STAR FLEET SUBSPACE NEWS #3

STARDATE 9407.06

The following datafiles have become available from Star Fleet Historical Research Command. They comprise data on the Flivver ships used in dissimilar combat training in the simulators of the Federtion Star Fleet Academy.

(C31.0) HOVERWARP

Hoverwarp is a system used by the Simulator Race known as the Flivvers.

(C31.1) POWER REQUIREMENTS

(C31.11) FLIVVER WARP ENGINES: Flivver ships use a combination of Left, Right, and Center warp engines. Their Left and Right warp engines function normally. Center Warp can be used for anything that Left or Right Warp Engine Power can be used for, but can also be used for Hoverwarp. Note that approximately 40% of the warp power on Flivver ships is Center Warp; the Flivver CA for example has 12 points of Center Warp, 9 of Left Warp, and 9 of Right Warp.

(C31.12) RESTRICTIONS: Hoverwarp can only be used by the Flivvers and only uses Center Warp Engine power.

(C31.13) RESERVE CENTER WARP: Because of the effects of (C31.212), it will be necessary to note any Reserve Warp Power (H7.4) which comes from Center Warp Engines.

(C31.2) HOVERWARP OPERATIONS

(C31.21) SOURCE OF HOVERWARP POINTS: Energy from Center Warp Engines on Flivver ships can be allocated to purchase "Hoverwarp Points" for use during the turn. These hoverwarp points are not "reserve" warp (although they have some similar aspects).
(C31.211) Each Hoverwarp Point costs the equivalent of one point of warp movement. This is not affected by the docking of the ship or the existance of a tractor link to another unit.
(C31.212) Reserve Center Warp Engine power can be used to create Hoverwarp Points during the turn. (It can also be used for any other Reserve Warp function.)
(C31.213) Hoverwarp points can only be used on the turn during which they were purchased. If not used, they are lost; they do not carry over to a later turn.

(C31.22) USE OF HOVERWARP POINTS: Hoverwarp points can be used in one of three ways. Regardless of any circumstances, no more than one hoverwarp point can be used on any given impulse. There is no delay or interval between impulses on which hoverwarp points are used; the use of a hoverwarp point does not create restrictions on when the next hoverwarp point can be used. Hoverwarp points CAN be used on Impulse #1 of a turn.
(C31.221) HOVERSLIP: Hoverwarp points can be used to move the ship one hex in any direction, but this can be done only during impulses on which the ship does not move by normal movement. The ship retains the original facing; the hoverslip resets the sideslip mode to zero. This does NOT increase the effective speed of the ship for purposes of acceleration or disengagement by acceleration. Each Hoverslip point used adds 1 to the "maneuver rate" for the remainder of the turn (or until the ship uses emergency deceleration or otherwise comes to a complete stop).
(C31.222) HOVERBACK: Hoverwarp points can be used on an impulse in which the ship is to move normally to counteract (i.e., cancel) the movement normally scheduled for that impulse. (In effect, the hoverwarp point is used to move in reverse at exactly the same speed as the ship is already moving forward.) The ship is treated, in

all ways, as if it did not move at all during this impulse. This does not decrease the effective speed of the ship for any purpose. The hex not moved does not count for purposes of satisfying the turn mode.
(C31.223) HOVERTURN: Hoverwarp points can be used to turn the ship 60° to the right or left. This can be done during an impulse when the ship does not move (in which case it does not move the ship to another hex) or it can be done during an impulse in which the ship does move (and perhaps turn) normally (in which case it is done AFTER normal movement). There is no roll for breakdown solely as a result of using a Hoverturn.

This "turn" resets the unit's turn mode to zero, but can be performed even if the turn mode has not previously been fulfilled. This includes units using Directed Turn Modes (C3.8).

The hoverwarp turn can be combined with a normal turn or HET to increase it by an additional 60°. Note that this might be done by a ship moving at speed zero since HETs and TACs are at different points in the Order of Precedence. Hoverturns have no effect on the required intervals between tacitcal maneuvers.
(C31.224) TIMING: Hoverwarp points are used at the point in the Order of Precedence when the ship would normally move. Note particularly that if the ship is at speed zero it can still use hoverslip to "move" but would move at the point in the Order of Precedence where ships that are not moving do their TACs.

