

Hailing Frequencies

Fanzine for the SFC/SFC2 Online Community

<http://hailingfrequencies.tripod.com>

Inside this issue:

Hydran Tactical Thesis	2
Going Home	3
Taming the Tiger	4
The Not So Mighty	5
Armed Neutrality	6
Return of Mnhei'sahe	8
New Ships Project: Getting Started	7
Next Issue...	7
SFCoC Status Report	9
SFCoC PBEM Status	10

Open Hail

Welcome to the second issue of Hailing Frequencies. Let me begin this issue by saying thank you. Thank you for all the kinds words and for all the people that have stopped by to read Hailing Frequencies. But most of all thank you for the support that made issue one a HUGE success. I hope you enjoy issue two just as much.

This issue we start things off with an interview with Josh "Jinxx" Morris, from Taldren. I managed to get Josh to answer a few questions about SFC2. Also in this issue you will find 4 pieces of fiction that run the gambit. Everyone should find a story to fit their tastes. We also have a tactical thesis on basic Hydran tactics, as well as an article showing you how to use the Lyrax Tiger effectively. Plus the crew from the Newships Project have piped in, with what we hope is the first of a series on making your own ship models.

Speaking of ship models, next month Hailing Frequencies will be

offering it's first contest. We will be holding a modeling contest for the SFC community. We are in the process of lining up some really cool prizes. I would love to tell you more but I need to hold back as we finalize everything. So start practicing with your 3D tools. The Hailing Frequencies SFC Model Contest will be coming next month.

Missing this month are the Tactical Tidbits and Final Frontier report. Nicholas "Kol Korvus" Cioran, who is the editor for the Tactical Tidbits, has been swamped with personal matters and was unable to get his material submitted on time. As for Final Frontier, we were told that the material would be here but it never made it. That's okay we have reserved a place for Final Frontier reports in the future and hope that Nicholas will have Tactical Tidbits back next month.

You might also notice that we have added a couple of new section this time around. First we have an Archive/Print area. here you will find past issues of Hailing Frequencies

in PDF format for print. The fanzine is redesigned for print media before it is posted to the archive. Issue 2 will be available in the print format in about 3 weeks. Also we have added a forum for feedback. You can go to the Open Hail forum for general feedback or SFC discussions, the Article Feedback Forum to discuss the articles that appear in each issue. We also have a Tactical Tidbits Forum for posting your favorite tidbits for others to see. The best tips from this forum will appear in the Tactical Tidbits article.

So as you can see we should have something for everyone in this issue of Hailing Frequencies. The future looks bright here, and it is all due to you. So go and enjoy this issue, use the forum to let us know how we are doing and be sure to submit your own material for future issues.

So again let me say thank you for the support and now on to the meat of the matter.

Hailing Frequencies Open!

Starfleet Command Volume II

Interview with Joshua "Jinxx" Morris

Well folks E3 is past and we all have heard the latest and greatest news from Taldren on the upcoming StarFleet Command Volume II. We took a chance and sent in some questions for Taldren to answer on this upcoming title and was rewarded by having Josh "Jinxx" Morris setup with some answers.

Q: Josh, we have all seen that the Mirak and the ISC have made it into the mix. Are any other races going to be added, perhaps as non-player races?

A: We at Taldren like to under promise and over deliver. We currently have promised 2 new races. I think the new races will add enough gameplay to keep players very happy.

Q: There has been a push re-

cently for the Tholians to be added to SFC2. Has a determination been made on this request? If Tholians are not included can the team explain why?

A: We are very aware of what races we haven't covered yet. We knew before we announced SFC2 that what ever race we chose to omit at this time would gather support for inclusion. I personally like the Tholians and would love to include them in this or future products.

Q: While SFC was excellent for single ship combat in multi-ship squadrons the game worked but seemed to fall short. What kind of enhancements to fleet control will we see in SFC2?

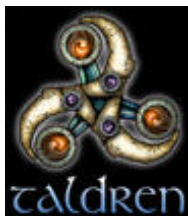
A: Fleet control was one of the

areas that is getting the most work. We want players to command a small fleet with ease. To that end we have added about 100 buttons to the game in this area. The fleet control space will be displayed at the bottom of the screen. There will be buttons for fire orders and maneuvers, as well as a pop-up on the right for formations.

Q: The AI in SFC was not truly bad but it did not quite live up to the rest of the game. Are enhancements being made to the AI for SFC2 and if so can you give some specific examples?

A: Well I don't know if I agree with that comment. I know that many players had a VERY tough time trying to beat the AI. With that said

(Continued on page 12)



Hydran Tactical Thesis

By Craig "Bimmeri" Wiswell

Introduction

Many feel that Hydran ships are the best suited for use as carriers and once the fighters are disposed of they are easy prey. The key to successful Hydran tactics is timing, speed, electronic warfare systems and power management. All of these used in a concerted effort will result in the opponent being scattered in its basic ions across many a parsec.

Purpose

I will attempt to shed some light on the power of the Hydran ships and some tactics that may provide the player of Hydran ships some focus for when they engage others while piloting these fearsome ships. While at the same time I will hopefully dispel the belief that Hydran ships are strictly one-dimensional and can be fear-some opponents to be respected. I hope you find it useful.

ECM vs. Fusion and Hellbore Basics

Net ECM Strength	Net ECM Shift
1-3	1
4-8	2
9-15	3
16-24	4
25-35	5
36+	5

To help explain the weakness of Hydran ships to ECM, I must explain ECM and ECM shift. If you will look at table on the left, you will notice the column on the left. This is equal to the number of ECM points you have, or your net ECM after your opponents ECCM is subtracted.

For example, say you have 4 points of ECM powered up, and are conducting EM for 4 more points of ECM, which would equal an ECM strength of 8, you would cross this to get your ECM shift. You would have an ECM shift of 2. In SFC this is all calculated for you. Next, your opponent fires fusion beam at range 4. If you look at fusion table below, you will find the column that corresponds to range 4. Now in SFC a number is randomly generated which equates to a single d6, say the roll is a 2. The ECM shift would add to this value making it actually a 4 reducing the damage done from 3 to 1. Now looking at these tables you can see where as little as 4 points of ECM can cut the amount of damage done by a third. Looking at this you can see why the Hydran ships should not fire into a negative ECM shift or outside of range 2 with the fusion beam.

Fusion Beam Range Considerations

Fusion beams can be charge to three levels standard, overloaded and suicide overload. I will cover tactics for the first two. Suicide overloads are as a last resort or unless you have a lot of extra repair capacity. The problem with suicide overloads is they destroy the weapon that fires it and do an extra point of internal damage to your ship. They are devastating but should be used with extreme care.

Fusion beams are sensitive to range. Always fire standard and overload fusion beams inside

Hit#	Range					
	0	1	2	3-10	11-15	16-24
16%	13	8	6	4	3	2
33%	11	8	5	3	2	1
50%	10	7	4	2	1	0
67%	9	6	3	1	1	0
83%	8	5	3	1	0	0
100%	8	4	2	0	0	0

do as a minimum 2 points of damage which is the amount of power invested at that point for a standard load and for the overloaded you stand a 80% chance of doing at least damage equal to the energy invested. Any fusion shot outside of range 8 is a waste of energy for in 80% of the time you won't equal in damage done the amount of energy invested. Electronic warfare is the bane of the fusion beam. As with most direct fire weapons, it is susceptible to an ECM negative shift. Does it appear that the enemy disruptors always hit, and your fusion beams always miss? Chances are, the opponent has at least single point of ECM charged. ALWAYS check the ECM/ECCM shift before firing fusion beams. Unless desperate (or you have a shot into a down shield), don't fire against an ECM shift. Check the ECM panel a little bit before you fire, and make adjustments to your ECCM ahead of time. Having a point of ECCM advantage over your opponent is one way to counter a case where the enemy tries to sneak some battery power into ECM before your shot. Running the game at a lower speed (1-3) is helpful because ECM power changes are slow enough to react to. This is extremely useful while playing solo so that you can get used to the patterns and methods of useful Photon control. When playing online, try playing at speed 4.

Hellbore Basics: A weapon of choice

The Hellbore can be a decisive weapon at most ranges up to 22. At range 22 you still have a 50% to hit and will do 8 points of damage. At range 22 you do 4 times the damage of a disrupter and almost equal the damage of a type "R" plasma torpedo. This should put the effectiveness of the hellbore at range into a clearer light. If you prefer to shoot and scout tactics the hellbore will be your weapon of choice. The main advantage of the hellbore is that it does most of its damage to the opponent's weakest shield. It is important to not become too reliant on just the hellbore for the simple reason it does not enter wide service with the Royal Hydran Fleet until the late era.

The hellbore can be used as an overloaded

of range 2. Range 1 or 0 for overloaded fusion beams if possible. Beyond range 3 you risk the possibility of doing no damage at all. For me personally I find range 2 shots to be best. They will

weapon. This reduces your range to 8, if you decide to use overloads the ideal range is a range 0 overrun. This tactic leaves you very exposed to your opponent's weapons. Extreme care should be used to time your overrun after your opponent has fired their weapons. One major consideration is it cost 6 points of power to hold an overloaded hellbore. If you overload it, fire it, don't waste the energy for it can be used more effectively for other things. You can always charge the hellbore to standard loads then increase to overloads to coincide with your overrun. The weakness of the hellbore is ECM and EM which can really effect your to hit chances (though not as much as all other weapons, as ECM has half the effect) so it is always a good idea to put as much extra power as you can spare into ECCM. Hellbores also react in an unusual way with ESG to put it mildly. The intersection of a hellbore and an ESG field is not a healthy place to be. So when fighting with Lyrans in the area make sure you have a clear field of fire to your target or your hellbore may not reach the intended target

The damage numbers from a Hellbore look very impressive compared to other weapons, but the damage from the weapon is enveloping, meaning it is distributed amongst all shields. The following procedure is used to distribute the damage (SFC does all this automatically) :

- Determine the weakest shield(s). Take the damage done by all hellbores in the volley and divide the number by 1+X, where X is the number of "weakest shields". [E.g.; If you fire 60 points worth of hellbore damage at a ship with shields (from 1 to 6) of 21-16-11-16-16-16, the 11 would be the weakest shield, and would get 60/(1+1) or 30 points of damage, no matter what direction the damage came from]
- Apply remaining damage to the remaining (5 in our example) shields, one point at a time, starting with the weakest and going toward the strongest, restarting if there is still damage left. [The math here is easy, 5 shields, 30 points of damage; they each take 6 points]

Note: It is never a good idea to fire a hellbore

Range	0-1	2	3-4	5-8	9-15	16-22	23-40
Hit #	92%	83%	75%	67%	58%	50%	42%
Base Damage	20	17	15	13	10	8	4
Overload Damage	30	25	22	19	0	0	0

on a ship with evenly distributed shields. The damage will be divided 6 ways. Always weaken at least one shield before engaging with hellbores.

Opening Moves

Your opening will a lot of times be determined by the type of ship you are commanding. A strictly fusion beamed armed ship will usually have fighters. This will enable you to employ fighter tactics, which I will cover later. A strictly hellbore armed ship will not generally have fighters which will require an entirely different approach. Most Hydran ships are a mix of fusion
(Continued on page 11)

Going Home

By Nicholas "Kol Korvus" Cioran

It had been a hard road that brought Governor Karr to Talos. Once his heart had burned hot with ambition, propelling him through the ranks of the Deep Space Fleet despite his lack of family connections. First command of a frigate, then a cruiser, and eventually a commodore spot and a squadron of his very own during the short brutal war against the Hydrans. He had been at the forefront as they drove the slugs back relentlessly, driven them to surrender, and acceptance of Klingon suzerainty. Rumor had it some small population of the methane breathers hung on to their freedom in the far reaches of their 'Lost Colonies', but rumors were not worth the Empire's time and energy when so many real enemies abounded.

But fires that burn hot, burn fast. When the war was over Karr had found his taste for war gone. Too many were dead, friends and enemies alike and the taste of blood turned to ashes in his mouth. When the Empire had need of loyal officers to govern its new worlds, Karr had accepted the offer, and surrendered his command for the Governor's chair of Talos.

Other wars had come and gone, with their share of victory and defeat, heroes and villains, but far away Karr had endure. Ruling Talos for nearly fifty years with the same iron fist and brutal efficiency that had characterized his time in the command chair. But time had told, and Klingons are quick to forget your triumphs and achievements, but they always remembered your failures and mistakes. He smiled briefly as he looked around his office for the last time, memories of what he had built in his tenure here. The viewscreen before him showed his domain, turning silently below the base which had been his home for so long.

But no longer, he thought, his reverie broken by the harsh clamor of the door opening and booted feet stamping in. His orderly strode in, as brash and proud as he had been fifty years earlier, hair black as coal where now Karr's was now white. "Governor Karr, your shuttle is ready to transfer you to the Klothos." Karr nodded as he stood, slowly, and his orderly looked genuinely sympathetic, "I'll miss you sir."

"Thank you." He said quietly. Kiras had served him well these last two years. The young Klingon lacked the direction and ambition to rise in the ranks, but Karr had spotted an attention to detail that had been indispensable, and taken him under his wing. Karr hoped that Kiras would be a thorn in his successor's side. Governor Kon had not even bothered to see Karr, but embarked immediately on a tour of the facilities, preemptively ordering his predecessor out with a terse message.

