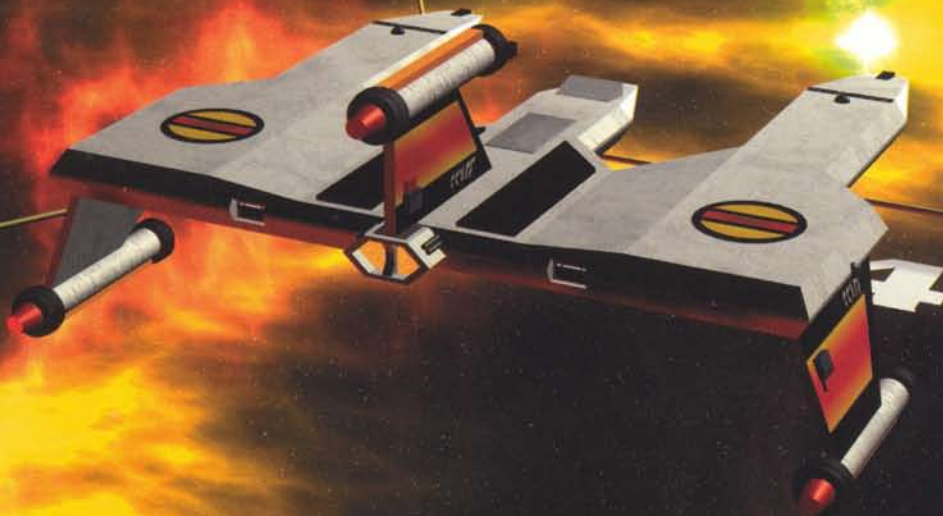# STAR FLEET BATTLES

TOURNAMENT BATTLES

RULE BOOK

EXPANDED 2012 EDITION

Player 1
LDR Red Jaguar
Turn 5 - Imp 8

CAPTAIN'S EDITION

CAPTAIN'S MODULE T

AMARILLO DESIGN BUREAU, INC.

MODULE T (2012) STAR FLEET UNIVERSE TOURNAMENT RULES

INTRODUCTION TO TOURNAMENTS

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 four decades and are the ones used in official sanctioned events. *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

86-page Rulebook including formats for *Star Fleet Battles*, *Federation Commander*, *Federation & Empire*, *Starmada*, *A Call to Arms: Star Fleet*, and *Star Fleet Battle Force* Tournaments
    28-page SSD book of *Star Fleet Battles* tournament ships
    216 die-cut Tournament Counters
    108 die-cut Ammunition Counters
    Star Fleet Battles 4230 Map

*There are no current tactics for the Andromedan tournament ship.

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 C3*, *Module J*, *Module K*, *Federation & Empire*, and/or other products. Published by:

Contact us to order products or spare parts, request a catalog or spare parts list, ask about new products, ask rules questions, etc. Playtest reports and submissions of new material should also be sent to the above address. All submitted materials become the property of ADB, inc. immediately upon receipt and may be revised, expanded, edited, and published as ADB, inc. sees fit; authors will be compensated at standard rates for any material published. See *Advanced Missions* for details.

INTRODUCTION TO *SFB* 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 empire. These "Official Tournament" rules are used at the annual tournaments run at Origins by ADB, Inc. 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 on the BBS. Sanctioned tournaments are noted as such.

THE *CAPTAIN'S EDITION* RULES are used in the tournament; *Commander's Edition* rules are NOT used. The current edition of the Captain's Edition rules can be found in the Master Rulebook dated 2012, or the 2010 edition with the D-Upate.

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 ADB, Inc.) 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 become Rated Ace tournaments (if they meet additional requirements), but you do not have to request permission from ADB, Inc. to call your tournament "sanctioned." Players should report to ADB, Inc. 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 on our BBS at: www.starfleetgames.com/discus or you can get the current update by sending an Email to the autoresponder at tourupdate@starfleetgames.com or you can find updates (although probably not as current) in each issue of *Captain's Log*.

A reminder: Only sanctioned tournament ships published by ADB, Inc. can be used in sanctioned events. If you see other tournament ships in use, immediately advise the judge that these will cancel the sanction and prevent the award of an ace card.

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 pin 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. (Certain PBEM and on-line events are authorized Rated Ace cards under special provisions established by ADB. inc., but players may not simply create such an event and declare it to be a Rated Ace event.)

2. The convention must have many events, not just SFB. (Exceptions are very hard to get, but you can ask ADB, inc. if you think you have a special case that might get approved.) 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 32 players, 1st and 2nd place get a Rated Ace Card; 64 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, phone numbers, and Email addresses of all players must be sent to ADB, Inc., on a Rated Ace Nomination Form. Send an SASE to ADB, Inc., for this form or download it from our web site. All registered players must complete at least one game. Forfeits, or concessions before the end of Turn #3, do not count as completed games. If fewer than 16 players participate, the event may still qualify as a Squadron Major event.

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. If the program is huge (or available on the web), you can just send the cover, the management information page, and the page with the *SFB* events.

5. The tournament must be sanctioned; see the requirements above.

6. The winner must be selected in three rounds of single-elimination finals. You can use patrol or anything else in early stages, but there must be a minimum of three rounds of single-elimination finals. 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 will be sanctioned in each convention. The convention, not ADB, inc., may decide which of two qualified events is the sanctioned one.

8. We reserve the right to reject an Ace nomination if we receive complaints about how the event was run and an inquiry sustains the complaints. Because of the conditions and resources of such an investigation, ADB, inc. will make the final decision based on a "preponderance of evidence" rather than "beyond a reasonable doubt."

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

10. Judges who cannot follow these rules will be given one warning and then suspended by public notice. Such suspensions are usually permanent but in theory a judge who made amends and a public apology might be reinstated. ADB, inc. reserves the sole right to de-sanction judges, and may do so without warning in cases wherein the judge is not acting in the best interests of the company, the game, or the players.

SUPPORTED (OR SPONSORED) EVENTS are those for which ADB, Inc. has provided prizes under the provisions found in the "Running an SFB event" section of this module. Any event in any format can be "supported" if it meets a few simple requirements. Many conventions run "scenarios" rather than tournaments, and these can qualify for support under this provision.

JUST WHAT IS A "RATED ACE" ANYWAY? The term "Rated Ace" refers to a player who has won this status by one of the following:
- winning a sanctioned Rated Ace event at a convention†
- winning an approved PBEM or on-line event

† At some large tournaments, two or more players win Rated Ace status.

Rated Ace players win the respect and admiration of their peers, an official Rated Ace card for their wallet, and the coveted Rated Ace pin for their jacket or knapsack.

Among Rated Aces, bragging rights go to those who have multiple cards (Tom Carroll has 18), and those who have won cards in several different ships.

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; Andromedans are authorized a second sheet of paper for their various records) 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. It is preferable that records be kept in ink and any changes be noted.

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 #9. In cases where neither ship is damaged, the Judges may declare both players to be losers and select a wild-card player 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 do not use wild cards. See the section on Wildcards later in this manual.

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. This allows a player who has specialized in one empire 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, inc.-run 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 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. If a ship runs out of hull or cargo but has not been declared forfeit, the owner must give up other boxes of his choice to satisfy further penalties. Note that PBEM games have similar penalties for players who are late Emailing their turns to the Moderator.

BETWEEN ROUNDS: Players begin each round with a new ship of the originally-selected empire (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.

SCENARIO SET UP: Standard *SFB* map (hex 4230). Ships set up in 1701-D and 2530-A, Speed Max (forward), WS-III [as per (S4.13), (S4.14), (S4.32), and (S4.33) except 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 drones or fighters are placed on the map before play begins. As crew is not used, no "militia" may be formed.
    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: "Standard Game" rules (A3.15); Anti-drones (E5.0), armor (D4.12), ballistic targeting (F4.0), breakdown (C6.5), chaff (D11.0) (Hydran fighters only), changing speed (C12.0) [plotted or reserve power, using (C12.31); see (C12.36) for penalties for failure to announce, for purposes of the (C12.364) penalties, use hull or cargo boxes and then labs.], cloak (G13.0) [Romulan and Orion, fade-in/out (G13.1), not hidden (G13.6)], damage control [shields (D9.2) and (D9.7)], deck crew repairs of fighters (but NOT admin shuttles) (J4.818), DERFACS (all disruptors) (E3.62), displacement (G18.0) (Andromedan self-displacement only (G18.322)], disrupted fire control (D6.68) [Andromedan after self-displacement (G18.53)], dogfighting (J7.0) (Only Hydran versus Hydran; fighters ONLY), drones (FD0.0) (see specifications below), emergency deceleration (C8.0) (all ships), enveloping plasma torpedoes (FP5.0), explosions (D5.2) (used only to determine wild cards, all ships have an explosion strength of 20), fighters (J4.0) (only Hydran), fractional accounting (B3.2), free movement (C1.31), free standing webs (E12.2), guards [(D7.83) except (D7.832)], hasty repairs (G17.5), high energy turns (C6.0), hit-and-run raids (D7.8), labs identifying seeking weapons (G4.2), launch tubes (J1.54) (for Hydran fighters), light rail guns (E18.6), low-powered fire control (D6.7), medium rail guns (E18.7) [including rapid-fire E18.4)], mines [(M2.1) and (M3.0), but not NSMs (M2.0) or secret placement (M2.6)], (Andromedan and Romulan TKE only), Orion engine doubling (G15.2), overloaded weapons, passive fire control (D19.0) [voluntary (D19.0), cloak (G13.51), WW (J3.132); NO (D19.3) EW BENEFIT], plasma bolt (FP8.0), plasma rack (FP10.0) (no reloads), plasma shotgun (FP7.0), plasmatic pulsars (E11.0), probes (G5.3) (as weapons by crippled ships only; not for information), prospecting charges (E19.0) (Jindarian only), prospecting shuttles (R1.F12) (Jindarian only), proximity photons (E4.3), pseudo-plasma torpedoes (FP6.0) (except as noted below), quick reverse (C3.6), reserve power (H7.0) [including contingent allocation (H7.6)], scatter-packs (FD7.0) (specified ships only; see below), shield cracker (E16.0) sideslip (C4.0), suicide shuttles (J2.22), tactical maneuvers (C5.0) [impulse (C5.1) and warp (C5.2)], tractors (G7.0), transporters (G8.0), snares (E13.0), tumbling after breakdown (C6.55), UIMs (D6.5) (Klingon no burnout, Lyran one-shot, no others), uncontrolled status (G2.2), Vudar ionization system (H8.0), web breaker (E15.0), web casters (E12.0) [which also can be used as snare (E13.0) and web fist (E14.0)], web snare (E13.0), wild weasels

(J3.0) [with collateral damage (J3.3)], zero energy turns (C5.13).

THE FOLLOWING RULES WILL NOT BE USED: Active terminal guidance drones (FD5.2), advanced shuttles (J17.0), aegis fire control (D13.0), Andromedan critical hits (D24.0), anti-transporter fields (R16.1B), balcony and track systems (J1.53), boarding parties (D7.0) [including transportation by shuttle (D7.16) or to a shuttle (D7.6), but excepting hit-and-run raids on ships (D7.8) and duty as guards (D7.83)], BPVs (S2.1) (all tournament ships have the same BPV), cargo transfer (G25.0), catastrophic damage (D21.0), chain reactions (D12.0), cloaked decoys (G27.0), crew quality (G21.0), commander's options (S3.2), computer-controlled ships (G11.0), crew units (G9.0), critical hits (D8.0), directed turn modes (C3.8), disengagement (C7.0), docking (C13.0), dogfight plasmas (FD13.0), drogues (G34.0), drone racks other than type-B (FD3.0), ECM plasmas (FP12.0), electronic warfare [(D6.3) (see below)], emergency damage repair (D14.0), energy balance due to damage (D22.0), erratic maneuvers (C10.0), fighter EW (J4.9), fighter pods (J11.0), heavy rail guns (E18.0), Interceptors (K3.0), launch tubes (J1.54) (for shuttles, except Hydran fighters), landing in the opponent's shuttle bay [(J1.612) and (J1.63)], leaky shields (D3.6), legendary officers (G22.0), mega-fighters (J16.0), mines [(M4.0) thru (M11.0)], MRS shuttles (J8.0), modifications to ships [(S7.0) (except as done by Tournament Rules)], monster close in defense system (MCIDS) (E6.0), mutiny (G6.0), narrow salvoes (E1.6), non-violent combat (D6.4), pilot quality (J6.0), plasma carronades (FP14.0), plasma sabots (FP11.0), positron flywheel (C9.0), prime teams (G32.0), PFs (K0.0), remote controls (J15.0), scout functions (G24.0), self-destruction (D5.0), SFGs (G16.0), ship separation (G12.0), shock (D22.0), spare shuttles (J1.42), stealth (G15.8), surprise (D18.0), tactical intelligence (D17.0) [including shield lowering (D17.71)], warp booster packs (J5.0), web anchors (G26.0), webs (G10.0) (except free standing), X-technology (X0.0), all rules in *Module C4* unless using ships from the module. Rules from the *Omega Modules* and *Module C5* are not used (Omega Octant tournament ships are under development). Rules from playtest modules are not used, unless ships from such modules are being tested for possible inclusion (this module includes playtest ships from the Borak Star League found in *Module E3* and the Peladine Republic found in *Module E4*). 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.

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

NARROW SALVOES (E1.6) 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 less experienced (but luckier) players go on to higher rounds because of a single die roll. This does not make for a good tournament.

ELECTRONIC WARFARE (D6.3): The Official Tournament rules use a special limited version of the electronic warfare rules. No ship can use power for ECM or ECCM (D6.3141), the Orion does not have his stealth bonus (G15.8), but ECM can result from several factors [wild weasels (J3.23), firing at drones by certain weapons (FD1.52), and small target modifiers (E1.7) do produce ECM; passive fire control does NOT produce the (D19.31) EW points in the tournament. Tournament EW 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 (D6.394), 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 and announces. Select drones; Orions and WYNs publicly designate pseudo plasma torpedoes. Select starting hexes. Play the scenario. Check each other's energy allocation 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 (FD3.2) with six type-IM (FD2.223) drones (see #2 and #3 below) with no reloads; launch rate one drone per turn per rack.

2. Kzintis can use four points to upgrade speed-M to speed-F (FD2.224) (cost = 0.5 point per drone), to buy extra type-IM drones for reloads (cost = 1.5 points per drone; cannot be used for a second scatter-pack), or to extend the endurance of some drones (FD2.222) (cost = 0.5 point each). Klingons can use two points. No other empire can do this. The player decides how these points will be used at the start of each round, after finding out the empire 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 empire can exchange two type-IMs for one type-IVM. 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 some type-VIM drones (upgradable to type-VIF, see #7 below).

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 opts 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 scatter-packs can be unloaded during the scenario (not at the start) and used as reloads as per the standard rules. Drones cannot be unloaded from a rack (or ADD) to use in a scatter-pack. Drones in an scatter-pack 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 a scatter-pack; no other shuttles can be used as a scatter-pack. Orion and WYN ships do not get scatter-packs even if they put drone racks in their option mounts. Dummy scatter-packs are legal for Klingons and Kzintis.

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

7. The Klingon D7CT has an anti-drone system with 10 ADDs and two type-VIM drones. (It has no reloads and cannot buy any.) The Klingon player can replace some of the ten 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 drones 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. ADDs taken in option mounts do not have type-VI drones in them, and cannot buy them.

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).

9. The following drone rules are not used: (FD6.0) and (FD8.0) through (FD21.0).

PLASMA TORPEDOES: The Romulans, Gorns, and ISC do not receive pseudo plasma torpedoes for their type-F torpedoes. (The TKE does have psuedo plasma torpedoes for its plasma-Fs.) Orions and WYNs who install type-F torpedoes in option mounts do receive psuedo plasma torpedoes for them up to a maximum of two psuedo plasma torpedoes per ship. Which mounts have the psuedo plasma torpedoes is designated (publicly) as part of the original option mount selection and cannot be changed. The specific launcher of each plasma torpedo is announced (F1.23). Note that (FP1.93) is used in tournaments. Plasma torpedoes are allowed their built-in ECCM benefit (FP4.3) 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. Plasma-K (FP13.0) torpedoes, plasma sabots (FP11.0), and plasma-carronades (FP14.0) are not available.

TRANSPORTER BOMBS: The Andromedan Krait and the Romulan TKE both have one transporter bomb; no other Tournament Ship can use mines in Tournament play.

The Andromedan ship's T-bomb can be dropped from the hatch (R10.1D42) or laid by transporter (M3.22).

The Romulan TKE's T-bomb can ONLY be dropped from its shuttle bay [(M2.11) and (M3.21)]. (Note: All attempts to convince ADB, inc. to give the TKE an NSM have failed, and will always fail, as doing so would turn the battle into a gamble over whether the enemy hit the NSM or not.)

T-bombs are not hidden (M2.6), cannot be swept (M7.0), and can be set to accept targets of any size class (M2.14). One fake T-bomb (M2.92) is allowed to the Andromedan 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) (which is why one is not provided to the Romulan TKE). T-bombs cannot be laid or moved by displacement devices [(G18.72) and (G18.75)].

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).

It has been ruled that this decision can be changed each impulse even if the two ships do not move or do not change relative positions. The decision on which shield is involved is made at the first point in which the question comes up during a given impulse, and cannot be changed during the remainder of that impulse — but could be changed the first time it comes up in the next impulse.

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

CLOAK VS CLOAK: In all battles in which both ships have cloaking devices, no ship can remain cloaked for more than 128 impulses (total, for the entire battle). This includes Orion-vs-Romulan battles. At the end of the 128th cloaked impulse, the cloaking device (of the ship that has been cloaked for 128 impulses) is destroyed and the ship begins the fade-in procedure within the normal sequence of play.

BOARDING PARTY CASUALTIES do not result from damage to the ship (D7.21) [including damage to guarded boxes that are destroyed (D7.832)]. Boarding party casualties can result from hit-and-run raids (D7.81), including guard casualties, if the target box is destroyed by the raid [i.e., 50% chance of loss, as per

(D7.832)].

WEBS: 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.

THE OFFICIAL SFB TOURNAMENT CRUISERS

The Official Tournament Cruisers used in the ADB, inc., 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. Note that if an event is advertised as sanctioned, it should not be changed to non-sanctioned without an agreement of the majority of the players present.

All tournament ships are the same size class for purposes of tractor rotations (G7.715); this does not apply to other conditions where size matters. 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 (S4.32) as is noted in the scenario set up rules.

KLINGON TOURNAMENT COMMAND CRUISER: No mutiny (G6.0). Uses the (D2.32) and (D2.33) phaser firing arcs. Has two points for improved drones. See Drones #2, #3, #7, and #8. Has one scatter-pack; see Drones #6. UIM will not burn out (D6.52).

ROMULAN TOURNAMENT FIREHAWK: No pseudo plasma torpedoes for plasma-Fs. See the cloak-vs-cloak rules. See Judges #2.

ROMULAN TOURNAMENT KING EAGLE (TKE): This ship *does* have all three seudo plasma torpedoes, *does* have 30-box shields all the way around, and *does not* have an NSM, but does have one T-bomb [not hidden (M2.6), cannot be transported (M3.22), no dummy (M3.224)]. See the cloak-vs-cloak rules. See Judges #2.

ROMULAN TOURNAMENT KESTREL (TKR): No pseudo plasma torpedoes for plasma-Fs, uses the (D2.32) and (D2.33) phaser firing arcs. See the cloak-vs-cloak rules. See Judges #2.

KZINTI TOURNAMENT COMMAND CRUISER: Has double drone control. Has four points for improved drones; see Drones #2 and #3. Has one scatter-pack; see Drones #6.

GORN TOURNAMENT CC: No pseudo plasma torpedoes for plasma-Fs. No Balcony and Track system (J1.53).

NEO-THOLIAN TOURNAMENT NCA: Snare and web caster are hit on "drone" damage points. Note that the snare has unusual (L+R) firing arcs. See rule on "webs" at left.

ARCHEO-THOLIAN TOURNAMENT CRUISER: Note that it has two snares. Snares and web caster are hit on "drone" damage points. The third "drone" damage point must be scored on the web caster even if a snare has been repaired. A snare hastily repaired as a web generator will still be destroyed on a "drone" damage point. This ship has a breakdown rating of 5-6. See rule on "webs" at left.

ORION TOURNAMENT BATTLE RAIDER (Additional Rules)
1. STEALTH: Does NOT get two ECM points for stealth (G15.8).
Note: The stealth bonus makes the Orion ship unbeatable in the hands of an experienced player. The stealth shift should NEVER be used; it *will* ruin your tournament (many non-Orion players will take the ship) and *will* violate the sanction.
2. OPTION MOUNTS: The ship has five mounts, three on the forward centerline (FA or FP, but LS/RS if plasma-D racks are installed) and one in each wing.
2A. The Wing Option mounts can hold only phaser-1-LS/RS (not phaser-G), fusion beams (L+LF / RF+R), or type-B 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 the Judge based on these rules *before* receiving the first opponent; these are recorded in the tournament Judge's records. After learning the empire 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-versus-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, and then announce them. In an Orion-versus-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 one Center Option mount can have a phaser-G. No more than two Center Option mounts can have hellbores. Only two plasma racks are allowed (not one, not three or more); one must be LS, and the other must be RS. No more than one plasmatic pulser device can be used. A plasmatic pulser device 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. An Orion ship that selects a type-B drone rack for one or more of its option mounts can swap for type-IVs (Drones #3), but does not gain a scatter-pack.
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 TBR has a cloak; the operating cost is 12 units of power. 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 due to (S4.13). Remember that standard load hellbores cannot be fired at a true range of zero (E10.33).

ANDROMEDAN KRAIT (Additional Rules)
This Module includes two Andromedan Krait SSDs. The one with a revision date of 2006 is the current Andromedan tourna-

ment ship. As this update to *Module T* went to press a new Andromedan tournament ship was undergoing playtest but had not yet been sanctioned to replace the current one. The SSD of this ship is included for those who would like to test it and submit playtest reports.
1. The DisDev cannot be used on the opposing units. Only self-displacement (G18.5) can be used. Note that the DisDev requires a written destination hex each time it is used.
2. The maximum displacement (G18.51) is six hexes.
3. Can start with up to of 25 points of ponit in its batteries (D10.55). This must be recorded but is not announced.
4. The ship has ONE transporter bomb (M3.0) and one dummy (M3.224). They are not hidden (M2.6) even if laid from the hatch. The SSD provides the usual check-off boxes and two circles to write the numbers of the counters above them, so you will not forget which is the dummy and which is real.
5. PA panel degradation and power is known at all times.

LYRAN TOURNAMENT CC: This ship DOES have ESG capacitors installed (G23.24). This ship has one UIM (D6.5), which burns out [with no (D6.54) penalty] the first time it is used. (The player can decide when to use his UIM, but this must be announced before the die is rolled for that shot.)

WYN AUXILIARY BATTLECRUISER (Additional Rules)
Option mounts are under the same restrictions as the Orions (including selection before start) except as provided below:
1. Side Mounts: Photon torpedoes and fusion beams have 120° firing arc (RF+R / LF+L). No hellbores. Plasma torpedoes (other than plasma-Ds) have LP/RP arcs. The side option mounts are not "wing mounts" and are not under the restrictions of Orion wing option mounts on the weapons they can carry.
2. Center Mounts: Plasmas other than plasma-Ds are FP.
3. Note that this ship does NOT have an HET bonus.
4. It can accelerate by five, 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. See Drone Note #3. This ship has no points for improved drones and does not have a scatter-pack even if it takes 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, plasmatic pulser device, photon, hellbore, plasma-G, ESG, disruptor (in order from greatest range to shortest range), B-rack, fusion beam, plasma-F, plasma-D, anti-drone.
6. Only one package is selected, not two as with the Orions. No changes of option mounts between rounds.
7. Two of the four optional weapons MUST be either a phaser-1, a disruptor, a type-B drone rack, an ADD-12, or half of an ESG (an ESG would also take up a second adjacent box, which means it must be in the two Center Option mounts). The WYN is not limited to a single phaser-G, but obviously cannot have more than two. If plasma-D racks are taken, two must be taken and one must be LS and the other RS, even if placed in the center option mounts.
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 empire (i.e., WYN) specific. WYN side option mounts can hold an LS or RS weapon (respectively), including disruptors, but other weapons are limited to a 120° arc, (see #1 above) and this cannot be the entire FA arc, but must be L+LF (for left mounts) or RF+R (for right mounts).

WYN BLACK SHARK: Optional weapons are limited to phaser-1s, ADD-12s, or type-B drone racks. See Drone Note #3. This

ship has no points for improved drones and does not have a scatter-pack even if it takes additional drone racks in its option mounts.

ISC TOURNAMENT CRUISER: The rear-firing torpedoes are under the restrictions of (R13.1C). No more than one can be launched 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 launched 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-launching plasma-Fs can be destroyed on "drone" or "torpedo" damage points. 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 for (D4.3222).

LYRAN DEMOCRATIC REPUBLIC RED JAGUAR TOURNAMENT CWL: This ship DOES have ESG capacitors installed (G23.24). This ship has no UIM.

SELTORIAN GREEN WIND TOURNAMENT CRUISER: The ship can use wild weasels and suicide shuttles normally. This ship has a breakdown rating of 5-6. Use the revised particle cannon and shield cracker rules found on Page #9 of this product.

ADDITIONAL TOURNAMENT SHIPS

Module T (2012 Edition) includes 10 additional tournament ships. These cannot be used in sanctioned and Rated Ace tournaments, but can be used in other events.

ORION TOURNAMENT HEAVY CRUISER: Many Orion players noted that very few "real" Orion ships have cloaks, and asked for a non-cloaking Orion. Consider this design a first step toward developing such a ship.
1. STEALTH: Does NOT get two ECM points for stealth (G15.8) design. **Note:** The stealth bonus makes an 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 six mounts, two on the forward centerline (FA and FP) and two in each wing.
2A. Wing Option mounts C and D can hold only phaser-1-LS/RS (not phaser-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.
2B. Wing Option Mounts E and F can only hold type-B drone racks or plasma-D racks. Both Option Mounts must hold the same weapon, and if plasma-D racks are taken they will be LS/RS.
2C. The Orion player designates two complete sets of option mounts, known as "packages." Both packages must be approved by the 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-versus-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-versus-WYN battle, the Orion will know what option mounts the WYN has chosen before selecting which of his own packages he will use.

2D. 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.
2E. No more than one mount can have a phaser-G. Only two plasma racks can be carried (not one, not three or more); one must be LS, and the other must be RS. Plasma racks, if carried, must be in Mounts E and F only.
2F. If the Orion ship has at least three drone racks, it is automatically equipped with OAKDISC. An Orion ship that selects a drone rack for one or more of its option mounts can swap for type-IVs (Drones #3), but does not gain a scatter-pack.
2G. 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 Tournament Heavy Cruiser does not have a cloak.

HYDRAN TOURNAMENT TARTAR: Many Hydran players complained that they should have the choice between flying the mixed fusion-hellbore TLM, and a mixed hellbore-fusion TLB. A four-hellbore Tournament Bishop was tested and found to be so overwhelming that the tests were terminated, the ship was never sanctioned, and the Hydran commander who suggested became an honored guest at a Lyran banquet. However, Hydran players continued to demand a ship designed to better allow them to employ classic "hellbore" tactics.

The design herein should be considered a first experiment in creating such a ship. It is, obviously, based on the Tartar medium cruiser with necessary upgrades to tournament standards. Note, as a war cruiser it was only given four batteries, not the more standard five.

ISC MEDIUM TOURNAMENT CRUISER: Many ISC players complained that the "normal" ISC star cruiser is so much bigger than other CCs that cutting it down to TCA level left the design very un-ISC-like. Players suggested that an ISC TC based on the very popular CL hull might work better. The design herein should be considered a first experiment in creating such a ship.

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. All can be fired during a 1/4-turn period during one or two turns if one (or more) are fired at non-ship targets. All plasma-Fs 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 NOT be destroyed on "drone" hits. Playtesting may indicate that this is necessary, but since the ship is in fact an intact CM, testing will begin with no special non-ISC rules.

Note that as this is a CL-based hull, there are only four batteries and the movement cost is 2/3.

JINDARIAN TOURNAMENT STRIKE CRUISER: This new empire was added to the *Star Fleet Universe* just before the Interregnum and its tournament ship was never fully tested. The version published here is the latest in a series of efforts to balance this unusual empire and its unusual weapons.

VUDAR TOURNAMENT CRUISER: This new empire was added to the *Star Fleet Universe* and its tournament ship has not been fully tested. The version published here is the first in an effort to balance this empire and its new weapons.

Ion pulse generators can only be used in defensive ionic wave mode (G36.33).

PELADINE TOURNAMENT CRUISER: This new empire was added to the *Star Fleet Universe* and its tournament ship has not been fully tested. The version published here is the first in an effort to balance this empire and its new weapons.

See Drone Note #3. This ship has no points for improved drones and does not have a scatter-pack.

BORAK TOURNAMENT CRUISER: This new empire was added to the *Star Fleet Universe* and its tournament ship has not been fully tested. The version published here is the first in an effort to balance this empire and its new weapons.

FRAX TOURNAMENT SHIP: The most popular of the "simulator empires," the Frax have long had a very popular if unsanctioned tournament ship. It is apparently well balanced enough to have earned a sanction, but as a conjectural simulator ship cannot be used in sanctioned or Rated Ace events.

See Drone Note #3. This ship has no points for improved drones and does not have a scatter-pack.

This ship does not have the AFD systems.

FLIVVER TOURNAMENT SHIP: One of the most unusual of the conjectural empires, Flivver ships are famous for their ability to move sideways and even backwards, and their special drones are deadly under tournament conditions. Many players have found this empire to have particular excitement, and their campaign for a tournament ship is rewarded with this (albeit unsanctioned) SSD. This ship does use Hoverwarp (C52.0) and Hyperdrones (E55.0). It has no reloads for the Hyperdrone racks, and its cargo boxes have been deleted. It cannot use (E55.24) to load standard drones; it can only use Hyperdrones.

CHANGES TO TOURNAMENT SHIPS

Every year, ADB, Inc. issues (usually in March) changes for tournament ships for the coming summer convention season. In rare cases, changes are issued during or after that "summer campaign season." These usually drive players up the wall, and annoy judges who have photocopies of the old ships left over. Allow us to explain.

In one sense, there is no need to ever change a tournament ship, since players will naturally pick the best one. If we put the B10 in the tournament, the tournament would still be balanced because every player would have the option of picking the B10 (something 99% of them would do).

But *SFB* is a game of "empires" and most players tend to specialize in just a few of them. ADB, Inc. has always felt that each player should have a fair chance to win in a ship of the empire that he is most comfortable with.

We evaluate ships continually as tournament reports come in, and have the Battle Labs (the top playtest groups) run tests when we think a problem may be happening. Most often, a ship needs changing when new tactics are developed which make it too powerful, or when changes to another ship start causing players to migrate and shift the balance.

One thing we hear often is "why did you change my ship; it has only won two tournaments this year!" The answer is that we do not really care how many *tournaments* the ship has won, but how many *games*. If a ship is winning between 40% and 60% of the games we have reports for, then it is fine as it is. If it starts winning too many games, or too few, then regardless of whether it won an event, it still needs fixing.

The point of the exercise is not to drive players crazy, but to ensure that every player has a fair fight in the ship he is most comfortable playing.

When changes are made, the changes are posted to the BBS (usually after weeks of debate on the same BBS) and new SSDs are posted as soon as we can get them ready.

It should be noted that sometimes we get requests or suggestions for tournament destroyers, or tournament frigates, or tournament war cruisers. This is usually suggested as a way to save time. In practice, however, most of the time spent in a tournament is planning and thinking and deciding, not actually operating the ship, so a smaller ship saves relatively little time. ADB, Inc. has decided that it will never field or sanction anyone else to use such ships, as it would take years of testing and practice to balance new ships.

(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). Note that fire along barrier edge is not blocked (i.e., fire from 0101 to 0301 is possible).

(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, losing all previously plotted movement including Tactical Maneuvers, Erratic Maneuvers (which are not used in the tournament), tumbling, or an HET. A unit with a plot of Speed Zero and Tactical Maneuvers that is pushed into the tournament barrier loses the Tactical Maneuvers because all plotted movement is lost.

This deceleration will allow the ship to launch a wild weasel on the same impulse (or a subsequent impulse), assuming all other conditions have been met. A ship which has stopped in this manner is eligible to use reserve power to accelerate on the next impulse or any later impulse within the limits of (C12.0).

Damage that penetrates a facing shield (or a shield that is already down) is scored as internal damage. Andromedan ships take the damage on facing PA panels. Any penetration of the panels will be scored as internal damage, with the shield arc facing that hit the wall determining phaser-directional damage (D4.321).

A ship qualified to make a zero energy turn (C5.13) does not lose this ability if it strikes the barrier since ZETs are not "plotted movement".

Note that impact with the tournament barrier takes precedence, and a ship in the Post-Deceleration Period (C8.4) is released from those restrictions if it is pushed into the tournament barrier.

A ship rotated (G7.7) into the tournament barrier during the Initial Activity Phase (5) is under all of the restrictions of this rule and does take the five points of damage from such an impact.

The damage is scored and the ship/shuttle is reduced to Speed Zero as a result of the impact no matter what means resulted in its striking the barrier.

(P17.21) SEEKING WEAPONS: 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 (FP1.61), not lost strength points, by plasma torpedoes.

(P17.22) TACTICAL MANEUVERS: 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 (C12.24), or even an High Energy Turn, with reserve

power on the immediately following impulse, or any subsequent impulse of the turn. Note that hitting the wall is not the same thing as Emergency Deceleration (C8.0) or mid-turn speed changes down to zero (C12.0); it is a separate rule and cannot be plotted (C12.12).

(P17.221) A 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.

(P17.222) Hitting the barrier counts as emergency decel 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.

(P17.23) ESGs interact with the barrier as if it were a web (G23.85). Note that it is impossible for a unit to be "in" a barrier hex as the barrier is impermeable and is effectively just off the edge of the map.

(P17.24) FACING: Relative facing of units in hexes adjacent to the barrier is judged by the following rules:

(P17.241) If two units enter a hex adjacent to the barrier, their relative facings are determined by (D3.42) as normal.

(P17.242) If a unit is already present in a hex adjacent to the barrier, whether it is stopped as a result of striking the barrier or not, relative facing between it and any new units entering that hex are determined by (D3.42).

(P17.243) If two units in the same hex are adjacent to the barrier, even if one is already stopped as a result of striking the barrier, and one moves to strike the barrier itself, it is judged to have PASSED the first unit and be on its opposite side, i.e., between it and the barrier, for purposes of (D3.42).

(P17.244) If two units are in a hex and both try to leave the hex by attempting to exit through barrier hex sides, their relative facings will be judged based on the hex sides they attempted to leave the hex by. If both units attempt to exit through the same barrier hex side, their relative facings will be determined by the Order of Precedence (C1.313). Note that this DOES mean that the faster unit will be BEHIND the slower unit (or in front of it if the slower unit was moving in reverse). Note that turns or sideslips could result in shield facings other than the #1 or #4 being the respective facing shield.

(P17.245) If two units in a given edge hex attempt to exit through the same barrier hex side and move at exactly the same point in the Order of Precedence [after all tie breakers have been exhausted, e.g., same speed, same Turn Mode category] and both units have recorded the same exit direction, then the relative facing will be unchanged by their collision with the barrier.

(P17.3) TRACTORS

If a tractored unit is forced into the barrier, it takes the damage but the tractor link is broken; the tractoring ship then completes its movement. For example, ship A in 4105 tractors ship B in 4204 on Impulse #15. On Impulse #15 ship A moves in direction C. The result of Ship A's movement is that ship B hits the barrier, but ship A will still move into hex 4205. The tractor link would also be broken if the tractoring ship rotated (G7.7) the tractored ship into the tournament barrier during the Initial Activity Phase (5).

(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 if ship B moves. Movement by the tractored unit which results in an impact of the barrier, even if the unit was left with no choice but to hit the barrier as a result of movement by the tractoring unit, will not break the tractor link. If

the tractor link is broken as a result of barrier impact, it is not considered a voluntary release (G7.332). If the tractoring ship forces the tractored ship into the barrier, the tractor releases as part of that movement and the tractoring ship will complete the movement it was executing that forced the tractored ship into the barrier.

EXAMPLE: Ship A in hex 3702 heading B has tractored Ship B hex 3701. Ship A attempts to move into hex 3801, the result of this is that Ship B hits the barrier in direction B of hex 3701, breaking the tractor and ship A completes its movement in hex 3801, heading A. (Ship B's heading is irrelevant to this example.)

(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 (P17.21).

(P17.33) SIMULTANEOUS IMPACT: If both ships move into the wall on the same impulse due to the movement of the tractoring ship the tractor is dropped and both ships stop and take damage (P17.2). If both ships move into the wall on the same impulse due to the movement of the tractored ship the tractor is not dropped, but both ships stop and take damage (P17.2). If both ships move into the wall and both ships moved on the same impulse (G7.36-C2), the tractor is dropped and both ships stop and take damage (P17.2).

(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. Note that while displacement into the barrier will not result in collision with it (P17.2), a displaced unit's subsequent movement after displacement can result in collision with the barrier.

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 is simply more convenient for everyone to do so.

SFB ON-LINE TOURNAMENTS

Our on-line gaming system runs several Rated Ace tournaments each year, as well as a quarterly "net kills" tournament (which is not an "ace" event). Information about these events can be found on the official SFB web site (www.starfleetgames.com) or obtained from sfbol@starfleetgames.com if you prefer.

These tournament have picked up and provide for opposition to come from around the world. The Platinum Hat On-Line Tournament has, in fact, replaced the Gold Hat Tournament at Origins.

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.

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. Friends of the players are NOT allowed to address the judges at all; this is a one-on-one game.

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, Inc. 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. No other players or bystanders should ever be allowed to watch the judge "break" someone else's game.

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

Determine the number of shields down and their position. Also 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, and shuttles.

Check the degradation status of Andromedan PA panels. How full are the panels? Are they under repair?

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? (Crippled ships will have lost this; it *does* count against them.)

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 ANYONE ELSE): "What is your plan to win this battle?" This is to see if you missed something.

FINAL ADVICE

Once a decision is made, *there is no going back* as the tournament must move on through its scheduled rounds. So get your decision made correctly the first time. If you later become convinced that you made a wrong call, then learn from the experience as there is probably no way to fix it. (You might give such a player the next wildcard slot.) Under no circumstance is any judge, after a decision is made, to discuss the process by which it was made with anyone else.

Every Origins, after a triumvirate calls a game, some friend of the loser demands to have the judges explain to him in detail every step of the process. *This is never to be done.* Once the judges have ruled, the ruling stands, and they need not and must not submit that ruling for review by friends of the player who was ruled against.

Sometimes players will ask to have a ruling explained, saying they want to use this as advice on how to win their next judgement. *This is also never done.* Everything players need to know about what judges look for (and everything judges need to look for) is on this page. It would be unfair to advise some players that "well, I usually rule in favor of the player whose weapons get rearmed first" as players will simply not fire and wait for the judge.

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, any player in good standing 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, Inc. 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 assist a veteran judge so you can gain some experience and insights before you solo.

KNOW THE RULES ... BUT WHAT ARE THEY?

Just what the heck are the current rules, anyway?

The current rules, for "legal" purposes, consist of:
• the 2010 *Basic Set* and A*dvanced Missions* rulebooks, plus the most recent printings of *Modules C1*, *C2*, *C3*, and *T-2012*, plus the "Recent Errata" file from the web site, plus the content of the "Official Rulings" topics on the BBS. (These last two are often printed in *Captain's Log*.) OR
• The 2012 edition of the *Master Rulebook*, *Module T-2012*, plus the recent errata file from the website.

Private letter rulings do not count in tournaments unless they were also posted to the "Rules & Rulings" topic on the BBS. Players should be advised to present these to the judge before starting play for his consideration, but given that there have been "fake" Emails prepared and pulled out of notebooks, only the officially posted rulings are required. A judge must do his "dead level best" to get the most current rules, but need not check the BBS for new rulings by satellite link every hour on the hour. If a player claims to have downloaded a new ruling after your last download (which should have been as late as possible as you prepared to leave for the convention) you may ignore it if you cannot confirm it. Of course, a judge is welcome to accept any ruling which he feels is probably correct. You should post your most recent downloads of new rules at the tournament so that no one is surprised by them.

GETTING STARTED

Your event will probably be at a convention, although Squadron Major events can be held in game stores. 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 do not 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 will not 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 a few dollars to play in your tournament, and get a ticket which you have to collect and turn in to the convention. Sometimes the convention will give you a share of the proceeds; sometimes you just get a free ticket to the convention. Some conventions provide a prize out of their share, while others require you to provide a prize out of your share. You will 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 do not show up, so you cannot 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 stuff that the convention sends to you.

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

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 do not have to actually play the games) to see if you can anticipate problems and take the solution with you.

WHAT FORMAT IS BEST?

The only hard-and-fast rule that ADB, Inc. imposes on the format of Rated Ace tournaments is that they have at least 16 active players and that the winner is chosen by at least three rounds of single elimination play. If fewer than 16 players are present, the tournament could be converted to a Squadron Major event.

This basically means that at some point you will have to pick eight players and set them up in a tree so that they play each other in three rounds of win-or-die competition. How you pick those eight is more or less up to you, so long as this is done fairly and in a manner the players understand. (If they do not understand, they will naturally assume you rigged the selection to get the other guy into the finals at their expense.)

The obvious way to do this is to hold four rounds of single elimination, starting with 16 players. After about three hours of play, you will only have eight players left and the rest is obvious. This is, however, not a good way of doing things. For one, it cannot readily accommodate 17 players, or 23 players, or any number greater than 16 but considerably less than 32. For another, players who have come a long way to the convention, expected to only play *SFB* and did not pre-reg for anything else, and spent a bunch of money, are going to be more than a little annoyed if they are wiped out in the first two or three hours.

Of all of the formats, the best one is to hold several hours of patrol format (anyone plays anyone, match up players as they ask for opponents, use rigid or flexible time slots) and then pick the eight players with the best record for the finals. [You should probably pick the four with the highest net kills (wins minus losses) *and* the four with the best percentage of wins.] Depending on how much time the convention will allow you to have the space, you might have patrol Friday night and Saturday morning. The three rounds of finals will take 8-12 hours and if started at noon Saturday should be over by midnight. If the convention will give you more time, you can push back the start of finals to late afternoon and hold the final battle on Sunday morning. Explain to the convention that this final battle will need relatively little space and they can tuck it into an odd corner.

Sometimes the convention does not want you to use this format, as it ties up a bunch of tables for a long period of time. There are several ways around this, such as: asking nicely, having players pay a slightly higher fee as they will get 8-16 hours of gaming out of it, or holding the patrol segment in the Open Gaming area (where you can recruit new opponents easily). If they just refuse and insist that you hold a four-round single-elim battle for the first 16 players who show up, then the best you can do is follow their orders and prove yourself to be a good judge who might be worthy of a better schedule next year. By all means, if the convention imposes a player limit on you, you should keep track of who did not get to play so that you can show the convention next year that you need more seats and more time.

How much time do you really need? Well, some games of *SFB* are over in an hour and some take more than three hours. In a patrol format, those who can play and win quickly have an advantage over those who will not or cannot. In a single-elim

event, you should ideally allow four hours for each round, but tell the players the time limit is three hours. That gives you time to "break" games, and to make players play another 30 minutes if you cannot reach a final decision. No game should ever be broken by a judge in less than three hours unless the players knew in advance that there would be a shorter time limit, and such shorter limits should only be imposed at the end of a patrol session. A judge breaking up games in progress which have had less than three hours just because he (the judge) wants to go play something else is an ethics violation.

In a non-sanctioned event, you have more flexibility, but remember that you cannot force a player to do anything he does not want to do; if you try, he will just leave. Some judges have picked up the idea of having players change ships every round; this is a major error as a great many players concentrate on only one or two empires and should not be forced to die in a ship they cannot fly. You can encourage them; you cannot force them.

OPPONENT MATCHING AND TIE-BREAKERS

Nothing could be more simple, or more confusing, than opponent matching. In the simplest sense, just pick two players, record the match, and point them to a table. If you try this, however, you are quickly going to start hearing complaints and protests, such as: "but we are both aces" or "but we play every Saturday" or "I know we are the only two left but we are both Klingons" and so forth.

The key point to opponent matching is where you are in what kind of tournament. There will always be two forces in opposition: the time remaining and the need to arrange the perfect match. If you are in the first part of an eight-hour patrol block, then it is fairly easy to tell two players who are trying to avoid a match to just have a seat and wait for the next two players. If you are at the end of such a session, the players will have to understand that they may not get in another game if they do not take the one that is offered. If you have several players waiting and will match them all at once, you can do the matches on paper, ask if there are any objections, change a couple of matches if need be, and start the games. Judges should take note, however, that players cannot decline a match simply because they both want to survive into the next round or simply because one of them feels like he is likely to be defeated by that particular opponent. The judge can decide not to match opponents because it would be bad for the tournament, but players cannot decide not to play because they do not like the match. Valid reasons not to match opponents include: same empire (highest priority to avoid), regular opponents (second highest priority), and both current Rated Aces (some local tournaments ignore Ace status). These are known as "the three proscribed matches". Judges may, however, make such matches when they run out of alternatives. A fourth "test" (do not play the same Food Group twice) might be used in cases when there are plenty of opponents to match up, but will not work and should be ignored if there are no opponents who meet this requirement.

In one case, a judge misunderstood the warning against "unfair opponent matching" and decided that everyone in the first round had to face someone who was their equal in skill. So he ranked all 16 players in his own mind, and had #1 play #2 and so on. This was, of course, not what we meant. Fair opponent matching means you do not rig the matches to favor your friends or eliminate players you do not like; it does not mean that one of the two best players has to die in the first game.

Generally speaking, patrol games are matched as the players show up and say they are ready, but finals and other single-elim games are matched on a tree. There are two kinds of trees: fixed and fluid.

If you are matching a lot of games (e.g., the first few rounds of a 64-player PBEM tournament) you might as well just pair them off as they come in, avoiding the proscribed matches above (same empire, regular opponents, aces) and let them get started. This is a fluid tree.

At some point, however, (e.g., the last eight players , the last rounds of a PBEM event, the last two or even all three rounds of finals at a local Rated Ace tournament) you will have to switch to a fixed tree. On such a tree, all future matches are already sealed; just who plays whom is determined only by who wins. Distributing players on a fixed tree is politically tricky, because you must avoid anyone saying that you (the judge) gave your buddy an easy road to the final game by putting all of the weak players in his half of the tree. Where you put players can be determined by any of several methods, as long as it is fair and impartial.

One method is to place the players on the tree in a predetermined order, from Position #1 at the top to Position #8 at the bottom. (Player #1 fights #2, the winner of that game fights the winner of the #3-vs-#4 game.) For example, in finals of a local tournament, the player with the most net kills goes into position 1, second highest net kills into position 3, third highest net kills into position 5, and fourth highest net kills into position 7. The best percentage then goes into position 8, second best percentage into position 6, third best into 4, and fourth best into 2. (If anyone bows out or fails to show up, everyone else in his category moves up and the 5th highest player in the category would go into position 2 or 7.) This method has the advantage of being perfectly fair, although it will inevitably produce matches that violate the three proscribed matches, but the judge can accept these.

The other method is to divide the empires up into groups of four (four plasma ships, four drone zone ships). [It never works out perfectly, but we do the best we can.] We then assign one member of each group to each branch of the tree, usually trying to ensure that there are a variety of matches (e.g., if there are four plasma ships, two might play direct fire opponents while two play drone zone opponents). To this point, the positions are assigned to ships of a given empire or group, not to specific individual players. Once we get this far, however, we start dividing up the actual players based on avoiding having players from the same regular group play. So far, no one has complained, if only because once you are in the finals, everyone you will meet will be one heck of a dangerous opponent.

It would be to your advantage to announce ahead of time how you will set up the tree. If there are a lot of complaints, you might want to consider another plan. If something does not work out well, then do not do it at the next convention.

One key question is tie-breakers. If you are looking at the records of the first day's Patrol games and trying to determine who are the top eight players, you may have a problem if two players are nominally tied for eighth place. [For one thing, you should probably determine the top ten or twelve players as someone is likely to not show up.] Breaking the ties should be done by the following steps:

- 1. First see if you even need a tie-breaker. If the two players tied for fourth best net kills would both qualify under percentage victories, then it probably does not matter. If two players are tied for spot #8 but the player who won spot #3 does not show up, you do not need to worry about the tie.
- 2. If the two players played each other previously in this tournament, who won? That person wins the tie.
- 3. If the two players did not meet (or they tied) then add up the wins and losses of their opponents. The player whose opponents had a better winning percentage wins the tie.
- 4. If step #3 is equal, then the tie goes to the player who actually played more games.
- 5. If Step #4 is equal, then the tie goes to the player who defeated more players who are currently Rated Aces.
- 6. If Step #5 is equal, then tie goes to the player who has defeated more playes who are currently Squadron Majors.
- 7. If Step #6 is equal, then toss a coin.
  Note: Some judges use "number of different opponent

empires defeated" or "number of food groups fought". These would seem like a fair measure of skill, but they are not, simply because it is hard enough to get opponents matched without this complication. If a given player has sat in the bullpen long enough to get a food group waiver, he might well refuse it if he thought that not having a Drone Zone opponent would cost him a tie-breaker.

A final word. Even fixed trees can change, but again only to benefit the tournament and not any given player. We have switched branches of the tree if following the original alignment meant that the last two Hydrans had to play each other in the quarter finals. The point, as always, is that opponent matching must be done fairly, and the players must accept it as fair because you did it right.

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.
- Copies of the Rated Ace Nomination Form and tournament sign-in sheet. Copy these on a unique colored paper so they are easy to spot and will not be discarded by accident. Be sure to get the convention officials to sign their part of the form the first chance you get.
- You will need maps. You can tell people to bring their own maps, but you will still want to have one or two spares because someone will always forget theirs.
- Copies of the tournament SSDs and Energy Forms. You will 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, 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. Save leftover SSDs for the next tournament.
- Extra copies of the Damage Allocation Chart and of the 32-Impulse Movement Chart. You can photocopy these; no need to buy them.
- A couple of copies of the Tournament Countersheet or just some extra counters.
- Some extra dice; do not expect to end the event with as many as you started with, but sometimes you end up with more.
- 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 will 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, brownies, tissue paper, antacids, etc., for yourself.
- A copy of the Sequence of Play will answer half of the rules questions. Blow it up on a copier and tape it to the wall and players will find their own answers.

