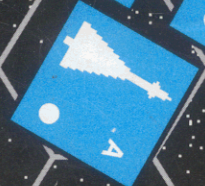
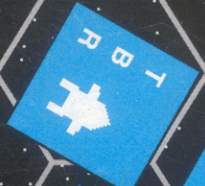
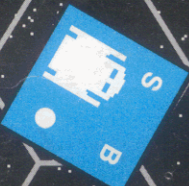


STAR FLEET BATTLES

TOURNAMENT BOOK

POINT OF TURN

POINT OF SLIP



POINT OF TURN

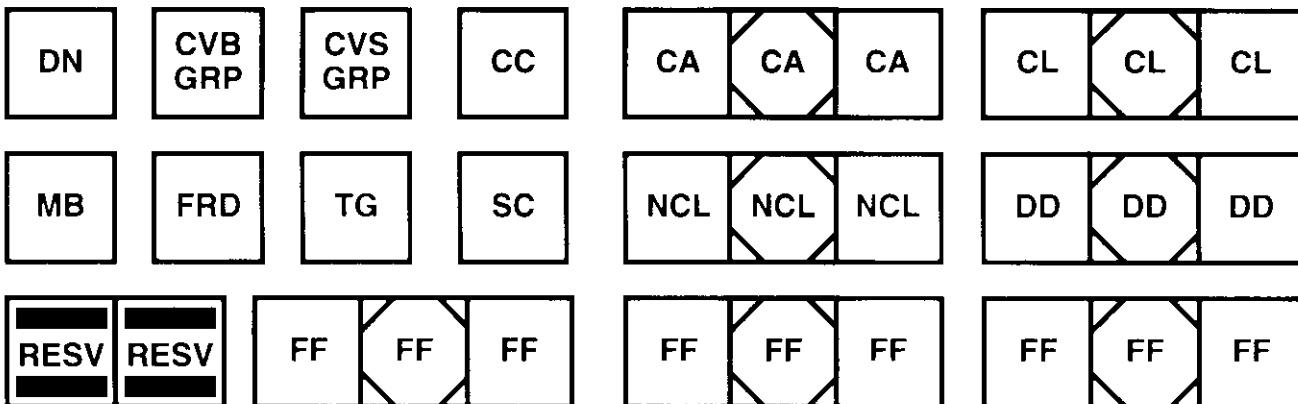


CAPTAIN'S MODULE 1

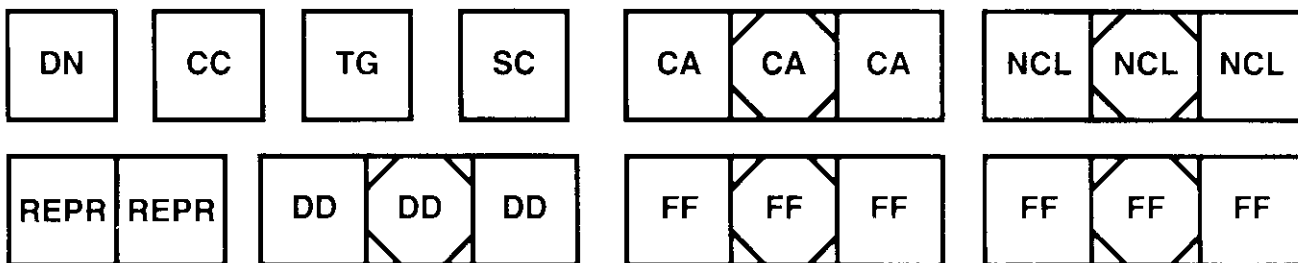
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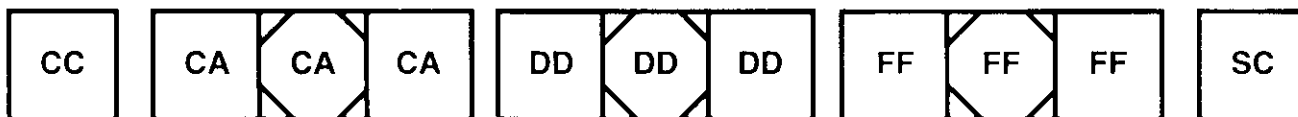
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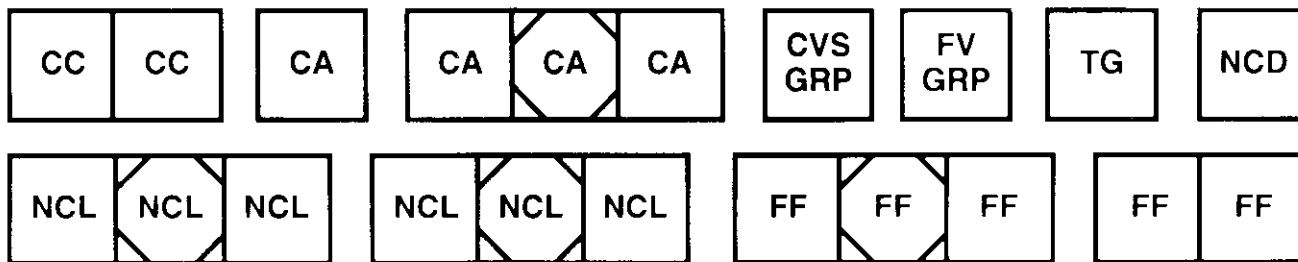
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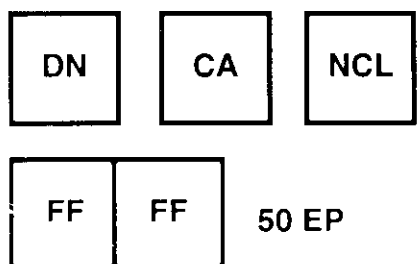
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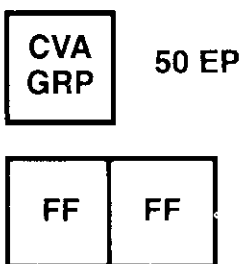
FEDERATION HOME FLEET (DETACHMENT)



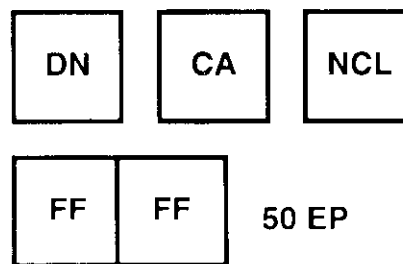
TURN 1 BUILDS



TURN 2 BUILDS



TURN 3 BUILDS



INTRODUCTION TO THE TOURNAMENT BOOK

The only valid test is combat; the only valid result is victory.—Ardak Kumerian, Admiral Commanding Red Fleet

There have been tournaments as long as there have been wargames, and SFB tournaments began less than a year after the first "pocket" edition was released. These tournament rules and ships have been tried and tested for a decade and are the ones used in official sanctioned events.

However, Module T is more than just a bigger version of the previous "Tournament Books." Module T also includes many tournament scenarios, rules, and ideas, along with information on how to run and play in an SFB event.

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Tournament operators may make sufficient copies of the SSDs in this product for use in their tournament, and purchasers of this product can make copies for their own use. Any resale of such copies is prohibited.

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COMPONENTS

- 48-page Rulebook including 16 official Tournament SSDs
- 108 die-cut Tournament Counters
- 108 die-cut Ammunition Counters
- SFB Tournament Map, with special notations for the optional Racetrack and Space Hockey scenarios and with F&E scenario map printed on back.

PUBLISHER'S INFORMATION

STAR FLEET BATTLES — CAPTAIN'S MODULE T 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**, Module C1, Module C2, Module J, Module K, Star Fleet Missions, Federation & Empire, Prime Directive, and/or other products. Published by:

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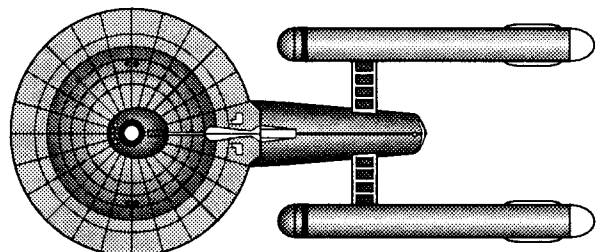
Rules questions, playtest reports, and submissions of new material should be sent to Amarillo Design Bureau, Box 8759, Amarillo, TX 79114-8759. All submitted materials become the property of ADB immediately upon receipt and may be revised, expanded, edited, and published as ADB sees fit; authors will be compensated at standard rates for any material published. See Advanced Missions for details.

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TOURNAMENT TACTICS

This product was originally conceived as including a tactics section, but this material was used previously for Module D2 Tournament Tactics Manual, which was (at the time) planned to be a "temporary" product. Rather than reprint that material in Module T, it has been decided to keep Module D2 in the product line permanently, and players are encouraged to seek out that product for tactical advice.



INTRODUCTION TO TOURNAMENT RULES

PURPOSE AND USE: The purpose of these rules is to create a Standard Tournament that is fair to all parties, can be operated in restricted periods of time, and still includes the flavor of the game and of each individual race. These "Official Tournament" rules are used at the annual tournaments run at Origins by ADB. It is suggested that all tournaments use these rules so that players and judges alike can have access to a standard system. Individual tournament operators are not bound or required to use these rules or the special tournament ships. However, be advised that these rules and ships are based on years of continuous refinement; making your own changes may create tournament-killing situations of which you are not aware until too late.

Your convention is encouraged to report its experiences with these rules. Remember that we announce tournament winners in Captain's Log, as well as upcoming events in Starletter. Sanctioned tournaments are noted as such.

THE CAPTAIN'S EDITION RULES are used in the tournament; Commander's Edition rules are NOT used.

SANCTIONED TOURNAMENTS: Only those tournaments which use these rules exactly as written can be designated as "Sanctioned Tournaments." The only requirement to use the term "Sanctioned" (e.g., Sanctioned by Task Force Games, Sanctioned by ADB, etc.) is that the tournament uses these rules and ships without modification and adheres to the normally accepted standards of ethical conduct (e.g., Judges do not play in the tournament they are judging, no rigging the opponent matching, all rules are posted in advance, etc.). Only "sanctioned" tournaments are eligible to request "tournament support" from Task Force Games, but you do not have to request permission from ADB or TFG to call your tournament "sanctioned." Players should report to ADB and TFG any tournament which claims to be "sanctioned" but which is using unauthorized rules changes.

Note: Some ADB-Certified judges use ADB-approved rules-changes for purposes of the ongoing playtest and validation program. This information is to be posted at the tournament location. Ask if any such playtest changes are in use before playing, and before accusing a judge of using unapproved changes. Also, some rules changes may be listed in future issues of Starletter or Captain's Log.

RATED ACE CARD REQUIREMENTS: Each of these requirements is important in order to insure that the title of Rated Ace actually means something and so that everyone who has a Rated Ace patch has truly earned it.

1. The event must be held at a convention open to the public, not a private gathering by a single store or club.
2. The convention must have many events, not just SFB. (Exceptions are very hard to get. Ask ADB FIRST for requirements.) This provision is to ensure strong competition, as a true convention attracts players from all over.
3. The event must have a minimum of 16 players. (If you have 50 players, 1st and 2nd place get a Rated Ace Card; 100 or more players, 1-4th.) Only these winners can get an Ace card; you cannot "nominate" other deserving players. Valid and legible names and complete addresses of all players must be sent to ADB on a Rated Ace form. Send SASE to TFG for this form. All registered players must complete (not forfeit) at least one game.
4. The nomination form requires a signature of a convention official, the judge (a different person than the convention official), and a copy of the program showing there was a convention and that it did have your event.
5. The tournament must be sanctioned.

6. The winner must be selected in three rounds of single-elimination finals. You can use patrol or anything else in early rounds, but there must be a minimum of three rounds of single-elim. There must be four rounds if two cards are to be awarded, five rounds if there are to be four cards.

7. No more than one Rated Ace event per convention.

8. We reserve the right to review an Ace nomination if we receive complaints about how the event was run.

9. The forms, including the convention program, must be mailed to ADB within 15 days of the convention.

10. Judges who cannot follow these rules will be given one warning and then suspended by public notice.

GENERAL CONDITIONS

TIME LIMITS: Players will have a maximum of five minutes (or one minute longer than your opponent, whichever is more) to complete their Energy Allocation Form each turn. Opponents are responsible for timing each other. If the form is not completed within the time limit, any unallocated energy is lost. Players will have a maximum of 30 seconds each impulse to make movement decisions and 60 seconds to make fire and other decisions. Players are responsible to time each other; this provision will only be required in the case of obvious stalling. Some judges might specify longer limits.

ENERGY FORMS: Check your opponent's Energy Allocation Form at the end of the game. If mistakes have been made, resolve them or call a Judge. If you suspect that your opponent has made a mistake during the game, have a Judge check his Energy Allocation Form. Players must write legibly and use full notations (all EA data must be on the EA Form) so that there are no grounds for mis-interpretation. **SPECIAL:** Any unallocated energy MUST be noted as such on the form in writing to prevent the "accountant's reserve power" tactic.

VICTORY: Players are expected to fight until one ship is destroyed or concedes. Surviving seeking weapons (self-guiding) or shuttles (even if they could destroy the enemy ship) have no effect on victory, but might be a factor in selecting wild cards. Judges have the right to decide all games that are not completed within the time limit (usually 2-3 hours per round), based on the system on page 7. In cases where neither ship is damaged, the Judges may declare both players to be losers and select a wild-card player who narrowly lost another game to move into the next bracket.

WILD CARDS are players who narrowly lost their battle in a given round and are then given the places in the next (or same) round that formerly belonged to players who failed to appear on time or were otherwise disqualified. Each tournament judge has his own procedure for selecting wild cards; some don't use wild cards.

PATROL FORMAT is a type of tournament in which players who lose a game are not eliminated, but continue playing. Players play as many games as there is time for, or sometimes a set number.

SHIP SELECTION: In Rated Ace events, each player will select one ship and use it throughout the tournament. (A player can use different ships in the different Origins tournaments.) This allows a player who has specialized in one race or weapon to compete at his top efficiency.

NOTE: Some tournaments require players to change ships every round in order to demonstrate a general knowledge of the entire game system. This procedure is not used at ADB-run Origins tournaments, and is not recommended, but would not violate the sanction. It *would* violate Ace status.

LATE PENALTY: Players who are late are subject to penalties (destroyed hull boxes) or forfeiture at the sole discretion of the Judges. The general rule is one hull or cargo box (owner's choice) for each 2.5 minutes which you are late. Forfeiture is normally (always at Origins) no more than 30 minutes after the scheduled start of a round unless other arrangements agreeable to your opponent and the Judges have been made. This damage does NOT count for the purpose of Judges deciding the victory of an incomplete game.

BETWEEN ROUNDS: Players begin each round with a new ship of the originally-selected race (i.e., complete repairs and reloads between rounds). Ships can change their drone point selections and their choice between type-I and type-IV drones. Orion ships can change between their approved option packages. Andros can switch TB/PAM.

SCENARIO SET UP: Standard SFB map (hex 4230). No terrain. Ships set up in 1701-D and 2530-A, speed max (forward), WS-III (as modified herein).

If both players desire to start their ship from either 1701-D or 2530-A, the determination of which will start from which hex is to be made either by tossing a coin or rolling a die, with the winner choosing which hex his ship starts from.

No overload energy from the pre-game turn (Exception: Feds, eight points divided among the four photon tubes, max of four per tube, at his choice). No drones or fighters are placed on the map before play begins. ESGs begin with a maximum of five points in their capacitors (standard rule). Fusion beams hold no energy at the start of the tournament.

The map is fixed and surrounded by a tournament barrier; see rule (P17.0) for data on this barrier.

All ships begin all scenarios (tournament or not) with their turn and slip modes satisfied unless stated otherwise. Ships cannot begin the tournament scenario moving in reverse.

Some tournaments experiment with terrain. Careful study should be done before using terrain; some ships may have to be disqualified (e.g., Tholians on asteroid maps). No terrain is authorized in sanctioned tournaments.

THE FOLLOWING RULES WILL BE USED: Ballistic targeting (F4.0), breakdown, changing speed [plotted or reserve power, using (C12.31); see (C12.36) for penalties for failure to announce], cloak (Romulan and Orion, fade-in/out, not hidden), damage control [shields and (D9.7)], deck crew repairs of fighters (but NOT admin shuttles), DERFACS (all disruptors), drones (see specifications below), emergency deceleration (all ships), enveloping plasma torpedoes, explosions (used only to determine wild cards, all ships have an explosion strength of 20), fighters (only Hydran), fractional accounting, free movement, free standing webs, guards, hasty repairs (G17.5), high energy turns, hit-and-run raids, labs identifying seeking weapons, launch tubes (for Hydran fighters), low-powered fire control, Orion engine doubling, overloaded weapons, passive fire control (voluntary, cloak, WW; NO (D19.3) EW BENEFIT), plasma bolt, plasma rack (no reloads), plasma shotgun, plasmatic pulsars, probes (as weapons by crippled ships only; not for information), proximity photons, pseudo plasma torps (except as noted below), quick reverse, reserve power (including contingent allocation), scatter-packs (specified ships only; see below), sideslip, suicide shuttles, tactical maneuvers (impulse and warp), tractors, transporters, snares, tumbling after breakdown, UIMs (Klingon no burnout, Lyran one-shot, no others), uncontrolled status, web casters (which also can be used as snare and web fist), wild weasels (with collateral damage), zero energy turns.

NOTE: Most procedures in SFB require some type of announcement. This is especially important in tournaments.

THE FOLLOWING RULES WILL NOT BE USED: Active terminal guidance drones, aegis fire control, balcony and track systems, boarding parties (including transportation by shuttle or to a shuttle, but excepting hit-and-run raids on ships and duty as guards), BPVs (all tournament ships have the same BPV), cargo transfer, catastrophic damage, chaff (except Hydran fighters), chain reactions, cloaked decoys, crew quality, commander's options, computer-controlled ships, crew units, critical hits, disengagement, docking, dog-fighting (except Hydran vs. Hydran; fighters ONLY), drone racks other than type-B, electronic warfare (see below), emergency damage repair, energy balance due to damage, erratic maneuvers, launch tubes (for shuttles, except Hydran fighters), landing in the opponent's shuttle bay, leaky shields, legendary officers, mines, mine racks, MRS shuttles, modifications to ships (except as done by Tournament Rules), monsters, mutiny, narrow salvos, non-violent combat, pilot quality, positron flywheel, PFs, scout functions, self-destruction, ship separation, shock, spare shuttles, SFGs, surprise, tactical intelligence (including shield lowering D17.71), transporter bombs (except Andromedan), warp booster packs, web anchors, webs (except free standing). Note that the speed change option (C12.311) in the Commander's Edition was deleted from the Captain's Edition and was never allowed in tournament play.

NOTE: The "me too" firing system (where one player decides whether or not to fire based on what the other player announces) is obviously never used in tournaments. Written firing orders (or Command Cards if agreeable to both players) are required.

NARROW SALVOES have been outlawed due to their excessive use by novice players. This results in too many games where the die roll, rather than player skill, decides the battle; consequently, good players are eliminated while weak players go on to higher rounds because of a single lucky die roll. This does not make for a good tournament.

ELECTRONIC WARFARE: The Official Tournament rules use a special limited version of the electronic warfare rules. No ship can use power for ECM or ECCM, but ECM can result from several factors (wild weasels, firing at drones by certain weapons, and small target modifiers do produce ECM; passive fire control does NOT produce EW points in the tournament). This will be treated under the normal rules: 1-3 = +1, 4-8 = +2, etc. Ships are NOT balanced for use with EW. Fighters do NOT have their normal built-in EW factors, but DO have small target modifiers. Plasma torpedoes are covered in their special rules below.

TOURNAMENT SET UP SEQUENCE: Select opponent; get map and SSDs. Find a table. WYN announces option mounts. Orion selects option package. Select drones; Orions and WYNs designate PPTs. Select starting hexes. Play the scenario. Check each other's energy forms. Report result and return map to tournament desk. Take break. Start over.

DRONES: The following additional rules apply:

1. ALL drone racks are type-B with six type-IM drones (see #2 and #3 below) with no reloads; launch one per turn.

2. Kzintis can use four points to upgrade speed-M to speed-F (cost = 0.5 point per drone), to buy extra type-I-M drones for reloads (cost = 1.5 points per drone; cannot be used for a second SP), or to extend the endurance of the drones (cost = 0.5 point each). Klingons can use two points. No other race can do this. The player decides how these points will be used at the start of each round, after finding out the race of the opponent, and after the choice of option mount selections are announced. The use of drone points must be

approved by a Judge before starting the scenario and is not revealed until after the scenario is over. See also #7 below.

3. Any drone-using race can exchange two type-Is for one type-IV. Kzintis can do this up to three times; others only twice. This decision is made at the same time drone points (#2 above) are allocated, between each round.

4. Drones cannot be downgraded (speed) to save points.

5. The only drones used are: type-IM, type-IF, type-IVM, and type-IVF; the only payloads are explosive. The Klingon ADD has type-VIM drones (upgradable to type-VIF).

6. Kzinti and Klingon ships have one scatter-pack (as one of the two shuttles prepared for special missions at WS-III). The drones in the scatter-packs are considered to be type-IM unless the Klingon or Kzinti opt to use some of their type-IV substitutions on them, and/or use their points to upgrade the speed of some of them. Drones in SPs can be unloaded during the scenario (only) and used as reloads as per the standard rules. Drones cannot be unloaded from a rack (or ADD) to use in an SP. Drones in an SP can be upgraded by Kzintis or Klingons using some of their points in #2 above. These are extra drones, not taken from the racks. A ship may use one shuttle per round as an SP; no other shuttles can be used as an SP. Orion and WYN ships do not get SPs even if they put drone racks in the option mounts. Dummy SPs are legal for Klingons and Kzintis.

The Klingon cannot put type-VI in his SP. The Klingons and Kzintis must start with the SP fully loaded. They cannot remove drones from the SP before the scenario begins.

7. The Klingon D7CT has an anti-drone with 10 ADDs and 2 type-VIM drones. (It has no reloads and cannot buy any.) The Klingon player can replace anti-drones with type-VIM drones at a cost of 0.25 points per drone, or with type-VIF drones at a cost of 0.5 points per drone. The Klingon player can pay 0.25 points each to upgrade the two type-VIM drones provided to type-VIF. These "points" are provided in #2 above. ADDs taken in option mounts have 12 ADDs, no type-VI drones, and no reloads. Additional type-VI cannot be purchased to be loaded into the ADD at a later time. The type-VI drones that are in the ADD rack to begin with cannot be replaced with ADD rounds.

8. Klingon drone launches are not identified as coming from a given rack (or from the ADD), whether launched on the same impulse or not. Kzinti, Orion, or WYN drone launches are noted as from a specific rack. Exception to (F1.23).

PLASMA TORPEDOES: The Romulans, Gorns, and ISC do not receive PPTs for their type-F torpedoes. (The TKE does have PPTs for its plasma-Fs.) Orions and WYNs who install type-F torpedoes in option mounts do receive PPTs for them up to a maximum of two PPTs per ship. Which mounts have the PPTs is designated (publicly) as part of the original option mount selection and cannot be changed. The specific launcher of each plasma torpedo is announced. Note that (FP1.93) is used in tournaments. Plasma torpedoes are allowed their built in ECCM benefit for all normal purposes, e.g., they do not get this benefit if they are bolted. Plasma-D racks do not come with reloads and cannot buy them.

TRANSPORTER BOMBS: The Andromedan ship (only) is allowed to use ONE transporter bomb. It can be dropped from the hatch or laid by transporter. Bombs are not hidden, cannot be swept, and can be set to accept targets of any size class. One fake T-bomb is allowed and is under the same rules and restrictions as the real one. The Andromedan cannot lay its dummy T-bomb through the hatch as it will not operate (M3.224). T-bombs cannot be laid or moved by displacement devices. The Andromedan ship can exchange the real T-bomb for a PA mine (M10.0) limited to 15 anti-plasma points.

OPTION MOUNTS: See rules on Orion and WYN ships.

SHIELD BOUNDARIES: The final decision on which shield is hit will be made by (D3.43) if (D3.41) and (D3.42) have not resolved the issue. If level C is reached, use option #3 (i.e., the defending player takes the entire salvo on either shield at his option).

SAME HEX COMBAT: Use the procedure in (D3.42).