Commodore Kolon, an old friend, had left his personal shuttle to transfer him to the

Klothos, but the unfortunate commodore had been dragged along on the tour, and reminiscences over a few bottles of bloodwine would have to wait until the Klothos was on the shuttle, heading for home.

Home was an alien thought. He walked slowly from his office, savouring these last trappings of power now lost to him. He had been gone so long that this place was more familiar to him than the planet he had been born, or the ships on which he had served. Going there now would be like a new adventure, a mission of discovery. The thought put a spring in his tired steps, his pace quickened. With renewed energy he strode through familiar corridors and chambers to the bases big shuttle module.

The flight was but a dream, he barely noticed as the shuttle closed on the Klothos, one of the new D7 battlecruisers. His mind was searching the depths of memories for places to discover anew now that the yoke of duty no longer restrained him.

Once were inside the hanger bay Karr was impressed by the size of the new cruiser. It was so much bigger than the D4s he had served on so long ago, such a larger crew, and much more heavily armed. An impatient officer met him in the shuttle bay, and made to hurry him to his quarters for the journey. No doubt anxious to get back to doing something he considered far more important than shepherding about some ancient politician about.

But Karr's blood was up, he demanded to be shown all the wonders in the cruiser's hull. He was enjoying the tour almost as much as he was driving up the officer's blood pressure. Suddenly alarm klaxons began to sound throughout the ship.

His escort stood dumbfounded. There had been peace in this part of the Empire too long and drills and simulations were never enough to prepare one for a true surprise. But in Karr the old reflexes still lurked, and shouted at the officer, "Take me to the bridge, now!" Obedience could at least still be instilled, and his guide leapt into action. Leading the way at a bone jarring pace to a turbolift, which whisked them up the cruisers long boom to deliver them on the command deck.

Karr found the place in disarray. A skeleton watch held the bridge, and they were shouting and arguing among themselves. "Enough!" He shouted in a voice accustomed to authority, catching their attention, "Battle stations! I want a status report, now!"

None of them knew who he was, but they responded to the voice of command. The sensor officer turned back to his screen; "Three ships inbound, unknown configuration, warp factor 5, jamming at max, sir!"

"Comms?" Karr demanded in a quieter tone, striding to take the command chair with

a flourish of his cloak.

"Not responding to our hails, sir!"

"Make a signal to fleet command, inform them we are under attack by three ships, unknown origin, moving to engage." "I can't signal sir, all frequencies are jammed."

"Damn it! Keep trying! Helm, warp 3.5, sensors burn us a hole in that jamming."

Karr felt the ship hum gently under him as it made way, they wouldn't make intercept before the lead ship reached the base, but he knew his men would have things under control. The lead ship, a cruiser by its signature, was barreling in heedless of the heavy phasers that studded the base. More the fool, Karr thought. The two smaller ships were far enough behind that the Klothos would be able to make an intercept, and he leaned forward in anticipation as they closed.

The cruiser began to turn just outside twelve K from the base, angling away from the Klothos and towards the planet, disgorging a cloud of shuttles. Some sort of troop transport Karr wondered? The base's defensive phasers and tractor beams would be able to take care of the shuttles before they did too much harm.

Right on time, as the cruiser made its closest approach the base's phasers spoke, reaching out and smashing down a shield, tearing into the hull of the mysterious attacker. The damage must have been extreme, as the ship shuddered and slowed dramatically, Karr smiled. The next salvo would finish it off. He turned his attention back to the two smaller ships. This was too easy. As they barreled towards the Klothos, he wondered what had motivated this suicidal attack. Perhaps some renegade Hydrans he thought, as the images of the ships appearing on long range visual had a familiar configuration.

"Range 22K... 21K... 20K..." the sensor officer counted off.

"Hold your fire..." Karr whispered in a tone that just reached the weapons officer.

"Still coming in, 19K... What in the hells!"

"What!" Karr shouted at the sensor officer.

"The base, it's gone..." "Give me visual!" The viewscreen switched to a view of an expanding ball of actinic light and debris. About it swarmed the shuttles that he had dismissed so few seconds ago, several of their number missing, no doubt caught in the blast. As he watched one of the surviving interlopers fired some weapon, a bright beam of energy, at a Klingon shuttle fleeing the blast, erasing it in an eyblink.

"8K!" the navigator shrieked suddenly.

(Continued on page 13)

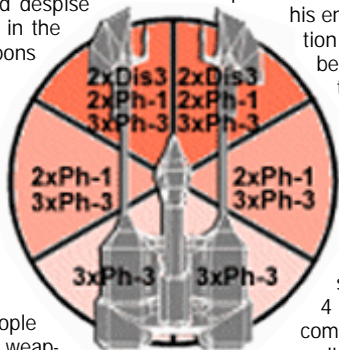
Taming the Tiger

By Dennis "SFCShadow" Greene

When most players look at the Tiger, they scratch their heads in confusion. Many discount it as a viable combatant when they face the other races Heavy Cruisers, calling forth all it's faults and non of it's strengths. Or they see it as only one dimensional and never use it to it's full potential.

Most cruisers of it's class have anywhere from 2-3 weapons systems and are geared for either long distance fighting or close in fighting. The Tiger, by comparison, has 4 weapon systems and can do either long and/or short range engagements. This is both it's weakness and it's strength, since by comparison it typically can't function as well as it's opponents who tend to specialize. Unless it's captain can function equally well in either theater he is typically doomed to misuse his ship, which leads to frustration and despise for what they see as a failing in the ship. A look at it's weapons shows:

- 4 Phaser I's
- 6 Phaser III's
- 4 Disruptors type 3
- 2 Expanding Sphere Generators



The first thing that most people notice, when it comes to pure weapons potential, is that the Lyran Tiger seems to be split down the middle. It has roughly half it's weapons capability geared for medium to long range and the other half for extremely short range engagements. This tends to lend the Tiger to a schizoid personality, which some captains have a hard time translating to effective use when facing an opponent.

The Tiger though is unique in that like the animal it is named after, it is truly a frightening and dangerous cruiser in a knife fight. Unfortunately this aspect of it's nature is what most captains see and so attempt to use only that strength, neglecting it's other strength, it's reach. The Tiger like it's name sake can hunt, stalking it's prey, wounding and tiring it so that when it does (and should) go in for the kill, it's opponent offers it little resistance. The Phaser I's and Disruptor suites give it a respectable reach that can carry an opponent at distance, especially those opponents who know and fear it's ability to get in close and claw their eyes out.

The Tiger is the second most nimble Cruiser of it's class, only surpassed by it's Klingon cousin, the D series or the Romulan conversion of the D series. It is matched by it's Hydran equivalent and late model Romulan Cruisers, but surpassing all other Cruisers of it's class in maneuverability. As can be seen in the above diagram, it's firepower is extremely potent like most CA's, in the forward

arc, but also has a good broadside and even a respectable defense to the rear. When combined with it's ESG's 360° "fire" arc and auto hit ability, the Tiger can engage an opponent from all quarters. A smart captain takes advantage of this, both when engaging an opponent at range (Saber Dancing), or when you get in close.

One of the common things I hear all the time about Lyran ships is that until the late era they are underpowered! Anyone familiar with the Federation is also familiar with this "complaint". The best captains know it's not true if you manage your ship well, it's only true if you want to do it ALL at one time. Very much like the Federation Captain, a Lyran player must be able to manage his power with great skill to get the most out of his ship. The Lyran Captain has almost as many problems with his energy management as a Federation Captain does. If he wishes to be a very successful Lyran Captain he needs to learn how to manage his power with skill. The Tiger has 37 power and 4 batteries for reserve. For an Early and Middle era cruiser this is actually superior to many of its cousins in total output. The problem stems from the fact that it has 4 weapon systems to manage in combat. These weapons systems are divergent enough to make the average Captain frustrated with his power allotments. Especially for those players who assume it will manage itself.

Something most captains fail to take notice of is that the ESG capacitor holds 7 units of power per generator, but can only use 5 units within one "firing". A wise captain knows to reduce the capacitor by 50-60% to bring his capacitor charge rate down to a level where it doesn't rape his energy pool. This can free up 7-8 points of power during arming cycle which can be used for other system. Although you can fire your ESG at any time, once it's available to fire and there is energy in the capacitor, letting it charge fully to the 7 points for each generator is somewhat wasteful. In fact while your waiting for the full charge it is robbing you of power for other essential systems. So once the capacitor is about 70% filled you have the needed 5 units needed per ESG. Once it's at that level, set the recharge rate to 0, it will stop charging and no longer drain power from your ship. That's what it is there for! Also I hear many players complain that they only want one ESG to be powered up and they come in pairs so they both get charged. The power bar makes this possible. After you've charged the power bar up to about 35%, set it to 0 for charge rate. Then fire (double tap) both ESG's at once. Presto, you now did the same damage and only powered up the equivalent of one ESG. Once the ESG is powered up fully, or you set the slider to 0 once it reaches the level you want it to be, it

no longer pulls power from you ship, as it's free to hold that energy till you are ready to use it.

Something else Captains of disruptor bearing ships fail to understand, as their disruptors are charging they have more energy then if they have them fully charged. They find sometimes that they can't maintain the speed they want once disruptors are fully charged. This is actually an illusion because of how the energy is managed on ships. The cause for this phenomena, is because when disruptors (or most heavy weapons) charge they pull energy from the Warp drive (it is after all your largest pool of energy). Typically it will pull the full amount needed over a period of time (20-30 seconds depending on the average speed setting of 5-7). As they're are charging, after all expenses (most especially movement), whatever is left is put to weapons. The Tiger has 4 disruptors, requiring 8 units of power for standard loads or 16 power for overloads to arm. If all are to arm at the same time, the maximum speeds allowed, assuming no other energy expenses, are 23 or 15, depending on the choice made. This is typically not true, as you have to power life support shields and perhaps other weapon systems. While they are charging, you have some flexibility and can move faster. For example: I want my four disruptors to arm, but I move 27. I can do this, and arm only 1 of those disruptors with left over power, assuming no other drains on my ship from other weapons. Which means at that speed, one will load and the other three will wait. Once it is loaded though, it requires either 2 power or 4 power per armed disruptor to maintain them (basically once charged fully, they constantly recharge at that level to stay armed). Now the game will wait for me to reduce my speed to 25 and it will begin to charge the other disruptor. Once that charges, it will again "lock" the disruptor charge and I have to repeat the process so the last disruptors will now charge. Once it is fully loaded it to will "lock" the energy to that weapon, forcing me to reduce my speed farther and eventually assuming all are charged and no other drains, I'm only moving in the high teens or very low 20's. Even if I set my speed higher, it will "tap" out from maintaining those disruptor charges until I fire them and the process begins all over again. This gives the illusion to the player, who does not fire his disruptors constantly, that he gets bogged or slowed down.

Next comes management of phasers. The Tiger has 10 phasers, requiring 7 units of energy to arm them fully. All phaser armed ships have a phaser capacitor, this allows you to set how "fast" that capacitor recharges, not the amount of the charge. That capacitor can be used for any phaser that can legally fire. The same phaser can pull from a fully charged capacitor (assuming a phaser 1), 7 times before that capacitor needs to be recharged, or

(Continued on page 14)

The Not So Mighty

By Dennis "SFCShadow Greene

Stardate 9907.18

Personal Log: Commander Shaw

It was supposed to be the final exercise of this "interview"; I mean I've been through the Kobayashi Maru Scenario. I don't need to do another no-win scenario for crimney sake. Plus that last time proved nothing, sure we could all meet with a no win scenario, and we needed to confront that fear, but why are they belaboring the point!? I was a tad hot under the collar. This time damn it, I was going to prove them wrong. They weren't going to get away with it in this little exercise, final indeed, teach me about how to be a Starship Captain will they! Put me in charge of that scow and it's supposed to teach me to be a better ships Captain... ha!

~~~~~  
 "He seems to be somewhat agitated Admiral, do you think that will be a factor in the simulation?" said a sandy haired gentleman wearing the uniform of a Federation Captain, gazing at a monitor, and noting something on his comp pad.

"No, Jenkins, they all act that way when they find out what the final drill entails." responded Admiral Robin Colliard. Admiral Colliard had the appearance of someone who takes meticulous pains to be "perfect", not a hair was out of place and her uniform appeared to be a part of her skin instead of clothing. She too gazed at the monitor with a sparkle in her eyes, and the faintest smile on her full lips. Looking at her eyes one could see that perhaps her appearance was more than being meticulous, for in them one could almost see the elemental power of "chained lightning".

Both officers watched as Commander Shaw entered the simulation and noted that the other members of the drill team also filed in to take their places. The simulator's huge doors slowly sealed them in with an audible motor assisted clang.

Admiral Colliard glanced down at Jenkins saying, "Begin the recording Captain Jenkins, Queue up the simulation and lets see if he really has as much talent as he thinks he does." Then she crisply sat down in her command chair scanning her own monitors, which allowed her to see everything that went on in that "room" at a glance.