If you are going to judge more than once, get yourself a file box of some kind and keep everything in it. Then you have a head start on the next event. If you are not judging a given event, ask the judge to show you what supplies he carries (take notes).

Some judges have kits prepared ahead of time for each empirre. If a player signs in as a Fed, he is handed a folder with several SSDs and energy forms, a copy of the Damage Allocation Chart and impulse chart, any tournament updates, and a bag with the counters from the tournament and ammo sheets. This is a lot of work for the judge (only two or three go to this much effort) but it is appreciated by the players.

WHAT TO EXPECT FROM ADB, Inc.

We try to support tournaments every way we can (within the budget set by the Board of Directors, which is not much actual money). You do not need permission from ADB, Inc. 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 us for several reasons.

If you send ADB, Inc. $10, we will send you a Prize Pack, which contains five green $5 gift certificates for you to give out to the winner (and if you want to the other top finishers). Gift Certificates are the same (to ADB, Inc.) as cash. If you send $20, we will send you ten of the $5 gift certificates. These prizes are available to any event which is held at a convention (a one-event tournament at a hobby store does not qualify) so long as it does not use unauthorized material produced by other companies in violation of ADB, Inc. copyrights [in our sole judgement]. *You must include a convention flyer or pre-reg book* or the url of the convention web site in order to show that your event is real.

Be sure to send us an announcement of your tournament (even if it is not sanctioned or not a Rated Ace event) which we will post on the BBS, or just post it there yourself. Include as much information as possible on where and when the event is to be held, what it costs, the address to pre-register, or whatever.

You can expect that when the event is over and properly reported we will issue the Rated Ace card and pin. However, we process these in batches, and you could wait up to three months for your stuff. And we will be the first to admit that at ADB, Inc. there are too many jobs chasing too few people, and if we are buried in getting a new product to press it could take a little longer to get these things done. We do not mail ace cards and pins out ahead of time to be awarded on site by the local judge.

You can contact ADB, Inc. for a list of local players; see the article on this service later in this manual.

You should also have the convention contact ADB, Inc. for a "Door Prize Box". If the convention is a large one, this box contains $200 (retail value) of *Star Fleet Universe* products and is sent to any convention which will give us a full page advertisement in the program. (We pack a camera-ready ad in the box.) We have a smaller prize box that contains $100 (retail value) of *Star Fleet Universe* products to accommodate smaller conventions. The convention can use these for door prizes, staff rewards, tournament prizes, or to decorate their rumpus room. They just have to ask us two weeks before the deadline for advertising copy. *You* need to be aware that the deadline for such copy may be a month or more before the convention, so allow extra time and get a firm date. Due to shipping costs, we cannot provide these convention boxes outside of the United States.

Getting someone from ADB, Inc. to attend your convention is not impossible, but it is somewhat difficult. You have to pay all of the expenses of this person (usually Steve Petrick) to travel to and stay at the site. [If you are close enough, you can just pay Steve Petrick his gas money and get him a hotel room.] We can arrange to sell you some recent products at wholesale discounts which you can sell at retail to defray expenses. However, we just do not have the budget to send Steve Petrick all over the country for the warm feeling it gets him.

Things you cannot expect from ADB, Inc.: money to defray your expenses; prizes for events not involving our products; support for events including elements not authorized for use with *SFB*, copies of SSDs made for you, etc. We can sell you maps, dice, and Damage Allocation Chart sheets, but the spare parts prices are rather high. We will give judges permission to make photocopies.

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 will need them to fix it for you. (You also want to be invited back next year. Do not 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 does not 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 will thank you for it. Do not forget to plan for your own meals (even if you have to have them brought to you). You will be needed and must arrange your schedule to accommodate the event.

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 do not! And keep a copy of the sign-up list so that you can invite them to the next tournament.)

JUDICIAL ETHICS

Here are the ten commandments of tournament judging. Violating any of the first five would break the sanction of your event. Violating any of the others might result in your being asked to stop judging events.

1. Do not play in a tournament you are judging. If you have authority to pick a judge for an event, then the judge you pick has final authority for the event and you shall not punish him if he rules against you.
2. Do not play in another event while judging an event. Do not end games of your event, or the entire tournament, prematurely just because you want to go do something else afterwards.
3. Match opponents fairly and without favoritism. Do not fill out the sixteen seats needed for an ace card with dummy players, ghosts, people who have never played the game, people who have no intention of taking a seat in the finals if they earn it, etc.
4. Do not make any changes to the tournament ships or rules without advanced written permission from ADB, Inc. [Note: such permission is sometimes given, but only rarely and usually to staffers or battle lab commanders. Players should feel free to confirm that the judge in question really does have authority to use a different ship than the one in this module.] Use the established judging procedure (in this module). Avoid favoring one player over another, and avoid anything that might imply favoritism even if none exists.
5. Complete all of the required paperwork, including obtaining legible names and addresses for every player, and turn it in to ADB, Inc. in a timely manner.
6. Handle all financial matters (player fees, prizes, etc.) with integrity and honesty. Render unto the convention the money that is theirs. Obtain prizes from ADB, Inc. and take whatever other steps you can to ensure a generous prize pool for the event.
7. Whenever you are asked a rules question, check your answer in the published rules, particularly if there is any objection. If found to be in error, admit it with humility and publicly thank the person who pointed out the error.
8. Treat everyone with respect as a human being. Do not browbeat, humiliate, or belittle any player for any reason: not because he did not play well, and not because he did not know a given rule.
9. Prepare for every event as if it were the first one you judged. Read the rules, inventory your supplies. Make everyone want to come back to the next event.
10. Step aside and retire gracefully when judging ceases to be something you do for the players and starts to become something you do for your own ego.

KEEPING THE SCORE

You will 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 used this system, which you can easily set up on a home computer and print out ahead of time.

1. Ross Perot   (G)   ~~2~~ __ __ __ __
2. Pat Buchanan   (F)   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 empire. (Kzinti is Z, LDR is D, and the rest are fairly obvious. If using the Tholians, use AT and NT for the two ships. Similarly, RFH, RKE, and RKR can identify the three Romulans, while WAx and WBS identify the two WYNs.)

In the blanks after the empire 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 Pat had won, you would circle the one on Pat's line and draw a slash through the two on Ross's line. We use a triangle to show a draw.

WHAT TO DO IF YOU DON'T GET 16 PLAYERS

Everyone knows the magic number of 16 is what is needed to get an Ace Card. If you start your event with 15 (or fewer) everyone will be a little edgy because if *you* do not do something, the winner is not going to get the Ace Card. There are several things to do to solve this problem.

First, do not panic. The way to avoid panic is to have a contingency plan (e.g., do a Squadron Major event) and execute it. If you look confident in your plan, the players will at least enjoy a panic-free first round before you fail to deliver the goods.

Second, avoid getting into this mess by promoting your event ahead of time to ensure better attendance. You should contact all known *SFB* players (and ex-*SFB* players) and encourage them to attend.

Even better, know where (in the building the convention is at) to find some friends or acquaintances of yours who used to play *SFB* who might be talked into joining the tournament for patrol to give someone else a fair run for their money. If they play a good game and lose, the ultimate winner has at least met the full test. If they win, they might get the bug to finish the event, or at least they can bow out gracefully. [If you are in the Patrol phase, this simply means someone has a loss on his record. If you had to start right off with single elim and a volunteer wins and bows out, you can use a wild card player.] It is not ethical to grab volunteers from the sidewalk who have never played *SFB* and let them get destroyed on Turn #1 just to fill a seat, but it is perfectly acceptable to have someone who is a veteran player play a patrol round or two when they *might* not show up for the finals. (If you

openly recruit people who have no intention of showing up for the finals, or tell them that they can skip the finals, this is a violation of ethics. There should be at least a reasonable chance that if they earn a spot in the finals they will take it.)

Third, if possible schedule several hours of Patrol before starting the finals. That gives you plenty of time to ask around for any more *SFB* players, call friends who had not decided if they were going to show up, or get players who are between rounds to go recruit *their* friends. It also means that players who could not get to the con until later have a fair chance to play.

BUT WHEN THAT ALL FAILS ...

If you still just do not have 16, keep a smile on your face and a positive outlook. Get the players together for a meeting. Tell them frankly that there is not going to be an ace card. Tell them everything you have done to fill the 16 seats, and recognize anyone else who has done something toward that end. Get everyone to promise that they will be back at the next convention and bring a friend with them. Ask the players, frankly, if there are reasons why some known players did not attend, and try to resolve these problems (or help the players to resolve them). If it turns out that four players did not show up because they just do not like the way you run tournaments, then graciously offer to let someone else run the next one.

Finally, you get around to the question of just what you will do about the small tournament. Obviously, there will not be an Ace Card. But you can convert the tournament to a Squadron Major event. If there are not enough players for a Squadron Major Event, there can still be fun. You have to ask your players, candidly, what kind of fun they want to have. If they want to play out a regular tournament with sanctioned ships just for practice, you must agree. You could suggest that they use some unsanctioned ships or changes just for fun, but you cannot force a player to carry an NSM on his TKE just because *you* think this is a good idea. The players might want to play patrol to the end (no single-elim finals) in order to get the most out of their time at the convention. Or some or all of them might want to ditch the tournament and play a rousing fleet battle or maybe *Titan and the Unicorn.* Your job is to see to it that if you cannot deliver an Ace Card and a fun event, they at least get a fun event.

The one absolute requirement of all judges in all events, whether they were sanctioned or not, or whether they were for an Ace Card or not, is that you should report the results to ADB, Inc. Even if only two players showed up, they should be encouraged to play (perhaps two out of three) and the winner and second place player should be reported so that their names can be published in *Captain's Log.* Even if you are a bit embarrassed or outright humiliated at the turnout, those who went to the effort to show up (including yourself) still deserve to see their names in the official journal of *SFB*.

THE JUDGE AS HOST

You are in the entertainment business. Your job is to provide entertainment for the players. Obviously, the basic way of doing this is to provide a sanctioned event (leading to national recognition for the winner) run in a fair and efficient manner. The devil, as they say, is in the details.

1. PLAN AHEAD, and learn from experience. Read everything in *Module T*; it is here 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 had 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 could not answer to ADB, Inc. after the tournament is over. Also keep accurate records of who has fought whom, and what they have 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 and tell other judges. 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 another event while running your own event is an ethics violation.) 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 do not have anything better to do. Walk around the tournament two or three times each hour, and maintain "situational awareness."

8. YOU ARE AN AMBASSADOR: Whatever you feel about ADB, Inc., you are (in the eyes of your players) all but an official representative of the company (even if you do not want to be or claim to be). You need to be careful when talking to make it clear if any given statement you make is your guess of ADB, Inc. policy or something you heard directly from ADB, Inc. itself. While we do not require judges to lavish praise on the company, we do expect you to maintain a positive attitude and show some respect. If you do not like something that we did (say, a given product, or a given policy) do not choke back your honest feelings, but present your disagreements with the company in a positive way.

9. PROMOTE THE GAME: To ensure that your current players have a good time and that they come back, be sure to bring along any recently released *SFB* products you have for others to see. As players try to decide if the drive to the convention is worth it, one factor may be "the judge always brings along the new stuff, and I wanted to read *Module R8* before I buy it".

10. 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 and *not their boss*. 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 is over. They will appreciate the friendliness. Remember that you cannot control the actions of anyone except yourself. You cannot force a player to use a particular tournament ship, but you can dismiss a player caught cheating from the event. You cannot force a player who was just eliminated to stay and playtest the Baduvai Cruiser, but you can point out how much fun it will be to try something new. And remember, the players have read *Module T* just like you did.

WILDCARDS

When there is an empty seat in an event, the usual procedure is to fill it with a wildcard. Wildcards are players who lost a game and are getting another chance, to fill an open seat. Wildcards are picked by several methods, but all of them boil down to someone who "just barely lost" his game. Often, wildcard status is given to someone who lost a close judgement, or who lost by a few damage points on a bad die roll in the last volley.

Wildcards are used in two cases: an unsold seat could be filled by someone who was defeated earlier, or somewhere in the second or later round of a fixed tree a player just disappears (got sick, had to catch a plane, went to play another event). In either case, the wildcard player who gets the nod should be the one who got the furthest in the event; ties between such players are resolved by the judge based on an evaluation of the level of defeat the wildcard endured. If possible, a wildcard should not "get

promoted" to a higher round than one he was killed in, but any wildcard is better than a "bye."

SPOTTING AN ERROR

If, as a judge, you happen to be watching a game and spot an error or rules violation, you find yourself on the horns of a dilemma. Do you stop the game and fix the mistake? Or do you adopt the attitude that if the other player did not notice, it did not count? As a practical matter, you cannot watch every game every impulse (except, of course the final game between the last two players), and must rely on players to catch each other's mistakes. There is also the problem that if you keep interrupting the game every time you spot something that *might* be an error, you will totally destroy the "train of thought" of the two players. If you see "clear and convincing" evidence of an error (and you should always assume it is an error rather than an attempt at cheating) you should stop the game to fix it. Otherwise, it is probably best to leave the players alone and let them deal with their own game. If one of them asks you to check something, you must.

There was a classic incident several years ago which bears telling. A player excused himself from the game to ask a question of the judge. A bit later, that player made an illegal move. His opponent, assuming that this was what the judge was asked about, let the move pass. Later, it turned out that the question and move were unrelated. So, players should always check the rulebook (and then ask a judge) if they see a questionable move.

And it should be mentioned that at Origins we have, in the past, had a player or two who were so notorious about creative accounting that we had to assign a judge to watch every game and check the Energy Allocation Forms every turn.

A somewhat more complex situation develops when a bystander observes an illegal or possibly illegal move. Does such a bystander have any obligation to report the problem? No, he does not. It gets more complex if he wants to report it, and the bottom line is that if the bystander is right and it is an error, then he was justified to interrupt. If the possibly illegal move (upon review by a judge) is in fact legal, the bystander unfairly interrupted a game and did a disservice to both players. Some errors are obvious (Sequence of Play problems, firing the same weapon twice) and reporting them is a genuine service. Some cases are only possible errors and if a bystander is constantly interrupting a game with possible errors, he should be asked to leave. And by all means, kibbitzing (giving tactical advice to one player or even both) is *not* acceptable behavior, and reporting a rules error cannot be used as an excuse to launch into a tactical dialogue of what could be going on.

As a general rule, unless the mistake is undeniable (e.g., Sequence of Play), whoever spots it should only tell the player who made the mistake. If he refuses to correct it, a player might tell the judge, but should not tell the opponent since, if it is not a mistake, just checking it could give away too much tactical information on current battle plans. Remember that there are a lot of rules, no one knows them all, and a helpful bystander might be wrong in his recollection of what the rules say. Many players carry in their consciousness rules that were never in the rulebook, or which are local rules, or which are someone else's mistake.

Either player in a game may ask for the removal of any bystander who is disrupting the game, and the judge is expected to carry out this request. While this should not be done arbitrarily, as *SFB* is a social and spectator game to some extent, the judge should respect the player's request if it has any reasonable basis, i.e., the bystander is making noises, eating a messy burrito, talking too loud, constantly interrupting, giving tactical advice or making tactical comments, etc. Bystanders are expected to be respectful of players and remain as silent and non-disruptive as possible. Players have an inherent right to a quiet tournament area; bystanders are present as a privilege, not a right, and the privilege can be suspended.

In the event a mistake is detected, the judge should advise both players of it. The player who did not make the mistake may then decide if the game will be returned to the point of the mistake or will be continued from where it is (with whatever corrections the judge deems appropriate). If the mistake happened some time ago and major game events have happened in the interim, it is probably too late to fix it and the game will have to stand as played. This is up to the judge.

A special case exists in PBEM, where a non-playing moderator is watching every impulse. If the moderator (who is a defacto junior assistant judge) spots an illegal move, he should tell that player to do his orders over (and why). If there is a question about legality, he should ask the designated "real" judge before proceeding with the turn.

EXCUSING A PLAYER

In rare cases, a judge must ask a player to leave the event. This should be avoided by early intervention and repeated warnings if at all possible, but judges must ultimately use their judgement. A player caught repeatedly cheating, a player who is physically violent, a player who is loud or rude or abusive, a player who interrupts other games, a player who is clearly stalling or delaying his game, all could be subject to being ejected from the event. Check with convention officials to find out what their policy is on this issue. Most conventions are fairly reasonable in giving a judge the power to expel a disruptive player.

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, Inc. in their file just for that purpose. *However*, make a photocopy of both sides of the form *before* you mail it. The winner may want to get his own photocopy; most hotels and convention centers have a business office where copies can be made.

Even if you are not reporting a Rated Ace nomination, be sure to mail a report of the event to ADB, Inc. for publication in the next issue of *Captain's Log*. While there is rarely room for a multi-paragraph write up, if the game was particularly interesting, it might make a good article submission for *Captain's Log*.

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

CLAIMING YOUR REWARD

ADB, Inc. supports its tournament system and the hardworking judges who make it work every way it can. To that end, judges who run events and send in the expected reports will receive a packet containing:

- A copy of the Captain's Log that lists your event. (If a given issue lists more than one of your events, you still just get one copy of it.)

As with Ace Cards, these are processed in batches (usually when we process the Ace Cards) so please do not expect to get your reward packet 24 hours after mailing your report. Judges who successfully complete five sanctioned Rated Ace events are awarded the Order of Judgement (Third Class), which is shown below. As with all SFB "medals", this isn't real gold on a real ribbon, but we do mail you a nice laser-printed copy of the picture of it. You can only receive the Order of Judgement once, but after judging more events, yours could be upgraded to 2nd Class or even 1st Class by the Judge's Board.

Squadron Major winners will be listed in *Captain's Log*, along with the date, venue, and judge. We will provide a pin to the winner if the event is properly reported.

NOTES FOR JUDGES: NON-AGGRESSION

Perhaps nothing is more complicated or controversial than a judge ruling that a player has not fought aggressively and will lose the game. Even more frustrating is when a player, exhausted by six hours of following a cloaked opponent, gets tired and fires an alpha strike into limbo and is then destroyed. A panel of top *SFB* judges offer these guidelines. First, what actually is "non-aggression". This is defined as any of the following:

• STARCASTLE (i.e., parking) to use the energy that would have gone into movement for shield reinforcement, forcing the enemy to use power to get into range and then exchange weapons fire at a disadvantage.

• RETROGRADE, i.e., backing away from the enemy with your weapons pointing toward him, forcing the enemy to chase you through a wall of seeking weapons while his own seeking weapons are useless. (Note: this comes into play even if neither ship has seeking weapons beyond suicide shuttles.)

• CLOAKING is by definition non-aggressive, but (like the above) is okay to reload and conduct a few repairs and, within limits, get into a firing position. It is not legal to cruise around, cloaked and holding plasmas or overloads, and refuse to uncloak until the enemy tried to shoot at your cloaked ship and missed.

Note that moving in reverse *toward* the enemy is not a problem, and note that just plain running away (forward) is not illegal as you will get run down and shot. Parking and moving in retrograde *are non-aggressive even if* that ship is firing weapons at the enemy. All forms of non-aggression are interchangeable and changing from Starcastle to Retrograde does not "start the clock" over again; the count of non-aggression continues.

No one is required to engage a ship using non-aggressive tactics, since that player is, unfairly and with bad sportsmanship, refusing to play unless you hand him a major tactical advantage. If the enemy starcastles or retrogrades, you are not obliged to attack him. If the enemy stays cloaked, you are not obliged to fire at him (although many players use the "subhunt" tactic of firing a phaser-1 now and then just to rattle the cloaked ship, and do so to good effect).

Two problems can result from non-aggression. One is that the other player will simply do nothing for several hours and then insist that the judge summarily execute his opponent for him (rather than him having to work for the win). The other is when a judge does not understand the mechanics of non-aggression and allows it to go on and on. While a couple of turns of non-aggression can allow a ship that is hurt to reload and get back in the game, there must be some limits. Here is the procedure:

1. A player who notes that his opponent has been non-aggressive for one entire turn should verbally warn him.

2. After two consecutive turns of non-aggression, the other player may summon a judge who (if he agrees the above conditions were met) will issue a formal "advisory of non-aggression."

3. At the end of a third consecutive turn of non-aggression, the judge (if the conditions have been met) will issue the formal (and final) "warning of imminent judgement."

4. At the end of the fourth consecutive turn of non-aggression, the judge must (if the conditions have been met for most of that turn) rule against the non-aggressive player, ending the game and giving the victory to the other player.

The other player can never be penalized for refusing to take the "sucker bet" offered by the non-aggressive player. Anything that happened more than two turns before the judge was called does not count. It is up to the judge to rule if the conditions have been met or, in some way, avoided. PBEM and SFBOL may use a slightly modified system due to the nature of those venues. If done right, it will never come up as both players know the penalties.

PLAYING AGGRESSIVELY

Many judges (and players) have asked us for a better definition of "playing aggressive" since not doing so is counted against a player in an adjudication. Here are some guidelines.

1. If the game is played until one ship blows up, then the question of playing aggressively doesn't come up and complaints by the loser that the other player did not play aggressively are not a factor. The abuse comes when one player starcastles or cloaks or stalls and forces the other player to fire a low-percentage volley in frustration, giving the edge to the abusive player.

2. Starcastle is a tactic that is sometimes abused. If the two players are widely separated, and one of them goes to speed zero or low speed with all of his power into weapons and reinforcement, the other player is not obliged to spend his power getting to the battle. If this happens, the player not using Starcastle should notify the judge, and the judge should then warn the Starcastle player than if he does this for more than a turn or two, the game may well be adjudicated against him. Starcastle can legitimately be used for short periods when you need to repair or rearm, and can be used quite legally and effectively in what we call "the old drawbridge trick". One player heads for the far end of the map with the other player in hot pursuit. At the start of the next turn, the player in the lead suddenly drops to speed zero, TACs or HETs or turns to bring his weapons to bear, reinforces his shields (and sometimes goes into retrograde). If you are the pursuing player and you put your power into speed (assuming the chase would continue) then you just got suckered. Your options are to blow past him (trading weapons fire as you go) or to Emergency Decelerate (which at least gets some power into the shields) or to turn and run away (not a good idea if the Starcastler timed it right).

3. Cloaking is much the same story. The only valid reason to cloak in the tournament is when you need to reload your weapons and repair your ship. If you cloak when you are losing, well, you're still going to be losing when time runs out and you never uncloaked. The abusive part of cloaking is when one player cloaks, arms his weapons, then moves around the board waiting for the non-cloaking player to fire with a bad chance of doing any damage. If this is happening, the uncloaked player should send for a judge and point out what is happening. The judge then warns the cloaked player. If time runs out and the game is adjudicated, the judge will count this abusive cloaking heavily against the cloaking ship. If there is no time limit and a ship remains cloaked for three turns, the judge may well call the game and rule against the cloaking player on the spot.

4. Running in reverse is legal, but the opponent is not obliged to follow you, and if he does not, the retrograding player would be ruled against for non-aggressive play. But watch out for the "old Drawbridge Trick", which is legal and deadly.

NOTES FOR JUDGES

In a local tournament, the final game was set for Sunday. One of the players who qualified for it in the semis announced that he could not be there Sunday. I suggested holding the finals that night, but the other finalist said he was exhausted and did not way to play the final without a good night's sleep. What should I do?—Local Judge

The first thing to do is to avoid getting into this situation by making sure that players who cannot stick around for the finals do not get into the single-elimination part of the tournament. There is nothing wrong with them being in the patrol portion; lots of semi-interested players get into the patrol part of a local tournament as a convenient way of finding opponents. But when you pick the eight finalists for the single-elimination tree (said tree being required by the sanction rules), make sure they know they are obliged to go all the way if they keep winning. (If your tournament does not have a patrol portion but is all single elimination, keep asking people who win a game if there is any reason they cannot

stick around to the finals. If someone says "no" you may want to ask him to stand aside or at least keep track of a wild card player. Many judges arrange for a wild card to show up in time for every round, including the final duel, just in case.)

Having said that, there are always going to be problems with no-shows, even for the final duel. Emergencies, oversleeping, the friend who drove them to the con deciding to leave, or they just got involved in something else and lost track of the time or decided to play in the finals of something else. A judge has to think on his feet and find the best solution for the situation. The sooner you know about the problem, the more options you have to fix it. You already tried the most obvious solution (see if the two final players would agree to play that night) and correctly did not force any player to agree to a change in the posted schedule.

Given the time you had in your case (where there were several hours remaining on Saturday) the best solution would be to pick the two best players who were in the single-elim portion and offer them the chance to play each other (that night) for the other seat in the final game (the next day). If either of them declined, you offer the wildcard playoff seat to the next best player. Even if you do not suspect this problem will come up, always keep track of a copule of good wildcard replacements, either by asking them to check back in at certain times or asking them where they will be. Many players carry cell phones these days, and that option could be considered. If you try to set up such a wildcard game to pick a replacement finalist, by all means give the players a half-hour (or even an hour if you can) to eat and attend to other things so they can play the game with a clear head. This also gives you time to find as many potential qualifiers for that wildcard game as you can if you cannot readily find the top two. If you can find, say, the third and fifth best choices for this role, tell them to come back at a certain time and warn them that you are also looking for higher ranked players who might bump them out of the wildcard game.

If the surprise no-show happens at the moment of the finals begin (or you could not arrange a wild card game before the final duel), you have a more serious problem. The first is that the no-show might simply be late (and suffering hull box penalties you will assess when he arrives). According to the judging procedures, you must disqualify a late player after 30 minutes and replace him with a wildcard. (Some judgement can be applied herre. If the finalist shows up 45 minutes late with a decent excuse and the wildcard is willing to pass up his shot at the finals, you can seat the late player and start the final duel.) If the player who did qualify for the final duel has time to wait and agrees, you could hold a separate play-off for the other seat between the two best wildcards you can find. If there is not time for this, your only remaining option is to pick the best wildcard and put him (or her) into the final duel. If two wildcards are equally qualified, give the seat to the one that the other finalist has not played in this tournament.

REPLACEMENT JUDGES

All judges owe it to the game, and to themselves, to find and train their eventual replacement. Not only does this increase the total number of judges available, but it gives you a chance to play the game yourself at a future convention.

Anyone who wants to become an ADB certified judge should contact Steve Petrick and arrange to work as an associate judge at Origins (the only place such certifications can be earned). We can always use more judges, including those with and without other judging experience, as long as they can learn the system.

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. DO NOT CHEAT

Some players interpret this as "Do not cheat, but if you do, do not 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. 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 cannot play fair, do not bother playing. Any victory you earn is meaningless.

2. BE A GOOD SPORT

If you are losing, do not 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 is 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 are an obnoxious complainer.

On the flip side, if you are winning the game, do not lord it over the other player. When three of your photons hit, keep calm and do not jump up and down like you have 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 do not try to explain your opponent's.

3. DO NOT KIBITZ

You have probably all encountered this one: You are in the middle of a tight game, concentrating on what is going on, when your opponent's buddy walks up and says, "Hi Joe, what is happening? Oh, you are right next to him, and he is 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 are 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 is 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 is 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. DO NOT 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 is 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 should not consult the rulebook when it is 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 is time to spend some time reading the basic *SFB* rules again, to refresh your memory.

It is 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 was not 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 are having dinner or whatever, and it will cost you hull boxes. Just be on time, and you will not have to worry about it.

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

Also, keep the game moving. Do not spend minutes every impulse poring over your next decision. No one likes a grueling four-hour duel, and there are time limits. At critical times, feel free to pause, but it is 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 do not 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 have 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 is going on and how the dice will be read. It is 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 do not 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 is usually very transparent and does not 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.

Do not 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, do not 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. DO NOT 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 will 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 is just a game. That is all there really is to it.

PROMOTING AN SFB EVENT

by David Gardner

You have been planning your Star Fleet Battles *tournament for the local convention. You have invested a year of effort into covering every detail, you have anticipated every conceivable player problem, and the night before the tournament you have even read the rulebook cover to cover. You are ready for anything. The day of the convention, seven players show up to compete in a 16-player tournament. A week later, you meet players who did not 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 have learned about running *SFB* at conventions, it is that you cannot take it for granted that just because it is *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, Inc. 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, Inc. 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 to the BBS on the official web site and announce it in the rec.games.board newsgroup.

The BBS also provides 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 cannot only recruit players for your own show but also learn first hand what the public wants and does not want. You can also recruit a few judges and helpers.

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

If you find out that someone else is running an *SFB* event at the same convention, do not be a stranger. (Remember: only one of you can run a Rated Ace event, but many judges want to run special scenarios or fleet battles.) Coordinate your promotional activities to avoid duplication and exchange ideas. Arrange with the convention for the two events to be held on the same day, but not at the same time. You can use the other event to keep eliminated players busy, or as a recruiting ground to make 16.

After you have exhausted the primary *SFB* resources, you should look into the secondary, general gaming sources of publicity. National magazines, such as *Dragon* and *Scrye,* 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.

One way to be sure you have plenty of local players is to hold training sessions in a local hobby store or game club. Judges can order copies of the older editions of the rulebook from ADB Inc. for $1 each (plus the usual shipping) which can be handed out to players. Stores can, sometimes, get unhappy if you are handing out free stuff that they think players should be buying. One solution here is to give the old rulebooks to the store (mark them "training copies") for use "on premises." This would allow his customers to "try before they buy" but not "get a freebie instead of buying." Be sure to encourage anyone who becomes a regular player to buy the current edition of the game at the local hobby store.

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.

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.

If you are 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.

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

Several staff members added thoughts and comments to the original 1993 text of this article.

HOW ORIGINS WORKS

The National Championships at Origins have been replaced with the Platinum Hat tournament using SFBOL. It is possible that the National Championship may return to Origins at some future time, and this article describes how the tournament wold be conducted. Large tournaments 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" which is held in the lobby of one of the hotels. It is a chance to meet the staff, ask about the tournament rules, and see the new products and where ADB hands out the pre-orders to those who asked to have their products delivered to them at Origins. There is usually an informal question & answer session and it is often your best chance to actually get one of the Steves to explain the inner workings of some deep mystery.

If the National Championship returns to Origins, the following will apply, but as of 2011 the Origins *SFB* events are a number of scenarios, including at least one new scenario created for that year.

The greatest confusion comes because *SFB* basically ignores the "rounds" and "time brackets" into which all other events at Origins are divided. Whenever you show up, we will 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.)

When you are ready for your next game in any of the events, you will go to the Tournament Control Desk and ask to be put on the list. Once you ask to be put there, you can go anywhere in or near the tournament room you want to (there will not be an actual Bull Pen but there will be several "lounge" areas) but you *will* remain "on the list" for 30 minutes. During that time, the judges will try to find you a match within the various criterion established, and you will play that match even if you do not like who you were assigned to play. If they have to (at the end of the 30 minutes) they will issue Food Group Waivers or whatever else they need to do to find you a match. People can ask to be put on the list by stopping at the desk, sending a written note, or by telling one of the field judges circulating around the room (who will tell the desk judge). You will very likely not know who is actually "on the list" at any given time, so you cannot try to avoid better players. If you put yourself on the list and are not present when your match is called, you *will* suffer the penalties for being late for your match. If you want to go get lunch, do it before asking to be put on the list.

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. Since 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 from Patrol; 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 18 ships are divided into four "food groups", as follows:

- DRONE ZONE: Klingon, Kzinti, Lyran, LDR, WYN Shark.
- PLASMA PACK: Romulan (all types), Gorn, ISC.
- WILD BUNCH: Orion, WYN Aux, Andromedan.
- DIRECT DUDES: Federation, Hydran, Tholian (both types), Seltorian.

To make the finals, you have to play at least one opponent from each food group. We give waivers if you stay on the "bull pen list" for 30 minutes and we cannot find your next food group. The food groups are sometimes informally used in Captain's if we have several players waiting at the same time for an opponent. If you played a Kzinti in a previous round, we will (if there is time) try to avoid matching you against a drone ship again.

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).

There is normally a crew of three-to-four judges working at Origins. When you need to ask a rules question, do not go to the desk judge (he is busy recording matches and victories); go instead to the field judge who is walking around the room. Be aware that a couple of times per day the senior judge will call a judge's meeting and all judges will go to it. That includes the judge who was halfway through answering your question. While annoying, his departure is necessary. (If he stays five minutes to answer your question, everyone else with a question will be waiting an extra five minutes for the other judges to come back from the meeting that has not started yet.) Judge meetings do not last very long and the judges will all be the better for the information exchanged during them, so if the judge you are talking to has to leave and come back in a few minutes, please be patient.

A word about Steve Cole. At Origins, he will usually be down in the booth during hours that the dealer room is open. While in the booth, he is *not* to be asked rules questions, and it would generally be a bad time to ask him to review your new empire or scenario or ship or rule. Steve C does usually spend the evenings in the Tournament room and just about anyone can sit down and talk to him about more or less anything. The only real rule here is that if someone else is showing him a new empire, you cannot interrupt to have him look at *your* new empire, and there will be times that he is scheduled for various meetings and functions. And as for rules questions, no player can appeal to Steve Cole, only one of the judges can (if they need to know his "original intent").

Steve Petrick usually circulates as a field judge, but does take some time off (when another field judge is there) and when off duty will be happy to review rules on items for possible publication that have already been cleared by Steve Cole.

You will need to bring a pen, dice, and counters. ADB Inc. provides the maps and SSDs. Some people are confused by our map procedure, so we will 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 will 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 will meet new opponents (who know tactics you do not) 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 do not 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 will 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. Do not go out on all-night drinking binges, or talkfests, or basketball games. 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 the judge violates the sanctions, you should quietly advise him of this fact. He might not be aware of it. If there is some dispute over a certain matter, try to work it out and if necessary get someone from ADB, Inc. on the phone to resolve it. (Someone is in the office most Saturdays.) If the judge says he knows he is violating the sanctions, then you should get one or two of your friends to join the conversation and impress upon the judge that a non-sanctioned event will not produce an Ace Card or a Squadron Major pin. If the judge persists, you have no real choice but to advise all of the players that the sanctions have been violated and you will report this to ADB, Inc., meaning there will be no Ace Card or Squadron Major pin. [This should get the judge to back down immediately.] You can try asking the convention officials to influence the judge, but this does not always work. If you point out to them that a sanctioned event was promised and none is being offered, you might get the judge replaced. As a last resort you might call ADB, Inc. (we are usually in the office most of Saturday) and have us confirm the non-sanctioned status. (For maximum impact, do this with a cell phone from the tournament room.)

10. 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 do not!) 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 pin, since no one can buy one of those.

WE HATE OUR JUDGE: PLEASE REPLACE HIM

Every now and then, we hear from players in a given area who have a problem with the local judge. These problems come down into two categories.

The first is that someone has judged at a given convention forever, and the convention managers have gotten into the habit of just having him take care of *SFB* and not worrying about dealing with anyone else. Other people who want a chance to judge are told the job is filled. ADB, Inc. sometimes gets requests to force the convention to give others a chance to judge, but we

cannot and will not do this unless there is strong evidence that the judge is no longer trying to do the job the best way it should be done. In such a case, you cannot blame the convention for wanting to deal with a proven performer. About all you can do is volunteer to be the assistant judge and wait for the day the veteran judge has a cold and cannot attend the convention.

The second category is more difficult. Rarely, we get reports of a judge who is just not doing the job. It is, of course, impossible to conduct anything like a police investigation at long distance. Witnesses can be interviewed by Email, but there simply is never going to be any case that rises to the level of "beyond a reasonable doubt." If there is strong evidence that a judge is not doing the job, we can and will try to recruit a new judge for that area and politely ask the convention to consider replacing the current judge. As such Email "evidence" is hard to evaluate, we only do this if the interviews produce an overwhelming majority, consistently repeating the same problems, and if other factors can confirm that the judge is not doing some things he should be doing. If we get no reports from that judge, if the judge never sends for prize packs, if the judge never gets the convention to send for door prize boxes, then we will consider these items as evidence confirming other data.

Whenever we replace a judge (and it has happened only three times in 30 years) we get mail from other judges curious to find out how close they are to involuntary retirement. It is our pleasure to report that the judges are all very good and capable (excepting the occasional rotten apple) and if anyone was close to being called on the carpet, he would already know about it (assuming that we do).

STARLIST: PLAYERS GALORE

For twenty years, ADB, Inc. has kept track of every *SFB* player it came into contact with. These names and addresses are in a file on one of the computers, and we will send any player the listing for his area simply for the asking. But, you have to ask in the right way. You can ask by regular mail if you include a stamped reply envelope, or you can ask by Email (where stamps are not needed). You have to provide your own data for the file (allowing future players to contact you) and you have to provide it in the following format:

LASTNAME, FIRSTNAME
123 N CENTRAL #78
YOURTOWN ST 12345
PHONE: 123-456-7890
EMAIL: you@yourserver.com

Now, pay a bit of attention. Everything has to be in all caps except the Email address (which should be in whatever case it really is). There is no punctuation anywhere (the Post Office does not like it) except the comma after your last name. If you do not live in an apartment, you can skip the apartment number. If you do not live in the US, then simply add the country below the city/state line (and put the post code after the country if that is the custom in your country). ADB, Inc. never sells this mailing list, and while we could use it to mail catalogs we have never had the time to do that. The list is sent free only to people (or stores with on-site gaming) in your area. If you obtain a copy of the list, you need to be aware that many of the people on it have moved (but might be listed in the local phone directory) and many of them have stopped playing *SFB*. These people should be invited to join a future game or drop by your next tournament just to see the new stuff. Often, ex-*SFB* players are those who lost their regular opponents, and they will become new *SFB* players as soon as they have new opponents.

We normally send a player who asks for a list a dozen or so names near him, but we will send a tournament judge many more, often the entire state and even adjoining ones. To get the larger judge list, you must request it when you order a prize pack.

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, Inc. 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, Inc.

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

Run a demo game of *Star Fleet Battle Force*, *Federation & Empire*, *Prime Directive*, *Starmada*, or *A Call to Arms: Star Fleet*.

DEATH OF THE *MEDICI*: This scenario was designed specifically for Tony Medici, the greatest Andromedan Ace in the history of *Commander's Edition SFB*. Tony 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 in tournament cruisers. Adjust the size of the Andromedan ship based on the competition. For the Galactic ships, it is 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: Players seem to want such battles, and often someone (other than ADB, Inc.) will arrange to hold one at a convention.

RACETRACK: This is a sort of "chariot race" for SFB. Set up the course by creating an "infield". One suggested size is:

1114-1512-1519-1117, 2712-3114-3117-2719.
Even numbered columns 16-26 (hexes 12-18)
Odd number columns 17-25 (hexes 12-19)

This represents the "infield" and is surrounded by a tournament barrier (P17.0). (Alternatively, all infield hexes are strength-three web.) The map edges are also Tournament Barriers (P17.0). Set up the ships, one per hex, in column 22xx on the bottom side of the "infield" area. First to complete three laps (returning to column 22xx) 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*.
(SG50.0) Black Hole mania can be the basis of a wild scenario, *Module S2*.
Or virtually any scenario in the entire rulebook!

STAR FLEET UNIVERSE TOURNAMENT REPORT FORM

The actual "form" for reporting tournaments, Squadron Major events, and other events can be downloaded from our web site, or we will Email you one on request, or it can be obtained from ADB, Inc. by sending us a stamped self-addressed envelope. We have, however, also provided a copy of this form at the end of this rulebook.

Complete this form and return it to ADB, Inc., Post Office Box 8759, Amarillo, TX 79114. Use extra sheets as needed.

1. The convention must be a formal event, with a program and a multitude of gaming events, and must be open to the (ticket-buying) public. Attach a convention program to this form and have a convention official sign below to attest thereto. (Name of convention, Date, Location, Signature and printed name of a convention official must be included.) Note that Squadron Major events can be held in game stores.

2. The tournament or Squadron Major event must be a "Sanctioned" *SFB* event as defined in *Module T* (2012 edition). This includes the requirements for official ships and rules, no unofficial material, three rounds of single-elimination finals, players must use one ship through the whole event, and the event must be open to the ticket buying public. The judge must include his complete name, address, phone number, Email address, and must sign the form stating that all requirements have been complied with.

3. There must be a minimum of 16 players in the event for the winner to be nominated as a Rated Ace. (A minimum of eight players are required for a Squadron Major event.) All of the players must sign the form and *print* their complete names and mailing addresses. These addresses may be used for mailings of ADB, Inc. catalogs and for *SFB* opponent locating services, but will not be sold as a commercial mailing list. Events with 32 or more players will nominate the Winner and the Second Place finisher as Rated Aces, but must have at least four rounds of single-elimination finals competition and all players must sign and provide their address. DO NOT ABBREVIATE CITY NAMES! Each player listing must be complete and include:

Name (the usual name the player uses in non-gaming life)

Address (complete with street address, apartment number if appropriate, city, state, zip code, foreign country if appropriate)

Telephone number (complete with area code). This normally the home number but a work number is also acceptable. Some players refuse to provide this information (apparently fearing that ADB, Inc. is going to call them and try to sell them a copy of *Module C4*) and the judge may accept this refusal provided all other data is provided. The players should realize that this number is needed only so other players can call them.

Email address where the player normally receives personal electronic mail. Feel free to include two or more.

Any notes such as: "also plays *F&E*" or "rated ace" or "did not play in tournament but wanted to be on Starlist" or anything else that the player wants included in his official listing.

4. The judge must specifically answer these questions:
Did you have three rounds of single-elim finals?
Have you attached a convention program?
Did you use the *Module T* rules and ships without changes?
Have you checked every address for readability?
If any question is answered "no" there will be no ace card issued.

5. Provide the name and address of the winner, as well as the ship he flew (and the option packages used if Orion or WYN). Also provide this data for the player who came in second; you may provide this date for players who came in third and fourth. Be sure everyone checks to see if their name is spelled correctly; nothing is worse than getting an Ace card with your name spelled wrong. (If the winner has changed his or her name since previously winning an ace card, please advise us of this fact so that we can combine the two records.)

ANNEX #2 SEQUENCE OF PLAY

This Tournament Sequence of Play lists almost every action that can be taken during the turn in a battle invovlving sanctioned tournament ships, and only those actions that can occur in such tournament play, in the EXACT order that they occur. These actions must be taken in the SPECIFIC order listed here. Actions within a step are sequential in the order listed unless noted otherwise, e.g., shuttles launch at the same time whether they are manned or seeking. All non-tournament actions, stages, phases, and steps have been deleted from this sequence of play.

1. ENERGY ALLOCATION PHASE

Tractor/Negative-tractor auction (G7.42).
All players allocate energy in accordance with the rules (B3.0).
Allocate repair points (G17.0) and damage control efforts (D9.2) and (D9.7).
Orions announce if they are doubling their engine output (and which engines); see (G15.2).
Andromedans resolve energy released from power absorber panels (D10.423).
Announce if shields were unpowered; if so, shields cease to function at this point (D3.52).

2. SPEED DETERMINATION PHASE

All players announce their speeds (B2.3 #2).
The Controller prepares his charts (C1.44).

4. SENSOR LOCK-ON PHASE

All players determine if they have a lock-on to targets (D6.11).
Attempt to re-acquire lock-on to cloaked units (G13.333).

5. INITIAL ACTIVITY PHASE

Tractor Rotations Step (G7.7).
Assign boarding parties as guards (D7.83).
Begin inter-bay shuttle (J1.59) and deck crew (J4.813) transfers.
Reload Assignment Step: Take drone racks (FD2.42) out of service for reloading or unloading.

6. IMPULSE PROCEDURE

(Repeat once for each impulse.)

6A. MOVEMENT SEGMENT
6A2: VOLUNTARY MOVEMENT STAGE
Previously announced Speed Changes take effect (C12.36).
Determine which playing pieces will move in this impulse (C1.4).
Move those playing pieces scheduled to move in accordance with the rules. Determine, but do not resolve, any damage caused by movement.
6A3: DAMAGE DURING MOVEMENT STAGE: *In each of the following steps, allocate the damage (D4.0) as it is resolved, step by step.*
Resolve actions of ESGs (G23.5) [including interaction of ESGs and mines (G23.61)].
Resolve damage from enveloping plasma torpedoes (FP5.3).
Resolve damage from seeking weapons not resolved above (F2.3). Drones that have gone inert self-destruct (FD1.71) and are removed from the board.
Web deceleration (G10.59).
Resolve breakdowns (C6.54), (C3.61), (G7.3222).

Units which struck a tournament barrier are stopped (P17.2).
6A4: FINAL MOVEMENT ACTIONS STAGE
Release ships from tractor beams (G7.0) if these systems were destroyed or lost power in this segment.
Announce movement changes: intention to make speed changes under (C12.0); Tholian units forgo or resume web passage status (G10.533). These decisions are made secretly and simultaneously in advance of all announcements in this step.
Emergency deceleration takes effect (C8.0).

6B. IMPULSE ACTIVITY SEGMENT
6B1: INITIAL STAGE
Switch fire control from active (D6.6) to passive mode (D19.0) or vice versa or from full power to low-power (D6.7) and vice versa. This is the time for voluntary changes; involuntary changes [e.g., wild weasel (J3.0), cloak (G13.0)] occur as required at other points (D6.63).
6B2: CLOAKING DEVICE STAGE
Activate (G13.14) or deactivate (G13.15) cloaking device.
6B3: LOCK-ON STAGE
Roll to determine if lock-on has been lost, retained, or regained due to changing conditions (D6.1). Note that this may be repeated several times during the impulse if conditions (particularly cloaked ships and wild weasels) change. This is also the point at which self-controlled warp-seeking drones which are beyond tracking range of their targets lose tracking, and the point at which the conditions of (F3.31) are judged.
6B4: SHIP SYSTEM FUNCTIONS STAGE
Detect individual mines (M7.2). Automatic mine detection (M7.34).
Operate Tractors: Activate or release tractor beams (G7.0). This is the only time for voluntary activation or release; involuntary release may occur at various points (destruction of tractor, launch of wild weasel, etc.). This could result in an immediate tractor auction (G7.414).
Labs (G4.2) attempt to identify seeking weapons.
6B6: SEEKING WEAPONS STAGE
SW Control Step: Voluntary transfers (F3.5) or release (F3.4) of control of seeking weapons, Involuntary transfers and releases can occur at many other points in the sequence; see (F3.53).
Launch plasma torpedoes (FP1.3) and/or pseudo-plasma torpedoes (FP6.12).
MW Release Step: Deploy drones from scatter-pack shuttles (FD7.33).
Launch drones (FD1.2).
Launch probes (for information, not as weapon) (G5.2).
ESG Step: Deactivate and (subsequently) activate expanding sphere generators (G23.3) based on previous announcements. Announce operation of expanding sphere generators (G23.3); cancel previous announcement (G23.33). Size and strength are announced (G23.46).
6B7: MARINES ACTIVITY STAGE
Operate Shields Step: Drop shields; restore shields dropped previously (D3.5). PA panels may be deactivated or activated, reduced to standard level or raised to reinforced level; the list here is the sequence by which this is done (D10.27).
Shield Cracker Step: Resolve fire from shield cracker. Shield damage is marked; ignore any "internal damage" that results (E16.0). Web breakers are fired immediately after all shield cracker fire is resolved;

web strength reduction takes place immediately (E15.0).

Operate transporters (G8.0), including the laying of T-bombs (M3.22). Resolve "hit-and-run" raids (D7.8) conducted by transporter.

Reactive guard assignments are made (D7.86).

Mines laid two impulses previously by transporter (M3.22) become active if the laying ship is out of detection range (M3.32).

6B8: SHUTTLE & PF FUNCTIONS STAGE

Challenge enemy shuttles to a dogfight (J7.0).

Recover (land) shuttlecraft (J1.6), fighters.

Release of restrictions (after appropriate delay) for previously-launched shuttles (J1.34) and fighters (J1.34).

Launch shuttlecraft (J1.5) [including fighters (J4.0), wild weasels (J3.0), suicide shuttles (J2.22), scatter-packs (FD7.0), all are simultaneous]. Involuntary release of tractor beams and/or switch to passive fire control to allow wild weasel launch (J3.452) may be a part of this action.

Deck Crew Actions Step (J4.817). Record deck crews which begin or finish actions and incremental progress on assigned actions.

6B10: SEPARATIONS STAGE

Lay mines (other than by transporters) (M2.1).

Mines laid in previous impulses become active if the conditions of (M2.34) are satisfied.

6B11: FINAL FUNCTIONS STAGE

Announce emergency deceleration (C8.0).

Roll to determine new facing of tumbling ships (C6.5511). If this is the last tumbling impulse, see (C6.554).

6C. DOGFIGHT RESOLUTION INTERFACE

(Only on Impulses #4, #12, #20, #28.)

Announce intent to separate by breakaway (J7.711) and resolve any resulting separations.

Determine advantage (J7.6) and resolve any resulting separations (J7.71) or surrenders (J7.73).

Resolve phaser (J7.52) and other (J7.54) fire between fighters/shuttles in the dogfight. See (J7.66).

Determine if seeking weapons coming from outside (J7.32) of the dogfight hit their targets (or just what they did hit), and resolve damage.

Resolve any collisions or separations resulting from (J7.6621).

6D. DIRECT-FIRE WEAPONS SEGMENT

6D1: FIRE ALLOCATION STAGE

DisDev Declaration Step: Announce intention to use displacement device on the current impulse, the unit to be displaced, and (if Andromedan) the direction in which displacement will be made (G18.31).

Fire Decision Step: All players secretly and simultaneously decide what direct-fire weapons to fire and the targets of those weapons.

Fire Declaration Step: All direct-fire weapons fire is announced, including specific weapons and targets. Whether a web caster will be fired in web fist (E14.11) mode is announced. ISC announces dropping of wavelocks (E11.333). All of these announcements are simultaneous.

6D2: DIRECT-FIRE WEAPONS FIRE STAGE

General note: Weapons are fired in the specific order given. Resulting internal damage is not resolved until the Damage Resolution Stage. At the points marked "§", reserve power may be used under (H7.134) to mitigate damage.

PPD Step: PPDs roll for wavelock if available and required (E11.3). PPDs score damage (E11.332). Shield damage is marked §; internal damage is recorded to be resolved in 6D4.

First Hellbore Firing Option (E10.44). Shield damage is marked §; internal damage is recorded to be resolved in 6D4.

Direct-Fire Step: All direct-fire weapons not listed separately fire. Shield damage is marked §; internal damage is recorded to be resolved later (E1.11) in 6D4.

Second Hellbore Firing Option (E10.44). Shield damage is marked §; internal damage is recorded to be resolved in 6D4.

6D3: WEB CASTER STAGE

Previously fired free standing webs become effective (E12.22).