(C31.23) DOCKING: A ship using hoverwarp may dock on any impulse of a turn, provided that its speed is zero on the impulse prior to docking and it does not accelerate by any means thereafter.
(C31.231) A ship docked to a base may not use hoverwarp, except to undock, which it may do on any impulse by simply declaring that it is doing so and expending the requisite points.
(C31.232) Hoverwarp may not be used to move a fleet repair dock, even by units docked to that FRD and providing movement energy, or units towing the FRD by means of tractors.
(C31.233) Ships docked to other ships may not use hoverwarp to move the combined mass.

(C31.24) TUGS AND PODS: A tug can use hoverwarp to cancel its movement on the impulse of pod release and thereby release a pod with no damage to itself or the pod. However, a movement point of hoverwarp energy must be used for hoverback on the release impulse whether the ship was scheduled to move on that impulse or not. A tug could also pick up a pod by the same procedure during a turn.

(C31.25) TRACTORED UNITS: Units linked to other ships by tractor beams require special rules when using hoverwarp.
(C31.251) Hoverslip can only be used if the Flivver ship expends a number of Hoverwarp points equal to the combined movement cost of the linked units. Remaining fractional points could not be used unless combined with enough Reserve Center Warp Power to make up a full hoverwarp point.
(C31.252) Hoverback can only be used to cancel the ship's own movement, not that of the other ship. This will require a number of hoverwarp points (possibly including fractional points) equal to the cost of moving the combined mass. Remaining fractional points could not be used unless combined with enough Reserve Center Warp Power to make up a full hoverwarp point.
(C31.253) Hoverturn is unaffected by being in a tractor link with another unit.

(C31.26) SPECIAL MOVEMENT
(C31.261) ERRATIC MANEUVERS have no effect on the use of hoverwarp.
(C31.262) CHANGING SPEED (C12.0) is not affected by the use or non-use of hoverwarp.
(C31.263) WEB: Each hoverslip point expended in the ship's current direction of movement adds one to the speed for purposes of breaking out of the web for the remainder of that turn.

(C31.3) SPECIAL CASES

(C31.31) TERRAIN
(C31.311) Hoverwarp cannot be used in an atmosphere.
(C31.312) A ship using a hoverslip point to enter an asteroid hex is considered to be moving at a speed of 14 for purposes of asteroid damage (P3.2).

(C31.312) A ship using a hoverslip point to enter hex within the detection zone of a mine is considered to be moving at a speed of 14 for purposes of mine detonation (M2.40).

(C31.32) EMERGENCY DECELERATION: Performing an emergency deceleration does not cancel the ship's hoverwarp points; these points are not transferred to the shields and remain available for movement. A ship which has used emergency deceleration cannot use hoverwarp points until four impulses after coming to a halt.

(C31.33) ENERGY BALANCE DUE TO DAMAGE: For purposes of Energy Balance Due to Damage (D22.0), hoverwarp points are considered to be allocated warp points (expended or unexpended as the case may be).

(C31.34) SHIPS IN SPECIAL CIRCUMSTANCES
(C31.341) Ships with Legendary Officers gain no benefits in using hoverwarp. A Legendary Engineer could produce additional points of Center Warp power making it possible to gain additional points of hoverwarp.
(C31.342) The various levels of crew quality have no effect on the use of hoverwarp.
(C31.343) Nimble ships gain no additional benefits from hoverwarp.
(C31.344) Computer-controlled (G11.0) ships gain no additional benefits from hoverwarp.
(C31.345) Hoverwarp cannot be used by any ship fitted with a Positron Flywheel.
(C31.346) Hoverwarp capable ships may not use hoverwarp if they are surprised until the turn following the turn in which they have been activated.
(C31.347) An uncontrolled ship cannot use hoverwarp.

(C31.35) TACTICAL INTELLIGENCE: The fact that a ship is able to use hoverwarp is announced at the instant that the first hoverwarp point is used if the enemy has achieved Tactical Intelligence Level D (30 hexes from a ship, 45 from a scout, 9 from a fighter).

(C31.36) SHIPS WITH SPECIAL EQUIPMENT
(C31.361) SFGs: Use of Hoverback or Hoverslip is considered to be "speed greater than zero" and will block the use of a stasis field generator (G16.31).
(C31.362) Special Sensors: The use of Hoverwarp has no effect on special sensors.