~~~~~  
 Commander Robert Shaw surveyed his 'bridge' with contained disgust at war with his determination. He was a man of average height and weight, average brown hair and complexion, anyone passing him on the street might not take notice of him, unless they looked into his eyes. His eyes were also brown but with gold/green flecks, what was remarkable about them was the deep fire and intelligence hooded poorly behind drooping lids. Those eyes seemed to miss nothing as they scanned the room, noting the professionalism of his bridge crew, and how it seemed so out of place in this rickety command bridge,

Commander Shaw frowned.

A Starship Captain, commander of a Federation Heavy Cruiser, reduced to shepherding this, this police ship wanna be, he reviewed in his minds eye, the briefing once again:

"In order to be considered for this position Commander," he remembered Captain Jenkins saying, "we need for you to take one final little test, only one other applicant has gotten this far. You are to take command of the SS Hudson Bay, and linkup with some freighters sending supplies to the Battlestation Hammer on the Klingon boarder. Your job is to merge with the convoy and act like one of the freighters, unless the convoy is attacked. Then you are to protect the convoy as best as you are able."

"The SS Hudson Bay?" I asked. "You mean this isn't a Starship? You're placing me in command of a freighter!?" The look on his face caused me to come to attention. "Sir?!" I said trying not to have my voice trail off.

"That's right Commander Shaw," Captain Jenkins said lowering his voice with a steel edge, looking me up and down, "it's not a Starship, she's a stripped freighter armed as a gunboat, otherwise known as a Q-ship. Will that be a problem for you Commander?"

Swallowing my surprise and I must admit disgust, I said "No Sir!"

"Very well then" he said, "as I was saying, you'll be in command of a Q-Ship, she'll be outfitted as a typical small Q-ship class, although you will to all appearances, look like a large freighter." He handed me the ships profile on a Comp Pad. "Also, you will find your orders and departure time listed, as well as your command crew and their profiles, you have two hours to familiarize yourself with that and report to simulator pod 27, on deck 23, east wing. That is all Commander."