Web casters fire (E12.13).

Previously effective free-standing webs dissipate (E12.26).

6D4: DIRECT-FIRE WEAPONS DAMAGE RESOLUTION STAGE

Allocate the internal damage from all direct-fire weapons above (D4.0). Note that a weapon destroyed in the first of the many various firing steps would still be able to fire (if allocated to do so) in its appropriate later step in the same impulse because no damage is resolved until this point.

6D5: DIRECT-FIRE WEAPONS CONSEQUENCES STAGE

Displacement devices operate (G18.3).

Release ships from tractor beams (G7.0) if these systems were destroyed in this segment.

6E. POST-COMBAT SEGMENT

Deploy Reserve Power for "delayed uses" under (H7.132).

END OF IMPULSE PROCEDURE

Return to start of Impulse Procedure and repeat until all 32 impulses have been completed.

8. RECORD KEEPING PHASE

8A: REPAIR STAGE

Mark and announce repairs completed (D9.73).

Resolve repair of shields by damage control (D9.2). Resolve repair of power absorber panels by damage control (D10.54).

Move reserve power to phaser capacitors (H7.36).

8B: POWER ABSORBER ACCOUNTING STAGE

Unused power returns to batteries (e.g., from transporters) (D10.7).

Transfer power from power absorber panels to batteries (D10.411).

Power absorber panels dissipate power to space (D10.412).

8C: FINAL RECORDS STAGE

Orions record loss of engines from double output (G15.2).

Record drone racks (FD2.42) and plasma racks (FP10.3) which were reloaded or unloaded.

Complete inter-bay shuttle (J1.593) and deck crew (J4.813) transfers.

END OF TURN. Begin a new turn at the start of the sequence.

PLAY BY EMAIL *SFB*

HOW PBEM WORKS
by Mike "Junker" Mulka

Playing *SFB* by Email is just what it sounds like. All of the rules for tournament *SFB* are used, plus a special set of PBEM procedures which have been developed over the last decade by Star Fleet Arena. These procedures define how to submit orders.

To play *SFB* by Email requires a non-playing moderator. Usually, someone volunteers to moderate a game in hopes that someone else will moderate his own game later. Both players submit Energy Allocation Forms to the Moderator, who checks these for accuracy and has any corrections made. The Moderator then posts the starting speeds and a deadline, usually two or three days unless players arrange otherwise. Both players submit a list of Standard Operating Procedures (SOPs) for the first 16 impulses. These include such things as "if opponent destroys a drone, launch another one targeted on his ship." Conditional orders are preferred as the moderator can use them to "play through" the programmed impulses. Each player can also define "Break Conditions" when things might happen that totally change the way the game is going. These might say for example: "If the enemy launches an R-torp, stop the game and let me know." If a Break Condition comes up, the moderator stops processing the turn and posts a Sitrep (Situation Report) advising both players where things stand. This Sitrep reports all actions that are common knowledge. Both players then resubmit SOPs and the moderator continues processing the turn until the 16th impulse (at which time new SOPs are written), or the end of the turn (new Energy Allocation Forms and Standard Operating Procedures), or another Break Condition happens, or someone blows up.

There are many other special rules in PBEM. For these (and to actually play by Email), you will need to get the complete rules at www.orions.net/PBEMSFB/index.html on the web. You can find more at www.starfleetgames.com/sfbpbem on the official ADB, Inc. web site.

A typical game of *SFB* PBEM lasts three-to-five months; a tournament can take up to two years. While this is a long time for one game, it has some advantages. You can intensely study the rules for the enemy ship *during* the game, count hexes to your heart's content without giving anything away, try to plot your opponent's power usage, double-check and triple-check rules, or even ask ADB, Inc. for rulings. No matter how much face-to-face or convention gaming you have, PBEM can give you more *SFB* experience and a chance to meet new friends.

For people who do not have access to a convention, you can still get that coveted Ace ranking that makes your *SFB* career complete. There are currently two ways: the HR series tournaments (64 players, two get cards) and the Star Fleet Arena challenge ladder (where you have to win five consecutive games).

RUNNING A PBEM TOURNAMENT
by Jim Hart

Judging PBEM is very different from a convention event, due to three factors: time, moderators, and the web. A PBEM judge must be a good html programmer. While few people get a chance to judge (ADB, Inc. only authorizes a few Rated Ace PBEM events) anyone can moderate and everyone should understand the things that are different in PBEM judging. At least in theory, anyone could judge a non-Ace event, sanctioned or not.

An announcement for a new event is sent via Email to known PBEM players, and is posted on the official BBS and web site. This is much more efficient than it is for convention tournaments. A specific web site is needed for the event so that everything is there for the players to use. The judge will post contact info, format, number of players, sanction or Ace status, prizes, etc.

ADB, Inc. provides prizes for the authorized PBEM events just like it does for convention tournaments.

Registration is usually via an HTML form that sends the judge an Email. All players must send their real name, Email address, post office address, phone number, and the ship they want to fly. (This data is required by ADB, Inc. for all tournaments, not just PBEM.) Even judges for unsanctioned events should get this data to confirm that every player is a real person. Each player also notes if he is willing to moderate or can provide web site space to publish game reports. Those willing to moderate get first crack at the limited number of seats. One of the three players in each game must have web space to publish reports. The Judge hosts links on his site to game reports.

The moderators are the best part of the PBEM venue because they watch the entire game. They record, and can report, if one player started stalling as soon as he got ahead. They know who was more aggressive. While only one can win, if both played well the other player might pick up a wild card seat. If both players were slow to respond, played defensively, and the game never really got started, both can be thrown out and a wildcard given the seat in the next round.

Moderators are the first level of appeal in the event of a rules dispute; their rulings can be appealed to the event judge. Due to the way moderators check EAFs, SOPs, and all other aspects of the game, cheating is virtually impossible, and mistakes are usually caught and fixed. About the only way a player could cheat would be to conspire with the moderator. This is prevented by carefully assigning moderators to games that do not include their friends, and (in HR and SFA events) using pregenerated die roll lists issued by the judge (unique to each game). The judge can check the posted results against his record of the die roll list.

The judge traditionally moderates the final game, issues rules interpretations (which can be appealed to ADB, Inc.), and keeps statistics and records covering food groups and the like. He assigns the pairings and moderators for all games, based on his records. When a judge has to issue a ruling, he should get input from both players and the moderator. Players can appeal the judge's ruling to Steve Petrick at ADB, Inc., or the judge can send the case to him in the first place.

As the event goes on, the judge needs to check the web sites for reports on the ongoing games once per week to make sure they are progressing. If not, the judge will ask the moderator what is going on. In critical parts of the game, it could take three weeks to progress 16 impulses, but a judge cannot wait three weeks before asking the moderator for news. Players in Ace tournaments are supposed to send EAFs in three days and SOPs in two. The PBEM rules carry penalties (lost hull boxes) for delay of game after a player is more than 24 hours late. My experience has been that moderators are reluctant to apply these penalties. But to keep the game moving at a good pace, the threat of them should never be lifted.

One unique problem of PBEM games is players disappearing in mid-game. This can happen for many reasons, but the net result is bad for the tournament. In such a case, the judge has to study the game to date. If it is obvious that the remaining player is winning, award the game to him. (Players who are clearly losing often lose interest and often do not bother to officially concede.) If the game has not reached a decisive point, you can restart it with a new player in the First Round or a wildcard in later rounds. If there is not time to start over, wildcards can be offered the chance to take over the abandoned ship in mid-game.

When time limits expire for the round, the judge will have to "break" the last few games by the published Judge's Procedure (asking players by Email for the required info). He has an advantage in that the Moderator is available as a neutral observer with intimate knowledge of the game. There are also detailed records on the web site for that game, showing whether one player has been stalling. A PBEM judge has time, and information, that convention judges would kill for.

(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 eight 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 begins).
　　　　The Game Master then deploys three counters (one red, one green and one blue) in hexes 2212, 1917, and 2517. 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 if qualified to carry one.
　　(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 scatterpacks, 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 speed (Speed 32) is 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 percentages appropriate to that empire part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. Note that the tournament rules only grant "drone points" for the purchase of special drones to the Kzinti and Klingon, and they are limited to purchasing fast drone upgrades and/or extended range.
　　(SG42.433) Prime Teams (G32.0) are not available in this scenario unless the players agree to their use as a variation.
(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 (all tournament ships have a defined explosion value of 20 points). 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 (and 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 crippling - 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. Note that with extended-range drones, it could be several turns until the weapon actually hits a target.

(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. You can hit the "markers" over more than one consecutive turn IF you draw your own ship on both turns. 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 empire.

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 (P17.0). 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 for the year you select.

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

(SG43.2) INITIAL SET UP
TERRAIN: Tournament Barrier (P17.0).
ALLIANCE: Ship in 1701, heading D, speed max, WS-III.
KLINGON: Ship in 2530, heading A, speed max, WS-III.
YEAR: Players must select a year for the scenario, as this will define available ships, refits, fighters, weapons, etc. Y175 is assumed if no alternative selection is made.

(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: 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.
  (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 drone speeds are available to the players subject to the year set for the scenario. It is suggested that "medium," i.e., Speed 20, drones be used.

  Each ship can purchase special drones up to historical percentages appropriate to that empire as Commander's Option Items; (S3.2) allows drone ships extra points for this purpose.
  (SG43.433) Prime Teams (G32.0) are not available.
(SG43.44) REFITS: The Klingon ship has the B and K refits (if applicable). The Alliance ship has any refits available in the year selected for the campaign.

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

(SG43.6) SUGGESTED SHIPS:

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
Andro	COB	COB	PYT	PYT
Lyran	CW	DW	CC	BCH
WYN†	Orca	Mako	White	Tiger
ISC	CL	DDL	CLS	CC
LDR	DW	MP	CW	CWL
Sel‡	CL	DD	CA	CA

† 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 historical percentages appropriate to that empire 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 over-whelming advantage.
  (SG44.433) Prime Teams (G32.0) are not available in this scenario.
(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: 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 units fire at the same target simultaneously (i.e. in the same volley), the ship closest to the target scores its damage first. If both units 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 using 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: The map is surrounded by a Tournament Barrier (P17.0).

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, 1xArachnid-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.
SELTORIAN:
    3xPFs .... 4 Triads
JINDARIAN:
    3xPFs .... 4 Triads

(SG45.3) LENGTH OF SCENARIO: The scenario continues until only one player has any PFs with weapons and power enough to arm them and move into firing position 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 14 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 the three Bobcat triads, the fourth Lyran player must take the 2xBobcat-1xBobtail triad or select a different race, although 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.
    (SG45.433) Prime Teams (G32.0) are not available in this scenario.
(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 ten 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-III; 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 1,500 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 1,500 BPV to purchase the force.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2)

allows drone ships extra points for this purpose.
(SG46.433) If players wish to use the optional rules for Prime Teams (G32.0), they can purchase such teams (25 points each) as part of their starting forces (not part of Commander's Options).
(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 1,500 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. The fleet must be compliant with (S8.0), e.g., it must be lead by a unit able to command it.
(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. A "point" of crystals in this scenario is equal to seven points of cargo, which must all be recovered at one time by one unit, i.e., two two-seat fighters cannot recover a point by combining their cargo capacity (G25.134).
(SG46.461) Each transporter can recover one point of crystals per use (G25.211); each shuttle can recover two points [(G25.131) and (G25.132)]. An HTS could recover seven (G25.133)] if it lands on the asteroid and returns to its ship (or a ship of an allied fleet, but in that case the points will belong to the ship, not the shuttle). There are 150 points of crystals on the asteroid. A shuttle must spend 16 consecutive impulses on the asteroid for each point of crystals it loads, up to its allowed capacity. Shuttles are unloaded by (G25.22) (this must be done if the shuttle is to return to the asteroid for another load).
(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 pulling 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. Each defines seven hexes of asteroids (P3.12).
(SG46.62) Place asteroid counters 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. (After the mine explodes, replace it with a regular asteroid counter.)

(SG46.64) Have each player design a fleet. 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:
    (SG47.431) 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.
    (SG47.432) All drones are "fast," i.e., speed-32.
        No special drones are allowed; only use explosive drones.
    (SG47.433) Prime Teams (G32.0) are not available in this scenario.
(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 ten hexes of the goal. Suicide shuttles launched within ten 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 four damage points came from direction D, the puck will move four 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 does not 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 at right.)
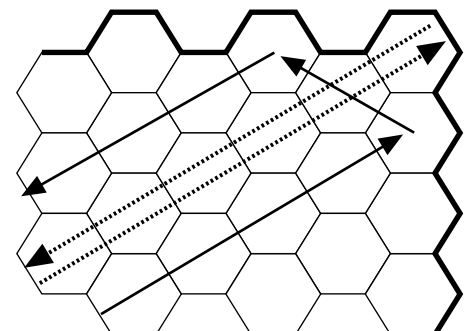
(SG47.465) SPLIT SHIELD: Split shield resolution is resolved as a unique direction. Roll a die to determine in which of the two possible directions to move into first, and then alternate between the two directions until all damage has been accounted for. Resolve multiple direction damage as in (SG47.463), 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 tractored. 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 tractored 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 ten. 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. Do not take a pure escort team due to the rapid firing rates; you will be vulnerable to "roughing" from the enemy.

(SG74.0) DEATH RACE 3000

by Geoff Conn, Victoria, BC, Canada

The nefarious 'Masters' put their toys through another contrived contest, in this case a game that not only puts the captains in a unique situation requiring skills in combat, but also in a nail biting race around a figure-eight track of energy barriers! Combat is not required to win, only constant speed and determination is. But the Masters find from their past races that you can likely slow down or impede others' progress through weapons fire and the like, and so much the better . . .

(SG74.1) NUMBER OF PLAYERS: 3-7; each controlling one ship in the race.

(SG74.2) INITIAL SET UP
TERRAIN: The only terrain are two energy barrier 'pylons' that control the flow of the game (see SG74.45).
ALL: Each player selects and deploys a tournament cruiser (or a single ship) and a 'gate' counter [see (SG74.46)] at one of the following starting positions: A-0804, B-2206, C-3505, D-0826, E-2125, F-3526, and G-2215.
   For three players use positions A, C, and E.
   For four players use positions A, C, D, and F.
   For five players add position G.
   For six use all but G.
   For seven players use all positions.
   Headings are at option of each individual player, speed max, WS-III.
YEAR: None as tournament cruisers are used. In a variation using BPV for selecting ships, players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y178 is assumed if no other year is selected.

(SG74.3) LENGTH OF SCENARIO: The race continues until the first player completes two laps (three laps if a longer game is desired) in the circuit (see SG74.46), or the top three players finish in a larger game. If all but one ship are eliminated from the race by destruction, then the game will also end with that remaining player victorious. See (SG74.49).

(SG74.4) SPECIAL RULES
(SG74.41) MAP: The map is fixed; it does not float. It is surrounded by a Tournament Barrier (P17.0), so there is no possibility of disengagement, not even by sublight.
(SG74.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs if playing with Tournament Cruisers unless the players agree to allow them. All shuttles and PFs can have warp booster packs if the year selected in a BPV variation allows them.
   (SG74.421) MRS shuttles are not used in Tournament play, they may be added to the Tournament ships if the players agree, but note that drone-armed MRS shuttles may give their ship additional capabilities. MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG74.431) in a BPV variation.
   (SG74.422) There are no EW fighters used by Tournament ships. In a BPV variant in which ships carrying fighters are present, and EW fighters are to be used, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.
   (SG74.423) There are no PFs in this scenario in the basic tournament version of this scenario. Players might choose to substitute PFs for the Tournament ships in a BPV variation (e.g., each player uses his PF Leader, or a standard combat PF, or a full PF flotilla, etc.), or perhaps add one or two PFs

to each ship as another variation to "run interference".
(SG74.43) COMMANDER'S OPTION ITEMS
   (SG74.431) In the standard variation, Tournament Ships are used with their allowed Commander's Options, e.g., the Andromedan has one T-bomb. In a BPV 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.
   (SG74.432) The speed of drones will be as defined by the Tournament rules, i.e., most drones are "medium," i.e., Speed 20 with a few "fast," i.e., Speed 32 drones available as special drones. In a BPV variation, drone speeds will depend on the year selected for the scenario.
      Special drones are limited by the Tournament rules in the basic scenario, e.g., only the Kzinti and Klingon will have points to purchase special drones and are limited to speed 32 or extended range. In a BPV variation, 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.
   (SG74.433) Prime Teams (G32.0) are not normally available in the basic, i.e., tournament, version of this scenario. They may be added, one to each ship (or one to each side assuming each player has two or more ships not PFs), if the players agree before hand.
(SG74.44) REFITS are available depending on the year selected in a BPV variation. If Tournament ships are used, these include any applicable refits in their designs.
(SG74.45) PYLONS: Two huge diamond-shaped pylons define the "racetrack". One is defined by hexes 0815, 1313, 1318, and 1815 and the other by 2615, 3113, 3118, and 3615. The four hexes of each pylon are the "corners", the hexes between and including the four corners are surrounded by a tournament barrier (P17.0) and cannot be entered, although lock-on is retained normally through them, i.e., as if they are not there, to all other units on the other side. Even though lock-on is retained, direct-fire weapons may not be fired through the pylons, and nothing can move through a pylon hex. (Example: Hexes 2917 and 2916 are "inside the pylon" and cannot be entered.)
   (SG74.451) Andromedan vessels may not displace through the pylons and are treated under (P17.4).
   (SG74.452) Tholian vessels may not cast or lay web in a hex next to a barrier hex, this prohibition includes the formation of a pinwheel if playing a BPV variation where sufficient pinwheel capable ships are available.
   (SG74.453) Orion vessels cannot double more than one engine per turn, and must place at least two non-fusion heavy weapons in the front option mounts (to suck up some power).
(SG74.46) CIRCUIT: The object of the game is to complete three laps with your ship (only your ship qualifies) based on a figure eight pattern, partially dictated by the energy pylons above (SG74.45). Each lap begins and ends on that players 'gate' marker, a second counter of the same racial type placed to mark a player's start position. Each lap must be completed in the following order, based on the lettered 'sectors' of the standard SFB map, starting with the sector your gate is in:
   F > C > (B) > E > D > A > B > (E) > F
   A player starting in sectors B and E heads in the direction indicated above by the same bracketed sector letters.
(SG74.47) ENCOURAGEMENT: The Masters frown upon any captain not taking the race seriously, and use a form of 'cattle-prod' to keep the race moving. Any ship going less than speed 20 takes one hull hit for every eight impulse period this lesser speed occurs. This damage is calculated at the end of each turn and before energy allocation. If a ship strays into a sector out of order with the path defined above, it immediately takes two hull hits. If no hull hits remain, apply to cargo, lab, and excess damage in that

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order. Note that a ship may not be destroyed in this manner as the Masters find it amusing to watch stragglers turn upon those in the race as well, so do not apply any penalty hits to the last excess damage box. This damage may be repaired in the usual manner.

(SG74.48) PITSTOP: Once per game, each ship may when at their 'gate' declare a 'pit stop'. Any ship doing so is considered to be in stasis for eight impulses, during which the player may repair any two internals and any six shield boxes (or degradation points). These repairs are completely free and separate from normal repair procedures. A ship in a pit stop must still plot movement for those eight impulses as normal but does not suffer penalty hits for 'moving' less than speed 20 during that same period.

(SG74.49) NON-SHIPS: Note that in variations only the ship can win, not fighters or PFs carried by the ship. If the ship is destroyed, the ship has lost. Shuttles or fighters launched by a destroyed ship are removed from play at the point in the impulse procedure where the ship was destroyed. Optionally, they may be left in play, but cannot themselves win the race, are not subject to "encouragement" (SG74.47) and may try to prevent others from winning.

Optionally, if all ships are destroyed, surviving shuttles/fighters/PFs could try to finish the race to determine a winner. They would not be subject to encouragement.

(SG74.5) VICTORY CONDITIONS: Players win solely by completing their three laps first, second, and third respectively. There is no reward for damaging or destroying other ships except the resulting satisfaction or loss of speed those ships suffer.

(SG74.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG74.61) Adjust the number of laps required to win, to one for a fast game or up to five for a marathon version.

(SG74.62) For a race full of mayhem, require racers to complete four laps, but the last two laps must be in reverse direction from the order the first two laps were completed.

(SG74.63) Allow a 'pit stop' (SG74.48) to repair four internals and ten shield boxes for those captains with a low pain threshold.

(SG74.64) For vicious minded Masters, allow their 'cattle-prod' to do random internals after the excess damage track is exhausted (SG74.47).

(SG74.65) For a real semi-tractor trailor truck feel, use Battleships instead of tourney cruisers!

(SG74.66) Place larger 'pylons' on the track, with the corners of pylon #1 being instead 0615, 1218, 1212 and 1815, with pylon #2 being 2615, 3218, 3212 and 3815. This is in fact the original playtest version of the track.

(SG74.67) For truly mammoth pylon barriers and a very tight track, place pylon #1 counters in hexes 0619, 0611, 1208,1811, 1819 and 1222. Place pylon #2 counters in hexes 2619, 2611, 3208, 3811, 3819 and 3222. You will be closer to your gate counter on each lap, but so will everybody else!

(SG74.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG74.71) Remove or reduce the pit stop option for more experienced players, or increase the pit stop option for less experienced players.

(SG74.72) Allow a less experienced player to have one or two extra points of power above what his ship normally generates, i.e., if the ship generates 40 points of power allow the player to assume the ship has generated 42. Alternatively, penalize the more experienced player by reducing his power available by one or two points.

(SG74.73) Give a less experienced player some Commander's Option Items such as T-bombs or extra boarding parties.

(SG74.8) TACTICS: At all costs, keep your speed up! Watch those tight corners for turn modes, and beware the middle junction. Assess carefully if you can slip past someone coming through in the opposite direction, or if you need to slip out for a bit and let them pass through first. Watch the person ahead of you but also the person behind you! When you can slow people down, take every opportunity to do so using seeking weapons and the like. Denting someone's shield can cause them maneuver problems later on as invariably someone will see that shield again. Beware the times when you swing out to complete your lap at your gate, as suddenly you can find someone behind you in front of you, or worse yet right on top of you! When players start to lose interest in the race due to their position in their laps or damage incurred, watch out for them parking and playing spoilsport, but enjoy the jockeying as players try to avoid being the first in their sights while still continuing their race. Above all, count hexes when people are near their gates to see who is ahead, and start convincing people to attack those in the lead!

DESIGNER'S NOTES: Special thanks to the rest of Battlegroup Victoria (Gavin Joth, Trevor Murphy, Darren Lester, Stephen Crowe) as well as Craig Limber for helping playtest this scenario.

(SG75.0) STARBALL

(Y185)   *by William D. Waddell, California*

This free-for-all scenario represents an unauthorized simulator program designed by a Cadet attending the Klingon Deep Space Fleet Academy. It quickly became a favorite of his classmates, providing a change of pace from the serious, high-tension scenarios normally used in the simulators.

The updated version presented here was actually used by the DSF Academy long after the Cadet's retirement from active duty, and assumes a year of Y185 for purpose of ship availability and refits.

(SG75.1) NUMBER OF PLAYERS: 6; each player represents a different race not allied with any other player or race.

(SG75.2) INITIAL SET UP
TERRAIN: Playing field defined by a line marked from the middle of hex 2230 to 0723 to 0708 to 2200 (this hex is not numbered but can be inferred) to 3708 to 3723 and back to 2230. See (SG75.41) for characteristics of the playing field.
STARBALL in 2215. See (SG75.47) for characteristics of the Starball.
PLAYERS: Six cruisers, one each in 2229, 0822, 0808, 2201, 3608, and 3622. All cruisers are heading towards hex 2215, speed max, WS-III. The selection of races and starting positions is explained in (SG75.45). Suggested cruisers [and the number of BPV points that can be spent under (SG75.431)] are listed below:
FEDERATION CARa+ (36) -or- NCA (32);
KLINGON D7K (38) -or- D5W (23);
ROMULAN K7RB (19) -or- FH-A (11) -or- FH-K (6);
KZINTI BC (33) -or- NCA (35);
GORN BC (25) -or- CM (24);
THOLIAN CA/CAP (57) -or- CWH/CHP (50) -or- Neo NCA (15);
ORION CA+ (40) -or- BRH (32);
HYDRAN RN+ (74) -or- DG+ (37) -or- CHY (54) -or- IRQ (49) -or- MHK (74);
ANDROMEDAN COQ (13);
LYRAN CA+ (50) -or- NCA (39);
WYN AxBC (21) -or- PBB (20);
ISC CA (0);

LDR CA+ (38) -or- NCA (35).

Optionally, players may select ships of up to 181 BPV including all Commander's Options and refits.

YEAR: Players must select a year for the scenario, as this will define available ships, refits, fighters, weapons, etc. Y175 is assumed if no alternative selection is made.

(SG75.3) LENGTH OF SCENARIO: The scenario continues until the end of Turn #7.

(SG75.4) SPECIAL RULES

(SG75.41) MAP: The map is fixed; it does not float. ALL hexes through which the playing field boundary line (SG75.2) passes are Goal Line hexes, which are protected by a Tournament Barrier (P17.0) and cannot be entered by any unit except the Starball (SG75.45).

There is no way to disengage in a game of Starball.

(SG75.42) SHUTTLES AND PFs: If you use MRS (multi-role shuttles), fighters (presumably from a Hydran ship) or PFs (a type of small "gunboat" that is the smallest "ship" in the game), the following information will be necessary.

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

(SG75.421) Multi-role shuttles (J8.0) are available only to certain ships. Players may purchase these shuttles [up to the limits in (J8.5)] under (SG75.431).

(SG75.422) Ships with fighter facilities may purchase fighters (within applicable limits for type) or admin shuttles for their fighter boxes, which are otherwise assumed to be empty. EWF fighters may be purchased within standard deployment patterns (one EWF for each squadron of eight or more fighters).

(SG75.423) Ships equipped with mechlinks [including mechlinks added under (R1.R1)] may purchase PFs (one per mechlink) of any combat variant (no leader or scout variants or non-combat versions) if they have enough points.

(SG75.43) COMMANDER'S OPTION ITEMS

(SG75.431) Each ship can purchase additional or special equipment as Commander's Option Items (S3.2) up to the number of BPV points listed in parenthesis after the ship designator in (SG75.2). Other items not listed under (S3.2), such as Orion optional weapons, fighters (SG75.422), PFs (SG75.423), special drones (SG75.432), and refits (SG75.44) must also be purchased from these points.

(SG75.432) All drones are "fast," i.e., speed–32.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose but are limited by the number of points given in (SG75.2).

(SG75.433) Prime Teams (G32.0) are not available in this scenario.

(SG75.44) REFITS: All ships have the Y175 refit if available. Any refit available in Y185 (i.e., Tholian Web Caster and Snare refits, Lyran "p" refits, PF shield refits, Plasma Rack refits, etc.) may be purchased under (SG75.431). This does not allow modification or upgrade of a ship to a different variant (i.e., D7K cannot be upgraded to a D7L or D7W under this rule). Refits may also be purchased for PFs and fighters, under the limits of historical availability.

(SG75.45) SELECTION OF RACE AND STARTING POSITION: Each player rolls a single die, with the lowest rolling player being assigned priority 1. If two or more players tie for the lowest roll, they re-roll against each other for priority 1. The process is then repeated for priority 2 through priority 5, with the last player being

assigned priority 6. The player with priority 1 then chooses the race he wishes to play, followed in order by priorities 2 through 6. No race may be selected by more than one player.

After each player has selected a race, the player with priority 1 chooses his starting hex [from those listed in (SG75.2)], followed by priorities 3, 5, 6, 4, and 2 (thus, the players with the least favorable ship selection order have more favorable opportunities for choice of starting hex). Extra points under (SG75.431) are spent after race and starting positions are determined.

(SG75.46) WEAPON STATUS: No subordinate units (fighters, shuttles, PFs, seeking weapons, etc.) may be pre-deployed. This is an exception to normal WS–III rules. Arming status is unchanged.

(SG75.47) STARBALL: The Starball may be represented by any convenient counter and is governed by the following rules:

(SG75.471) OPERATION: The Starball is a spherical object the size of an admin shuttle (size class 6). The Starball (and only the Starball) may enter a Goal Line hex [see (SG75.5)]. The Starball cannot move in any way other than by being towed or rotated by a tractor beam.

(SG75.472) INTERACTION: The Starball is immune to damage of any type, and cannot be boarded, transported, displaced, placed in stasis, trapped in a web, docked to, placed in a shuttle bay, balcony, hangar bay, mech link, or otherwise affected or manipulated except by tractor beam. It will not damage, or be damaged by, an ESG field. It will not detonate mines.

(SG75.473) ROTATION: If held in a tractor beam, it may be "rotated" once per impulse as if it were an inert friendly shuttle under (J1.621), except that it may be moved further from the ship [exception to (J1.6221)], upt to a maximum of 3 hexes from the tractoring unit, assuming sufficient tractor energy is available to hold it at the increased range].

(SG75.474) RESET: Directly after the movement segment of the impulse in which a "goal" (SG75.5) is scored (or during the tractor rotation step of the initial activity phase, if the Starball is rotated into the barrier hex), all units are returned to their starting hexes and original facings. This includes all ships, PFs, shuttles, fighters, etc. The Starball is returned to hex 2215.

(SG75.4741) Mines (including T-bombs), webs (unless the anchor status of the web causes it to collapse), and web anchor buoys [if purchased under (SG75.431)] are not affected. They remain on the map and are not returned to their respective ships.

(SG75.4742) Tractor links between units of different players are broken; those between units of the same player are not. Seeking weapons continue to track their targets, provided all other conditions are met (e.g., a drone originally targeted on a shuttle will not pursue the ship that the shuttle was returned to).

(SG75.4743) Turn and side-slip modes are not reset. Fire control is not disrupted. The only things affected are position and facing, and anything which directly depends on position and facing.

(SG75.4744) If the goal was scored on any impulse except Impulse #32, the turn is continued normally from the ship's new positions without re-allocating energy.

(SG75.5) VICTORY CONDITIONS: Any unit tractoring the Starball into a Goal Line hex scores a "goal" [see (SG75.474) for other effects of scoring a goal]. Immediately upon scoring a goal, that player is awarded seven points. At the end of Turn #7, one (the highest applicable) of the following bonuses is awarded to each player (the "primary unit" is the ship, as opposed to subordinate units such as fighters, shuttles, or PFs):

DAMAGE STATUS		BONUS
No internal damage to primary unit	=	6
Primary unit uncrippled	=	4

At least one manned unit on board
(except fighter Pois or PF escape pods   =   2

The player with the most points at the end of Turn #7 wins. Ties are resolved by comparing the number of damage points to the primary unit.

(SG75.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SG75.61) The scenario may be played with two or three players. Starting hexes for two players are 2229 and 2201, and for three players are 2229, 0808, and 3608.
(SG75.62) Use Tournament cruisers and applicable rules (Captain's Module T). The scenario will still not be evenly balanced (two or more mediocre players could gang up on one ace player), but at least all players start off even.
(SG75.63) Use two teams of three ships each, alternating starting positions between the two sides so that all ships start with enemies on either side. Each side could use the same or different races.
(SG75.64) Replace the cruisers with smaller (such as DWs) or larger (such as BCHs) ships.
(SG75.65) Allow a base of 8 points per "goal," reduced by a number of points equal to the turn number the goal is scored in. Thus, a goal scored on Turn #1 would count 7 points, and a goal scored on Turn #7 would count only 1 point. This reduces "edge skulking" by reluctant players and makes for a fast, vicious game.
(SG75.66) Do not protect the Goal Line hexes with a Tournament Barrier. This allows units to maneuver outside the playing field proper, making it easier to avoid seeking weapons and point-blank overruns. The map is still fixed, and units that go off the edge are removed from the game and considered destroyed for victory conditions.
(SG75.67) When a "goal" is scored, reset the Starball under (SG75.474) but none of the other units.

(SG75.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SG75.71) Increase or reduce the number of BPV points that can be spent under (SG75.431) for one or more players.
(SG75.72) Assign one or more players a "handicap" (i.e. free points).

(SG75.8) TACTICS: The only possible tactic is to try to get the ball off the map more often than anyone else while not being destroyed or crippled. If you do not move Starball off the map, you score no goals. Try to husband your reserve power carefully as you may find yourself needing it after the game is reset by another player's goal.

(SG75.9) DESIGNER'S NOTES: This is a good scenario for unofficial tournaments. For a large convention, 36 players will allow 6 games for the qualification round, with the winner of each qualification game going to the finals. For a small gaming club, 9 players will allow 3 qualification games of 3 players each (SG75.61) and a 3-player final. The object of such a "tournament" would not be to single out the best player, as even a top ace will not win if he is unlucky enough to draw fire from several mediocre opponents, but it still provides a sense of satisfaction to be the top dog when the dust settles.

HISTORICAL OUTCOME: After being turned in to Academy officials by an upper classman, the Cadet was convicted of misuse of Imperial property and became very familiar with the inside of an agonizer booth. He later went on to command the IKV *Omen*, an E3 Escort, earning the nickname G'tavh (roughly, "the mediocre") for his lackluster performance during the Fourth Klingo-Kzinti War.

(SG87.0) NOWHERE TO RUN
(ANY)   *by Steven Paul Petrick, Texas*

This is a party scenario. One player tries to avoid capture, the other two-to-four attempt to capture him and prevent each other from doing so.

(SG87.1) NUMBER OF PLAYERS: 3-5; the Running player and the 2-4 capturing players.

(SG87.2) INITIAL SETUP
CAPTURE PLAYER A: Tournament Cruiser in hex 0101, heading C, speed max WS-III. See (SG87.46).
CAPTURE PLAYER B: Tournament Cruiser in hex 4230, heading F, speed max WS-III. See (SG87.46).
CAPTURE PLAYER C: Tournament Cruiser in hex 0130, heading B, speed max WS-III. See (SG87.46).
CAPTURE PLAYER D: Tournament Cruiser in hex 4201, heading E, speed max WS-III. See (SG87.46).
RUNNER: Orion Buccaneer in hex 2215, set up after the capture players, heading at the Runner Player's opiton, speed max, WS-III.
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. Y179 is assumed if no other year is selected. Note that years prior to the introduction date of the Buccaneer can be selected by assuming the Buccaneer somehow traveled through time.

(SG87.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #7.

(SG87.4) SPECIAL RULES
(SG87.41) MAP: The map is fixed; it does not float. Capture Player A can only leave the map through hex 0101 with a heading of F. Capture Player B can only leave the map through hex 4230 with a heading of C. Capture Player C can only leave the map through hex 0130 with a heading of E. Capture Player D can only leave the map through hex 4201 with a heading of B. The Runner ship cannot voluntarily leave the map by any means, but can be towed off the map by a capture player ship (SG87.45). Capture ships that move in such a way that they exit the map in other than their designated areas are destroyed. If the runner ship moves in such a way that it will exit the map as a result of its own movement is treated as having hit an energy barrier (P17.0) before it actually leaves the map.
(SG87.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Megapacks are not available.
    (SG87.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SG87.431). Note, if using tournament ships MRS shuttles may not be purchased.
    (SG87.422) EW Fighters are not used in this scenario.
    (SG87.423) The Buccaneer is a standard Buccaneer with no warp packs, no cloak, and plasma-F torpedoes in its option mounts.
(SG87.43) COMMANDER'S OPTION ITEMS
    (SG87.431) 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. Tournament ships can only use their allowed options.
    (SG87.432) Drone speeds will depend on the year selected for the scenario. Tournament ships armed with drones will use their allowed drone options.
    Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as

part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SG87.433) Prime Teams (G32.0) are not available in this scenario.

(SG87.44) REFITS are available depending on the year selected. In the basic version of the scenario the Buccaneer does not have the shield refit, carronade refit, or sabot refit.

(SG87.45) EXITING THE MAP: The Buccaneer can only exit the map by being towed off by a capture player ship, or by being boarded, captured, and flown off the map by the capturing player. The Buccaneer must exit the map in the same manner as the ship, i.e., if Capture Player A wishes to exit the map with the Buccaneer he must move it off the map while his ship is heading directly towards the exit.

(SG87.451) The Buccaneer must exit through the designated hex side. This does mean that the Buccaneer must be directly off either the #1 or #4 shield of the towing ship (or in the same hex). Down the same hexrow if the Buccaneer is tractored at extended range.

(SG87.452) If boarded and captured, and being flown off the map, the Buccaneer must exit as if it were the ship.

(SG87.453) If the Buccaneer does not exit directly through the hexside of the Capture Player who has tractored it (or boarded and captured it) it will hit an energy barrier and the tractor link will be broken (P17.0).

(SG87.46) SHIPS: This scenario is designed to use tournament cruisers. If not using tournament cruisers, players may select ships of 150 BPV and a maximum of twenty points of Commander's Options.

(SG87.47) FIRING RESTRICTIONS: No Capture Player ship or unit can fire or launch seeking weapons at the Buccaneer or tractor it unless his is the only uncrippled ship (not PF) on the map. If all Capture Player ships are crippled, no Capture Player ship or unit can fire or launch seeking weapons at the Bucanner or tractor it unless all other capture player ships have been destroyed. The Runner Player can fire on any ship or unit. Note: while Capture Player ships cannot fire or launch seeking weapons at the Buccaneer or tractor it unless the above conditions are met, this does not prevent the use of hit-and-run raids or board-to-capture attempts if the Buccaneer's shields are down. Explosions whether mines and ships can damage the Buccaneer at any point.

(SG87.48) ENGINE DAMAGE: The Buccaneer loses one point of power at the end of every turn (marked as destroyed). If the Buccaneer doubles its engines it loses two points of power at the end of that turn. If the Buccaneer is fired on, any points of power lost that turn can be counted against this loss. For example, if on Turn #3 the Buccaneer doubled its engines and lost one engine box as a result of internal damage, then at the end of Turn #3 it would only lose one additional engine box. Had it not doubled its engines on Turn #3 it would not have lost any additional engine boxes, the one destroyed box is the one it would have lost. The Buccaneer does not have warp booster packs.

(SG87.49) SELF-DESTRUCTION: No unit in this scenario can self-destruct.

(SG87.5) VICTORY CONDITIONS: Whichever Capture Player successfully exits the Buccaneer off of the map in his corner wins the scenario. If no one succeeds in exiting the Buccaneer, the Runner Player wins.

(SG87.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG87.61) Use a Romulan Centurion or Starhawk with a cloaking device.

(SG87.62) Allow the Runner Player to choose his own option mounts.

(SG87.63) For a smaller battle, use a Security Skiff as the Runner

ship and Free Traders as the Capture ships. In this variant, do not reduce the power available to the Runner unit except as a result of internal damage.

(SG87.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG87.71) Change the Buccaneer to a Brigand or a Buccaneer leader variant.

(SG87.72) Add the Sabot and shield refit to the Buccaneer.

(SG87.73) Increase or decrease the number of turns.

(SG87.8) TACTICS

CAPTURE PLAYERS: Make deals and break them as needed, including with the Runner. Trust no one. Try to get your opponents to kill each other.

RUNNER: You are on a clock. Help the Capture players kill each other, but keep an eye on your power levels. You may not be able to rearm those popguns, so holding them until near the end may be a plan. Avoid doubling engines as much as you can, but double them on Turn #7, as there is no tomorrow.

(SG88.0) ORGANIANS ON THE ROCKS

(Y178)   *by Steven Petrick, Texas*

An Organian ship has crash-landed on a small moon. The Organians sent for help from home, then turned on a powerful shield around the moon and went into hibernation to await rescue.

Starships from warring empires have heard the signal, however, and each is determined to rescue the Organians and claim credit for being "the good guy." Because the Organians are hibernating, they will not see whatever you have to do to ensure that you are the one standing there when their alarm clock goes off!

But you cannot even get there until you knock down the shields surrounding the moon, shields that are self-repaired to full power every turn!

You quickly negotiate alliances with some of the other ships, but must send an encrypted subspace message to Organia identifying the real "good guys" and the real "bad guys" are, and they might or might not be the ones you made deals with!

(SG88.1) NUMBER OF PLAYERS: three or more; player A, player B, and player C.

(SG88.2) INITIAL SETUP
TERRAIN: Small moon (P2.23) in hex 2215, see (SG88.45).
PLAYER A: Tournament Cruiser in hex 0101, heading C, speed max WS-III. See (SG88.46).
PLAYER B: Tournament Cruiser in hex 4230, heading F, speed max WS-III. See (SG88.46).
PLAYER C: Tournament Cruiser in hex 0130, heading B, speed max WS-III. See (SG88.46).
PLAYER D: Tournament Cruiser in hex 4201, heading E, speed max WS-III. See (SG88.46).
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. Y179 is assumed if no other year is selected.

(SG88.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #10.

(SG.88.4) SPECIAL RULES
(SG.88.41) MAP: The map is fixed; it does not float. Player A can

only leave the map in direction F. Player B can only leave the map in direction C. Player C can only leave the map in direction E. Player D can only leave the map in direction B. Ships which disengage in unauthorized directions are destroyed.

(SG.88.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Megapacks are not available.

(SG.88.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SO2010.431). Note, if using tournament ships MRS shuttles may not be purchased.

(SG.88.422) EW Fighters are not used in this scenario.

(SG.88.423) There are no PFs in this scenario.

(SG.88.43) COMMANDER'S OPTION ITEMS

(SG.88.431) 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. Tournament ships can only use their allowed options.

(SG.88.432) Drone speeds will depend on the year selected for the scenario. Tournament ships armed with drones will use their allowed drone options.

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

(SG.88.433) Prime Teams (G32.0) are not available in the basic version of this scenario, but one such team might be added to each such ship in a variation if all players agree to their use.

(SG.88.44) REFITS are available depending on the year selected.

(SG.88.45) THE MOON: The moon has a single ground combat location (D15.0) with no remote areas associated with it. The Organian ship is in this area, but cannot be entered or attacked by any means.

(SG.88.451) The ground combat location is surrounded by Organian shields with a strength of 30 boxes in all directions. At the end of each turn, *before* the Final Activity Phase (7), these shields automatically regenerate to their full strength even if one or more shield facings were reduced to zero during the turn.

(SG.88.452) Players cannot land ships, fast patrol ships, or shuttles in this ground combat area. Shuttles, to include fighters, cannot be used to support ground combat in the ground combat location. This is because the shields regenerate before these units can land or engage in combat.

(SG.88.453) In order to land troops, the ships must first destroy a shield (or gain access to a shield destroyed by another player) protecting the ground combat location; troops can only be landed by transporter.

(SG.88.454) Transporter artillery may be targeted on troops in the ground combat location if the ship has transporter artillery available and down shields. The player using the transporter artillery must announce whose troops he is using the transporter artillery against.

(SG.88.455) Prior to ground combat taking place at the end of any given turn, all players with ground troops on the planet may agree which troops they will attack, e.g., player A and player B may both publicly agree to attack player C's troops. All players must then record their actual allocation of their ground troops, and simultaneously reveal these records. Player A may then reveal that he has decided to attack player B's troops instead of player C's troops. Players may also divide their forces to attack more than one other player.

(SG.88.46) SHIPS: This scenario is designed to use tournament

cruisers. If not using tournament cruisers, players may select ships of 150 BPV and a maximum of twenty points of Commander's Options.

(SG.88.5) VICTORY CONDITIONS: Victory is determined by possession of the Object. The player who has the most ground combat firepower (boarding parties, militia squads, ground combat vehicles, etc.) on the moon after the Final Activity Phase (7) of Turn #10 wins the scenario. In the event of a tie, all players have lost.

(SG.88.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG.88.61) Move the action to the Omega Octant or the Magellanic cloud by using cruisers of approximately 150 basic point value including any Commander's Options and necessary weapon upgrades (such as tachyon missiles).

(SG.88.62) Assume the Organian shields can only be breached by gathering lab information to determine their frequency. No player can attempt to destroy an Organian shield until he has gathered at least 40 points of lab (G4.0) information on the moon.

(SG.88.63) For a smaller and faster battle, use frigates and reduce the shielding of the moon to only 10 points.

(SG.88.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG.88.71) Give a weaker player a few extra boarding parties.

(SG.88.72) Allow the stronger player a slightly larger ship to encourage the other players to unite against him.

(SG.88.8) TACTICS: Treachery and deceit are going to be required. Getting ahead in boarding parties landed just encourages the other players to kill your people first. Try to maneuver to take advantage of someone else using their weapons to drop the shield to beam over your troops, while using your weapons to pound his ship for his courtesy.

(SG89.0) GIANTS AMONG MEN

(Y179)   *by Bruce Graw, Ohio*

Most of the Masters were quite satisfied with the array of toys with which they could play, but there were a few restless individuals who constantly demanded more. Here is one of their rejected proposals, one supposedly designed to test the difference between Good and Evil and the balance between them.

Note: This is a very large scenario, best used at conventions or at a monthly club meeting. However, despite its size, it is fast moving and not at all cumbersome. Estimated playing time is eight hours.

(SG89.1) NUMBER OF PLAYERS: 14; twelve players control miscellaneous heavy battlecruisers while the remaining two players command battleships.

(SG89.2) INITIAL SETUP
TERRAIN: Gas giant (P2.22) radius two centered in hex 2215.
BATTLESHIP #1: Conjectural Federation battleship (representing good) and six Thunderbolt fast patrol ships in hex 4230 heading F, Speed Max, WS-III.
BATTLESHIP #2: Klingon B10K (representing evil) and six G2 fast patrol ships in hex 0101 heading C, Speed Max, WS-III.
HEAVY BATTLECRUISERS: Twelve players select heavy battle-

cruisers from the list provided in (SG89.45), these set up in the hexes indicated:

Heavy battlcruiser #1: Hex 1101, heading D, Speed Max, WS-III.
Heavy battlcruiser #2: Hex 2001, heading D, Speed Max, WS-III.
Heavy battlcruiser #3: Hex 2901, heading D, Speed Max, WS-III.
Heavy battlcruiser #4: Hex 3805, heading E, Speed Max, WS-III.
Heavy battlcruiser #5: Hex 4212, heading E, Speed Max, WS-III.
Heavy battlcruiser #6: Hex 4221, heading E, Speed Max, WS-III.
Heavy battlcruiser #7: Hex 3830, heading A, Speed Max, WS-III.
Heavy battlcruiser #8: Hex 2330, heading A, Speed Max, WS-III.
Heavy battlcruiser #9: Hex 1530, heading A, Speed Max, WS-III.
Heavy battlcruiser #10: Hex 0526, heading B, Speed Max, WS-III.
Heavy battlcruiser #11: Hex 0119, heading B, Speed Max, WS-III.
Heavy battlcruiser #12: Hex 0101, heading B, Speed Max, WS-III.

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. Y179 is assumed if no other year is selected.

(SG89.3) LENGTH OF SCENARIO: The scenario continues until the end of the turn in which one of the battleships has been destroyed.

(SG89.4) SPECIAL RULES
(SG89.41) MAP: The map is fixed; it does not float. The map is surrounded by a tournament barrier (P17.0). No ship in this scenario can disengage by any means.
(SG89.42) SHUTTLES AND PFs: All fighters, multi-role shuttles, and PFs have warp booster packs. No admin shuttles have warp booster packs. Megapacks are not available.
> **(SG89.421)** If using the optional multi-role shuttles, each battleship has two multi-role shuttles and each heavy battlecruiser (except the Andromedan) has one multi-role shuttle.
> **(SG89.422)** There are no electronic warfare fighters in this scenario.
> **(SG89.423)** The six fast patrol ships with each battleship are a standard flotilla including one leader and one scout. These are standard fast patrol ships, no variants are permitted in the basic version of this scenario. See (SG89.49).
(SG89.43) COMMANDER'S OPTION ITEMS
> **(SG89.431)** The following ships have the following special equipment in lieu of purchasing Commander's Option Items:
> Each battleship has two mutli-role shuttles and six T-bombs plus 16 points to upgrade its drones.
> Each fast patrol ship flotilla has one T-bomb and four points (total) to upgrade drones.
> Each heavy battlecruiser has a multi-role shuttle and two T-bombs (the Andromedan has no multi-role shuttles and has four T-bombs) plus what is listed in (SG89.45).
> No additional options may be purchased.
> **(SG89.432)** All drones are "medium," i.e., Speed 20. Fast speed (Speed 32) is available for purchase as special drones.
> Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items subject to the limits of

the points provided in either (SG89.431) or (SG89.45) as appropriate to the ship.
> **(SG89.433)** Prime Teams (G32.0) are not available in this scenario.
(SG89.44) REFITS: In the basic version of this scenario no refits appearing after Y179 can be installed. Refits after Y179 can be added in a variation or as a balance factor.
(SG89.45)
(SG89.46) HEAVY BATTLECRUISERS: There are 12 heavy battlecruisers (or their equivalents) available, and these should be selected using any random means desired. Drawing lots for the first choice was a favored method among playertesters, while assignment by ballot is another. The 12 ships available are:
> (1) Federation (player's option) BCF (with four points for special drones) or BCG (with eight points for special drones)
> (2) Klingon C7 (with eight points for special drones)
> (3) Romulan NovaHawk-K (with nuclear space mine)
> (4) Kzinti heavy battlecruiser (with 12 points for special drones)
> (5) Gorn heavy battlecruiser (with two commando squads)
> (6) Tholian photon dreadnought (with snare refit)
> (7) Orion BCH (cloaking device, four points for special drones, four points for optional weapons)
> (8) Hydran Overlord (three Stinger-1s)
> (9) Andromedan Conquistador (with small energy module); See also (SG89.47)
> (10) Lyran heavy battlecruiser (with power pack refit)
> (11) WYN Pocket Battleship (two Z-1 fighters)
> (12) Inter-Stellar Concordium heavy cruiser
(SG89.47) ANDROMEDAN SPECIAL RULES: The Andromedan ship may not displace either of the battleships. In addition, andy displacement roll which results in another heavy battlecruiser displacing into the gas giant will fail, and the feedback from the attempt will instantly destroy the Andromedan ship.
(SG89.48) TEAM ASSIGNMENTS: Before the scenario begins each heavy battlecruiser player is secretly assigned an alignment. This is done by the following procedure. Write the words "Good," "Evil," andd "Neutral" on twelve slips of paper (four slips per word). Place the slips in a box out of view of the rest of the players. Each player then draws one slip, looks at it to discover his alignment, writes his name on the slip, and deposits it in a second box where it cannot be seen by anyone else. This procedure ensures that there are, indeed, four players of each alignment (not counting the battleships) and although each player knows his own alignment, none of them can *prove* it to anyone else until the scenario ends.
(SG89.49) SCOUT FAST PATROL SHIPS: The scout fast patrol ship in each fast patrol ship flotilla cannot loan electronic warfare to any unit other than its own flotilla or an individual fast patrol ship within its own flotilla.