(E96.0) HYPERDRONES

The primary weapon of the Flivver race is the Hyperdrone. Despite the term "drone" in the name, this is not a drone in the traditional sense. Hyperdrones are either very fast seeking weapons or very slow direct-fire weapons, depending on your perspective. They form a new category, with some aspects of seeking weapons and some aspects of direct-fire weapons. While launched/fired in the Direct Fire Weapons Stage, they are resolved in some ways as if they were seeking weapons.

(E96.1) DESIGNATION

(E96.11) SSD: Each group of boxes on the SSD marked "HDRN" represents one hyperdrone launcher and its associated magazines.

(E96.12) FIRING RATE: Each hyperdrone launcher can fire twice during each turn, one hyperdrone per firing, but not within eight impulses of any previous firing of that launcher.

An uncontrolled ship (G2.234) can only fire each Hyperdrone launcher once per turn.

(E96.13) DESTRUCTION: Each "drone" damage point destroys one hyperdrone magazine.
(E96.131) If all magazines associated with a given launcher are destroyed, that launcher cannot function further until one of the magazines is repaired and reloaded. It is not possible to destroy the launcher itself.
(E96.132) Hyperdrone magazines are considered the "best" of the "drone" weapons on a ship for purposes of (D????).

(E96.14) TECHNOLOGY RESTRICTIONS: Hyperdrones and their launchers are "simulator" weapons. They do not exist in reality, but only within the simulators. As such, they cannot be used by any other race.

(While they could, in theory, be used by a simulator version of any ship in the game, there is no real point in doing so, since only Flivverships have the Hoverwarp technology needed to make hyperdrone tactics work. Of course, you could theoretically produce a simulator version of just about any ship with both hoverwarp and hyperdrones.)

If installed on a simulated Orion or WYN ship, each magazine would take one option mount and only connected option mounts would be linked to a specific launcher.

(E96.15) REPAIR COST: Repair of a hyperdrone magazine costs 3 repair points. Hasty repairs cannot be used.

(E96.16) FIRE CONTROL: Hyperdrones cannot be fired without active fire control (by the firing ship).
(E96.161) Hyperdrones can be fired ballistically, but could never hit a target. (They might hit an ESG or be used to bombard a planet.)
(E96.162) Hyperdrones cannot be fired at a target more than 35 hexes away.
(E96.163) Hyperdrones cannot be fired at a cloaked target unless the firing ship has a lock-on. If a lock-on exists, the damage caused is adjusted by (G13.35).

(E96.17) ENERGY COST: There is no energy cost to fire a Hyperdrone.

(E96.18) SCATTER-PACKS: Hyperdrones cannot be placed in scatter-packs.

(E96.2) LOADING PROCEDURE

(E96.21) MAGAZINES: Each magazine box holds six hyperdrones.

(E96.22) CARGO: All Flivver ships have cargo storage for spare ammunition. These are 50-point cargo boxes. Each hyperdrone takes one space point.

(E96.23) RELOADING: Magazines are reloaded from cargo storage in the same manner as drone racks. No more than one magazine from each launcher can be reloaded during any given turn. The launcher can continue to fire drones from other magazines while reloading one of its magazines.

(E96.24) AMMUNITION: Hyperdrone racks can launch (and their magazines can hold) standard drones (but only one-space drones). Each drone launch takes up one Hyperdrone firing opportunity.

(E96.3) COMBAT PROCEDURE

(E96.31) FIRING: Hyperdrones are fired during the Direct Fire Weapons Step, before any other weapons are fired or allocated.
(E96.311) All Hyperdrone fire is simultaneous. All ships armed with Hyperdrones must designate how many they are firing and the target of each Hyperdrone before any are resolved.
(E96.312) Hyperdrones do not have to be "controlled" as seeking weapons do.
(E96.313) Because of the unique operating characteristics of the hyperdrone, it cannot be launched at a target at a range of less than one hex.
(E96.314) A ship performing erratic maneuvers cannot fire hyperdrones.

(E96.32) PROCEDURE: When fired, each Hyperdrone "moves" toward the target using the standard movement rules, except that it moves up to 20 hexes in each impulse. This movement is conducted entirely within the Direct Fire Weapons Step. See, however, (E96.33) below.
(E96.321) Hyperdrones are initially placed on the map facing in any direction within the limits of the firing arc.