"Yes Sir!" I said, and did an about face, marching off trying not show any more of my disgust.

~~~~~  
 Commander Shaw recalled that this "ship" had two phasers, type 1 and one phaser, type 3, as well as one photon torpedo. Although the two phasers had a weapons arc covering each side of the freighter, they only had a narrow arc where they could both be applied in the front and rear arcs. The phaser type 3 was on a 360 mount, which would make it useful for defense, but it wasn't much help in a standup fight. The real weapon was the photon, but with the limited power of the Q-ship and it being only one, it's usefulness would be limited as well, although it covered the forward arc of the vessel standard to it's cousins on real Starships. It carried no probes or mines, although it did carry a sensor shuttle to be used as a wild weasel if need be. Its power curve was definitely on the light side, rated only at 13 mega-joules and paper-thin shields, good only for stopping the occasionally encountered space debris. As these weapons would be mated to a large freighter hull, he

would basically be a big fat slow moving target, with delusions of grandeur. If he met any kind of armed warship, he'd be inclined to run, but then he wouldn't have the energy to do the running. Whoever thought up these little warships, should be chained to one as penance for such a thought. Against other standard armed freighters (if they were armed) it would be adequate, but then someone with a hand phaser would as well. Commander Shaw shook himself from that thought, as he recalled that the briefing started off with "You are unlikely to survive this exercise..."

"Okay" he mumbled under his breath, "lets see about guarding those freighters in this over blown idea of a starship!" He glared as he stomped over to his command chair.

"Helm," he snapped, "plot a course to intercept the convoy fleet and engage warp, best possible speed."

"Aye, Aye Sir!" Squeaked Ensign Rodriguez, who looked nervously back to his helm board. Shaw realized that he was glaring and tried to soften his look as he once more viewed his "command". He examined the back of Ensign Rodriguez' head remembered that he was just fresh out of the Academy, making a mental note to ease up for him.

The Command Bridge of the Hudson Bay consisted of a Helmsmen station, which combined both Helm and Navigation. The communications station also doubled as the sensor suite control station. Engineering had it's own control station and then there was the "Captain's" Chair. The Bridge was very Spartan, well lit and seemed to ooze dull gray, with the drab coloring and softly muted lights twinkling on the consoles. Dull, if not efficient.

Ensign Rodriguez timidly looked over his shoulder, and said, "Warp 4.5, Sir, we should intercept the convoy fleet in 6.21 hours"

"Very well Rodriguez." Commander Shaw said softly, "I don't suppose you can tickle the engines into going a little faster Engineer Martin?" he said raising his voice slightly, trying to modulate it for command and not to show his displeasure towards the ship, he swung his chair around facing his second in command at the engineer station.

"Aye," Lieutenant Martin replied "I might be able to do that sir," typing some commands and pressing buttons, bringing up a schematic of the engines, "but these engines aren't Starship engines and the strain will probably overheat them in short order, I recommend against it... Captain." Lt. Martin's profile said he was an excellent officer and was ready for his Lt. Commanders stripes. He had an exceptional aptitude for engineering, as well as command. He was marked by Starfleet as a command prospect.

"Very Well, so noted" said Commander Shaw, who settled in preparing to be bored to tears, staring out at the stars "warped" by the move-

(Continued on page 16)

## Armed Neutrality

(HMS Starfinder, Part 2)

By Chris "Capt. Nev Iskoru" Rebman

"Very good, everyone. Stand down from Yellow alert. Helm plot a course for our intended rendezvous." "Aye, captain." "Captain," came the voice of the comm officer, "Incoming transmission. It's from Starbase H34, and it's encoded security level three. They say its urgent, sir." "Alright, then. Let's hear it." "HMS StarFinder, Starbase H34 has been attacked. I say again, H34 has been attacked, you are ordered to pursue the attackers." "H34, we hear you, and understand. StarFinder out." Nev turned to his navigator. "Find the aggressors and lay in a course, maximum warp." "Aye Captain. Course laid in, we should be there in less than five minutes." "Thank you. All hands go to red alert. Guns, I want the fusion cannon overloaded and ready." "Aye Captain." The sensor operator was next to speak up. "I have the target on sensors. Its of Lyran make, probably a war cruiser." "Take us out of warp, and prepare for battle speeds. Shuttlebay, have the fighters ready for launch, but I don't want them out until that ESG is dealt with, understand?" The response was quick, "Aye, sir. All fighters ready for launch." The stars that had become streaks narrowed down to pinpoints again as the StarFinder dropped to high sublight speeds. A ship resolved itself on the viewscreen. Instead of the tan usually seen on a Lyran vessel, this one was a dark brown. Almost invisible against the backdrop of space.

Its warp pods extended forward like two claws, the lights of the bridge glowed like menacing eyes. The vessel turned to meet the StarFinder.

"ESG's are coming up, sir." "Shuttlebay, do we have suicides ready?" "Aye, captain, we have two on deck." "Good job, Xanen. Launch them now, give them a ballistic course toward the invader. Comm, Get me a channel." "Yes, sir, channel open." "Attention unknown aggressor. You have violated Hydran provincial territories. This is an act of war. If you do not stand down, we will be forced to destroy your ship." "No response, sir." "ESG's full active, impact with suicide shuttles in 15 seconds." "Reinforce our number 1 shield, get ready for an impact. Shuttlebay, get those fighters out as soon as we hit." Two small shuttlecraft drifted ahead of the ship,

agonizingly slow. The Lyran ship fired phasers on the shuttles, two pale red arcs of energy touched the hulls of the small craft, but did not destroy them.

"Sensors report, sir. According to all marks, this is not actually a Lyran vessel, but rather a ship of the Lyran Democratic Republic. Weapons are fully charged. Sir, its neutral." "If it were neutral, why did it attack our base?" The answer never came, for several things happened at once. The two suicide shuttles impacted the ESG fields, and exploded in a mass of nuclear energy. The severely weakened ESG hit the StarFinder's forward shield. Three squadrons of Stinger fighters left the deck to begin close combat maneuvers. Without being told, the gunner

let loose with all of the StarFinder's phaser banks, but held on to the Fusion cannon. When the two ships were in danger of collision, the Fusion cannon cut loose, and took down the forward Lyran shield. The hull was burned in several places, the port warp engine began to leak plasma badly.

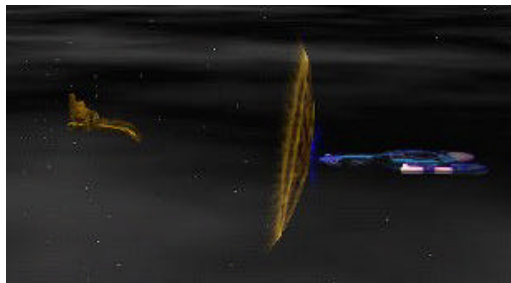
"Damage report." "No shield damage, reinforcement took it all. The LDR ship appears crippled sir." "Prepare for boarding actions. Recall the fighters." "Aye, Captain." Something wasn't right about this battle. The LDR had seceded from the Lyran monarchy some years ago and had remained fiercely independent since. Nev had fought both Lyran and LDR, and knew that the LDR was usually a tougher fight. Whoever was at the helm of this ship was a rookie. "Sensors, get us a close scan of that ship, let me know what you find." "Aye, Sir." There were a few tense moments. The silence was broken when the transporter room called up, "We are ready for boarding actions sir. At your command."

"Hold off for a moment. Sensors, what have you got?" "Two damaged Disrupters, a malfunctioning ESG device, 2 phaser type 3. Only ten crew members." "A skeleton crew?" "It appears so, sir. Their engines are back online, they are beginning to accelerate away. Shall we follow, sir?" "No, which way are they headed?" "Towards the LDR cluster sir." "No, let them go." "Sir?" "Did I not speak clearly, let them go!" "Aye, sir." Nev watched as the hurt Lyran ship turned away and set off into space. Then it disappeared as went into high warp. When it was gone, Nev order a course for H34, maximum warp.

Later, in his quarters, his first officer visited Nev. "If I may sir, I would like to know why you let that LDR ship get away." "Are you questioning

my orders?" "Well, actually, yes. They attacked our base. They are Lyran regardless of their affiliation. His Majesty will not be pleased of your performance." "I have my reasons. I will handle His Majesty when the time comes." "As you wish, however...." Nev interrupted, "You still wish to know what I was thinking. Well to put it simply, they didn't have Gatling phasers."

"Gatling phasers?" "Yes, when the LDR seceded from their government, they took several Lyran ships with them. They made a trade agreement with us, and we provided them with Gatling phasers to help defend their territories from retribution by the Lyrans." "Surely that wasn't all." "No, it wasn't. The ship had only a skeleton crew. Their commander fought like a Lyran, not a rebel. He shouldn't have fallen for the shuttles. A true LDR commander would have used the ESG's as a defense and not tried to ram us." "I see, I only hope the review board will see it the same. You do realize that there will be a review hearing?" "Yes, it isn't the first, nor will it be the last. Any other questions?" "No, sir. I thank you and I beg forgiveness for my intrusion." Trexal left. Nev rolled into his sleep chamber and closed his eyes, not the least worried about the upcoming review board.



## Lyran Fast Patrol Ship

SFC2 Bonus Picture

## New Ships Project: Getting Started

When a Starfleet Command player discovers mods and becomes inspired, one of the first questions is, "Where and how do I start?" Most have not kept up with the development of the editing community since it's birth and its 'climax' with the release of SCME. So to help newbies to the world of mods, here is a nice quick start guide. The most requested editing information is models. This is hard since to do this task requires several things. The first thing you will need is the Starfleet Command Model Editor, SCME, which is downloadable at SFB to SFC. This is one of the key sites for SFC editing. The program you download will allow you to convert the SFC model files (mod) into Lightwave files. (lwo) In order to do this, the mod files have to be in the same directory as SCME. My recommendation is if you have the space, I'd say approximately 50mb to account for mod and lwo files, plus any additional files, to make a separate folder for SCME and copy all the mod files there. Go to Start->Find and type in \*.mod. Then just select all the mod files and copy them into the SCME directory. This is also good because you have clean copies in their original directories in case the mod files in SCME get messed up. For an idea on disk space, my SCME directory is ~222mb, of course I work at Newships Project and make new models weekly, but this folder will get big as you progress. If you don't have the disk space, you might just want to work on one model at a time. Well, I talked about LWO files,

so of course the next thing you will need is a Model Program. If you have the money or already have the program, Lightwave, Raydream, 3D studio, 3D Studio Max, and Rhino 3D are some good full modelers, but with the exception of Lightwave, you may have problems converting your creations to LWO. All of these are of course anywhere from \$400-1000 depending on the program and any discounts that apply to you. If you don't have the money or the skills, and good basic modeling program is Milkshape 3D, available at Chumbalum-Soft, is a cheaply priced program, though it may not have all the features as the big programs listed above. Milkshape 3D has a 30-day trial period and is only \$20 to register. The other thing that I like about Milkshape is that it is constantly being updated, currently on version 1.3.1, and the creator of the program is always available for problems, complaints, and ideas. "Well now that I have these two programs, what do I need now?" PATIENCE. Modeling isn't a 5-minute project. While it is not as complex or complicated as creating a level for a first-person shooter, it does involve a lot of patience and time. Especially if you want to get things perfect. Start out with small changes. First, convert the mods to lwo files by opening SCME and type 2 and then type in the name of a model, like FDN for example. The lwo file will be created in the same directory as the mod file. Now go into your modeling program and open (or import) the lwo file. There's your canvas. Now

use the modeling program to make small changes, like moving nacelles, reshaping them, or reshaping the hull. As long as it is noticeable in SFC. Then save your model into the SCME directory. Open SCME and use option 1 or 3, depending on if you deleted/added vertices or not. If you didn't delete/add vertices, your model can use the original SFC textures by using option 3 and typing in the mod name, i.e. FDN, if not, then you will have to use option 1 and create a new mod that will appear blue. Now, I won't get into how to get your model into SFC. For instructions on how to do this, go to SFB to SFC and download Noah Wallace's SFBSPC13.txt tutorial. After your mod is to your satisfaction, submit it to the rest of the SFC community. Send your model into different sites like Starfleet Universe and SFB to SFC. Also, if you want to test your skills, you can try joining a modeling site like Newships Project or SFB to SFC. This is only instructions on basic model editing. Advanced editing is something you have to learn and develop on your own. A few future columns may feature tips on advanced editing, but the key is to explore and experiment. Don't be afraid to try something new, and nothing is impossible, if it was, you wouldn't be editing models right now. -

**Trekke1170**

**Trekke1170@Hotmail.com**

**Newships Public Relations/Modeler**

## In the Next Issue of Hailing Frequencies ...

Well I hope you have enjoyed Hailing Frequencies, Issue 2. It was a blast to put together. Now we get to look forward to Issue 3. With some exciting material already sent in, the third issue of Hailing Frequencies looks to be bigger and better.

### SFC Fighter Theme

We are going to take an in depth look at fighters currently in SFC and a closer look at what role fighters will play in SFC2!

**Fighter Thesis:** An in depth look at the Hydrans and how Fighters figure into all their battle tactics.

**The Ranger; A Carrier Wannabe:** This article will provide some excellent tactical material on how to effectively fly the Hydran Ranger and make good use of it's carrier capabilities.

**SFC2 Interview; Incoming Fighters:** We will once again call upon Jinxx to answer some question on the upcoming SFC2 game. In this interview we will take a deeper look at the way fighters will be changed in SFC 2 and if we can expect to see more of them.

**Captain's Log Series:** In Issue 3 we will introduce a new type of short story. E.L. Crisler will step up with some fiction based on a recently solo campaign played as a Federation officer. This story will be written in a Captains Log format and will tell the story of this campaign career from beginning to end. We will attempt to bring a new Captain's Log each month to provide a look into each race and how it can be played.

**Fiction:** Steve Lieb steps up with a new piece of Hydran fiction.

**Hailing Frequencies SFC Modeling Contest:** That's right folks, next month the details of our first contest will be posted. We invite everyone with a 3D tool set and some imagination to send us in your best models. Prizes will be awarded and the best models from each of the categories will be put together in one download pack for everyone's enjoyment.

All this and hopefully more, so until next month.....

### Hailing Frequencies Closed

## Orion Fighter



**SFC2 Bonus Picture**

# Return of Mnhei'sahe

By E.L. "S'faret" Crisler

S'faret stood facing the view screen. The planet Romulus dominated the view, as the T'parle glided into orbit. Riov Kurvot barked out orders, but all of this was lost on S'faret. Now, with Romulus so near, only the task at hand occupied his thoughts.

This mission, perhaps the last of his life, had started only a week before. Khre' Enriov S'faret, commander of the Tal Prai'ex, had been at the Eastern Fleet HQ when the reports had come in.

Vriha Ahab had ordered the attack on Sector Z13. S'faret and other fleet commanders had opposed this move, they suggested waiting for the offensive to consolidate, or at the very least putting a more experienced officer in command of the battle group. However the Vriha seemed to be in a hurry and his nephew was commanding the group. Foolish pride and haste were to cost the Rihannsu dearly that day.

When the battle reports began to arrive they were unbelievable! The entire Rihannsu fleet for that sector had been destroyed. Federation forces had been practically untouched. But as horrible as this was for S'faret to witness, what was to come was even worse.

The Vriha was quick to respond to the battle reports from Sector Z13. However his response was unexpected. As he ranted and raged at the incompetence of the Rihannsu Commanders he ordered a complete withdrawal of Rihannsu forces from Federation space. This was outrageous. In two other sectors Rihannsu forces were preparing to engage Federation ships, the advantage in guns and numbers was with the Forces there. But try as he might S'faret and others could not convince the Vriha to change the order. It was at this point that S'faret saw his true course.