CLOAK VS CLOAK: In Orion-vs-Orion and Rom-vs-Rom (but not Rom-vs-Orion), a ship can remain cloaked for no more than 128 impulses, including fade. See Judges, item #2.

BOARDING PARTY CASUALTIES do not result from damage to the ship (including damage to guarded boxes that are destroyed). Boarding party casualties can result from hit-and-run raids, including guard casualties, if the target box is destroyed by the raid [i.e., 50% chance of loss, as per (D7.832)].

(P17.0) TOURNAMENT BARRIER

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

(P17.2) BARRIER: Any ship trying to move off the edge will take five damage points on the shield facing the barrier (i.e., facing the imaginary hex it tried to enter) and come to a complete stop at the end of Stage 6A3. (This does allow the ship to launch a wild weasel at the next opportunity.) A ship which has stopped in this manner can use reserve power to accelerate on the next impulse or any later impulse as per standard rules.

(P17.21) Any seeking weapon or shuttle which tries to move off the map edge will take five points of damage and will not move on that impulse, but will not stop and will count that attempted movement against its turn mode. Damage from barrier impact is counted as phaser damage points, not lost strength points, by plasma torpedoes.

(P17.22) The ship cannot perform tactical maneuvers on the impulse it is stopped by hitting the tournament barrier, but can perform them, or a mid-turn speed change, with reserve power on the immediately following impulse. Note that the ship would not be able to use reserve power to move in reverse of its previous direction unless it risks a breakdown due to the constraints of (C12.37) if this is done within eight impulses. Hitting the barrier counts as emergency deceleration for purposes of a WW, but the 16-impulse delay in (C8.4) does not apply, and the ship can resume normal operations at the start of the next turn.

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

(P17.31) Tractors which are generated (aka operated) by a ship that impacts on the barrier are NOT broken. If ship A has tractored ship B, and the movement of ship B forced ship A into the barrier (or ship A attempted to move into the barrier), neither ship moves, ship A takes damage, the tractor is unbroken, and the situation may repeat itself.

(P17.32) A seeking weapon released as a result of a collision with the tournament barrier cannot move on the impulse in which it was released by the collision.

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

OFFICIAL TOURNAMENT CRUISERS

The Official Tournament Heavy Cruisers used in the ADB Origins SFB Tournaments are shown as complete SSDs in this book. Judges at other tournaments are not required to use these ships and/or may make whatever changes they see fit, although this is not recommended and will break sanction.

All tournament ships are the same size class for purposes of tractor rotations. Many, but not all, of the special rules are noted on the SSDs for player convenience.

Take note that while most of the tournament ships are based on "real" ships in the game, all have received some modifications for balance. DO NOT assume that the deleted systems were deleted by accident and try to restore them. It WILL unbalance your tournament and break the sanction.

FEDERATION TOURNAMENT COMMAND CRUISER: This ship is allowed to have photon overload energy at start as is noted in the scenario set up rules.

KLINGON TOURNAMENT COMMAND CRUISER: Has two points for special drones. See Drones #2, #7, #8. Can have one scatter-pack; see Drones #6. UIM will not burn out.

ROMULAN TOURNAMENT FIREHAWK: No PPTs for F-torps. See the cloak-vs-cloak rules. See Judges #2.

KZINTI TOURNAMENT COMMAND CRUISER: Has double drone control. Has four points for special drones; see Drones #2. Can have one scatter-pack; see Drones #6.

GORN TOURNAMENT CC: No PPTs for F-torps.

THOLIAN TOURNAMENT NCA: Snare and web caster are hit on "drone" hits; WC can use web fist. Note that the snare has unusual (L+R) firing arcs. In the event that two Tholian ships fight each other, their webs will be assumed to be "on different frequencies" so each ship will be treated as non-Tholian for purposes of the other player's webs. Such enemy webs may be in adjacent hexes (they cannot be in the same hex) and, if so, will not interact. If both try to cast web into the same hex, the attempts fail and the energy is lost.

ORION TOURNAMENT BATTLE RAIDER (Additional Rules)

1. **STEALTH:** Does NOT get 2 ECM points for stealth design.

Note: The stealth bonus makes the Orion ship unbeatable in the hands of an experienced player (and for this reason tends to encourage people who have never played an Orion ship to take it). The stealth shift should NEVER be used; it *will* ruin your tournament and will violate the sanction.

2. **OPTION MOUNTS:** The ship has five mounts, three on the forward centerline (FA or FP) and one in each wing.

2A. The Wing Option mounts can hold only Ph-1-LS/RS (not ph-G), fusion beams (L+LF / RF+R), or drone racks (not ADDs or plasma racks). The mounts need not have the same weapon; it is very common to use asymmetrical wing mounts.

Note: Removing these restrictions, or relaxing them *in any way*, has been found to make the Orion ship unbeatable and should NEVER be done; it *will* violate the sanction.

2B. The Orion player designates two complete sets of option mounts, known as "packages." Both packages must be approved by a Judge based on these Rules *before* receiving the first opponent; these are recorded in the tournament Judge's records. After learning the race of the opponent (but not the option mounts, if Orion) in each round, the Orion may select either set, but must take one complete set, not part of each. Option mounts are known to the opponent before the scenario begins. In the event of an Orion-vs-Orion battle, both players are told the option packages of the other, then both

secretly and simultaneously select which of their own packages they will use. In an Orion-vs-WYN battle, the Orion will know what option mounts the WYN has chosen before selecting which of his own packages he will use.

2C. Tractors, repair, mine racks, hull, cargo, trans, and anything prohibited by (G15.4) are not allowed in option mounts in the tournament. Proscribed equipment (the "rules not used" list) is not allowed. Other weapons are allowed as per rule (G15.4) without being limited by the ship's BPV.

2D. No more than two mounts can have Ph-Gs. No more than two mounts can have hellbores. Only two plasma racks can be carried (not one, not three or more); one must be LS, and the other must be RS. No more than one PPD can be used. PPDs and hellbores cannot be on the same ship.

2E. If the Orion ship has at least three drone racks, it is automatically equipped with OAKDISC.

2F. If photons are selected, no overload energy is allowed at start. If fusions are selected, they can use holding (E7.5) but not at the start of the scenario. If ESGs are used, they have capacitors and start with five points of energy.

3. **CLOAK:** The Orion ship has a cloak; the operating cost is 12 units of power. (Some tournaments use an Orion CA with no cloak instead of a cloaked BR. This is not done at Origins and is non-sanctioned.) See the cloak-vs-cloak rule and Judges #2.

HYDRAN TOURNAMENT LORD MARSHAL: Can hold its fusion beams using the rules in (E7.5), but not at the start.

ANDROMEDAN KRAIT (Additional Rules)

1. The DisDev cannot be used on the opposing units. Only self-displacement (G18.5) can be used.

2. The maximum displacement (G18.51) is six hexes.

3. Can start with maximum of 25 points in batteries.

4. The ship has ONE transporter bomb and one dummy. The SSD provides the usual check-off boxes and two circles to write the numbers of the counters above them, so you won't forget which is the dummy and which is real. The T-bomb (keep the dummy) may be exchanged for a PA mine (M10.0). This is done at the start of the scenario and must be recorded in writing and initiated by a Judge. This can be changed each round. The PA mine cannot be used prior to publication of Module C3.

5. The TR beams are TRH, not TRL.

LYRAN TOURNAMENT CC: This ship DOES have ESG capacitors installed (G23.24). This ship has one UIM, which burns out (with no penalty) the first time it is used. (The player can decide when to use his UIM.)

WYN AUXILIARY BATTLECRUISER (Additional Rules)

Option mounts are under the same restrictions as the Orions (including selection before the tournament) PLUS:

1. **Side Mounts:** Photon torpedoes and fusion beams have 120° firing arc (RF+R / LF+L). No hellbores. Plasma torpedoes have LP/RP arcs.

2. **Center Mounts:** Plasma torpedoes are FP.

3. Note that this ship does NOT have an HET bonus.

4. It can accelerate by 5, or to double the current speed, with a maximum acceleration of 10. Note that this is NOT an Orion ship, and it cannot receive OAKDISC. Its ability to control seeking weapons is limited to six such weapons on any given impulse, even if it took four additional drone racks in its option mounts.

5. All non-phaser option mounts are hit on "torpedo" regardless of what is actually used in them. For purposes of damage priority (D4.3222), the best weapon is determined by the following list: plasma-S, PPD, photon, hellbore, plasma-G, ESG, disruptor (in order from greatest range to shortest range), B-Rack, fusion beam, plasma-F, anti-drone.

6. Only one package is selected, not two as with the Orions. No changes of option mounts between rounds.

7. One of the 4 optional weapons **MUST** be either a ph-1, an ADD-12, a disruptor, a drone rack, or half of an ESG.

8. Note that WYN option mounts are the same as Orion option mounts in terms of what they can mount, but the firing arcs of the mounts are race (i.e., WYN) specific. The Left or Right option mounts can hold an LS or RS weapon (respectively), including disruptors, but other weapons are limited to a 120° arc, and this cannot be the entire FA arc, but must be L+LF (for left mounts) or RF+R (for right mounts).

ISC TOURNAMENT CRUISER: The rear-firing torpedoes are under the restrictions of (R13.1C). No more than one can be fired at a "ship" during any given turn or within a 1/4-turn period. Both can be fired during a 1/4-turn period during one or two turns if one (or both) are fired at non-ship targets. Both have ISC firing arcs able to track in L+LR/RR+R but launch only in directions C or E (assuming that the ship is facing A).

The rear-firing plasma-Fs can be destroyed on "drone" or "torpedo" hits. If the plasma-F is the only hit of either type left, it must be destroyed if a hit of that type is scored. If destroyed, a plasma-F is repaired as a plasma-F and the repaired plasma-F could be hit by either type of damage point. The PPD is a "better" weapon than the plasma-F.

ADDITIONAL TOURNAMENT SHIPS

Module T (1993 Edition) includes four additional tournament ships. These cannot be used in sanctioned and Rated Ace tournaments, but can be used in other events.

ROMULAN TOURNAMENT KING EAGLE (TKE): Those Romulan players who wish to explore the tactics of the older Eagle series of ships in a tournament environment might wish to consider this ship instead of the current Tournament FireHawk. Note that this ship *does* have all three PPTs, *does* have 30-box shields all the way around, and *does not* have an NSM. (Experimental: One T-bomb, not hidden, cannot be transported, no dummy.) See the cloak-vs-cloak rules.

ROMULAN TOURNAMENT KESTREL (TKR): Those Romulan players who wish to explore the tactics of the KR-series of ships in a tournament environment might wish to consider this ship instead of the current Tournament FireHawk. No PPTs for F-torps. See the cloak-vs-cloak rules.

ARCHEO-THOLIAN TOURNAMENT CRUISER: Those Tholian players who wish to explore the tactics of the original Tholian ships in a tournament environment might wish to consider this ship instead of the Neo-Tholian CA. Note that it has two snares and uses 2/3-based movement. (Confirming: The warp power was adjusted.)

LYRAN DEMOCRATIC REPUBLIC TOURNAMENT CA: This ship is identical to the Lyran TCC except that it has phaser-Gs in the side mounts. (Confirming: Only two phaser-Gs replace the original six side phasers. It's a lousy deal, but that's what is balanced.) This ship **DOES** have ESG capacitors installed (G23.24). This ship has one UIM, which burns out (with no penalty) the first time it is used.

HYDRAN TOURNAMENT BISHOP: A four-hellbore Hydran ship was playtested via GENIE and found to be too powerful on a fixed map. This ship is **NOT** authorized for any events, and the playtest experiment was terminated.

FRAX TOURNAMENT SHIP: Use the Frax CC, without the experimental AFD systems.

OTHER TOURNAMENT FORMATS

The following are some optional or alternative formats which can be used in non-sanctioned events.

AFTER THE TOURNAMENT: As the tournament enters its final rounds, the players already eliminated are left with nothing to do. In order to keep them entertained, judges and convention officials might consider one or more of the following:

Run a "Saturday Patrol" tournament, where everyone just keeps playing. The winner is the player with the most net kills, and no one can be eliminated. Be sure to list the winner on your report to ADB so that he can be recognized.

Run an "Apres' Tournament," using non-sanctioned tournament ships, experimental changes (authorized or not), optional rules, etc. Report the results to ADB.

Playtest new ships or scenarios. Obtain materials from ADB or use the ones in Starletter or P-Modules. Fill out formal report forms, and mail them to ADB. This gives people a chance to be listed as playtesters when they might not otherwise get (or take) the opportunity.

Run a demonstration game of Star Fleet Missions, Prime Directive, or Federation & Empire.

DEATH OF THE MEDICI: This scenario was designed specifically for Tony Medici, the greatest Andromedan ace in the history of SFB. Medici was to be placed in an Andromedan ship in hex 2215. The four worst players in the tournament were to be placed in the four corners of the map. Adjust the size of the Andromedan ship based on the competition. For the Galactic ships, it's a team effort, with the victory going to all regardless of who delivers the final blow or who is destroyed first. We always wanted to try this.

500-POINT FLEET: Due to popular demand, we are planning to try a 500-point fleet tournament at Origins and/or GenCon. Ask for details at the convention.

RACETRACK: This is a sort of "chariot race" for SFB. Use the racetrack map provided in Module T. The ring of heavier hex sides in the center denotes the "infield" and is a tournament barrier. Use the map edges, which are also Tournament Barriers. Set up the ships, one per hex, in row 22xx on the bottom side of the "infield" area. First to complete three laps wins. Ships may fire at each other. Variations: Start each ship in a different hex, at least nine hexes apart. Use a greater or smaller number of laps. Allow a broader selection of ships within a set BPV.

CHARITY TOURNAMENT: Use any fleet you want, but pay 2¢ per BPV point. Money goes to charity; winner receives some nominal prize donated or bought from set-up fees.

WINGMAN: Standard tournament, but two ships per team. The team wins or loses as a team.

OTHER EVENTS: Any number of other events can be used to interest the players. Many are provided in the scenario section of this module. You might also consider:

- (SG29.0) Harbor Patrol, Module S1.
 - (SG30.0) Combat Rally, Module S1.
 - (SG34.0) Merchant, Pirate, Soldier, Spy; Module S1.
 - (SG39.0) Dreadnoughts Over Orion, Module R5.
 - (SL56.0) Black Hole mania can be the basis of a wild scenario, but this has not been republished in the Captain's Edition. It will be in Module S2.
- Or virtually any scenario in the entire rulebook!

JUDGE'S RULINGS

In many cases (most often due to time limits), judges will be forced to select the winner of a game before it reaches a normal conclusion. While each judge makes this decision in his own way, the following guidelines are recommended standards. They are used by ADB-certified judges and required for sanction purposes.

1. The object is to determine who *would have won* if the game had been played to a conclusion, NOT who is ahead "on points" at the current moment. (This is necessary to avoid having players get ahead and try to stall. Players must "go for it" to the last possible moment to earn a victory.) Judges should take into account not simply internal damage, but down shields, position, speed, armed wild weasels, armed weapons, firing sequences, repair points used, etc.

2. It is the responsibility of a cloaked ship to engage. The non-cloaked ship is not obligated to fire at a cloaked ship. A cloaked ship cannot wander around the board with loaded weapons waiting for his opponent to get bored and fire his weapons with a poor chance of a hit.

3. While the destruction of shuttles is a factor, it is one of the last factors to be considered in breaking a tie. Being "ahead by two shuttles" does not guarantee a victory.

4. If at all possible, a decision to select a winner of an incomplete game should be made by three disinterested judges. (Most small tournaments will not have three judges.) Once the decision is made, there should be no going back to change it. Players should be given every opportunity to present evidence in their favor, but judges are not obliged to listen to an emphatic player repeat the same evidence endlessly. One judge should check the energy forms for math errors or cheating before a decision is rendered.

5. In Cloak-vs-non-Cloak games, judges will consider excessive cloaking (beyond that needed to reload) against a player should it be necessary to decide the winner.

6. All players are expected to engage the enemy aggressively throughout the game. The infamous "back into a corner and stop" maneuver will weigh heavily against a player in any judges' decision, virtually disqualifying that player.

SFB JUDGE'S VICTORY EVALUATION SYSTEM

This is the official ADB judging system for close games:

SEPARATE THE OPPONENTS! When asking these questions, have the opponents physically separated so that neither is obliged to give information to the enemy. This allows the judges to order the game to continue for an overtime increment, and also prevents one player from formulating a plan based on knowledge he should not have.

A. SHIP CAPABILITIES

Determine relative internal damage, specifically including the number of weapons destroyed.

Determine the number of shields which are down and their position. Also determine which shields will likely collapse under the next volley. Note particularly the lack of forward shields (preventing the ship from approaching the enemy) and adjacent down shields (making it harder to maneuver those shields away from the enemy).

Determine weapons arming status, which torpedoes are ready to fire, etc. Also determine the status of any available wild weasels and whether the allowed scatter-pack has been used. What will be ready NEXT turn? NOTE: Does either player have a suicide shuttle ready to launch?

Are any shuttles (or Hydran fighters) alive? What is their status? Are the Hydran deck crews still alive?

Determine how many "continuous" repairs have been used and how many are remaining. Note if any weapons have been repaired at lower capabilities.
Determine the status of expendable ordnance, including pseudo-plasma torpedoes, drones, Andromedan T-bomb or PA-mine, and shuttles.
Check the degradation status of Andromedan PA panels. How full are the panels?
If the ship is an Orion, will it lose engine boxes due to doubling at the end of this turn?

B. DETERMINE RELATIVE SPEED

If both ships are relatively fast, the situation is extremely fluid and it must be determined if one ship will attempt to 'sit on top of' the other and control the situation.

If both ships are at speed zero, careful evaluation of weapons, shields, and tactical maneuvers will determine who can do the most damage. Remember that ships cannot HET or TAC on impulse #1.

If one player is much faster than the other, determine if he will use this speed to break contact (allowing him to reload and re-engage) or sit on his opponent.

Has either ship used or lost its HET bonus?

C. OVERALL SITUATION

How long has this battle been going on? Do the judges feel that enough has been accomplished for the time that has been expended? Has one player failed to engage when he should have?

Check (D3.43); will a ship be able to hit a down shield?

How long has one ship been cloaked?

Where is the game within the turn? It is generally better to evaluate a game at the start of a turn, after Energy Allocation, but this is not always possible.

Check Energy Allocation Forms to determine if anyone has been cheating, making mistakes, or being deliberately sloppy to preserve tactical flexibility.

D. PRELIMINARY DECISION

Make a preliminary decision based on the above information. Then, as a final check...

Ask each player (OUT OF THE HEARING OF HIS OPPONENT): What is your plan to win this battle? This is to see if you missed something.

AMMUNITION COUNTERSHEET

The counters on the Ammunition Countersheet are lettered, rather than numbered. This is to avoid confusion with the "primary sequence" of seeking weapon and shuttle counters in the other products.

In the lower right corner of each of these counters is a small white dot. This is used to differentiate between the "Gorn plasma torpedo A" on the sheet you got in Module T from the one you got in Module K from the two sheets you bought as spare parts. The idea is to use colored markers to change this "white spot" to some other color. (The web counters do not have dots because the records require a hex number in any case, and this makes one web counter pretty much interchangeable with any other.)

This goes beyond, however, the idea of simply telling which Kzinti Drone C is which. You could color the dots on one set of Romulan plasma counters for each type of torpedo, allowing an instant visual check on its size (green for type-S, yellow for type-F, etc.). Drone and plasma "swarm" counters are provided, but there is no reason a player cannot use a swarm counter for a single drone or a drone counter for a swarm. It's simply more convenient for everyone to do so.

DUEL ESCAPE

A short story by Bruce Graw

Captain Gerald Ferguson caught the flicker out of the corner of his eye. He had been reading a strategic report on the latest Klingon border patrols when something happened on the viewscreen. He glanced up and saw that it had gone blank. It hadn't simply switched off, though; it had become utterly and totally black!

"Erin," Ferguson said with a sigh, "what have you done this time?"

"What's that?" Lieutenant Erin Johansen glanced up from her console. She stared at the screen for a moment, surprised, then looked back at the instrument she'd been calibrating. "Sorry, Captain, whatever it is, I didn't do it. I'm working on a long-range receiver. I'll do a status check, though."

"Maybe someone down in Aux is screwing around," muttered Lee Snyder, the helmsman. "My console just went on the fritz, too. I show absolutely nothing out there, nothing to lock-on to. We might as well be nowhere."

Ferguson's brow furrowed at that. He set the Klingon report aside and sat up straighter in his chair, beginning to get just a little bit concerned. Normally, he wouldn't have reacted this way, as he was known to be rather laid-back, but for some unknown reason he had a sinking feeling in the pit of his stomach. "Erin—" he began.

"Sir," she interrupted, "I have to confirm Ensign Snyder's observation. There is literally nothing out there! No stars, gravity sources, or anything. I can't even pick up the *Donitz* on proximity scans. And the scanner isn't acting up, either. Computer says it's working perfectly well."

The captain didn't hesitate any further. "Go to yellow alert," he ordered briskly, leaning forward in his seat. The klaxon sounded a moment later, accompanied by the flashing amber light that served only to increase Ferguson's feeling of dread. "Raise shields. Increase power to sensor array—we might have flown into some kind of energy field. And prepare a probe, too."

"Sir," Snyder asked, sounding just a trifle scared, as no doubt everyone was. "Where are we?"

"I don't know. Check sensor records. We must have passed through some sort of rift in space or something." He didn't sound too convinced, however. The *Excalibur*, a command cruiser, had been on a routine patrol along the Klingon border. They were in known space, and they hadn't picked up anything in the vicinity that could have caused this. Of course, nothing he knew of could cause an effect like this, anyway.

"Sensors at full power," Lieutenant Johansen announced after a moment, "but I'm still not picking up anything."

"The probe is ready, Captain," said Ensign Williams, the weapons officer. Technically, the probe launcher was under the command of the science officer, but since it could be used as a weapon in emergencies, it was tied into the weapons console. "Shall I launch it?"

"At what?" Ferguson asked, half to himself. "No, hold onto it for a moment. Helm, bring us up to warp 2.7. Maintain present heading."

The communicator whined. "Drone officer to bridge," came a voice over the speaker. The voice sounded agitated, as though shocked or surprised by something.

"Bridge, Captain Ferguson here."

"Sir, this is Ensign Capelli," the voice said hastily. "Captain, you aren't going to believe this, but—"

"Try me," Ferguson said wryly. He wasn't sure he believed any of this yet, so one more mystery wouldn't hurt.

"Well, sir, it's—uh, the drone rack. It's gone."

"You mean destroyed, or just off-line?" asked Ferguson worriedly.

"Neither, sir. It's gone. That is, it doesn't exist."

Ferguson looked up at Williams, who was already frantically pushing buttons on his weapons console. "Confirmed," he said after a moment. "I have no response on any of my drone controls. Not even a status light."

"You mean to tell me," Ferguson said carefully, "that an entire rack of drones and anti-drones has simply vanished from our hull?"

"Uh, well — yes, Captain. I know it's hard to believe, but—"

"No, I believe you, I have confirmation from this end. What's there in its place?"

"Nothing, Captain. Just an airlock. The same one that was there before the refit. The reloads are gone too!"

"Thank you." Shaking his head, Ferguson keyed a button and switched off the connection. "Mark," he went on, "check our other weapons systems. Do we still have the light phasers, or have we lost the refit entirely? And what about the reactor upgrade?"

Williams did some more quick checking. "The reactors are still there, Captain," he said after a very brief moment. "And the phasers. But, sir, this is odd. My panel shows we have more power than normal. As though our warp reactors had doubled somehow."

Ferguson turned slightly and glanced at Johansen. "Do a complete systems check. Now."

"Executing," the lieutenant replied. There was a pause, as she watched the readout come across her science console. Her eyes widened as she read the report, but only for a moment, and then she regained her composure. "Sir," she said, "I show a 25% increase in battery capacity, and — uh, well, we seem to have a new warp reactor, sir."

"What?"

"A new reactor, Captain. It appeared in the primary hull, in that storage compartment behind the impulse drive systems. It's completely tied into the grid, and we have full access to its power."

Ferguson sighed. "Is that all?"

"Aye, sir."

"Very well, it looks like someone's preparing us for something, and I have a feeling I know what it is. Williams, use that power to finish charging our phasers. Stop arming the probe — I don't think we'll be needing it. You can use that power for phasers too. And start loading the photons, too."

