

SUBSPACE NEWS #5

This issue presents a new race from Module C4. Send any playtest reports to Amarillo Design Bureau, Box 8759, Amarillo TX 79114. SubSpace news is a product of Task Force Games, distributed by Agents of Gaming, P O Box 31571, Dayton OH 45437-0571.

(R98.0) THE TRIAXIAN SIMULATION

The Triaxians are another simulator race, this one developed by the Gorns. The objective of the Gorns was to create a simulator race which employed essentially the same weapons with which they were familiar, but to use them in different ways (FP92.0). Part of the simulation program enabled the Triaxians to move in unusual directions (C32.1).

Preliminary observations have shown that Triaxian tactics revolve around their ability to fly in whatever direction suits the situation. After stopping to use a wild weasel, the ship simply accelerates in the direction that best matches their shield and weapon status, keeping any weaknesses facing away from the enemy. Alternatively, the ship can use a High-Energy Direction Change (HEDC) to change direction at any time. The Triaxians were designed by Bruce Graw.

(R98.3) HEAVY CRUISER (CA): The mainstay of the Triaxian forces, it did not have the single-volley crunch power of the Gorn CCF, but had better defenses.

(R98.4) DESTROYER (DD): Too small for plasma-A launchers, this ship relied on a triumvirate of plasma-Fs to keep enemies at bay.

NOTE: The DN, SC, PFT, and PF are in playtest with the SFB staff at this time but there was no room for them in this issue.

(R98.R2) TRIAXIAN PHASER ARCS: Being a simulation, the Triaxian are able to employ unusual phaser arcs. These are noted on the SSDs as being identical to the plasma arcs. The phasers can fire into any hex within the "tracking arc" of that "plasma arc", i.e., into the gray hexes on the diagrams in (D2.34) and (D2.36).

(C32.0) TRIAXIAN TRIDIRECTIONAL MOVEMENT

The single thing that makes the Triaxians what they are is their unique tri-axial movement system.

(C32.1) GENERAL TRIAXIAN MOVEMENT

(C32.11) HEADING: Triaxian ships (and only Triaxian ships) may move in any of three possible directions. (Normal ships in Star Fleet Battles can move in two directions: forward or reverse.) The three directions are referred to as "forward" (in the direction of the #1 shield), "port" (in the direction of the #5 shield), or "starboard" (in the direction of the #3 shield). The ship can, of course, only be moving in one direction at a time. Effectively, the ship can never move "in reverse" but only in one of its three allowed directions.

(C32.12) DIRECTION CHANGES: Changing direction is accomplished in the same manner as a normal SFB ship reverses direction (C3.5) or (C12.37). All of these rules apply

including Quick Reverse (C3.6). The new direction (forward, port or starboard) is considered the "forward" direction for all purposes, including interaction with terrain.

EXAMPLE: A Triaxian cruiser is moving to port and is damaged by asteroids. The leading shield would take this damage (P3.21), which would be shield #5.

(C32.13) RACIAL RESTRICTION: This movement capability was considered (in the simulation) to be a side effect of the triple-spoke warp engine configuration of Triaxian ships. (Attempts to recreate this effect with "real" ships all ended in failure.) However, damage to any or all of these engines does not affect the ship's ability to change direction.

(C32.14) SCENARIO SET UP: Triaxian ships may begin any scenario moving in any of their three legal directions at the owning player's option, unless specifically restricted from doing so by the scenario rules. The specific direction the Triaxian ship was moving on a hypothetical Turn #0 must be announced before the Energy Allocation Phase of the first turn as this will establish its acceleration limits in various directions.

(C32.15) NON-SHIP UNITS: Triaxian non-ship units (shuttles, etc.) do not use this system, but move using the normal SFB rules.

(C32.16) DISENGAGEMENT: A Triaxian ship can disengage by acceleration in any of its three allowed axes of movement as if that were its forward shield (C7.123).

(C32.17) INTERNAL DAMAGE: Irrespective of the direction of movement of the ship, forward hull and aft hull retain their identities. Phasers continue to be affected by the directional rule (D4.321).