As S'faret looked around him, he saw the empire crumbling. Once mighty and feared, the Rihannsu were now seen as lackeys of the Klingons. His people no longer held their heads high, no longer felt the glory of old. This was lost with trade agreements and dealings with Orion Pirates or the Klingons. The greatest enemy of the Rihannsu was not the Federation or the Gorn, but itself. Many years ago S'faret had pledged to protect the empire from all foes, so now he must do so again.

In less than 3 hours the plan was set into motion. The ease with which the other fleet commanders had embraced the idea told S'faret much. They too saw the empire about to fall and would not stand for it. The old ways must be regained. The people must again be filled with the issue to deal with; they served as the Vriha's personal guard. While technically their commander, S'faret knew that this would not be easy. However support with the commanders was higher than hoped and S'faret was promised that all would be ready when he made his move. Next Khre' Enriov S'faret ordered the entire Tal Prai'ex fleet put on battle alert. In times of emergency he had the authority to take control of key

sectors through this fleet. And this was most definitely an emergency. Within 2 hours of the order being given the West and North Fleets reported that they were now under Tal Prai'ex command.

Since S'faret had moved so quickly, his actions were still un-noticed at the Senate. He must keep this momentum or risk losing this fight before it began. All Rihannsu ships on the Federation front were ordered to halt their withdrawal. This was not the time to turn and run, but rather to turn and fight. In truth S'faret knew that these orders would be considered treason if his plan failed, his life would be over. However it was too late for worries now. S'faret would have three weeks before full reports could be gotten to Romulus, his loyal officers would make sure of that. He had to make sure he got there before the reports finally got through.

Once all the orders were given it was time to move. S'faret had boarded the T'parle with some concern. He was not sure how the crew would react. However these concerns were alleviated when he was greeted by the standing and cheering crew. The T'parle leapt from orbit of the Vesuvius system heading for Romulus. Confirmation from other Tal Prai'ex ships had been received, almost 30 war ships would rendezvous at Romulus. And so it began.

About three days out from Romulus S'faret had received the first battle reports from the Federation front. The Federation forces had been routed and Rihannsu ships had suffered minor casualties. With this information S'faret opened a transmission to the Vriha.

As soon as the Vriha appeared on the screen, S'faret wasted no time. Like a starving dog let loose upon a steak, S'faret bit into the Vriha. All his anger at the senseless losses, his anger for the people losing their pride, all of this he threw at the Vriha. Of course Ahab had protested; how dare a commander of the Rihannsu speak like this to his Vriha. All of this protesting continued until a realization hit. His personal guard were not answering his summons, his transmitter would not open a channel to the Romulus Protection Fleet. At this point realization set in for Ahab.

S'faret himself drew up the speech that Ahab would deliver before the Senate. First it appointed S'faret as a Praetor in place of the missing Fvillha Cre'tresta. This one had not wanted to relinquish his power, for that was all he sought. The Rihannsu were not imp[ortant to him, only his sense of self wealth. Therefore, it was necessary that he be removed. No one would ever know where the body was.

The speech allowed Ahab a graceful way out. He would resign his throne and allow the Senate to assume control. S'faret would make sure he wanted for nothing. He would finish his life to a natural death, in comfort and honor. As many watched this unfold some people would claim this was a master plan by the Vriha to consolidate his power for a bigger plan. There was a

plan, but it was S'faret's.

"Khre' Enriov, we have attained orbit, as has the battle fleet. My security staff has checked the garden and it is secure." S'faret awoke from his thoughts and smiled, "Thank you Riov Kurvot, you and your crew have served the Empire well." "It is our honor to serve Khre'Enriov. Are you sure that you do not wish to transport directly to the Senate chambers?"

S'faret slowly turned away and began to walk from the bridge, "No Kurvot, I want to walk under the sky once more, as a man that is free to his own choices. Soon I will have only the choices of the Empire"

S'faret spent about 3 hours walking the garden near the Senate. Enjoying the bright sunny day and scent of the fresh blooms. This was a good omen. Kurvot had maintained an open link and fed the Vriha's speech directly to it. It was with a sense of dramatic flair S'faret entered the Senate Chambers. Timing his entrance for the moment the speech ended.

Slowly he walked, looking at each face in turn. Some were outraged, others fearful and more than a few looked please to see him. This was also a good sign. As he walked he also noticed the Praetorian Guards in the balconies with weapons at shoulder. This had been implemented by the Vriha, but these were his men now.

As he stepped to the podium he knelt before his Vriha one last time and kissed his hand. Then he turned toward the empty throne. He took the sword that the Vriha wore around his waist and placed it upon the throne, then turned toward the podium. The shock went like a wave throughout the Senate.

"My fellow Rihannsu, I stand before you not as a leader but a humble servant of our people, a fact that has been lost on us all for some time now. We have forgotten that our personal wealth and power mean NOTHING if the Rihannsu, as one people, do not prosper."

S'faret made mental notes of each of the Senator's faces that had become disgusted at this part. These would need some special attention.

"We used to be feared throughout the quadrant. Our ships were mighty and all ran before us. Now we are looked at as the lapdogs of the Klingons. We fight when they say we fight and do battle where they say we do it. Well no more. NO ONE is the master of the Rihannsu, we are the masters! Today we reclaim the mastership of our destiny!"

A roar went up on the floor but then died as the roar from outside could be heard! That old dog Kurvot, S'faret realized that he had left the comm. link open. Kurvot had broadcast S'faret's speech over the public access channels. That roar was the Rihannsu declaring their allegiance!

"To this end I humbly accept the title of Prae-

*(Continued on page 19)*



# SFCoC Status Report

**Stardate: 2000.05.12**

## GNN War Report:

War erupts along the Federation, Lyran, Klingon and Romulan borders! After the death of the Lyran heir on the Federation boarder 2 years ago, the threat of war had been hanging heavily on the known empires for sometime. Last month saw the opening of hostilities as the Klingons executed a massive exercise to rid themselves of pirate activity along their border with the Federation. This occurred while the Lyran and Romulan Empires began war exercises to rattle the Federation. The Federation in an unprecedented act of aggression, crossed into Neutral space and engaged several Klingon vessels while engaging the Lyrans as well losing a few of their ships in a minor engagement. The Klingon were outraged especially after offering and withdrawing it's forces, by the Federation's naked and overt aggression against it's forces, even after offering to withdraw its forces and demonstrated by it's pursuit of its ships resulting in some losses to the Klingons.

The Klingons reacted quickly to this obvious aggressive act on the Federation's behalf and expelled all Federation diplomats and crossed into Federation space destroying several vessels and bases. Hundreds of lives have been lost on both sides. Casualties reported by both sides are as follows:

Lyran - No ships lost, a CWLP damaged.

Klingon - 4 D6B's, 1 F5L, 1 F5B, and 2 E4B's destroyed, 3 D6B's, and 2 F5B's damaged.

Federation - 3 BATS+, 2 BS+, 2 DD+'s, 3 DDG+'s, 3 FFG's and an FFD+ destroyed, 3 DD+'s, and 4 FFG's damaged.

Romulan - No ships lost, 1 KE, 2 WER's, K7RB, and 2 KRB's damaged.

Also reported, is that apparently 67% of the Federation 7th Fleet has been cut off from supply by a cunning plan executed through the joint efforts of the Klingon and Romulan forces. The war rages all along the Federation boarder and this reporter wonders why the Federation saw fit for a preemptive strike and why the Federation has perhaps stirred up an angry hornets nest. Despite their obvious aggressive no nonsense approach, analysts are pleased at how well the Federation has been able to blunt the attacks of it's enemies. Perhaps that was their intention all along, there are rumors that some factions within the Federation were calling for the diplomatic core to withdraw and allow the Federation to flex it's military might and arrange for peace through firepower, perhaps this is more then a rumor. All four empires rush ships to the battle fronts, and the Federation has called for assistance from the Hydran and Gorn empires. Will they respond to aid the hard pressed Federation? Stay tuned for an updated report soon!

**Stardate: 2000.05.12**

## SFC Online Campaign

*Version 1.4b*

### SFCoC Staff members

SFCShadow -- Dennis G (SFCoCManager / Owner, Hailing Frequencies Editor)

Khoros -- Dutch B (Lead programmer SFCoC)

Captain Krumb -- Scott B (Programmer SFCoC)

IM-Viking-CBTO -- Toby S (Webdesigner)

Rudyman -- Darrell R (Assistant Forum Manager, and Personnel Manager SFCoC)

TOC-Warlord -- Tom Van S (Associate Manager SFCoC)

S'faret -- E.L. Crisler (Hailing Frequencies Managing Editor, Associate Manager SFCoC)

### Race Leaders

Klingon - Korag

Federation - SFCSpooonman

Lyran - TOC-Warlord

Hydran - GT-Maddtim

Romulan - S'faret

Gorn - Rudyman

### Rules Updates and Changes for 1.4b are:

#### 2.201 Moving through Enemy Forces

There may be some cases where it may be possible with 2 hex movement to move through an enemy control/occupied hex if you have a superior force. This is a situation similar to when you are intercepted during a reaction move and your surviving force proceed with their plotted move. Only instead of being intercepted an opponent attempts to block or divert any possible attacking force prior to that attacking forces movement.

If a hex is occupied by an opposing force and you wish to plot "through" that force (ie force your way through), you must engage the opposing force with a force at least equal to the opposing force. You may match with more and this is recommended. If you do not defeat the opposing force, it may be possible for it to cut off the supply (if no other route for supply is available) of the "advancing" force the next turn. (See 2.51). This is different then when you are intercepted, when you move and someone reacts to your move, you fight the battle and if you win, your force continues on if you wish. If you do not have enough force to match the opposing force, your fleet is stopped.

If the diverted/interdicted force wins it's combat, it still has (if available) movement for reaction, but can no longer move that movement "phase", meaning it cannot continue with it's movement plotted for the main force. (Exception: See 2.202). It is still possible for an

opponent to react to that hex, but if he does so, reaction engagement is used instead of this rule. IE, I move, you react more forces into your picket "force" hex and I stop entire force, any survivors move on to plotted destination.

#### 2.202 Interdicting force retreat/withdrawal

Forces setup as an interdicting/picket force cannot retreat into the hex occupied that pushes past them and leaves an engagement force. They are also restricted as to when they can withdraw/retreat. The interdicting/picket force MUST engage those forces left behind, or it's function does not work in diverting the forces from the main fleet.

Engagement is defined as moving within 8k of an opponent and weapons fire exchanged.

FREX: A Hydran HN "Screen" is placed before a vital system, in the way of an attacking (or they assume attacking next "turn") Lyran battle fleet. The Lyran force comprises of a CC, 2xCA, CL and 2xFF. The Lyran commander wishes to "push" through, and leaves the CL behind in the hexed moved through containing a HN. The rest of the fleet move onto the Vital system. The HN cannot retreat out of the hex until after it engages the CL. If it instead retreats, the CL can continue on and be used by the "pushing through force".

#### 2.7 Battles

Anytime there are at least two opposing forces in a single hex, battle has occurred. Battles must try to keep the ratio of combat roughly the same between combatants, for both the players and ships. For example: If a force of 2 CA's on one side faces 4 FF's. The ratio here is 2-1, so it's possible fight this as one fight or it can be broken down into a CA vs two FF's. That is dependant on the defender and connection stability.

#### 2.71 Battle resolution

Battles will be fought using the Starfleet Command (SFC) game system. Sometimes more ships will be present in a battle hex then can comfortably be played in SFC for this reason a defender may wish to break the battle into smaller groups. Regardless of the defenders wants though, ratio's must still be met. Battle proceeds as follows: If the defender desires or the battle is to big to play easily online, the defender breaks up all (or some) of his units in the combat hex into battle groups conforming to the ratio for ships as much as possible. These are then controlled by 'each' player who's ratio is also as close as possible. For each of the defender's battle group, the attacker designates which of his units will attack which defending battle group. Unallocated units are in reserve. These battles are resolved using the SFC game system. Any ship leaving the game field while an enemy ship remains has disengaged, (see rule 2.71511). Any surviving or reserve units repeat this procedure until only one race's units remain in the combat hex. Bases are a special situation, they although can used for C&C purposes (See rule 2.711), they are NOT counted against the

*(Continued on page 15)*

# SFCoC PBEM Status Report

**Stardate 2000.05.14**

**PBEM Campaign Turns 1 thru 3**

**GNN Special Report:**

Over the last 6 months the war that has engulfed the galaxy has escalated. In this report we will provide a brief description of the events leading to the current situation.

The situation began when Lyran forces began massing along Federation and Hydran borders. It seemed that their entire military had been mobilized but with no reason given. Diplomatic channels were opened by the Federation in hopes of averting a major war. The Lyrans claimed that their fleet maneuvers were in accordance with a scheduled training exercise. Since no Lyran forces had entered any of the neutral zones, this explanation was expected by the Federation High Command.

However shortly after these talks were completed Klingon forces staged a massive move of battle forces into the Klingon/Federation Neutral Zone. Elements of the Black and Red Fleets were mobilized and positioned along the border with the Federation. Federation diplomats continued to try and negotiate a peaceful resolution but this was to eventually fail. Klingon battle forces occupied Sherman's Planet and positioned themselves within striking distance of key Federation Border Stations.

The situation further escalated then the Romulans sent a number of small probe forces into the Federation Neutral Zone. While no major forces were committed this was obviously an attempt to test the federation defenses. Federation forces, already concerned with events, intercepted one of these probe forces and destroyed it. Additional Romulan fleet movements where an attempt to reinforce the Gorn border forces.

The Hydrans, becoming concerned with the massing Lyran forces, moved a large portion of their fleet to the Lyran border. Now with both races having major battle forces in close proximity, this was a powder keg and the Klingons where about to apply the match.

Meanwhile Federation forces moved in a cautious defensive manner in an attempt to slow down the escalation of the current situation. Their hope was that diplomatic efforts might still defuse the possible upcoming conflict.

The Gorn Confederation, in response to Romulan aggression against the Federation, moved major battle elements to reinforce the 3rd Fleet, along the Romulan border. This sent a clear

message to the Romulans, leave the Federation alone or face us as well.

With the promise of Klingon support against the Hydrans, Lyran forces entered the Federation Neutral Zone. Also the Lyrans moved more forces along the Hydran border, in response to the earlier Hydran build up.

The Klingons delivered a small battle group to the Lyrans along the Hydran border, as promised. They took the opportunity presented by the Lyran advance against the Federation to launch a pre-emptive strike into federation territory. Federation forces, still hoping that diplomacy would prevail, were caught unprepared and 5 key border stations were destroyed, along with their defensive forces. The Klingons, easily out numbering the Federation defenders suffered only minor casualties.

Romulan forces held their ground in the federation Neutral Zone, halting their advance. However this slowdown allowed them to increase the size of the battles fleets they already had in place. The Romulans also moved some of their Imperial Fleet elements to the north, further fortifying their border with the Gorn.

Hydran forces surprised every one when they chose to not wait for a possible Lyran invasion. Instead the Hydrans move a large battle fleet into the neutral zone toward Lyran space. A second, smaller, battle group also entered the neutral zone. This move constitutes an act of war between the Lyrans and the Hydrans. A war no one expected so soon.