Hyperdrones from L+LF weapons can be placed facing directions A, E, or F relative to the ship.

Hyperdrones from RF + R weapons can be placed facing in directions A, B, or C relative to the ship.

(E96.322) Hyperdrones cannot turn or HET. They sideslip normally. This severely restricts their ability to approach targets from a variety of directions as drones can.

(E96.323) Hyperdrones have a maximum range of 40 hexes, but moving more than 20 hexes requires two consecutive impulses. They can move less than 20 hexes in their first impulse for tactical reasons, but this reduces their maximum range (i.e., they do not move the "lost" hexes in a third impulse).

(E96.324) Once a Hyperdrone enters the hex of its target, a hit is automatic and immediate; see *the EW rule below.* Each Hyperdrone scores 8 damage points.

(E96.325) It is possible that, if the target is just over 20 hexes away, a Hyperdrone which moves its full 20 hexes could "miss" a target that manages to move out of the way of the weapon (i.e., into a hex the weapon cannot sideslip into) during the intervening movement step. This could also happen if the target is displaced or transported out of the weapon's engagement arc in the intervening movement. If a unit docks to another unit, it remains the target of a Hyperdrone still in flight. If a target unit docks or lands inside another unit during the intervening impulse, that other unit becomes the target.

(E96.33) DEFENSIVE ACTIONS: Any direct-fire weapon can be used against Hyperdrones, including other Hyperdrones.

(E96.331) As each Hyperdrone moves, the opposing player (the player controlling the target) may select any hex of its path and require the Hyperdrone to stop in that hex. This selection is made as each Hyperdrone moves each hex; once a Hyperdrone has moved to a hex, any previous hexes of its movement become unavailable. All Hyperdrones fired in a given impulse (as well as those still on the map from the previous impulse) must move (and possibly be stopped) before any counterfire is allocated or resolved or any damage from a Hyperdrone is resolved. (There is really no good reason for the defending player not to stop every Hyperdrone at some point in its flight in order to maximize the defensive opportunities.)

(E96.332) After each Hyperdrone has been moved and stopped, the defending player may then use any or all of the direct-fire weapons [see (E96.334)] on any of his units (within the applicable rules) to fire at any or all of the Hyperdrones. This includes multiple shots by aegis-controlled weapons. Each hyperdrone is destroyed after receiving six damage points.

(E96.333) After all defensive fire is resolved, the player controlling the Hyperdrones then moves them (in any order) to complete their movement for the impulse. Presumably, many will hit their targets. This damage is recorded and resolved in the Direct Fire Weapons Consequences Stage.

(E96.334) Heavy weapons normally penalized when firing at drones are penalized in the same manner when fired at hyperdrones (FD1.52).

(E96.335) Hyperdrones which remain on the map at the end of an impulse (E96.323) may be attacked by any weapon in the normal Sequence of Play. They may be placed in Stasis or displaced. They may be distracted by chaff or wild weasels (E96.432).

(E96.336) If a hyperdrone did not hit its target on the impulse of launch, the target may launch a counter seeking weapon. This counter seeking weapon will always be between the ship which launched it and the incoming hyperdrone, and if the counter seeking weapon has an explosive warhead (as opposed to a phaser module, null module, ECM module, multi-warhead module, or other non-explosive module) the hyperdrone will be destroyed by the impact.

(E96.337) If a hyperdrone did not hit its target on the impulse of launch, and the target is destroyed before the hyperdrone can complete its movement, the hyperdrone is removed.

(E96.4) SPECIAL RULES

(E96.41) OVERLOADS: Hyperdrones cannot be overloaded.

(E96.42) EW: Hyperdrones are affected by EW; use the table in (D6.361) to reflect their effect.

(E96.43) WILD WEASELS: There is not time to launch a Wild Weasel during the Direct-Fire Weapons Step, so WWs are generally not a good defense against Hyperdrones.

(E96.431) A ship protected by a Wild Weasel (including the explosion period of a destroyed WW) cannot be targeted by Hyperdrones; they will retarget onto the WW if fired at the ship.

(E96.432) If the Hyperdrone does not reach its target during the first impulse of flight (E96.323), a wild weasel launched by the target in the next impulse would be effective.

(E96.433) Hypedrones will contribute to WW collateral damage (J3.31).