(C32.2) HIGH ENERGY DIRECTION CHANGE (HEDC):

Triaxian ships may make direction changes "on the fly" by using this system. The change in direction can be to the "forward," "port" or "starboard" directions [see (C32.11) above] at the player's option. The exact same procedure (and energy cost) for a HET (including chance of breakdown, tumbling, etc.) is used with the following additions and exceptions. Any conditions which apply to a HET apply equally to a HEDC except as noted below.

(C32.21) OPERATIONS: Ships may not make a HET, quick reverse, or HEDC within 1/4 turn (8 impulses) of a HET, HEDC, or quick reverse.

(C32.22) MODIFIERS: Outstanding crew benefits (G21.22) and poor crew penalties (G21.12) which apply to HETs also apply to HEDCs in a like manner. A Legendary Navigator's bonus (G22.86) can also be used for this instead of for an HET or quick reverse.

(C32.23) NON-SHIP UNITS: Non-ship units (drones, shuttles, etc.) cannot use HEDCs.

(C32.24) BONUS: Triaxian ships have a "first-use" bonus to HEDC breakdown rolls which works exactly as (C6.52) does. This bonus is IN ADDITION TO the standard HET first-use bonus. The two bonuses are separate and distinct and cannot be substituted or traded for each other. Triaxian ships have both HET and HEDC check-off boxes on their SSDs.

**(FP92.0) TYPE-A MULTI-PURPOSE
PLASMA TORPEDO LAUNCHER**

From Y165, the Triaxian DNs and CAs used a modified version of the plasma-S torpedo known to the Gorns as the Type-A. The type-A torpedo launcher is not a new plasma torpedo, but a simulator weapon capable of launching the standard type-S torpedo in new and different ways.

Prior to Y165 Triaxian DNs and CAs used standard plasma-G torpedoes, with the two new firing modes described here. Prior to Y165 reduce the BPV of a Triaxian ship by 10 points for each plasma-A launcher.

Except where noted otherwise, type-A torpedoes operate the same as normal non-X plasma torpedoes.

(FP92.1) GENERAL

(FP92.11) DESIGNATION Type-A launchers are designated Plasma-A or PL-A on the SSD.

(FP92.12) AVAILABILITY: The type-A launcher is used exclusively by Triaxian ships. It is not available to other races (including the Orion Pirates).

(FP92.13) REPAIR: The cost to repair a type-A plasma launcher is 18 points. It could be hastily repaired as a type-S, type-G or type-F torpedo launcher.

(FP92.2) ARMING

(FP92.21) ENERGY: Plasma-A launchers are armed over a three turn period in the same manner as a plasma-S torpedo, i.e., two points of power are allocated on the first turn, two on the second and four on the third.

(FP92.22) DOWNLOADING: The launcher can be downloaded as a type-F or type-G torpedo by paying the normal energy cost for that weapon.

(FP92.221) RESTRICTIONS: If armed as a download, none of the special launching alternatives (FP92.3) are available, and the torpedo is treated as the downloaded type (G or F) for all purposes.

(FP92.222) CAPABILITIES: A downloaded type-G torpedo can be enveloped or shotgunned.

(FP92.3) OPERATIONS

A type-A plasma launcher has advanced control over the warhead it contains.

(FP92.31) ENERGY ALLOCATION PHASE: At the moment the launcher is completely armed (i.e., in the Energy Allocation Phase of the final arming turn), the player must decide which of the options below will be used, and pay any additional energy required to arm the torpedo in that mode. If arming is completed during the turn through rolling delay and reserve power, the torpedo will be a standard plasma-S torpedo.

Prior to Y165, the torpedoes will be various modes of the type-G torpedo. From Y165, the Plasma-A can be armed with either type-S (SS, SL) or type-G (GS, GL) torpedoes. The rules are written for the standard type-S types.

(FP92.32) STANDARD: A standard plasma-S torpedo can be loaded with no added cost. This torpedo can be enveloped (FP5.0) or shotgunned (FP7.0) as per the standard rules (i.e., if either of these options are to be used, they must be used at

once as a held torpedo cannot be enveloped or shotgunned). If not enveloped or shotgunned, it can be held for 2 points of energy like any other plasma-S torpedo.