Federation forces, stinging from their loses to the Klingons moved forces along the Klingon border back to their secondary defensive positions. On the Lyran front Federation forces moved more forcefully and took up positions to stop the Lyran advance at the border if possible. On the Romulan front the 6th Fleet took an aggressive stance and positioned it's forces to stop a possible Romulan invasion.

Meanwhile the main Gorn Battle Fleet had assembled at G'trrishi and once assembled, departed for the 3rd Fleet Headquarters at Ghor'ka. Major elements of the Gorn 2nd Fleet had also moved in a pattern that would seem to indicate they would be used to reinforce the 3rd Fleet. While all this was going on the Gorn 3rd Fleets moved into the Romulan Neutral Zone. They advanced along a broad front, possible in hopes of drawing out the Romulan forces.

Lyran forces continued their advance on the federation, attacking a single Federation Border Station. This station and the defending force

where totally destroyed, the Lyrans suffered no casualties. Other Lyran forces are massing in the Neutral Zone, obviously to attack the Federation. On the Hydran Front, the Lyran forces have begun to consolidate around the Bloody Claw System. This seems the most likely destination of the Hydran forces.

Klingon forces continue their advance into Federation space. They have a major battle force backing their expeditionary units. They are currently as deep as 2 sectors into Federation territory. This second advance destroyed the remain Federation Border Station.

Reports are still coming in from the Romulan border. At this time we know that three Romulan battle groups have attacked Federation Outposts. In one instance the Federation defensive forces are badly outnumbered and most analysts believe that they will withdraw and destroy the station. On the other two stations, the last word received was that federation forces were reinforcing their position and intended to stop a Romulan offensive before it could begin.

Stay tuned for more details as they become available.....

## What is SFCoC PBEM?

This campaign is based off the work of Dennis Greene and SFCoC. It is an attempt to develop campaign play with a smaller group of players. (2-12) This system is meant to move faster than the basic campaign such as the one currently under play at SFCoC. As such the system has special rules in place to allow the players to actually play out the missions in solo mode, against the AI. Of course players can still choose to play the battles against each other if time permits. This allows for faster battle completion time and keeps the whole camping experience moving quicker.

We have also instituted a number of minor rules changes based on ship conversion, and a simple economic system. These changes are an attempt to add more of a strategic element to the campaign.

This system is still in the beta stages as we work out the bugs and see what does and does not work. A special thanks must go out to Capt. Krumb for modifying his excellent Sector Assault Script for use in this campaign.

On the whole this early beta has been very successful and everyone seem to be having a lot of fun. Keep watch here for the latest results of this campaign.



<http://sfccampaign.tripod.com>

## Hydran Tactical Thesis

By Craig "Bimmerti" Wiswell

Continued.....

(Continued from page 2)

and hellbore weapons mounts. A tactic, which seems to provide a decent balance at most ranges, is to overload half of your fusion beams and use standard loads on the hellbore. A good opening if you are running at around speed 20 or faster, to limit shield regeneration, is to fire some of your phasers outside range 22 just to weaken the facing shield. Fire hellbore at range 22 and closer. This should reduce the facing shield even more and will also get the surrounding shields. As the opponent get into range 8, fire your standard fusion which should take down the facing shield if your hellbore hit. At range 3 your marines should have hit and run the most dangerous weapon. Range 2-1 fire your overloaded fusion beams through which should be a down shield. Doing as many internals as possible, following up with any remaining phasers to mizia effect his weapons. Drop a mine on him as you pass and he should be reeling. Now granted this is an ideal situation, you still have other things to throw into the mix to keep your opponent off balance and keep the initiative (i.e. fighter, shuttles and mines).

### Power! Never enough to go around

Watching your power management in any ship is important. For example: you are at speed 5 and want to go speed 20 and arm your fusion beams and hellbores. Don't just hit 20 on the movement slider! That sucks up 20 points of energy immediately but you don't get up to speed 20 for quite a while. Instead, choose speed 10, wait until you reach it, then speed 15, then speed 20. All the while, the extra energy is being applied to your weapons.

Consider turning things off, or not using some equipment not needed any longer. For example: you have two fusion hard points, each with two fusion beams. Turn one off! Let all available energy go towards one then when it's finished, turn the other one on. ECCM does not do you any good for your fusions and hellbores while they are being charged, dump it. Not near the enemy, but you have your tractor beam charged then turn it off. Remember to prioritize your energy usage.

### Speed! You can't gun and run the Hydran

The key weakness early Hydran ships is lack of speed (while arming fusions, especially) most early ships can't charge weapons and reach speed 25. Most enemy ships will typically try to close, exchange alpha strikes, then use their

superior speed to keep the range outside of effective fusion range (range 3 and over) to pound with the weapons mainly phasers (since Hydran ships are the most phaser challenge in the game) at their disposal. As Hydran, you must not get into a distance/range game with a Klingon, Lyran and Orion. Instead, after exchanging shots, tractor the enemy to keep them in fusion beam ranges. After you have them close use your marines and t bombs to make him pay then let him go while you recharge your fusions. Having an opponent in a tractor beam is great time to use any special items you may have, like scatterpacks, fighters, regular shuttles or lay a mine behind you. Fighters will keep your enemy busy and suck up phaser fire (if the enemy is AI controlled, you have an excellent chance of causing serious damage) and will defend you from any drones or shuttle launched at you. A mine will force your opponent to turn or take the damage. I need shields, NOW!

Hydran ships must protect their front shield. Fusions and hellbores are generally FA weapons only, and because the Hydran player does not usually have the speed advantage, he usually has to make a direct approach. With the exception of the BB no Hydran ship has any weapons stronger than a phaser-G for rear defense. The result is that the front shield of the Hydran takes a pounding. When the Hydran loses his front shield, he had better look for the exit because he will be easier to deal with. Oblique approaches help, but difficult against a faster opponent.

A good practice if you have the energy, is to bolster the front shield with specific shield reinforcement. Even a few points here may be the difference between being totally vulnerable and being able to deflect incoming damage. Try to preserve your front shield whenever possible.

### Fighters, make the enemy fear more!

The following tactics discussed are for the Klingons and Lyrans, which are the traditional enemies of the Hydran Kingdom.

Fighter tactics are varied and depend on the opponent. You fighter tactics should be different for fighting Klingon or fighting Lyrans since each possess a different threat to your fighters. Klingons are probably the easier opponent to deal with, determining the type of ships the Klingon has will make fighter tactics easier. If you are in a 1V1 with a drone ship a good tactic is to launch your fighters then tractor them after instructing them to defend you. Once in the tractor

you can instruct them to attack, which will make them more aggressive. The key to this is to tractor all your squadrons in place since you can tractor more than one object at a time. The benefit of this is it greatly increases your point defenses, for each fighter you will gain at least 2 phaser-3's and 2 fusion beams. The tractor is in place to keep the fighters from wandering off which they tend to do with the AI at its current state. The up side is you only have to tractor one fighter and you get all the fighters in the squadron. The sight of a Ranger with 9 fighters tracted in place will make your opponent's blood run cold. They cannot deal with the fighters in a piecemeal fashion. If they close with you they face all the weapons of your fighters and your ship at the same time. Not good odds. If the Klingon is not a drone ship tractor one squadron in place for extra point defense against any scatterpacks that show up and send the rest to attack. Don't forget that any fighters recovered are automatically repaired. So if you have a break in the action repair your fighters they will last longer.

Tactics against the Lyrans are more difficult especially with the state of the AI. The one tactic that will work and help your fighters last longer (in addition to tractor in place to divide his ESG damage) is to set the fighter to harass the opponent. They won't do as much damage but they will usually stay outside of ESG range. Also follow closely behind your fighters to give the Lyran more things to think about and divide his fire. If your ship has hellbores fire one to take down the ESG then send in the fighters. It is vital that you get a shield down and use marines to take out the ESG.

### Summary

A Hydran ship in the hands of a good captain is one of the most fearsome and versatile weapons in the galaxy, with many options at its disposal. It is capable of taking on any other race in the game. In the hands of someone who doesn't know how to use them, then the Hydran ship makes good space dust and its crew will spend a long time in enemy prisons. I hope that this briefing cover most of the point and question on the strengths and weaknesses of the Hydran Fleets ships. I hope that the tactics described above will help all members of STOC become acquainted and victorious with the ships of the Royal Hydran Fleet.

# Starfleet Command Volume II

## Interview with Joshua "Jinxx" Morris

Continued.....

(Continued from page 1)

**Q:** Everything can be improved. The AI will now be aware of its shields and try to put up shields between you. It is also much better at collision detection and will not use "random HET".

**Q:** SFC2 will be releasing after the V5 and some other new video chipsets come out. Will SFC2 be able to take advantage of some of the newer features, such as 32 bit color?

**A:** Well I'll have to score some Voodoo 5 cards at E3 and see what we can do. I don't think we have any current plans in that area but I can tell you the graphics engine has gotten a significant upgrade and I often forget I'm not watching a movie when I'm playing SFC2.

**Q:** While we are on the topic of video, will there be any other enhancements to SFC2's video engine?

**A:** Yes specifically its been upgraded in 3 areas. Weapons and the environment give off light (dynamic lighting). The ships give off light through portholes and sensor arrays (luminosity maps). Lastly, damage textures show up as a ship gets pummeled.

**Q:** While it is obvious that multiplayer mode has seen a lot of work, has the solo player mode seen as much effort?

**A:** Interesting question. In doing SFC2 we have determined that the single and multiplayer aspects are closely linked. By concentrating on either we found that it improved both. The best example I can give is the new "dynaverse". We wanted the single player campaign game to be as immersive as the multiplayer experience so we tried to include many of the elements from our multiplayer campaign in the single player experience.

**Q:** A number of us found various security holes in SFC that less than honest player might exploit. Are there any changes made that will make cheating harder to do?

**A:** Yes.

**Q:** Some of the recent discussions on the net have centered around the possibility of fighters being introduced in the game for races other than Hydrans. What can we expect to see in the way of fighters for SFC2?

**A:** Most will have fighters and carriers and escorts. Lyrans, Romulans and Gorn will NOT get fighters but will instead get PF's. (Psuedo Fighters) I know there has been some backlash to the idea of everyone getting fighters because there would be a loss of flavor between the races. I felt that we should give the players as much as possible and let them decide what they like and don't like. The multiplayer campaign will severely limit some races ability to make and maintain carriers. I think this is the best solution.

**Q:** Many of today's games have used cut scenes to enhance the storyline. SFC did not make any use of cut scenes, will SFC2 use cut scenes or other story telling methods to enhance solo play?

**A:** There have been some thoughts in this area. I honestly can't tell you one way of the other at this time. I really didn't miss them in SFC1 and if they aren't present in SFC2 I'm sure actual GAMEPLAY will make up for their absence.

**Q:** One of the things that SFC needed but never got was an easy to use mission editor, will such an editor be released with SFC2?

**A:** Scripting for SFC and SFC2 are done in C++. I think we could spend time making a mission editor but it's capabilities would be very limited compared to taking advantage of a robust language like C++. I encourage the community to take on that task. (I think I saw someone trying already on SFC1)

**Q:** SFC was a product that screamed for a mission pack to be done, why was SFC2 done instead of an add-on? Will an add-on be done for SFC2 or will there instead be an SFC3?

**A:** Missions/Add-on packs are not liked by retailers. I personally don't like them either. Mis-

sion/Add-on packs also spilt your community making people unable to play with others. I would rather include a serious amount of new stuff and release a full sequel. We have plenty of material that we still won't be able to shove into SFC2.

**Q:** SFC was a huge hit early on, in no small part to a released demo. This demo excited players before the game actually released. Are there plans to release a demo of SFC2 with enough lead time to build a lot of interest before the official release?

**A:** Yes! we don't want to hide our game and we aren't afraid to show it!. Look for the demo in the coming months.

**Q:** With E3 past Josh, everyone has probably seen and heard all the material that was put out about SFC2. Can you give HF an inside scoop, something that has not yet been release?

**A:** Ok, get ready. We will probably have a second demo or a very large open beta to stress test our multiplayer campaign portion of our game. We want to jam thousands of players into one universe to see how it takes the beating. I hope that was big enough news!

This interview opens up a lot of information about the upcoming SFC 2 game. There are a lot of hints but also enough information to make us all hungry for more. Since our next issue will be a Fighters Theme Issue, We are going to try to get the boys at Taldren to answer some more in-depth questions on the roles of fighters and PF's in SFC2. Also with any luck we might be able to snag some screen shots of the new fighters, PF's and even carriers.

Each issue We will try to get Taldren to release a little more information as we build towards the release of this exciting new title.

We want to say thank Taldren and Josh, for taking the time to look over our questions and respond. We also hope that somewhere in here you have found some news you are looking for. Now for your viewing pleasure, behold a Mirak



*ISC Vessel*



*Mirak Vessel*

## Going Home

By Nicholas "Kol Korvus" Cioran

*Continued.....*

*(Continued from page 3)*

"Hard over! Weapons fire on the lead ship!" Karr shouted, catching himself before it was too late. Four overloaded disruptors struck home, followed by a full seven phaser beams, cutting into the tiny ship, some sort of frigate. "Keep turning and accelerate, disruptors offline, fire remaining phasers as soon as they are in arc!" The Klothos surged powerfully under him, but not fast enough. The first ship, damaged as it was still charged in, closely followed by its companion. At 3K the Klothos' remaining phasers fired, scoring on the hull again. "Missiles away!" Karr shouted, and a pair leaped from the racks to speed across the short distance separating the pursuers from the D7.

But before they reached their target a sharp stutter of phaser fire leaped from a single mount to destroy both missiles.

"2K... 1K..." and both frigates gun's spoke, tearing down the battlecruisers weak rear shield and into the hull, and the ship rocked violently from the blast. Damage alerts sounded from around the ship.

"Get me damage reports now." The chase continued, and Karr counted quietly under his breath. "Decelerate 50 percent now!" Karr shouted, and the two frigates shot past just as the phasers recycled. "Fire!"

At point blank range the boom and wing phasers on the Klothos cut through the rear shield of the damaged frigate, decelerating it drastically. "Accelerate," and the cruiser surged forward again, passing the slowed frigate. "Fire," and the waist phasers lashed through the frigates down front shield. As soon as the missile racks recycled another pair were launched at the crippled frigate, this time to strike home, and turn the ship in a bright ball of light. The bridge crew cheered, but Karr was watching the track of the other frigate, which was arcing back around to attack again.