A few silent seconds passed as Williams complied with these orders. Ferguson leaned back slightly, his brow knitting now as he tried to figure this out. What force could snatch his ship, apparently out of the known universe, and make wholesale changes to its weapons and power systems instantaneously? And even if he knew, what could he do about it?

"Captain! I'm picking up a ship ahead at three three five mark zero," said Johansen excitedly. "It's fairly large, at least cruiser size."

The captain perked up almost immediately. He stood, facing the viewscreen, a half-smile on his face. "Open hailing freq—" he started to say.

Then, something happened. It settled over him and the entire bridge like a dark cloud, just barely perceptible on the edge of consciousness. Whatever force it was seized hold of Ferguson, and he stiffened for just a moment, then relaxed. "Belay that," he continued, knowing now what he had to do. "Go to red alert. Overload the photons—full overloads. Slow to warp 2.4, but prepare a quick acceleration to warp 3.1."

"Aye sir," said Snyder without hesitation.

"Positive identification on enemy ship," Johansen added. "A Gorn command cruiser. Ship is accelerating to warp 2.9 and angling directly towards us."

"Stay on course, standard oblique approach. Prepare two wild weasels." Without asking, Ferguson knew what he was looking at — four plasma torpedoes, two S-type and two F-type, versus his ship's four photons. It was no surprise that the enemy would come directly at him, as the plasma arcs of the Gorn ship were rather restrictive. If he could keep out of the 60° field of fire directly in front of the enemy vessel, he just might come out of this alive.

"Gorn is still closing. Range now two hundred thousand kilometers," said Johansen.

"Photons now fully overloaded."

"I have plasma launch from the Gorn ship — one Sierra-type. Definitely an enveloper, Captain."

"Great." Ferguson paused, glancing at the tactical read-out. Range was one hundred sixty thousand kilometers, but the torpedo would be effective as far out as two hundred fifty thousand. The Gorn was counting on Ferguson to continue to close. "He's not going to give us overload range," the captain muttered. "Turn away."

"Captain, we can't move more than one hundred twenty thousand this way," Snyder mentioned as the ship slowly veered in space, away from the approaching ball of energy.

"I know," said Ferguson, not really sure how he knew. "Bring us right up to the edge." The edge of what? he started to ask, but the question faded as quickly as it came.

"Accelerating to warp 3.1 now."

"Gorn has turned to follow us. Plasma is still incoming. Range thirty thousand. It's staying off to port, Captain."

Ferguson thought for a moment. As he recalled, a plasma would normally slip in behind a ship, but sometimes they were guided so as to "lead" it, moving in the direction the ship moved, keeping it from turning to one side. If this was such a torpedo... "Helm, when will we slow?"

"Less than ten seconds, Captain."

"At that time, reduce speed to warp 2.9. Allocate reserves for a high energy turn on my mark. Plot a quick decel, but be ready for a forced decel if I so order."

"Aye, sir."

"Torpedo is still to port, but the warhead's starting to fade."

"Our speed is dropping now, sir."

"Let it get to ten thousand..."

"Torpedo at ten thousand kilometers, Captain. Still to port."

"Excellent! High energy turn, full one-eighty, now!"

Ferguson's hands gripped the chair tightly as his command cruiser whipped around to suddenly face the Gorn ship. He heard a bulkhead groan, but the ship stayed together, as he had known it would. It would take another HET before he'd have to risk a breakdown in a ship as well-built as *Excalibur*.

"Range to Gorn ship is seventy thousand and closing!"

"The plasma is turning, but slowly, Captain! We're staying ahead of it!"

"Plasma launch — another enveloping S-torpedo!"

Ferguson smiled. He had been hoping for that. This was working out perfectly, so far. In a few seconds, however, the two enveloping plasmas would be upon him. He had to time this precisely, or they would all die horribly. "Emergency deceleration on my mark. Williams, prepare to fire, full alpha strike. Execute when we hit forty thousand to the Gorn."

"More plasma launch. One Foxtrot-sized warhead."

"What about the other?"

"Not in arc, sir. Wait! Gorn ship turning—here it comes now!"

"Range to lead plasma?"



"Thirty thousand and closing!"

"Emergency deceleration. Now!"

"Executing!"

"Range to Gorn?"

"Fifty — forty-five —

"Get ready —

"Forty thousand!"

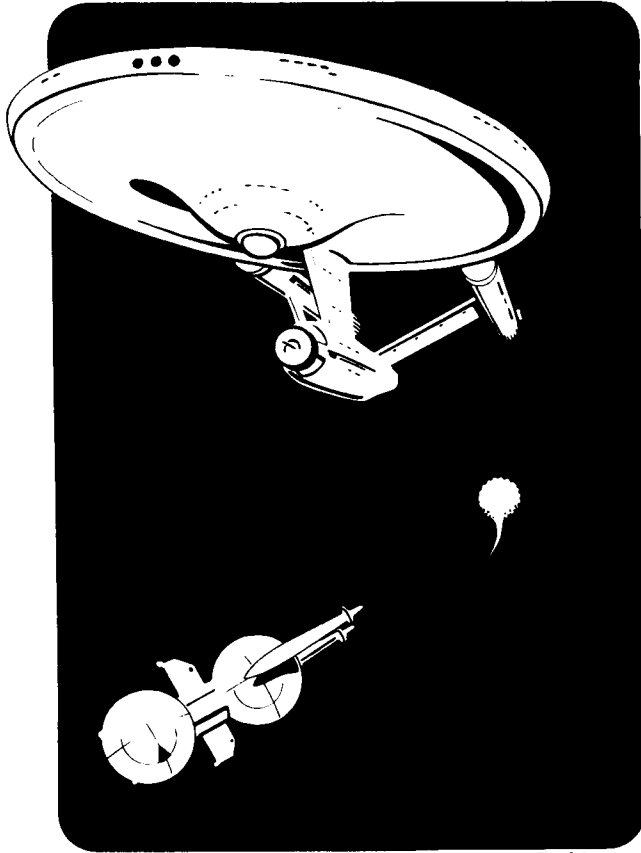
"FIRE!"

Williams, sweat beading on his forehead, punched down hard on his buttons. Four photons streaked out from the Federation ship, followed an instant later by six heavy phasers. Three of the torpedoes impacted, the first two blowing down the shield, the third ripping through the hull of the Gorn's forward saucer section. The phasers came next, cutting gashes along the secondary hull, biting their way into the depths of the ship, destroying key systems as they went.

But the Gorn's revenge came just a second later, for Ferguson had mis-timed his deceleration. Just three seconds before he could get a weasel away, both enveloping plasmas struck the cruiser, surrounding the ship and collapsing upon her shields. The shields shuddered, but held—fortunately; the first torpedo had been launched so long ago that its power was half-depleted. The Gorn ship itself followed this up at almost the same moment, firing four of its heavy phasers as it passed within thirty thousand kilometers of its Federation target. These slashed at the front shield like claws, knocking the shield entirely down, but they could not quite penetrate to the tender interior, the ship itself.

And just a second after that, the wild weasel launched from the *Excalibur's* bay. The two F-torpedoes, just ten thousand kilometers away at this point, banked sharply towards it and impacted, exploding just behind the cruiser's right warp

nacelle. The detonation sent shock waves into the Federation ship's aft starboard shield. "Number three shield at twelve percent, Captain," said Williams, before Ferguson could ask. "Number one is completely down."



"Damage to Gorn?"

"Fairly heavy, sir. He lost his number two shield, his starboard F-torpedo, one light phaser, and the two heavies on the starboard wing. I show fires in the bridge and flag bridge and holes all over the hull."

"What's he doing now?"

"Still leaving. Turning away, Captain. Have we beaten him?"

Ferguson shook his head, for he knew what would come next. *Excaltibur* was stopped, out of battery power, unable to turn; the Gorn would surely bring his remaining phasers to bear on her down shield. A moment later, this theory was proven—two phasers from the Gorn's port wing fired as the ship turned once again to bring them into arc. One missed entirely, but the other hit head-on, causing a momentary shudder to reverberate through the ship. The lights dimmed for an instant, and Ferguson thought he heard something explode far in the distance. "Damage report," he ordered quickly.

"Dammit, sir, we lost a photon!" Williams almost shouted. "I can't bloody believe it!"

"A lucky shot, Williams," the captain said calmly. "We were lucky, too. Tell engineering to get the torpedo fixed immediately."

"Their other fire was ineffectual, sir. We lost pressure in an unoccupied cabin, I think."

"Good. Now get us moving as soon as possible."

"Accelerating now, sir."

"Charge another weasel, and rearm all the weapons. Full overloads, again."

"Aye-aye."

"The Gorn is slowing, sir, and circling back. It'll be at least thirty seconds before he re-engages."

"With his weak shield facing away, no doubt." Ferguson frowned slightly. He had scored first blood, but the enemy was still more than capable of crushing his ship with his remaining armament. Worse, the *Excaltibur* now had only half her shields, with two either down or nearly so. He couldn't afford to take another enveloping plasma, yet that was surely what the Gorn was going to launch at him. He had serious doubts that he could reach overload range again. The enemy ship would doubtless know how fast he could accelerate from a dead stop and would easily avoid that range.

The enemy ship. Ferguson paused for just a moment. Why had he thought of the ship "knowing" anything? What about the ship's captain? What was the captain thinking at this moment? He was a Gorn, so he must be—

A Gorn? Aren't the Gorns allies of the Federation?

But that thought vanished as quickly as it came. He glanced quickly at the tactical scope, noting with surprise that the enemy vessel was closing rapidly. It was still too early; the Gorn wouldn't have torpedoes yet! What the heck was he up to?

"Sir, he's —"

"I can see what he's doing. Keep accelerating. Photon status?"

"On-line in five . . . four . . ."

"Noted. Keep me updated on his range."

"Range one hundred thousand and closing."

"I can't believe this. He's actually going to give us range eight."

Snyder looked at him curiously. "Range what, sir?"

Ferguson paused. "Eighty thousand kilometers." Now why did I just call it range eight? he wondered.

"He just passed it, sir," Snyder announced.

"He's going to tractor us!" Johansen half-shouted.

Ferguson swiveled to look at her. "You're right!" he exclaimed. "Helm! Turn us 60° to starboard! And initiate emergency deceleration! Now!"

"Aye!" The ship groaned slightly once more as the warp field surrounding it suddenly released, dropping it back into normal space. The *Excaltibur* slowed, then came to a complete halt, just after turning its weak shield away from the still-closing Gorn.

"Battery power to tactical maneuvers!"

"Gorn is turning to cross our T, Captain!"

"I thought he would. Prepare to fire!"

Ferguson watched the tactical readout as the Gorn ship angled in front of the *Excaltibur*, intent on getting another shot at the down shield. A crafty Gorn, that captain, Ferguson thought, realizing at the same moment that this was exactly what he himself would have done in that same situation.

A crafty Gorn...?

The questions suddenly began to pour into his mind, and this time nothing stopped them. Why was he fighting a Gorn ship? Why was it he couldn't move his ship too far in certain directions? What had happened to modify his weapons? Why was this happening at all?

There were no answers available, but Ferguson knew, suddenly, that he had to stop this battle. "What are we doing?" he muttered aloud. "Open a hailing frequency to that ship!"

His crew obeyed immediately, as they had throughout this entire encounter. In fact, not once had any of them stopped to question his actions, a fact Ferguson found suddenly surprising.

"Channel open, sir," said the communications officer.

"Thiss isss Captain Ssendar Sslith," came a hissing reply, unaccompanied by video.

"Why do you interrupt this glorious battle?"

"Something is using us, Slith," said Ferguson quickly. "Can't you see that? Why are you fighting us? We're your allies. We always have been."

"That does not matter." Then, almost inaudibly, obviously to one of his crewmen, he added, "Prepare to launch torpedoes."

"Helm, tactical maneuvers. Keep the down shield away from them. But hold fire until I so order."

"Aye, sir," Snyder said.

"Why doesn't it matter?" Ferguson asked, addressing Captain Slith once more. "Why should you feel compelled to attack me? Or I you?"

"I do not know," the Gorn replied. "I do not..."

"We're being manipulated," Ferguson went on. "Quickly! Ask your scanner operator why you can't keep moving forward, not for another hundred thousand kilometers or so."

There was a pause as the Gorn captain did just that. "What?" Slith asked suddenly, sounding incredulous. "Are you scertain?"

"Captain," Johansen interrupted, "I just took a look for myself. This area of space — it's surrounded by a barrier of some kind, three hundred thousand kilometers across by four hundred twenty thousand kilometers wide."

"What is the Z-axis?" Ferguson asked.

"Wow! It's only ten thousand kilometers!"

"We're in some kind of damned arena!" Williams blurted.

"That we are," Ferguson agreed. "Something is using us as playthings. I don't know who or why, but I want it stopped." He raised his voice suddenly, looking up at the ceiling as though in supplication. "Do you hear me?" he shouted. "I want it stopped!"

There was no reply. After a moment, Slith's voice sounded again. "Captain, forgive my actions. I was not myself."

"Forgiven. Now we have to find some way out of this."

"Sir," Johansen said, "I've been scanning that barrier. It's not a physical thing, more like a magnetic field. It would stop our ship, but not our weapons."

"I see, but that wouldn't do us any good unless there was something out there to shoot at."

"But, Captain, there is! I can just barely pick it up on the fringe of the magnetic field. Some sort of cylindrical object, many times our own mass. And, sir, it's almost ninety thousand kilometers tall!"

Ferguson swiveled around, staring at her in surprise. "Are you serious?"

"Yes, sir, but what's odd is how low its mass is at that size. As though it were nearly hollow. Most of the mass is concentrated on one end, and I'll bet..."

"We could spin it around!" Williams interjected. Ferguson glanced at him sharply. "Sorry, sir," he apologized, "I got carried away."

"If it's what's keeping us here," the captain said, "we might be able to damage it enough so it'll release us."

"We have heard you," said Slith's voice over the speaker, "and we stand ready to render whatever aid we can."

"Good. Can your plasmas penetrate the barrier?"

"Negative, Captain. They are solid enough to be repelled by it."

"Pity. You'll have to bolt them. Weapons, are the torpedoes still overloaded?"

"Aye, sir. We've got three overloaded. The engineers say it will be a few more minutes on the damaged one."

"Good. Captain Slith, if you would be so kind as to follow us over to the edge of the barrier?"

"The course is already set. Executing now."

"Helm, bring us as close to that thing as you can get us."

"Complying, sir."

A few seconds later the ships had moved into position. "We still don't have a complete lock on it, sir," said Williams. "The barrier is blocking my fire control."

"Do the best you can, Ensign," Ferguson told him, a smile of reassurance crossing his face. "Captain Slith, prepare to fire on my mark."

"We are prepared," Slith told him.

"Good. Then get ready, aim...and fire!"

In that instant, the three photons and eight phasers from *Excalibur* joined the three torpedoes and five phasers from their unnamed Gorn ally. Together, they passed through the barrier, angling upwards towards the top of the huge cylinder. A moment later, they impacted.

The strange cylindrical object tipped away from them, dislodged by the explosion. It seemed to hesitate, teetering on edge, then rocked back towards them and fell. It landed directly on top of the two cruisers.

And with that, the stars returned, filling the screen with their welcome brilliance. The Gorn ship was gone, hopefully sent back to wherever it had been snatched from, but that hardly mattered. Their plan had worked, they were back in normal space!

"The stars—" gasped Williams, staring at the viewscreen.

"—they're back!" Johansen finished for him.

The cheering began, spreading throughout the ship quickly as word passed that they'd escaped the strange arena. Ferguson leaned back in his chair, letting out a heavy sigh and wiping the sweat from his forehead, allowing himself to relax at last. "Yeah, we're back," he agreed, watching his crew go crazy around him.

"Get me a full systems readout and a casualty report. I'm going to get a preliminary report off to Star Fleet. We'll follow it up with an analysis as soon as we have the data packages ready. Add the identity patterns of that Gorn so they can see if he made it back too."

He could only wonder, though, just what it was that had happened.

But he would never find out.

EPILOGUE

"You idiot!" Charley yelled, trying to grab the falling Coke can, and failing; in fact, he only succeeded in hitting the can and knocking the sticky liquid everywhere. It gushed out onto the tabletop, covering the map and ruining it in one quick instant. Charley grabbed his rulebook and managed to keep it from being doused with the soft drink, but it was too late to save the map, counters, or SSDs they'd been using.

"I didn't do it," Kevin said defensively, pulling his own rulebooks away from the messy spill. "I wasn't even near it. I was still doing energy allocation!"

"Don't tell me it tipped over by itself," Charley said, still cursing under his breath. "Look at this. Everything's ruined, you bonehead."

"Too bad," said Kevin. "It was a good battle, too. One of the better tournament battles I've seen." He glanced down at the counters, wondering for a moment how they'd managed to move all the way over to the edge of the board, then deciding it was probably the spilling Coke that had done it. "Do you remember where you were on the map?"

"Nah. Besides, you had me beat. You could have enveloped me all day."

"I was going to tractor you, then do it next turn."

"Well, it doesn't matter now." Charley pulled a trash bag over to the table and started pushing all the ruined supplies into it, along with the now-empty Coke can. He didn't notice the huge dent near its top or the wisp of smoke still rising from the scorched metal there.

"It was just a practice game, anyway. Besides," said Kevin with a shrug, "we could always play again." ★★★

RUNNING AN SFB EVENT

There is more to running an SFB event than just showing up and having a good time. A certain amount of preparation is required in order to ensure a successful event and a positive experience for everyone.

WHO CAN RUN AN SFB EVENT?

Legally, anyone who wants to and considers himself to have the knowledge of the rules and the temperament to deal with people can judge a tournament. You do not have to be an "ADB certified judge" (few people are).

If you judge at some conventions but not others, always go prepared to judge in case the designated judge cannot attend. If he is there, meet him and exchange phone numbers in case you need him to cover for you next time. If you have never judged an event before, try to arrange to help a veteran judge to gain some experience and insights before you solo.

GETTING STARTED

Your event will probably be at a convention. You can find out about nearby conventions by looking for notices in hobby stores and game magazines. (You can also try science fiction magazines.) Once you find a convention, contact them and ask for information on running a tournament there. (If you don't find out in time to run an event, go anyway and get all of the information you need to run an event next year.) Get one of those file folders that closes (so the papers won't fall out) and keep all of your correspondence about tournaments in it.

While every convention is a little different, most operate something like this. Players pay \$2 to play in your tournament, and get a ticket which you have to collect and turn in to the convention. You get a share of the money and so does the convention. Some conventions provide a prize out of their share, while others require you to provide a prize out of your share. You'll be expected to buy a ticket to the convention, but you will probably get a refund after you actually show up and run your event. (Some judges don't show up, so you can't blame conventions for being careful.) Some conventions charge a single fee for all events and give their judges something (or nothing) for running events. This will all be explained in the materials that the convention sends to you.

If you can't find a convention, you might be able to run your tournament at a local hobby shop or other available meeting room. (Such tournaments won't generally qualify for a Rated Ace card, but you can have fun just the same.)

You don't need permission from ADB or TFG to run the event, and you can call it a sanctioned event (without even asking us) if you just follow the required rules. Just the same, you probably do want to contact Task Force Games. If you send them \$10, they'll send you a Tournament Kit, which contains \$25 in gift certificates for prizes and a selection of tournament support materials. Be sure to include (on a separate sheet of paper) a request for a Starletter announcement that TFG can pass on to ADB. (If you don't want to pay the \$10, you should still send in a stamped self-addressed envelope and request the latest tournament rules update sheet, a Rated Ace nomination form, and a Starletter listing.) You'll also want to promote your event to encourage players to show up, and veteran tournament promoter David Gardner has provided a detailed "how to" article on that subject. You should look over that material early in your planning cycle.

Before going to the convention, make it a point to READ those sections of the rulebook that apply to the tournament. Set aside a specific time for this. If you have never run a tournament before, get some friends together and go through the whole thing (albeit with fewer people, and they don't have to actually play the games) to see if you can anticipate problems and take the solution with you.

SUPPLIES AND LOGISTICS

You will need some materials to run an SFB event. Here is a suggested list of items to take with you:

- A complete and up-to-date rulebook, with photocopies of any published rules changes or updates.
- You'll need maps. You can tell people to bring their own maps, but you'll still want to have one or two spares because someone will always forget theirs.
- Copies of the tournament SSDs. You'll need a pile of photocopies, so look for a "half price" sale at a copy outlet during the weeks before the convention. How many copies you need is impossible to predict. For a 16-player single-elim tournament, half a dozen of each (with more of the most popular ships) might be adequate, but no matter how many copies you have, know the location of the nearest copier BEFORE the tournament starts.
- Extra copies of the Damage Allocation Chart and of the 32-Impulse Movement Chart.
- A couple of copies of the Tournament Countersheet.
- Pens, pencils: Players are notorious for not bringing one. Get a plastic bag and toss into it all of the pens and pencils around the house that no one likes to use. Your house will be less cluttered, and you'll have an adequate supply for your tournament.
- Paper, tape: Some paper, marking pens, and tape are handy for making quick signs to announce that your tournament has moved or changed schedules.
- Invitations to the next meeting of your group, with phone numbers and directions on how to get there.
- A survival kit, with aspirin, antacids, etc., for yourself.

Some judges have kits prepared ahead of time for each race. If a player signs in as a Fed, he is handed a folder with several SSDs and energy forms, a copy of the DAC and impulse chart, any tournament updates, and a bag with the counters from the tournament and ammo sheets.

AT THE CONVENTION

Get there early. Check in properly, and get all of the judge's information that the convention has for you. Be *NICE* to the convention officials; eventually, something *will* go wrong, and you'll need them to fix it for you. (You also want to be invited back next year. Don't be afraid to press your case if something is wrong, but *always* be polite about it.) Locate your tournament space as soon as possible, even if your tournament doesn't start yet. Locate the nearest convention official (many conventions have these permanently posted at various locations), the bathroom, the waste basket, the fire escape, and the fire extinguisher. Be sure you have enough space, the right kind of space, enough tables, the right kind of tables, and so forth. Check the area for noise and traffic. Talk to the convention people about any problems that you have. Find out if you can have food in the area and where the nearest food source is. (In a major event, you might even want to have a table dedicated to eating to keep the mess contained.) Locate nearby restaurants and pizza delivery phone numbers, and have that information available for your players. They'll thank you for it.

When it is time for your event, be there early. Get things set up and spread out *before* you have a line of players trying to sign up. Be sure to have each player write his name and address on the Rated Ace nomination form, and check it to be sure that you can read it. (Even if you have his address memorized, we don't! And keep a copy of the sign-up list so that you can invite them to the next tournament.)

KEEPING THE SCORE

You'll want to set up a system to record the winners and losers. For a single-elimination event, this is a simple tree. For

a patrol tournament, you need a system to record (on one line) each player, each of his opponents, and whether he won or lost. At Origins, we use this system, which you can easily set up on a home computer and print out ahead of time.

1. Mike Kinsley (G) 2 / _____
 2. Fred Barnes (E) 1 / _____

Each line is numbered consecutively. The player's name goes in the first blank. (Be SURE it is spelled correctly. When you try to fill out the forms to report the winner a week later, that may be the only place a player's full name is listed.) In the second slot goes a letter for his race. (Kzinti is Z, LDR is D, and the rest are fairly obvious. If using the Archeo-Tholian, use AT and NT for the two ships. Similarly, RFH, RKE, and RKR can identify the three Romulans.)

In the blanks after the race column, you fill in the line number of the opponent. (Note that you have to do this for both players.) In the above example, player #1 shows that he first played player #2, and vice versa. When the battle is over, circle the number for the winner and put a single slash through the number for the loser. If Fred had won, you would circle the 1 on Fred's line and draw a slash through the 2 on Mike's line. We use a triangle to show a draw.

BEING A JUDGE

1. PLAN AHEAD, and learn from experience. Read everything in Module T; it's there to help you.

2. HAVE HELP: An assistant judge (or at least someone who can match opponents and record results) will spread the workload and give you some breaks. At Origins, we have trained teams including a bookie, a field judge, and a rules lawyer. It works!

3. BE POLITE: No matter HOW irritating that player is, do not lose your temper. One discontented player ruins the event for everyone, and your reputation for months or years. No matter how obvious the rules error, never call anyone an idiot.