(SG89.5) VICTORY CONDITIONS: There are three alignments waging war in this scenario, the sides of "Good," "Evil," and "Neutrality". In addition to these "teams" it is possible to win an individual victory on points.
(SG89.51) ALIGNMENT VICTORY: The alignment factions determine victory based on the condition of their own battleship and the damage caused to the other battleship.
> **(SG89.511)** If the aligned battleship is destroyed while the opposing battleship is undamaged or only lightly (not crippled) damaged, the alignment suffers a crushing defeat.
> **(SG89.512)** If the aligned battleship is destroyed while the opposing battleship is crippled, the alignment suffers a tactical defeat.
> **(SG89.513)** If both battleships are destroyed, both alignments draw.
> **(SG89.514)** If the aligned battleship is crippled but not destroyed while the opposing battleship is destroyed, the alignment wins a tactical victory.

(SG89.515) If the aligned battleship is not destroyed or crippled while the opposing battleship is destroyed, the alignment wins a decisive victory.

(SG89.52) NEUTRALITY: While the two battleships are going at it, the four neutrality players are out to kill heavy battlecruisers. They gain nothing by damaging or destroying the battleships.

(SG89.521) Neutrality can win a team victory over the other two alignments only if together they manage to score more points than all other heavy battlecruisers combined. Points scored against battleships (by any party) are not considered in this calculation. For example, if the neutrals destroy three heavy battlecruisers and cripple one [700 points as provided in (SG89.53)], Good destroys two heavy battlecruisers [600 points as provided in (SG89.53)], and evil destroys two already crippled heavy battlecruisers [200 points as provided in (SG89.53)], Neutrality loses because it has not scored more points than the combined total (800 points) of both alignments.

(SG89.53) INDIVIDUAL VICTORY: The heavy battlecruiser players an also win an individual victory, of which there will be only one winner in the scenario. This player is the one that scores the most points on the chart below:

Damaging another heavy battlecruiser 20
Crippling another heavy battlecruiser 100
Destroying another heavy battlecruiser 100
Damaging the opposing battleship 50
Crippling the opposing battleship 100
Destroying the opposing battleship 100
Crippling or destroying a fast patrol ship 20
Destroying a fighter or multi-role shuttle 10

(SG89.531) Points are cumulative *except* in the case of damage bonuses. If you score a cripple or destruction bonus or a shp, you cannot also score the damage bonus for it. For example, if you destroy a heavy battlecruiser which has taken no damage you score the 100-point cripple bonus and the 100-point destruction bonus, but not the 20-point damage bonus, for a grand total of 200 victory points.

(SG89.532) No points are scored for damage caused to units of a like alignment. As you do not know the alignments during the scenario, you will have to check these from the slips of paper stored at the beginning of the scenario (SG89.48). Trying to figure out who you should or sould not fire on is the key question in this scenario.

(SG89.533) Neutrality players gain no points for any damage they score on the battleships, although they *may* score points for damaged scored on fast patrol ships, fighters, and multi-role shuttles.

(SG89.534) Battleship players may compete for an individual victory except that they divide all points scored against heavy battlecruisers in half. They score a 300-point bonus (not halved) if weapons fire from their ship (not fast patrol ships, fighters, or shuttles) personally puts the coupe de grace on the enemy battleship.

(SG89.54) Because of the manner in which points are scored, self-destruction by any means is not allowed. Emergency ship separation may occur as part of catastrophic damage (D21.0), but the escaped section automatically escapes and is removed from play; the player who destroyed the rest of the scores the full bonus for doing so.

(SG89.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SG89.61) NO NEUTRALS: Eliminate the neutrality team by alloting six heavy battlecruisers to each alignment team.

(SG89.62) DIFFERENT SIZE: Giants Among Men was designed for a large group, bu can be reduced to a smaller size if desired.

(SG89.621) For a five-player game, use one Evil, one Good, and one Neutrality heavy battlecruisers. Reduce the battle-

ships to a Federation DN+ and a Klingon C9B and delete their fast patrol ships.

(SG89.622) For an eight-player game, use two Evil, two Good, and two Neutrality heavy battlecruisers. Reduce the battleships to a Federation DN+ and a Klingon C9B each with two standard combat fast patrol ships in support.

(SG89.623) For a 10-player game, use three Evil, three Good, and two Neutrality heavy battlecruisers, but give the Neutrality players a 50% bonus to any points they score for purposes of victory levels. Reduce the battleships to a Federation DNG and a Klingon C9K each with four standard combat fast patrol ships in support.

(SG89.624) For a 12-player game, use three Evil, three Good, and four Neutrality heavy battlecruisers, but give the Good and Evil players a 20% bonus to any points they score for purposes of victory levels. Delete the scout fast patrol ships and one standard fast patrol ship from the fast patrol ship flotillas supporting the battleships.

(SG89.625) Similar modifications can be made for other varying group sizes.

(SG89.63) REVISED HEAVY BATTLECRUISERS: Instead of using the heavy battlecruisers listed in (SG89.45), allow the players to choose up to 200 basic point value points of ships and/or equipment of their choice.

(SG89.631) No scout channels are allowed in this scenario under any circumstances [except for the two fast patrol ship scouts as restricted by (SG89.49)]. If several scouts wound up on the side of one of the battleships it would have far too much of an advantage.

(SG89.632) Stasis field generators, maulers, minelayers, mine racks, and web casters are specifically prohibited from use in this scenario. Do not allow them; they *will* ruin the game. Snare generators may be used.

(SG89.64) REVISED BATTLESHIPS: Allow the battleship players to use 600 basic point value to purchase a battleship and options of their choice (fighters, fast patrol ships, drones, etc.). A battleship is required; no other ships (size class 4 or larger) may be purchased. Rules (SG89.631) and (SG89.632) apply. Note that this variant will result in more powerful battleship groups, so you might want to reduce the 600 basic point value or increase the basic point value allocated to each of the heavy battlecruisers.

(SG89.641) If you have access to them, you might experiment with other conjectural battleship designs found on the internet. The Orion battleship is specifically prohibited, however.

(SG89.65) BATTLESHIP OMNISCIENCE: The battleship players (both) are allowed to see who is on their side and who is not. They simply watch the other players draw their alignment and note who is on their team (they must commit this to memory; it cannot be written down). They are specifically prohibited from revealing this information at *any* time to *any* player, however. A measure of honesty is required here. If an impartial gamemaster is involved, he can further confuse the issue by showing each battleship player only those four individuals on his side, not the opposing alignment players or the neutrals.

(SG89.66) NEUTRALITY RULES: In this amusing variant, all the aligned players are eliminated, leaving only Neutrality players. The scenario then becomes a battleship duel with a huge free-for-all surrounding it. Of course this is best done in secret; the Gamemaster simply prepares 12 slips of paper which all say "neutral" and the players are none the wiser.

(SG89.67) TERRAIN: experiment with different terrain types. Asteroid fields are interesting, as are complicated planetary systems. Heavy damage causing terrains (variable pulsars, supernovas) are not recommended.

(SG89.68) ADDITIONAL SHIPS: In addition to the heavy battlecruiser listed for this scenairo, other units can be added in the same 200 basic point value price range. These include but are not limited to:

Old space dragon.

Battle station of any empire orbiting the planet.

Federation new light carrier with eight F-14s.

Hydran Paladin dreadnought (unrefitted) with four Stinger-1s.

Lyran Democratic Republic heavy battlecruiser with power pack refit.

FRAX heavy battlecruiser with eight drone points.

(SG89.69) ALIGNMENTS REVEALED: Make it possible to discover the alignment of another player during play using one of the following rules:

(SG89.691) Whenever a heavy battlecruiser is destroyed, the player is required to correctly reveal his alignment.

(SG89.692) If a hit-and-run raid on the flag bridge (or bridge if no flag bridge exists) is successful, that player learns the true alignment of the ship. This cannot be guarded against; if the flag bridge box is guarded, make two hit-and-run rolls, one to destroy the box and one to learn the information. If no flag bridge or bridge boxes exist (including if these boxes were previously destroyed during the scenario), this cannot be attempted.

(SG89.693) Whenever a player scores internal damage on an enemy heavy battlecruiser, he learns the alignment of that player. However, Neutrality players are allowed to lie!

(SG89.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SG89.71) Upgrade or downgrade the ship of any player. For example, the Federation heavy battlecruiser could be upgraded to a BCJ, the Hydran heavy battlecruiser could be given three Stinger-IIs, or the Tholian could reduced to standard dreadnought.

(SG89.72) Strengthen or weaken the battleships by adding or deleting drones, fighters, or fast patrol ships. Giving the Klingon B10 the stasis refit is *not* recommended however.

(SG89.73) Announce the alignment of one or more of the most experienced players before the scenario begins.

(SG89.74) Delete or add a Neutral player.

(SG89.8) TACTICS

BATTLESHIPS: Communicate with the players approaching you. Do not let anyone too close. Even if they "prove themselves" by firing on the enemy battleship, they are not to be trusted. Wait until they fire a decisive blow before believing anything they say.

NEUTRALS: Do not blast the first ship you see. All the other alignments will be cautiously watching to see what happens and you will just make yourself a target. Bide your time and wait for someone to reveal his alignment. Whatever you do, do not make the mistake of shooting a fellow neutral. This will likely cost your team the victory, and you will get not points for it.

ALIGNED PLAYERS: You have to decide when the proper moment arises to open fire. This is the key to the scenario. You cannot wait for the battleships to overrun each other, or both will likely be crippled. Try to keep the other players away from you as much as possible.

GOOD: The Klingon is vulnerable to the Federation battleship's overrun; try and herd him in that direction. Watch out for his huge array of phasers and drones.

EVIL: Use Mizia fire against the Federation battleship. Above all, keep him away from the B10.

(SG89.9) PLAYTESTERS COMMENTS: One of the alignments (Good or Evil) will likely win the Team Victory while a Neutrality playe takes the individual victory. This is part of the scenario design.

COMMO OFFICER REPORTS

It seems my work is never done (says Jean Sexton), as I am the one who has to tell everyone what is going on (and get the Steves to tell me what they're doing). Let's get started!

ELECTRONIC SALES GROW

Sales of PDFs via the e23 website continue to grow. (We sell more than anyone there other than SJG itself.) The number and variety of products expands every month. We currently have *Federation Commander* Ship Card packs, *SFB* rulebooks (and now, SSD books!), *F&E* chart books (and the 2010 rulebook), *Starmada* ship cards and rules, and all four of our *GURPS* books.

Our own website has a page listing the available books:
http://www.starfleetgames.com/E23%20Adobe%20info.shtml

This links directly to e23 at: http://e23.sjgames.com/

We have also placed our *PD20M* books on DriveThru RPG http://www.starfleetgames.com/Drive%20Thru%20RPG.shtml

Some have asked if we will load products other than *PD20M* onto DriveThru; we do not plan to. Our customers can get them either place just as easily, and it makes more sense for us to focus our efforts promoting one major site.

HAILING FREQENCIES

This is our free monthly electronic newsletter about all of our games (not just *Federation Commander*), with updated product schedules, tactics, fiction, contest winners, questions and answers, and much more. Go to:
http://www.FederationCommander.com/newsletter/past.html

This is the archive of past issues. You can register to get notified when a new issue is available (about the 10th of each month). You have to actually register for Hailing Frequencies through the software portal so that we do not get labeled a "spam" mailer.

Almost 1,900 people subscribe to Hailing Frequencies.

STAR FLEET ALERTS

These are the official PDF press releases which go out to the wholesalers, retailers, game industry media, and to those individuals (such as yourself) who have asked to be put on the mailing list. The most recent Star Fleet Alerts are on the website:
http://www.starfleetgames.com/starfleetalert.shtml

Most of these are about new product releases, but we also use them for special events and to promote our various other activities (such as those listed here).

STAR FLEET RANGERS

We have started to do more with the Rangers demostration program, which involves gamers doing demonstrations (teaching sessions) of our games at conventions and game stores. (You can also conduct demonstrations at game-club meetings under some special requirements.) Anyone can become a Ranger. Being a Ranger earns you honors and awards (see below) but also is the best way to recruit new players.

You can sign up as a Ranger on the website at http://www.starfleetgames.com/rangers/index.shtml.

The website has a wealth of information on how to be an effective Ranger.

Every demo you do gets you a battle star on your Combat Action Honor Bar (and a $5 credit on buying games from ADB, Inc.). You can do demonstrations of *Star Fleet Battles*, *Federation Commander*, *Federation & Empire*, *Star Fleet Battle Force*, *Prime Directive* (each published PD game system counts as a different game), or the *Star Fleet Universe* versions of Starmada and *A Call To Arms*.

Anyone who signs up is designated a Ranger Recruit. Anyone who has done at least one demonstration is a Ranger. Anyone who does five demonstrations (in at least two venues) receives the designation of Veteran Ranger. Anyone who does 10 demos (in at least three venues, including at least three of our games) is designated as a Senior Ranger and earns a Star Fleet Commendation medal. Doing 25 demos (in at least four venues, and including at least four games) gets you the coveted title of Master Ranger and a Star Fleet Bronze Star medal.

FACEBOOK

Our page on Facebook continues to grow (passing 1,000 friends in November 2011) and has become the "quick way" to stay in touch with what is going on in the *Star Fleet Universe*. Jean Sexton posts about five times a day, with news, links to the blog, art, and other things. Jean is the main voice you will hear there.

We hope to see you soon! Here is the link:

http://www.facebook.com/pages/Amarillo-Design-Bureau-Inc/231728653279?ref=mf.

Hundreds of people on our page on Facebook have never been on our BBS, yet add to the ongoing development of the *Star Fleet Universe*. If you are very busy on a given day, checking our page would tell you quickly if something important has been announced.

VIDEOS

Customer Support Director Mike Sparks has continued releasing on YouTube a series of videos about our products. These provide information to anyone who wants to know what is in a product, or what products came out in a given month. You can find them at:

http://www.youtube.com/user/starfleetgames

The most interesting video uploaded in 2011 shows Steve Cole (well, his fingers) actually playing a battle in *Star Fleet Marines,* which was under developement at that time, and explaining the rules as he went along.

You are also welcome to create your own videos about our products and your experiences playing them. We will recognize the better ones of those with combat awards and gift certificates for the best of them. If you upload a video about our games, please be sure to email us and tell us where to find it.

AMBASSADOR PROGRAM

We need three or four effective and energetic people to help me (Jean Sexton) in spreading the word. Each will be assigned a major gaming website, and is expected to pass along to that website any news or information we release. They should also bring back to us any questions, reviews, or comments about our company or products posted there. Successful ambassadors who serve for a year can earn some free products and the coveted First Contact medal on the Wall of Honor. Michael C. Baker was the first ambassador to win a First Contact medal.

CUSTOMER REQUEST LINE

Customers often ask us for things, and we provide them when we can. (Steve Cole devotes an hour every Wednesday afternoon to dealing with these, often creating custom avatars, converting specific new Ship Cards for the next issue of Communique, sending countersheet graphics to FCOL, finding lost documents, and so forth.) The rest of the staff usually provides even faster responses to requests they handle. No reasonable request is ignored (although some take hours to do and get done over weeks or even months as time allows). We triage these. The easy ones get done quickly, while one of the harder ones get a little progress each week.

THE DISCUS BULLETIN BOARD

Operating for 12 years now, this is our primary game development platform. Over a thousand fans are registered, and there are three dozen active topics every day, ranging from news to product ideas, from rules questions (with answers) to tactical advice (with counter tactics), from ship proposals to player campaigns. While the board is huge, the powerful software allows you to customize your free account to only read the topics you want. This board requires "real name" registration so that you get credit for anything you propose or contribute.

You can find this at: www.StarFleetGames.com/discus/

THE PHP FORUM

A more recent addition to the website, the Forum uses the common PHP software, complete with avatars, sigs, and screen names. Many players find the software more welcoming.

http://www.starfleetgames.com/federation/phpbb2/index.php

TALKSHOE

Paul Franz runs a live "radio talk show" via the Internet every Thursday night at 9:30pm Eastern Time (daylight time when applicable). He hosts *Star Fleet Universe* players who want to discuss various issues, and sometimes has surprise guests (Stephen V. Cole, Jean Sexton, Steven P. Petrick) appear.

You can join the fun either by going through the TalkShoe website:

URL: http://www.talkshoe.com/tc/17702)

or by phoning in (724-444-7444) and entering the TalkShoe ID for the event (17702). You can ask questions or just listen.

TalkShoe is also downloadable as a Podcast for those that can not make it. Also, if you cannot make it but would like to have a particular subject discussed, email Paul Franz beforehand.

www.StarFleetGames.com

That is, of course, our main website, and it is full of things that most players do not even know are there, but would be thrilled to find if they only knew. You should, sometime, go to the Site Master Index

http://www.starfleetgames.com/masterindex.shtml

and just read down the list of links.

Some of the things included in the site are an art gallery (includes artist portfolios, demotivational posters, wallpaper, countersheet graphics, and much more), binder spine cards, the cadet game, downloadable convention ads, lists of starship names, the Middle Years, a text version of the catalog, the free demo version of *Federation Commander*, all of the Input Guide articles from *Captain's Log*, the Omega Octant, play aids, sub-pages for each product line (and many individual products), historical maps, and the Wall of Honor.

The Master Index has links to everything mentioned here.

TOURNAMENT TACTICS

It is, in some ways, the height of folly to dare to publish a primer on Tournament Tactics. The tournament is ultimately a one-on-one battle, and everyone must find his own way or die trying. Worse, as minor changes are made to ships over the coming years, some tactics will become obsolete. Even so, some basic principles and sound advice should be offered.

RULES TO LIVE (OR DIE) BY

by Christopher Lee Larsen

Max HET Speed (C12.38): This limits most cruisers (except the Seltorian) to a max HET speed of 26, assuming no engine damage. The 2/3 movement cost ships can HET at 31.

Shield Determination Procedure [(D3.41) and (D3.43)]: Read it over again, know this by heart. Suddenly realizing you have a shield down to the enemy is a quick way to lose a warp engine. Also note that tractors have nothing to do with this procedure.

Seeking Weapons First Impulse of Movement (F2.123): Seeking weapons cannot turn (but can HET) on their first impulse of movement after launch. Sneaky things can be done with this.

Nine Impulse Scatterpack Blossom Delay: A common misconception, while a scatterpack is free from its launch restrictions after eight impulses, due to the Sequence of Play, it is only free AFTER the drone launch phase. This means the earliest the drones can break is on the ninth impulse after launch.

Tractor Breakdown Modifier (G7.322): Remember tractoring a ship reduces your breakdown rating by one, which for most ships means a one in six chance of wishing you had not HETed.

The Tractor Tunnel (G7.943): Remember this 'tunnel' only works one way. It prevents you from using seeking weapons against fighters, drones, and shuttles, restricts their launch direction, and destroys shuttles riding the beam if your combined pseudo-speeds are more than 12 (G7.54).

Shuttle Launch Delay after HET (C6.38): You cannot launch any shuttles (including wild weasels) on the impulse you HET, nor on the next four impulses. HETing on Impulse #2 means Impulse #7 is the earliest you can flush that critter.

Weasels and your Fire Control (J3.211): Depending on when your weasel was destroyed (Damage During Movement Step or the Direct-Fire Step) your weasel only protects you for exactly four impulses, to the same step in the SOP in which it martyred itself. This means if your weasel ate drones on Impulse #4, then you will be naked during the direct-fire phase of Impulse #8, with no ECM shift and no protection against newly launched seeking weapons.

Impulse power and Pseudo Speeds (G7.32): It is rare to specifically allocate impulse to movement, although it is assumed at speed 31, but it makes a difference in what your pseudo speeds are once tractored. Whether it is reserve warp or impulse power used for a speed change may have different results

The only good shuttle (J2.152): Suicide shuttles, admin shuttles, and scatterpacks are all identifiable as such by their explosions. So lets make sure we *identify them all,* OK?

Webs (E12.233): Having a web solidify around you is just the same as running into one in terms of having to roll for breakdown. The web must be of sufficient strength, but fortunately you can detect web strength when it is cast (E12.55).

TACs after Decel (C5.53): There is a two-impulse delay for impulse TACs, and a four-impulse delay for warp tacs after Emergency Deceleration, but if you used impulse power for movement then there are no impulse tacs for you at all.

Andromedan Rules (All of them): Not knowing these can get you killed whichever side you are on. You can spend hours re-reading them, and months studying Andromedan tactical doctrine, or you can just go fast and shoot them in the butt.

TERMS AND TACTICS

By Geoff Conn

These are the basic terms used in this compendium, and the definition of each provides the first look at tactics for many new players just entering the arena.

Mizia Tactic: The bold-faced hits on the DAC drive this tactic, where you down an enemy shield, but hold some of your firepower. You then fire a phaser or two into the enemy's open shield over the next few impulses, scoring more bold-faced hits than you would have with a single volley. This destroys more power and weapon hits than a single volley would.

The Overrun: Close to point blank range and blow his doors off. Hydrans excel at this, with their close-range fusions and phaser-Gs. Feds will often overrun as well.

Gorn Anchor: Basically you close at high speed to range two or less, tractor your opponent (to prevent wild weasels), and launch more seeking weapons than he can handle. This makes plasma ships scary for their "one hundert pointz uf plazma!" While devastating if you pull it off, your enemy is not stupid and you will get hurt while moving in close.

The Knife Fight: Short range (zero or one), tight turns, and multiple volleys. The Kzintis (with phaser-3s) and Hydrans (with phaser-Gs) love it. The trick is to get close without getting hurt, which means following drones (or fighters) to the target. Be careful about knife-fighting someone who wants to anchor you.

Mace in the Face: Range four is where the Federation usually excels. Their great number of phaser-1s and the powerful photons hitting 67% are quite deadly at this range. Helps them avoid some of the above tactics as well, especially if followed by a HET. Andromedans will happily take a range five shot, hitting with effective TRs before most galactic weapons become really effective at range four, then displace away.

Battle Pass: Head for the enemy, firing at short range, but do not go directly into his hex (or tractor range).

Oblique Pass: A Klingon favorite. Aim to pass to one side of the enemy by the desired distance (usually 8) on a reciprocal course, reaching that range at the exact point that the enemy is 60° off your bow (so the waist phasers or other RX weapons can fire), then turn away from the enemy to avoid his riposte.

Crossing the T is a favorite of Romulans. In this case, you move across the enemy front, reach the desired range, launch or fire your weapons, and turn away, leaving him a tail chase.

The Glory Zone: Beware the range nine-to-ten area, where a plasma ship can hit on a one-to-three with nearly full strength direct-fire plasma bolts, outside of your overload range.

The Saber Dance: A favorite tactic of any disruptor ship. Here you will attempt to fire multiple volleys of the accurate disruptors and phasers in the 9-15 range over several turns, whittling the enemy down before engaging him at closer ranges. Lyrans may attempt the Saber Dance or Battlepass above, then close for an Overrun with ESGs up.

The Plasma Ballet: Using the long range of seeking plasma at range 10-12, launching just enough heavy torpedoes or EPTs to hurt (or draw a weasel). Then turn away, leaving the enemy the choice of taking the plasma hit to get to you (and your remaining weapons) or turning away himself, possibly still taking some damage from the weaker torpedo at the end of its run. Repeat each turn until the enemy is tired of running from plasma or his shields are so battered that he cannot fight. The ISC do not really have the heavy torpedoes for this, but do have the excellent PPD and rear plasma F-torpedoes to compensate.

Hack and Slash: Get close at the end of the turn, hitting the target with some weapons, then use Energy Allocation to ready more weapons to fire on the first impulse. After this, the firing ship usually tries to move away and reload.

The Reload Turn: Any time that you need to get away from the enemy until your weapons are ready to fire again.

FED TCC: THE BLACK-AND BLUE-KNIGHT

By Jeremy Williams and John Kim

The Federation TCC can be predictable, dependent on luck, and vulnerable to weapons hits. It is also a solid cruiser with a good power curve, a surprising ability to take damage, and the concentrated power of four photons and eight phaser-1s.

THIS IS YOUR SHIP

The power of the Federation TC is fairly average: 30 warp, 4 impulse, 4 AWR, and 5 batteries. Even better, the hull arrangement guards against power hits in the center rows of the DAC. The four aft hull means the Fed will take about 20 internals before enemy fire starts hitting its AWRs and batteries — more than it takes to hit the impulse and batteries of a Klingon or Kzinti, and only a few less than on a Lyran or ISC! Only center-hull ships like the Hydran or Gorn protect better against internals. The Fed also has eight labs, enabling it to identify any drone except those launched at point blank range (or a Kzinti maximum effort). They also help prevent late-game warp and phaser hits deep in the DAC, meaning that after an equivalent number of internals, it will often take fewer power hits than its enemy.

The Federation TC has weapons that are powerful but not numerous. Eight phaser-1s put it in a tie for the most in the tournament, but there are only six other weapons on the ship, for a total of 14, almost as few as the Mizia-vulnerable Hydran's 13, and far short the Kzinti's impressive 20. The phaser-3s protect the phaser-1s from all directions, a very useful feature. The lack of an auxiliary weapon will rarely protect the Fed from weapon hits from Mizia-doctrine fire, but will sometimes mean large volleys will do one fewer weapon hit than on other ships, but remember that "drone" hits go directly to phasers on the DAC.

The four photons are the great strength of the ship; potentially able to do 64 damage at range eight. However they lack the accuracy of other heavy weapons, and fire only every other turn — making the game seem to revolve around one set of die rolls. As the only weapon able to hold an overload, and one of only three with more than one overload setting, the photon has flexibility to make up for its slow arming. The overload energy that it gets for free at the game's beginning usually means the first use of the photons will have all four fully overloaded. When the photons are fully overloaded, an undamaged Fed can move speed 26 for the entire turn without burning batteries, and keep the option to HET with reserve power.

The Fed's opening is thus standardized. It gets the photons armed, tries to get to proper range for "the shot," fires its weapons, and runs or reinforces until it can fire the photons again. Some players like to turn off to keep the range open on Turn #1 and delay "the shot" until Turn #2 when full overloads are all being held. Others prefer to claim the center, leaving room to run after making "the shot." The existence of both options makes each better, by removing a little of the Fed's predictability.

THE APPROACH

The trick, then, is getting to short range to deliver your maximum alpha-strike. Your most important job is protecting your #1 shield from damage for as long as possible. You have several methods of doing this. First, at long range you can probably prevent most damage by reinforcement. As you get closer, you may want to approach through your #2 and #6 shields. Lastly, you want to close the gap from range eight to range two as quickly as possible. Do not get caught between these ranges at the end of the turn, or he may get two overloaded shots on you.

Here are some of your first turn options:

Overload and advance: Here you move straight ahead (speed 14-18) to take the 'high ground' at the center of the map. Thus, no matter where your opponent goes on Turn #2, you will be able to catch him for a point blank shot. However, because you have to pay for overloads you will be moving slowly (18-20 hexes of movement maximum). You will be outmaneuvered by your opponent, allowing him a solid shot on your forward shields, and you do not have much energy to reinforce them.

Run for your corner while completing your overloads: While you can complete and fire overloads on the first turn, you will be moving slowly — about 18-20 hexes of movement maximum. The advantage of this is that he only gets a medium-range shot on your rear shields, and next turn he can give chase at speed 26+. The disadvantage is that you are giving him a lot of room to run when you chase him during Turn #2.

Speed in with partial overloads: Another Turn #1 option is to hold two full overloads and two standards. This gives you more speed and/or reinforcement than your opponent may be expecting. If you can reach a good firing position, you can complete the overloads and fire next turn. If you lose a torpedo to damage, you can give up a standard load. On the down side, it takes a skillful combination of maneuver and/or reinforcement to prevent him from seriously harming your all-important #1 shield.

Circle warily: Some opponents are simply more dangerous than you are close in: plasma ships, the Hydran, and the LDR. Here you want to keep your speed up, but you also do not want them to corner you. You might speed in with two standards, fire and run away to reload. However, plasma ships and Hydrans are full of mind games and choices — do not rely on a fixed tactic.

On your final approach, remember some basics.
• As you close from range eight, you should be at speed 31 for that portion of the turn. Use mid-turn speed changes.
• The Mizia effect of multiple volleys can strip you of a second photon and more phasers. Try approaching under your #2 or #6 shield with your turn mode fulfilled, so you can turn your #1 to him.
• You may well expect to take 15+ internals at range three-to-four. This will probably take out a photon. If you want to hold until you get to range one, then consider firing a photon early. He may turn a new shield for your range one shot, but better some off-side shield damage than wasting it altogether.

The choice of when precisely to fire is a personal one. Range five-to-eight is almost always bad — most ships will not be that badly hurt, and they will pound you on the reload turn. Range three-to-four is good but risky — you might gamble, or you might try it if faced with ESGs or other close range weapons that you could destroy before they deliver their damage.

AFTER THE BLAST

Your decisions start getting more complicated after your first photon strike. You no longer have the free overload energy and full phaser capacitors you started with. You can no longer discourage an opponent from closing by brandishing loaded photon tubes. You need to reload, and keep from losing your weapons in the mean time. It is now you see your most important shield: the #4. You are perfectly capable of attacking from behind any of the three front shields, but when keeping the range open, you will need to turn your #4 shield to the enemy at some point.

In all cases, it is important not to waste power by allocating to photons or phasers which are destroyed before they can fire; if more weapons survive than were expected to, the remainder can always get power from reserve. You have three options for this vulnerable period.

The Mobile Base: Reloading photons takes a lot of power. While phasers, as more energy-efficient weapons, are the first ones powered, if you are not going to engage this turn, you can allocate to photons first. After firing, run away for a turn, not firing phasers unless the opponent shows a down shield. As much power as is available (after recharging batteries and a couple of phasers) is allocated to one or two photons, saving reserve power to start arming one or two photons that might or might not be destroyed during the run turn. Next turn, you will not have the power to both rearm and run (and frequently have nowhere to run), so recharge the rest of your weapons and stop. A second volley from close range will really hurt most TCs — their hull is

usually already gone, so most internals are power and weapons.

The Fast Phaser Vessel: The photons are not the only weapons on the Fed. After the initial photon strike, it is not necessary to run away for two turns. If you reload only phasers, you still have potent firepower, and the power curve you had at the start of the game. It is when using this tactic that you depend on maneuver and your D turn mode really works against it.

Three-Turn Arming: Some see the photon as having a three-turn arming cycle. You do not have the power to fully overload even two or three surviving photons while keeping up your speed and recharging phasers. So, rather than abandoning photons, phasers, or speed, spread out the cost of rearming the torpedoes over three turns (only overload and holding energy is added the third turn) rather than two, keeping your speed up, and planning to re-engage on the third turn of arming. This can be particularly useful in some matches, such as the Orion (who is burning up warp engines many turns) or Hydran (take the phaser shot at the fighters while reloading photons).

Other options exist. You are not locked into a single plan during EA on the turn after firing, despite the photon's long rearm time. Keeping the opponent guessing is an important part of the mid-game.

THE ODDS

That said, what are the chances here. The photon has an enormous punch, but its hit chances are not good compared to other weapons. A lot depends on the dice, and you must understand the chances. Assuming that you fire all four of your photons in a single volley, here are the chances of each result:

Chance of N Photons Hitting

	N=	4	3	2	1	0
Range:	0-1	100%	0%	0%	0%	0%
	2	48%	39%	12%	1%	0%
	3-4	20%	39%	30%	10%	1%
	5-8	6%	25%	37%	25%	6%

Many will hold fire until they reach range two or preferably one. This helps with the photon lottery, but it introduces another gamble. You are practically guaranteed to start taking internals before you reach this range... Thus you play the DAC lottery of how many weapons you lose:

Chance for single Volley of N

N=	6	12	18	24	30
Torp	29%	50%	64%	75%	82%
Phas	67%	89%	96%	99%	99%
2nd Phas	15%	41%	62%	76%	86%

Chance for two Volleys of N

N=	3+3	6+6	9+9	12+12	15+15
Torp	29%	50%	64%	75%	82%
2nd Torp	3%	9%	17%	24%	33%
Phas	67%	89%	96%	99%	99%
2nd Ph	22%	55%	77%	88%	94%
3rd Ph	3%	18%	38%	57%	69%

Wild weasels are usually thought of as seeking weapon defense, but they seriously degrade photon performance with the plus two shift. Firing an alpha strike against a plus two shift, you can expect to do at least 21 fewer internals. In short, DO NOT DO IT! *Never* waste your photons this way. Regardless of the range, firing through the weasel saves the target about 30 points of damage. In return, his fire has its range doubled (for passive fire control). At range one or two, his average damage will typically go down by only 15 points or so by this range penalty.

The solution is not to play his game. Do not go in and trade shots with him — he can fire on passive, voiding his weasel, and then launch another weasel the next impulse. The key of how to beat it depends on how he gets his weasel out...

• Emergency Deceleration: If an opponent announces emergency deceleration as you are closing with him, you have two

impulses before he can launch a weasel. If you are within range eight, strongly consider firing everything at him before he can launch and running. While photon damage is a crap shoot at range five-to-eight, you are guaranteed to be able to get away to reload without him pressing you.

• Initial Speed: Your opponent may simply plot a speed of four or less during Energy Allocation. This means he can launch a weasel on Impulse #1 before you can fire. Essentially, this reinforces the wisdom of not ending a turn at range five-to-eight.

If he launches the weasel before you reach range eight, kill it with phasers (it should take three phaser-1 shots on average) and circle back. As you get to range eight again his explosion period is over. If he launches another weasel, repeat this. He will run out of weasels and you can quickly reload your phasers. If he does not launch, fire at range eight and run to reload.

The basic logic here is the same. His weakness upon launching a weasel is that his slow speed lets you get away and reload. If you try to close for a range zero-to-two shot, you will not get satisfying damage, and will be clobbered by his return fire.

A SMALL BOX

Thinking outside the box is a key ingredient in dealing with expert opponents. The Federation's box involves its lack of seeking weapons, poor turn mode, reliance on photon alpha-strikes, and difficulty using Mizia-doctrine fire. This is a small box, indeed, and one easy to break out of. With careful planning, the Fed can fire phasers and two of the photons on Impulse #32 of one turn, allowing a hack-and-slash attack with the other two photons on Impulse #1, normally a tactic thought of only for disruptor ships. You can accept that Mizia causes more weapon hits but fewer power hits, and deliberately concentrate fire in an attempt to strip the opponent of power rather than weapons. The Fast Phaser Vessel tactic keeps the Fed's speed up, in order to minimize the penalties of the D turn mode. Be creative with the Fed, and your opponent will be doubly surprised.

NOTES ON THE ENEMY

Here There Be Dragons: The plasma races are the Fed's toughest opponents. Launched plasmas are capable of keeping you outside overload range and forcing you to keep your speed high. Usually you will hold off overloading the photons for a turn or two, and accept a range-eight shot rather than wait for a better one. Success requires you to continually press for a shot, while avoiding plasma damage. This can lead to long battles, as you pressure for range eight and the plasma chucker runs and launches plasma to prevent it — the most famous such battle being the 25-turn Fleet Captain's final in 1994.

Herding Cats: The Federation has tough fights against drone-armed ships (including the WYN Aux), as it must either come to a stop or divert its offensive phasers to deal with drones. This leaves it with photons and a reduced complement of phasers against the opponent's disruptors (or optional weapons on the WYN Aux) and full complement of phasers. Usually, range four is preferred for a first photon shot, and drones will be deployed to make that shot difficult to achieve. These games generally wear both sides down until the drone-ship does not have enough power for its surviving weapons, or the Fed does not have enough weapons to penetrate a shield and does not have enough shields left to preserve its remaining weapons.

Thrill of the Hunt: Some races other than the Fed do not have seeking weapons, either. Except the Seltorian, they have some way to prevent the Federation from getting too close, or some method of discouraging it. Meanwhile, the Federation's photons usually have the clear advantage at range four. This can lead to a running battle, with periodic alternation in roles between hunter and hunted, depending on whom has what armed. More often, it leads to a static knife-fight after an initial pass or two. The former is usually better for the Fed, which tends to lose power more slowly and take more time to reload.

KLINGON TOURNAMENT TACTICS
By John Kim

The Klingon D7CT is based on one of the oldest ships in the game, and is built around classic tactics. It is well-balanced, no major strengths but few glaring weaknesses. A Klingon commander must capitalize on his minor advantages to be victorious.

SHIP FEATURES
The Klingon does not have a single big strength or weakness, but has a variety of lesser ones. To win, you must try to make the most out of the handful of edges that you have.
- No-burnout UIM, giving you unique range eight firepower.
- Scatter-pack, giving you a one-shot drone wave.
- An anti-drone rack which also launches type-VIs, indistinguishable from other drone launches.
- Waist phaser-2s, giving it a large phaser capacitor and rear protection against seeking weapons. The phaser suite is mediocre overall, with five phaser-1s, wing phaser-3s, and waist phaser-2s.
- 39 power, which is one point over the average 38.
- 7 transporters, more than any other TC.

Weaknesses include:
- Paper-thin hull means that you should expect to start losing batteries after 12-15 internals. You do not take damage well.
- Lack of phaser padding from the front. Your phaser-2s do not fire into the FA arc (except along the borders), so they cannot be damaged from the FA (except along those borders), either. There is also a set of hexes in the FA arc where off-side wing phasers cannot fire, leaving you with only one padding phaser-3.

Learn by heart the special wing arcs in (D2.32). Think about these not only about when to fire, but also how you will receive damage. An opponent might well fire early (range three or four) if your off-side wing-phaser is not in arc, getting one of your vital phaser-1s because you lack padding. Your firepower advantage is entirely dependent on these special arcs and on your UIM.

You have an edge early in the game from your scatterpack and UIM. But as the game progresses, you do not take damage as well as most other TCs and the game turns against you. It is vital to get an advantage early and press it.

STANDARD APPROACH
The Klingon must use its superior medium-range firepower to weaken his opponent before he can get into knife-fighting range. This is known as the "Klingon Saber Dance". This is vital because you do not take internals as well as other cruisers, and your UIM gives you an advantage only at ranges three-to-eight.

The classic Turn #1 approach is to load standard disruptors, slightly reinforce your #6 shield, and move speed 24 for most of the turn. Launch your scatter-pack early to delay your opponent, recover the shuttle with a tractor beam after it releases, and then follow behind the scatterpack's drones. When you reach range-15, fire and turn away. Turn #2 you charge overloads, retreat to the corner while turning around to end the turn at range eight where you fire an alpha strike at the approaching enemy.

Do not be afraid of following doctrine. There is a reason why it is successful. Do not give up these edges just to be surprising. If your opponent tries to mess up this pattern, respond flexibly. If he flies at you at speed 31 all turn to catch you, then he has not spent much on firepower and you might decide to go toe-to-toe with him and then try to escape. However, do not throw away your advantages just to be surprising. Your opponent will just be surprised at how easily you are defeated.

THE SCATTERPACK
The first thing to consider is how you want to use it. The Book recommends launching it early in Turn #1, and furthermore recovering it with a tractor. To do this, you must go at speed 12,

as per (J1.62). This limits you to speed 24 maximum for a while, but having an extra shuttle is worth the temporary limit. Scatter-packs launched later in the game tend to be destroyed before they can burst. You can launch pseudo-scatterpacks in the hope that the enemy will waste fire on them, but the loss of the shuttles often is not worth it as you need them in the end game.

It can be worthwhile to put one type-IV drone into the pack. This seriously complicates the enemy's planning since he can no longer be sure of any of the scatterpack drones. Putting in one or two fast drones also helps split up the swarm. Fast drones will probably arrive before the end of Turn #1. This way, you can launch two more from your racks at the end of the turn.

Maneuver the swarm to keep the drones between you and your opponent. He may well be coming in at speed 31, so you should practice at preventing the 'dodge' maneuver where he slips around the speed-20 drones. Try it several times on an empty map, trying to get a speed 31 ship past speed 20 drones.

There are rare occasions when you will want to hold back, and perhaps try scatterpack tricks: like varying the trigger conditions or unloading one or two of the drones. For example, the Tholians can gum up the scatterpack swarm in cast web, and may need to be finessed. Remember, though, that the web does not destroy the drones but only delays them for 16 impulses.

THE ANTI-DRONE RACK
There is a tendency to consider the ADD rack a significant feature. It has unique rules to allow it to launch type-VI drones which can potentially be confused with type-Is. However, in practice its primary use is simply as a free drone hit. Chances are that either your type-VI will be identified and then ignored, or that your ADD rack will be destroyed before you can get in a potentially deceiving launch. The lesson here is: do not spend the few drone points you have on type-VIs or type-VI upgrades! It is possible to deceive the enemy only by launching at range zero or one when the drones will move the following impulse. Because of the Sequence of Play (move-lab-launch), the enemy will not have a chance to lab them. This is difficult to arrange.

USING YOUR UIM
The big question with disruptors is always how to load them. Overloads are necessary for maximum firepower at close range, but they slow you down so much that it can be difficult to get into position. The Klingon is more peculiar because its tactical edge, i.e., having a non-burnoutable UIM, is only useful in the three-to-eight range bracket using overloads. Sometimes it can be good to scrape range eight on Turn #1, using four reserve power to throw two overloaded plus two standard loaded disruptors and phasers into your opponent while he is dealing with your scatter-pack drones. However, this potentially can bring you in too close too soon. The standard Saber Dance (firing at range 15 and then using overloads on Turn #2) plays to your strength.

If you are short on power, keep in mind the old "hack-and-slash" maneuver. Here you approach your enemy with your disruptors unloaded or at standard, timing your approach so that at the end of the turn you are at optimal range (zero-to-four depending on your opponent). On Impulse #32, fire your phasers from the capacitor, smashing his shield and doing a few internals. Then (in Energy Allocation) overload your disruptors and fire on Impulse #1. Your opponent cannot move or HET on Impulse #1, which guarantees that you will be firing on the same down shield.

NOTES OPPONENTS
FEDERATION: The Federation depends on getting to range four with his overloaded photons. The more you can throw at him before he gets there, the better. Use standard disruptors to pound his forward shields (ideally #1) early on. The Fed sometimes heads for his corner, so you might consider leaving the scatter-pack behind to chase after him at higher speeds, i.e., over speed 24. This gives you more room to run once he has full overloads.

ROMULAN TFH: The Hawk is a solid Romulan. You need to keep up speed, and like Federation above put as much damage into it at medium range as possible. Averaged over turns your firepower is superior, so keep up standard fire and run out his launched plasma as best you can. Avoid getting in close.

ROMULAN TKR: The Kestrel's faster and a little tougher, but with split arcs. Thus, it is in theory more limited in anchoring since it needs to fire through its #1 shield; Getting in close is tempting and can win (or lose) the game in a hurry.

ROMULAN TKE: Weaker than the other Romulans, but faster under cloak and has a T-bomb for drone defense. No good in a Knife Fight; if you have dealt with a torpedo or two just close and pound it. Hold your drones to hit him while he is decloaking.

KZINTI: The Furball's battle plan revolves around his SP. You have an edge here: your ADD can chew up his drone wave. Delay and try to fight at ranges 15, 8, and 3 respectively. The real thing is that you want to avoid ranges two and less like the plague!

GORN: Very similar to the TKR but slightly tougher. He has a lot of phasers but lousy arcs. If you run out his plasmas, you will dish out more than you receive. Beware of the Gorn Anchor — but if you do enough damage before he closes, you will win.

ARCHEO-THOLIAN: Archie's got great firepower and the web, but he is small and his disruptor arcs are split. Early on he will out run you, but if he has to overload he really slows down. This is a real tough one for you, and your chances depend on getting the most out of your drones despite his web-casting. You have to try tricks with your scatterpack to keep him from webbing up the swarm. Go for his #1 shield — he needs it to fire all his disruptors, plus from the front his phaser-1s are not padded.

NEO-THOLIAN: The navy Rockhead is bigger but actually less well-armed than the police. This one can better afford to overload, so be prepared for a straight slugfest. Spread out your drones and try scatterpack tricks to prevent him from webbing it.

ORION: Fighting Jolly Roger really depends on his options. Usually he is looking to charge up some heavy weapons, then come screaming in for a big charge. You want to delay him as long as possible while laying down steady disruptor fire.

HYDRAN: Fighting the snake depends on how he uses his fighters. Keep up your speed to avoid close range, and try to damage either his #1 shield or his fighters with standard disruptors. Your drones will not slow him down, so time them so that he has to deal with them just as he is making his attack. Do not let him overrun you without a good chase — but do not expect to escape.

ANDROMEDAN: Andy is a tricky customer who can take a huge amount of damage. You need to go fast to keep up with him and especially punish him for panel dumps. Approach close behind your scatterpack drones and then stay on him. Do not overload unless you are sure you still have enough power to keep up. Miser your batteries for a good overload opportunity.

LYRAN: Tigger is an oddball matchup for you, because his mid-range firepower is just as good as yours (at least for the first shot). You want to come in right with your scatterpack drones to close range. He will probably set his ESGs at a low radius for defense. If you can, alpha-strike him before your drones hit his ESGs. You have fair odds to destroy an ESG, which will put him in a lousy position. The trick is in timing this approach.

WYN AUX: Like Roger, fighting the Bathtub depends heavily on what he has got in his option mounts. He is fast and may want to anchor you. Again, keep up your speed and your fire. If you can damage him enough before he gets in close, you have got him.

ISC: The Peacemonger wants you to charge at him, eating a PPD and several torpedoes to get in close, where his phasers will open up your weak shields. On the other hand, if you let the battle drag on, his PPD is devastating on weakened shields. Reinforce heavily and close with him behind your scatterpack drones, then stay on top of him. Do not believe the hype that he is a bad knife-fighter: his four phaser-3s speak otherwise.

LDR: The Commie is fast and deadly close in, but he takes internals much worse than you: no phaser padding at all and good chances of losing an ESG. Soften him up as much as possible before he overruns you — aiming for his #1 shield.

SELTORIAN: The Bug is a tricky customer because he does not have to choose overloads until he fires. Thus, he likes dancing around just like you do — but he may dive in unexpectedly and fire overloads, or stay out of overload range if you slow down. Time things well and keep your speed up.

A SECOND LOOK

by Scott Moellmer

Against the Federation, the scatterpack needs to draw out phasers or a weasel. There will likely be a big blast of internals from the photons, then the D7 must stay close and try to finish the Federation before he reloads. If the Fed weasels without firing photons, you should fire beyond range four and come back later.

Heavy plasma (Romulans and the Gorn) is the toughest matchup for the Klingon. Snipe with disruptors as you can, often unloading the scatterpack for a while and having at least two wild weasels ready in case you get run into a corner. Try to keep up speed here and eat a plasma or two, you need to be able to move to avoid him drawing out all of your weasels and clobbering you.

Against other drone ships (Kzinti, WYN Shark), try to keep the range open, use your drone defenses carefully, and exploit your UIM as best you can. Both the Black Shark and Kzinti tend to be more durable, and are usually looking for the Knife Fight. Delay that as long as possible. Often using your phaser suite and reinforcement with no disruptors is good here.

The Tholians in general are usually a good matchup for you. The UIM gives you better firepower at medium ranges, and the notorious power problem often means you have more reinforcement than they do and you can out-last them. Even two drones at point blank range are a threat they must be ready for, and tend to encourage them to hold back some fire.

Against the Orion, as always analyze his option mounts. This is a matchup where you sometimes can move at medium speeds, overload a lot, and try to pound on and out-last the smaller ship. Many Orions take hellbore options, and the decent Mizia damage resistance of the D7 helps there.

Against the Hydran, the scatterpack is a key. You want to engage him very near your drones, to tie up as much of his firepower as possible. The D7 is fairly resistant to Mizia damage, so do not panic when a shield goes down. Always try to exploit the hellbore rearm turns with range four passes. Killing the Stingers before they chop up drones is usually a good idea.

Against the Andromedan, the scatterpack can be followed in, perhaps with Iron Jaw reinforcement, to try and survive his first shot and get on the rear PA panels. Deciding whether to overload the disruptors to punch through the PAs or leave them dry for more speed is a key choice here. Spread the scatterpack drones out some to minimize the T-bomb's effectiveness.

The Lyrans can be another difficult opponent. Both the Tiger and the LDR are very good at drone defense, and the Tiger matches your UIM (once). An option here is closing ahead of your scatterpack and trying to blow off an ESG to make the drones more effective. As the game goes on, you often find a power edge as the Lyrans try to keep ESGs up.

Tactics against the WYN Aux will depend on its options. The phaser-G & drone choice is very dangerous. Consider negative tractor and a high speed to get behind it on the first pass and hurt it from behind. If the WYN ever parks, range eight UIM shots are good. More balanced packages often are reasonably low in firepower, giving you a chance to survive and exploit weaknesses. Be ready to HET and use the great phaser arcs of the D7 to get a shot at down shields.

Range eight passes with whatever overloads you can power are good against the ISC. Eating the EPTs and the PPD is usually the path to defeat. Dancing for a while and then charging and staying close when the ISC is low on torpedoes is an option. It would be nice (but impossible) to kill the PPD early.

TKE: THE ANCIENT WING

By Scott Moellmer

The TKE is usually considered the 'weak sister' of the three Romulan TCs. For fans of the old style Romulan ships, however, it has advantages: the armor, T-bomb, speed under cloak, and pseudo-F torpedoes, not to mention the square shields. The T-2000 upgrade also helps it fly with the other TCs. Downsides to the ship include only one heavy plasma, a D turn mode, and still fairly few internals. TKE games also tend to take a while (due to the single large torpedo and tendency to cloak to rearm it), so be prepared for patience.

Offensive: The plasma suite is usually employed in one of two ways: the Anchor or the Enveloping-R ploy. The Anchor can be done well now and then by the TKE, as the ship can take 45 damage points from ANY arc before getting hurt. With three fake plasmas, the opportunities for deception abound. However, this is an all-or-nothing gambit, as the small hull will not stand up long after the armor is gone. The enveloping-R gambit relies on the intimidation factor of a single hundred-point torpedo, and is usually followed up by a run/cloak and rearm. Be aware that some TCs (the WYN Aux comes to mind) may very well run through the EPT-R and come for you, so be ready to run at need. If the enemy ship weasels the EPT, you have all day to run and rearm, cloak is not needed. This game may take many turns.