"Brave little bastard," the gunner whispered, loud enough for all too hear.

"Yes," Karr replied, but he could see the cruiser moving up on the tactical display, firefly flecks of the deadly shuttles about it. These frigates were dangerous enough, and he feared what would happen if he waited for the cruiser and its flock to join the fray. "Prepare a tractor beam," Karr ordered, "Comm, get me the marine major."

There was a short delay, and a new voice spoke, "Sir?"

"Major, man all pads, I want that ship taken."

There was a pause, as if the major was trying

to figure out who was giving the order. Whatever the thoughts a decision was made, "Yes sir." Before the comm cut off Karr heard "Man all pads..."

The frigate closed then tried to cut away as the Klothos accelerated towards it, but the cruisers acceleration was up to the task, the tractor beam latched on to the ship. The frigate twisted and turned as Karr ordered more power to the tractor, then spun on its axis to deliver a blast that tore down the shields and shook the Klothos again.

"Fire, carefully now!" The Klothos' phasers lashed out again one at a time, taking down the shield, and the transporters delivered a full complement of marines in EVA gear.

The comm crackled to life as a signal came from the first group of marines, "On board sir!" the marine major's voice shouted over the sound of disruptor fire. "Major, get me that ship!" "Yes sir." And the line cut.

The Klothos turned the bow shield in time for the frigate to score another salvo on it, almost dropping it. They returned phaser fire to drop another shield, and another group of marines beamed over, fifty Klingons in total.

If that doesn't do it, we're finished, Karr thought as he watched the cruiser moving in on them. He was running out of shields to turn to the frigates unholy fire, and needed room to run. Then he realized what he would have to do. "Get me the major again." As soon as the line opened Karr shouted, "Major, you're on your own. Get that ship and take her home. I'll buy you all the time I can." The bridge grew silent as they waited for his next order. "Drop tractor, weapons, overload disruptors, helm, bring us about, make best speed for that cruiser."

They bored steadily in, the bridge silent. Two groups of shuttles leapt ahead of the cruiser to meet them. Thoughts raced in Karr's mind, the frigates holding fire until close range fresh in his mind. "Disruptors on the nearest group at 4K! Phasers on the others at 3K! Fire! Fire! Fire!" The Klothos' weapons spoke, and the disruptors and phasers blasted the shuttles out of space before they could fire.

Somebody started to chant a funeral dirge quietly, but Karr ignored it, "Lock on to the cruiser, ready a tractor beam now!" The two cruisers rushed towards each other, the Klothos weapons creeping towards ready. The tractor hit first, pinning the two ships together, and Karr steeled himself for the inevitable shot.

He was not disappointed. The phasers and white beam weapons smashed down the Klothos' last fresh shield, and ship lurched violently. Explosions rocked the bridge and Karr was

hurled from the command chair. Several consoles exploded and fire and smoke filled the bridge. The main lights went down, and the bridge turned into a ruddily lit hell.

Someone was screaming in agony as Karr pushed himself to the weapons station. The gunner was dead, but the console was intact, and Karr strained to heave the body aside. The screams pierced his ears as he fumbled with the unfamiliar controls. "Somebody shut them up!" he shouted. The scream was silenced by the sound of a disruptor pistol. He managed to lock on all weapons, and unleashed a full salvo of the damaged cruiser's guns into the enemy. Shields crumpled under the Klothos' vengeful fire, and a pair of missiles sprang from the racks, only to be trapped by tractor beams. Then he prayed and shouted into the comm, "Launch scatterpack."

He shouted in joy when a voice replied from the comm, "SP away!" Seconds later missiles blossomed between the two ships, and he grinned as they crept towards the long angular ship before him.

Joy was ripped from his heart as the ship spun on its axis, presenting its tail, and a volley of rapid-fire phasers ripped forth to obliterate the missiles. The enemy ship slowly came around; firing again as new weapons came into arc. Each shot caused more weapons to flash offline on his console, and then suddenly he lost them all.

"We were just hit and runned," an anonymous voice told him from the stygian depths of the smoke and fire.

"Comm," Karr said in a resigned voice, "Can you reach the major?"

"Yes, sir," there was a pause and the major appeared on the viewscreen.

"Major Kras here."

"Do you have it?" Karr asked.

"The ship is ours." Karr sighed in relief and sank in his seat. "Thank you major."

The major paused a brief second, the spoke, "Who in the hells are you?"

Karr coughed, and a tear rolled down his cheek, "Just another Klingon going home, Kras." Major Kras looked into the alien viewscreen at the old Klingon slumped on the smoke filled, burning bridge of the Klothos. "Kai, Klingon" He intoned solemnly, and the image cut out, to be replaced by a blinding explosion, momentarily blanking out the alien cruiser, which slowly reappeared, flying slowly through the expanding ball of gas and debris. "Get us out of here."

Email us and let us know what you think of Hailing Frequencies;  
[openhail@startrekmail.com](mailto:openhail@startrekmail.com)

## Taming the Tiger

By Dennis "SFCShadow" Greene

*Continued.....*

*(Continued from page 4)*

all the phasers can be fired at once and it needs to be recharged or any combination in between. Now consider what that means. I can drain the capacitor by firing all my phasers and wait the 20-30 seconds for it to recharge and for the phasers to reset. Or I can use what power is in the capacitor and fire the same phasers over and over (for the most part) once they reset and there is power in the capacitor. By reducing my recharge rate I can still have more power available then I need for those particular set phasers. It is very rare to be able to fire all your phasers at once, it can be done, but this can sometimes be wasteful. Most times (unless you face drones or fighters -- which on a Lyran ship isn't as problematic as other races because of the ESG defense), setting this down to 50-75%, you'll free up some energy when needed for other things. Like those disruptors, ECM, EM, or any number of options available to a savvy ships captain.

Now that some of the more obvious ships systems utilized in combat are outlined, let's examine a few others. Lyran ships typically are 2nd only to the Klingons of equivalent class for transporters. The Tiger has 4 transporters available to it, this is four opportunities to hit specific systems on your opponents ship. Also the Tiger, unlike their Klingon and Romulan allies, are a bit more robust, with better shielding and tougher internals. They are not as tough as their Gorn counterparts for shields and internals, or Hydrans for internals, but do approach the Federation as far as general toughness is concerned.

Something many Lyran Captains fail to utilize is the ECM ability of their ships or the use of Erratic Maneuvering. Getting or denying an ECM shift is a very important and often neglected arsenal available to the Tiger Captain. This is somewhat do to the nature of the ESG, which is not affected by ECM and hit's 100% of the time when in range. Unfortunately ECM/ECCM is just as important to the Tiger Captain as it is for any other ship out there. Failure to manage your ECM/ECCM hands your opponent an advantage easily denied. So don't forget to monitor what your opponent is doing for ECM/ECCM and depending on your attack status/stance, counter or use as needed to give yourself the edge and deny it from your enemies.

For tactics, the Tiger is nearly as effective at saber dancing as their Klingon cousins. Disruptors, unlike most heavy weapons, allow you to fire every 20-30 seconds, just as quickly as phasers. Saber dancing is the art of standing at range, typically 9-22k, with the sweet range of 9-15k. Using the ability to fire it's heavy weapon repeatedly at that range with a reasonable chance to hit, (67%) delivering 2 to 3 damage per disruptor that hits. It's a time consuming and patient form of combat, often referred to as death by a thousand cuts, hence the reference to the saber. Typically the saber dance is performed until one or two shields are weakened to a point that when you move in close for a

"slashing" attack, it will breach that shield and cause disproportionate damage in an exchange. Something that makes it easier for the Tiger to perform the saber dance is that the ESG has a disproportionate fear attached to it for your enemy. They loath to see a Lyran getting close and would like to stay out of range of the ESG as long as possible. Show them that doing so is just as dangerous.

Now since the Tiger is already seen to be very nasty up close, combining the Saber Dance with the Lyran Slashing attack, using phasers and ESG, an opponent can be overwhelmed and like most prey, powerless to stop it. The ESG during the saber dance can (and should) be used strictly for defense and withheld for killing or crippling your opponent during the middle or end game. Also with the abundance of phaser 3's combined with the ESG defense, drones and even fighters shouldn't be much of a problem for a smart Lyran captain. Once the saber dance is complete, a tactic sometimes referred to as the HAMMER can be used. The HAMMER is where you close on your opponent where their shield is down, and tractor them, wait till they rotate that damaged shield away from you, release the tractor overrun and use your ESG's to hit that down shield, causing massive damage as you pull away from them.

Another option, once you have saber danced with your opponent and damaged or even dropped a shield at range, is to close with your attacker hit him with your ESG's set to range 3 (they will hit at 3.99k). Then when you get close (hopefully within the .99k myopic zone if facing a drone ship) anchor him with a tractor beam and use your ESG's (which automatically hit and cannot be stopped or deflected by ECM) and hit him regardless of your shield facing because of it's 360° firing arc. How do you ensure you can tractor someone at a specific range you ask? Easy. :) Power up your tractor and then use EM until you are near or at the range you want to "latch" on, then drop EM and presto, grabbed at specific range. Not only is this useful to help reduce the damage you might take as you close, but as can be seen it's a way you can tractor at specific ranges. Also, don't use your ESG's on the approach, wait till you overrun him and hit him from behind. Many opponents will try to favor the shield(s) you've been whittling away, trying to present only strong shields to you. This is similar to the HAMMER, you just don't anchor first with the tractor.

Except when facing plasma armed ships, the Lyran can take standard shuttles or even Suicide Shuttles with greater ease then other races, due to their outstanding defensive capability. As always unless you are a very skilled combatant against plasma, it's best to take a Wild Weasel or two. Fighting a plasma armed ship can be touchy for a Lyran because they are just as good (when their plasma's are armed and ready) at close range fighting. The rub is, their Plasma's can be dealt with, where your ESG can't (unless they are taken by enemy Hit and run teams). A

dance with a plasma armed ship is a series of close in slashes and longer ranged saber dances. This approach is an attempt to get them to fire at you from range. Especially if you can get them to fire plasmas from behind you. Those 6 phaser III's combined can deliver 24-18 points of damage which will reduce even the mighty R by 9-12 points of damage. After distance traveled to chase you down, unless you were unfortunate enough to be at point blank range, and being hit with that amount of damage, it's not as big a threat. Now you have 40-60 seconds to go in and pound him for his effort.

Lets look at that ESG for a moment, two fully charged ESG's, at range 3.99K, can deliver 30 points of damage and at point blank range do 40. With the exception of two overloaded photon torpedoes or a plasma torpedo, no other heavy weapon can deliver this much damage at range or the Fusion overloaded at point blank range. Also, NO heavy weapon of any race is guaranteed to hit like the 100% chance to hit of the ESG. When engaging a Hydran, a smart Lyran stays outside of 2k range as he out powers the Hydran for brute firepower. The Fusion and Hellbore's require two and three charging cycles to arm, while the ESG requires one as do all the weapon systems on a Tiger. So even if the exchange is equal, the Lyran will still do 3 times the damage in the same amount of time.

If an opponent can be baited into chasing you, there is a tactic I like to call the Lyran claw. What is involved is to bait and stay within the 3.99k range of your opponent and to zig zag in front of him as he chases you. Use your ESG's auto hit and phasers to hit him repeatedly on the front quarter of his ship, while you (because of your weaving zigging/zagging movement spread the damage delivered to you to your side and rear shields. Use your Hit and Run teams to take out his heavy weapons and watch him/her die as you claw him to death.

Lyrans like many hunting cats work well in pairs or even in groups. If managed correctly, a well coordinated Lyran team can take on up to twice their number with more ease then any other race. Some team tactics used for the Tiger (or any Lyran ship for that matter), are what is popularly known as the WHIP, the TUG and the OVERCOAT. Outlined they are:

The WHIP -- Assuming two Tigers working together, one in front and one behind, the lead Tiger tractors his partner. He moves at a sedate speed, say 5. While his partner is moving as fast as possible, say 31. They close on their chosen target and that enemy seems them linked but moving somewhat slow (in this example, speed 15) and as is nature for most players, they base their tactics and reactions on that perception. When the team gets close enough, the lead Tiger releases his tractor and suddenly his partner "pounces" on the target moving at a much greater speed then anticipated, often allowing them to attack without a response, while the

*(Continued on page 15)*

## Taming the Tiger

*Continued.....*

*(Continued from page 14)*

lead Tiger suddenly "stops" by comparison. Also if the lead Tiger is targeted, and is using ECCM or no ECM at all, the target may be preset for that. But the second Tiger might want to up his ECM so that if there is an exchange, the advantage is still his. This can result in the Whipped Tiger getting hurt, but the surprise factor gained is well worth it.

The TUG -- This is a variation of the WHIP, but instead of using it to slingshot a teammate at an opponent, it's to allow your teammate to move at a reasonable speed, and arm for overloads or free up energy for shield reinforcement or any other of the other options he may want. Basically the one behind is pushing the one in front providing the momentum, while the other Tiger is putting 90% of his power into offensive/

defensive systems.

The OVERCOAT -- Tiger A needs to set ESG to range 1 or 0. & Overload weapons, while Tiger B should follow on top of A. While Tiger B is using its ESG to defend from fighters drones, etc.. and use its weapons to keep enemies from getting too close. Tiger A needs to make a pass, use weapons to knock out a shield. Then use ESG to hit internals. Tiger A has to rely on Tiger B for Defence. 'B' MUST BE DISCIPLINED. He must Focus on distracting the Enemies from 'A'. If there is an opportunity, help 'A' with some internals. But Keep Defending. B should never fly away, even if you are under attack. Its job to be attacked. Tiger B should not try and charge weapons with the intention of knocking out shields, but just fend off attacks. After a few passes, the Tigers should swap roles, try to use

the strongest Tiger to Defend.

In summary, I always envisioned a well played Tiger to be an almost a musical experience. A good player is one that is constantly adjusting his sliders and turning on and turning off various features on his ship to get the last erg of power out of it at any given moment for the best benefit. The Federation is like the Mad pianist, while the Lyran is the concert pianist who for the most part is graceful as a cat, and at others frantically pounding those keys. A pair or more of well played Tigers can be both a frightening and disturbing experience as you are mesmerized by the ballet performed for the benefit of destroying its prey.

## SFCoC Status

*Continued.....*

*(Continued from page 9)*

ratio, but can be (and should be) a part of the defending sides forces if broken into smaller groups until that base is destroyed. The reason they are not counted in the ratio is because they are present in all battles (if split up) until destroyed.

FREX: A defender has a Basestation and 2 defending ships. That attacker brings in 5 attacking ships. The odds are roughly 2 to 5. The defender decides he wants to break it down into to groups (perhaps net has been cranky), He makes one group one ship and the there group one ship, and has the BASE to use in each as long as the base is alive. The attacker, using the ratio can bring 2.5 ships (or rounded to 3) in the attack. The defender can play with 1 player and the attacker with three (2.5 rounded out).

If due to a large battle a player drops, and the battle is continued, his ship is considered to have withdrawn (disengaged) and one damage step is applied to his ship(s). IE, undamaged, becomes damaged, damaged becomes crippled, and crippled is destroyed.