4. GET ENOUGH SLEEP: Nothing fosters bad rules calls more than a lack of sleep. Bad calls can ruin your credibility as a judge, and kill your tournament. Take regular breaks to calm your nerves *before* you get nervous.

5. KEEP RECORDS: Make a log of every judgment call you make and every rule question that comes up. Submit any questions you couldn't answer to ADB after the tournament is over. Also keep accurate records of who has fought whom, and what they've fought.

6. JUDGMENTS: When asked to make a rules interpretation, study the rules involved carefully (but quickly) before making a snap judgment. Keep a record of the rulings you give. Avoid letting players get rulings from several judges and take the one that they like the most.

7. LOCATION: During the event, you need to be where the players can find you. (Playing in the event in the next space while running your own event is very uncouth.) Have some kind of "badge" (an actual badge, a distinctive hat, a black-and-white striped shirt, or whatever) which makes you easy to locate and tells everyone who is the final authority here. Have a "home base" and go back to it periodically; sit there when you don't have anything better to do. Walk around the tournament two or three times each hour, and maintain "situational awareness."

8. MOST IMPORTANT! You are there to serve the players; the players are not there so that you can exercise your ego by being "in command." The players paid you money to be here; you are their employee. Treat them with respect, and avoid giving imperial commands. Make it a point to call each player by name when you sign him in, and see how many of their names you can learn before it's over. They'll appreciate the friendliness.

AFTER THE TOURNAMENT

Be sure that you clean up the area and get the paperwork for the convention filled out. Also, you might as well go ahead and get the Rated Ace paperwork completed and put in the mail. (Veteran judges keep a stamped envelope addressed to ADB in their file just for that purpose. HOWEVER, make a photocopy of both sides of the form BEFORE you mail it.)

Even if you aren't reporting a Rated Ace nomination, be sure to mail a report to ADB for publication in the next issue of Captain's Log.

Get information on the next convention (by this same group or another), and put it in your file.

PROMOTING AN SFB EVENT

by David Gardner

You've been planning your Star Fleet Battles tournament for the local convention. You've invested a year of effort into covering every detail, you've anticipated every conceivable player problem, and the night before the tournament you've even read the rulebook cover to cover three times. You're ready for anything. The day of the convention, 7 players show up to compete in a 16-player tournament. A week later, you meet players who didn't even know there was a convention that weekend.

This has happened to me (although, in my defense, I have also run several more successful tournaments). If there is anything I've learned about running SFB at conventions, it's that you cannot take it for granted that just because it's SFB you are going to have more people than you need. Unless people know about your convention, and the events it will have, they cannot plan to attend. Even if you are running SFB at an event sponsored by another organization, you cannot assume that they will get the word out to the people you need to contact. You have to see to your own publicity, and in the meantime, you can help with the overall promotion of the entire convention.

You should start your promotional campaign about six to eight months before the convention date. If you start much earlier, you run the risk that your potential attendees may misplace your information and forget about the event entirely. On the other hand, if you begin any later, you may leave your customers without ample time to plan leave from work or school. This is also the time to contact 'celebrities,' people with well-known names who might attract other attendees. This might include a local champion, someone listed in SFB as having designed something, a member of the Star Fleet Staff, or even someone from ADB or TFG. By securing celebrities early, you can include information about them in your publicity. Be sure when contacting individuals for this purpose that you are very clear concerning what amenities your convention can and cannot provide: i.e., room, board, transportation and/or honorarium. Also, be clear on what you expect of the individual in question: running events (what type? what length? how many?), lectures, autograph sessions, etc. You probably cannot afford to fly in someone from Amarillo, but ADB can put you in touch with the nearest staffer, and he can bring some interesting unpublished stuff.

Your first step in promoting any Star Fleet Universe event should be to post it on the GENie computer network. If you aren't a GENie subscriber, become one; if you don't have a computer or modem, find someone who does. GENie reaches SFB players all around the country at a practically negligible cost. Convention postings are in Topic 4 of the Star Fleet Battles category.

You can also contact the Amarillo Design Bureau (through GENie or the US Mail) to have your events listed in

Starletter. Almost any serious SFB player who isn't on GENie subscribes to Starletter, or knows someone who does. (You can also ask ADB to put the notice on GENie.)

GENie and Starletter also provide you with a list of conventions taking place near you that have SFB events. You should send fliers to these cons — if possible, to the individual person responsible for SFB events. Have these individuals give the fliers to anyone participating in SFB events, and have them post some at a conspicuous point. If the con has an information table, ask them to leave a handful there. The range of cons to hit is up to you, but you should contact all cons within 200 miles. Of course, if you can attend the convention yourself, you can not only recruit players for your own show but also learn first hand what the public wants and doesn't want. You can also recruit a few judges and helpers.

You can ask ADB (send an SASE) for their mailing list of known SFB players, and contact them directly.

After you've exhausted the primary SFB resources, you should look into the secondary, general gaming sources of publicity. National magazines, such as *Dragon* and *Space Gamer*, should be targeted first. These magazines often have long lead times, so make sure you contact them early. Also, their editorial offices are usually understaffed and overworked, and it is not uncommon to have a notice lost or overlooked, so send at least two separate notices. You may even wish to verify receipt of your notice by phone. Make sure your notice includes specific mention of SFB events.

Local gaming clubs should be contacted next. You should provide them with fliers for their meetings and also invite them to sponsor events at your con (or at least to contact the convention officer responsible for outside gaming sponsors). If their membership is large enough to support a newsletter or other publication, inquire about ad space; full page ads in such publications are usually very cheap and well worth every penny. Again, be certain you specify that the convention will include SFB events.

You should also drop fliers at any local stores that sell strategy games, even if they are not 100% 'gaming' stores. Model and hobby shops and book stores often have gaming sections and a fair number of clientele who purchase games. Make sure you ask the store manager or owner for permission to leave fliers on their premises, and, if you are so inclined, ask if they are interested in vendor tables.

Finally, you should look into local sources of 'community' publicity. Television and radio stations will often give free time for community announcements at non-peak hours, although the group organizing your convention may have to be incorporated as a non-profit organization to take advantage of this. Community access cable channels also have this service, usually without the non-profit restriction. Newspapers, both large and local, will usually have a space for announcement of local activities. Post fliers at community centers, libraries, and anywhere else you see a community bulletin board. Be careful about posting notices in a public school. If your gaming group has members who attend a public school, have them post the fliers, and only after they have been approved by the principal. There are still parts of the country where all strategy games are associated with Dungeons and Dragons®, and where D&D® is (unjustly) associated with the occult.

Remember as well that it may not be too early to start thinking about next year's publicity before this year's convention is over. Make certain that everyone who attends your con (and particularly those who play SFB events) know how to contact you or your club. If possible, have all SFB players log in on a sign up sheet with their address so that you can contact them for future events (See *Rated Aces*, pg 2).

If you're in a metropolitan area, alert the local media to your con. Most TV stations will have a 'community affairs'

reporter who may be interested in bringing a camera crew by to shoot a segment on your convention. Contact him directly, and let him know why you think the con is newsworthy. Also, let him know about any miniatures events being run (not only SFB, but also Micro-Armor and Napoleonics on terrain boards, Modern Naval, etc.), as these types of events are very 'photogenic' and will look good on the screen. The print media may also want to cover your events in such a manner. Get them to mention that you do this every year.

As a last note, remember that, should things go awry, you have options. If after all your work you still don't get enough players for a Fleet Captain's style, one-on-one tournament, switch to a Patrol Tournament. If players become bored or burned out with the Patrol games, run some pick-up games as fillers or, better yet, have alternate games (perhaps a special scenario) prepared in advance. You might even obtain "playtest" ships and scenarios from Starletter, P-Modules (not for long!), or directly from ADB.

Most important of all, don't forget to have fun. That is, after all, what the whole convention is supposed to be about.

TOURNAMENT ETIQUETTE

By Bruce Graw

Those of you who participate in individual sports (such as tennis, bowling, and golf) are more than familiar with the term "etiquette." Simply put, etiquette is a set of usually unwritten rules of good sportsmanship and fair play. One might consider this almost like having good manners — for example, not putting one's elbows on the table while eating.

The tournament game of Star Fleet Battles is essentially another kind of individual sport, one with its own rules of etiquette. Many players, however, fail to treat it as such, possibly because the topic of etiquette in such games rarely comes up. This article will hopefully serve this purpose by introducing eight basic rules of tournament etiquette.

1. DON'T CHEAT

Some players interpret this as "Don't cheat, but if you do, don't get caught." This is a rather deplorable sentiment considering that SFB is just a game. The problem is that tournament play is often a step beyond the standard friendly scenario on the game table in the basement. Tournament battles often mean something: a Rated Ace card, a gift certificate or other prize, or even the coveted Gold Hat at the Origins National Championships. When a physical, tangible award comes into play, even the most seemingly honest and conscientious player can develop a "win-at-all-costs" attitude, often without even being aware of it!

As all readers are aware, you can cheat at anything, and in a game as complicated as Star Fleet Battles, the opportunities are everywhere. The Energy Allocation Form is the primo location for cheating at the tournament (basically because everything else is out in the open). With one stroke of your pen, you can suddenly be holding a second wild weasel or have just enough power in tractors to anchor the enemy. When a battle is rather close, it can be awfully tempting to alter the records just a bit, especially when the difference can mean victory or defeat.

The main problem here is that if the cheater is not caught, a superior (and honest) player goes home without any reward. It must be a hollow victory, though, for the cheater. Tainted with the stigma of fraud, what does the victory really mean? And if you go on to win the tournament, what have you proven? That you can win by cheating? Anyone can do that! The bottom line is, if you can't play fair, don't bother playing. Any victory you earn is meaningless.

2. BE A GOOD SPORT

If you're losing, don't whine and cry about it. All too often I hear a player whine about the other guy getting more hits with direct-fire weapons or rolling better internals. It's all right to cite these as reasons for your loss in private after the game, but doing it during play is a waste of time. Perhaps you think the other player will have mercy on you, or make a mistake? Most players I know will slam you all the harder if you're an obnoxious complainer.

On the flip side, if you're winning the game, don't lord it over the other player. When three of your photons hit, keep calm and don't jump up and down like you've won the lottery (although it might seem like you have). No one likes to have their mistakes pointed out to them during the game either. You can analyze your own performance, but don't try to explain your opponent's.

3. DON'T KIBITZ

You've probably all encountered this one: You're in the middle of a tight game, concentrating on what's going on, when your opponent's buddy walks up and says, "Hi Joe, what's happening? Oh, you're right next to him, and he's out of weapons? Well, do you have a suicide shuttle ready? Why not launch it?"

Sure, your opponent might have thought of that himself, but who knows? The point is, the game is between two players, not one player against several. You're expected to fight alone, without advisors. Anyone who walks up to a battle in progress and begins to give suggestions to either of the players should be immediately ushered from the area. It's every player's responsibility that they not ruin an otherwise good tournament battle in this way.

Other observers can be just as annoying. Walking up to a table and asking for details on what's going on can interrupt someone's concentration at a critical moment. You can look, but try to keep quiet unless the game is paused for some reason (such as the Energy Allocation Phase).

4. DON'T BE A RULES LAWYER

Nothing can be more obnoxious than a player who pulls out the rulebook every few minutes or visits the judges equally as often. It's part of your responsibility as a player to understand at least the basic rules of the game. The tournament uses only these most basic rules, one of the reasons it is so popular.

This is not to say you shouldn't consult the rulebook when it's appropriate. Looking up the steps of the Sequence of Play is one common reason to check the rules. However, if you find yourself doing this two or three times a turn, it's time to spend some time reading the basic SFB rules again, to refresh your memory.

It's also important to not be inflexible with the rules. Many players, for example, like to "finish out a turn" when nothing is going on (i.e., if the ships are out of weapons and are receding from each other) by simply counting up the number of times each ship is to move and moving them that distance (an impulse at a time). In such a situation, going impulse by impulse simply makes the game more tedious.

Another example might be when a player makes a minor, unimportant error in his energy allocation. Say, for example, he spends one more point than he has available. To some hard-liners this means an instant loss of the game, but if the mistake wasn't critical (e.g., one less point of shield reinforcement because a battery was used to tractor a drone), you should let it slide, but not without correcting the error by burning batteries or whatever other means are convenient. A judge can often help in these matters, and if he determines that the error was severe enough to warrant a forfeit, his judgment will obviously stand.

The point is not to be a jerk about the rules. Winning because your opponent made a minor, correctable error will be just as hollow a victory as one won by cheating.

5. BE PUNCTUAL

Be on time for your matches. No one likes to be delayed because you're having dinner or whatever, and it will cost you hull boxes. Just be on time, and you won't have to worry about it.

When it's energy allocation time, many players like to take a quick break (to get a drink, use the restroom, smoke, or whatever). Don't stretch this out beyond 5 minutes, unless your opponent agrees to it in advance, especially if there's a time limit. In such a case, players who don't return within a reasonable time should be reported to the judge.

Also, keep the game moving. Don't spend minutes every impulse poring over your next decision. No one likes a grueling 4-hour duel, and there are time limits. At critical times, feel free to pause, but it's usually courteous to ask your opponent for an extra minute to make your choice.

6. RESPECT YOUR OPPONENT

Your opponent is a person, even if he is your mortal enemy in the game of SFB. This person may have certain preferences in the way the game is played, and he may or may not like the way you play.

For example, many players don't mind the impulse cards, while others insist on using the standard chart. The damage allocation cards are another item which some players use and others despise. There are even "fire decision" cards which some may insist on using. It is always a player's right to refuse to use these play aids if he wishes, and no player can force them on another.

Other, more minor things can cause problems. Lately I've seen players rolling groups of dice (say, 10 at a time), pairing them by die color, and doing internals in mass groups. While this seems to speed up the game, it can be confusing to the uninitiated. Be sure to explain what's going on and how the dice will be read. It's important also to read them in a specific order, so be sure to let your opponent know this order of precedence. And, of course, if your opponent asks for you to roll the internals one at a time, you should respect his wishes.

These are just examples, of course. The point is to be aware that other players may not play the game the same way you do; players and judges must agree to special rules.

7. RESPECT THE JUDGE

The judge (or judges) of the tournament have a big job. They must manage the pairing of players with each other, set up the final draw, rule on individual battles, enforce time limits, record game winners and losers, ensure that the tournament runs within the convention's logistical restrictions, and a hundred other little things, all at the same time! With all of these things to do, a judge is going to be very busy, so don't waste his time with trivial things. Simple rules questions should be looked up in the rules. The judge is there to solve disputes, not to dig through the rulebook for you. You should also avoid engaging in long, drawn-out descriptions of your battles or other conquests, unless he asks you to.

Sucking up to the judge is usually a bad idea. It's usually very transparent and doesn't work anyway. The judge has to be impartial, and doing favors for him just puts him on the spot. This is just another form of cheating.

Don't argue with the judge, at least not beyond the official appeals process (if any). If the judge wants input from you on a matter, give it to him calmly and rationally. After the judge makes a decision, don't continue to belabor the point. The decision should be treated as final. And whining about it during and/or after the game will just be sour grapes. The

judge has enough problems without having to worry about being hated by you for all eternity.

8. DON'T STALL

In games with a time limit, stalling can be a real problem. (This is one of those times when the judge can become very overworked.) Basically, what can happen is one player will do internals, then run away and hide and draw out the game until a judgment is made in his favor. Many people consider this cheating (see point #1), and rightfully so.

Once again, if you win by stalling until a judgment, what have you earned? Nothing but a hollow victory. You'll never know if you would have won the game or not. Play it out to its conclusion, and prove your worth in battle, like a true warrior.

CONCLUSION

Many of the points discussed above are equally valid in a non-tournament setting and should be adopted wherever Star Fleet Battles is played. In conclusion, when you go to a tournament and sit down to play, remember that it's just a game. That's all there really is to it.

HOW ORIGINS WORKS

The National Championships at Origins are a confusing experience to players, even veterans of other conventions. Allow us to shed some light on how things actually work.

The first event is the "Wednesday evening sing-a-long" (no one *ever* actually sings) which is held in the lobby of one of the hotels. It's a chance to meet the staff, ask about the tournament rules, and see the new products.

The confusion comes because SFB basically ignores the "rounds" into which all other events at Origins are divided. Whenever you show up, we'll give you an opponent and a map and point to a blank space on a table. You go and play your game, then come back and report the result. If you get out of Rail Baron® early, you can come start your SFB round a little early. Because we are starting games all the time, you will generally play either the next total stranger who walks up or the one who walked up a few minutes earlier and is waiting for you. (We try to avoid having people play people they know, and we usually avoid matching opponents against ships of the same race unless both players want to do it.) We ask waiting players to stay in a "bull pen" near the ADB Tournament Control Desk so that we don't have to hunt them down, but we have been known to holler "We need second round captains!" if the bullpen is empty.

The Fleet Captain's Tournament is seven (or eight) rounds of single elimination. You lose one game, you are out. You have to play the first three games before the convention closes on Friday night, but you can play them just about any time during Thursday and Friday. So show up whenever you have a couple of hours, and we'll get you into a game. As of Origins 92, the Captain's Game will be expanded if necessary to accommodate anyone who wants to play, so if you try to pre-register and are told it is sold out, come on down anyway.

While it is single elimination, there is one loophole: the "re-entry draft" rule. If you get eliminated before 5pm Friday, and if there are unsold seats within the normal limit, you can buy another ticket and start over. (The normal limit is 128, and this is expanded to 256 only if all 128 sell out in pre-reg. If you do not have a pre-reg ticket, get there on Thursday to be sure you have a chance, or contact ADB directly to reserve a seat.)

Patrol works much the same way, in that you just show up at the desk whenever you like and ask for an opponent. There is unlimited seating. No one is eliminated; keep playing as often as you like. We take the 16 players with the best records (half by percentage, half by "net kills") and put them into single-elimination finals all day Saturday and into Sunday

morning. Patrol does, however, use one rather unusual rule known as "the food groups." The 12 ships are divided into four "food groups" of three, as follows:

- DRONE ZONE: Klingon, Kzinti, Lyran.
- PLASMA PACK: Romulan, Gorn, ISC.
- WILD BUNCH: Orion, WYN, Andromedan.
- DIRECT DUDES: Federation, Hydran, Tholian.

To make the finals, you have to play at least one opponent from each food group. We give waivers if you sit in the bullpen for 60 minutes and we can't find your last food group.

Saturday Patrol uses the same system, except that there are no finals and the winner is determined by "net kills" (wins minus losses). We start playing Saturday Patrol about 6pm on Friday night and wind up when the convention closes. We do require you to play all four food groups (as above).

You'll need to bring a pen, dice, and counters. TFG provides the maps and SSDs. Some people are confused by our map procedure, so we'll explain it. Most people need to borrow a map. The only way to keep track of who borrowed a map (so we can get it back) is if *everyone* borrows a map whether they need it or not, and *everyone brings one back* when their game is over. If we run short of maps, we'll let you use your own (assuming it is the standard size), but we'll give you a "map voucher" which you can turn in instead of the map you never borrowed. Get it?

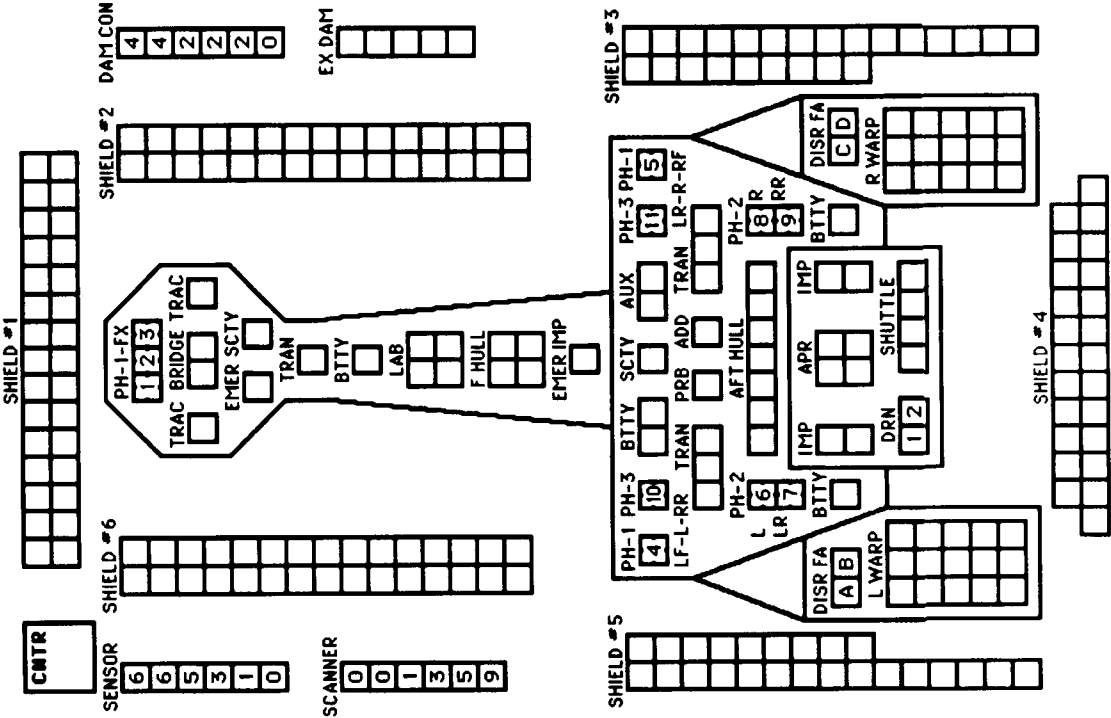
If you give ADB (i.e., Steve P or Steve C) something (a letter, scenario proposal, results from another tournament, playtest report, etc.) to take back to Amarillo, be sure that you personally observe this material being placed in the "take home bag" or the chances of its getting lost are about 50-50.

PLAYING IN AN SFB EVENT

Conventions are a special kind of gaming. You'll meet new opponents (who know tactics you don't) and get to talk to people, visit dealers, and attend seminars. A few comments:

1. Practice, using the tournament rules and the ship you intend to fly, as often as possible. You *will* fight the way you train, so train the way you intend to fight. Your local group might even conduct a "mock tournament" on a weekend a month before the real one, playing with actual time limits and sleep schedules. You don't know what playing four three-hour games with a one-hour break is like until you try it.
2. Playing in a local convention will get you used to the noise and pressure of competition, conditioning you will need if you ever play at Origins or GenCon.
3. Arrive early so that you'll have plenty of time to look around and get settled.
4. Go as a group. This divides up the workload and expenses, and you can recruit new members. Distinctive hats or T-shirts make your group a "presence."
5. Play to win, but even if you do not win, learn something from every game you play.
6. Bring along an assortment of headache and cold pills.
7. Pace yourself. Don't go out on all-night drinking binges, at least not until you've been eliminated. Select sleeping accommodations for quiet, not for party and pool facilities. If you are there for fun, have fun and party all you want, but be sure to make your opponent work for any victory he achieves.
8. Read everything that the judge has taped to the walls. What you do not know, can and will kill you.
9. If you win, sit down with the judge and help him get the Rated Ace form completed. Follow him around until he gets every T crossed and every I dotted. (Read the instructions on the form; some judges don't!) If he makes a copy, get him to make you a copy, too. The couple of nickels the copy will cost is a small price to ensure that you get a Rated Ace patch, since no one can buy one of those. ★★★

KLINGON D7CT TOURNAMENT CRUISER



MOVEMENT COST = 1
HET COST = 5

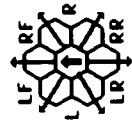
SHIP DATA TABLE	
TYPE	= D7CT
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

UIM (NO BURNOUT)	
PLAYER	
TOURN	
ROUND	

- SPECIAL RULES**
1. No mutiny is possible.
 2. Has one scatter - pack.
 3. Can exchange two type-1 drones for one type-1Y drone (can do this twice).
 4. Has firing arcs in (D2.32) and (D2.33).
 5. Has two points for improved drones.