Defensive: The fact that six ph-3s face the rear centerline (not to mention a T-bomb rolled out the bay) can be very useful in drone defense after delivering a plasma strike. Ninety points of rear shielding is also very useful in this regard. The T-bomb forces the enemy to spread out scatterpack drones, enabling the TKE to take drones on varying shields, a plus. The TKE's ability to move speed 15+ typically under cloak helps it have better control of when and where it uncloaks, which is a big help. The T-2000 upgrade in labs makes IDing the heavy drones twice as easy as before. Three Bridge and two Flag usually mean control will not be a problem, something the TFH cannot regularly say.

ENEMY NOTES

Versus the Andromedan, you are in trouble as the enveloping plasma-R slows you down. If you cloak, you may force the Andromedan into DisDev use.

Versus the Federation, the EPT and run/cloak game can be victorious, but the small hull means a lucky photon strike will kill you, rather than just cripple your ship.

Versus other plasma ships, launching 50+ points and running/cloaking is a viable option, but you are outgunned in torpedoes. Reinforcing versus the PPD helps, as do the square shields versus typical ISC EPTs.

Versus drone ships, use your phaser-3 and T-bomb defenses, and consider cloaking versus a large drone wave, counting on your speed to help you uncloak successfully.

Versus Lyrans, you need to launch and run. Cloaking is a bad idea as the ESG ram will find you.

Versus Hydrans, think before cloaking, unless you have killed the Stingers first. Consider charging the Hydran, aiming to kill the Stingers if they are out or do a close range plasma launch against the ship if they are not.

Versus Orions, as always the option mounts are a key. EPTs are less useful due to the pirate's own cloak.

Versus the Tholians, keep your speed up to try and evade web, counting on your strong rear shields to help endure sniping. Spread your plasmas to try and draw web out, look for an Anchor if he gets careless. A tough matchup.

Versus the WYN Aux, the 90-point launch-and-charge can be fun, since your drone defenses are good. Cloaking to gain position on the Aux is helpful.

Overall, the TKE is not among the strongest TCs, but it is a fun exercise in speed and maneuver, with the type-R torpedo commanding respect from almost any foe.

TKR: THE BALLET MASTER

By Timothy Sheehy

This is the ship that can destroy your opponent, which is the whole idea. The Romulans knew what they were building.

Coupling the high maneuverability and excellent phaser suite of the Klingon hull with the Romulan plasma array and cloaking device makes for a devastating combination. Because of the high maneuverability, excellent phaser arcs, and two heavy plasmas, the strongest of the TKR strategies is the Plasma Enveloper Ballet, which can destroy any opponent.

The general idea behind the ballet is to maintain ideal board position while gradually wearing down the enemy shields. This shield attrition continues until the TKR is ready to sweep in and deliver crushing blows against any of its opponent's ravaged shields. In a perfect world, you start every turn in the middle of the map with your opponent facing away, running from plasma. Obviously, your opponents will not make it that easy. Mastering the Ballet is not easy; it requires extreme patience and fore-thought. You will have to fight through two, three, sometimes four weasels before you can even begin to start doing real damage. Now, because of the three turn arming cycle of plasma torpe-does, it is best to detail the first three turns of a typical TKR battle.

Turn #1: The TKR (in 2530A) envelops the RP plasma-S, and rolls the LP plasma-S, during Allocation. The TKR plots a speed that corresponds to his opponent's turn mode, with 23 or 24 hexes of total movement. For example, if facing a Hydran, which has a turn mode C, the TKR would plot a 20/27 split. The B turn mode will allow the TKR to move after his opponent at the key times. Once the turn starts, the TKR will start slipping towards the center. If the opponent turns left (facing B), the TKR stops slipping and just goes straight. If the opponent turns right, the TKR will immediately turn left, until the target turns back to facing D, at which point the TKR will turn back to heading A. The goal is to be able to launch the EPT and turn off (usually to the right, facing B), with the opponent forced to accept a hit to get to range eight, and often they cannot get to range eight at all. This usually entails launching the plasma at somewhere around range 12. The range will be higher if the opponent is moving very fast, or lower if the opponent is moving slow. Because of the range, most opponents will then be able to turn and "run out" the plasma. However, because of the TKR's high maneuverability, it will be able to see what the opponent does with the plasma before it commits itself. If an opponent eats that first EPT, the game is almost won before it starts, so let us assume they at least run it out a little. This means the first turn ends with the torpedo probably two to three hexes away from a fleeing enemy, with the TKR shadowing 11 or so hexes behind.

Turn #2: The TKR now envelops the LP plasma-S, plotting basically the exact movement of the first turn, but this time plotting the high speed at the start of the turn (27/20, 24 hexes of movement). If the enemy turns toward the first (now weak) EPT to force the battle, the TKR wants to be able to force the opponent to eat the second EPT before he gets near it. As the turn starts, the opponent is getting closer and closer to the edge, with the TKR still shadowing at 11 or so hexes from him. If the opponent ever turns back towards the TKR, the TKR can immediately launch and turn away. However, because of the excellent ballet arc of LP and RP, the TKR might actually be able to turn first, and then launch. The opponent will have to think carefully about this one. Some will EmerDecel, some will run it out a little, some will charge. Charging right through is what you WANT. If they choose to run some of it out, that means they are giving you max room for your "re-arm" turn. If they weasel, it costs you a 60-point plasma to kill a shuttle, but they are basically giving you two turns to rearm. Turn #2 typically ends with the TKR facing away from the opponent, and the opponent buried in the corner, preparing to chase if they ran it out ... or dead stopped if they weaseled.

Turn #3: The idea is to survive until Turn #4 when you get to launch another EPT. The good news is you are probably still holding two F-torps, and rearming the S-torps, which does not take much power. Your speed plot will depend greatly on what the opponent did with the first two EPTs. If the enemy is preparing a high speed chase, the TKR will plot decent speed, so the opponent will run into the plasma-F torpedoes while chasing. If he Deceled last turn, then the TKR can plot a much slower speed to help maintain good board position. This is usually a great turn to recharge batteries and capacitors, or start charging a weasel.

Turns #4-6 and #7-9: Usually these turns end up being A LOT like the first three. Arm EPTs during Allocation, and try to herd the enemy into a corner so you can nail him with the next EPT. There is often one difference. If you can set up a "can't miss" launch against a cornered target, send a pseudo to draw the weasel; there will still be time to hit him with a real torpedo. At worst, you eliminated two shuttles. Do not worry if the target weasels as you can set up the same shot three turns later.

Phasers are something you will play by ear. In most cases, it will be wise to hold your phaser fire until the very end of the turn. This accomplishes a couple of things. One, you will be able to respond accordingly should the opponent work his way into range eight. Two, you will constantly have the threat of stopping the ballet and charging. While this may not happen very often, the THREAT that you might is something your opponent must consider. Should the TKR wish to fire its phasers, getting a shot in with the excellent arcs is a relatively simple matter.

The problem with firing ANY phasers at all is that it will cost you power to reload. If you fire four phaser-1s two out of three turns, you can reload the turn after an opponent weasels. At range 9-15, you will average one point of damage for every phaser-1 you fire. While not much by itself, it definitely adds to the overall shield degradation.

Reinforcement: The TKR will allocate shield reinforcement only rarely, as all of that dancing will keep you out of the enemy's effective range. You may have the luxury of using reserve power to block enemy fire, but only if you will have no trouble maintaining the range and speed you want on the next turn. In the Plasma Ballet, the NEXT turn is the important one. Strange as it sounds, you want your opponent to fire as this slows him down on the NEXT turn.

Cloaking: You will rarely, if ever, need to cloak versus most opponents. Paying 20 warp to cloak that could have gone to movement or other systems is too high a price. Also, slowing down that much impairs your ability to dance in future turns. You cannot keep an opponent out of range eight while cloaked. However, the cloak is a very important part of the ship, even if it is never used. The opponent will know that you COULD cloak. Just like the phasers, the THREAT you might do something is oftentimes more effective than the deed itself. No Kzinti can risk his entire drone swarm against you for fear you may cloak.

SPECIFIC CASES
There are times when you will go against doctrine.

ISC: The ISC has a nice weapon in the PPD, but it can only be used in the most predictable of manners. This is the one time where routine Allocation of specific reinforcement is a good idea. Try to block six points worth in Allocation, and use reserve warp, as always, to catch some more. The ISC wants you to run through his "sink", but he will be extremely shy in running through yours.

Andromedan: Since the Andromedan has a Displacement Device to use, it can effectively run out your first plasma, then hop over the second and run it out as well. Also, the Andromedan may choose to hop the first EPT, and deliver an Alpha right away. One tactic that will work if you guess correctly is the charging of TWO envelopers the first turn. Launch the first; if he hops, you will be able to throw out the other enveloper and catch him between two 60-point bombs. If you can get 30 points of power into the rear panels before you have fired one phaser, you are close to victory.

Tholians: The webcaster makes it hard to use plasmas. Now is a good time to think about bolting, especially against the faster Archeo. Do not be afraid to be reckless, and charge in there after that spider. If the game is still going strong on Turn #4, when the Tholians are getting power dry, the use of EPTs becomes much more viable as the Webs are much weaker.

Cloaking: There are two specific times one should consider cloaking, even with the prohibitive cost of 20 points. If on Turn #3 the Kzintis or Klingons have put a wave of drones on the map, and you have secured yourself adequate separation, it is then possible to cloak to rid yourself of the drones. The other time would be if you used two enveloped-S-torps against a direct-fire race and want to weather the storm as best as possible for a couple of rearm turns. Obviously, if the TKR double envelops and the opponent Decels and Weasels, there will be little reason to cloak as keeping away during rearm is a given.

Other cases: You cannot follow any Standard Operating Procedure blindly, but using these ideas will work more often than not. You will be doing the Ballet, while your opponent will spend the time "Breakdancing".

TFH: THE WAY OF THE HAWK
by Geoff Conn

The Romulan Tournament Firehawk is an excellent ship; its cloak and powerful torpedoes gives its Commander numerous options. But it is not invulnerable; you must learn its intricacies.

KNOW YOUR SHIP!
Strengths: Plasma is one of the most powerful weapons in the game, and the Firehawk can put out 100 points of plasma in a single impulse, even without enveloping.

Cloaking Device: The implications of being able to break an opponent's lock-on and provide the ship with a measure of protection against direct-fire are numerous. [These first two strengths are the primary abilities of the ship, and you must know all of the basics about both systems before even trying to fly a Romulan ship.]

Aggressive plasma arcs: The Firehawk is the only vessel with two heavy S-torpedoes tracking across the FP arc. This means it is better able to concentrate its firepower upon opponents than other plasma ships, albeit at a loss of flexibility in responding to targets in other arcs. This strength however, is even more apparent when bolting, as bolt arcs are not the same as launching arcs! When bolting, the Firehawk is the only plasma ship able to track and fire 80 points of plasma anywhere within its FA arc. All other plasma boats can bolt 50 points at best.

Efficient cloak: Although not as power efficient as the KE's cloak cost of 15, the TFH's 18-point cloak cost is very respectable, better than the TKR's 20 or the Orion. This makes the cloak a viable one as the ship can more afford it.

Weaknesses: The Firehawk has only four control spaces total, which can be a problem with multiple volleys and Mizia Attacks. Consider guarding the Emer or Bridge against hit-and-run raids that seek to hasten this problem.

Never forget that you have only two labs. This means that your identification attempts against drones will be severely limited. Prepare your drone defenses ahead of time, and know that your tractors are your friends, they can cut down on the required identification attempts if one or more drones can be held for later destruction. Guard at least one of your tractors as well, for this and anchor attempts. Never forget, tractor actions come before labs in the sequence of play!

Durable Design: The phaser array on the Firehawk is not as bad as it first seems. Romulans do traditionally give up phasers in comparison to their enemies in trade for the cloak. The Firehawk has five phaser-1s and four phaser-3s. Although this seems small, the phaser suite is still quite useful. Four phaser-1s sweep the FA and side arcs, and all five can be brought to bear

down the forward oblique hexrows (straight through the #2 and #6 shields). At least one phaser-3 can bear in any direction for padding and self-defense, two when center-lined to the front or facing the sides (L/R), and three or more to the rear where the phaser-1 coverage drops off. The Firehawk phaser array provides adequate coverage, and adds punch to the plasma from many directions. Often a Firehawk will be firing through side shields after turning off or maintaining an oblique approach once plasma has been launched.

The hull layout is adequate: 7 forward and 8 rear for a total of 15 hull, only 1 less than the tourney average of 16. The Firehawk can take a single moderate volley and still keep coming, while retaining the all-important batteries (something the KR or D7C cannot do).

In most other respects, the Firehawk is average, with three transporters, four shuttles, turn mode C, 5-6 breakdown rating and standard power of 38+5. This can be relied upon to perform reasonably well under a variety of situations. Remember also that (except when cloaking or in the final turn of arming torpedoes), plasma ships in general actually have a good power curve over most ships, which is an added bonus.

A BASIC APPROACH

If you want to fly a Romulan ship, this is the one for you. Although the TKR and the TKE have some strengths over the Firehawk, the Firehawk is a much better ship in terms of balanced design. This is important, because in tournament play you will no doubt face a variety of vessels. Although the TKR is better able to play the Ballet with its wide-angle plasma arcs and B turn mode, it has difficulty concentrating its plasma when either launching or bolting. The TKE is able to cloak better and has a few more toys (pseudo-Fs and a T-bomb) but flounders outside of the cloak and has problems delivering a hard knockout punch as well with only a single heavy torpedo (albeit a plasma R).

The Firehawk is a do-it-all kind of Romulan warship, and as such comes more highly recommended than the other two, for both beginners and veterans alike.

Here is a standard approach to your opening turn: pick a moderate speed to start (15 is good, lots of options and your opponent still does not know if you might cloak or not) and then kick it into high gear later for closing, leaving after launch, or simply controlling the match. Consider going speed 27, the top of turn mode five, just to get the initiative over the speed 26 crowd. Keep in mind of course that this removes your ability to HET, although you should not need to in the first turn.

Your objective is to close using the oblique approach and force the enemy to turn off, giving you control of the center of the map and the ability to chase him into a corner and kill him if his crunch potential is low. Pseudo plasma-Ss, or a single pseudo plasma-S and a real plasma-F, or an EPT-S should accomplish this. In most games, you want to launch plasma in groups of 40-60 damage points. Any less is just frittered away on a flank shield and therefore no deterrent to closing; any more and it is simply weaseled or run out, which you want but not at the cost of more than half of your plasma. (Of course, if most of that 40-60 point volley was pseudo, then seeing it weaseled is obviously fine.) Then follow up and continue to lob EPT-Ss at him or simply anchor him in a corner if his crunch potential is low or if he is rearming.

When in doubt, keep some plasma for deterrence and run. The two plasma-Fs together are suitable for this, when kept together. Single plasma-Fs are unlikely to deter anybody unless you can get them onto a down shield. On the flip side, single plasma-Fs are often taken on a flank shield for considerable if not full damage, because after all they do 'only' 20 points of damage. Consider using this as punishment against a pursuer and entice him into taking shield hits from single plasma-F launches that you can later exploit with EPTs or phaser fire. That shield he decides to take a plasma hit on while chasing you can come back to haunt

him in the long run, especially in maneuver options in the late game as every shield begins to count and long range phaser shots become more and more deadly.

Only cloak if you have no room to run because it is difficult to come back out safely and you have surrendered the initiative, more so than simply running. Start with one weasel (for obvious reasons) and one suicide shuttle prepared on the first turn, to keep all of your options open. If you need the power, dump the suicide shuttle but keep the weasel, it is just too useful for a Romulan cloak-equipped vessel. Of course, if you are running a long-term, nail-biting, Plasma Ballet, even the weasel and maybe fire control may eventually lose power priority for speed and plasma arming . . . this is something that you will have to decide on as the battle evolves.

All of this is very general, but it gives you merely some fertile ground on which to plant something of your own.

THE CLOAK

The cloaking device is perhaps one of the more difficult systems to use in the game. Too often players cloak because they feel they should, because it is simply there. More accurately, if you do not need to cloak, then why cloak? You surrender a lot when cloaking: speed, maneuverability, initiative, etc. If you still have room to run, then run! Only when you absolutely have nowhere to run and the enemy is closing fast with weapons armed, and yours are not, should you then cloak.

Of course, there are exceptions to every rule. ISC captains often like to arm EPTs and combine these with the PPD to create as much shield damage as possible on Turn #1. The cloak can negate all of that on the first turn by going under; he is too far away to trap you. This might be the only reason to cloak on Turn #1, unless trying to break a Kzinti ten-drone shockwave.

When cloaking, you obviously want to go as slow as necessary to avoid giving your opponent a lock-on. But study the range/speed cloak factor charts closely and know the cloak equation inside and out. You probably want to go as fast as possible while keeping the equation result at zero or below. Speed zero guarantees a broken lock-on, but if the enemy is far enough away, moving up to speed four or even speed eight can still be possible. Speed changes once cloaked will of course allow you to move off once the lock-on is broken, as the equation drops from sensor rating minus four to sensor rating minus ten.

Also consider strongly the use of a weasel to give you ECM while fading out, destroying any chances of overload salvoes from mid-range while you fade out. The weasel has the added benefits of cleaning your ship of seeking weapons and perhaps most importantly, giving you tractor immunity. If you allow your ship to be tractored while under cloak, you deserve what you get.

A voided cloak via tractor negates the plus five range penalty and lock-on penalty! So think very carefully before fading out. Will you need the weasel for the above reasons or is the standard fade out procedure satisfactory? This decision is doubly important because you *must* choose to go with ECM benefits or the chart benefits of (G13.37) the instant you begin fading out/in. Once cloaked, the chart takes precedence.

Continuing to move while under cloak is critical, so as to not give the enemy any shot he pleases. No doubt he will close and fire phasers (at least) point blank while you are cloaked. Through the use of speed, speed changes, and TACs you can play havoc with his approach plan. Consider an initial speed of zero, with TACs available. Then a sudden reserve speed change for a few hexes at the right moment can save you a lot of damage. For this purpose, know the 'cap' rule regarding speed changes. If you do decide to move under cloak, leave room in your plot for reserve speed changes at expected critical points in the turn. Adjusting your speed to a speed that moves next/does not move next just when the enemy expects to line you up is a necessary skill. Plotted speed changes like zero at start and then eight reverse (after the obligatory eight impulse delay in changing directions to

avoid braking costs) can be quite good in throwing people off. If concerned about opening the range and maintaining speed, try a 10/18 plot on the second turn of being under cloak.

The 'underrun' is another method of avoiding the enemy while under cloak. Rather than avoid contact, which is difficult at your slower speed, move towards the enemy while cloaked and pass 'underneath' him. If care is taken to jump to range zero via speed changes or an impulse when you both move, you can avoid serious damage and come out behind him while he is at range trying to turn around. Or at the very least, the underrun will force him to HET to keep the pressure on you while you are under cloak. The underrun while retrograding can take further advantage of this by fading in and launching plasma once beyond the enemy, and be able to further accelerate away.

Finally, try to use the barrier to your advantage. Because you are going to be moving slower than your opponent more than likely, use it to hide any down shields that he might otherwise try to hit. The barrier can also make it difficult for him to dance around you while you are preparing to come up and fight.

When you do come up to fight, have tractor energy plotted to at least defend yourself from anchors. Once successful, you can look to establish an anchor yourself if he remains close. Have one or more weasels ready, perhaps launching one as you fade in. Weasels can be used in conjunction with the cloak to do some amusing things . . . as the enemy closes, use the chuck-and-duck tactic to engage him before he fires. Then as he gets closer to lessen the range, fade out to keep the range constant to frustrate this. Watching a Fed trying to fire at range four but effective range six-to-eight, and with a shift of two is one of the most satisfying things in the game!

In cases where you may feel the need to cloak but are not sure if you will need it, contingent allocate the cloak with batteries prepared to fulfil the rest. This is most useful when you might be starcastling but need some power for tractors, shields, EPTs, etc., and do not think the enemy will close but want to be sure.

NOTES ON THE ENEMY

Federation: He needs range four. Do not give it to him. Lob EPTs and other plasma from long range and do not even give him range eight unless you have to. Then prepare to chuck-and-duck or cloak out. However, if he fires at range eight, degrade his fire with shield reinforcement (or weasel or cloak effects) and then get in there and kill him close and personal.

Klingon: Draw out the scatterpack, kill it, and anchor him. Avoid range eight passes and use the Ballet until you are ready to charge, because he is likely loaded for bear on early turns and expecting you to charge immediately. Once you have him running from EPTs and the scatterpack is dead, then charge him.

Romulans: The type of hull will more or less determine their tactics, so you have a little more freedom unless you are both in Firehawks. Timing and planning will be essential in this match as you must exploit their weaknesses.

Kzinti: He is unlikely to put out more than six-to-eight drones at once because of the cloak, but if he does, feed him an EPT and cloak. Your weapons are longer-ranged than his, so if you can trade plasma volleys at long range and kill the drones at your leisure, do so. Avoid a knife fight at all costs unless you can anchor him with significant plasma firepower.

Gorn: The Gorn wants to play plasma games too, and has more phasers than you. Do not trade fire at range eight unless you can keep him from concentrating his extra phasers on the same shield. Use your cloak to your advantage, forcing him to run or take plasma when you can simply cloak.

Neo-Tholian: Let him play his web games, use pseudoes and regular plasma-S torpedoes to draw out the web cast, then charge him while he is gasping for power and kill him. If he uses web first for phaser firewalls, consider lobbing two plasma-S torpedoes down one side while you take the other, giving him quite the riddle to solve. A little tractor power at this time might go

along way depending on his choice of action, but do not bet highly on anchoring Tholians.

Archeo-Tholian: More dangerous and harder to pin down than its cousin. Reinforce heavily versus the first direct-fire volley, and use plasma (pseudoes and/or an offside plasma-F) to draw out the web. Close to range five and consider bolting 80+ points plus phasers. Once you hurt him, he slows down and then you can chase him down and kill him. *(Seeing a pattern here?)*

Orion: Depends greatly on his option mounts, but you can play a long game; he cannot. Bide your time, lob EPTs at him to see where his shield reinforcement is and more importantly extend the game (and his warp damage). Cloak, rearm, repeat.

Hydran: The Hydran is tricky because of the hellbore and stingers. The fusions nearly negate the Anchor. Avoid cloaking unless the stingers are dead because they will cause you severe problems when you try to come out, although you CAN come out during the fade in period with a high speed plot, so long as the enemy ship itself is not nearby. Use your superior power curve (compared to his when rolling weapons) to keep a good shield when he tries to smack one for hellbore hits. Entice him to fire on a reinforced shield, use pseudo-S torpedoes to prevent further closure, then pin him in a corner with plasma on his reload turn. Avoid the forward centerline of the Hydran when doing this and watch his power to see how many fusions might be armed. Kill the fighters at the earliest opportunity so they do not chop up plasma or threaten your cloaking ability.

Andromedan: The bane of Romulan captains everywhere. The ship is fast, quickly shakes off whatever damage you try to slowly build up on it, and almost cannot be anchored or hit with a large plasma volley. There are two approaches: either force it to turn and then stay on those back panels like a bulldog, bolting and phasering it every chance you get, or: cloak, take the center, and launch EPTs, using the cloak, weasels, and shield reinforcement to keep it from getting decent return strikes.

Lyran: Charge! Launch two pseudos on the approach and follow them in about three hexes back. Make him commit to engaging or fleeing. If he charges, launch real torpedoes and tattoo him good. If he flees, run him into a corner and kill him. Do not Ballet him. You need the cloak to make the Ballet work to its finest in those sticky third turn arming turns and non-S torpedo turns. Against the Lyran the cloak *is not a good idea*.

WYN AuxBC: Again depends on option mounts, but an EPT or set of plasma-S torpedoes can turn him, and then you can get behind him and stay there. Then he is in big trouble. Most packages, especially the closer-ranged ones, are also vulnerable to the cloak. Use this to your advantage to foil charge attempts. Beware of the WYN Anchor, which he is likely to have prepared if he charges you. You need to read his power closely to avoid his speed and tractors. Weasel and/or cloak out before he gets there while feeding him plasma at the same time.

WYN Shark: Tough ship, very balanced and phaser/drone heavy. Reinforce against the direct-fire volley and/or brush up on your drone defenses. Very similar to a Klingon-Kzinti cross, and so can be treated as such.

ISC: The ISC can dish out a significant amount of shield damage. *Who cares?* Take the hit, fly through it, and anchor him. Consider cloaking on Turn #1 to forestall the PPD and waste his EPT(s), then charge him from the center of the board.

LDR: Faster than the Lyran *and carries phaser-Gs*. Both make seeking plasma less effective. It's not a very durable ship however. Ignore the piddly damage at range six-to-eight and go get him. Use an EPT to drive him into a corner and mug him.

Seltorian: Its crunch potential is low in one volley but it can keep up a steady stream of damage if you let it. Get in there and kill it very fast and get out. The safer option might be to EPT Ballet it to death while avoiding range ten or closer, spreading its trivial long-range damage around various shields, using its long in-turn rearming cycle against it.

(This article includes suggestions by Eric Muller)

KZINTI TCC: THE KING OF CATS

by Sandy Hemenway

There are two major assumptions regarding the Kzinti that are often bandied about as 'facts'.

The Kzinti TCC needs to hit with drones in order to win.

The Kzinti has poor direct-fire potential.

Neither of these statements is true. In truth, few Kzinti drones will ever hit a decent opponent. Most TCs have enough defenses to prevent any drone from impacting.

The notion that the Kzinti has poor direct-fire potential is based on pristine ships, exchanging pure direct-fire alpha strikes with all other considerations ignored. In this test, the Kzinti *will* look bad, and in truth is a tad behind other ships, but his drones can make up for this. Four disruptors match other disruptor ships (UIM aside), so the main shortcoming of the Kzinti is in phaser-1s. Most TCs have five-to-six phaser-1s to fire offensively at one time, while the Kzinti has but four. However, one or more enemy phaser-1s will be tied up shooting down drones, which negates much of the imbalance. Due to all of those phaser-3s, Kzinti phaser-1s will survive longer than the ph-1s on enemy ships.

The Kzinti strength is its incredible durability (20 weapon hits, unequaled phaser padding, and many one-turn repairs). Double seeking weapon control, points for drones, and the SP also give the Kzinti clear superiority in the ability to control the game. Finally, its wide weapon arcs make it a true five-shield ship, able to hurt an enemy even while it retreats.

SO HOW DO YOU PULL IT ALL TOGETHER?

While his drones do not have to hit, the Kzinti MUST get solid USE out of them to win. The TCC's drones make it capable of using a number of different approaches successfully. While many players contend that the Kzinti is a one-trick pony that must close to point blank, it is really a more versatile TC, with several different strategies, all with potential for success. Here they are:

BANZAI! Getting the point blank alpha strike is your primary goal here. Put points into tractor, reinforce a forward shield, and plan on taking the damage the enemy can dish out in exchange for a game winning combo of drones, phasers, disruptors, and *more* drones. You can maneuver for position on Turn #1, or simply race across the board at speed 31. Your goal is to end the turn with the enemy held in tractor. You can launch speed-32 drones by Impulse #25, and if you reach the enemy, he will have to deal with the Turn #1 drones, knowing you can launch three or four more on Impulse #1 of Turn #2.

This strategy works primarily against disruptor opponents who generally lack the crunch power to severely hurt you on your way in. The fast drones are very important, but you have eight of them (it is not worthwhile to spend any of your drone points for extended range), which means the plan is equally viable on turns other than Turn #1. Especially if you put out four speed-32 drones on Impulse #32 of a turn, planning on following them in.

To get in close, do not worry too much about which shield you keep toward him (except a down one). Your FA arc is completely equal in weapons available at range one. You cannot guarantee range one on Turn #1, so this is a high risk tactic; you can probably catch him on Turn #2. If you cannot grab him and overwhelm him with drones and point blank direct-fire in short order, you will be fighting an uphill battle for the rest of the game. However, the durable Kzinti is probably the most forgiving TC in the game.

Reduction Attack: The object is to reduce the enemy's damage to you by combining drones, your scatterpack, and shield reinforcement, to allow your ship to withstand the first turn or two unscathed, until you are in a position to get a solid shot (quite possibly on the rear shields) at an opponent who is already breathing heavy. This is an excellent plan against any of the direct-fire races, even the Hydrans and Federation. It is not so easy to employ versus plasma ships, or the war cruiser hulls.

The end goal of the Reduction Attack is the Hack-and-Slash.

In Hack-and-Slash, you end a turn close to an opponent and fire phasers on Impulse #32, creating a down shield for disruptors to fire though on Impulse #1. Your opponent cannot turn the down shield away from your heavies on Impulse #1. You go faster on the approach by not powering your disruptors until you arrive. An ideal Hack-and-Slash might include the launch of four speed-32 drones on Impulse #32 from range one.

The key point to remember in the Reduction Attack is you MUST keep your drones between you and your opponent. Launch the scatterpack, recover the shuttle after release (this requires going speed 12 for awhile), and then speed up to 20 once the drones are four hexes ahead. The plan is to force the opponent to deal with drones at the precise instant he wants to be firing at you. If he must knock down drones to get a range five shot, then those phasers are not firing at you. If he takes the range six shot and turns away, the drones have still reduced the incoming damage significantly, plus they are still out there and must be dealt with eventually. I would recommend spreading out the ten Turn #1 drones into a flying wedge about three hexes wide. This makes a high-speed dodge much less likely from your opponent. Also, do not be afraid to launch some fast drones early. If the enemy is planning on evading early turn drones on speed alone, the fast drones can mess up his plans quickly. Also, as the game progresses, speeds go down steadily [Orion, Andromedan and WYN-Aux aside] due to power requirements for rearming weapons. Speed 20s become more viable as the game goes on.

The Saber Dance: Many will scoff at the concept of the Kzinti employing the Saber Dance as a primary strategy, but ignoring this standard tactic only limits your options. Typically, the Saber Dance takes place in ranges 9-15 and, in that range, the Kzinti is only one phaser-1 shy of the Klingon in direct-fire potential.

With as many as a dozen drones in flight to tie up enemy phasers and influence his movement, the Kzinti is a very able dancer. He also has the added benefit of expanded firing arcs for his disruptors, allowing him a two-disruptor plus three-ph-1 shot off his own #3 or #5 shield. This means 6-to-9 damage points for seven power points while running AWAY from the opponent.

Saber Dancing is a standard method for dealing with plasma chuckers, as you plink from long range while running from plasma. The plasma boat will often be running in the opposite direction — away from your drones. After a few turns of this, the enemy shields will be soft enough where a run into range eight can score internals without putting your ship at great risk.

However, the Saber Dance has limitations, in that you cannot win a game solely by dancing. The entire purpose behind the Saber Dance is to soften up shields, while looking for the opportunity to dash in and overwhelm the enemy with your in-close firepower. This can result from an opponent who slows down (to rearm or weasel), or when a careless plasma boat leaves himself with too little plasma for deterrence. In Saber Dance mode, the enemy will not have the pressure of your ship around, so chances are his drone defense will be much easier, so remember that your primary goal with drones is to influence his movement, not to do damage.

GENERAL RULES OF ENGAGEMENT

The single most important thing to remember about the Kzinti TCC is drones. In one way or another, they are the key to victory. They require no power, launch every turn, and you have got enough ordnance for five launches (after swapping for type-IV drones), plus the scatterpack. They can be used to influence movement, do damage, draw fire, or all of the above. Any Kzinti strategy should probably begin with the question, "What do I want my drones to do for me this turn *and* next?" With drones as your focus, power management becomes a breeze for the Kzinti as he can routinely forego disruptors if speed, reinforcement, tractor power, etc., are more called for.

Do not fixate on drones having to hit, though. The options of going for full direct-fire or anchoring makes an opponent's job

extremely difficult. The multiple turns of launch capability give you a clear window of how long you have to gain a clear and decisive advantage. If you run out of drones and do not have an advantage, the game is probably lost. BUT, the ship is extremely durable with a host of one-turn repairs available, so if you make a mistake early, do not immediately throw in the towel. The Kzinti TCC, even after 40 internals, can come back and win a game.

Do not fixate on arming disruptors, either. Some of the worst performances of the Kzinti TCC have been due to arming disruptors first and then seeing what speed could be maintained. For the Kzinti, disruptors are the tertiary system, and should be addressed after deciding on the speed. Skipping disruptors means six-to-eight hexes of additional movement, which can mean the difference between reaching range nine or range one.

If you get decent use out of your drones, be it in drones hitting home, or simply in reducing your opponent's offensive potential, you should do well. Play the weapon arcs — both yours and your opponent's. Do not forget those disruptors and three phaser-1s can fire out the #3 and #5 shields. This is especially nice, if your enemy presents his down shield while chasing you. Seven extra internals is almost always a good thing.

Plasma Punks: Against plasma ships, keep your speed up, keep at least two weasels armed (or none), and always keep drones in flight, with more possible within eight impulses, to discourage any thoughts of attempting to anchor you. Since the plasma boys do not have much long range potential, using early Saber Dancing while drawing out plasma is viable. But, if they allow range eight, do not be afraid to dip in and fire overloads. You may fear taking their phaser shot in response, but they have to defend against your drones with something, and your disruptors have more crunch power at range eight then their phasers. Heavily reinforcing a flank shield, and planning on running through his initial plasma salvo, if he launches piecemeal can also work. The Romulan is probably the hardest of these to face, since the cloak complicates deployment of the scatterpack. But this can often be overcome by launching a ballistic scatterpack set with a relatively short detection range (eight, for instance).

Playing the plasma arcs can also be critical, as getting behind a plasma boat can make it difficult for him to launch at you, or staying on the side where the most recently fired torpedoes came from may force a HET in order to get the off-side torpedoes in arc. (Do not forget the delay between HETing and launching shuttles). The ISC is a very tricky opponent, as his phaser-suite can deal with quite a few drones and still have phasers left over to fire at you. Getting inside the Myopic Zone is critical to take the PPD out of play, but then you must play his plasma arcs well and pound him into submission quickly, before his fast-loads and EPTs can give him the upper hand.

Disruptor Dweebs: These are the most plentiful TCs, coming in a number of varieties. The Kzinti phaser suite makes anti-drone tactics ridiculously easy. But, the WYN and Klingon can cancel your drones with theirs (to a degree), while each has some direct-fire pluses over the Kzinti. Know the Klingon special firing arcs, so you can keep him down to four phaser-1s firing at a time. Understand the dangers of the disruptor hack-and-slash and be prepared to thwart it, or at least equal it.

The Tholians are problematic, since they can prevent most overrun attempts by turning away, throwing a web-wall, and running through it. You will really need to concentrate on sapping their power, so do not waste yours. One approach is to group your initial drones fairly close to induce the Rockhead to fire the WC in web-mode on the first pass. After that, keep your drones as spread out as possible, to make webbing them less attractive.

The Lyrans present grave problems with their ESG/drone shield. You really need to get good use out of your drones in this battle, as the Lyran has the clear edge in the direct-fire battle, and a natural drone defense system, which comes in fully charged. Chances are good that you will need to anchor the Lyran and slam some point blank drones into him to win this battle. A key to

remember versus all of these ships is that you are more durable and can fight well out of five shields. Do not surrender against these opponents too quickly, as you may be able to fight your way back into contention even if they get up 20 or so internals early.

Strangers: The Orion's engine-doubling puts it on a time-clock. Not only does it have to win quickly, it also has less repair than any TC, since most CDR repairs will be power fixes from early turn doubling. The Orion generally only has three heavy-weapons, so every internal it takes is critical. Do not rush this battle. Time is on your side. Be wary of the cloak, too, so this is one where you may wish to hold onto your scatterpack for awhile.

The WYN-AUX TC (the Ballistic Pig) has serious maneuvering problems. The easiest way to exploit this is get behind it, and do not let it get you back in arc. It will typically be flying around the board at speed 28, so you will need to keep your speed up too. That is a good thing, as his speed 20 drones will be less effective against you. His options will affect your strategy as will the Orion's, but concentrate on the fundamental flaws of the ships.

The Andromedan requires special tactics from everyone, and in some ways, the TCC is an ideal ship to take up against the Krait. In others, it is dreadful. The Krait's typical attack ranges are three and five, while the Kzinti is the ultimate binary ship, doing well at one, two, four, and eight. But with one-turn weapons, you can make Panel Dumping problematic with well-timed shots. You will want to reinforce shields to keep your internals down on the early passes. Drones are quite a quandary against the Krait. His speed will negate the speed-20s, while the T-bomb can take care of either the scatterpack drones or one set of fast drones. Holding the scatterpack for a follow up attack may cause him problems. Try launching four fast drones early to draw out the T-bomb quickly. Concentrating fire on the rear panels with standard disruptors (while keeping phasers ready) is a standard disruptor ship tactic. Use your speed-20s to influence his movement as much as possible, and try to end his attack turns at range six. (Does he take the poorer shot, or lengthen his weapon cycle time dramatically, firing early the following turn?)

Crunch Clowns: The Fed, Hydran, and Seltorian have enough similarities to warrant covering them in a group. Each possesses a scary potential for damage in a single turn. The photon's crunch power is widely known and respected, but do not underestimate the Bug's. The Seltorian particle cannon plus shield cracker shots equal a four-disruptor blast (plus a follow-up shot with particle cannons later in the turn). The Hydran has incredible in-close firepower, plus the Stingers, and the benefit of an enveloping direct-fire weapon. Each ship also has a basic flaw. The Hydran suffers badly from Mizia, and the fighters are typically a one-shot system. The others possess no tertiary system to draw fire or reduce an opponent's attack. Neither ship will have very ornate strategies. However, this also simplifies things for the player flying the Fed or Selt. Reinforcement is at a premium against all these guys, as you need to reduce the shock damage from the Fed and Selt, while attempting to protect yourself against the Mizia potential of the hellbore. To win against the Hydran, you will need to strip its weapons, while using speed (or holding back enough weapons) to deal with the Stingers. You must outmaneuver the other two (which have Turn Mode D).

FINAL THOUGHTS

If you get decent use out of your drones, by hits or simply in reducing your opponent's offensive potential, you should do well. Be fluid in your movement, always looking ahead as far as you can (especially toward next turn), paying careful attention to turn modes, and power curves. Plot your enemy's power; it can give you an insight into what he is planning to do before he does it. Play the weapon arcs, both yours and your opponent's. Do not forget that those disruptors and three of the phaser-1s can fire out the #3 and #5 shields. This is especially nice, if your enemy presents his down shield while chasing you. Seven extra internals is almost always a good thing.

GORN TOURNAMENT TACTICS

By Jim Hart

The Gorn TCC can best be characterized as tough. It has a large section of center hull that protects its power systems from internal damage. A volley of 20 internals is of no consequence to the Gorn. It is also fast. The low weapons-holding cost affords it four-to-six more points of discretionary power than its opponents, allowing it to either move faster or enhance its attack strategy. It is poorly maneuverable, but this deficit is in some ways offset by its wrap-around phaser arcs and broadside-mounted plasma torpedoes. While the ship does have a forward centerline bias, it can keep enough weapons on opponents in almost any arc to be a deterrent, and a threat.

Never forget that your phaser-1s are your primary weapon! The purpose of plasma is to herd your opponent, and deliver the killing blow when the time arrives. The phasers are there to do internals after the plasmas have taken down a shield. A combined phaser barrage from a Gorn is often more damaging than its plasmas. Phasers cannot be run away from.

New players need to carefully note the differences between a Gorn TCC and a regular CC, as these are particularly striking. The TCC has fewer shuttles, less warp, no pseudo-Fs, and the shuttle bays have no balcony-and-track.

If the Gorn has a particular weakness, it is its inability to defend against drones. Against drone users, too much of its phaser fire must be tasked to drone defense, leaving the plasma as the primary offensive weapon. You must develop anti-drone tactics that avoid the use of phasers as much as possible.

AN OVERVIEW OF GORN TACTICS

The two extremes of Gorn tactics are the Anchor and the Ballet. While this is an oversimplification of the diversity of the ship's abilities, it provides a good starting point.

The Gorn Anchor is the consummate tractor tactic. Since the primary defenses against plasma are speed and wild weasels, the Anchor was developed to counter both. Basically, you get close to an opposing ship, tractor it, then launch plasma. While under tractor, the target cannot launch a weasel, and of course, pseudo speeds will not allow it to run from the plasma. It is best performed such that the close, anchor, launch, and impact all occur during the same turn, giving your opponent no chance to realign his power to deal with the tractor. This tactic is, hard to use simply because most players watch out for it. It is best employed on disruptor ships, since they cannot hurt you so bad as you close in. Disruptor players have little reserve for negative tractor unless they leave the disruptors uncharged. It can be employed on other races during their recharging turn, but avoid trying it against any race with a high close-range direct-fire (crunch) capability, such as the Hydrans or Federation.

The problem with the Gorn Anchor is that you must be able to close with your opponent, tractor him, hold plasma, and defend yourself, all at once. Against disruptor races, you can use your phasers to cut through drones or your shuttles to nose through an ESG. Against other races, it is best to catch them during the rearming turn. Also, remember that you can still launch your plasmas up to eight impulses after their launchers are destroyed. So even if you take a few internals on the way in, you can still win as long as you have a tractor left and enough power to use it.

Which is the problem. You only have two tractors, so it is possible to lose them to Mizia attacks on the approach. Make sure you guard them against hit-and-run raids.

The Plasma Ballet is almost the opposite of The Anchor. Use your ship's extra power to keep the range open while using medium-range plasmas to weaken his shields until he has none left. The idea is to stay at ranges of 12-15 while launching one or maybe two plasmas per turn, then re-arming while your opponent deals with the ones you launched. Judicious use of pseudo-plasmas can run the tactic out for many, many turns, making for

a very long game. (A long-game strategy can lose in time-limited tournaments.) The Ballet is good to use against ships with lots of close-in crunch power, especially the Federation. It does not work well against the Hydrans because their phaser-Gs will just chew through a medium-range torp and they will keep coming.

The difficulties in employing the Ballet are threefold. One, the board is only so big, so there is only so far that you can run. Two, your ship is not very maneuverable, and your opponent may be able to predict where you need to go in order to launch your armed torpedoes at him, and use that against you. Three, it takes a long time to fully re-arm a plasma, so you may not have enough time to get one reloaded before you need it. A careful analysis of turn modes and speed changes will make your turns a little quicker. If you launch plasma near the end of a turn, it will be back sooner. (A plasma launched on Impulse #32 will be back in 65 impulses, whereas one launched on Impulse #1 will be back in 96 impulses.) You can also fast-load your plasma-Ss to get something on the board faster, if absolutely necessary.

The Ballet does not work well against disruptor races, since they can plink at long range, and their drones will wear down your power curve by forcing you to fire phasers, making it harder for you to maintain range. They also have the option of dropping their disruptors for a turn and putting all their power into catching you. It works very poorly against Tholians, since they can catch your plasmas in a web and run around it to get to you.

The Ballet is useful in the early game, but you will not win a game on the Ballet alone. There will come a time when the opportunity presents itself to close and kill, and you have to be aware of that timing and take that opportunity. Especially in tourney games, you do not have enough time, power, or room to string the Ballet out long enough to win the game.

OTHER TACTICAL NOTES

When to Envelop: Enveloping torpedoes can be quite useful. They generally frighten less experienced players into running away, or coerce more experienced players into running right through them. The time to envelop is a critical decision. If you are going for an Anchor, never envelop. You want all of your damage on one shield, not spread out. If you are dancing, the use of envelopers early can weaken all your opponent's shields for a later phaser overrun. On the other hand, you might use normal torpedoes until a shield is weak, then envelop to make sure you get some damage on the weak shields. You can also use an enveloper to herd an opponent into a corner. Envelopers are very effective against Andromedans if you can hit with them, and even if you cannot, they scare the pants off of them. Watch 'em run!

When to Shotgun: Almost never. In the tourney, the only race that you might want to shotgun against is the Hydrans, and even then, it is chancy. A shotgun, one at each Stinger and one at the TLM, will most likely force the Stingers to turn away. It is possible for the two Stingers to whittle down one torpedo, allowing one to die while the other gets through. This is a good trade because it reduces the Hydran's anti-plasma arsenal. Never shotgun against drones. There are much better ways to take them out.

When to Bolt: Again, almost never. The Glory Zone means bolting at nine-to-ten hexes range, where bolts do decent damage while your opponent is not in overload range yet. But first, you lose half your warhead strength, and then you only hit half the time. Average damage from a full centerline load from a Gorn TCC is 25, barely enough to knock down a shield. Add your phasers to that, and you might force your opponent to burn some batteries, but that is about it. Then, you are weaponless for three turns while your opponent is after you with only one down shield. The only time to bolt is when it is going to win you the game if you hit with average damage, or when you have no other option and you KNOW you will have time to reload.

Box Him in the Corner: In any closed-map game, holding the center of the board is like holding the high ground in a battle. This is doubly true for plasma ships. If you can take the center of the

board and use plasma (preferably pseudoes) to herd your opponent into a corner of the board, then you can trap him in 'the box'. The box is an area of the board that he cannot get out of without getting hit by plasma, bounded on two sides by the edge of the map and on the other two by rows of hexes that plasma can get to before he can. This forces your opponent to either eat the plasma or weasel it, either of which can give you an instant tactical advantage.

Back into Combat: One thing to note about the Gorn cruisers: They have just as many phasers firing aft as they do forward. If you have been in combat for a while and your forward shields are weak, stop, reverse, and charge to the rear! Go into combat in reverse. Your phaser arcs are exactly the same, and you do not lose too much from your plasma broadside, plus you have overlapping plasma arcs where your weak shields are.

Merry-Go-Round: If an opponent has stopped to weasel your plasma, launch more torpedoes so that the weasel is one hex in direction B or F in relation to the plasma, then shoot the weasel, stopping it. The second set of plasma, since it can never be forced to use its HET, will orbit the dead weasel until your opponent does something to void it. Always look for opportunities to employ the plasma merry-go-round to force your opponent to stay under weasel longer than he wanted, or to expend two weasels against one wave of plasma.

ANTI-DRONE TRICKS

Here are some suggestions of how to cut through drone waves. Because drone defense was not a high priority for Gorn ship designers, they have trouble with massive waves of drones, or even fairly large ones. Here are several options of handling drones without severely depleting your tactical options.

Shuttle Swarm: Launch three or four shuttles into an area and lead the drones through it, adding their phasers to your own.

Suicide: Use suicide shuttles to take out a couple of drones. No need to use the 18-pointer you came in with. A cheap 6-pointer will do for most drones, and can be armed during the game.

Force a Weasel: If you can force your opponent to weasel, he has to drop tracking to the drones.

Use your Tractors, Dammit: Tractor a couple of the drones before they hit you. Destroy them at your leisure. Rotate them behind you where you can kill them with rear-firing weapons.

Four-14 Weasel: Arrange to have the drones close to you (range two-to-three) at the turn break, then use a beginning speed of 4 until the drones impact the weasel, then quickly speed up to 14. This limits your movement options for one turn, but you can use plasma to keep the bad guy off you while you gain speed. This can be used in concert with the Back Into Combat maneuver to both kill some drones and get you turned around.

TOURNAMENT TACTICS FOR SPECIFIC OPPONENTS

Federation: The basic Federation mentality is to overload everything, then come into range four or less for the shot. If you skillfully ballet (and remember, he turns just as badly as you do), you can make sure that the Federation does not have a lot of shields when he finally closes. You might use envelopers to keep him off of you. If you do not think you have time for a Ballet, you can reinforce against the photons, then give him the option of a range eight shot and a clean getaway or eating plasma to get to range five or less. If he eats the plasma, launch more and run away. Above all, try to get him to fire his first round outside of range four. If he takes a medium-range shot and does not get lucky, close, anchor, and kill.

Klingon: Aside from the scatterpack, he cannot put out enough drones to hurt you. Use a 4/14 at the end of Turn #1 to kill the scatterpack (assuming it was launched), then close and anchor. Watch out for hit-and-runs against your tractors!

Romulans: Against the TFH and the TKE, you have better phasers and a bigger ship. Stay close but do not anchor or get anchored. Trade plasma while you let your phasers whittle down

these smaller ships. A bloodbath that ends with you severely damaged but still breathing. Against the TKR, you have a fairly even matchup. The only advantage you have is your toughness. Trade him internal for internal, and you will weaken him faster. Use Mizia if you can to try to knock out his torpedoes and warp.

Kzinti: Same as Klingon, but be wary of his phaser-3s at close range. Use shuttles to keep them busy, or as drone defense. When you get to Anchor range, kill him with plasma and leave all phasers on defensive fire. If you weasel off his scatterpack drones, you need to speed up as soon as possible. If he gets distance on you, he can build up a wave of eight drones, and you do not want to have to deal with them in chunks larger than four. Stay at five-to-eight hexes range, keep the plasma coming, wear him down with phasers, and try to stay behind him.

Tholians: The best tactic is an anchor. Might take a while to get one, though, with web as an obstacle. Keep your speed high and everything else into reinforcement until you are ready to go on the anchor attempt. Remember that web does not last forever, and you may actually get there quicker going through than going around. Tractors DO work out of web hexes, so if you can nose through and anchor, do it!. NEVER launch long-range plasma.

Orion: Depends upon his weapons choices, of course, but in general, the Ballet does not work against the Orion. A modified Ballet works, though. He will eventually close, if he wants to. The goal is to make sure that he is down four warp boxes and two shields when he gets to you.

Hydran: For the most part, ignore the fighters and kill the ship. If you have a couple of spare phasers to take a pot shot at a Stinger, *OK*, but do not make fighter defense your first priority. You have enough speed to outrun his fighters, and you cannot afford to ignore his ship. If you can force him to use his phaser-Gs on your torpedoes, then you can afford to go to range five and phaser him. Play a range five-to-eight game, with plasma in 50-point chunks. Load the plasma-S torpedoes as plasma-Gs to save power. Keep your speed up. If you get Mizia opportunities, take them. If he seems intent on keeping his ship in the area with his fighters, then you might want to try a shotgun to kill one of the Stingers.

Andromedan: A tough opponent. Basically, launch 50 points of plasma on Turn #1 to hit him when he gets to range five of your ship, moving medium speeds. This gives him the decision of eating the torpedoes to get the range five shot, or firing at range eight instead of five, both of which are bad options for the Andromedan. If he eats the range five torpedoes, DO NOT fire phasers, because then he will only come into range three. Stay behind him with your phasers to prevent a toggle. Keep feeding him plasma until he is full, then phaser him to death. If he ever fails a displacement, so much the better. The point is to survive until he does fail a displacement or until phaser fire will start killing internal systems. Then he is toast. Never fire phasers until it is enough to blow through his hull/cargo and start killing batteries.

Lyran and LDR: Use shuttles to wear down the ESGs as you close and anchor, or pull up just outside ESG range, launch your torpedoes, and then run.