(E96.44) TERRAIN-INDUCED DAMAGE:

(E96.441) WEB: A hyperdrone which hits a web hex of more than 20 strength points will be destroyed, although it will hit a target in such a hex before being destroyed. If the web hex has a strength of 20 or less, the hyperdrone will pass through the web, losing an amount of its total range equal to the strength of the web hex. If a Hyperdrone completes its first impulse in a web hex, and the web hex was strengthened by the Tholians in an intervening period, the additional strength of the web will also be subtracted from the total movement available to the hyperdrone, but it will not be destroyed as a result unless it enters another web hex and that hex has a strength greater than 20.

(E96.442) Black Holes affect hyperdrones as both direct fire and seeking weapons (P4.22) and (P4.23).

(E96.443) Asteroids, ring material, and dust clouds do not damage Hyperdrones. Other weapons and units cannot follow hyperdrones through an asteroid hexes (P3.23).

(E96.444) Atmosphere affects hyperdrones as a direct-fire weapon, providing ECM but not weapons degradation.

(E96.445) Mines will not be triggered by a Hyperdrone.

(E96.45) MODULES: Hyperdrones cannot use any of the drone modules provided in (FD10.0) or elsewhere. They can only use the 8-point explosive warhead.

(E96.46) FIGHTERS: Flivver fighters can carry Hyperdrones. Loading is the same as a one-space drone.

(E96.47) SPECIAL SENSORS

(E96.471) Special sensors cannot attract or "turn off" hyperdrones, even those still in flight after their first impulse of movement.

(E96.472) Because of their high-energy launch, the firing of a Hypedrone will blind a special sensor.

(E96.48) TRACTOR BEAMS

(E96.481) A ship held in a tractor beam cannot fire hypedrones at any unit except the one operating the tractor beam (G7.943).

(E96.482) Hyperdrones cannot be tractored, even if they remain on the map during an impulse (E96.323).

(E96.49) ESGs: If a hyperdrone hits an ESG field, this is resolved as contact between the field and an object which takes six damage points to destroy.

STAR FLEET NEWS UPDATE

CAPTAIN'S LOG #15 is now on its way to the stores!.
UPRISING, Prime Directive Adventure, Origins release.

CAPTAIN'S MODULE X1 will be the major Origins release this year, with dozens of the most powerful ships in SFB and exciting scenarios where they can show their stuff. Many major changes have been made through the playtest process. Plasma-Ls are now "big-Fs" instead of "non-upgradable Gs" (hold for free, no shotgun or EPT). XESGs now cycle like non-X ones, but can use all 7 points in their capacitors. The Klingons got a D5X. The Gorns got a CMX after we merged the BCX and CCX. And much more!

CAPTAIN'S MODULE F1 – THE JINDARIANS will be out in late Summer or early Fall. The Jindarians are an ancient race who have been in space for 100,000 years. They build ships out of asteroids, honeycombing them with tunnels and fitting them with warp engines. The Jindarians use the Warp-Augmented Railgun, Anti-Transporter Field, and hordes of shuttles (armed with Prospecting Charges). A preview of their background is in Captain's Log #15 and Starletter #90.

FLIVVER HEAVY CRUISER

SHIELD #1

DAM CON 4 4 2 2 0
EX DAM

SENSOR 6 6 5 3 0
SCANNER 0 0 1 5 9

PRB
BRDG
F HULL

PH-1-FA+R 4 5 6
PH-1-FA+L 1 2 3

C WARP
DRONE RF 3
DRONE RF 4

LAB TRAN BTTY
EMER
AUX CARGO 1 2 3
R HULL

TRAC SHUTTLE TRAC
IMP PH-3-RX 7 8 9 IMP

C WARP
DRONE LF 1
DRONE LF 2
R WARP

SHIELD #4

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CNTR

#2
#3
#6
#5

SHIP DATA TABLE

TYPE	= CA
POINT VALUE	= 175
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R93.04

TURN MODE

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

(direction indicator: RF R RR LF L LR F 1)

CARGO STORAGE

1
2
3

"CARGO" IS DESTROYED ON "FLAG" HITS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 20 30 40 *

TRANSPORTER BOMBS
D D D D

BOARDING PARTIES

PROBES 5

HYPERDRONE RACKS

1
2
3
4

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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