took heavy damage and was crippled, but it was repaired relatively quick.

VEKTREANS-1

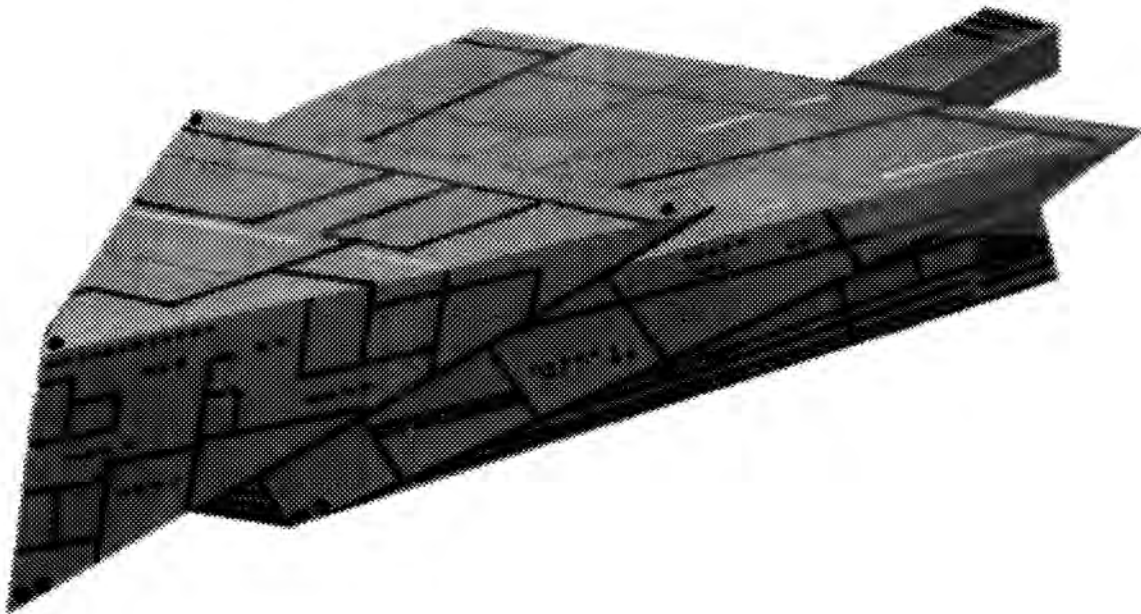
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