WYN Aux: Make him weasel! The Aux Pig is the easiest ship to corner in the galaxy. Corner him, force him to weasel, and his speed (acceleration) restrictions will haunt him all day. Pick him apart at your leisure, run him out of weasels. This is the only ship in the game that turns worse than you do.

WYN Shark: Roughly the same as for Klingons and Kzintis, depending on wing options. Of course, you do not have a scatterpack to contend with, but you will face a better phaser suite and a tougher hull.

ISC: You can anchor him better than he can anchor you. You will be launching 100 points of plasma to his 60, and you have equivalent phasers. You are equally tough. The last man standing should be the Gorn.

Seltorian: Absorb one PC shot, then move in for the anchor ASAP! Watch out for his excellent phasers.

THE ARCHEO-THOLIAN TC

by Paul Scott

The Tholian TCC, popularly called the "ATC", is one of the most fun ships available for Tournament play. It is also one of the best. It has the strongest phaser array in the game (8 phaser-1s and 4 phaser-3s, matched only by the Seltorian). It has one of the strongest heavy weapon suites as well (4 disruptors and a web caster). It is average on internals with 82 (including 11 center hull). And while having only 33 total power, it has a 2/3 movement cost, giving it a movement plot similar to most MC=1 ships when arming overloads, and considerably better when arming standards or not arming disruptors at all. But its real excitement comes in learning to use cast web to frustrate the enemy and slowly grind him down. If you are really interested in a slugfest, but like Tholians, try out its larger cousin, the Neo-Tholian TCA. If making feints and subtle stabs at your enemy and watching him slowly bleed to death is more your style, the ATC is your ship.

KNOW YOUR SHIP

The first step in learning the ATC, is learning power priorities. If you have been flying other disruptor ships, you are probably used to powering disruptors as a high priority. On the ATC, disruptors are your least important offensive system, and should get the lowest priority during Energy Allocation. Generally, use the following order of priority: batteries (as reserve warp), one point to the web caster, re-powering the snares, movement, filling the phaser capacitor, some additional power to the caster, some power to tertiary systems (transporters, tractors, special shuttles), and lastly disruptors. Obviously, this is an order of priority indicating the relative importance of systems for the ATC, not a blueprint for Energy Allocation. Situations may dictate a reordering and obviously disruptors become very important if you find yourself in a knife fight and are not moving.

There are four disruptors on the ATC, but it is very unlikely that you will ever get use out of all four in any one turn, except possibly Turn #1. This is not merely because two of the disruptors have arcs of LF/L and RF/R, respectively, but also because of the phaser arrangement. The four phaser-3s all have RX arcs. To get all four disruptors in arc requires you to centerline the opponent, but outside the RX arc, every internal you take that hits a phaser gets a phaser-1, your primary offensive weapon.

The goal of the ATC is to use the web to get:
    1.) An unreturned phaser strike on the opponent,
    2.) A closer shot at an opponent than he gets on you, or
    3.) Force your opponent to roll for an HET
        (or use his HET bonus).

The web caster is, first and foremost, an offensive weapon to be used against the opponent. You will use it defensively on occasion, but your goal should be to use it to harm your opponent. It is NOT an effective use of the web caster merely to trap seeking weapons. Although this may periodically become necessary, consider it a failure and wonder what you could have done differently so that it would not have been necessary.

An important observation concerning the way the ATC works is its weapons cycle. Web can be cast every turn, phasers can fire every turn, and disruptors can fire every turn. The ship, however, cannot make an effective attack every turn, so do not try to. Think of the ATC as an 'every other turn ship', although certain systems, the web caster in particular, are likely to be used every turn. This makes selecting when and where you attack crucial to success much the same way it is for ships that have every other turn weapons (like the Andromedan and the Federation). You must consider your escape route when you plan your attack. Hand in hand with this concept is the importance to the ATC to keep moving, and moving pretty quickly. You may find yourself slowing to 15 on some turns, if you get a rare chance to employ overloaded disruptors, but generally you should think of 21 as your minimum speed and 28 as your preferred speed.

WEB TACTICS

The web is a sophisticated and complex weapon that can only damage an enemy indirectly. Its uses are subtle and more an art than a science. Just knowing the rules isn't enough.

Mr Sticky: As everyone knows, a Tholian can pass through its own web, but a Tholian can also turn off this ability, which I call "sticky on" and "sticky off." A change in "stickiness" cannot take place within eight impulses of a prior change. You should announce "sticky on" on Impulse #1 of Turn #1. Use of this ability is crucial to the effective employment of the "W" web.

Trapping: The rules provide that if a ship moving speed 12 or greater becomes stuck in a web with strength of at least 12, that ship must make a roll for break down. The idea of trapping is that you put out a web of at least strength 12 so that the opponent must hit the web unless he HETs or emergency decelerates. This, obviously, cannot be done without a little help from the opponent, and is thus, not a basic goal of the ATC, but rather something to always keep in mind so that you can use it if the opponent gives you an opportunity. Stop and look at the map for a trapping opportunity whenever the opponent: turns, slips, or changes speed. Be particularly vigilant about this if the opponent is close to a wall. Here is an example:

Opponent in 0624F turns to 0623A, then slips to 0723A the following impulse. Opponent changes speed to 21 on Impulse #16, and made the turn on Impulse #19. After his slip on Impulse #20, you can trap him by putting a three-hex four-power web in the following hexes: 0621, 0722, 0822. This sort of gift from the opponent is rare, but watch for it. Simply knowing he cannot afford to give it to you limits his options.

Screening: The purpose of screening is to use the web to block the opponent's fire during your approach, and subsequently to provide both cover and an obstacle for your opponent during your evasion after fire. The keys to effective offensive screening are web placement and web shape. Let's start with the shape: the "W" web.

It used to be that Tholians would cast a web "tunnel" between their ship and an opponent and go down the side of the web the opponent did not choose. The tunnel usually consisted of a four-hex, five-power web laid in a straight line, with maybe a hitch on the end. There is not enough space here to go into all the problems the web tunnel has; the basic one is that the enemy can simply enter the web and (since he can fire *out* of a web hex) blast you. Being straight, once the enemy gets around the end, he can hit anything on the far side. Suffice it to say, there are other problems, and the "W" web solves them.

An example of a "W" web is: 0722, 0723, 0823, 0824, 0925.
This sort of web is VERY difficult for an opponent to attack. Look at all the places the ATC can be in the web and how the shape prevents an opponent from getting a clear shot, often until the opponent reaches range one.

For example, if the ATC was in hex 0925, all fire to the left of the 09xx hex-column is blocked until an opponent get to xx25 (or 0824 or 0823). It also blocks all fire to the right of 09xx, but to the left of the hexspine defined by 0925 and 1023. (Of course, everything in the 09xx hex column is also blocked, from 0901-0923.) Compare that to a web tunnel and you will see the extra protection offered by this sort of web. Although I chose 0925 as the example, every hex in this web offers a similar range of protection, although with different specific hexes.

Also, unlike the web tunnel, there are several places where, even if the opponent dives in to the web, the ATC can get as close as range two and the opposing ship's fire is still blocked.

Another advantage of the "W" web is that, unlike the tunnel, to be effective it does not need to be at five-power; one or two is often sufficient (except against the Seltorian).

Before going on, you should take out a map and study the "W" web. Put the ATC on one side of the web and an opponent ship on the other, each about 1-3 hexes from the endpoint of the web. Now try moving the opposing ship to get a clear shot at the

ATC. Remember that this is a five-hex web, so the opponent does not need to worry about break down rolls.

Keep playing with things until you come to the conclusion on your own that there is no way to approach the ATC whereby the ATC does not get, at a minimum, an unreturned range three phaser shot.

Now let us look at placement.

When this web is placed depends on the opponent. Basically, you need to decide whether or not you can allow the opponent to take a range six-to-eight shot at you. Generally that will be acceptable, but there are some occasions when it is not. In particular, giving a Klingon or Lyran a range eight shot will rarely be a winning proposition. If it is early in the turn, then it might be okay. If it is late in the turn, so that the Klingon could crush a shield (and do a few internals) then turn off and not give you range four, then it is going to go very badly.

Another opponent to be careful of giving range eight to is the Hydran. All of that firepower can hurt. A lot. A somewhat surprising ship you can usually give range eight to is the Federation. His accuracy stinks at range eight.

If you are not overloading (or possibly even not loading at all) your disruptors, why would you ever let someone get range eight on you? Well, the main reason is that you almost must allow this to get any real use out of your web. A smart opponent, who sees a web go up at long range, will just turn away and suggest that you fight somewhere else. If the web goes up closer so that the opponent who turns off will be giving you a range eight shot (on his rear), then that opponent is in a much more difficult position. Assuming that you can give range eight to the opponent, this is the approach. At about range ten, place a "W" web about half way between you and your opponent, usually favoring one hex closer to yourself than him. If you have armed disruptors, hold them until the impulse the web solidifies (it becomes solid after direct-fire on the fourth impulse after the web caster was fired). Then make a judgement call as to whether you are likely to get a clear shot later and, if not, fire. You should call for fire either way.

So as long as you stay in this web, you have a lot of protection, but you are also moving fast, and so will not be near the web for long. That, of course, is what being sticky is all about. One of the reasons the web is a five-hex web is to get additional coverage. This extra hex, however, costs you part of the punishment for entering a web: the breakdown roll. Of course, it also means that if we want to stick in our own web, we do not break down either. If your opponent has decided to give a go at attacking this web, then you are going to want to stick in it. Here are some considerations you will need to deal with when you make this decision.

Firstly, when a unit becomes stuck in a web, it cannot sideslip when it exits it. You either exit directly ahead of your current position, or you turn out of the web. Secondly, while you will get an unreturned range-two or range-three shot at your opponent, if your opponent decides to enter the web to take a shot at you, you are likely going to need to use a High Energy Turn to get out of the web to keep the shot an unreturned one. So, while unreturned, it often comes at some price. This approach is very difficult and requires precision and extreme attention to detail. You will develop a feel for when and where to place your web eventually, but it is likely to be frustrating at first.

When I developed this approach for Origins '95, I spent many days just putting ships on the map and practicing web placement and movement, making sure that I got a good idea of what was going to be needed. By doing this I was able to develop a good feel for web placement, without having to play dozens of games. (What? You never heard of real Army officers walking over terrain discussing where imaginary soldiers are? They do it, all the time, since imaginary soldiers are cheaper and more readily available.) If you are serious about the ATC, you should do the same many times before your next tournament, since one error in web placement when playing this ship usually means a lost game.

HIGHWAY 312 TO VICTORY
By Steven Rushing

The Neo-Tholian (NT) is a ship which has been overshadowed by its sister ship the Archeo-Tholian. The T2000 changes have strengthened the Neo-Tholian by addressing one of its major weaknesses, POWER. The NT is above average in maneuverability (turn mode B). It also has a very strong phaser suite of 7 phaser-1s and 6 phaser-3s with at least some phaser-3 padding everywhere. The ship is somewhat average in internals and in phaser arcs, having only five phaser-1s on the oblique and limited padding from the front (but is better than the ATC in both these categories). The power (now at 40) is on par with the other all-energy cruisers.

THE WEB CASTER

The ship is weak in backup weapons. The single web caster and single snare do not match up to the multiple drones that similar disruptor-armed ships have. The web caster requires a great deal of finesse to employ and the snare is occasionally useful but most often is just a slow-repairing pad for the caster. Still, getting the web caster to earn its keep is the key to winning with this ship. There are four basic uses for the web caster: the phaser-shield, the spider, the wall, and the web fist. Everything else is a variation on one or more of these themes.

The 'phaser-shield' is based on the classic "hide and swat" Tholian plan. You lay web so that you get a reasonable phaser shot through it and the enemy is blocked. Then you get away and come back again. First you must throw the web, usually perpendicular to your path between you and the enemy. Throwing such a web parallel is often called the *web-lance*. Time this so that you are close to the web and the enemy is at three-to-five hexes range once it solidifies. If the enemy is also very close to the web, escape will be difficult and he can duck into the web or slip around it and may get as good or better a shot. If you are further than point blank from the web, it will cost you too much firepower. With only five phaser-1s off centerline, this approach is difficult, since your shot will be light. Keep this web at breakdown strength so that if he does rush in he will lose his HET bonus. This limits you to at most a four-hex web. A snare laid a few hexes back might provide a second shield for when he cuts wide or through the web. Keep an HET available. The ATC is actually better at this with his all-round 30-box shields and forward-mounted phaser suite.

The 'spider' involves sitting in the web. Throw a W-shaped web between you and the enemy on approach. Make this web parallel to your path and time it to solidify as you get to its closest edge. Turn off your web pass ability early. Close in and allow yourself to get 'caught' with numerous hexes of web between you and the enemy. Now play maneuver games looking to get your enemy to commit, or rather over-commit, as you use your web pass turn-on to move in and out of the web. If you can time the 16 impulses of web to last over the turn break you should be able to arrange two phaser firings and might be able to lay a second web nearby. You will need an HET available to maximize the impact.

The 'wall' is intended to stop seeking weapons or the enemy ship. The use of the web caster against plasma is so effective that the Tholians are presumed to be advantaged against plasma ships. This is only partially true. What the web caster provides is a drastic defense capable of stopping any amount of plasma launched at you. What it cannot do well is to stop plasma launched close-in and it is a waste against a single torpedo. Beware that while their usual torpedo tactics will fail they still have several other deadly options. The good thing is that webs used to snag seeking weapons do not need to be strong or wide if you take the time to maneuver the seeking weapons (by moving their target — your ship). So a low-power web will suffice. This is also good when running from something. A wall in front of you allows you to pass while the pursuing seeking weapons get stuck and pursuing ships might have to swing wide.

Stopping enemy ships is difficult. An HET or even just a speed change will easily slip through webs. Wide webs needed to catch ships with side-slips will often not do any damage. Since a ship cannot do reactive speed changes within eight impulses of a previous change, anytime the enemy does change speed consider firing. You may well see enemy ships maintaining more constant allocated speeds, keeping the option of dropping as little as two reserve warp to slip through a web you lay ahead of him.

The web fist is a simple direct-fire option, providing on its first firing about the same damage as an overloaded disruptor although with slightly better range. Using the web caster this way takes the web option out of the game for a while.

THE SNARE

The humble snare is severely limited by its range. Since it can throw only two hexes of web at range one and only to the side, you must plan for its use ahead of time.

As a shield against direct-fire, you must lay the snare web and come back to it. Often when you plan to HET and run from a phaser-shield, you should lay the snare web on your way to the shot so that you can run back through the snare, providing a second blockage from enemy fire. To trap seeking weapons, you must first get them lined up on you and then turn away after laying snare web, otherwise they will easily avoid the web.

Once the snare has served it primary purpose (sacrificed to stop damage to the web caster), consider repairing it as a web generator, which takes two turns (six points) as opposed to the three turns (nine points) it takes for the full snare. The generator, as a hastily-repaired snare, still protects the caster.

THE ENEMY

The Federation TCC is one of the toughest match ups for the Tholians. If flown by a patient, methodical captain the Federation just tries to slowly move in and get his shot. Your main advantage is maneuverability. The 'spider' tactic may be your best bet here, trying to keep him frustratingly close to a shot. Expect him to web dive if he gets a chance to shoot. Keep in mind a range-eight or even range-four shot from the Fed will not usually be a game winner for him if you can strike back on the subsequent turn.

The Klingon D7CT is a tough match up. He cannot use his scatterpack as easily as he normally does because you can snag those drones on approach, putting him in an "even" direct-fire battle. He outguns you slightly because of the UIM but he is more fragile than you are. On Turn #1, if the drones are not "in the way" use of the web fist might even up the direct-fire power. On subsequent turns, plan to snag drones with low-power web and keep your speed up. They might just end up frustratingly chasing you for three turns and then being eliminated by exhaustion.

The Romulans are often dismissed because the web-plasma interaction is supposed to be a slam-dunk in your favor and the added web-cloak interaction just piles on more abuse. A crafty Romulan will not let you use these advantages. He will launch one plasma at a time and allow you to "waste the web caster on one torpedo" while positioning for a close-in launch or an anchor. If you let the one plasma through, you may take a few shield hits. You have to make sure you keep up in the damage department. If he is coming in for an anchor and you are in a non-central position, use the web, possibly in a spider-like W pattern, and dive in. Try to keep web between you to block tractors. A cloaked Romulan might be snaggable, allowing rolls for lock-on and maybe allowing suicide shuttles to hit (if you have them).

The Kzinti is an easier match up than the Klingon because he does not have the direct-fire potential, is less maneuverable and has less power to use against you. Your low-power webs can stall his drone offense, and as long as you can keep the engagement as a direct-fire exchange, you have the advantage.

The Gorn TCC is a lot like the Romulans except he has no cloak and is tougher internally. All the advice for the Romulans applies here — as do the warnings.

The Orions pose the usual problems, lots of speed, lots of power, and they outmaneuver even the Neo-Tholian. What they lack is firepower. With only three real heavy weapons their crunch is light. If the game lasts six turns or more, the engine doubling will begin to be serious trouble for them. So try to play conservative in the early going. Work towards preventing an early decisive exchange. Use 'spider' and 'wall' approaches. Fire late and at odd shields, not the obvious one. A long game is your friend.

The Hydran is trouble, with an amazing crunch power and built-in Mizia capability. He can take out both the snare and web caster in one shot. You want to fight this battle at range four, where the disruptors are good but his fusions are relatively weak. Use the web caster to block his approach. One of its best uses early is to allow a 'phaser-shield' strike at his stingers while preventing the usual damage to you. Anyone can take out his stingers but they usually pay for the privilege by losing a shield and then die against a pristine Hydran. You can take the stingers with no penalty, if you time it right. When hitting his ship, do anything you can to get a Mizia strike. Finally, remember after he fires the hellbores, two fusions and five phaser-1s for his oblique "alpha-strike" he still has two fusions and two phaser-Gs, which can allow him an easy 50 damage at close range either this turn or next. Many have died on the Hydran TLM's "reload turn".

The Lyran TCC is a tough match for you. The in-web fighting favors you because his ESGs will be blocked. However, a patient Lyran will keep after you and he can run speed 20 with full overloads forever. Slug it out and use your superior maneuverability and his Mizia weaknesses to your advantage. The LDR is a Lyran with less padding and more close-in firepower. He is as maneuverable as you are, so use web to stop an overrun. Fight from 4-5 hexes (middle range) and keep some web in the way to clutter up his maneuvering.

The Andromedans hate everyone, and you are no exception. He will want to get into range-five (or three) and fire. You cannot prevent this, although you can play 'spider' and cause him headaches. Your success will hinge on thwarting his escapes. The Andromedan needs to hit-and-run. Your web thrown ahead of him can cause him to lose ground or to displace early, allowing you to stay with him or corner him. Hit his rear PA panels every turn, usually on Impulse #25 to prevent toggling.

The WYN AUX is probably one of your better match ups since his maneuvering is more predictable. Plan to keep him from getting his offense, and keep mobile. A 'spider' against him and even a 'wall' is usually very successful.

The WYN GBS is a tough ship because his drones are not as crucial as they are for the Kzinti or Klingon and his direct-fire is strong. You outmaneuver him slightly but he has more Mizia protection and takes damage well.

The ISC is tough. His difficulty in concentrating his firepower plays into your hand. The ISC will often fire his PPD and an EPT at mid-range followed by "run-and-castle" tactics. The plan is to reduce your shielding then win the knife fight. Fortunately you have options such as the 'trough' (throwing a web on top of a stopped opponent and riding the web down to range two for a phaser strike) that make the castle unattractive for him. You can also snag his EPTs and run through them while still pursuing him. Expect fewer if any EPTs since they broadcast his intentions. Use your webs defensively and wear him down. When you lay web, he can fire a full PPD through it due to the sequences involved. So a web wall might be useful if you want to nudge him into firing early, but might not be so useful stopping the PPD entirely.

The Seltorian TC is large and turns like a Gorn but lacks much other than direct firepower. The shield cracker/web breaker make snagging him difficult for any noticeable effect and will shred all but the most powerful webs. One might immediately leap to the conclusion to use the web caster as web fist, but this allows him to use his shield cracker against you. Use the web caster to augment your maneuverability by complicating his with 'wall' and 'spider' tactics.

BATTLE BUG: THE SELTORIAN TC

By Kevin Block-Schwenk

As one of the rare Buglovers out there, it compels me to show that its bad reputation is entirely undeserved. This is a top-notch ship for anyone who flies it properly!

The tactics of any ship are determined by its weapon suite. Looking at the Seltorian, several things stand out. First the good:

- the ability, for one turn anyway, to do lots of damage for very little power used. (On Turn #1 the Seltorian can pay a mere six power to hold three points in each particle cannon and do a direct-fire alpha-strike that is at least as good as any ship in the game except for the Federation.)
- arguably the best phaser suite of any ship.
- 32 warp, giving the ability to HET at speed 28.
- Excellent durability, particularly of your phaser suite and shuttle bay.

Now the bad:

- the lack of rear-firing heavy weapons
- the lack of seeking weapons (other than suicide shuttles).
- the shield crackers firing during impulse activity.
- the 12-impulse cycle time of your particle cannons.

A unique feature of the Seltorian is that it, alone among all ships, can fire its heavy weapon twice in a turn. The misuse of this ability has caused the deaths of countless Seltorians, so we shall set this matter aside for now.

WINNING IS SO VERY SIMPLE

What this implies is the following: if the Seltorian can keep shooting while, somehow, neutralizing the other ship's seeking weapons, *it will win*. But in war, even simple things are hard.

There are two ways to neutralize seeking weapons: going really fast, and going really slow (with weasels). The Seltorian is ideally suited to both of these. Also, versus drone users, especially those who have fast drones, do not forget to power your tractor beams. On the critical turn you want as much of your firepower as possible to use against the other ship.

The shield crackers mean you should not even try to do anything clever, as they effectively tell your opponent exactly when you are about to shoot. (And yes, you *need* their weight in damage so passing them up won't do any good.)

OPENING MOVE

When fighting a Romulan or Gorn, do not worry about reinforcement, just hold three points in each particle cannon, a couple of weasels, and roar at him with at least 26 hexes of movement in the turn. He is going be really scared of you getting to overload range, and will launch really early to keep you away. Outrun his big torpedoes, shoot standard PC shots if you feel like it. With your high speed, sooner or later you will be able to either blast him at range eight (or four) or get on top of him when he is low on plasma. I always considered the Gorn in particular to be a light but tasty snack, sort of like popcorn.

When fighting almost any other ship, do a medium/fast, e.g., speed 15/28 or 15/16/30, split speed with as much power as you can spare in specific reinforcement (typically in the #2 or #6 shield). Fly oblique to some good range where you are going to really hurt him: range four is good against almost anyone, such as a Kzinti, ISC, or WYN Shark.

Against some opponents who can hurt you at range three (a Lyran with his ESGs up, or a Klingon with overloads) you might better settle for range five if you cannot get a range four oblique shot with a safe getaway.

Against low-crunch ships (cripples, anyone who forgot to overload the disruptors, a Neo-Tholian, or some Orion or WYN Aux packages) you can go all the way in to range two, although only if you get your reinforced shield turned toward him at range four. Then blast each other, only you have a bunch of reinforcement and he does not.

AFTER THE FIRST PASS

There is a famous cartoon of a dog that has its mouth around the rear bumper of a car. The dog is thinking "Now that I caught it, what do I do with it?"

You are probably thinking, "Okay, I have done my first pass (versus, say, a Klingon). I lost a flank shield to damage, and virtually every weapon on my ship is empty (and wow does it cost a lot of power to reload them all). I have a somewhat hurt but very annoyed Klingon whose heavy weapons will cycle before mine. And to make it a special day, there is a cloud of drones on my tail."

It is now time to do what the Bug does best: park and weasel!

A parked Seltorian, and a fully loaded but slow one who is chasing his opponent, are the ONLY Seltorians that should consider shooting their particle cannons twice. It just takes too much power to shoot twice and move at battle speeds.

A second weasel is often necessary if your opponent is close. You ideally want the weasel ECM shift to cover you until your particle cannons are cycled again. Once that happens, the sheer weight of your direct-fire (and the suicide shuttle or two that you will feed him if he gets greedy and does not hold back any weapons), plus the fact that he has hopefully already taken about 15 internals from your first pass, will make it very likely that you will chalk up another two-turn victory when you blast him.

But what if your opponent circles, shoots, then opens up the range? That is just fine, too! You are now fully loaded, and now, with him keeping away from you, you can afford to shoot him twice if you wish, and will end up doing about as much to the other ship as he did to you.

Whatever you do, never ever try to run away at high speed! You will simply get blasted through a back shield and will have nothing you can do in return.

SPECIAL CASES

Now that you know the doctrine of what to do, here are some special matchups which require you to bend the doctrine a bit:

Federation: Hold at least three weasels. Probably the only ship where you want to start the game with five points in each particle cannon rather than three. End the turn at range eight (or five) and fire. If he shoots back (hopefully onto a shield with some level of reinforcement), try to whack him next turn. Otherwise, park, reload, and weasel for the ECM as much as it takes. You may want to not shoot your shield crackers in order to do a passive fire control "sucker punch" if he gets too close.

Hydran: With its weak medium-range firepower (especially after you blasted him at range four on the first pass), and his slow but deadly fighters, running away is often the better option, as opposed to parking.

Andromedan: Once the ugliest matchup (when the shield cracker could not hurt the Andro), the 2000 changes to the SC rules now require only that you are certain to fire the crackers first as they can fill panels but cannot penetrate them. Try to engage him early Turn #2, then go after him like a rocket, hammering repeatedly at his rear power absorber panels.

ISC: Treat it as another plasma ship, where your goal is to go in-and-out, drawing out enough plasma until you can either hammer it repeatedly in overload range and get out again or get to point blank relatively intact and smash. If you can, take some of the PPD damage on your rear shields. You probably want to have three points in each particle cannon plus reinforcement on Turn #1. The Seltorian/ISC game is one of the most even and enjoyable matchups of any for both sides to play.

There are of course refinements on tactics which you can figure out, such as when to use reserve warp for a slow forward or reverse speed from speed zero, how much energy to put into "negative" tractor versus some opponents, when to risk a second HET, and so forth. But hopefully this article has given you a good idea of where to start.

With the proper tactics, you too can aspire to join the very small, elite group of Seltorian aces. Hope to see you there!

ORION BATTLE RAIDER

By Major Chuck Strong, USAF

The Orion Tournament Battle Raider (TBR) is a ship of extremes. Of all ships in the tournament, the TBR is least able absorb internal damage, but is without a doubt the most maneuverable. Mastering the TBR's strengths is a must as it will help minimize its weaknesses. If you master the strength of Orion maneuver, you then minimize your exposure to internal damage. Knowing all the extremes of the TBR is to truly know your ship and is the first step toward success in the Orion.

STRENGTHS

Turn Mode-A: No other ship in the tournament equals you here. At no time will any other ship be able to out maneuver you as long as you maintain an equal or greater speed advantage. By maintaining the speed advantage, you control the initiative by moving last. This is critical inside range nine as it permits you to have more control over the final positioning for an attack run or protecting a down shield. He who moves last picks the range between the ships and (often) what shields are facing.

Two Free HETs and Breakdown Rating Six: These attributes together are also unmatched in the tournament (and only the Andromedan matches your breakdown rating). Like all HETs, they must be used at the proper time. The key to using both of these attributes wisely is risk management; the TBR has the most flexibility in this area. If the situation warrants, the TBR can HET the first time out of an increasingly dangerous situation or into an advantageous offensive position without much future risk. Anyone else can only afford to HET if it will win the game or avoid losing; you can HET the first time just to get in a good hit.

Even after using both HET bonuses, the risk increases, but not dramatically. The BD-6 rating of the TBR allows you to manage your risk with more confidence. The probability of a successful (post bonus) HET is 83% compared to 67% for nearly all of the other ships in the field (except the Andromedan).

Weapons Package Choices: You have the flexibility of choice, but this requires some forethought and practice. Your play style, the tournament field, and your opponent's style and skill will drive your selections. Even the type of tournament will drive these selections. The Captain's Tournament requires seven undefeated rounds of play where a patrol type of tournament allows for an occasional loss in the early rounds. You can tailor your choices based on how aggressive or conservative you need to be in these types of tournaments. If you arrive early, you have time to be cautious; if you arrive late, you need to be bold.

Power Curve with Engine Doubling: This is the hallmark of the Orion. In the early turns of the game, the TBR can produce more power than any other ship. This advantage is fleeting and wise planning is a must; make every point count! Knowing this, the Orion dominates the power usage triad of Maneuver, Arming, and Reinforcement. In the early stages of the game, the TBR can effectively operate in every area of the triad.

Maneuver: Engine doubling permits a deadly combination: high speed (25+) with two HETs. Maneuvering properly can rapidly exploit a situation, project a reinforced shield, or protect a down one. Even braking with reverse movement is possible.

Arming: Engine doubling also allows for quick rearming or overloading of weapons with minimal ramifications to the other points of the triad. Heavy weapons will drain energy, but may provide enough crunch power to significantly damage your opponent. Lighter weapons (while lacking in crunch power) will act as a force multiplier of the other points of the triad. A lighter package permits better battle control choices — when and where you want to engage. Finally, doubling provides options for arming other systems like transporters, tractors and shuttles.

Reinforcement: Hyped engines can protect the TBR through shield reinforcement. In essence this temporarily creates volume to protect the fragile internals of the Orion.

This fact almost killed me at Origins-92 when Steve Rolston (flying the Orion) survived my Gorn Anchor. I anchored him on the last impulse after exchanging phaser fire earlier and launched 100 points of plasma. Over the break, with a fresh #6 shield facing me, he doubled everything, plotted speed zero, and reinforced the shield. I was stunned when the plasmas hit the full shield and 48 points of reinforcement — scoring only 22 internals! With my #1 shield gone and his two phaser-Gs (allowed back then) recycling, I was barely able to escape and scrape a victory only through adjudication. (This very battle prompted me to fly the Orion in later tournaments.)

WEAKNESSES

Engine Damage from Doubling: This is the downfall effect of doubling. The key here is to know exactly what you need (or must) do with the power and only double what you need. CDR must be used to repair damaged engines as AWR to delay the cocaine effect of doubling, but you are delaying the inevitable.

Limited Internal Volume and Systems: You lack everything other ships take as standard equipment — APR, probe, hull, labs, and control systems. You just do not have systems to do anything well enough. You also suffer from a very fine "crush threshold", the point at which your ship cannot take more damage and win. That number (30-40 internals) for the TBR means that you cannot afford any additional hits beyond the threshold as the only thing left is a system or two, weapons and warp.

Cloak: I class this as a weakness as it has limited utility, although some players swear by it. Cloaking will eat nearly half if not more of your warp power. It will force you to slow down due to these power limitations, thereby giving the initiative back to your opponent. Remember, 12 points (or more if doubling warp) equates to 18 hexes of movement. The only exception is that if you are facing massed seeking weapons, cloaking permits you to keep moving while cloaked. But again it is an expensive form of evasion compared to the wild weasel. At least, if you are out of weasels, you have the option to stay alive a little longer.

Limited Weapon Mounts and Choices: You are limited to phasers, drones, and/or fusions in the wings. Other restrictions include no more than two hellbores, two plasma racks, and one phaser-G; you cannot mix a PPD with a hellbore. Your limitations here are also driven by the reality of the DAC; if you incorrectly matched the wrong systems you could lose these systems on the first volley of internals. Recommended package choices are addressed below.

HEAVY LIFTERS AND LIGHT LOADS

Long before you arrive at the tournament, you will need to consider which two package choices you will use. These packages must be flexible enough to cover the expected field of tournament ships you will encounter. Your playing style and risk assessment play a critical role in the final package decision. Be sure you know the advantages and limitations of both!

One important point — the phaser-G is a serious consideration on ALL Orion packages. No other weapon in the game can convert power to damage better at close range (zero-to-one hexes). It will kill any two non-fighter shuttles or drones at point blank range. It is also invaluable in knife fights as it will cause significant damage to your opponent or permit several Mizia attacks. In addition, the phaser-G will be, in most cases, your last phaser remaining due to the phaser damage priority rules. And finally, it compensates for a lack of labs at range one. Fire one burst at a drone. On a die roll of one-to-four, if the drone dies it was a type-I (or a Klingon type-VI); if it is not destroyed, it is a type-IV. If the die roll was five-to-six, and the drone is still moving your phaser lab crews report: "It is a drone, sir!" and strongly recommend further phaser analysis next impulse. The phaser-G is so good that back when Orions could have two of them, an all-phaser Orion was virtually a lock on victory (which is why it is now illegal). No package should be without a phaser-G!

Below are some of the more common packages I have seen and it is not by any means a complete list (see dealer for warranty information; your results may vary). Enemies take note: compare your opponent's package to this list for a preview of his tactics.

THE PHASER BOAT (Four Phaser-1s and a Phaser-G): This is my number one choice. This ship, combined with its outstanding maneuverability and low power demand, allows for fast battle ingress/egress while at the same time it permits significant shield reinforcement options. This package does lack crunch power, but if properly executed, you can mitigate your opponent's crunch power with your reinforcement and maneuver. As a result, your opponent should have uncertain attack choices. Does he fire (some, most, or all of his weapons) at what may be a heavily reinforced shield, or does he wait? If he waits, the TBR may fire and take down a shield causing weapons internals making his future fire less effective. Obviously your opponent is doing everything he can to disrupt your attack run, but in most cases you have the initiative. Other factors in this option allow for rapid weapon recycle time, low power draw to recharge and a 12 point phaser capacitor. This ship can run, reload and (if the situation permits) reengage all in the same turn.

THE DANCING ORION (Two Hellbores, Phaser-G, Phaser-1, and a Type-B Drone Rack): Another popular choice as it uses the drone rack to pad the hellbores. This package is good if you need to wear down an opponent you do not want to close with or who does not want to close with you. The phaser-G acts as drone/plasma protection or as a deterrent. The hellbore can reach around corners to hit a weak shield.

THE FED HUNTER (Two Fusions, a Phaser-G, and Two Plasma-Fs): One of the few packages to have success against the Federation. The advantage is that the plasmas pad the fusions allowing this package to turn and close to point blank range even after receiving a massive 64+ point photon volley. Also take note this ship's low power drain for the first attack run.

THE STINGER-O (Four Fusions and a Phaser-G): Like the Hydran fighter for which it is named, this is a close-and-kill package. If you can get to point blank range with weapons intact, the enemy can expect heavy damage. This is about the only package that works reasonably well with the cloak as the cooling turn requires no energy (as fusions cool rather than reload).

THE JACKHAMMER (Two Photons, a Phaser-G, and Two Fusions): A pain to arm but dangerous once armed. One technique involves closing late in the turn with phaser-1s firing on Impulse #25, firing the phaser-G and photons on Impulse #32. If the fusions were not used to pad the photons earlier, fire overloaded fusions and the ph-1s on Impulse #1 of the following turn.

THE SNIPER (A PPD, Phaser-G, Phaser-1, and Type-B Drone Rack): Another wear-him-down package. Once fired, you need to avoid closing with your opponent until you take your next shot. Use the drone rack to pad the PPD. If you can get the third PPD shot in, you should have a shot at winning.

THE GIN-SU ORION (A Phaser-G and Four Type-B Drone Racks): A very low power draining package that can slice and dice if it is allowed to execute the Orion Anchor. This ship can have massive amounts of reinforcement and tractor energy.

YOUR OPPONENTS: THE GOOD, THE BAD, AND THE UGLY

The next step toward success in the TBR comes from knowledge of, and experience from playing, our adversary. Your opponent will drive your first critical decision — your package choice. That choice will then drive your tactics against him.

FEDERATION: The Federation will be your toughest opponent. Obviously the Federation Hunter package ranks up there as a top choice. The Phaser Boat is another choice but not as good. Lady luck will be a player in this game, so have your HET allocated and be ready to close if his photons miss. You will need to hit him twice (hard) before he gets a second shot!

KLINGON (or WYN Phaser Shark + 2x Drone): The Klingon may try to saber dance from ranges 8-15, but you cannot let him do this. The Klingon will attempt to gain several turns of sniping before he chooses to close and may use his scatterpack and other drones to keep you busy while he shots at you. Concentrated fire on any one of his forward shields is a good strategy as this will limit his future dancing options.

ROMULANS: Keep your speed up and watch for the EPTs. Your package choice might include a standoff suite or the Phaser Boat. He too is looking for a long extended game. If he cloaks, close to point blank and fire your phaser-1s (not after Impulse #25) and then circle. Make him pay as he surfaces, but have those weasels ready! Watch out for the TKE's mine.

KZINTI (or WYN Drone Shark: 4x Drone): The Cat knows that time is working for him and he will most likely not rush into battle. Massed drones (10+) may be a good signal to cloak as this will eliminate at least a third of all of his available drones. A tough opponent to close with; beware of the anchor and do not get inside range three until you are sure you can win.

GORN: Keep your speed up and watch for the EPTs. If there are 50+ points of plasma coming at you, turn-off and reengage later. Keep the pressure on once the Gorn has expended a portion of his plasmas. His #1 shield is a good target choice as it prevents him from closing without exposing his down shield.

THOLIANS: Keep your speed up to avoid web traps. He may play the snipe and run game as he does not want to get into knife fights early. A good package against the rock-heads is one of the stand-off types (but he may be the one standing off).

HYDRAN: Do not try to out-Hydran the Hydran — *you will lose.* Kill his fighters as soon as you can. Your package choice might be a standoff suite; use your reinforcement to negate the effectiveness of his hellbores. The Hydran is also vulnerable to multiple volleys of fire. Knowing this, use the six-by-six rule of thumb against the Hydran: six internal volleys of six points or more should render the Hydran's weapons ineffective.

ANDROMEDAN: Hands down package of choice is the Phaser Boat. Double every turn and provide no quarter. Take his best shot and stick with him ALWAYS! Speed-31 is a must as you will need the initiative, especially in close. Be prepared to HET twice in the same turn. Hold a phaser or two back until late in the turn to minimize his "Stupid Panel Tricks" (panel toggling).

LYRAN and LDR: The ESGs and decent phaser suites of these ships make for worthy opponents. A hellbore package is not a bad choice here as hellbores auto-hit raised ESGs. Avoid the forward center-line of these ships!

WYN AUX-BC: What ever package you go with; get behind this ship and stay there! Avoid tractor range as he can reach out and grab you, especially if he is flying the popular six drone/two phaser-G combo. Do not be caught off guard if a desperate Box captain tries to HET toward you; if he is successful you will be in a world of hurt!

WYN SHARK: See Klingons and Kzintis, as his option choices will basically turn this ship into one or the other.

ISC: Take his PPD shot (on a reinforced shield) and close. If he Star Castles (goes slow and begs you to attack), reinforce and stick with him (but have your weasels ready). Negate his best weapon (PPD) by not letting him get a second shot with it.

SELTORIAN: The Phaser Boat can play hit-and-run phaser tag with the Bug. With no seeking weapons to annoy you, your TBR can fly around at speeds of 19-26 with reinforcement and wear him down. Beware: a good Seltorian captain can and will get more out of the Bug than you ever realized.

THE LONG AND THE SHORT OF IT

Fleet Captain Frank Gilson once said of the Orion, "One single mistake and you die, and no one remembers you." It is true, the Orion TBR is not a forgiving ship and mistakes along with a measure of bad luck will kill you. Practice and experience will go a long way in building a successful record in the Orion TBR.

May all the Federation ships meet with early demise and all your opponents be extra-galactic! — Orion TBR Axiom.

LORD OF BATTLE: HYDRAN TLM

By Andrew Dederer

The Hydran Tournament Lord Marshal is probably the most versatile of the direct-dudes "food group" and certainly contains the most contradictions. It is the toughest ship with the most vulnerable weapons, and has the biggest firepower drop-off from range zero to eight. Unlike the straightforward Fed and Seltorian, or the duck-and-dodge of the Tholians, the Hydran requires aggressive finesse to be successful.

Basic design: the Hydran possesses above-average power (40), hull (18, all of it center), control spaces (10); standard turn mode (C) and Labs (4); and below average transporters (2) and total weapons (13). In addition, it has a dual shuttle bay (allowing two suicide shuttles to be launched in one impulse) and two "extra" shuttle boxes for the fighters. The Hydran's power is very durable; the batteries should survive 25 internals, allowing for boosts to the power curve and flexibility undreamed of by most other ships. The biggest problem is that the Hydran has few weapons boxes, and none of them are disposable "padding".

Weapons: The Hydran has four different weapons that fall into two categories: short-range or flexible. In many ways, the Hydran is two ships in one; understanding this is critical to success with the ship.

Short-range: The short-range weapons are on centerline mounts which mandates careful maneuvers and preserving the #1 shield to use them to best effect. This is not as big a disadvantage as it seems, since at the ranges these weapons will be used at (two and closer) blind spots are minimal. The hidden advantage is that it allows for shots through the rear flank shields which can be important late in a knife-fight, or for taking a "passing shot" possibly with the off-side weapons.

Fusions: The fusion beam is definitely the worst heavy weapon in the game, however you have got four of them so you had better get the best use you can out of them. Outside of range two, the fusion can be used for sniping (it averages just under two points out to range ten), but it is often better to hold them as a threat. This is the major advantage of fusions over other two-turn-arming weapons: they only require power on the firing turn. You should look out for chances to end a turn close to your target.

The "hold" function of fusions can also be useful, especially when you can spare the power. The two most common times to load in expectation of holding them are at game start or while moving slowly (usually this means while using a weasel).

As to damage, the fusion has the most pronounced range to effect at close ranges of any weapon, literally improving by 50% for each hex from two to zero. For best effect, you want some shield to hide behind in close (otherwise you could lose weapons to phaser-3s before getting a good shot). The fusion beam, unique among weapons, only improves 50% when overloaded (for twice the power). Power used for fusion overloads is usually better used to improve speed, since getting one hex closer is the same as overloading all of them. In general, only overload fusions from the batteries (or Turn #1) and only at range zero or one (the round-down makes range two overloads a waste). I have never fired a suicide overload in almost ten years as a Hydran.

Phaser-Gs: These are lovely weapons. Four phaser-3s for half the power. Used properly they can deal with hordes of seeking weapons or carve your opponent wide-open. The problems with them are: they die on only a single damage point, and they can only either kill your opponent OR kill seeking weapons. Do not be too eager to use them on seeking weapons if other methods will work (especially if you plan to get close). Unlike fusions, phaser-Gs are pretty range insensitive once at range two (average for four shots is 12 damage points at range two, 15 and a fraction in closer). In many ways these are your primary short-range weapons, if you use them on seekers, realize your overrun will not be nearly as scary until they cycle.

Flexible weapons: These comprise the five phaser-1s and

the hellbores. Note that these weapons can cover the entire front arc, making it easier to protect shield #1 when fighting at range. As to firepower they give a fair account all the way out to range eight and can snipe out to range 15 with some effect.

With standard loads, the hellbore causes facing shield damage roughly equal to four standard disruptors (with a second volley "scattered around"); overloaded is roughly equivalent to three overloaded disruptors (due to the 50% increase).

Hellbores are more effective to overload than fusions, but only when the power can be spared and the shot guaranteed (since they cannot be held). Used at range, the hellbore's "weakest shield" power can win an extended battle in the right circumstances. The greatest problem with this suite is that it is not durable (there is no padding for either the hellbores or the phaser-1s); attrition battles can turn against the Hydran on a few bad rolls.

Stingers: The last weapon system on the TLM is its two fighters. Each is roughly the same as one half of the close-range suite on the TLM (two fusions, one phaser-G). Unlike seeking weapons they can maneuver freely, fire at range, and make un-plotted speed changes (useful for moving two impulses in a row).

Their main role is to draw fire away from the TLM; their secondary role is firepower support (stopping seeking weapons and firing double-charge fusions). In general, they aim to fire at range two (one fighter can do 12 damage with just its phaser-G, 20 if it uses the fusions). By firing at that range they force the enemy to fire main armament at them (rather than point de-fenses), and this spares the TLM from taking internals too soon. The stingers will die if the enemy wants to kill them; the Hydran player must take maximum advantage of the diversion.

TACTICS, TACTICS, TACTICS

The most basic Hydran tactic is very simple: move to range two (or closer) and destroy the enemy with one massive volley (taking early fire on flank shields and/or the fighters). In reality, this is mostly a threat, rather than an inevitability. However, the Hydran must always be ready to rush in and destroy the enemy if the opportunity presents itself.

Early on, the goal of the Hydran is to knock down a shield and get away to re-arm. Once the enemy has lost a shield, things get much easier. Now the target must contend with hellbore volleys stripping away his weapons, while keeping up enough speed and/or tractors to avoid being overrun.

For the initial approach, you want to be on the oblique as near to board center as possible, and with enough weapons and speed to make a viable overrun. The Stingers should go out once you are certain your opponent is committed (against disruptors this may mean launching at range ten or so). Some players prefer to take the shot at range eight and peel off. This can work, but is vulnerable to bad luck or "iron jaw" tactics (reinforcing the #1 shield) spreading your hellbores across multiple shields.

Often it is better to go by at range six ready to turn toward him. Careful use of sideslips can help the Stingers keep up. You want to make the enemy commit first *and fire first.* If he is iron jawing or shoots at the Stingers, close with him. Otherwise, hook in from range six out of his FA arc, or take your shot and peel off.

If you do turn in, go for a range two or closer shot, but take range four at the rear shields if you get it and can turn away next move. You can use the phaser-Gs to knock out seeking weapons without affecting your range four shot at all. The goal is one down shield and 10-20 internals (in exchange for damage to one shield and the loss of both fighters). Firing the ship's fusions and/or the Stingers' phaser-Gs is something of a judgment call. If the enemy is likely to chase you, hold off on firing these; if you have a clear path out fire away. The next time you make your pass you can fire the hellbores as you reach range four (one at a time) to strip weapons. Save the phaser-1s for when you get REAL close.

Other systems: You should power your tractors almost every turn for two main reasons: First, to tractor drones and preserve your phaser-Gs for firing at the enemy. Second, to give you a

head start in any tractor auction. You do not want to be anchored at range three; try to have enough tractor plus battery to avoid a range two anchor as well. If you reach range one or zero with hellbores ready, put your batteries into weapons rather than tractors, due to the two-volley nature of the hellbore you have good odds of shooting off both enemy tractors.

Suicide shuttles can be useful for extra firepower in overruns or drone defense. Against any non-plasma race they are generally a good buy (the ISC is not a true plasma race for this). Against any foe with seeking weapons, you will want at least two weasels (against the ISC or Klingon, you can get away with just one). Try to weasel AFTER you shoot if using emergency deceleration, otherwise try to hold or load fusions if using a 4-14 split.

Energy: A good basic plot for the Hydran is 10 for house-keeping and hellbores, 18 to move, 8 to load the fusions, and 4 to shuttles, tractors, and/or reinforcement. The next turn you can hold fusions and overload one hellbore (the other can use the batteries, or be lost for damage) and have 23 for speed, shuttles and tractors. A decent split for 18 points of movement is 14 at start, 20 (on 17), then 26 (on 28). Do not go slower than 14, but do not get obsessed with speed 31. Position, position, position. You can take almost any spot on the map if you are willing to put your nose on it. Look for an opening to start a knife-fight (this will mean taking internals) but do not just rush in blindly. When fleeing, look for a chance to HET at your pursuer after he fires.

The essence of the TLM is pressure and patience. You want to force your opponent to work to keep you away until you weaken him enough that he cannot. Most Hydran wins come in a point-blank shot, but rarely do they get there directly.

SPECIFIC OPPONENTS

FEDERATION: The Fed TCC is strong at the Hydran's worst range: three-to-four. It has Mizia problems of its own, and other dice worries. Work to take his range four shot down a shield spine, then turn in, and make sure your fighters are with you and you have two suicide shuttles ready. If the Fed gives you a range five-to-eight shot on his back shields, take it and turn out, provided you have full batteries for a HET and at least two fusions loaded.

KLINGON: The D7CT is in many ways the Hydran's opposite. Durable weapons, vulnerable power, fairly weak in close but excellent ranged firepower. Its turn mode is better, but the Hydran will usually be faster. Working in close is often your best choice (especially if he chooses to kill the fighters). Do not overlook working on his back shields at medium range then turning away. He cannot catch you while arming enough weapons to stop a counter-overrun. Have a weasel ready for his scatter pack, and some reinforcement on your #6 shield.

ROMULAN (TKR/TFH): You should be able to wear them down at range four-to-eight. Your high speed and phaser-Gs can beat the Ballet, while your hellbores need only kill one shield. The important part is the initial turns; you do not want to turn your back on him while he has significant torpedoes in his tubes. Work the obliques and make him work to kill the Stingers (which he has to do). If he holds torpedoes long enough, consider the overrun. With that in mind you want at least two (maybe three) weasels and three-to-four points in tractor, as well as two fusions ready. Before weaseling off torpedoes with a 4-14 split speed, realize that you will need to phaser down and fly through any additional torpedoes he launches if you continue pursuit. If he cloaks while your Stingers live, he is dead as you have too many weapons. With or without Stingers, make sure one of his shields is down or near it and fire overloaded hellbores at range one every other turn, while holding fusions and phasers until he uncloaks.

KZINTI: Learn all the ways to deal with drones besides shooting them (tractor, suicide shuttle, wild weasel, maneuver), and this is a much easier battle. You have equal firepower at range and much better firepower in close *if you do not need to kill drones*. Add in the fighters and you should have a fine shot. Prepare two suicide shuttles and two wild weasels, and expect to

weasel his scatterpack drones at some point (just make sure you have fusions armed and fighters out when that happens).

GORN: Much like the Romulan, but he is more likely to try to close and anchor, and more vulnerable to Mizia,

THOLIANS: Neither ship has much to distract your phaser-Gs, which makes closing a very sound plan. Keep your speed up and box them in. It is okay to trade shots for a while, just do not give them too much in the range three-to-five bracket. Usually you will run the Neo into a corner while the Archeo will run out of power. Do not let them cut you off from your Stingers.

ORION: The Orion is usually either a Phaser Boat or a poor imitation of you. When facing the hellbore Orion, realize that you have fighters and fusions and he does not. Do not worry too much about speed, just make him come close to kill your fighters or weaken shields. The Phaser Boat needs to be boxed in and killed. Let him get close — BEG him to get close. His hellbores are usually more durable, but you will usually have more power to keep up and restore shields. Time is on your side.

HYDRAN: Victory will go to whoever lands the first decent volley. Try to dodge his fighters; concentrate on his ship.