DRONE	POINTS
1	
2	
ADD	

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



FA = LF + RF
FX = L + LF + RF + R

ADMINISTRATIVE SHUTTLES	
IDENT	
HIT POINTS	
NOTES	

PROBES	
1	5

HIT & RUN	
UIM	<input type="checkbox"/>
DERFACS	<input type="checkbox"/>

BOARDING PARTIES	
GUARDS ASSIGNED	10

ANTI-DRONE TABLE	
RANGE 0	1 2 3 4+
HIT*	- 1-2 1-3 1-4 -

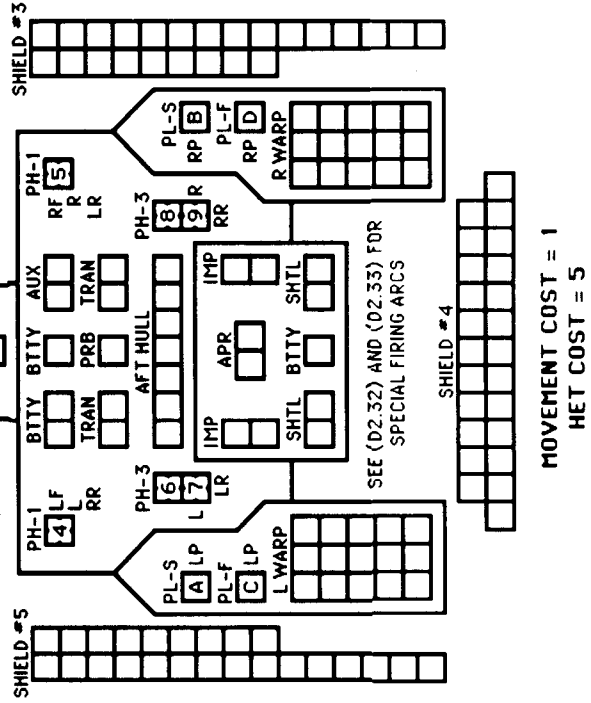
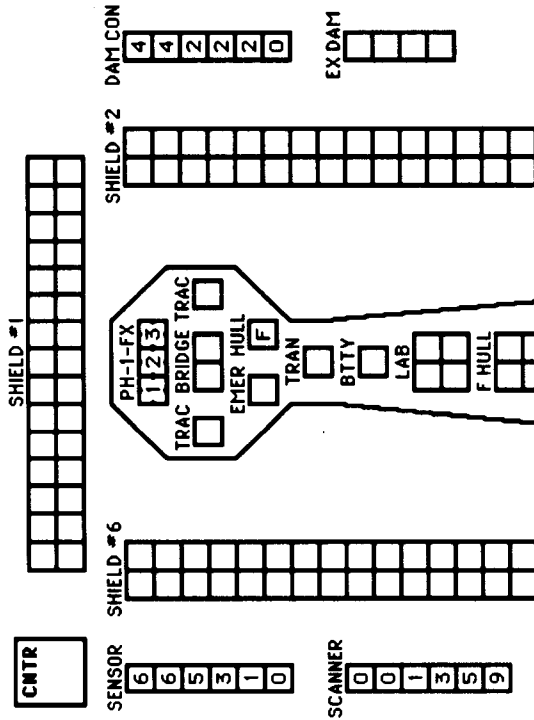
TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6-9-16-26-51-ROLL 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-ROLL 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-16-31-ROLL 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

DISRUPTOR TABLE	
RANGE	0 1 2 3-4 5-8 9-15 16-22 23-30
HIT (STD)	NA 1-5 1-4 1-4 1-4 1-3 1-2
HIT (UIM)	NA 1-5 1-4 1-4 1-4 1-4 1-2
HIT (DERFACS)	NA 1-5 1-4 1-4 1-4 1-3 1-3
HIT (OVERLOAD)	1-6 1-5 1-4 1-4 NA NA NA
HIT (OL/UIM)	1-6 1-5 1-5 1-5 NA NA NA
DAMAGE, STD	0 5 4 4 3 3 2 2
DAMAGE, OULD	10 10 8 8 6 0 0 0

ROMULAN KR TOURNAMENT CRUISER



CNTR

SENSOR
6 6 5 3 1 0

SCANNER
0 0 1 3 5 9

SHIELD #5

SHIELD #4

MOVEMENT COST = 1
HET COST = 5

SHIP DATA TABLE

TYPE = TKR
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
CLOAK COST = 20/4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PLAYER	TOURN	ROUND

PROBES
 □ □ □ 5

TURN MODE SPEED

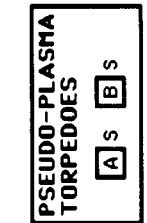
B	1	2	3	4	5	6
	2-5	6-10	11-15	16-21	22-28	29+

HET
 □ □

BD
 □ □

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-75
ROLL 0	1 2 3 4 5 6 15 25 50 75		
1	9 8 7 6 5 5 4 3 2 1 1		
2	8 7 6 5 4 4 3 2 1 0 0		
3	7 5 4 4 4 3 2 0 0 0 0		
4	6 4 4 4 4 3 2 0 0 0 0		
5	5 4 4 4 4 3 3 1 0 0 0		
6	4 4 3 3 2 2 0 0 0 0 0		



FX = L + LF + RF + R

TYPE III DEFENSE PHASER

DIE RANGE	4-9
ROLL 0	1 2 3 8 15
1	4 4 4 3 1 1
2	4 4 4 2 1 0
3	4 4 4 1 0 0
4	4 4 3 0 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

HIT & RUN CLOAK
 □

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	
BOLT	1-4	1-3							1-2		

(SG42.0) ASSIGNED TARGET GAME

by David and Drew Gardner, Virginia

More fun with the Masters! The Masters communicate new assigned targets to each starship commander at the beginning of each round of combat in this free-for-all.

(SG42.1) NUMBER OF PLAYERS: 4–16, but it is recommended that 8 be used. Each player commands one tournament ship of his choice. Additionally, there should be one Game Master who has a number of functions.

(SG42.2) INITIAL SET UP

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

PLAYERS: The Game Master sets up all the ships in their initial starting positions, heading generally towards hex 2215. The ships should be equidistant apart and within three hexes of the map edge. With larger numbers of players, the Game Master may set up some players in the map center. All ships are speed max, WS-III as modified for normal tournament play (i.e., no seeking weapons, shuttles, or fighters launched before the scenario began).

The Game Master then deploys three counters (one red, one green and one blue) in hexes 1615, 2120, and 2721. See (SG42.467).

YEAR: No year is specified as tournament ships and their specific rules are used. The players may, in a variation, use normal ships and will have to select a year to determine what drone speeds and other options are available. Y178 is recommended.

(SG42.3) LENGTH OF SCENARIO: The scenario continues until only one player's ship remains on the board or until the end of Turn #6. The Game Master may announce a different turn as the final turn BEFORE play begins, but this number cannot be less than six turns.

(SG42.4) SPECIAL RULES

(SG42.41) MAP: The map is fixed; it does not float. No unit may disengage by any means. (The only way to leave the map is to win the game or die!)

(SG42.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. In a variation, booster packs might be added.

(SG42.421) No ship in this scenario may have an MRS shuttle, whether qualified to carry one or not. Optionally, all ships (except an Andromedan of course) may have an MRS.

(SG42.422) There will usually not be enough fighters on any one ship to allow the use of an EWF. In a variation where enough fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SG42.423) There are no PFs in this scenario.

(SG42.43) COMMANDER'S OPTION ITEMS

(SG42.431) There are no Commander's Options per se, although players have all optional equipment normally available within the tournament (Klingon and Kzinti scatter-packs, drone upgrade points, WYN and Orion option mount restriction, etc.). In a variation 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.

(SG42.432) If not playing with standard tournament ships, all drones are "medium," i.e., speed-20. "Fast," i.e., speed-32, drones are available for purchase as special drones. Optionally, the Game Master may set a scenario date that precludes the use of some special drones or drone speeds, but must announce this before the players purchase their ships in such a variation.

Each drone-armed ship in a non-tournament variation 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.

(SG42.44) REFITS: There are no refits of tournament ships. If playing a non-tournament ship variation, a ship may have any refits available to it subject to the year announced by the Game Master. The BPV of any refit is included in the cost of the ship for computing victory conditions.

(SG42.45) TOURNAMENT RULES: All tournament rules are in effect (e.g., no powered electronic warfare), with the exception that ships do explode and do normal damage to all units within the explosion range. Note that in a variation EW and other rules may be used. As in the standard tournament, players may not self-destruct, even to deny an opposing player a score.

(SG42.46) ASSIGNED TARGETS: The basis of this scenario is that each player will receive a different "target ship" at the start of each turn. The player can only score points under the Modified Victory Conditions (S2.201) by scoring points on the target that he was assigned for that turn.

(SG42.461) RECORD: Before the game begins, each player records on a slip of paper his or her name, type of ship, and, if there is more than one of that type within the game, some other designation such as the counter ID. The player also records the words "red," "green," and "blue," in any order on the slip. These slips are folded so that none of the recorded information is visible and given to the Game Master.

(SG42.462) TARGET SELECTION: Players begin each turn by choosing one of the slips detailed in (SG42.461). These slips are picked or distributed randomly. This action is the first action of the turn, taking place before Energy Allocation. The slip stays in the possession of the player who drew it for the entire turn, and it defines the target that player must score damage on in order to score points during that turn.

(SG42.463) SCORE: Players score points (SG42.464) during a turn only by scoring internal damage on the player whose name they have that turn. Players need to claim a score to receive it. They must verify with the Game Master that they indeed have their target's ID slip.

(SG42.464) POINTS: Points are scored according to the schedule in (S2.21), with the following exceptions and provisions:

Transporters and boarding parties can only be used for hit-and-run raids in the tournament. The 200% for ship capture result cannot be obtained.

Vessels cannot disengage, so the 25% result for forcing an enemy to disengage cannot be obtained.

Any given vessel can only be scored a maximum of three times on the 10% for internal damage result, by all of the other players combined (an no more than once per turn). After a vessel has been scored three times for 10%, it must be crippled or destroyed for a further score.

A player who cripples a previously damaged vessel, or who destroys a previously damaged vessel, subtracts all previous scores from that vessel when computing his score; e.g., a ship which has been hit twice with internal damage and is then crippled would net a score of 30% of its BPV (50% for crip-

pling - 2x10% for the previous internal damage scores). A ship is defined as crippled per (S2.41).

The Game Master will keep track of all damage incurred by all vessels; any previous damage, even if it did not result in a score for any player, can lower the score for any resulting damage.

Tournament ships are assumed to have a BPV of 150.

For the purposes of computing a player's score (but not for the purposes of damage), hellbores, enveloping plasma torpedoes, and PPDs do not count as separate volleys.

No points are scored for shield damage or damage to shuttles. Destroying a Hydran fighter nets a player the fighter's economic BPV.

To be claimed for a score, seeking weapons must strike the target on a turn in which the launching player has the target's slip. No points are scored by any player if seeking weapons strike a target during a turn that the launching player does not have the target's slip. Note that it is possible for a player to launch seeking weapons that do not hit on the turn they are launched, but draw the same target ship on a subsequent turn when the seeking weapons DO hit the target. In this latter case, the launching player would be credited.

(SG42.465) DAMAGE: All fire on a single impulse toward a single vessel that results in damage to that vessel or that vessel's destruction will yield a score to the player with that target's slip if he participated in the attack and fired on a shield which was previously down, or downed during that impulse. If the scoring player so wishes, he can give the other attackers a hearty handshake.

(SG42.466) ALLIANCES: Players may form alliances for whatever reason and length of time they see fit, but these alliances will have no effect on any player's score. Players specifically cannot trade target slips, agree to damage another player's target for a score or a share thereof, or transfer all or part of their score to another player for any reason. At the option of the Game Master, any player who discloses his assigned target for any reason other than to verify a score, either verbally or visually, may be penalized by any amount up to 75 points.

(SG42.467) MARKERS: On almost every turn, at least one player will draw his (or her) own name. If a player draws his ID slip, he may still score 15 points (a score equal to the 10% level) by passing over the colored counters on the map in the order recorded on the ID slip. As in the normal scoring procedure, this score must be claimed and must be verified with the Game Master.

(SG42.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) as modified by (SG42.466). Victory is determined by points scored. A player's vessel need not survive to the end of the game in order to claim victory.

DESIGNER'S NOTE: This game seeks to end the ganging-up that tends to occur in free-for-alls. Two or more players may, of course, still fire at any given player, but they stand to gain nothing, and perhaps lose. The goal was to devise a game that could be played at conventions with a large number of players and still allow an "every-man-for-himself" playing style.

Les Tours des Klingonez

Ardak Kumerian, Klinshai

Is your SFB group looking for something interesting to do at an upcoming gaming session? Or perhaps you are looking for a special event to build an upcoming games weekend around. If so, we'd like to recommend this mini-tournament, which (in honor of the famous annual French bicycle race) we name *Les Tours des Klingonez*.

The *Tours des Klingonez* is suitable for a group of six or more gamers. You will need about one hour per gamer involved (two hours per round), so it will take a long Saturday for a small group and a weekend (or two Saturdays) for a larger group. Alternatively, you can set a time limit of one hour per round and finish in a day.

The general idea is that a group of young and enthusiastic Klingon captains, who all graduated from the Academy in the same class, have all received command of cruisers at about the same time. They decide to arrange an informal competition among themselves to see who is the best. With the connivance of a friendly admiral at Imperial Headquarters, they arrange to be transferred around the periphery of the Empire over a period of two or three years. Each captain then seeks battle on each front as he visits that fleet.

The group is divided into two teams of approximately equal strength: the Klingons and the Alliance. Generally, there is one player of each Alliance race.

To get into the spirit of the event, you should arrange the tables in a hollow square to simulate the shape of the Klingon Empire. The Klingons sit at the "inside" seat of each table, while the Alliance players sit at the "outside" seat. The number of tables involved will depend on the number of players. Generally, there will be the Kzintis, Hydrans, and Federation. You can add the WYNs, Tholians, LDR, and even the Lyrans and Orions if you have more players. If you have more than eight Alliance players, or if you don't want to use a particular race, you can add an extra Federation player or even insert a Gorn (or Romulan?) between the Federation and Tholian tables.

The Alliance team selects one of its members for each table (or more probably selects tables depending on the inclinations of its members). The Klingons then sit down at the various tables (one per table); the table chosen does not matter as each Klingon will play at every table before the *Tour* is over. Each pair (one Klingon, one Alliance) then plays a duel scenario until victory or until the time limit runs out.

The *Tour* was intended for war cruisers, but can be played just as easily with DWs or CCs or tournament ships, or indeed with any mutually agreeable selection of ships. An exact balance between the Klingon ship and each of the Alliance ships is not necessary since the Klingon players are competing against each other, not the enemy. (For example, if you were using a Klingon D5 and the Federation ship was a *Kirov*-class battlecruiser, all of the Klingons would probably lose that board and their scores would be even.)

Ships are fully repaired (and destroyed ships are replaced with the same ship class), shuttles replaced, ammunition reloaded, etc., between rounds.

Klingon Victory is determined by the number of games won. If two or more players have the same number of victories, use the total number of victory points from all scenarios to break the tie. If two or more Klingons are still tied, use Sudden Death Overtime. To do this, start a new game for each Klingon involved in the tie. Each plays a different opponent, but the same opposing ship (the Alliance team can select any ship they used except the one with the best record against the Klingons). Each game must start each turn at the

same time; if one game finishes turn 2 early, those players take a break until the other games finish turn 2. Use a tournament arena (i.e., no ship can leave the map). The first Klingon to destroy his opponent (first in terms of the specific turn, impulse, segment, stage, and step) wins. If this is a tie, toss a coin.

(SG43.0) TOUR SCENARIO

This scenario assumes that the campaign is fought in Y175. You can select another year if you wish; make the appropriate changes to ships, refits, weapons, fighters, and technology for the year you select.

(SG43.1) NUMBER OF PLAYERS: 2; the Klingon player and the Alliance player.

(SG43.2) INITIAL SET UP

ALLIANCE: Ship in 1701, heading D, speed max, WS-III.

KLINGON: Ship in 2530, heading A, speed max, WS-III.

(SG43.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SG43.4) SPECIAL RULES

(SG43.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

(SG43.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SG43.421) One MRS shuttle may be purchased by each ship under (SG43.431).

(SG43.422) Do not use EW fighters.

(SG43.423) There are no PFs in this scenario.

(SG43.43) COMMANDER'S OPTION ITEMS

(SG43.431) 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.

(SG43.432) All drones are "medium," speed-20.

Each ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SG43.44) REFITS: The Klingon ship has the B and K refits (if applicable). The Alliance ship has any refits available in Y175.

(SG43.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.2).

(SG43.6) SUGGESTED SHIPS: While any ships can be used, the following are suggested:

RACE	CW	DW	CC	BCH
Fed	NCL	DW	CC	Kirov
Klingon	D5K	F5W	D7L	C7
Romulan	SpHA+	SkHA	KRC	NHK
Kzinti	CM	DW	CC	BCH
Gorn	HDD+	BDD+	CC	BCH
Tholian	CW	DD	CC	NCA
Orion	BR	DW	CA	BC
Hydran	HR+	War	LM	OV
Lyrans	CW	DW	CC	BCH
WYN†	Orca	Mako	White	
ISC	CL	DDL	CLS	CC

† These are the "War of Return" ships from Module C3.

(SG44.0) THE CAPTAIN'S ROUND

(Y172) *by Tom Chartoff, New Jersey*

After years of abducting starships and their crews and pitting them against each other in the arena, the Masters grew bored. They had wanted to test the skill of the captains of the vessels, but soon found that a poor captain in a good ship could beat an average captain in a poor ship. In an effort to alleviate their boredom (and have something new to bet on), they developed THE CAPTAIN'S ROUND.

(SG44.1) NUMBER OF PLAYERS: 4-6; each is the captain of a ship.

(SG44.2) INITIAL SET UP

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

FOUR PLAYERS: Set up one ship in each hex as follows: 0202 heading C; 0228 heading B, 4002 heading E, and 4028 heading F.

FIVE PLAYERS: Set up one ship in each hex as follows: 3828 heading F, 0628 heading B, 0204 heading C, 2201 heading D, and 4106 heading E.

SIX PLAYERS: Set up one ship in each hex as follows: 4229 heading F, 2229 heading A, 0130 heading B, 0101 heading C, 2301 heading D, and 4201 heading E.

In all cases, all ships will be speed 0, 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.

(SG44.3) LENGTH OF SCENARIO: The scenario continues until only one uncrippled ship remains. If all ships are crippled, the scenario continues until only one ship remains.

(SG44.4) SPECIAL RULES

(SG44.41) MAP: The map is fixed; it does not float. No unit can leave the map except by being destroyed.

(SG44.42) SHUTTLES AND PFs: The presence of warp booster packs (J5.0) on any shuttles will depend on the year in which the scenario is set. They were introduced for fighters in Y180.

(SG44.421) If using the optional MRS shuttles, each ship will have one MRS shuttle.

(SG44.422) No EW fighters will be used in this scenario.

(SG44.423) There are no PFs in this scenario.

(SG44.43) COMMANDER'S OPTION ITEMS

(SG44.431) Each ship can have the number of T-bombs allowed for its size class if the players decide to use this option. Each ship is also allowed two commando boarding parties, again if the players agree to their use. No other Commander's Option Items, other than those specified here and in (SG44.421) above and (SG44.432) below, can be used.

(SG44.432) All drone speeds are available to the players subject to year set for the scenario. It is suggested that "medium," i.e., speed-20, drones be used.

Each drone-armed ship can have any number of special drones without regard to racial percentages if the players agree to their use. Since any given player may at any time be in the ship with the drones, this will not necessarily confer any player with an overwhelming advantage.

(SG44.44) REFITS: If not using standard tournament ships, players will have to determine the refit status of the ships they choose to use, subject to their availability in the year selected for the scenario.

(SG44.45) CAPTAINS: The Masters are rearranging the captains periodically through the use of their powers.

Captains are moved between ships at random while all the ships are placed in a kind of stasis. This way the advantages of any one ship will be nullified since any one captain might both command and face it during a single session. The following rules reflect this:

(SG44.451) For each ship on the board at the start of the scenario, place another counter of that ship into a cup. At the start of each turn, including the first turn, before energy allocation, each player draws a counter from the cup. This is the ship he will command for that turn.

(SG44.452) When a ship is destroyed, take the counter off of the board, but leave its double in the cup. The player who draws the double of the destroyed ship will sit out that turn (the first such player could run the charts for the other players).

(SG44.453) After ships are switched, the old owner must inform the new owner of guards, PPTs used, drones available, etc. This information is privileged between the two commanders involved and is not revealed to the other players. A good way to do this is to record all such information on either the SSD or the Energy Allocation Form or both when you give these to the new captain of the ship.

(SG44.454) If a ship is destroyed, all shuttles and fighters belonging to that ship are removed and no points are scored for them under (SG44.5).

(SG44.455) The following rules are not used: boarding party combat (except hit-and-run raids and guards), crew units, ship explosions, mutiny, cloaking devices, hidden T-bombs (even if rolled out a shuttle bay), catastrophic damage, ship separation (even by a Neo-Tholian ship), self-destruction, or critical hits.

(SG44.46) SUGGESTED SHIPS: Use tournament ships. If you don't want to use tournament ships, these ships will work: Fed CC+, Klingon D7C, Romulan FireHawk-A, Kzinti CC, Gorn CCF, Tholian CC with web caster refit, Orion CA (photons in center option mounts, gatling phasers in the wings), Hydran Lord Marshal (6xStinger-2s), Lyran Bengal Tiger CC, WYN AuxBC (hellbores in the center option mounts, gatling phasers in the side options), ISC CA. Do NOT use any Andro ship.

(SG44.47) RESTRICTIONS: This scenario cannot be played with less than four players. Andromedans should not be used unless all four ships are Andromedan, in which case there would be no point to the scenario.

(SG44.5) VICTORY CONDITIONS: Players score points as follows:

Type of hit	Inflicted	Taken
Each shield hit	+1/4	- 1/4
Each internal hit	+1	- 1
Each excess damage hit	+2	- 2
Each shuttle or fighter destroyed	+1	- 1
Ship destroyed	+5	- 5

(SG44.51) If two ships fire at the same target simultaneously, the ship closest to the target scores its damage first. If both ships are equally distant, roll a die; the player with the higher(est) result shoots last. (This is important in determining points.)

(SG44.52) Damage scored by seeking weapons is credited to the owning player at the time of impact (the player owning the seeking weapon at the time of impact).

(SG44.53) Damage scored by shuttles/fighters is credited to the owning player.

(SG44.54) Damage scored by mines is credited to the player owning the ship that laid it at the time of detonation.

(SG44.55) The player with the highest net total of points wins.

(SG44.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG44.61) Switch the captains after energy allocation.

(SG44.62) Roll a die after the Post Combat Segment of every fourth impulse. If the die is a 6, switch captains at that point.

(SG44.63) Switch captains after the Post Combat Segment of every 16th impulse.

(SG44.64) Replace the command cruiser/heavy cruisers with light/war cruisers, destroyers, or even frigates.

(SG44.7) BALANCE: The scenario cannot be balanced since the captains are constantly being changed. However, if players note that a particular ship is winning often, they might subtract some T-bombs from it, or reduce the size of its plasma torpedoes, or take away some of its drones. The players must work this out for themselves.

(SG44.8) TACTICS: Basically, try to make sure your seeking weapons will hit before you have to change ships. Think carefully before setting a ship on an unavoidable collision with a T-bomb or a lot of seeking weapons since it might still be your ship next turn. Keep the status of each ship in mind, and select your target carefully to get the maximum points for it. Generally, it is probably better to fire at a ship that is being fired on, even if it is farther away, because you may get more points from internals on that ship than from pinging the shields of a closer ship. Of course, the closer ship could blow your doors off, so be careful. When you have a strong ship and can hit a weak ship fast, do so.

(SG45.0) PF DEMOLITION DERBY

(Y184)

by Eric Nussberger, Texas

This is a quick, bloody little affair the Master's like to put on for a quick warm-up before the main event.

(SG45.1) NUMBER OF PLAYERS: 2-24; each player controls a half flotilla of PFs.

(SG45.2) INITIAL SET UP

TERRAIN: A Tournament Barrier surrounds the map.

STARTING POSITIONS: See (SG45.45) for specific assignment. There are 24 starting positions, evenly spaced eight hexes apart. These are numbered 1-24 as follows:

Inside Positions: (numbered 1-8 sequentially) 0913, 1921, 1709, 1717, 2513, 2521, 3309, and 3317.

Middle Positions: (numbered 9-12 sequentially) 0905, 2505, 1725, and 3325.