(FP92.33) LONG-RANGE: A "long-range" plasma-S torpedo can be loaded for a cost of 1 additional point of energy. The modified torpedo is termed a plasma-SL. Plasma-SLs have an extended range but a smaller warhead, as shown on the Triaxian Plasma Warhead Strength Table (FP92.5).

(FP92.331) DURABILITY: Plasma-SL torpedoes were programed to have more stable warheads, although they sacrificed strength for durability. It takes three points of damage (FP1.6) energy to reduce the warhead strength by 1 point. It was not possible to create a real torpedo with this capability.

(FP92.332) BOLT: If a plasma-SL is bolted, the damage is caused normally, but the player gains a bonus of -1 to his die roll to hit. Note that this can make the plasma-SL a very effective sniping weapon.

(FP92.333) TACTICS: Triaxians typically use plasma-SLs in long-range duels and sniping battles, especially when attacking bases. Range 21-25 is very effective for bolting, and it will take 36 points of phaser energy to destroy a seeking warhead from this distance.

(FP92.34) SHORT-RANGE: A "short-range" plasma-S torpedo can be loaded for a cost of 2 additional points of energy. The modified torpedo is termed a plasma-SS. Plasma-SSs have a very short range and an unstable, but powerful, warhead as shown on the Triaxian Plasma Warhead Strength Table (FP92.5).

(FP92.341) DURABILITY: Due to the instability of their expanded warheads, plasma-SSs are reduced in strength by 1 point for every point of damage (FP1.6) they suffer.

(FP92.342) BOLT: If a plasma-SS is bolted, the damage is caused normally, but the player suffers a penalty of +1 to his die roll to hit. For this reason plasma-SSs are rarely used in this manner.

(FP92.343) DETONATION: Plasma-SS torpedoes are dangerously unstable. If the launcher containing an armed plasma-SS is destroyed, the weapon explodes in the damaged tube, causing an additional three internals (treated as a separate volley). Ignore phaser directional hit limitations when resolving this damage. Note that the warhead is destroyed by this detonation and cannot be later launched under (FP1.71).

(FP92.344) TACTICS: Triaxians use the heavy crunch power of the plasma-SS to deliver a hammer blow to any opponent. The weapon is extremely vulnerable to phaser fire, and a smart enemy will keep a few phasers available to fire on any potential plasma-SS.

(FP92.35) HOLDING: Plasma-SLs and plasma-SSs cannot be held. A torpedo armed in a prior turn and held cannot be converted to either of these modes (just as it could not be converted to a shotgun or enveloping type).

(FP92.4) PSEUDO-PLASMA TORPEDOES

The type-A torpedo launcher can be loaded with either a pseudo-S, pseudo-SL or pseudo-SS torpedo. The decision must be made before the scenario begins and recorded in secret. Each type-A launcher on the ship can have a different PPT (if desired). The SSD provides a place to record this data.

TRIAIXIAN DESTROYER

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (JI:59) TRANSFERS.

TRANSPORTER BOMBS

	D	D
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SHIP DATA TABLE

TYPE = DD
 POINT VALUE = 110
 BREAKDOWN = 5-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R98.4
 Y175 REFIT = +0

TURN MODE SPEED

C	HEDC	HET	BD	SPEED
1	2	3	4	2-4
2	3	4	5	5-9
3	4	5	6	10-14
4	5	6	7	15-20
5	6	7	8	21-27
6	7	8	9	28+

TYPE I OFFENSIVE PHASER TABLE

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

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 4 3 0 0
5	4 3 2 0 0 0
6	3 3 1 0 0 0

PSEUDO-PLASMA TORPEDOES

A	B	F	C	F
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Diagrammatic Torpedo Types: LP, LPR, LRF, LR, RR, RPR, RP, FH, RH

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-D RACK

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
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ONE RELOAD PRIOR TO Y175;
TWO RELOADS Y175 & AFTER.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

⑤ = HET/HEDC COST ⑥ = ERRATIC MANEUVER WARP COST