ANDROMEDAN: Your toughest battle. You need to use your Stingers to make it through his first pass intact. Then use your hellbores and phaser-1s to fill his back panels (fire the hellbores together if you get inside range four). Use the fusions (from battery) to punish dumping, and the phaser-Gs to ensure he does not cut back over you. Try to box him in on his run turn, but if you cannot, stay about four-to-eight hexes out of the corner and wait for him. Hope you can sleaze the Stingers in to range two, and get your shuttles out near map center.

LYRAN: The other nasty galactic opponent (along with the Fed). You need to work around his ESGs and make it a dogfight fairly soon. Careful use of your Stingers, admin shuttles, and reinforcement can make this possible. Hope for good damage rolls, carry two suicide shuttles, and expect the same from him.

WYN AUX: The box is fast and durable, but lacks phaser-1s, maneuverability, and fast drones. Your Stingers can make it hard for him (he barely has the phasers to kill them), and you may get behind him. It will probably come down to a knife-fight, so make sure you have two wild weasels and two suicide shuttles. Try to fly around his drones as much possible; you want your phaser-Gs to shoot at his ship.

WYN SHARK: Much like the Kzinti, but with better firepower and fewer drones. Also a bit power-light; reinforcing your #6 shield can leave him in a bad way on Turn #2. Load two suicide shuttles and two wild weasels (unless he only has two drone racks). Make him deal with you and your fighters together.

ISC: Unlike the other plasma ships, you want two suicide shuttles versus this guy, and probably one wild weasel. The power that would normally go to fusions should instead be used as reinforcement to blunt the PPD on Turn #1. Draw out and run out his plasmas while pounding his rear shields with your hellbores. Do not fear the PPD, and do not run through a ton of plasma torpedoes unless you are guaranteed to reach range one (and take your fighters in with you). Much like the Tholians and WYN Shark, this boy runs out of power about Turn #3. That is when you can angle for an overrun in earnest.

LDR: Much like the Lyran, but not as tough at range three-to-five, and folds up sooner under damage, but it is much harder to catch. Preserve your power and play position. Make him pay if he goes for your fighters, and wait for him to "hit the wall" (figuratively or literally).

SELTORIAN: Like a weaker Fed (but one that will shoot much more often). Take his shot, and box him in. Again he should run into power troubles once he needs to re-arm. You will be chasing him, so cover your #1 shield. While not as Mizia vulnerable as the Lyran, he can still run out of phasers real fast. Keep your fighters nearby; they will tie up his phasers. The particle cannons are too weak and inaccurate to shoot Stingers; the shield crackers cannot hurt them.

THE TIGER KING: LYRAN TCC

By Christopher Lee Larsen

For a ship with above average power, a decent turn mode, massive hull, UIM, solid control, and eight phaser-1s, some discussion is warranted in order to explain why this ship is considered dis-advantaged against most of the other races.

ESGs are reason #1. This is a power hungry system that cannot inflict damage at any range above three, takes forever to repair, takes two turns to recycle; and is pretty easily brought down by drones, scatterpacks or even shuttlecraft. Elusive opponents that wait until they expire, or ram into them (taking advantage of the ESG rules) to split your ESG and direct-fire damage on different shields. Typical ramming speeds tend to deprive your other weapons of power.

Reason #2 is the arcs. The Lyran is incredibly reliant on its forward shielding, since its firepower is concentrated in the FA arc. Worse still, if you are chasing someone down for a ram, it is the forward shields that take brunt of the enemy's reprisal.

Here are some strategies to cover those deficiencies:

Opening Moves: The ESG capacitor is a great way to balance out the power demands of the ESGs. Turn #1 you should be topping up one or both capacitors, arming standard disruptors, and delaying engagement until Turn #2. Getting a second use out of the ESGs is essential for the Lyran, and this eases the power requirements when that happens.

The Cage: Drone users and any yahoo with a shuttle can bring down, or at least degrade, your field, and using your ESGs defensively is exactly what they want since the drone racks recycle twice as fast, for zero power. Timing the ESGs to release with the enemy outside, but his drones and shuttles caged inside is tricky, but allows you to inflict full ram damage, and to use your tractors and point defense phasers for what they are intended.

The Ram: Ramming does not have a great success rate as a tactic; you will run over every shuttle he has, lose your front shield and possibly an ESG before you connect for paltry damage. Most successful rams involve a surprise HET, so try not to exceed speed 25, and keep your batteries full of reserve warp and at least one contingent point allocated to an HET, leaving you one point of reserve warp for a speed change. Your ESGs do not have enough crunch to do significant internals through a full shield, so the ram really needs to be complemented with direct-fire for Mizia damage. Few are crazy enough to chase a Lyran with ESGs up, since you could HET back into them at any time. This is such an easily countered, and expected tactic, that it makes this next one work:

The Tiger's Pause: Most opponents will evade you or Star Castle when your ESGs go up, waiting for them to expire. Instead, release your ESGs on Impulse #32 setting up for a ram as usual, and while your enemy spends the next turn running from a ram attempt that never transpires, you take a break. Recharge everything and get some light sniping in. Drop the fields early and you will have them back early the turn after, refreshed and fully re-armed.

Another variant of this "aborted ram" tactic is to use the ESGs as a temporary overrun deterrent, allowing you to forgo the usual close range power expenditures like tractors, HETs, and point defense phasers for increased speed, disruptors, and reinforcement. Chasing the enemy into a corner gives you running room when you want time out for the generators to reset.

The ESG Bluff: This overrated "fear" tactic of announcing and then canceling ESGs leaves you ESG-naked for 12 impulses, due to the cancel/re-announce delay, a large enough window for the enemy to overrun your defenseless ship and crush you. A better use for it is to bait a trap for the enemy. Cancel your ESGs on Impulse #31 or #32, and you open the window. Next turn stop; divert all power into weapons, reinforcement and weasels/tractors; so that when he overruns you, you will not be as helpless as he had thought.

Split Shields: Lyrans rarely raise ESGs at radius two due to the possibility that their direct-fire and ram damage might be split between two shields. Agile opponents can cause this effect intentionally, (called "crashing") on radius two fields and/or using "superluminal" movement.

This should not be considered a "defect" with the system. Rather, a weapon capable of damaging a non-facing shield offers new tactical advantages. If you damage the crasher's front shield (Turn #1 range 15 sniping can knock half of it down), the ram will either: (a.) inflict 34 damage on that weakened forward shield doing internals, plus the Lyran's direct-fire through the full shield for Mizia damage; or (b.) take the ram and direct-fire damage on the full shield taking even more internals, but in a single impulse.

Offensively you can use this to hit down shields the enemy had turned away, and use the split shield and superluminal rules to your advantage for a change. The superluminal ram is a rare instance where a slower Lyran actually gets the advantage, since he will determine the shield hit.

The Lyran Anchor: A great way to set up the Hack n' Slash is to tractor the enemy, and bring up ESGs at his range. You can delay impact as long as you want, so if you ram on Impulse #32, you are set up for an Impulse #1 slash.

The Lyran Gambit: Three turns of swapping close range alpha-strikes with any other disruptor ship will see both of you lose all three front shields. By Turn #4 the others can fight effectively out of their #3 or #5 shields while your firepower in the LR and RR quarters is just pathetic. This means any time you can trade a rear shield for a forward shield on your opponent, it is a good trade. This is easy to pull off for a fast ship like the Lyran: Alpha-strike at some odd range like six or seven hexes, turn off and run. Once you lose your forward shields your disruptors are compromised, so think carefully if you will repair a range ten disruptor like the other races do, or a phaser-1 that can fire safely through a rear shield. It may not have the same punch, but it has other advantages.

The Lyran has some other things it is good at, like long range sniping, a very high speed with overloaded disruptors, and the double suicide shuttle launch capability (two bays, no waiting). Four transporters are well worth the power, but then you just will not have enough guards to go around which makes you vulnerable. Each turn look at your attack strategy to decide which heavy phasers you will need to guard, or at least do not forget to re-assign guards as you lose guarded systems.

The Lyran is tough to win with, because victory hinges on posturing and a system that is tricky to employ at best. Do not be too aggressive and charge straight in, play with your food a bit before you eat him.

YOUR TOUGHEST OPPONENTS

FEDERATION: If he catches you at range four it is all over. Soften him up with long range fire on Turn #1. Herd him into a corner by trying to pelt his front shield, this will give you another turn of sniping and running. When he corners you, Star Castle (but just for one turn; beware those judges). The Chuck and Duck can work for you, but considering that his range-four alpha does about 17 more damage than yours, just putting up radius-three ESG fields and about 17 reinforcement will make his big strike a wash. Then he becomes the hunted.

KZINTI/WYN SHARK/KLINGON: Use traditional anti-drone tactics (tractors, phaser-3s, outrunning them) and save your ESGs for an offensive ram. Use them for any kind of drone defense and you have lost this match.

ANDROMEDAN: Go to the corner on Turn #1, while keeping out of range five, top up the ESGs and take your free disruptor shot. On Turn #2, use only enough ESG power to keep him out of range three, and chase him at speed 26+. Get on his tail and start burning through it. Your phaser suite is your primary weapon against him. Chase him for a few turns setting up one good UIM-assisted deathstroke.

WYN AUX: Get behind the Ballistic Pig or you will get flattened. Take out his forward shield and he will not be able to run you down effectively.

ISC: Your arch-enemy. Bounce all his PPDs, and draw out the plasma-Gs for the first few turns. Forget the disruptors, just try to exhaust him. When he is low on plasma, in one turn you will sacrifice your rear shields to his PPD and plasma F-torpedoes to get in close enough for a Ram/Hack/Slash. Reinforce the forward shield to prevent his phaser array from taking out the ESGs on the approach.

Plasma Boats: Expect them to charge, with shuttles to knock down the ESGs and plasma torpedoes leading the attack. Most of them have good phaser power for a knife fight. They won't ballet and Romulans won't dare cloak. Meet the charge with your own suicide shuttles and keep WWs handy in case he fires plasma outside of your field and turns away. At least your ESGs will recycle before his plasmas do.

Tim Linden and Jude Hornborg contributed to this article.

THE ESG-DRONE EQUATION
By Jonathan Dean

It is common knowledge that ESGs are very useful for drone defense, but putting up ESGs can consume quite a lot of power if they are used to stop multiple waves. However, by using an integrated defense of ESGs and phaser-3 shots, it is possible to drastically reduce the energy spent on drone defense. Further, it is possible to calculate exactly how much energy to put into the ESG if a player assigns phasers to drone defense.

By assuming that phaser-3s do only three points of damage, the equation holds at range one since that is minimum damage and at range two it will work the majority of time as that is average damage from a phaser-3. Phasers must be fired one per drone to insure that no damage is wasted by overkilling a drone. To calculate the energy needed, use this equation:

$$E = D - [(3 \times P + L)] \div 4$$

E is the amount of energy used on a radius 0 ESG.
D is the number of drones which will impact.
P is the number of ph-3 shots fired at the drone wave.
L is the amount of strength of a previously activated ESG.

If there are no prior ESGs to consider the equation can be further simplified to $E = D - (P-1)$, although this form should not be applied at range two with more than four phaser-3s.

There are several special cases which need to be discussed:

Eliminating drones: Any drone which is tractored, or has multiple phaser-3 shots fired at it at range one, does not count towards the number of drones to worry about since it will not impact.

Type-IV drones: The assumption in the equation is that all drones are type-I drones. Allocation of additional resources to drone defense can stop the larger drones. In particular, increasing E by one point, or setting aside one phaser-1, will stop two type-IV drones. It is not necessary to specifically target the type-IV drones with these extra resources.

Ships and shuttles: Every now and again the opposing ship will crash into the ESGs with the drones to absorb some damage. The simplest solution is to consider these to be extra "drones" (type-IV if you have concerns in that area). At range one, a shuttle could be removed with two phaser-3 shots, otherwise these "drones" cannot be reduced by damage.

Example: A Kzinti has ten drones in flight against an LDR. The LDR earmarks both phaser-Gs to drone defense (risky since one may be out of arc). The LDR calculates that only four power is needed for the ESG, however there is the risk of type-IVs, so the LDR raises one ESG at power five which will stop two type-IVs, and considers using a phaser-1 against another drone depending on what is identified.

BATTLE PIG: WYN AUX TC
By Stephen McCann

The WYN Aux is one of the most versatile tournament ships in the game. Despite a decline in the popularity of the ship in recent years it remains an excellent competitor.

CONSTRUCTION

The WYN Aux is the most solidly built of the War Cruisers. With eight center hull and ten cargo, the power and batteries are very well protected. It has the same warp and impulse as the Orion but *then adds ten APR*. This gives a total of 37 power, nearly the equal of a full size TC. It also has five batteries, again the equal of a full size TC, and 91 internals, just a little less than most full size TCs. With 37 power and a two-thirds movement cost, the WYN Aux has more free power at high speeds than any ship except the Orion and the Andromedan. This power allows for a lot of reinforcement or tractor energy, depending on the opponent and your game plan.

When it comes to weapons the WYN Aux is in the middle of the pack. With only 15 weapons, including seven phasers, it is especially susceptible to weapon hits. The fact that all non-phaser options are hit on "Torpedo" damage points does help protect its heavy weapons. Also on the plus side are the excellent phaser arcs. All but the RX phaser-3 have 360° arcs which, along with the 360° launching arcs for the drone racks, makes up a great deal for the WYN Aux's lack of maneuverability.

MANEUVER

This is the WYN Aux 's one big weak spot. Even so, it is not as bad as most people make it out to be. At a speed of 21-31 you will generally be going faster than your opponent will. You can use this speed to get the position you want or to pull away from a ship that has gotten behind you. By slipping left and then turning right, you are also able to get turned around in a tighter area.

With a 3-6 Breakdown Rating and no HET Bonus, a HET is truly a desperation maneuver. Basically the only time it should ever be attempted is when your only other option is certain death.

Another thing to keep in mind is the acceleration limits. The WYN Aux can only accelerate by five or double, with a maximum acceleration of 10 per turn. This means that if you ever slow down it will take you longer to get back up to speed than other ships. Keep this in perspective, however. With two ships starting from speed zero it will take a normal ship three turns to get to speed 30. It will take the WYN Aux TC just one turn longer. While it is generally best to maintain a speed of 21 or higher, do not get locked into thinking that you cannot slow down. Once the knife fight has begun do not waste power on speed when it could be better used as reinforcement and tractor energy.

OPTIONS

The option mounts are what truly make the WYN Aux TC an exceptional ship. It has four option mounts, all of which are able to hold heavy weapons, unlike the Orion's option mounts. The fact that all non-phaser options are hit on "Torpedo" damage points allows you to choose your options without worrying too much about the Mizia Effect.

Your option mount choices will define your tactics. A balanced package will allow flexibility against the various opponents you will meet. This is key since, unlike the Orion, you only have one set of options. The most useful weapons packages are listed below. It is also important to know what firing/launching arcs the weapons have in the various mounts. Non-phaser direct-fire weapons in the front mounts have FA arcs, and if placed in the wing mounts they have either LS/RS or LF/L or RF/R arcs. Plasmas in the front mounts have FP arcs and LP/RP in the side mounts. Phasers in the front mounts have FA arcs and LS or RS arcs in the wing mounts. Drone racks, of course, have 360° launching arcs. Be sure you know the restrictions on the weapons

that you can take. You are now required to have two "local" weapons. Careful thought must be given to your choices.

Care Bear: two drone racks in the forward mounts and two phaser-Gs in the side mounts. This is the package that won the 1999 Patrol Tournament at Origins. This is an extremely powerful package against many ships but it is also next to useless against Romulans and Andromedans as it relies on closing behind a wave of drones, tractoring your opponent, and hitting them with more drones and your phasers. It is great for Patrol-style tournaments where one loss will not eliminate you.

The Dancing Pig: Two hellbores in the forward mounts, disruptor left side and drone rack right side. This is a much more balanced package. The only real weakness is the lack of phasers. The object with this ship is usually to take a range four shot to weaken a shield, keep the enemy away with your drones and keep coming back with hellbore shots until he is weakened enough for an overrun. This is one of the most power hungry packages you can take. On the plus side you can overload the disruptor and one hellbore from the batteries, which allows for flexibility on the attack run. Another version of this package replaces the RS drone with another disruptor, but this only further compounds the power problems.

Razorback: Hellbore and disruptor up front, disruptor left and phaser-G right. This trades the second hellbore for a phaser-G, allowing for better seeking weapon defense and close-in firepower. It is much less dangerous at longer ranges however. A variant of this replaces one of the disruptors with a drone rack.

The Sniper: PPD up front, disruptor LS, and drone rack RS. This is a package that has seen some play on SFB Online lately with mixed success. The idea is to use the drones to keep the opponent away to allow multiple disruptor and PPD shots.

Hog Wild: Plasma-Fs up front, and disruptors in the side mounts. This ship can run an enemy down with six seeking weapons. The disruptors can be used for follow up Mizia attacks after the seeking weapons hit or to hit your opponent while running away to rearm the plasma.

Bubble Pig: ESG up front, and plasma-Fs in the side mounts. An unusual package and one I have never seen played, although one player won a rated ace card in it. The general idea is to run your opponents down, hit them with the ESG, then tractor them and feed them two plasma-Fs and four drones along with your phasers. One of the few seeking weapon packages that has a good chance versus Romulans.

As you can see, the possible combinations are limited only by the imagination of the player. Whatever you decide to take, make sure you have practiced with it against a wide variety of opponents to look for possible weaknesses of the package.

DRONES: HERITAGE OR HANDICAP?

I have found the drones to be one of the most important aspects of the WYN Aux. You have four drone racks, the same as the Kzinti, plus any others you might take in your option mounts. Unlike the Kzinti, you only have single drone control and you get no drone upgrade points. You do, however, get two heavy drones. To win in the WYN Aux you need to get good use out of your drones. You do not have to hit an opponent with them; that is a common myth among newer players. What use you get from them depends on your option package and your opponent. In general I use drones in three ways.

1. Tie up the opponent's phasers. If an opponent is forced to destroy two waves of drones on Turn #2 in order to get a shot at the Pig, he generally will not have much left in the way of phasers to fire at Porky with his heavy weapons. This allows the Pig to take much less damage than it normally would.

2. Influence the opponent's maneuver. If you can keep a drone wave in pursuit of your opponent it can discourage him from HETing to get behind you or keep him running away for a little longer, giving you more time to rearm weapons. Slip your drones to one side of his ship and your ship on the other. This

prevents him from taking a shot at you, and then turning off without dealing with your drones. This can allow you to get closer to your opponent than he might have planned and allow you to anchor him.

3. The third way is the most conventional way. Follow one drone wave in, take the opponent's fire, and then anchor. Then launch more drones to finish the battle with a bang.

TACTICS

It is impossible to go into detail about tactics due to the large variety of option packages available. You want to play to your packages strengths.

In a seeking weapon package, you need to get some drones in front of you and then go in for the anchor. I usually do this by turning to my near corner in the beginning of Turn #1, launching drones and then turning to stay about five or six hexes behind them. I try to time my launches so my opponent will have to deal with two waves of drones on Turn #2. I also never launch my type-IVs until I have my opponent anchored and I am confident they will hit. They are your best drones do not waste them.

In a direct-fire ship, I try for repeated range four shots until I have weakened my opponent enough to overrun him. Hellbores are best for this because your opponent cannot hide a damaged shield from them and they allow for excellent Mizia attacks.

Hopefully this article will dispel some of the unpleasant myths about the WYN Aux. Pick an option package from the list here or make one of your own up and get out there and fight.

Remember: If you save the Cluster it is a good day to die.

EXCELLENCE AND MEDIOCRITY: THE WYN GREAT BLACK SHARK

By Jeremy B. Williams

LEARNING FROM OTHERS' ERRORS

The WYN "Fish" ships were designed well after the comparable classes of other empires. Because of this, they avoid design weaknesses experienced by similar classes. The Great White Shark's design features are taken wholesale into the Great Black Shark (affectionately known as the "Guppy"). For example, the Kzinti and Klingon designs have a shortage of forward hull which allows their batteries and impulse engines to be damaged more easily; this is remedied in the Guppy. Its phaser-3s are well placed to protect the phaser-1s, unlike some ships (such as the Gorn and Lyran) that do not have sufficient defensive phasers to provide enduring protection. This layout is also unlike others (such as the Klingon and Kzinti) that have sufficient defensive phasers inefficiently placed. The Guppy has a large number of weapons boxes, matching a strength of the Kzinti; it has a strong offensive phaser suite and two shuttle bays, matching strengths of the Lyran; it has the capability to mount four drone racks, like the WYN Aux and Kzinti.

But the price of optimizing away weaknesses is the lack of unusual strengths; the Guppy lacks many of the idiosyncratic advantages of the other ships. It does not have the Kzinti's third heavy drone, double drone control, or expanded disruptor arcs. It does not have the Klingon's maneuverability or UIM. It does not have the ESGs or extra impulse engines of the Lyran.

LEARNING THE ROPES

The Guppy is the easiest drone-armed ship to learn. Its primary weapons are its excellent phasers. The drones are best thought of as defenses rather than weapons — the principle effect of drones is to discharge enemy phasers. Like other drone-armed ships, it is well protected against Mizia-doctrine fire, with its many phaser-3s, its cheap-to-repair heavy weapons, and its large total number of weapons. Its balanced hull protects it for

longer than other drone ships from power-stripping massive volleys. Only the Federation, Hydran, and Gorn have a better hull layout than the Black Shark.

Due to its shortage of fast drones, against many opponents, the Guppy will prefer to move in the vicinity of speed 15-20 for many of its combat passes. This works nicely with the ship's power curve, which allows it to go speed 18 with overloads and full capacitors or speed 18-20 while recharging offensive phasers and standard-loading disruptors. Speeds might drop due to damage, special shuttles, or other power drains; alternatively, it is wise to forego some weapons in order to increase speed against some opponents, especially the plasma boats.

One thing to consider is that the Guppy fights very well even when it has been damaged. If it trades an equal number of internals with an opponent, it comes out ahead in most cases.

CANNONBALL BEATS ALL

Most tournament ships have battles in which they are very advantaged and those in which they are very disadvantaged — the Rock-Paper-Scissors (RPS) effect. The Klingon and Kzinti are among those which are less affected by RPS; and in those cases, it is not so much the nature of disruptors and drones which makes the battles lopsided, but the quirks of the ship — the Klingon's UIM or its difficulty in dealing with large numbers of internals, for example. Since it is a rather bland, smoothed-out design, the Guppy tends to avoid those effects as well. While it is not the proverbial "cannonball" in the RPS system, it is relatively sheltered from drastically unbalanced matchups.

With that said, let us consider the Guppy's opponents:

The Eastern Block: The cloaking device is a potential problem for the Guppy, as it lacks a scatterpack to use to deter cloaking (or, more accurately, to deter uncloaking once the cloak has been activated). But other than the cloaking device, Romulans and Gorns present less of a problem to the Guppy than to its kindred, although again, this superiority comes through mediocrity. The Klingon's UIM, encouraging overloads, can be made to work against it in a long-range enveloper Ballet. In a Ballet, the Guppy has the decided advantage over the Kzinti due to its superior offensive phasers, despite the occasional advantage the Kzinti's wider disruptor arcs offer.

With a plasma boat moving in for an anchor, the Guppy is clearly better than the Klingon or Kzinti. The other ships will usually find that a number of their phasers are out of arc, that their UIMs and scatterpacks are useless at point blank range, and that their scatterpacks prevent them from having a second suicide shuttle at game's start (not that their single bays would allow them to launch it in time). On the other hand, the other drone ships can sometimes deploy their scatterpacks to prevent an anchor situation in the first place. In speaking of the anchor, I should mention the possibility that — due to empty plasma tubes or a Romulan just coming out of cloak — the disruptor ship actually wants to anchor the plasma ship. While this is best accompanied by a scatterpack, a drone-heavy Guppy is also capable of this risky but potentially rewarding maneuver.

The keys against big plasma, as with all ships, are high speed and repeated concentration of direct-fire. Disruptor- drone ships, including the Guppy, are well matched against plasma.

Internecine Strife: The Guppy is also well matched against its fellow drone-using ships. In this category, I include the Kzinti, Klingon, Guppy, and WYN Aux. The key to these matchups lies in exploiting small differences in the ships.

Against the Klingon, it does not want to allow the UIM to dominate the battle, and so must prevent the Klingon from keeping the range open, either with an anchor or by taking out the Klingon's #4 shield. Once the knife-fight is joined, the Guppy's superior internals should give it the edge, if it does not suffer too much from the UIM and scatterpack in the early stages. It should also be careful in the early going to avoid giving the Klingon too many ADD shots against its drones, probably by either targeting

them on the Klingon's drones, or by holding off on launches altogether.

Against the Kzinti, the range situation is reversed. The Guppy has the direct-fire advantage, especially outside range two. The Kzinti's advantages are the scatterpack (which must be dealt with) and its wider disruptor arcs, giving the Kzinti more shields out of which to fight effectively. The Kzinti must get full use out of its rear shields. The Guppy's principal advantage, other than its extra phaser-1s, is its balanced hull layout; at moderate levels of internals, (at least twenty) the Kzinti will take fewer "free" hits and more damage to its engines.

Against the WYN Aux, the differences are less subtle. When speeds are high, the WYN Aux has a power advantage over the Guppy, allowing it to compensate for its maneuver problems. But the WYN Aux has four fewer weapon spaces than the Guppy, which means it must make the most of its two non-Cluster-Cartel weapons (usually either phaser-Gs or hellbores). Against a hellbore-Aux, the Guppy should endeavor to stay behind it; against a phaser-G Aux, the Guppy should attempt to stay outside of range two.

Captains of Crunch: Some ships, neither drone ships nor big plasma, would win a toe-to-toe point blank slugfest with the Guppy. In this category I include the Federation, Hydran, Lyran White Tiger, and even the Seltorian. None of these ships have a turn mode better than "C" and none of them have a zero-energy secondary weapon (although Hydran Stinger fighters could arguably fit that description). This means the Guppy must win through superior maneuver, careful choice of range (four-to-five is usually a good choice) and optimal drone use.

Maneuver Kings: The remaining ships — the ISC, Andromedan, both Tholians, LDR, and Orion — would not win a point blank knife fight from the start of the game, and must use their superior maneuver and special tricks to set up each battle pass. This is the mirror image of the situation the Guppy faces above. How these ships do this is straightforward (Saber Dancing or Ballet, punctuated by mid-range sniping and a final close-and-kill attack). It should be noted that some ships will, by the choice of their captains, move themselves from one group to another. The Andro, for example, can dance in and out of range-3 (closer than the others want to get) or move in for a range-0 exchange.

The ISC, although an excellent knife-fighter, tends to come out on the losing end when both sides go looking for a knife fight. Thus, like other ships in this group, it will usually avoid point blank range until its opponent is not prepared for it. Range-four hack-and-slash attacks are an ideal method of forcing the ISC to stop before it is ready, or else to accept substantial internals.

The LDR should be an easy opponent. At any range it can do damage to you, you can do equivalent damage to it unless it takes you by surprise. The Guppy can simply take more damage. But in a knife fight with down shields, the LDR's gatlings can reverse that equation.

Against the Tholians, keep the ship from being separated from its drones. As usual, drones are a defense, used to reduce the enemy's phaser strike and force him to maneuver. The battle can be won by preventing the Rockhead from getting unreturned close-range shots through his web.

Against the Andromedan, use drones to soak up phasers by keeping them between the ships, and keep the pressure up. Disruptors and a solid phaser suite should prevent a dump. Your ability to take internals well might keep you alive long enough to win. Even so, the Andro is always one of the toughest opponents for any ship, and the Guppy is not one of those with the high crunch power who seek Andros on purpose.

CONCLUSION

The Guppy is not the best ship in the tournament, but it holds its own well. Its lack of weaknesses, while preserving overall balance, lead some to dismiss it as "vanilla". But a lack of weakness means a lack of any one great advantage.

ISC TOURNAMENT TACTICS

By Jeff Zellerkraut

The ISC Tournament Cruiser is an interesting ship to fly — if you consider schizophrenia interesting. It is a relative of the 'Big Plasma' family, but no one is afraid of being anchored by it. Its best weapon is a direct-fire one that rarely can be employed overloaded. Its heavy weapon arcs require finesse to employ fully, but the ship has the turn mode of a space barge. And different opponents require wildly different mindsets when flying it, ranging from purely defensive to extremely aggressive.

The biggest key to winning in the ship is not how the weapons are used, but maneuver and position. The ISC TCA must dictate the timing and location of the battle as much as possible including when and where the enemy damages it. You cannot prevent damage to your ship, but you must try to receive it on your terms.

This is not an easy task for two reasons:

1) The ISC TCA is one of the three most power-hungry ships in the tournament (along with the Lyran and Neo-Tholian). Since the other two ships have single-turn arming weapons (among other benefits), the ISC TCA has the slowest top-speed in the tournament (typically no more than 25 hexes of movement in a turn). You will not outrun anyone else for long, and you cannot expect to catch someone when chasing them.

2) Unlike the other ships (with the exception of the WYN AuxBC) you cannot realistically do an HET off of batteries alone after Turn #3. To take full advantage of your plasma-G launchers, you will be fast-loading one of them with two points of reserve power each turn, or both of them every other turn. It is not energy efficient from a damage perspective to load the plasma-Gs normally. They should either be fast-loaded or enveloped. HETs should be pre-planned in Energy Allocation as much as possible. If you are uncertain as to whether or not you will HET in the upcoming turn, then contingently allocate a few points of power to one. With these limitations in mind, these are the tools to control the battlefield:

An unfired PPD: The PPD, because of its long-range accuracy, tends to influence the opponent's maneuver primarily within range 15. It is usually (but not always) possible to determine whether a shield has been reinforced from the opponent's movement when facing an armed PPD.

Plasma torpedoes: Great in making an enemy move in a direction of your choosing.

Moving after the enemy: It is vitally important to control the movement order at certain times. Therefore, during either the early part of a turn, or late part of a turn, moving speed 31 is essential. While moving speed 31 when running away and speed 17 when turning may be very predictable, this ship does not have the energy or turn mode to play cute speed change games.

Prior to filling out the Energy Allocation form for Turn #1, you first have to figure out what your plan of battle for both Turns #1 and #2 will be. Once you have determined roughly your movement, locations, and engagement ranges for those turns, then figure out what type of plasma-G arming you will utilize. The arming will depend on both the opponent and range of launching. Generally, the farther away the engagement range from an opponent is, the better it is to employ enveloped torpedoes (typically from range 10-12). Loading two envelopers on Turn #1 is not advised as your resulting slow speed will basically waste the majority of your firepower. Gambling on an opponent to charge straight ahead is never smart; the TCA is not a ship for gamblers. Die rolls hardly matter for the ISC. Plasmas are launched, phasers tend to do a consistent level of damage, and the PPD has a high hit percentage and rerolls if it misses.

A typical Turn #1 Energy Allocation usually will be: 4 points Housekeeping, 2 points holding a PPD, 6 points enveloping a plasma-G, 1 point holding a plasma-G, 23 points of movement (17/31 split), 2 points special shuttles (either suicides or wild weasels depending on your plan versus your opponent), and

recharge batteries with 5 points of reserve warp. In addition to the usual heavy weapons and energy/battery spaces, assign guards to the bridge and the sensor tracks. This ship is NOT a command cruiser and is vulnerable to losing an automatic lock-on.

While the arming of the second plasma-G can be delayed so it can be finished as an enveloper on Turn #2, in most cases the energy required to do so is better spent on movement, as Turn #2 is usually the 'run-and-reload' turn. Note: Do not arm EPTs against cloakers.

The special shuttles are an energy drain so have them only if you expect to use them. Wild Weasels should only be energized when facing the Federation, Gorn, and Romulan. Do not even load them when facing a drone user; you cannot afford to stop or slow down. It is far better to use phasers and speed against drones. Make them put energy into their weapons and roll a die to defeat you.

Reloading batteries each turn is a priority, as is repairing at least two batteries if they are all destroyed at some point. Fast-loading the plasma-Gs must be done to compensate for the lack of the larger plasma-S. After Turn #1, the batteries should include one point of reserve impulse if not moving speed 31 so that you can have both warp and impulse tacs after an Emer Decel or wall strike. Two TACs do wonders for the firing arcs.

If you are forced to stop, look to move in reverse afterwards.

The typical battleplan is to move forward and move such that the PPD is ready to fire while approaching the oblique. If range eight is to be avoided (against the Federation for example), then the PPD should start firing at range 15, with one or both plasma-Gs being launched around range 10. Because of the plasma launching arcs, it may be necessary to launch one at range 12 before the PPD completes its firing. It is not critical to launch both plasma-Gs together, as one plasma-G can always be launched together with a rear plasma-F. While piecemeal plasmas may not generate internals on the first battle pass, it can influence the movement of the enemy while they are chasing you.

The enemy's #1 shield should be the main target for the PPD and for the plasmas when facing opponents that like to chase the ISC T-CA. Do not be discouraged if the enemy 'Ironjaws' the PPD. Each point of reinforcement is power that did not go into movement, leaving you more of the map to maneuver in.

It is a mistake to use the PPD as a reinforcement detector (charging if none is found). The decision to overrun should be based on the speed of the other ship, not its reinforcement. The ISC TCA is still a plasma ship and can cause significant damage in short bursts. If the opponent weasels the plasmas, then he will be moving slow enough that you will be able to employ an overloaded PPD against him in the future.

There are two main ways of flying the ISC: like a clumsy Klingon, with the PPD acting as disruptors and the plasmas used like drones to tie up enemy phasers; or you can fly it like a Gorn with attitude, launching plasmas when it most inconveniences the enemy (with the PPD as the secondary weapon). The difference between launching plasmas when it is most opportune for the ISC and when its least opportune for the enemy is a subtle distinction that separates direct-fire and plasma captains.

After the change back to the original, the ISC TCA has the worst rear phaser defense of all non-special defense ships. There is no cloak or T-bomb to rely upon. Shields #3 and #5 are the weak points of this ship so protect them as best you can.

The ISC TCA has one unique trait when damaged: The rear plasma-Fs are hit on both "drone" and "torpedo" damage points, which pads the PPD (vital to your success) and the plasma-Gs (which must survive for most tactics to work. While it sometimes may be better to destroy the PPD to save a plasma-F (either because it will be able to fire the following turn or to pad a plasma-G), in general the only time to ever destroy the PPD is when you are at range three or closer to an enemy and you know for certain you can hit with the plasma the following turn and probably establish a decisive advantage.

ABOUT YOUR OPPONENTS

Federation: Fire the PPD at range 15, lob plasmas, run away, re-arm, turn around, exchange damage. Repeat.

Romulans and the Gorn: Either a typical Plasma Ballet game or a short bloody affair if they go for the anchor.

Kzinti: Kill the drones with phasers as best you can.

Neo-Tholian: Go speeds 17 or 24. Contingently allocate for an HET and always have reserve warp available. Piecemeal your plasma attack to make him use his defenses.

Hydran: He can dance at range as well as you can, and crush you in an overrun. Avoid ranges eight-to-ten unless you can get range five on the oblique to maximize the phasers and plasmas.

Andromedan: Do not panic. You can either go for the front or rear panel attack and win. Just stick to your game plan.

ANOTHER POINT OF VIEW

By Sandy Hemenway

What tactics you employ is very dependent on what race you are facing. Before selecting any plan of your own, ask yourself what plans might you choose flying against the ISC TCA in your opponent's ship. Tailor your strategies to the opponent on the board, but do not play his game — play yours. The ISC TCA is not likely to destroy anyone in a single turn, so always look to maximize your Mizia potential. Plan on blowing off your enemy's weapons and winning the game down the line with your phasers and perhaps your last enveloped plasma-G. Examine each opponent for any inherent design flaws, or weaknesses, and try to create tactics that exploit them.

PLASMA SHIPS: Against plasma ships, keep your speed up, keep at least two weasels armed (or none), and always keep at least one plasma ready to discourage any thoughts of attempting to anchor you. Since the other plasma boys do not have much long range potential, using range-ten PPD shots, and lobbing envelopers is viable. But you will want to hold your phasers, since these guys have great power curves until they are in final turn re-arming, or they have fired a bunch of phasers. The other plasma ships almost have to anchor to win against the ISC, so be ready for it, and try to do internals to them first. They only have four torpedoes, so if you can destroy a launcher or two and then launch a wild weasel, (you will need a minimum of two to cover the entire eight impulse fire-after-dead plasma period), you should win, since you out-phaser the Gorns and Romulans.

DISRUPTOR SHIPS: These are the most plentiful TCs, coming in a number of varieties. If you have solid anti-drone tactics ready, the WYN, Kzinti, and Klingon should not be too much of a problem, except for that blasted UIM.

Know the Klingon special firing arcs, so you can keep him down to four phaser-1s firing at a time. Understand the dangers of the disruptor hack and slash and be prepared to thwart it by either not allowing the disruptor ships to catch you, or by denting multiple shields with plasmas before he reaches you. Most of these guys rely on the FA arc for their offense, so once their #1, #2, and #6 shields are gone, you should have the edge.

The Tholians are problematic, since they can dictate your timing and tactics with their web-caster. Against these boys, you will really need to concentrate on sapping their power. Plan on launching piecemeal. You never want to let them snag more than one torpedo at a time in web. One plus is the Sequence of Play allows you to get your full four-pulse PPD through a cast web, but the Tholian gets to pick the range you have to fire at.

The Kzintis are probably as hard as the Tholians to beat with the ISC TCC. They handle Mizia better than any TC in the game, and their drone power will be a real drain on your phaser strength. You will want multiple weasels to deal with the scatterpack, since the Kzinti will certainly be trying to corner you, to take advantage of his own point blank strength.

THE STRANGERS: The Orion, Andromedan, and WYN-AUX TC each offers its own unique headaches for the ISC TCC.

Each has a power curve far superior to any normal TC. But each also has a built-in flaw not too difficult for the ISC to exploit.

The Orion's engine-doubling puts it on a time-clock. Not only does it have to win quickly, it also has less repair than any other TC since, typically, two-to-three of its four continuous damage repair repairs will be power fixes from early turn doubling damage. The key point is that the TBR generally only has three heavy-weapons, so every internal it takes is critical. Do not rush this battle. Time is on your side. And the longer the game lasts, the more powerful your PPD becomes.

The WYN-AUX TC has serious maneuvering problems. The easiest way to exploit this is simple, get behind it, and do not let it get you back in arc. It will typically be flying around the board at speed 28, so you will need to keep your speed up too. But that is a good thing, as this will make his speed 20 drones all the less effective against you. Use of heavy reinforcement on Turn #1, to absorb the AuxBC's initial alpha strike is often a good idea. Of course, his options will affect your strategy as will the Orion's, but concentrate on the fundamental flaws of the ships: the TBR's size and time-clock, and the AUX TC's horrible movement restrictions (both turning and acceleration).

The Andromedan requires special tactics from everyone, and in some ways, the ISC TCA is an ideal ship to take up against the Krait. In others, it is dreadful. The Krait's typical attack ranges are three and five hexes, not a bad range for the ISC. You will want to reinforce shields to limit internal damage on the early passes, and always keep some phasers ready to take advantage of a power dump. The PPD is deadly if his panels ever get full, so total gross damage output is your real goal in this battle. Use of envelopers is highly recommended to help control the range the Andromedan fires from (and possibly hurt him badly if he fails a displacement). You will not penetrate the power absorber panels in the early going, so you want to fill him up slowly, and keep weapons ready when he has to finally dump.

Try to time launches so your plasma will reach him the same time he reaches range three or five, so he has to eat plasma to get his shot, or wait a turn. Envelopers are better for this than standards, and an Impulse #32 enveloper is almost always good, especially, if launched immediately before the Andromedan's TRHs come back on-line. I suggest holding phasers and only firing them between Impulses #25 to #32 each turn to prevent the power dump. I do not like bolting, unless it is against full power absorber panels at range ten or less.

CRUNCH CLOWNS: The Federation, Hydran, and Seltorian, while unique, have enough similarities to warrant pairing them in the same group. Each is heavily armed with phasers, and each possesses a scary potential for damage in a single turn.

The crunch power of photons and fusions is widely known and respected, but do not underestimate the bugs. When you add in the shield-cracker damage, the Seltorian particle cannon and shield cracker equal a four disruptor blast, (with an added follow-up shot with particle cannons later in the turn). So, imagine it is a Klingon with eight phaser-1s.

Each ship also has a basic flaw: no tertiary system to draw fire or reduce an opponent's alpha strike for the Federation and Seltorian; while the Hydran is a Mizia disaster just waiting to happen as it loses weapons fast and has only 13.

Each of these ships wants to get close to the enemy to do its damage, which is a help for anyone flying against them in the sense that none of these ships will have very ornate strategies. However, this also simplifies things for the player flying the Federation, Hydran, or Seltorian. Reinforcement is at a premium against these guys, and to win, you really need to take advantage of their maneuvering problems. Turn mode D for the Seltorian and Federation, and the Hydran headaches with firing arcs and keeping his fighters with him. The fact that the ISC is also turn mode D makes this difficult, but its weapon arcs help greatly — since the ISC TCA will have equal or better phaser-1s every-where except when center-lined.

STRATEGY FOR LDR RED JAGUAR
By Jonathan Dean

The LDR TCW is one of the most flexible, and powerful, tournament ships. It has amazing firepower, able to vaporize an opponent in a single impulse if it can bring all of its weapons to bear at point blank range. While the Hydran shares this distinction, it must slow down to a crawl to overload its weapons. The LDR TCW can maintain its potential with a sustained speed of 27, which means it can take the battle to its opponent. It does have a minor drawback in that there is almost no redundancy at all. Still, it is a powerful tool in the right hands.

DISSECTING THE RED JAGUAR

The Saber: The long-range weaponry of the TCW consists of four disruptors and six phaser-1s. This certainly does not seem like a lot, but all the phaser-1s sweep the FA arc which matches most other TCs. Two of the disruptors have extended arcs, useful at discouraging pursuit, a portion of the weapons suite often overlooked, so it can dance with most opponents effectively.

The Claymore: ESGs and phaser-Gs are what the LDR is known for. These weapons can do extreme damage at point blank range, and are the threat most opponents worry about. Their main drawback is they are ineffective outside of range 3.

Defensively, ESGs are quite flexible, but are mainly used against drones and hellbores. When the opponent has a significant threat in these areas, the ESGs should be earmarked to be used specifically in that role. Only after the threat has been neutralized should other uses be considered.

It can be problematic to use ESGs against an opposing ship since it can try and destroy them through fire, avoid them with speed, or neutralize them with shuttles. If your goal is to get an ESG ram, this can be quite frustrating especially if you try to force a jump from range five to range three. However, ESGs can be used defensively to try and provoke these reactions in such a way that the resulting position can be exploited, by forcing an HET or setting up an overrun. You should, however, avoid letting your opponent shoot you up on one turn and outrun the ESG the next.

And the Poisoned Dagger: Last, but not least, there are the LDR's seeking weapons — suicide shuttles. While any ship can have these, the LDR TCW is well suited to their use, having two bays, and an overall tendency to reach point blank range sooner or later. Also, most opponents put their greatest effort into trying to stop the TCW itself, holding little or nothing back to stop shuttles. If they hold back weapons to negate the shuttle threat, that only serves the LDR since weapons used against shuttles are not being used against the Jag. When combined with phaser-Gs, they make for a strong secondary strike which can survive most alpha strikes, which is an oddity for this ship.

Power: One of the LDR's main problems is it does not have enough power to go around, especially if it needs to recharge its weapons. The primary consumer of energy is movement. If the LDR cannot outrun its enemy, then it is not a threat. While it is not necessary to do a speed 31 wind sprint, try to keep a pace of at least 21 hexes a turn. This will limit the power available for other uses. Ultimately, disruptors and ESGs have a low power priority as they require lots of energy or are difficult to use.

TACTICS

Overall, there are two ranges in which the LDR is best suited to operate. First is at long range where it is unlikely to take significant internals from a single volley, which helps push back the frailties of the LDR. Where this starts varies from opponent to opponent, typically range six is the closest distance with a degree of safety. The second range is three hexes or less, where the LDR's firepower reaches full potential. Unfortunately, there is a gap between the two ranges. It is best to try and jump from where the LDR is safe to where it is effective as quickly as possible, which means head-to-head closure.

"Float Like A Butterfly...": Because a quick overrun is expected, a very useful alternative is to spend some time at range, where you can weaken and confuse your opponent. While it is very hard to establish a true Saber Dance on the tournament map, there is enough room to maneuver for awhile and keep your opponent off-guard as to whether you intend to dive in or keep the range open for at least a few turns. If you want to control the range, you will certainly need to keep your speed high.

A range 15 strike can be an effective option. With disruptors and phaser-1s, the LDR can reduce a shield by half, and by keeping speed high, it is quite possible to prevent your opponent from reaching range eight, especially on Turn #1, which often means the LDR receives no response. But more important than the damage, this attack tends to draw your opponent to aggressively pursue your ship. If this pursuit continues into the following turn, it may be possible to quickly jump into a decisive close range exchange. Keep in mind that if this opening appears, it is best to be unpredictable about when you dive in, lest your opponent optimize his Energy Allocation. The one drawback is that if phasers are used in this strike, it will limit the power available for disruptors, but this is often acceptable.

Alternatively, a range-eight strike can be used to similar effect, except that it is as much to bait your opponent into firing as it is to do damage to their shields. Some reinforcement, particularly to the appropriate rear flank shield, may be useful to minimize the risk of unnecessary internals. Try to avoid applying this strategy late in the turn where the recycle time for their weapons is minimized.

The primary goal of operating at range is to identify when it is safe to attempt an overrun. If your opponent's weapons are recycling, or power tracking indicates he cannot have overloads, then it should be safe to cross the gap. As long as you have your close range weapons available, it is not necessary to have your disruptors, or even phaser-1s available as you approach.

"...Sting Like a Bee": The ultimate goal of the LDR is to reach point blank range. This is where the TCW shines. If you can get to point blank when your adversary's weapons are unavailable, it is a simple matter to setup a decisive strike. However, that does not occur often. It is not enough to simply do as much damage as you receive; *it is necessary to do more damage*. This is, unfortunately, not as easy as it sounds.

Try to use your weapons in stages so that weapon hits fall on ones already fired, but you do not want to just use one or two at a time since often your opponent will try to escape once his alpha-strike is used. If you can cause internals with phaser-1s and disruptors while your opponent is outside your ESG, by all means do so. If not, try to soften up the shield the ESG will hit, and then follow through. Your phaser-Gs and suicide shuttles have the most padding, and should be saved for last. If you are forced, or want, to close in under his guns, try to do so after he has recently turned as that maximizes the internals you do.

"Take Your Best Shot": One of the difficulties of the LDR is to try and cross the gap between safety and effectiveness. Sometimes there is a way to make it a simple step to go from one area to the other. Against some ships, mostly other disruptor-armed ships, having 14 or more reinforcement on a shield can significantly reduce the risk at range five and even at range four, so that it is unlikely the opponent will do internals at these ranges. By the time he can do significant internals, you have already smacked him with your ESGs. This can be especially effective, as many opponents will take their shot at range four in an attempt to knock out an ESG, clearing the way for an unmolested overrun.

The most important thing about the LDR is Mizia must be avoided. While even the LDR can take a single small volley without too much risk, several small volleys will destroy too many weapons. If your opponent holds weapons for this type of attack, you should make every effort to bring a new shield to bear as quickly as possible. On the other hand, if you can setup a series of Mizia strikes yourself, you can quickly declaw your opponent.

Do not fixate on ramming; it limits your options, and can be easily exploited by your opponent. If someone is determined enough, they can run out an ESG or drop enough shuttles that it is not a major threat and there is little you can do to prevent that. It is better to position yourself so that if they want to avoid the ESG, they have to give up something, like a HET bonus.

Use your tractors. Especially consider powering tractors when you want to dive in on an opponent. It can often mean the difference between the one who got away, and the one who got gutted at point blank range. Plus, despite the firepower the LDR has, there are some ships which would be more than happy to pin it so that it cannot escape either. Against a starcastle, tractors become especially important as a fifteen point anchor can do more to limit damage than any amount of reinforcement.

A PROPER DIET

Plasma Ships: Against plasma-armed ships, you need to keep your speed up as they have a tendency towards higher speeds as well. Standard tactics have limited effectiveness, and it is often better to press your opponent to launch plasmas and then take the best shot presented. Keep in mind that while your phaser-Gs are effective against plasmas, they do not make the ship immune to them. Try to minimize how often you use a wild weasel as it takes a great deal of pressure off your opponent, but consider arming one if you think you will get into a knife fight.

Disruptor Ships: The drone ships (Kzinti, Klingon, WYN Shark) generally have enough drones to keep you from using your ESGs offensively, which means that charging in is not going to be as effective as you want. That is okay, you can pretty much negate their drones for very little cost on your part. While a drone wave created in a single turn is not hard to stop, you need to keep an eye out for waves created over turn breaks and by scatter-packs. Use your speed advantage to dictate range and shield facing as much as possible; you do not want to swap overloaded disruptors turn after turn. Against the Lyrans, it is a tough match. The White Tiger has slightly better long-range punch and much better durability, while you have better speed, maneuverability and close range punch. Try to stay on one side of him to limit the number of phaser-1s he can bring to bear. This matchup will often go to whoever uses his ESGs more effectively.

Crunch Ships: While at range, try to target the #1 shield of the Federation, Hydran, and the Seltorian as all these ships rely on their FA arc too heavily. Without that shield they have difficulty bringing their full firepower to bear, making it easier to out maneuver them latter. Do not abandon the principles of speed and maneuvering and go toe-to-toe with your overloaded disruptors; the Crunch Ships are bigger and take damage better.

Tholian webs make it very difficult to force an engagement, blocking close range and severely hampering ESGs. However, they are very power hungry, even more so than the LDR. If you can draw out their first volley without serious damage, it is possible to keep pressure on them and force them to keep their speed up, which in turn further complicates their power problems.

Other Ships: While the LDR is quite maneuverable, compared to the Orion, it is just another ship. However, the Raider has less fortitude than the LDR itself. Try to force an engagement as you have better firepower and durability. Use your ESGs to keep him at bay when you recharge, or to decisively punish him if he wants to dive in. Do not rush it though, time is on your side.

The most important thing with the Andromedan is to keep it out of range three by using your ESGs as discouragement. Outside that range, he will not do many internals. Power management is exceptionally tough, as you need to keep your speed up and recharge your ESGs, which is not a simple task. Remember to top off your ESG capacitors to seven points every chance you get. Remember, if the Andromedan makes a mistake and you can get close, you should be able to put him away.