Outside Positions: (numbered 13-24 sequentially) 1010, 1701, 3301, 4105, 4113, 4121, 4129, 2529, 0929, 0125, 0117, and 0109.

Each player selects a triad (force of three PFs) from one of the available triads in the force pool. These are placed in the player's starting position, all in the same hex. Each player determines the initial heading [See (SG45.47)] and speed of his PFs, and all PFs begin at WS-III with some limitations explained in the force pool.

FORCE POOL:

FEDERATION: (No overload energy at start, no drones on the board at start.)

3xThunderbolts 4 Triads

KLINGON: (No drones on the board at start.)

3xG1 2 Triads

1xG1, 1xG1D, 1xG1B 2 Triads

ROMULAN:

- 3xCenturions 1 Triad
- 2xSTH-A, 1xSTH-B 2 Triads
- 1xSTH-A, 1xSTH-B, 1xSTH-E 1 Triad

KZINTI: (No drones on the board at start.)

- 3xNeedles 2 Triads
- 2xNeedles, 1xNeedle-D 2 Triads

GORN:

- 3xPterodactyl..... 4 Triads

THOLIAN: (No pinwheels.)

- 3xArachnids..... 2 Triads
- 2xArachnids, 1xAr-W with snare 2 Triads

ORION: [No engine doubling, cloaks, +1ECM shift, or drones on the board at start; see (R1.PF1A)]

- 3x Buc with 2x plasma-Fs and 1x phaser-1 in option mounts..... 2 Triads
- 1x Buc with 3x type-B drone racks, 1x Buc with 2x plasma-Fs and 1x phaser-1, 1x Buc with 2x phaser-1s and 1x drone-B..... 1 Triad
- 3x Buc [option mounts player's choice limited by (R1.PF1A).] 1 Triad

HYDRAN: (Fighters cannot be launched at start.)

- 3xHarrier..... 1 Triad
- 2xHarrier, 1xHellion..... 2 Triads
- 1xHarrier, 1xHellion, 1xVal (4xSt-2) 1 Triad

LYRAN:

- 3xBobcats 3 Triads
- 2xBobcats, 1xBobtail..... 1 Triad

WYN: (No drones on the board at start.)

- 3xFreedom Fighters 2 Triads
- 1xG1, 1xNeedle, 1xBobcat 2 Triads

INTERSTELLAR CONCORDIUM:

- 3xPFs 4 Triads

LDR: Use the same PFs and Triads as the Lyrans.

(SG45.3) LENGTH OF SCENARIO: The scenario continues until only one player has any PFs with weapons and power enough to arm them left or four hours, whichever event occurs first. In the case of drone racks, the player must have drones in the rack for it to count as a weapon. Empty drone racks do not count.

(SG45.4) SPECIAL RULES

(SG45.41) MAP: The map is fixed; it does not float. No unit can leave the map.

(SG45.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SG45.421) No ship in this scenario is qualified to carry an MRS shuttle.

(SG45.422) There are no EW fighters.

(SG45.423) There are four triads of PFs available for each of the 12 possible participating races. No more than four triads from any one race can be used, and races with different types of Triads can only deploy triads within the limits shown (e.g., if the first three Lyran players took three Bobcat triads, the fourth Lyran player must take the 2xBobcat-1xBobtail triad or select a different race, though in this case he might simply choose to be LDR).

(SG45.43) COMMANDER'S OPTION ITEMS

(SG45.431) There are no Commander's Option Items available for this scenario.

(SG45.432) All drones are type-I or type-VI "fast," i.e., speed-32. There are no special drones or type-IV drones.

(SG45.44) REFITS: All PFs in this scenario have received their shield refits.

(SG45.45) POSITION ASSIGNMENT: Each of the 24 entrants rolls a percentile die, generating a number between 1 and 100. These are ranked from highest to lowest. The highest

ranked player is automatically assigned starting position #1, but gets first choice of the available Triads from the force pool. The second ranked player starts in position #2 and has second choice from the force pool, and so on until all 24 positions are filled. Note that a high ranked player gets first choice to select the force he is most comfortable with, but gets a horrible starting position. No trading of forces or starting positions is allowed.

(SG45.46) INITIAL DIPLOMACY: Once all players have their force and starting positions, an initial diplomacy session of 10 minutes should be held. With the average player partially or completely surrounded by enemies, it is important to cut deals in a hurry. After the game begins, five minutes will be allowed at the start of each subsequent Energy Allocation Phase for another Diplomacy period. This will NOT count against the five minute Energy Allocation Period described in (SG45.48).

(SG45.47) INITIAL HEADING DETERMINATION: At the conclusion of the Diplomacy period, all players will place their forces on the board with their selected headings. The player in position #24 will place his force first, followed by each of the other players in reverse sequence from the order in which the forces were drawn. Thus, player #1 will place his force last. Note that this initial heading cannot be changed before play begins once the force is set down, even if you find the player you just made a deal with is not going to be keeping his part of the bargain with you.

(SG45.48) ENERGY ALLOCATION: Each player is allowed only five minutes to complete his Energy Allocation Form each turn. Any player who fails to complete his Energy Allocation in the allotted time will suffer a penalty to be determined by majority vote of the players who did complete theirs on time; it can include ejection from the game.

(SG45.49) PROHIBITIONS: The game will not be halted for rulebook checks. You must ask a judge, or wing it and suffer. There will be no long consultations between players (mid-game turn diplomacy) unless nothing is happening anyway which should not occur. When someone is resolving damage on the DAC, all players should be quiet.

(SG45.5) VICTORY CONDITIONS: A player receives one point for every point of internal damage he inflicts on an enemy PF. External tracks (sensor, scanner, excess damage and damage control) count. Explosion damage, wall collisions, and bonus damage from warp packs do not count. At the end of four hours, any survivors receive victory points equal to three times their remaining internals. Note that this means only aggressive players will win. Wallflowers and cloaked cowards will fall by the wayside.

(SG45.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG45.61) Replace all PFs with Fi-Cons and the appropriate fighters. Note that this gives the Hydrans a hideous advantage, and players should either not allow the Hydrans to play or accept that everyone will have to kill the Hydrans first, and the cloakers second.

(SG45.62) Include one scout in place of one standard PF in each Triad.

(SG45.63) Replace all the PFs with Interceptors.

(SG45.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG45.71) Give weaker players an extra PF, or take a PF from a stronger player.

(SG45.72) Replace one PF in a strong player's Triad with an Interceptor.

(SG45.73) Replace one PF in a weak player's Triad with a Leader; no shuttle or T-bomb and the tractor does not work.

(SG46.0) DILITHIUM CRYSTAL ASTEROID*by John Aitken, Florida*

In a far corner of the galaxy, an asteroid is discovered that has thousands of dilithium crystals just waiting for someone to take them. Several races dispatch "research fleets" to the scene.

NOTE: This is a huge free-for-all scenario with up to eight fleets. The scenario is made more challenging, however, by the need to recover crystals from the asteroid.

(SG46.1) NUMBER OF PLAYERS: 2-8.**(SG46.2) INITIAL SET UP**

TERRAIN: The Dilithium Crystal asteroid is in hex 2215.

FLEET A: Set up within two hexes of 2201.

FLEET B: Set up within two hexes of 0808 [Dis = 0101].

FLEET C: Set up within two hexes of 0815 [Dis = 0115].

FLEET D: Set up within two hexes of 0822 [Dis = 0130].

FLEET E: Set up within two hexes of 2229.

FLEET F: Set up within two hexes of 3622 [Dis = 4230].

FLEET G: Set up within two hexes of 3615 [Dis = 4215].

FLEET H: Set up within two hexes of 3608 [Dis = 4201].

ALL FLEETS are 1500 BPV, speed 10, heading at player's Option, WS-II; see (SG46.45).

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y175 is recommended.

(SG46.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to all players have been destroyed, captured, or have disengaged.

(SG46.4) SPECIAL RULES

(SG46.41) MAP: The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. Shuttles and PFs cannot leave the map unless on board or docked to an appropriate ship. Towing such units by tractor is not acceptable.

The units of any given fleet can only disengage from a map edge within two hexes of its original starting hex or the designated disengagement ("Dis =") hex.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SG46.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the year selected for the scenario allows their use.

(SG46.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG46.431).

(SG46.422) If using EW fighters, 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.

(SG46.423) If the year of the scenario allows, both casual PFs or full flotillas may be purchased as part of the 1500 BPV force.

(SG46.43) COMMANDER'S OPTION ITEMS

(SG46.431) 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. These expenditures do count against the total of 1500 BPV allowed for each fleet in this scenario.

(SG46.432) All drone speeds and types are available, subject only to the year selected for the scenario. Note that speed upgrades do count as part of the 1500 BPV to purchase the force.

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.

(SG46.44) REFITS All refits are available, depending on the players' mutual agreement on the year of the scenario.

(SG46.45) FLEETS: Players will purchase their fleets within the restrictions below:

(SG46.451) Each player selects a race and deploys his fleet at one of the set-up points described in (SG46.2). Each fleet can be composed of up to 1500 points of ships [including modifications (SG46.43)].

(SG46.452) Each fleet must include at least ten ships, not counting PFs. Freighters, monitors, and bases cannot be used.

(SG46.453) PFs and shuttles cannot begin the game on the board but must begin on board or docked to an appropriate ship. In building a fleet, shuttlecraft cannot be added or used to replace fighters.

(SG46.46) CRYSTALS: The point of the scenario is to obtain crystals from the asteroid. This can be done by transporter or shuttle.

(SG46.461) Each transporter can recover one point of crystals per use; each shuttle can recover two points if it lands on the asteroid and returns to its ship (or a ship of an allied fleet, but in that case the crystals will belong to the ship, not the shuttle). There are 150 crystals on the asteroid.

(SG46.462) Boarding parties cannot land on the asteroid. There is no combat on the surface of the asteroid.

(SG46.463) Crystals on board destroyed ships or shuttles remain in the hex where their carrier was destroyed and can be recovered by transporter.

(SG46.464) Crystals already recovered by another player can be "stolen" by hit-and-run raids (each grabbing one crystal), by capturing the enemy ship or by towing an enemy shuttle into your shuttle bay.

(SG46.465) Ships and PFs cannot land on the asteroid.

(SG46.47) ALLIANCE: No players are bound by any alliance to any other players; players may form temporary or permanent alliances during the scenario.

(SG46.5) VICTORY CONDITIONS: Victory is determined by the number of points of crystals each fleet recovers. The player with the most crystals is in first place; the player with the next highest total is in second, and so on. In the event of a tie in the number of crystals recovered, determine the winner between those that tied under the modified victory conditions (S2.201), but award no points for disengagement.

(SG46.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG46.61) Place asteroid counters in hexes 1612, 1615, 1618, 1911, 1914, 1917, 1920, 2209, 2212, 2218, 2221, 2511, 2514, 2517, 2520, 2812, 2815, and 2818. These are plain asteroids, not crystal ones.

(SG46.62) Place asteroids as above, but roll a die for each and move it one hex in that direction.

(SG46.63) Take 3 planet counters, 6 mine counters, and 12 asteroid counters. Turn them upside down, and shuffle them thoroughly. Discard two without looking at them. Deploy the remaining 19 as per (SG46.61) or (SG46.62). The planet counters are crystal asteroids (with 50 crystals each); the mines are neutronic bombs that explode with the force of a 100-point ship explosion; and the asteroids are asteroids. Counters are exposed when a ship (not a PF or shuttle) enters a hex adjacent to them; mines explode immediately upon discovery.

(SG46.64) Have each player design a fleet, then put a written record of each fleet into a hat and have each player draw one at random.

(SG46.65) For a smaller and faster game, allow each player only 500 BPV to purchase his ships.

(SG46.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SG46.71) Reduce the points available to a better player to buy his fleet (this may require him to have fewer ships), or increase the points available to a weaker player.

(SG46.72) Allow a weaker player to have a scout at no BPV cost to add to his force.

(SG46.73) Give a weaker player a bonus for each crystal he escapes with, e.g., each crystal counts as two crystals for this player.

(SG46.8) **TACTICS:** Obviously, an alliance with some of the other players is critical to success. And yet, such an alliance is difficult to manage. If you ally with an adjacent player, he would be in a position to fire on you at short range, betraying (and destroying) you. Alternatively, an alliance with someone on the other side of the asteroid means that you must drop a shield facing him to use transporters, an invitation to a double-cross.

(SG46.9) **PLAYTESTER COMMENTS:** This is an excuse for a free-for-all, but it *is* fun!

(SG47.0) SPACE HOCKEY

by Bill Neumann and the Tinton Falls Task Force

Stardate *unknown*. The MASTERS use their 'toys' in many ways. In one spectacle, the players score points by shooting an object (puck) into a zone (goal) rather than just destroying their opponents. Of course, sometimes they destroy them anyway to allow an unobstructed shot at the zone.

(SG47.1) **NUMBER OF PLAYERS:** 2 teams; Green and Gold. A good scenario for teams of 2 or more players.

(SG47.2) INITIAL SET UP

TERRAIN: The map is surrounded by a Tournament Barrier (P17.0), except that no unit hitting the map edge is damaged (P17.2) as hockey is a nonviolent sport.

PUCK: The puck is set up in hex 2215.

TEAMS: Each team selects a fleet totalling 400 BPV (or any other agreeable figure), including all Commander's Options, and sets up in their goal (SG47.45), heading at player's option, speed max, WS-III. While you will doubtless design your own teams as you gain experience, the following teams are suggested. Y175 refits are assumed:

FEDERATION: CC+, CL+, FFG, Pol+; all with AWR refits.

KLINGON: D7L, D5K, F5K, E3.

KZINTI: CM, CM, DWL.

LYRAN: CC+, CL+p, DD+, FF+.

(SG47.3) **LENGTH OF SCENARIO:** Four turns.

(SG47.4) SPECIAL RULES

(SG47.41) **MAP:** The map is fixed; it does not float. There is no way to leave the map and no way to disengage.

(SG47.42) **SHUTTLES AND PFs:** All shuttles and PFs have warp booster packs if the year allows.

(SG47.421) MRS shuttles may be selected [up to the limits in (J8.5)] under (SG47.431).

(SG47.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.

(SG47.423) There are no PFs in this scenario.

(SG47.43) **COMMANDER'S OPTION ITEMS:** Each ship can select 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. All drones are "fast," i.e., speed-32. No special drones are allowed; only use explosive drones.

(SG47.44) **REFITS** may be selected depending on the year and the BPV available to the players.

(SG47.45) **GOALS:** The goals are located in opposite corners of the map. The Green goal is bounded by 0103, 0202, 0302, 0402, and 0501. The Gold goal is bounded by hexes 3830, 3930, 4029, 4129, and 4228. If the puck enters into these areas, a goal is scored and the puck will stop moving. Teams cannot lay blocking mines or webs within 10 hexes of the goal. Suicide shuttles launched within 10 hexes of the goal must move at maximum speed.

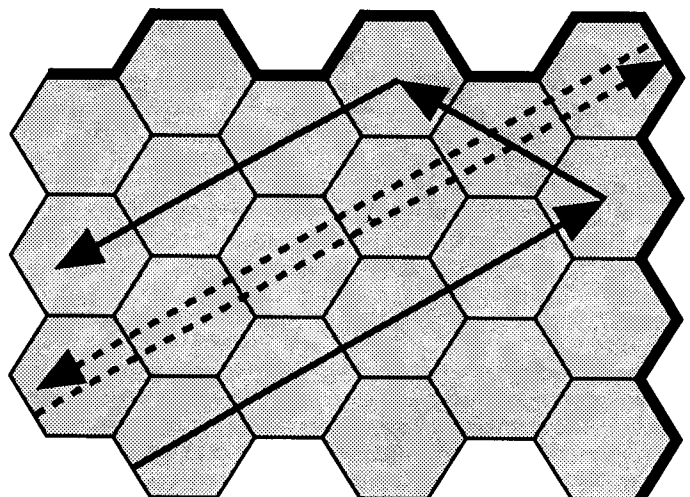
(SG47.46) **PUCK:** Use any convenient counter.

(SG47.461) **MOVEMENT:** The puck moves in reaction to weapons fire and cannot be destroyed. It is replaced in its starting position at the beginning of the impulse after a goal was scored. The puck is size class 6 for purposes of determining weapons, mine, and tractor reaction.

(SG47.462) **DISTANCE:** The puck may move any number of hexes in an impulse. During any phase that it takes damage, the puck reacts by moving along the hex grid in the direction opposite to the shield facing from which the damage is coming during the Damage Resolution Step. For example, if 4 damage points came from direction D, the puck will move 4 hexes in direction A.

(SG47.463) **DIRECTION:** The puck can only react along the hex grid. The grid has only three separate direction pairs, and these are defined as A/D, B/E, and C/F. Damage supplied to any direction pair (e.g., A/D) is resolved by subtracting the smaller damage value from the larger to determine a net damage and direction. If damage is applied to the puck on the same phase from different direction pairs, roll two dice for each direction pair, with the lowest direction roll moving first. All movement in one direction is resolved before starting the movement in the next lowest direction.

(SG47.464) **TOURNAMENT BARRIER:** A puck striking the Tournament Barrier will rebound off it. It doesn't cost any movement to rebound off the Tournament Barrier. A rebound will follow "normal" laws of physics to determine the direction of the bounce. (See Diagram below.)



(SG47.465) SPLIT SHIELD: Split shield resolution is resolved as a unique direction. Roll a die to determine in which of the two possible directions to move into first, and then alternate between the two directions until all damage has been accounted for. Resolve multiple direction damage as in (SG47.463), with split shield damage considered another possible direction.

(SG47.466) SPLIT SHIELD (Optional): Split shield resolution can be simplified by dividing the damage between the two separate directions. Roll a die to determine where to put any odd points. Movement is then resolved with only three basic directions under (SG47.463).

(SG47.467) SUBSEQUENT DAMAGE: A puck that is damaged during its movement will react to that damage immediately. That damage is added instantly which may cause the puck to move fewer hexes or head off in another direction before the rest of the original movement is resolved. The new direction depends on whether the damage came from the direction the puck was moving in or from "off center."

(SG47.47) WEAPON RESOLUTIONS AND OTHER REACTIONS: The effect of various weapons and systems with unusual resolutions on the puck is resolved as follows:

(SG47.471) ENVELOPING: Hellbores (non direct-fire) and enveloping plasma torpedoes have no effect on the puck.

(SG47.472) PPD: PPDs are resolved by (SG47.466) and are always resolved first, with each PPD being treated individually. Note that fire is simultaneous. It is only the resolution of the damage that is done first. Since the puck will move each time a PPD hits, wave-locks will need to be re-rolled as conditions change, and if the puck moves out of range or arc, wave-lock is lost.

(SG47.473) WEB: A puck that hits a web is slowed down as any object would be hitting a web. Generally, this simply reduces the puck's movement by the strength of the web. If the puck doesn't have enough movement, it will get stuck. A puck can be "blown" from the web with weapons fire.

(SG47.474) ESG: A puck that hits an ESG field will reduce the ESG to zero. The puck will resolve this new damage by (SG47.467). An ESG could do "off center" damage.

(SG47.475) MINES: A puck could set off a mine. The new damage is resolved by (SG47.467). A mine could not do "off center" damage.

(SG47.476) SEEKING WEAPONS: A puck moving into a hex with a seeking weapon targeted on it will "run into" the seeking weapon. This damage is resolved by (SG47.467). Seeking weapons NEVER do "off center" damage.

(SG47.477) TRACTORS: The puck can be tractor. If the puck is pulled into the goal by tractor, one victory point is scored. The puck can be blasted free from a tractor beam, with each point of damage counting as negative tractor power for that impulse only. If the damage exceeds the amount of tractor energy being used, the puck is blasted free and the remaining damage, over and above the amount it took to break the tractor beam, will move the puck normally. The puck can only be tractor while it is stationary.

(SG47.478) MISCELLANEOUS: EW cannot be lent to the puck, but O-EW may be lent to units firing at the puck. Transporters, even Andromedan transporters, cannot be used on the puck. Aegis cannot be used on the puck. SFGs can be used on the puck. Displacement devices can be used on the puck. ADDs treat the puck as a shuttle.

(SG47.5) VICTORY CONDITIONS: A goal is scored the impulse the puck enters a goal. One victory point is awarded for each hex the puck traveled during that impulse to get to the goal. If the puck enters the Green goal, the points are awarded to the Gold team. If it enters the Gold goal, the Green team receives the points. It doesn't matter who caused

the goal originally. The team with the most victory points at the end of the game wins. It is possible to tie. In the event of a tie, the puck is returned to 2215 and both teams are returned to their goals (in their present condition) for a sudden death overtime period. The first team to score in overtime wins.

(SG47.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG47.61) TERRAIN: Asteroids, nebula, heat zones, sunspot activity, dust clouds, ion storms or a radiation zone can be added to the map as desired. The game becomes quite interesting when played in a nebula. Asteroid damage will slow and stop the puck like (SG47.463), using the puck's "current speed" and counting the damage from table (P3.2) as "web strength."

(SG47.62) TEAMS: Each team selects ships (from any race) up to a preselected BPV value (400 is suggested). Teams may over or under spend. If the team over spends, one victory point is awarded the other team for each point of BPV the team over spent. If the team under spends, it gains one victory point for each point of BPV it under spent. Teams must be within 10% of the original agreed upon value. Two identical teams could be used.

(SG47.63) SHIPS: Tournament ships could be used. Ships could be limited by size or type (fighters or PFs make for interesting games). Note that tactics will change with different types of ships.

(SG47.64) FACE-OFFS: Set up one ship from the Green team in hex 2211 facing D and one ship in hex 1814 facing C. Set up one ship from the Gold team in hex 2219 facing A and one ship in hex 2717 facing F. Previous speed for these ships is 10. If used at the beginning of the game, it must also be used in the overtime period.

(SG47.65) NON-CONTACT GAME: Teams are not allowed to damage other ships. Mines can only be set to the size class of the puck. Incidental mine damage is allowed as is breakdown damage from running into a web.

(SG47.66) PUCK SIZE: Change the size class or movement cost of the puck. Also the EW of the puck can be varied to make life more interesting. (This can even be used as a balancing factor by giving the puck ECM that only affects one team in the game.) Vary the ratio of damage to puck movement.

(SG47.67) GAME LENGTH: Allow a longer game. This will make three-turn weapons practical.

(SG47.7) BALANCE: The scenario can be balanced between players of different skill levels by adjusting the BPV available for team selection, giving the better player less, the poorer player more, or a combination of both. See also (SG47.66) for another option.

(SG47.8) TACTICS: Teams that concentrate on the puck will usually do better than those that rough up the other team. Always watch out for long bank shots off one or more 'walls.' Consider suicide shuttles or slow drones to cover some of the hex rows near your goal. If you can score early, start concentrating your firepower on your opponent's ships since cripples are hardly in a position to score goals.

(SG47.9) PLAYTESTERS COMMENTS: This scenario requires finesse. Remember that scoring goals is the only way to win. Pick races carefully; weapon and ship types can make or break your team. Disruptors have an advantage, and plasmas a disadvantage, because of arming rates. Hydrans and Federation escorts are awesome due to their phaser-Gs. Don't take a pure escort team due to the rapid firing rates; you will be vulnerable to "roughing" from the enemy.

STAR FLEET MISSIONS TOURNAMENT RULES

The basic concept of the National Championship tournament for STAR FLEET MISSIONS is to hold an event that is as flexible as possible, can accommodate an unlimited number of players, and will produce a clear winner.

This information is based on the tournament as it will be run at Origins 93, but can be easily adapted to any other convention or tournament.

There will be two rounds, one played during Thursday and Friday, the other on Saturday. A play-off, if one is necessary, will be arranged for Saturday evening.

Each round will consist of numerous single-hand games of Star Fleet Missions, with six people at each table and a total of 37 missions (dealt randomly from the deck). Each player will participate in one "table" (playing one hand) during the first round. You can play your first round at any time during Thursday or Friday. (We will start new tables every hour on the half-hour. A round will take a little more than an hour to play, but there are no formal time limits.) Any player who wins seven or more missions in a single hand qualifies for the second round. You may enter as often as you like.

Those players who qualify for the second round will be grouped into tables of six players for that round. These tables will be started at times to be posted and will depend to some extent on how many qualify for the second round.