The WYN-AUX can be dangerous, but keep in mind that it turns like a Pig. Try to enhance its maneuvering problems. Unlike most ships, the drone waves of the AuxBC are not a major threat. Sooner or latter you should be able to approach on a flank and that should be the end of that.

Final Thoughts: If you avoid Mizia, and do not charge well-prepared opponents, you should do pretty well. Be fluid in your movement, zip in, take your shot and zip on out, but always look for an opportunity to finish off your opponent. Work hard to disperse your enemy's firepower over as many shields as possible. The LDR is not very tolerant of your mistakes, but it will allow you to swiftly punish an opponent's mistake.

DEMOCRATIC TACTICS

by Tony Aguilar

The most important shield is #1, as every weapon can fire down the centerline. Also, keeping this shield up allows the most effective use of the ESG ram. Presented with these facts, the shield that you want to protect the most is the #1. If you lose this shield, then the number of options available to you are reduced.

An almost full alpha-strike can be fired out of the #2 and #6 shields. Making a first pass off of either of these shields is a good idea as most weapons are available for fire and the #1 shield is preserved for a later battle pass.

A fair volley can even be fired out of the #3 and #5 shields. If need be, both phaser-Gs can be fired down the rear centerline making the #4 shield useful in a bar room brawl situation.

The LDR is one of the few ships with the ability to dual launch two suicide shuttles. Having two shuttles ready for this mission at the start of a game is certainly worth while as they cannot only be used against the enemy ship, but against its drones and shuttles. If during the course of the game, power becomes a critical, one can always drop the holding of one or both the suicide shuttles for those extra points of power.

The allure of using the phaser-Gs, phaser-1s, and ESGs to do close in damage should be avoided. Generally, immediately closing to range two to try to overrun an opponent is a bad idea which will leave the him wounded, *but you dead.* This may be one of the most common problems of newer LDR players. At first look, it appears the LDR can run right up to the enemy and take the fight to them. The LDR, although a capable knife fighter, can not just go in and mix-it-up. Its smaller size and lack of weapons padding will catch up to it a lot faster than it will to its opponent. The LDR should only knife fight after wearing down some of its opponent's shields or when an opportunity arises. With its excellent turn mode and ample power reserves while moving at considerable speed, the LDR can dance and try to inflict some moderate shield damage over several turns. After this has been done, then the knife fight becomes more palatable as weakened shields on the enemy ship can be targeted.

The LDR can knife fight with the best of them, when it has to. Off of its #2 or #6 shields it can bring six phaser-1s and a phaser-G to bear, as well as all four disruptors. I place the disruptors last as these should be the last weapons charged for a knife fight. The phasers are very power efficient and will always cause some damage. The power that would be used for the disruptors may be better for shield reinforcement due to the smaller size of the ship. If the ESGs have not been previously used or destroyed, they can be used for the inevitable enemy suicide shuttle allowing all your phasers to be used on his ship. After the first impulse of a knife fight, you can TAC a fresh shield to the opponent and if it is the #1 shield the other phaser-G can be brought to bear.

In closing, the LDR is a solid ship with strengths and weaknesses that can be exploited by it, and against it by the other ships. There are some battles where it is advantaged (big plasma) and others where it is disadvantaged (Federation). On the whole, I believe it offers a chance against all of the other tournament ships, something that some of them cannot say. Finally, it also has one unique thing that I personally see over all of the other tournament ships the fun factor.

HOW TO BUILD A BETTER GAME
By Sandy Hemenway

ANALYSIS: Keep records of each time you play with notes on tactics used (your own "Victory at" write-ups). Over the course of time you will build a cache of knowledge to pull from. Items to specifically pay attention to:

    a. Speeds and energy plots when you win/lose

    b. Maneuvering errors

    c. Shield levels at game end (both parties)

Analyze the units used in an engagement with attention paid to:

    a. Damage potential for each unit

    b. Combat power curves

    c. General design strengths and weaknesses

Do not get too bogged down in details. You are looking for general tendencies that coincide with winning or losing.

PREPARATION: Once your analysis is complete, try to take care of every detail you can before the engagement begins. Standard tools of preparation include:

    a. Average damage chart(s) / opponent specific

    b. Turn #1 AND #2 strategies and EAFs

    c. Assignment of guards

    d. Contingency plans based on enemy speed & movement

SURPRISE: The unexpected can be your greatest ally (or worst enemy). Most one-sided attacks are the result of one player being surprised. There are many types of surprise you can employ (and need to beware of), in SFB. These include:

    a. Power deception

    b. Movement deception

    c. Going against 'the book'

The counters to these are:

    a1. Plot your opponent's Energy Allocation

    b1. Be aware of the maximum and minimum speed change options of your opponent (and their effect on his turn mode)

    c1. Know 'the book' — but do not dismiss other strategies.

BLUFF: There are many different ways to bluff an opponent, the two main categories of deception are power and movement.

The first, Power Deception, can be done in many ways. Mid-turn speed changes are by their very nature, power deceptions. But shield reinforcement is also a primary area to disguise your power curve. Put two points into general shield reinforcement when the enemy is coming on an attack pass. When he fires, use all your batteries. Your enemy will see one point of reinforcement more than your battery capacity, and will know you must have allocated something to that shield, but will have no way of knowing how many batteries you have burned. He will probably assume specific shield reinforcement and will be unable to account for the extra point paid for general shield reinforcement. Whatever he assumes you did with it just confuses him.

Or, allocate exactly your battery capacity to a specific shield in Energy Allocation, and fool your opponent into thinking you used all your reserve power, when you have actually used none.

Movement deception includes mid-turn speed changes, HETs, or side-slipping away from an opponent to make him think you have reinforcement on your forward flank shield.

Going against 'the book' is the most dangerous way to employ surprise. 'The book' says when you are empty, you run and reload. Your opponent knows this, so he may be planning to go full pursuit, with little power to tractor and/or reinforcement. You plot slow speed, with extra power in tractors, transporters, and all phasers charged. Not expecting to actually engage you, your opponent may zip in too close and allow you to anchor him.

Plasma deception is not just for the plasma users. Once, a player successfully weaseled, without having a weasel armed! He was boxed in a corner without a weasel, with a Gorn coming in, so he stopped and did tacwarps. The Gorn, assuming he had a wild weasel armed, launched several pseudoes, hoping to draw it out (to no avail). Lacking the tractor power to anchor, he bolted at range five, doing nominal damage on the heavily reinforced opponent's shield, while receiving moderate damage to his shields as well from his opponent's phasers. Although he could not know it at the time, the Gorn had just missed an opportunity to hit with 'a hundred points of plasma', and allowed a sitting duck to trade roughly equal volleys.

The concept of surprise is analogous to looking more moves ahead than your opponent. Anticipate his likely strategies and think of what you can do to really louse his plan up. This allows you to take him out of his game, and makes him play yours.

EXECUTION: This is how well you meld the above principles together and use them in actual combat. If you have done a pre-game analysis and your opponent has not, you should win (barring bad dice). The only time you know EXACTLY what the situation is like is before the game begins. This is why Turn #1 strategy is so important. However, execution is a fluid science, demanding you pay attention to the dynamic aspects of the game as they change. While the turn break is important, in giving you time to analyze your options, execution is about deciding where you want you and your opponent to be when the end of the turn arrives, and making that happen.

Execution is not only about successfully employing a tactic, but is also about recognizing when it is time to drop back and regroup, or when it is time to throw caution to the wind and go for it! But the ability to improvise when a good plan goes bad is generally what makes an ace an ace. And that is something that just cannot be taught.

SUMMARY: In the end, the only true test is combat itself. But if you take the time to analyze, prepare, plan, and then execute, you may find yourself wearing a 'Gold Hat' one day.

THE TACTICS BOARD

Kevin Block-Schwenk is a six-time Rated Ace and won the first SFB On-Line Quarterly Net Kills tournament (Cyber Knight).

Andrew Dederer is a Rated Ace who won the 1998 Origins Patrol tournament.

Jim Hart is a Rated Ace and PBEM Judge.

Sandy Hemenway won the Gold Hat in 1988 and the first two HR-series Rated Ace PBEM tournaments.

Christopher Lee Larsen won the Gold Hat in 1996 and is a five-time Rated Ace; he is also the Canadian SFB Champion.

Stephen McCann won the 1999 Origins Patrol tournament and is a Rated Ace.

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Chuck Strong is an nine-time Rated Ace. Chuck also has the distinction of having been decorated for valor in Operation Desert Storm for aerial battle management while in Iraqi air space.

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http://www.starfleetgames.com/taclinks.htm

TOURNEY TACTICS BITS AND PIECES
by Christopher Lee Larsen

The Probe: When the fight gets down and dirty, no weapon is more often overlooked than the probe. Expensive and difficult to employ, but firing one into a down shield is nothing but joy.

Shuttle Flight Plan: When your scatterpacks and weasels change course, everyone will be impressed.

Plasma Shotgun: A little overkill for fighters, drones, and shuttles, but a nice trick to have up your sleeve.

T-Bomb Deception: Program your T-bomb (M2.14) and (M2.15), and then fly through it to 'prove' it is a fake.

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 scenario was created for use at Origins, but is no longer used there. It remains available for players who wish to conduct a *Federation & Empire* event at a local convention. At Origins, *Federation & Empire* has evolved into a convention-long series of freeplay events, ranging from playing the General War from its inception including all of the Modules, to various events using player created maps that completely rearrange the various empires.

This is a "what if" scenario which never historically happened, but could have. In this scenario, the General War did not begin in Fall Y168 (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 empire 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. OTHER: Each race has one Battle Pod, one Carrier Pod, two reserve markers, 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 *F&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). Players should us the *Federation & Empire 2010* rulebook, employing for example the carrier group rules (which allow the carriers and their escorts to be present as individual counters and simplifies keeping track of which escorts are damaged and which are not).

The Following 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 *F&E* rules **will not be used** (mostly because they involve empires 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 Empires (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 and units from *Advanced Operations*, *Combined Operations*, *Fighter Operations*, *ISC War*, *Planetary Operations*, and *Strategic 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.
Select 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.

Players have the permission of ADB, Inc. to make a reasonable number of photocopies of the set-up charts for their own private use or for use in tournaments; reproduction for sale is not authorized.

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).

FEDERATION 3RD FLEET

| DN | CVB GRP | CVS GRP | | CC | | CA | CA | CA | | CL | CL | CL |

| MB | FRD | TG | SC | NCL | NCL | NCL | DD | DD | DD |

| RESV | RESV | | FF | FF | FF | | FF | FF | FF | | FF | FF | FF |

FEDERATION 4TH FLEET

| DN | CC | TG | SC | CA | CA | CA | NCL | NCL | NCL |

| REPR | REPR | DD | DD | DD | FF | FF | FF | FF | FF | FF |

FEDERATION 7TH FLEET

| CC | CA | CA | CA | DD | DD | DD | FF | FF | FF | SC |

FEDERATION HOME FLEET (DETACHMENT)

| CC | CC | CA | CA | CA | CA | CVS GRP | FV GRP | TG | NCD |

| NCL | NCL | NCL | NCL | NCL | NCL | FF | FF | FF | FF | FF |

TURN 1 BUILDS

| DN | CA | NCL |

| FF | FF | 50 EP |

TURN 2 BUILDS

| CVA GRP | 50 EP |

| FF | FF |

TURN 3 BUILDS

| DN | CA | NCL |

| FF | FF | 50 EP |

KLINGON EAST FLEET

| D7C | TGA | F5S | D6D | D7 | D7 | D7 | D6 | D6 | D6 |

| REPR | REPR | FV GRP | DV GRP | | E4 | E4 | E4 |

| RESV | RESV | F5 | F5L | F5 | F5 | F5L | F5 | F5 | F5L | F5 |
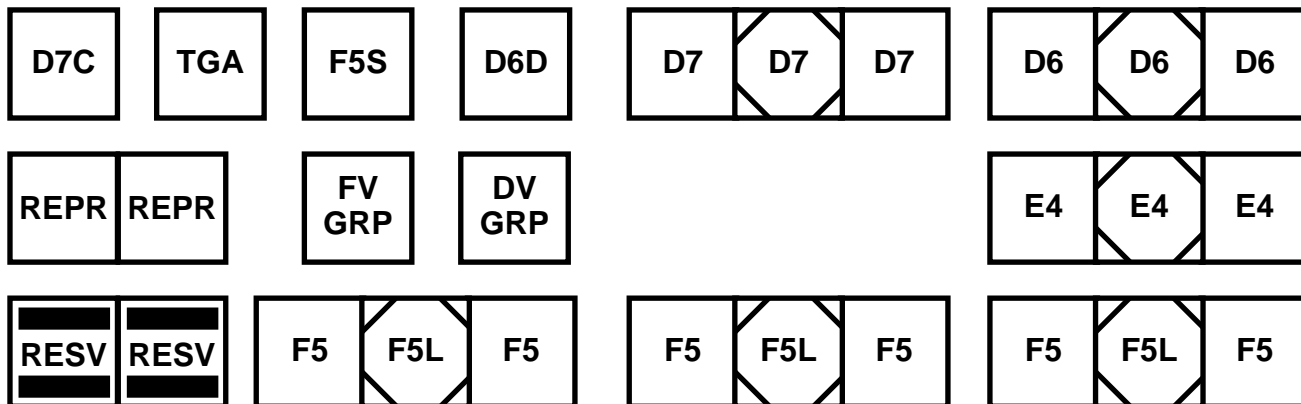
KLINGON NORTHERN RESERVE FLEET

| C8 | D7C | D6M | F5S | D7 | D7 | D7 | D6 | D6 | D6 |

| FV GRP | F5 | F5L | F5 | F5 | F5L | F5 | F5 | F5L | F5 |

| CVT GRP | MB | FRD | TGB | E4 | E4 | E4 |
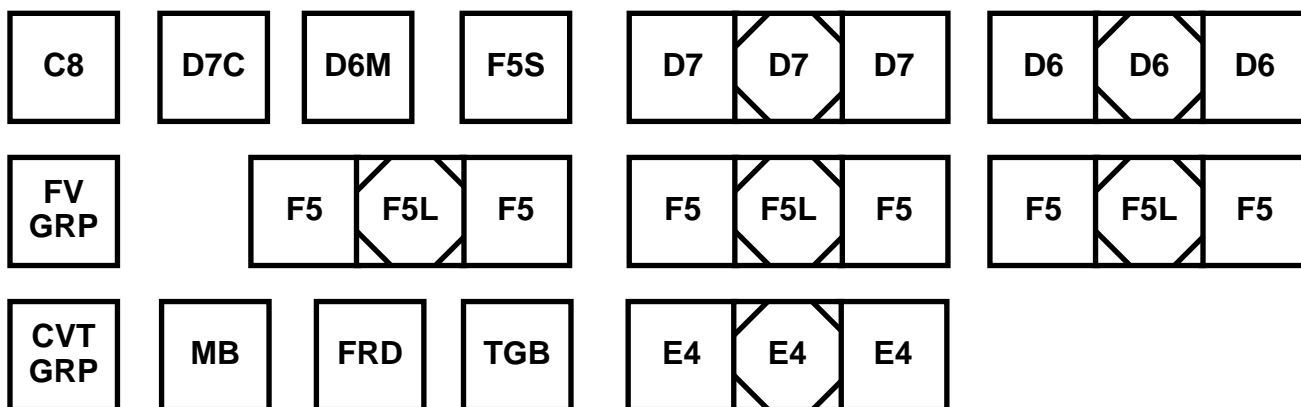
THOLIAN BORDER HARASSMENT SQUADRON

| D7C | FV GRP | D7 | D7 | D7 | D6 | D6 | D6 | F5 | F5L | F5 |

KLINGON HOME FLEET DETACHMENT

| C8 | D6M | D6D | D6D | D5 | D5 | D5 | E4 | E4 | E4 |

| F5 | F5 | D5V GRP | D5 | TGA | F5S |

TURN 1 BUILDS

| C8 | D7 | D5 |

| F5 | F5 | 50 EP |

TURN 2 BUILDS   50 EP

| D7C | D5 | D5 |

| D6 | F5 | F5 |

TURN 3 BUILDS

| C8 | D7 | D5 |

| F5 | F5 | 50 EP |

Zaxxus EightySeven (Order #14714970)
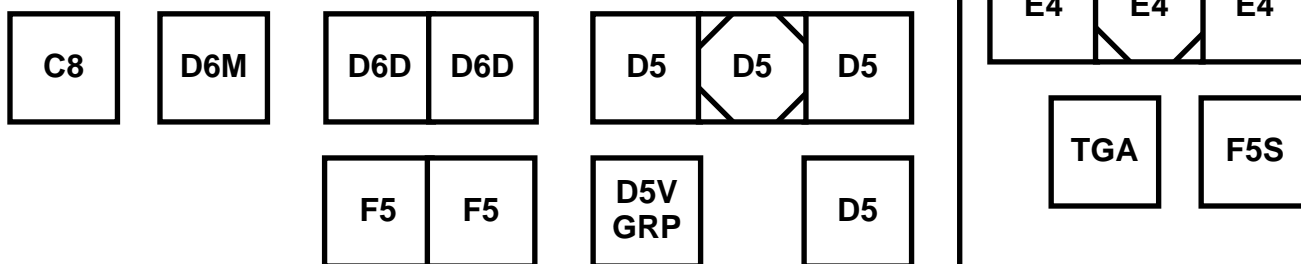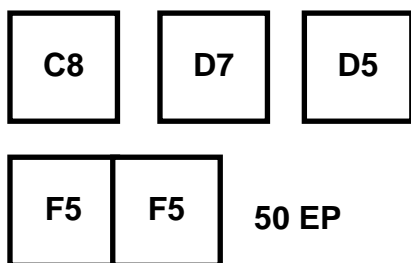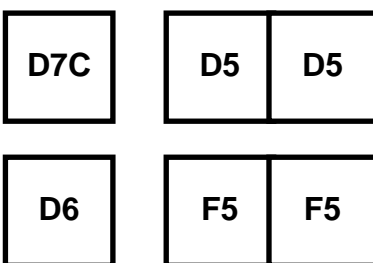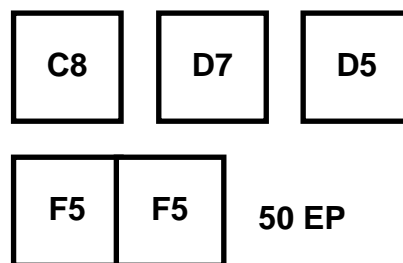
FEDERATION COMMANDER TOURNAMENT

The basis for a *Federation Commander* Tournament is a squadron-level engagement involving three to four ships.

SUPPLIES AND LOGISTICS

You will need some materials to run an *FC* 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.
- A tournament sign-in sheet. Copy it on a unique colored paper so is easy to spot and will not be discarded by accident.
- You will need maps (the *Federation Commander* Tournament uses a standard *SFB* 4230 map). You can tell people to bring their own maps, but you will still want to have one or two spares because someone will always forget theirs.
- Copies of the the appropriate ship cards. You will need a pile of photocopies, so look for a "half price" sale at a copy outlet during the weeks before the convention. Use the stock squadrons provided in this article below and paper clip them together so that you can hand each player their force at need. Players wanting to create their own squadron under these rules (below) should be required to bring their own ship cards. How many copies you need is impossible to predict. For a 16-player, a dozen of each (with more of the most popular squadrons) might be adequate, but no matter how many copies you have, know the location of the nearest copier *before* the tournament starts. Save leftover ship card photocopies for the next tournament.
- Extra copies of the various player reference cards. You can photocopy these; no need to buy them.
- Enough counters for each squadron including any seeking weapons, shuttles, and fighters. You can recycle *SFB* counters to help make up the totals.
- Some extra dice; do not expect to end the event with as many as you started with, but sometimes you end up with more.
- 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 will 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, brownies, tissue paper, antacids, etc., for yourself.

If you are going to judge more than once, get yourself a file box of some kind and keep everything in it. Then you have a head start on the next event. If you are not judging a given event, ask the judge to show you what supplies he carries (take notes).

Some judges have kits prepared ahead of time for each empirre. If a player signs in as a Fed, he is handed a folder with several SSDs and energy forms, a copy of the Damage Allocation Chart and impulse chart, any tournament updates, and a bag with the counters from the tournament and ammo sheets. This is a lot of work for the judge (only two or three go to this much effort) but it is appreciated by the players.

SQUADRON SELECTION

Players may select their own squadrons, which must be consistent with the rules herein. In addition, we provide a selection of "stock" squadrons for players to use.

The player's squadron must consist of no more than four and no fewer than three ships in Squadron Scale belonging to a single empire, with no more than two copies of the same ship. The total value of all ships in the squadron taken together cannot exceed 450 points and cannot be less than 425 points.

No battleships or ships from any issue of *Communique*, *Briefing*, or *Captain's Log* may be included in the force, unless they have been formally published in a product.

The force may include no more than two "leaders" (dreadnought, heavy battlecruiser, command cruiser, or war cruiser leader), including no more than one dreadnought or heavy battlecruiser. The WYN PBB and CA are considered command cruisers. Tholian forces can include no more than one ship equipped with web casters. Hydran forces can include no more than eight Stingers. The remaining ship or ships can be any available to the selected empire so long as they are not otherwise proscribed by these rules.

Players must present their squadron to a tournament judge who will record that player and his ship selections. To qualify for the finals, you need to play in at least three rounds with the same squadron.

TOURNAMENT ROUNDS

Rounds should be matched by the judges using players who have asked for a game. If there are an odd number of players for a game during a given round, the last player reporting to the tournament desk should be the player who gets left out. To get into the finals, players should participate three rounds using the same squadron.

Each round of the tournament should be run for four hours. No turn may begin after this time limit, but players should be allowed to finish the current turn after the time limit expires.

The combat takes place on a standard *SFB* 4230 map (42 hexes across by 30 hexes deep). One force begins within one hex of hex 0202 and the other begins within one hex of hex 4129.

This map is fixed, it does not "float" in any manner. Any unit which leaves the map as a result of the player's own movement is considered to have been destroyed. Any ship which leaves the map as a result of a tractor link it has to an opposing ship is considered to have left the map of its own volition. Any ship held in a tractor beam that will be forced to move off the map as a result of the opposing ship's movement is immediately released from the tractor in the last hex of the map. If its next movement would force it to exit the map and it cannot turn by any means to avoid doing so, it immediately stops (Speed Zero) in that hex, otherwise it will move normally from that point.

HOW TO WIN A ROUND

Victory for each round is determined at the end of that round based on the following criteria:

Each player scores victory points according to the procedure in 8B2.

If the points scored by each player are within 30 points of each other, the battle is declared a draw.

If the point totals differ by more than 30 points, the player with the lower total "loses" the battle. If the player with the higher total has earned at least 150 victory points, he "wins" the battle, otherwise he earns a "draw" (the other player still earns a "loss").

If one player resigns, he "loses" the battle, and the other player either "wins" or "draws" the battle based on the criteria above (he must earn at least 50 points for each hour or part of an hour played).

THE FINALS

Finals (two rounds) with the four players with the best records (net wins). The winner of the final game wins the tournament.

STOCK TOURNAMENT SQUADRONS

Players may either bring their own cards and counters for a force that fits within the above rules, or they may use one of the "stock" forces below. It is recommended that tournament judges require the players who wish to enter to bring their own ship cards and counters as part of advertising the event.

FEDERATION
First Sqd. (445): 2xNCA (2x150), CS (145)
Second Sqd. (450): BCJ (200), 2xNCL (2x125)
Third Sqd. (448): DN (252), 2xDW (2x98)

KLINGON
North Sqd. (448): C7 (192), D5W (148), F5W (108)
West Sqd. (442): DWL (166), 2xD7 (2x 138)

ROMULAN
Hawk Sqd. (449): FHK (179), 2xSPH (2x135)
Kestrel Sqd. (448): KRC (184), 2xKR (2x 132)
Eagle Sqd. (443): 2xKE (2x140), BH (88), SN (75)

KZINTI
Heavy Sqd. (445): DNH (261), 2xDW (2x91)
New Sqd. (440): NCC (160), 2xNCA (2x140)

GORN
Tooth Sqd. (450): BCH (192), BC (160), BDD (98)
Claw Sqd. (439): 2xCM (2x161), HDD (117)

THOLIAN
New Sqd. (438): NCA (170), 2xCA (2x134)

ORIONS
Raider Sqd. (446): CA (141), 2xBR (2x115), LR (75)

HYDRAN
New Sqd. (441): IRQ (136), TAR (125), MNG (100), 8 Sting
Heavy Sqd. (450): PAL (190), 2xKN (2x90), 8 Sting

LYRAN
Red Sqd. (446): CC (155), 2xNCA (2x146)
Blue Sqd. (447): DNH (243), 2xDW (2x102)

WYN
First Sqd. (449): CA (151), CW (126), 2xFF (2x90)

SELTORIAN
Avenger Sqd. (444): DNL (175), CA (142), CL (127)

Star Fleet Battle Force TOURNAMENT RULES

These are the official tournament rules for *Star Fleet Battle Force.*

These rules were written for Origins (where the number of players could exceed 50) but can easily be adapted to other conventions and even store "game days".

SUPPLIES AND LOGISTICS

You will need some materials to run an *Battle Force* 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.
- Tournament sign-in sheet. Copy these on a unique colored paper so they are easy to spot and will not be discarded by accident.
- You may need more than one copy of the game in order to have multiple tables running at the same time, so in your fliers request that gamers bring their own copies (even if you own several copies yourself). Be

sure to keep the tables separated so that each player that brings a game that is used gets all of his playing pieces, dice and cards back at the end of the round.
- Some extra dice; do not expect to end the event with as many as you started with, but sometimes you end up with more.
- 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, brownies, tissue paper, antacids, etc., for yourself.
- A copy of the Sequence of Play will answer half of the rules questions. Blow it up on a copier and tape it to the wall and players will find their own answers.

If you are going to judge more than once, get yourself a file box of some kind and keep everything in it. Then you have a head start on the next event. If you are not judging a given event, ask the judge to show you what supplies he carries (take notes).

OPERATIONS: The game is best played with four players, so divide the entrants up into tables of four. If you have three players left over, you can seat them as a table of three (if you cannot find another player). If you have one or two, add a player to a couple of randomly selected tables. If multiple preliminary rounds are scheduled, players may elect to come back for the next round rather than play at an irregular table. Each table of four then plays the game, reporting the scores of each player to the judge. (In some conventions, and if the schedule permits, the judge may decide that each table will play two or three times and report the total score of each player.) Judges may allow a player to enter a third round if they need someone to fill out an even group of four.

After all four preliminary rounds are completed, the judge selects the semi-finalists. These consist of the player from each preliminary table who had the highest score in their game (or the highest total score if more than one game was played), plus additional players to fill out even tables of four players; all tables in the second round must have exactly four players. (It is up to the judge to decide, based on overall attendance, if he will call for 1-3 "wild cards" or for 4-7 of them. Optimally, the second round would consist of two, three, or four tables of four. Wild cards should be used to fill a table but not to create a fourth or fifth table.) These additional players are those who had the highest scores in a single game but who did not win overall at their preliminary table. As before, each table plays the game (possibly more than once if the judge so directs) and reports the scores of each player to the judge.

Within an hour after the last second round table completes its game(s), the judge should post a list of all semi-finalists along with their rank based on total points scored in the second round. The top four of these *who are present and prepared to play at the designated time* go into a final table of four. (The judge may decide that the final table will have five or six players if the number of participants in the second round requires it. Certainly, every overall winner of a second round table deserves a seat at the final table, as does the top wild card if possible.)

The final round will be held as before at the designated time and will play one (or more, if the judge directs) games. The total points of this final table determine the overall placement of the players, with prizes distributed accordingly.

A CALL TO ARMS: STAR FLEET
TOURNAMENT PACK

Welcome to "Klingons on the Starboard Bow," the first official tournament for *A Call to Arms: Star Fleet*, the game of space combat in the *Star Fleet Universe*. Even if you do not attend the tournament itself, you are welcome to use these rules as guidelines for your own tournaments at clubs and conventions.

EVERY TOURNAMENT IS DIFFERENT

The data on this page was used by Mongoose at a convention early in 2012. Every convention and every tournament should be a little different, and a tournament or event that you run can be as similar or as different as you want it to be. There are no official "sanctioned" rules or limits on what you do, so do not consider this format to be a requirement, only a suggestion. A given convention may limit your event to one game session, or may give you the use of the tables for an entire day (in which case you want to prepare multiple scenarios so that players who want to play more than once will not be repeating the same battle). Unless you set up your event to be a "campaign" where victory points accumulate from session to session, you may want to give priority of seating to new players who have not had the opportunity to play in earlier rounds. Depending on space and time available, you may want to have multiple battles running on multiple tables. You might even let players at a later session use the scenario from an earlier session they could not take part in.

TOURNAMENT OVERVIEW

Each entrant will compete in four games. After each game, you will record your results and inform the Tournament Coordinator before the next round of games is due to start. Your opponent in the first game of the tournament will be determined randomly. The three subsequent games will match players according to how well they did in their previous games, pairing off the two current highest scoring players with each other, then the next two highest scoring, and so on. However, you will never play the same opponent twice during the tournament.

Every game will be played on a six foot by four foot table with fixed stellar debris. Players must provide all other materials for their games. You must also bring along a copy of the *A Call to Arms: Star Fleet* rulebook, as well as rules updates that are relevant to your fleet. Rules updates from our web site may be printed out.

YOU WILL NEED

You must bring the following items with you on the day of the tournament.
• The *A Call to Arms: Star Fleet* rulebook, plus any relevant rules updates
• Miniatures to represent your fleet – these must be painted Star Fleet ships
• Two copies of your Fleet Roster
• This tournament pack
• Pen, paper and dice
• Tape measure
• Some money for food, drink and a few new *A Call to Arms* goodies from our office store!

WINNING AND LOSING

Throughout the tournament, you will earn points in various categories. The winner of the tournament will be the player with the most points overall. In the event of a tie, the player with the most Admiralship points will win.

Points will be earned as follows.

Klingons on the starboard bow
Admiralship

As you win more games throughout the tournament, you will gain Admiralship points, a reflection of your raw gaming ability. This will have the most effect on where you end up in the tournament rankings. Admiralship is scored as follows. The maximum possible score over the four games is 80 points.

Game Result	Victor	Vanquished
Draw	10	10
Win by less than 250 VPs	13	7
Win by 250 or more VPs	17	3
Fleet Annihilated *and*		
Win by 250 or more VPs	20	0

You will be warned ten minutes before a game must end and from this point you must finish the game with the current turn.

Victory Points will be calculated from this point as normal.

The Gentleman's Award

Things can get a little . . . tense during tournament games and it always pays to keep a cool head. To encourage this, players will rate each game according to how much they enjoyed it – after all, the whole point of the tournament is to have fun!

You will rate each game you play as Poor, Good or Great. If you do not rate any game, it will be assumed it was a Good one. For every Good game rating you gain throughout the tournament, you will earn two points. Every Great game earns you five points. A Poor game will earn you nothing but the added attention of the judges . . .

Please note that we will be keeping an eye on how players are marking each other throughout the tournament, so expect a judge to pull you to one side if you continually mark players either very well or very badly.

The maximum points available in this category is 20, although we expect every player to score at least eight. Remember, you are here to have fun!

QUESTIONS DURING PLAY

The whole point of the tournament is to play a few games, have fun and meet with other people who share a love of science fiction gaming. That said, even the most-well-mannered gamers can have a difference of opinion in what a rule actually means, especially when their fleet is at stake!

To avoid arguments, you are advised to consult the rulebooks during play. There is absolutely nothing wrong with politely asking your opponent to point out any given rule or statistic in order to make sure the game is being played according to the rules. If you can resolve any rules dispute between the two of you, both will enjoy the game a great deal more.

If you need to call a judge over to resolve a dispute, you are more than welcome. However, for good or ill, the judge's decision is final.

Arguing with a judge is a Bad Idea.

TOURNAMENT FLEETS

Your fleet roster (of which you must bring two clear and legible copies) must list every ship within your fleet and any additional items or options that you have selected.

Your fleet must obey the following restrictions.
• Each fleet has a points limit of 1,000 points.
• You must have a painted miniature for every ship in your fleet.
• Players must choose fleets from the *A Call to Arms: Star Fleet* rulebook.
• All ships have a Crew Quality of four.

SCENARIOS

The scenarios used during this tournament are played in the following order.

1st Game: Call to Arms
2nd Game: Assassination *
3rd Game: Rescue
4th Game: Space Superiority

* Both players must nominate a ship in their fleet to be a target – in effect, both players are the 'attacker.' Make Initiative rolls to determine who deploys first.

STELLAR DEBRIS

Stellar Debris present on your table may not be moved. All asteroid fields have a density of eight.

STARMADA TOURNAMENT RULES

This document provides the rules for conducting a *Starmada* tournament. All page references correspond to the *Nova Rulebook—Version 1.1 (April 2012)*.

WHAT YOU WILL NEED

To conduct a tournament, the organizers will need to have the following on hand:

• At least four participants.

• A place to play. Usually, tournaments will be held during game conventions or at a local retail establishment with several tables available so that a number of games can be conducted at once.

• At least one copy of the current *Starmada* rulebook.

• The game components listed on pages #4-#6. The organizers should make sure there is an appropriately-sized game board, ship models, markers, and enough blank ship displays (or copies of pre-completed displays), pencils, and dice for each gaming table. The organizer can ask players to bring their own materials, but there should be some spares on hand in case someone forgets.

• Soda, chips, snacks, etc. Starship captains cannot survive on dice alone!

SHIP SELECTION

Unless playing a genre-specific tournament (such as in the *Star Fleet Universe*) players should be encouraged to bring their own ship designs, using the rules on pages #44-#49. If there is any question about space unit requirements or combat rating computations, designs should be confirmed using the online *Starmada Drydock*: www.mj12games.com/starmada/drydock.

Each fleet should consist of no more than 2,000 points' worth of ships. No ship should have a combat rating greater than 1,000.

OPENING ROUNDS

A series of three opening rounds should be conducted to determine the seeding for the knock-out round. To start each opening round, the tournament organizer should randomly determine pairings. If there are an odd number of participants, one player will need to sit out in each round.

Once pairings have been determined, each player selects up to 1,000 points' worth of the ships in his/her fleet with which to fight in the round. Players are not required to use the same ships from round to round. Tournament games are considered "medium"-sized battles (page #8).

The following advanced rules are in effect for tournament games:

• Combining/Splitting Attacks (page #26)
• Customized Firing Arcs (page #27)
• Electronic Protection Measures (page #28)
• Emergency Thrust (page #28)
• Evasive Action (page #28)
• Long Shots (page #29)
• Pivots (page #30)
• Rolls (page #30)
• Sideslips (page #31)
• Simultaneous Play (page #31)

Any advanced rules not listed above should *not* be used in tournament play.

Games should be given a three-hour time limit. Once this limit is reached, the player with more victory points at the conclusion of the current game turn is considered the winner.

SCORING

A player's tournament score is simply a running total of the victory points he/she has scored in each opening round. A player who sits out a round is awarded 500 points.

After each game, all ships are restored to their starting capabilities, i.e. all damage is repaired, expendable weapons and munitions are restocked, etc.

THE KNOCKOUT ROUND

After three opening rounds have been conducted, the four players with the highest aggregate victory point totals are sent to the "knock-out" round. Two semi-final games are conducted: the top scorer plays the fourth-highest scorer, while the second- and third-highest scorers play each other.

The winners of these two semi-final games play each other; the winner of this game wins the tournament. The losers of the semi-finals play each other for third place.

If there are at least 16 participants in the tournament, a quarter-final stage can be added to the knock-out round. The top eight scorers are sent to the quarter-finals, and seeded as follows:

Quarterfinal A: #1 versus #8
Quarterfinal B: #2 versus #7
Quarterfinal C: #3 versus #6
Quarterfinal D: #4 versus #5
The semi-finals are then seeded as follows:
Winner A versus Winner D
Winner B versus Winner C

SO YOU WANT TO RUN A *PRIME DIRECTIVE* EVENT AT A CONVENTION

By Jean Sexton

There Is a gaming convention coming to a location near you. You think, "I bet I could run a *Prime Directive* game and people would enjoy it." The only problem is that you have not ever run a game at a convention. What do you do? Where do you start?

First, contact the convention organizers to make sure they would welcome your game. Some conventions focus only on wargames and might say no, but most conventions are happy to have games played. Find out what sort of publicity you can get. Remember that if the convention has a booklet and will run the appropriate advertisement for ADB, Inc., then we will support the convention with our convention package. (You can point them at http://www.starfleetgames.com/sfb/tournament/tourn_main.shtml".) Publicity is good! Stay in touch with the convention planners since you will need to get them more information closer to the convention date.

Next pick your "flavor" of *Prime Directive*. It should obviously be something you are comfortable running. Do realize that people may want to play in the milieu and have no clue about the game, so be prepared to help them with a brief overview of the game mechanics.

Then you prepare, prepare, prepare! Did we mention that you need to prepare? Yes, you prepare for any game you run, but this is not your normal gaming group. If something can go oddly, it will. Still, remember that you are Game Mastering one of the most iconic settings in the world. People know the memes. You may want to stick to the standard Star Fleet characters or change up and do "Firefly" in the *Star Fleet Universe*. Either one is easily recognizable.

Pick your adventure. You do not know what sort of gamers you will get, so try to tailor your adventure so everyone has something to do. Throw in a couple of thinking puzzles (and also have a way out if your group turns into the "bash them up" kind of adventurers), make sure there are encounters that have danger and challenge to them, and make sure you have a denouement. If you decide to run multiple inter-linked adventures, be sure that each of them can stand alone. If you want some ideas, try out the "Free RPG Day" adventures that ADB has published. They sketch out some ideas and one has a floor plan. Remember that your adventurers have tricorders, so they can "see" many of the rooms already.

Here is a bit of practical advice at this point: choose a catchy title for your adventure. Remember that we cannot use anything that belongs to Paramount, so no *USS Enterprise* or any of the iconic characters. However, you can have Vampires on Celious III where the *USS Whatever* (a handy guide to official names is here: http://www.starfleetgames.com/documents/Starship_Name_Registry.pdf") and its brave crew must deal with something that is attacking the colonists' cattle herds and leaving bloodless carcasses. Will the colonists be next? Do not be afraid to play with popular themes and fill your gaming table!

At this point you are ready to contact ADB to get certificates to award to the "best" roleplayer in the game. You can have a vote of the participants to try to choose that honor. We can work with you to modify the certificates so that if you want one that reads "GURPS Prime Directive I Survived the Vampires on Celious III" and you plan to award one to everyone who survived, that can be arranged. We will send it as a PDF so you can print as many copies as you like.

Create the characters that will be playing. Do not forget that we women would like to have representation. While you are creating the characters, make sure that essential skills are included and also try to include some level of redundancy for them. One adventure I read had a door that absolutely needed to have a lock picked in order that the party would remain at least somewhat stealthy. Unfortunately, none of the characters had that skill. Since the goal was behind that door, things got a tad sticky. Plan and create any props you think would add pizzazz to the scenario.

Then playtest what you have designed. You need to know if that wall can be scaled, if the bad guys can be overcome, if the good guys waltz through it without a challenge, or if the two hour slot would be through and no one has finished the scenario. Try out any props you have created. Encourage your playtesters to play outside the box and outside of their comfort zone. It is far better to break the scenario before you get to the convention than during the convention.

Plan some way to get the adventurers back on track if they go after a red herring. Sometimes it does not hurt to give one of the characters a patron who could send some sort of message to them. Do not forget the bridge crew might be able to contact the team if they have gone astray. (If you are using the "The Original Series flavor" of the *Star Fleet Universe* and your command crew is wandering about on an alien planet, they have still left someone in charge back on the ship!) You do not want to make it too easy to "phone home," so do think of some way to keep your adventurers from doing that every little bit. Watching some of the old television series shows may give you some inspiration.

Finally, relax! You will do fine. You have Game Mastered lots of games and you know the rules that will apply backwards and forwards thanks to your playtesting. You know what cheatsheets you need because you planned and playtested. You know what props you need because of your playtesting. Your players are playing because they want to and they are predisposed to have a good time – that works in your favor.

So go forth and RPG in the *Star Fleet Universe*! Play long and prosper!

TOP TEN GAME-ENDING OVERSIGHTS
By Christopher Lee Larsen

Type IV drones: Overwhelm his drone defenses, take out his last unfired phaser, and slip the drone through a down shield. Captains with itchy trigger fingers die quickly, so do not even think about the "One phaser-1 at each" technique.

Suicide shuttles: The seeking weapon everyone has. Watch your point defense.

Tractors: "And just where do you think you are going?"

HET: This maneuver can save your ship, or get you onto a down shield. Only problem is . . .

Breakdown: This is not the end of the world, but many players will concede because they do not know the exact consequence of a breakdown.

Wild Weasel: These furry critters have turned the tide of many a battle, and not always for the user.

Reversing Direction: This little surprise never ceases to amaze people. Some ships fly backwards quite nicely.

Speed Change: These can suddenly change your shield facings, outrun plasma torpedoes, affect movement preferences, and a dozen other things, including win or lose the battle in a single impulse.

Hit-and-Run raids: An unguarded system that suddenly became very important will make you sorry you did not re-assign guards between turns. A very, very, common error.

The New Tactic: An 'experiment' is almost always a failure, but that "almost" part is where the next Fleet Captain is going to come from. Best to experiment at home, not in a tournament.

SQUADRON MAJOR

The Klingon Deep Space Fleet and the Federation Star Fleet have a curious practice in common, although each derived it separately. The commander of each squadron may, and usually does, designate one of the other captains as Squadron Major. The designated Squadron Major in Star Fleet is the Squadron Commander's second-in-command. In the Klingon service, he (or she) is honored as the "hottest combat captain," someone fearless and bold who can be assigned a special mission within the overall battle plan.

This designation, in both of its forms, now comes to *Star Fleet Battles*.

Before the ink was dry on *Module T-2000*, we ran into an old question we really should have resolved as part of the *T-2000* project, but instead started in *Captain's Log #20* and have now incorporated it into the new edition of *Module T*, *Module T-2012*. Just below the "Sanctioned-Rated Ace" tournament level are many events which do not qualify for this ranking, but are nevertheless deserving of recognition. Two basic types of events fall into this category: Rated Ace events that just did not get 16 players, and events that were never qualified for Rated Ace since they were not at conventions.

We have created the award of Squadron Major for the winners of such events. Squadron Majors will not get prizes, but if you cannot get a Rated Ace card you can at least get a Squadron Major ranking and your name published in *Captain's Log*.

The requirements for a Squadron Major event are somewhat easier to meet than those for a Rated Ace event, but the ultimate goal is the same: to promote the game by having it played in public places with announced and advertised events, and to maintain the integrity of the awards system by avoiding situations where awards can be manufactured without really being earned. The rules to qualify for a Squadron Major event are as follows:

1. The event must be sanctioned (i.e., use the official tournament ships and rules). All rules that apply to Rated Ace tournaments apply to Squadron Major tournaments (except the location and number of players).

2. The event must be at a public place frequented by other gamers, such as a convention or a hobby store or the gaming area of a college union building. (Eight buddies meeting at Sam's house will not qualify as this will not attract new players.) Squadron Major tournaments may not be held on-line or by Email without advanced permission from ADB, Inc.

3. The judge must adhere to the rules for ethical judging (e.g., there must *be* a judge and he must *not* play in the event).

4. There must be at least eight players, and these must be real players who are experienced in the game and are playing to win. If there are 32 players, the top two will get Squadron Major status (unless you qualify for Rated Ace, which of course means you must be at a convention rather than a store).

5. Victory can be determined by single elimination or by a net-kill or best percentage formula. Any formula in which the judge awards points based on his evaluation of how each player did is not acceptable; the formula must be based on wins and losses not on the arbitrary judgement of an individual. The only valid test is combat, and the only valid result is victory.

6. There must have been some effort to promote the event. It must be announced as a Squadron Major event (or as a Rated Ace event if it is at a convention). This must include sending the announcement to ADB, Inc. at least three weeks in advance; posting it to the official *Star Fleet Battles* web site (starfleetgames.com) is the same as telling ADB, Inc. about it. Advanced promotion must include some other effort, such as an announcement in the local newspaper or a poster at local game stores. It must also include getting the Starlist for your area from

ADB, Inc. and contacting at least 16 players (or everyone on the list you receive) and inviting them to attend. (If someone moved and cannot be found, count him as contacted.)

7. Reports equivalent to those of a Rated Ace event must be filed with ADB, Inc., including complete information (name, address, telephone number, and Email address) of each participant. Use the standard Rated Ace forms and simply mark them as "Squadron Major". (New forms to accommodate this are on the web site.)

8. No single venue (e.g., Fred's Hobby Store in Denver) can have more than four Squadron Major events each year, and no two of them can be within 60 days of each other.

Squadron Major events are an important training ground for judges. Building and store managers are asked to show fairness in scheduling so that no one judge shuts out all other judges. [ADB, Inc. reserves the right to insist that judges be rotated if we get complaints that others who want to judge are being frozen out, and to deny Squadron Major status if necessary, but we are very reluctant to get involved.]

It should be obvious that any event announced or intended as a Rated Ace event which fails to get 16 players but does get at least eight players will qualify for Squadron Major. But another key point is that many players want to run events at game stores or shopping malls to attract new players, and we are entirely in favor of this and want to support it. Groups which run a Squadron Major event in a store should schedule a "new player training session" for the next weekend and have posters announcing this around the Squadron Major event.

We cannot offer gift certificates for Squadron Major events as the limited amount of support in our budget must be reserved for conventions (where it does the most good). There are also concerns that this would encourage unscrupulous individuals to manufacture phony events to get the cheap products. In any case, if your Squadron Major event is in a store, the store manager is going to be fairly annoyed at giving away prizes which encourage his customers to buy something by mail order. Event judges are welcome to collect a small fee from each player and use this to fund some kind of prizes, so long as at least 50% of the fees go into the prize pool. Judges are allowed to make arrangements with the store manager to get a product at a discount as a prize, but we cannot force a store manager to do this for you. It must be noted that all events qualified as Rated Ace events can and probably will buy gift certificates from ADB, Inc. without knowing if they will get 16 players or not.

The distinction is primarily one of venue. If your event meets all of the qualifications and is set at a convention, it can be announced as a Rated Ace event and you can buy gift certificates. If it is set at a game store or other non-convention site, it cannot be announced as a Rated Ace event and you cannot buy gift certificates. It is entirely possible and acceptable for gift certificates bought for a Rated Ace event to be awarded regardless of the actual turnout.

The primary recognition given to Squadron Majors is that they will be listed in a separate section of *Captain's Log*, along with the date, venue, and judge of the event. We will provide a pin to each Squadron Major if the event is properly reported.

If you previously won an event which qualified as a Rated Ace event in every way except that it had less than 16 players (but at least eight players) you may apply to have this retroactively designated as a Squadron Major event. ADB, Inc. can only confirm this (and publish the recognition) if the judge originally filed the proper report and we can determine from that report that there were eight players and that no non-sanctioned rules or ships were used.

STAR FLEET UNIVERSE
TOURNAMENT REPORT FORM

Local and regional conventions can nominate the *winners* of their *STAR FLEET BATTLES* tournaments to become *RATED ACES*. The requirements for a rated ace nomination to be approved are explained below. This form can also be used to report the outcome of *SQUADRON MAJOR* or other *SFU* events. Complete this form and return it to AMARILLO DESIGN BUREAU, Post Office Box 8759, Amarillo, TX 79114. Use extra sheets or copies of this form as needed. (Rev 10 April 2012)

1. The convention (unless a Squadron Major event) must be a formal one, with a program and a multitude of gaming events, and open to the (ticket-buying) public. Attach a *convention program* to this form and have a **convention official** sign below to attest thereto.

Name of convention:_____ Date _____ Location _____

_____ Signature _____ (Print Name Clearly)

2. An *SFB* tournament must be a "Sanctioned" *SFB* event. It must use the rules from the current Tournament Book published by Amarillo Design Bureau, inc. This specifically includes the requirements for ethical operations, published tournament ships, and the specific tournament rules. The tournament must be open to anyone who buys an event ticket; it cannot be limited to a specific group or area unless it is a Squadron Major event. Tournament formats, time limits, etc. are at the discretion of the local judges, *but the winner of an SFB tournament must be determined by a minimum of three rounds of single-elimination competition.* Players must play the same ship in every round. See current Tournament Book for more info. Have the **Tournament Judge** sign below to certify that the tournament was run in a manner that satisfies these requirements.

_____ Signature _____ (Print Name Clearly)

3. There must be a minimum of 16 players in the event for the winner to be nominated as a Rated Ace. At least 16 of the players must sign below and PRINT their complete names and mailing addresses. These addresses may be used for *SFU* opponent locating services, but will **not** be sold as a commercial mailing list. Use additional sheets of paper if needed, or if no one can write small enough for the spaces below and on the second page. Events with 50 or more players will nominate the Winner and the 2nd Place finisher as Rated Aces, but must have at least four rounds of single-elimination finals competition and all 50+ players must sign and provide their address (make extra copies of page 2 for that purpose). **DO NOT ABBREVIATE CITY NAMES!**

JUDGE: PUT YOUR ADDRESS IN THIS BLOCK.	JUDGE: ANSWER THESE QUESTIONS!
REMEMBER THAT JUDGES CANNOT PLAY IN THE EVENT!	Did you have three rounds of single-elim finals?_____
Printed Name OF JUDGE: _____	Have you attached a convention program?_____
Address_____	Did you use the Module T rules? _____
City, State, Zip_____	Have you checked every address for readability? _____
Telephone # _____	Did you make any changes to ships or rules?_____

Signature_____	Signature_____
Printed Name_____	Printed Name_____
Address_____	Address_____
City, State, Zip_____	City, State, Zip_____

Signature_____	Signature_____
Printed Name_____	Printed Name_____
Address_____	Address_____
City, State, Zip_____	City, State, Zip_____

4. Provide the name and mailing address of the winner: NAME _____

ADDRESS _____Empire/Ship played:_____

5. For your event listing in Captain's Log, provide the following information:

Judges Name(s):_____2nd Place Name_____ Empire/Ship _____

3rd Place Name_____ Empire/Ship _____ Name _____ Empire/Ship _____

ADDITIONAL NAMES
PLEASE DO NOT ABBREVIATE CITY OR STREET NAMES!

Signature_____

Printed Name_____

Address_____

City, State, Zip_____

Signature_____

Printed Name_____

Address_____

City, State, Zip_____

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Printed Name_____

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