The winner will be the player who wins the most missions in both rounds (total of the two rounds). In the event of a tie, a play-off round will be held after 9pm or on Sunday.

In the event that there are not enough players at a given seating time to fill a table of six, the players available will play, but there will be 6 missions for each player, plus one extra mission. For example, a table of four players would use 25 missions, a table of only two players would use 13.

A non-playing judge will be available, and the decisions of that judge will be final. The judge may be watching several tables of players, but extra judges will be assigned during peak periods if needed.

SFB PLAYTESTERS

Our thanks to the players who helped get the SFB scenarios for this product ready for publication!

BATTLE GROUP HOUSTON: Frank Crull, Matt Burleigh, Eric Nussberger, Terry Haugh, Mike Grubbs, Jase Philip, Gary Quick, Preston Kent, Paul Kramer, Brad Hinkle, Curtis Wood, John Viles, Brian Klinger, Stuart Gelb, David Johnson, James Chrysler, Paul Hamilton Jeff Kelley, Randy Lee, Henry Triplett, Gregg Wheelless.

BATTLE GROUP PHOENIX: Kent Wilkinson, Scott Malcolmson, Dan Kochheiser, Ken Burnside, Jim Phillips, Chris Schoffner, Craig Morris, Mike Putman, Jeff Plaine, Steve Sims, Mike English, Darin Cochran, Andrew Long.

BATTLE GROUP DENVER: Marc Michalik, Keith Hurd, Bob Chase, Eric Shanholtzer, James Norris, Dave Steel.

KING EAGLE TEST TEAM: Frank Crull, David Gardner, Drew Gardner, Steven J Kay, Ken Burnside.

F&E TEST TEAM: Owen Riley, Bill Walter, Tony Zbaraschuk, Chris Cafiero, Mathew Cafiero.

JUDGES BOARD

Stephen V. Cole, Steven P. Petrick, Chief Justice Frank Crull, John Berg. Special thanks to the Star Fleet Staff and to hundreds of players whose input has helped create these tournament rules.

FEDERATION & EMPIRE

The War That Could Have Been (Fall Y171 - Fall Y172)

A Tournament Scenario for Deluxe Federation & Empire by Owen Riley, Bill Walter, Steve Rossi, & Tony Zbaraschuk

This tournament is a "what if" scenario which never historically happened, but could have. In this scenario, the General War did not begin in Fall 168 (as history shows). Instead, the Federation and Klingon Empire expanded their fleets beyond their historical composition during a period of restive peace. In Y171, the Federation and Klingon border commanders, with the backing of their respective Admiralties, decided to probe their opponent for weakness. As a result, a border war broke out between these two races. In this scenario, you are one of the border commanders whose goal is to harass the enemy by devastating his planets and destroying his BATS while preserving your own fleet.

SCENARIO NOTES

1. ORDER OF SET UP: Each player rolls one six sided die. If the rolls are equal, both players re-roll. The player with the higher result decides whether to deploy his forces first or to require his opponent to deploy first. The player who deploys first then takes his turn first. The player who deploys second moves second. The player who sets up first and moves first has his choice of race.

2. ZONE OF SCENARIO: Ships of both races may move freely within their own territory and within the Neutral Zone from hex 1907 to hexes 2617 and 2717, inclusive. In addition, Federation ships may enter Klingon provinces 1707, 1710, 1712, 1814, 2116, and 2317; Klingon ships may enter Federation provinces 2004, 2007, 2010, 2212, 2514, and 2815. Note that this is effectively one province inside each race's border.

3. FEDERATION: The Federation High Command has placed a mobile base in hex 2410 (in addition to those on the Order of Battle) to serve as a special forward logistic base. The Federation's new production (including newly overbuilt units) is initially placed on this base. On their turn of entry, these units are treated in all respects as new units and have their full movement allowances. For example, they may use strategic movement for free on that turn ONLY. These units represent a combination of existing units which are being sent to the front from other inactive fleets and new production. Klingon new production is placed in the Klingon capital, hex 1411. Each race can produce FFs at SBs under (431.5).

4. ECONOMICS: New production as listed on the schedule is already paid for. The Economic Points given in addition are an "allowance" and can be spent by the players for repairs, conversions, overbuilding, base repairs, mobile bases, PDUs, etc., under the normally applicable rules. Note: Deficit Spending is limited to five EPs on Turns #1 and #2 and is barred after receiving income on Turn #3. No planets or provinces may be captured in this game. Contesting provinces will not affect either the opposing player's economics or either player's victory points. Neither race receives free fighters during this scenario except for the fighters used by the Federation CVA built on Turn #2 which have already been paid for. If the Federation player replaces this CVA with a CVS, the fighters for the CVS are still free but the player loses the extra fighters and receives no Economic Points for them.

5. CONVERSIONS AND SUBSTITUTIONS: Each race has their regular conversions and substitutions within the standard applicable limits under Annexes 702, 703, and 751. [Turn #1 is Fall Y171.] Each race is allowed one 4+ conversion using newly built or overbuilt ships during the entire three-turn scenario. Players may not use existing ships in this conversion. A player may choose to trade in his one 4+ conversion for one additional 3-point conversion. Each race also has three 3-point conversions per turn, one each at the following SBs (and no others): Federation at 2204, 2211, and 2915; Klingons 1509, 1716, and 2318. [A capital starbase may substitute for one of those listed.] All conversions must be paid for out of the player's allowance. Players may build/convert additional SBs, but may NOT convert ships at them.

6. PODS: Each race has one Battle Pod, one Carrier Pod, two reserves, one command point per turn, five free strategic movements per turn, and two repair ships. NO CVA pods may be built by any means during this scenario.

7. RULES: The following lists the rules for the DF&E tournament. References to entire rules sections mean that the entire section is in play (or not in play as listed) with exceptions listed specifically elsewhere. For example, the entire movement system (200.00) is in play except for Cloaked Movement (203.80) and Off-Map Movement (207.00).

The Following DF&E rules will be used:

- Movement (200.00),
- Combat (300.00),
- Variable Battle Intensity (304.3),
- Advanced Combat Rules (308.00),
- Drone Ships (309.00),
- Economic System (400.00),
- Special Rules (500.00), and
- Data Files (700.00).

The Following DF&E rules will not be used (mostly because they involve races or areas outside the battle area):

- Cloaked Movement (203.80) and Cloaked Ships (306.0),
- Off-Map Movement (207.00),
- Capturing Ships (305.00),
- Starbase Incremental Damage (308.80),
- Romulan Modular Ship Rule (433.43),
- Klingon B10 Battleship (436.00),
- Fast Patrol Ships (502.00),
- Neutral Races (503.00),
- Orion Pirates (504.00),
- Survey Ships (505.00),
- Off-Map Areas (506.00),
- Capital Hexes (511.00),
- Tholian Web (512.00),
- Scenarios (600.00).

Rules from Carrier War and Special Operations.

8. TIME LIMITS: The following time limits are suggested to keep the scenario under control:

- Set up: 30 minutes.
- Build and move: 15 minutes.
- Pick Battle Force: 2 minutes.
- Resolve Casualties: 2 minutes.

SET UP CHARTS

It's easy to set up the F&E tournament! Just make photocopies of the enclosed tournament set up sheets, lay them out on a table, and then pick up each Federation (or Klingon) counter and scan the sheets looking for a matching box to put it in. Note that the three-ship-squadron counters are to be turned 45° so that you do not accidentally fill one of the other boxes too.

FLEET DEPLOYMENTS

KLINGON FLEET DEPLOYMENT

FLEETS: All units must set up within the scenario area.

EAST FLEET: D7C, 3x D7, 3x D6, D6D, 3x F5Q, F5S, FV, 3x E4, DV/CVT, TG-A. Set up within 2 hexes of Federation Neutral Zone.

NORTHERN RESERVE: C8, D7C, 3x D7, 3x D6, D6M, 3x F5Q, F5S, FV, 3x E4, DV, TG-B, FRD, MB. Set up within 2 hexes 1509.

THOLIAN BORDER SQUADRON: D7C, 3x D7, 3x D6, F5Q, F5S, FV, 3x E4, TG-A. Set up within 2 hexes 2518.

HOME FLEET DETACHMENT: C8, D6M, 2x D6D, 4x D5, D5V, 2x F5. Set up in 1411.

PRODUCTION SCHEDULE

TURN 1: C8, D7, D5, 2x F5; + 50 EP.

TURN 2: D7C, D6, 2x D5, 2x F5; + 50 EP.

TURN 3: C8, D7, D5, 2x F5; + 50 EP.

FEDERATION FLEET DEPLOYMENT

FLEETS: All units must set up within the scenario area.

3RD FLEET: DN, CVB, CVS, CC, 3x CA, 3x CL, 3x NCL, 3x DD, SC, 9x FF, TG, FRD, MB. Set up within 4 hexes of the Klingon Neutral Zone.

4TH FLEET: DN, CC, 3x CA, 3x NCL, 3x DD, SC, 6x FF, TG. Set up within 3 hexes of SB 2204.

7TH FLEET: CC, 3x CA, 3x DD, SC, 3x FF. Set up within 3 hexes of SB 2915.

HOME FLEET DETACHMENT: 2x CC, 4x CA, CVS, TG, 6x NCL, NCD, 5x FF, FV Set up in 2410.

PRODUCTION SCHEDULE

TURN 1: DN, CA, NCL, 2x FF; + 50 EP.

TURN 2: CVA+ fighters, 2x FF; + 50 EP. (The fighters for the CVA have already been paid for.)

TURN 3: DN+, CA, NCL, 2x FF; + 50 EP.

VICTORY CONDITIONS

Points are scored based on the following:

Crippled BATS	1 Victory Point
Destroyed BATS	2 Victory Points
Devastated Klingon Minor Planet	3 Victory Points
Devastated Federation Minor Planet	5 Victory Points
Devastated Klingon Major Planet	4 Victory Points

Victory points are deducted at the end of the game for every attack combat factor (including fighters) that a player's end fleet is below 300 combat factors as determined by the following procedure. At the end of the game, create four battle forces and fill them with as many ships as allowed (not including bases or command points). Drone ships may be used in these battle forces, but their special drone bombardment ability is ignored. Crippled ships are counted at their crippled factors and fighters (if any). Then count the total attack combat factors of all four battle forces. Subtract this number from 300. If the total number of combat factors is below 300, then subtract the difference from the player's accumulated victory points. In other words, if the sum of the attack combat factors is less than 300, the player loses one victory point for every point that his end fleet is below 300.

A player's final score is his total number of victory points. It is possible for both players to have negative Victory Point totals. The player with the highest Victory Point total wins.

In the tournament, take the earned individual score, double it, and subtract the opponent's score. The best scores advance to the second round and are matched against each other in order (no player plays the same opponent twice).

WRITING AND RUNNING PRIME DIRECTIVE TOURNAMENTS

by Timothy D. Olsen and Mark Costello

Preparing and running a tournament for a Role Playing Game such as Prime Directive requires slightly different preparations than would be required for a board game event.

Remember, though, that despite all the work you have put in before the tournament starts, you cannot relax until the tournament is over. The more enjoyable you make the experience for the players, the more satisfying it will be for you as a Game Master (GM), or judge.

WHAT SORT OF A SCENARIO SHOULD I RUN?

This decision should be based, at least in part, upon your own personal preferences. (The more you enjoy running the adventure, the more the players will enjoy playing it.) If you like action/adventure scenarios, then go with a rollicking action scenario filled with blazing phasers and evil aliens. If you are more partial to problem solving situations or character interaction, then give the players a series of obstacles to overcome or require them to engage in extensive negotiation and/or investigation before they achieve their objectives. If you have any experience as a role playing GM (or player), you should have no problems coming up with an idea for a scenario. In fact, you probably have countless ideas already floating around in your head, waiting to be unleashed on an unsuspecting group.

Whatever your preference, a good scenario should feature elements of all the themes mentioned above: Action, Problem Solving, and Character Interaction.

Action situations involve combat, and are a good way not only to quicken the pace of the adventure, but also to provide a little "ohmygod!mgoingtodie" tension for the players. Try to come up with novel action situations for the scenario.

How about an ambush while the characters are stumbling down a muddy slope? Or a bar fight where the player characters, for some reason, can't use lethal force, or even weapons, but their opponents are under no such restriction? Or a situation where the characters are forced into dueling a group of aliens while using unfamiliar weapons? I am sure that you get the idea...these may be action packed events, but the characters are still being forced to think their way through the adventure.

Problem Solving situations require the players to overcome or circumvent some obstacle without resorting to combat, and are a good device to let the players stretch their imagination muscles. They are also a good way to highlight the inherent elite status of the Prime Teams. (If a company of Federation Marines could have done whatever it is the scenario called for, then why was a Prime Team called in instead? Answer these questions for yourself, before the players start asking them.)

Prime Teams are supposed to be able to think on their feet and devise unique solutions for difficult problems, and as such, the keys to most Prime Team missions should ultimately be Problem Solving ones. (Which is not, of course, to say that Primes can't kick a little butt when necessary!) Problem Solving should call upon the players to use their skills, equipment, or environment in a new or unusual manner. Try to avoid the "logic problem inscribed above the three doors" cliché. How about a giant creature blocking the players path that is virtually immune to phasers? Maybe it is very sensitive to high frequency sound and could be driven off if a tricorder is jury rigged to emit an ultrasonic tone. How about requiring the players to follow a spy through his daily activities aboard a starbase to determine who he deals with throughout the day, without letting on that they are following him or even

that they are Star Fleet personnel? The situations should all make sense within the framework of the scenario and advance the plot of the adventure.

Character Interaction situations require the players to interact with other non-player characters (NPCs). These situations call upon the players to stretch their role-playing muscles and to actually assume the persona of their character. Character Interaction situations are good ways to truly personalize the nature of an adversary or ally or to assist the player in his attempts to get a good handle on their character. Calling upon the players to get involved with Character Interaction situations is what will, ultimately, make or break the player's "Did I Have A Good Time?" decision about your game.

HOW DO I WRITE A TOURNAMENT SCENARIO?

How do you turn a killer idea full of action, intrigue, and memorable non-player characters into a tournament scenario? There are three major points that you HAVE to remember.

First, you have to write the adventure to be played within the allotted time. You aren't writing an adventure that you can "run for the guys" on Friday nights and finish at your leisure over the next few play sessions. Almost all tournaments are run within a strict time frame, usually about four hours. Make sure that the entire adventure can be played out in the time that you've been allotted. Some tournaments may have multiple sessions, i.e., you play one part of the tournament on one day and subsequent sections later on. Each section of the adventure is a subsection of the larger scenario. For instance, in a scenario where the Primes are sent to rescue POWs from an enemy camp, the first part could be getting the Prime Team secretly into the enemy's territory and onto the planet's surface, the second part could be crossing the hostile landscape to get to the camp, and the third part could be the actual rescue and escape. If your tournament is going to be multi-sectioned, then you must still fit each section into the allotted time. NEVER say, "Well, if we don't get the first section done in time, we'll pick up the slack in the second section." *You'll never catch up!* A tournament, for time reasons, almost never goes more than three sections.

The second thing to remember is that the adventure must be self-contained. That is, the players aren't going to come to your game with detailed knowledge of all the things that you've stipulated to set up the adventure. If there are things about your scenario that a player has to know and that they wouldn't know from just reading the Prime Directive game book, then it is your responsibility to brief them fully before the scenario begins. (The GM in Prime Directive is called the Briefing Officer for just this reason.) Nothing ruins a game more completely than having the GM turn to a group of dejected players who have just Botched their mission and saying "But you should have KNOWN the Andorian was the traitor because in MY game, the Andorians are always in league with the Darkovs!" This is not to say that you can't have some surprises in store for the players, but rather that you have a responsibility to make sure that the players are working from the same common base of information about the game world as their player characters.

The third thing to remember is that a tournament has to have a winner(s). You have to be able to determine who has most fully achieved the objectives set forth in the scenario. Unlike your normal "Friday nights with the guys" game, the point of a tournament scenario is to win. In a tournament scenario, there must be clear cut objectives, like "rescue the ambassador's daughter" or "find the spy" or "stop the ship from falling into the black hole," etc. The point may be for the individual players to "compete" against each other to see which one did the best job of holding up his end of the adven-

ture, or whole groups of player teams might compete against each other to see which team did the best job overall.

When writing your adventure, remember that it has to be one in which one player can be said to have "done better" than some one else in an objective manner, and that no one character is in a better position to win than the others. It's all too easy to write a scenario that seems to revolve around one character or another and doesn't leave enough for the other characters to do. There has to be some way for each character to actively participate in the adventure, and no character or characters should be more important or applicable to the main course of the adventure than the others.

HOW DO I RUN MY SCENARIO AT A TOURNAMENT?

There are several subtle differences between running a game for your friends and running a tournament for complete strangers.

TREAT THE PLAYERS EQUALLY: As discussed above, it is important for the GM to spend equal time with each of the players and their characters. If the GM is obviously paying particular attention to just one or two players, then the rest will soon lose interest and stop actively participating in the adventure. Furthermore, don't let one player dominate the game by doing all the talking and role playing. It's your job to see that everyone is heard and has a chance to participate.

BE FLEXIBLE: You've spent weeks preparing the adventure, and you're approaching the climax. Much to your dismay, one of the players suggests a solution that A, you didn't think of, and that B, SHOULD work, but you don't want it to because it spoils the special flavor of your story. If the players come up with an idea that could and should work, it is really bad form to "just say no." You have to be fair and allow the players the widest range of actions that you can. It's too easy to write a scenario that relies upon the players to take a very specific course of action, or do very specific things, to complete the adventure. **DON'T DO THIS!** Let the players come up with their own plans and ideas, or they will feel (correctly) that they are being led through the adventure, and that they are only there to do the things that the GM wants them to do. Remember, you aren't writing a STORY for the players to follow blindly; you're writing a SITUATION for the players to explore. The point of the tournament is for the PLAYERS to do the thinking and adventuring, not for the GM to lead them through a series of set piece situations.

BE RESPONSIVE: Not everyone that plays in your tournament is going to have the same playing style that your Friday night group has. Remember, as long as everyone is polite and well mannered, there is no right or wrong way to play a role playing game. If someone in your tournament acts a little differently than you are used to, or if they need a little more help with the rules to fully involve themselves in the adventure, then you should do everything you can to make them feel welcome and comfortable. Do what it takes to help a new player feel that he is contributing to the overall play of the game.

HOW DO I KNOW WHO WON?

The following is a version of the scoring system used by the TFG staff when we judge official Prime Directive tournaments. There are actually two systems:

The Individual Player System, usually used for single session tournaments where the players of a single Prime Team compete against each other in terms of achieving character goals and role playing quality.

The Team System, used for multi-session, multi-team tournaments, where entire Prime Teams (controlled by one player) compete against other player's Prime Teams on an objective completion basis.

INDIVIDUAL PLAYER SYSTEM:

A) Each Personal Objective achieved = 2 points

Personal Objectives are assigned to each character and are written in on the character sheet you give to the tournament player at the beginning of the game. The Objectives are things that the player will attempt to have his character do during the course of play. An engineer character, for instance, might have something like "At least once during the course of play, use your Jury Rig skill to build a device that will aid the Team overcome some obstacle" written in on his character sheet. Another character might have something like "Determine whether or not Dr. Zui actually gave the order to fire on the Ambassador" on his sheet. It is the responsibility of the GM to come up with an equal number of Objectives for each of the characters (usually not more than two or three) and that all the Objectives are more or less equally accomplishable/obtainable. There should be some element of difficulty or risk associated with each Objective, and an Objective should never be obtained by simple luck.

B) By Player Vote = 1 point per Category

Player votes are conducted at the end of a play session. All the players are asked to secretly vote on their choices in each of the following seven categories. The GM also gets a secret vote and, in the case of a tie, may cast an additional tie breaking vote. The player who gets the most votes in a category gets 1 point. (The GM should make it clear that players cannot vote for themselves.)

1 - Whose character contributed the most to the successful completion of the mission? (If the mission wasn't a complete success, this would be the player who did the most to try to complete it.)

2 - Whose character made the best use of his abilities?

3 - Which player was the most helpful in offering advice and suggestions to other players and to the GM?

4 - Which player seemed to be the most knowledgeable about the rules and mechanics of the game?

5 - Which player role played his character the best?

6 - Which player seemed to have the most fun?

7 - Which player was most obviously artificial and out of character in achieving his character objectives? (The winner of question 7 gets a -1 point award.)

The GM tallies all votes and points. The player with the most points is the winner. The GM decides in the case of a tie. In the case where there are multiple winners, the player with the next number of points wins second place, the next wins third, etc.

TEAM SYSTEM:

In the Team System, the overall score achieved by teams of competing players determines the winner. There are no character objectives in team scoring, but there are Team Objectives. Each team scores the following points for the Level of Success (LoS) they achieve on their mission.

Complete Level of Success 10 points

Moderate Level of Success 7 points

Minimal Level of Success 3 points

Failure 0 points

Botch -5 Points

As with any Prime Directive scenario, the parameters and conditions for the various Levels of Success will be listed in the scenario description. If the scenario consists of multiple sections, then points are awarded as above for the LoS achieved in each section, and another award is given for the LoS of the mission as a whole, wherein the award is double what is listed above. For example, in a two-session scenario, a team achieves a minimal success in the first session, worth 3 points, and complete success in the second section, worth

10 points. The GM rules that the team achieved a Moderate success for the scenario overall, worth 14 points, for a team total of 27 points.

Also, each team can be given bonus points each session by the GM based on their role playing and imagination.

Excellent Role Playing (which includes good ideas and imaginative approaches to problems and situations) on the part of the team as a whole is worth 5 bonus points, Good role playing on the part of the team as a whole is worth 3 points, Average role playing on the part of the team as a whole is worth 1 point, and Poor role playing on the part of the team as a whole is, of course, worth 0 points.

At the end of the final session of play, GMs tally all points achieved by the various teams during play. The team with the most points is the winner, etc., with one GM assigned the task of breaking ties.

WHAT ELSE DO I NEED TO DO?

Remember, all the work you've done so far is only preparation for the real event — actually running your adventure for a group of enthusiastic players! You can help to make sure that the adventure runs smoothly by ensuring that all your prep work is completed by the time your players arrive. Here is a list of preparatory items that you should always try to accomplish before actually running your scenario.

1. **MAKE SURE THE SCENARIO IS FINISHED:** Albeit rare, there *are* tournament GMs who arrive at their game session with an incomplete scenario, planning to wing it as the tournament progresses. This is Bad News. There are few GMs who could even think about "winging" a tournament, and even fewer that can pull it off. The problem is a thousand times worse if you have multiple GMs running the game simultaneously, as no two GMs are going to know what to do! Besides, it is absolutely essential that all the GMs be as familiar with the scenario as the actual author. Which brings us to point number two.

2. **PLAYTEST YOUR ADVENTURE FIRST:** Get together with your Friday night group, preferably the guys who are going to help you GM the tournament, and practice running the game ahead of time. In this way you can not only spot any problems that might be lurking in the adventure (some opponents are too tough or too easy, information that the players need to get isn't available like you thought it would be, etc.), but it also allows the guys who are going to help you run the adventure get a first hand idea of the way it's going to play. Never put a untested scenario in the hands of a GM, as there are too many things that he could forget or overlook. If you playtest the adventure twice with two different groups, you will get twice the opportunity to spot potential trouble spots!

3. **HAVE EVERYTHING YOU NEED:** Never count on the player to come prepared, as he may have just broken the land speed record getting to your tournament after completing the first round in the Star Fleet Missions tournament in another part of the building. You will need dice, pencils, rulebooks, GM's screen, extra character sheets, etc.; all the cool stuff that makes you look like a professional if you've got it, and like a jerk if you don't.

4. **READ THIS BOOK:** The sections on running and promoting an SFB event apply equally to Prime Directive! Think how embarrassed you will be if you can't find your event, and how much time you'll lose if the wrong tables are set up.

IN CONCLUSION

There you go, Briefing Officer, the basics on how to run a Prime Directive tournament. The rest you have to learn by doing with a live audience, so get out there and share your ideas, your adventures, and your quirky sense of humor with the rest of the fans.

Let us know how it turns out.—Tim & Mark

RESCUE ON ROON

A PRIME DIRECTIVE Tournament Scenario by Gary Plana

This is the Prime Directive tournament scenario for Module T. The objective is to create a tournament that can be used by dozens of conventions and be different for every one of them.

Since it will be impossible to provide any "secret" information to GMs (the players are reading this!), the scenario has been structured to allow GMs to create their own "secret" information. This will be accomplished by certain GM-selected options that will be explained below. The GM (or GM team at large conventions) for a given tournament at a given convention will make these selections and then use the same set of selections for every team playing in that tournament, allowing their scores to be compared directly after completing a typical four-hour tournament game.

It should be obvious that the GM (i.e. Briefing Officer) will make these decisions secretly and will not reveal them to the players until they are discovered during the course of the game — and perhaps not even then!

PLOT SYNOPSIS

On the planet Roon, a local merchant with known criminal connections has kidnapped the only child of the local Federation trade representative.

Normally, the Federation would not be involved in local law enforcement (although they would love to get their hands on the merchant's records as they might resolve cases all over the sector). However, the planet has asked for Federation assistance in this matter. A Federation Prime Team is infiltrated into Roon City to effect a rescue.

TEAM COMPOSITION

Use the 'Beginner Team' in the PD rulebook; it is NOT appropriate for players to supply their own characters as there could be no direct comparison. Note that the team members will be of the same gender as the player controlling that character. Heroic Reputation can modify any die rolls.

THE BRIEFING

Aboard ship, the Team is summoned to a briefing room. "The only child of the Federation Trade Attache to the planet Roon has been kidnapped; we do not know WHY, only that it has happened. The local authorities have traced the child to a warehouse complex outside Roon City."

"This complex is owned (through several dummy corporations) by a local merchant who is known to have connections (23 indictments, 0 convictions) to the Orion Pirates in that sector. For this reason, local authorities have asked for Federation assistance in recovering the child — and you are it!"

"You will beam down to the surface upon our arrival at Roon; the local authorities will then give you a final briefing to bring you up to date. You are to rescue the victim, preferably alive and uninjured. This is your primary mission."

The ship will arrive at Roon shortly thereafter.

BACKGROUND KNOWLEDGE

Background rolls are not used in this scenario. Everyone has heard of Roon, which is an unremarkable class-M world. Library computers show that Roon is a Federation member with a stable government and reasonably up-to-date technology. The planet is primarily an agricultural exporter. There are known to be some Orion smugglers and Pirates around, as there are on just about any Federation member planet. That's about all.

QUARTERMASTERS ISSUE

The following equipment is issued to the characters:

All personnel:..... Communicators
 Non-Marine personnel:..... Hand phasers, Light Field
 Armor
 Marines:..... Phaser pistols or rifles,
 Skirmish Armor
 Medics: Medkit (including Medical
 tricorder)
 Engineer/Technical: Engineering tricorder
 Science: Science tricorder

Wheeling for additional equipment is NOT allowed in this scenario (although it is allowed in Prime Directive).

CRITICAL TASKS AND FACTS

This will vary depending on how the GM configures the game. Obviously, the victim must be recovered; secondary goals will have to be discovered by the team during play.

DOOR AND AIRLOCK SPECIFICATIONS

Unless otherwise specified (in the description of the area the door is in), no door has a peephole, window, or other viewport in it, nor do they have a manual (key) lock. All doors are exactly 5cm thick — how convenient!

Standard Door: This is a normal, manually operated door with a round doorknob. These are all spring-loaded to automatically close when released. This type of door is the only one that is not airtight. On TABLE M it is rated as Alloyed Metal.

Bulkhead Door: This is a heavier, airtight door that slides into the wall when opened. It is normally operated electrically; with the power off, it must be forced open (or closed) with a Lifting task of 4/6/8. On TABLE M it is rated as Armored Metal.

Security Door: This is an extremely heavy, airtight, electrically-operated door that can only be forced open with a Lifting task of 12/14/16 — good luck! On TABLE M it is rated as a Hi-Tech Security Plastic door/wall.

In the above descriptions, the LoS (Level of Success) for the Lifting tasks to open a door are as follows:

Fail, Botch: Does not open.

Minimal: Just a crack, 1/4 inch or so. A limited view.

Moderate: Just wide enough for someone to squeeze through — 12 inches, max.

Complete: Wide open, completely shut, or whatever the player wanted.

THE BEAM DOWN

The Team will beam down to a local Police HQ. The local time is just before midnight. They will be greeted by Roonan City's Chief of Police and taken to a squad room for a briefing.

"The warehouse complex covers about three acres. There are eight large warehouse buildings and some smaller buildings: a garage and storage shed for fork-lifts and trucks, a small office building, and two small guard shacks by the gates into the complex. The complex does a fair amount of legitimate business; we have never had any reason to investigate it until now."

"The victim was kidnapped this afternoon after leaving school in a snatch-and-grab; there were witnesses. The ground car used was found abandoned nearby. Forensics found some mud on its bottom; this type of mud can only be found in three locations on this continent, and all other possibilities other than this have been eliminated."

"Subsequent record checks have shown that this warehouse complex is owned by a merchant named V'thoon. While he is a Roonan, he is high on our list of suspected Pirate "front men." Unfortunately, we have never had a good case against him where the witnesses survived to go to trial.

We believe that he is currently off-world, but to be honest, we are not entirely sure."

"Our government has been briefed. As Pirates are mixed up in this, the decision was made by our Planetary President to formally request Federation assistance. I have been ordered to place myself and our local forces at your disposal. We have squads downstairs ready to take position around the warehouse complex and block its gates; we will dispatch them according to your orders." These police squads are armed with weapons equivalent to hand phasers, and there is one heavy squad with phaser rifles.

The police will furnish the team with a picture of the victim (which was taken about one year ago) and a general description (height/weight, etc.). The victim can be of either sex, should be in late teens to early 20's in age. The Attache was selected as he was of the same general species as Roonans; this means that the exact medical identification of the victim can only be determined by a Complete LoS on a Medical Task Roll made using a Medical tricorder. This similarity between the victim and Roonans also makes it impossible to find the victim via sensor scans from the ship, and the close proximity of the ore outcrop (see below) will block most scans of ANY type.

A picture of V'Thoon (the merchant) is also available, as well as a copy of his police record. There is nothing in the record of any interest to the team.

The rock component of the mud on the car has a high percentage of Trithallium ore, which sensors cannot penetrate. Subsequent research (including scans from the ship) will reveal that the warehouse complex is built on an outcrop of Trithallium ore (not by coincidence!), and shipboard scans will reveal absolutely nothing. It is known that there is an underground vault; the plans are on file at the local courthouse, but are probably inaccurate. The team can easily penetrate the security of the warehouse complex and reach the building with the vault elevators. That's where the action begins. By the time the team is ready to go, it will be midnight, local time.

THE VAULT

The victim is hidden in an underground vault. Access to the vault is via an underground antechamber the size of a four-car garage which has two exits. One is to a ramp, and the other leads to an elevator. The elevator door is equivalent to a Bulkhead Door.

There is also a ventilation shaft that leads to the surface from the vault; the vent shaft is tied into the ventilation of the building above the antechamber. The vent shaft is 90cm square, and the team could climb down the shaft (standard task rules) and might then try to unlock the elevator from the lower end. However, this is *SLOW* (one team member at a time).

The antechamber is guarded by a single guard (a Lyran mercenary, as it happens) holding a phaser rifle (or other weapon chosen by the GM).

Lyran Guard:

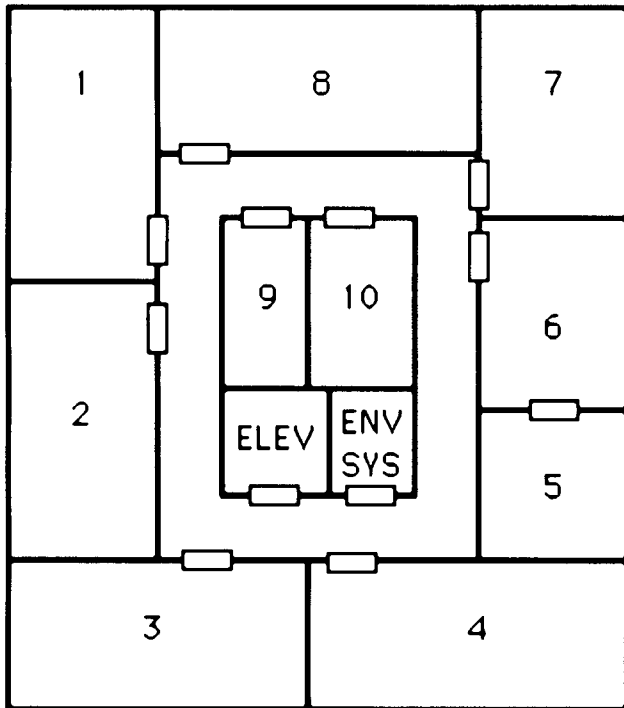
STR..... 6 ..Assault Armor
 ACC..... 4 ..Disruptor Repeater OR Scatter Phaser
 SPD 4 ..3x Phaser grenades OR 1x Photon grenade
 LDR..... 1 ..Longsword (heavy melee weapon)
 LGC 2 ..Communicator
 INT..... 2
 DIS 3 ..Fire Weapon (assigned weapon) 4
 TEC..... 3 ..Fire Heavy Weapon (assigned weapon) 4
 GKN..... 3 ..Melee Combat 3
 PER 5 ..Unarmed Combat 2
 Stun 9 ..Security 3
 Lethal... 12 ..Throwing 3

The team can handle the guard in one of the following methods:

- A psionic attack,
- A phaser set on stun (a difficult shot, unless the team waits long enough for him to pace around),
- Unarmed physical combat to knock him out, or
- They can try to bribe him.

Bribery is the fast route since, if they succeed, he will not only get out of the way but will also unlock the elevator. If they Botch the bribery, he will sound the alarm. If they fail, he will start fighting. This guard will NOT have any information about the vaults as he is never allowed to go down in the elevator.

The elevator doors can only be opened by voice command from the guard (or picking the "lock"). The elevator itself is also controlled by voice command. In order to open the doors and unlock the elevator, it will be necessary for one of the party to perform a Security Systems or Engineering Task Roll. A Botch will result in alarms going off (with obvious dire results); a Failure will result in a flat +2 to all subsequent attempts (cumulative). A Minimal LoS will open the elevator door but not unlock the elevator; a Moderate LoS will also unlock the elevator, but there will only be a 50% chance that the elevator door at the bottom will be unlocked; the team will have to find this out the hard way. Only a Complete LoS will open the elevator door in the antechamber, unlock the elevator, and open the lower elevator door when the elevator gets there. Opening the lower elevator door (if necessary) requires only a Minimal LoS, once they are down there.



It will not be possible to transport down into the vaults; the exact location of the vaults is undetectable due to the Trithallium ore layer.

The only other method of access is to cut through the doors and climb down the elevator shaft (using Climbing skills). The descent is roughly 30 meters. Once at the bottom, the team must still open the elevator door before they can enter the vaults. Note that if they don't unlock the elevator before they go down, they'll have to unlock it from below before they can use it to go up. They could send some people down the shaft and try to unlock both ends at once.

The complex is built around a corridor in a rectangular loop. The corridor itself is 10 feet square (or 3 meters, take

your pick). Inside the loop are two rooms, plus the elevator, and the environmental systems room (which the airshaft from the antechamber enters, but which has nothing else of interest). There are eight rooms around the periphery of the hallway. These rooms are 20 feet (or six meters) from front to back, with 10-foot (3-meter) ceilings.

The GM will secretly select three of these rooms to be only half that deep/wide and will note that in two of those three cases the room was simply never any larger; in the third the 'missing' space is actually a hidden room! This hidden room can be found with any tricorder and a Moderate LoS on a Field Equipment Task Roll. It can also be found by weapons fire, but that would also risk damaging any of the 'hidden items' listed below that are placed in that room by the GM.

Each of the rooms (except #5) has one door facing the corridor. The GM will add from three to six extra doors which could connect rooms or be additional doors to the corridor. All doors will be manually operated, otherwise equivalent to Bulkhead Doors.

SECRET ITEMS

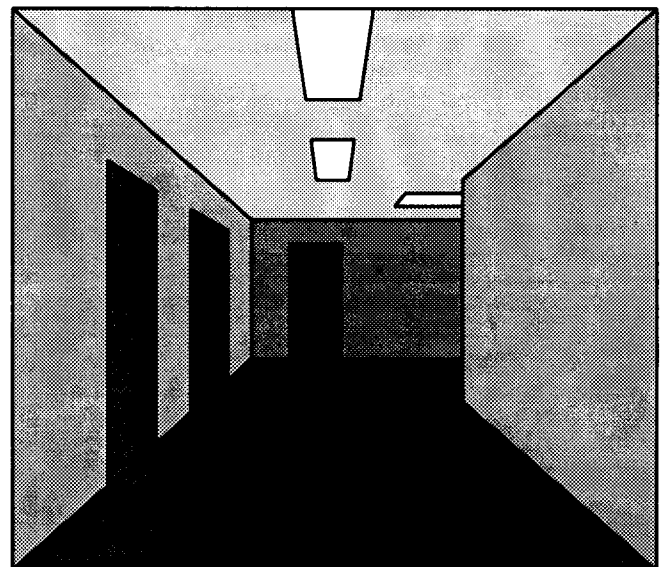
The following 'items' will be placed in various rooms selected by the GM. The same selection will be used for each game played during the tournament (just as the same selection of hidden and short rooms and extra doors will be maintained for all games at a given convention). Each of these will be in a separate room except where noted.

1. Five Guards. These will all be the same gender, selected by the GM. All will be in a single guard room, where two will be playing cards (their weapons loaded and nearby), two will be cleaning weapons (their weapons obviously unserviceable), and one will be asleep (weapon unloaded but nearby).

NOTE: One of these guards might be elsewhere; see #2.

Vault Guards:

- STR..... 4 ..Skirmish Armor
- ACC..... 4 ..Disruptor Rifle OR Phaser Rifle
- SPD..... 4 ..3x Phaser grenades OR 1x Photon grenade
- LDR..... 1 ..Communicator
- LGC..... 2
- INT..... 2 ..Fire Weapon (assigned weapon) 4
- DIS..... 3 ..Melee Combat 3
- TEC..... 3 ..Unarmed Combat 2
- GKN..... 3 ..Security 2
- PER..... 5 ..Throwing 2
- Stun..... 7
- Lethal..... 8



2. Party Person. Of the opposite sex to the guards. Physical description generally similar to the hostage. Knows about the victim and will claim to be the victim. One of the guards might be in the same room with the party person (decision by GM during set up). While this would give away the identity of the party person (i.e., not the victim), it would also mean that either one guard is loose when the other guards are discovered (the noise will warn this guard) or that this guard might raise the alarm when discovered. Once identified as the party person rather than the victim, the party person will not take any action to risk danger, but will (given the slightest chance) shout a warning to everyone in the vaults.

Party Person:

STR.... 2 No armor
 ACC... 3 No weapon (may try to steal one from team)
 SPD ... 4
 LDR... 4 Seduction 4
 LGC ... 3 Sleight-of-hand 3
 INT.....4 Fast Talk 4
 DIS2
 TEC.... 1
 GKN... 2
 PER ... 3
 Stun ... 4
 Lethal. 4

3. Victim. Of the opposite sex to the guards. Physical description identical to the party person.

The GM will decide ahead of time which of the two (victim or party person) will be gregarious, outgoing, and talkative and which will be reclusive, subdued, and in a state of shock. Either could be a legitimate hostage reaction or a ruse to prevent detection. Considering the distraught condition of the victim and the disheveled condition of the party person, identification will be difficult without using psionics. Victim Specs: Same as party person.

4. Ted N'Jorn. The merchant's tax attorney. Virtually a prisoner in the complex, he will blow the lid off of the Orions' operations. However, he is a coward and weakling. He will tend to go limp and start screaming at the first sign of any danger. He might be with the business computer or in another room. He will not be with the game computer.

Ted N'Jorn:

STR..... 3 No armor or weapon
 ACC.... 2
 SPD 2 System Speed 2
 LDR..... 2 Mathematics 5
 LGC 5 Accounting 4
 INT.....3
 DIS3
 TEC.... 1
 GKN.... 5
 PER 3
 Stun 6
 Lethal... 6

COMPUTERS

5. An IBM-2786 computer.

6. A Macintosh-XV computer.

One of these two computers (obsolete Federation machines exported to Roon) is used by the guards to play games; the other has the secret business records. (The GM picks which.) The team can identify how a given machine is used by a Moderate or Complete LoS on a Computer Task Roll. Ted N'Jorn knows which computer is which, as do the guards. If possible, one of the guards will destroy the computer with the records rather than let the team capture it. However, a guards first priority will be survival, which means shooting at the team!

PLANTS

7. A stockpile of Kiriok Redbloom, a plant which can be used as a mind-altering drug. It is illegal to possess this plant on Roon or on most Federation planets.

8. A stockpile of Estallian Fireweed, a plant which, while native to Roon and quite legal to possess (on Roon!), can be used as a drug on some Federation planets.

9. A stockpile of Kresian Traliate, similar to #7 or #8, but something entirely harmless and legal, used as a spice.

A small quantity of each plant #7-#9 will be present; it will require a Botany or Medical Task Roll to tell them apart. The team could also ask the local police, but this would take at least an hour to determine.

FINAL WARNING

At 30 minutes before the end of the session, the GM will advise (i.e. remind, they *have* read this!) the players that one unit of the police have apparently been bought off (or brought under political pressure) and are entering the area in order to apprehend the team as 'burglars.' The team must reach the antechamber (and transport out) before the time for the round expires, or they will be considered to have been captured.

THE DEBRIEFING

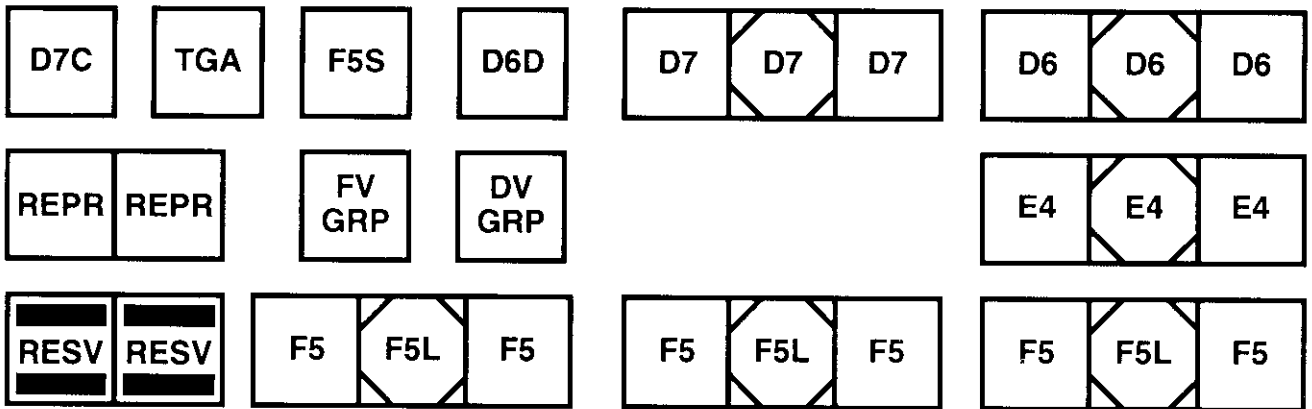
To determine how well the players do, award the team points for each of the goals listed below.

Returning with the victim 100 points
 Returning with Ted N'Jorn, alive 20
 Returning with the business computer, intact 20
 Returning with Pile of Plants #7 10
 Returning with Pile of Plants #8 5
 Returning with the business computer, damaged 5
 Per vault guard captured alive (including the Lyran) ... 1
 Returning with the game computer -2
 Returning with Pile of Plants #9 -5
 Per team member requiring medevac -5
 Per team member killed -10
 Returning with the party person
 instead of the victim -50
 Captured when time expired -50
 Over 120 = Complete success, 81-120 = moderate success,
 31-80 = minimal success, 0-30 = failed mission, less than 0 =
 botched mission. *NO wheedling for extra points!*
 The team scoring the highest total points wins. *Good Luck!*

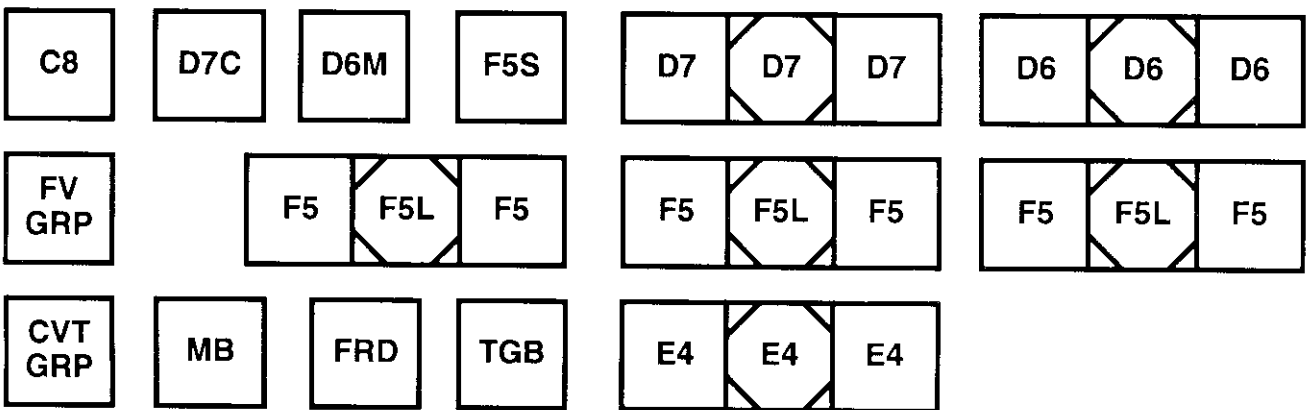


KLINGON TOURNAMENT SET UP SHEET

KLINGON EAST FLEET



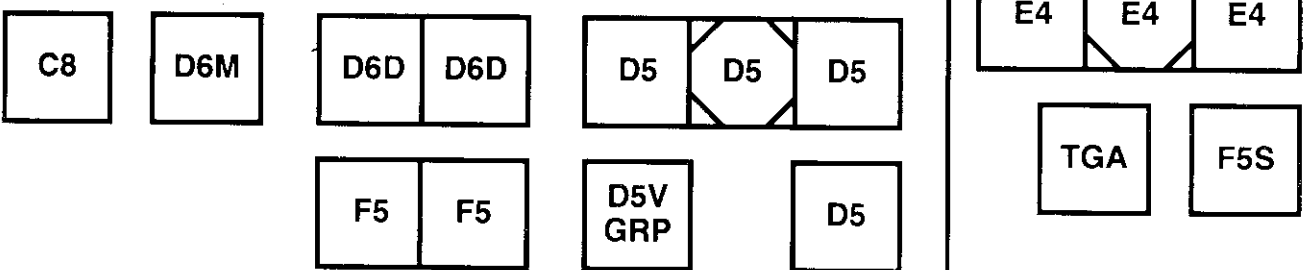
KLINGON NORTHERN RESERVE FLEET



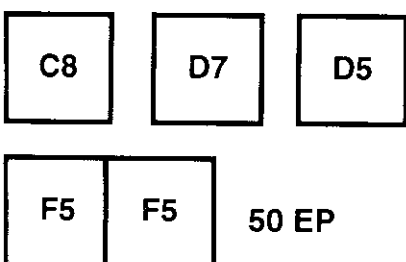
THOLIAN BORDER HARASSMENT SQUADRON



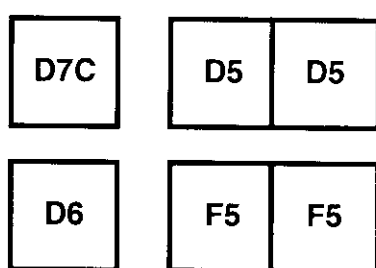
KLINGON HOME FLEET DETACHMENT



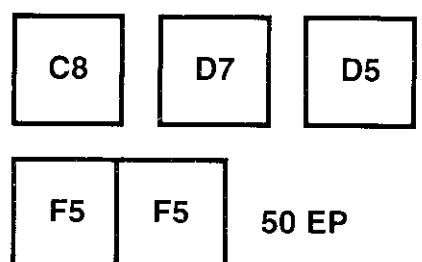
TURN 1 BUILDS



TURN 2 BUILDS 50 EP



TURN 3 BUILDS



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