### 2.712 Combat error

People are human and sometimes humans make mistakes. In those rare cases, that happens, these rules are to be the last and final choice available if no equitable solution among players can be determined within a reasonable time to settle their differences.

### 2.7121 Accidental wrong ship equal to or less than intended.

If a player or players mistakenly takes an incorrect subvariant or just plainly the wrong ship and for some reason BOTH sides fail to notice and announce the error and that battle if fought to completion, the battle is simply re-fought. Consider the previous battle a fun game / interlude. If it is discovered in game, the battle is ended immediately and redone. Remember folks the purpose is to have fun and for the game to be fair. Rules lawyers don't prosper, players do, benefit of the doubt should ALWAYS be in player favor.

### 2.7122 Accidental wrong ship greater than intended.

If a player or players mistakenly takes an incorrect ship superior to the one he should have played 2.7121 is followed, BUT after the fight, his ship(s) incorrectly chosen the first time are damaged one step after the re-fought battle. This means, undamaged becomes damaged, damaged becomes crippled and crippled becomes destroyed. This only happens if the battle is fought to completion, if the error is caught before completion, simply quit and refight no penalty.

### 2.7123 Accidentally outfitting ship with more equipment (Ship Dock).

If a player or players are found to have outfitted their ships with more equipment than they were allotted according to the rules, then after the battle their ships are damaged one step as per 2.7123 after the battle is fought. If the opposing side wishes they may invoke a complete

replay and it is their right to do so, but if they do not, this rule activates for the player(s) in error. If a refight is demanded, no penalty.

### 2.715 Representing Damage

Ships that are damaged in previous battle that have not repaired before the next battle fight as the best available commando vessel of that class, and as the worse commando vessel of that class if crippled. Both have no resources, (parts, marines, mines etc). Taking advantage of a bug in SFC we can do this. Chose the commando vessel and then the shipyard, click on default and it will "erase" all resources on the ship. This will be changing soon when we get our damage script completed, until then this method will be used. Light Damage is up to 10% damage on the Hull meter, this is treated as damaged for combat rounds only and does not carry forward to a campaign turn.

Damaged is considered any kind of damage from 11% up to 50% hull reduction. This damage is carried over into a campaign turn as Damaged.

Crippled status is 51% hull damage or greater.

Bases that are damaged but not destroyed are represented as the next step that of base down, if no next step is available it drops to next available class down. So a SB+ would be a BATSR, and a BATS would be a Basestation-R, a BS+ is treated as a BS. A Base that is not destroyed during a combat turn is fully repaired in a campaign turn (Meaning damage does not carry over to a campaign turn). Damage is only represented during combat.

## The Not So Mighty

*Continued.....*

*(Continued from page 5)*

ment of being in hyperspace. He tried not to let his sudden depression show as his anger wore itself down.

Nearly 5 hours later, Lt. Sammons startled Commander Shaw by gently touching his shoulder and then announced quietly into the dreary silence of the bridge. "Sir, I'm getting a reading from sensors, an object on an intercepting course for the freighter fleet, bearing 236 mark 2. It's closing on them at Warp 3."

Had he drifted off? That would not be good. Commander Shaw shook himself mentally, glanced back in gratitude to Lt. Sammons who's professional bearing failed to conceal her athletic and attractive legs and asked, "An Object, Lieutenant, can't you be more specific than that?"

"Sorry Sir," Lt. Sammons said, "the computer lists it as an unknown object, its database is not very extensive, if we get closer it might be able to get a better ID."

"Sammons, could it be a freighter, late to the party?" asked Commander Shaw.

"Checking Sir", Replied Lt. Sammons, fingers flying on the controls at her station, causing little lights to flash and bleep, "No Sir, records show that all members of the fleet have arrived and are proceeding to Battlestation Hammer at warp 2, 1.23 hours from this position. Logs show no other ships scheduled in the area, Sir." Commander Shaw remembered her profile showing she had been recently promoted to Lieutenant and was gifted at both sensors and communications. He nodded at Lt. Sammons and spun his chair around facing Ensign Rodriguez.

"Helm," he said, "plot a parabolic course to the freighter fleet, so that the curve passes us closer to the unknown"

"Aye, Aye Sir" Ensign Rodriguez responded crisply, "Course laid in, this will increase our time to destination by .3 hours, allowing us to scan the unknown with short ranged scanners, Sir!"

Commander Shaw smiled at his youthful Helmsman, "Very good Mr. Rodriguez, execute. Engineer, are the batteries fully charged?"

"Yes, Sir" Lt. Martin replied.

"Status of the ship?" asked Commander Shaw.

"All green sir," Lt. Martin said "I can give you maximum effort on your command"

Commander Shaw smiled, "Very good Mr. Martin, communications, you will notify me as soon as you peg that unknown."

"Aye, Aye Sir" she said without looking up, her face pressed up against the sensor visor.

Pressing a comm switch on his chair, Com-

mander Shaw spoke into the air, "Major Pick, wake your men up, I might have some exercise for them shortly. Please have at least one squad on security, patrolling the weapons and engineering sections."

"What have we got Captain?" was Major Pick's reply. Major Pick's inclusion was one of the few pleasant surprises on this exercise. Commander Shaw had worked with him before and he and his men were extremely competent, he felt very lucky to have him as part of his crew.

"Probably nothing, but have your boys awake and frosty just the same" said Commander Shaw

"Yes, Sir!" Major Pick said, Commander Shaw could hear the grin in the reply.

"I've got it Sir!" exclaimed Lt. Sammons, a flush rising prettily to her cheeks, "It's a Klingon freighter, and it appears to be a large one, though at this time the class is unknown unless we make a closer pass. I'm sorry sir; these sensors are not the best. Range is .8 parsecs; it is still heading towards our freighter fleet at warp 3. It doesn't seem to have taken notice of us yet sir."

"Lt. Sammons," Commander Shaw called out with authority, "wide sensor sweep, max possible gain, I want to know if there are any others out there, report any anomalies. Notify Starfleet and the freighter fleet of our guest. Helm, plot an intercept course, Warp 3.5, but don't be obvious about it being an intercept course, make it look like we'll just clip him as if we're on the way to the freighter fleet."

"Warp 3.5 sir?" asked Ensign Rodriguez in puzzlement, frowning "Don't we want to get there as fast as we can sir?"

"No Ensign," Commander Shaw said, "I want to look like a fat dumb freighter happily on my way to join all my other fat dumb sisters and I want that Klingon to look at us and not them. If he plots an interception towards us then we'll know he's up to no good, if we travel faster than Warp 3.5, we spoil the illusion, right?"

"Aye Sir, Warp 3.5, plotting course correction." snapped Ensign Rodriguez smartly. Turning and adjusting the helm controls with quick sure movements, causing the ships vibration to alter slightly as he powered down the engines somewhat. Commander Shaw could almost 'feel' the ship slowing down like a great whale in space.

"No other vessels or unknowns in the area Sir, Star Fleet notified, they will receive the message in 12 minutes, the Freighter fleet also notified, they are increasing speed to Warp 3, changes fed into Helms computer." said Lt. Sammons.

Commander Shaw nodded, "Engineering, warm up that shuttle and verify the shuttle bay is in the green. We may need to use it quickly and I don't want a hanger door in the way." Thumbing his chair comm switch again, he

spoke to the air, "Major, we may have some Klingons over for dinner, best behavior please, show 'em your finest. I'll leave the comms open Mike, just listen in, but no back seat driving."

"Roger that Sir!" Major Pick said with a chuckle.

"Course laid in Sir," said Ensign Rodriguez looking back at Commander Shaw.

"On screen Ensign, " said the Commander, "lets see what you have planned for us."

Shaw examined the course plot and made some minor corrections to it, using his chair override controls, "Okay Ensign, execute. Let's get busy people, we're a fat freighter, lets wiggle our shapely butts and look attractive and see if that Klingon is just sight seeing or shop lifting. Lt. Sammons, prepare to hail them if they get fresh with us."

A chorus of "Aye, Aye Sirs" Rang out.

"He's changing course, Sir! Bearing 060 mark 8, headed right for us!" Exclaimed Lt. Sammons.

"Very well" Shaw said, "when he gets within hailing distance, open a channel, steady as she goes Mr. Rodriguez"

"Sir, he's not responding to hail, I received a message that says we're in Klingon Space and to vacate the area immediately."

Shaw turned to the Helmsman, "Helm, are we in Klingon space?"

"No Sir, they are deep within Federation territory, we're not even close, according the plot charts." said Ensign Rodriguez

"Verify that Mister," Shaw said "make sure, take an astro reading and be sure, okay?" Noting that he was starting to bark he tried to take the sting out of the order at the last minute. "Easy" he thought, "he's new", he reminded himself.

The moments ticked by as the Klingon vessel drew closer, still too far for the targeting computer to tag. Shaw drummed his fingers on the chair arm waiting for Ensign Rodriguez to finish his readings, glancing around the 'bridge' with chained energy oozing from his glance as his sharp eyes took in everything.

"Sir!" Gaspd Ensign Rodriguez, "We are in Klingon Space!"

"What!" said both Commander Shaw and Lt. Martin, coming to their feet.

"Explain!" barked Commander Shaw. Anger plainly on his face.

"Well Sir," said Ensign Rodriguez, his voice sounding weak, "apparently the charts I've been using are in error. I hadn't calibrated them since our charts have never been wrong before, Sir! I mean this is an exercise, why would they give us

*(Continued on page 17)*



## The Not So Mighty

*Continued.....*

*(Continued from page 16)*  
erroneous charts!?"

"Don't take anything for granted Ensign", Shaw said quietly, wincing on the inside for doing that very thing himself. "It's not your fault, I should have had you take an astro-nav reading before we embarked, how far into Klingon space are we?"

"We're not to far in sir, less then 5,000,000 kilometers, the fleet is actually not to far from the boarder themselves, they are paralleling it to Battlestation Hammer." The ensign said softly, embarrassment thick in his tone.

"Plot a course..." Began Commander Shaw.

"Sir, the Klingon vessel just accelerated to warp 4.5 and has closed the distance to 800, 000 km, they have raised shields, and reduced to 21 battle speed, closing rapidly!"

Out of time and out of options.

"All stop," barked Commander Shaw, "Red alert! All hands to Battlestations, Helm raise shields, arm weapons, overload that photon. Engineering is that shuttle primed? Communications, I want level two in ECM and ECCM, counter his ECM more if you need to, but don't let ECM drop below one."

They all called out Aye, Aye, hunching over their controls to comply as quickly as possible, the Engineer nodding to signify that the shuttle was ready. The bridge lights dimmed to battle conditions, causing the console lights to glow softly.

"Lt Sammons, notify Star Fleet of our navigational error and that we are engaged."

"What have you got planned Captain?" asked his second, coming closer and lowering his voice.

"Well...we don't have the power to go dancing with this guy. I'm going to let him do all the dancing and use what little power we have to hurt him bad enough to let us escape. This tub can't possibly outmaneuver him so I'm not even going to try, that might be unexpected enough that it will buy us some time while an opportunity presents itself. I want as much power from engineering as you can give me Martin, I know it's asking a lot," Shaw grinned a remarkably boyish grin at Lt. Martin, "but give me a miracle okay."

"I'll do my best Sir, 110%", smiled back Lt. Martin, his eyes deadly serious. Shaw nodded back and then glanced at the plot board, he could see that the Klingon was closing at a tremendous rate; tac-comp tagged two break-aways as he watched. Damn, he has missiles. Nothing is ever easy.

"Okay folks, he's not a standard freighter, probably like us and he has missiles which makes him better then us. Engineer, activate defensive tractors"

"Aye Sir, shall I turn on point defenses to?"

Martin asked.

"No," Shaw said, "I'll have helm designate the P-3 as solely defensive, make it so Ensign Rodreguez"

"Aye Sir, P-3 now on point defense and taken off of the weapons command circuit as he flipped a toggle. All weapons armed and ready, weapons standing by, speed is 0, enemy is closing at battle speed 27 two inbound bogies, range 230k." Ensign Rodreguez said crisply and professionally, all traces of his embarrassment gone.

Shaw swiveled in his chair facing the comm/sensor station, "Status Lt. Sammons?"

"ECM and ECCM steady at level 2 sir, Klingon has ECM fluctuating from 1 to 2 as well Sir,"

"Engineer," said Shaw, glancing over to Lt. Martin, "power up the primary tractor beam, lets see if we can bait him into using some of his energy to counter, buying us some time to recharge. Make it level two"

"Rodreguez," Shaw said as he spun around facing helm, "Hold your fire until 21k on the photon, I don't want any feedback damage, our shields can't take it, fire phasers once we have him in our tractor beam." "Aye, Aye Sir!" responded both Martin and Rodreguez.

"All available remaining power for forward shield" Shaw barked, "Aye, Sir" came Martins quick reply.

Shaw watched as the Klingon vessel slowed its speed to 13 and closed the distance 150k, 100k, 80k, 50k and it opened fire, launching another missile. The ECM gambit worked only one of what appeared to be three phasers hit and it's disrupter missed cleanly.

"Be prepared for a scatter pack, don't wait for my order to launch the Wild Weasel if he drops a shuttle Martin", Shaws eyes locked on the screen, narrowing as the Klingon got closer. He realized that although his freighter was twice as large as the Klingons the Klingon looked to be much more dangerous, with its angular lines and thickness it looked like a Bull, charging his pasture. He certainly out gunned them; this wasn't going to be fun. He thought.

"Aye Sir" whispered Lt. Martin, trying to keep his eyes on both his monitors at this station and on the tactical plot.

"Now, fire torpedo!", yelled Shaw. Instantly, Rodreguez echoed, "Torpedo away, hit sir, shield down, minor damage to the Klingon!"

"Disable torpedo, don't let it charge up yet, it'll drain to much power from the systems, wait for it." Shaw said softly, "Yes Sir, I mean Aye, Aye Sir" Stammered Rodreguez.

"Tractor engaged, Klingon caught, we are now moving at battle speed 10 relative to his speed, Sir", called out Lt. Martin, "Tractor holding"

"Fire phasers", barked Shaw. Two angry yellow/orange lances hit and scored along the

Klingon hull, showing no appreciable damage, causing the lights to dim slightly on the bridge and there was an audible whine as they fired.

"Minor damage sir, no appreciable change in Klingon makeup, hull down 20%", called out Rodreguez.

"Damn!, recharge phasers." Then the P-3 fired and took out a missile and behind it two more missiles approached and were grabbed by the defense tractors.

"Shuttle launch detected by Klingon Sir!" screamed out Lt. Sammons. "Launch wild weasel! Wild Weasel away!" Commander Shaw and Martin said over each other.

Now it was a race, will the wild weasel clear the ship before their scatter pack impacted on it, especially since the Klingon caught in the tractor, was now pushing their freighter along the path of the shuttle. If not then the freighter would be doomed from the residual damage from their massive explosion. Everyone held their breath and watched as the world slowed to adrenaline-induced slow motion.

"Phasers charging Sir," Shaw heard Ensign Rodreguez from a great distance.

"Klingon weapons charged sir!" called out Lt. Sammons.

"Brace for impact, come to heading 320, bring a new shield to the Klingon." Shaw heard himself say as he focused on the slowly withdrawing wild weasel, the scatter pack chasing it, slowly gaining.

Panic sounded in Ensign Rodreguez' voice as he called, "Ship not responding to the helm Sir!"

"Course 030 then," Shaw called out, leaning forward "does she respond?" "Yes sir, slowly" said Rodreguez.

Shaw glanced at the Engineer, "I'm on it Captain" and his hands flew across his control panel, eliciting chirps and tweets from the control board, trying to locate the malfunction. Just then the Klingon opened up and impacted with all weapons, the shield melted away like it wasn't even there and then the world went crazy. The ship bucked and kicked like someone had dumped a bunch of boulders on the hull, the ship was dipping, and swaying to it like it was held in the center by a string. The bridge crew was thrown out of their chairs by the force of the impact, as the freighters simple inertial dampers were overwhelmed. Just then, Shaw saw the wild weasel sacrifice itself and absorb the alpha strike from the scatter pack shuttle, 20k from the ship. "Return fire! Damage report! Status report!" Shaw said as he picked himself up off the deck and grabbed for the Helm controls and wrestled Ensign Rodreguez into his chair.

"Firing phasers, starboard phaser not responding!" shouted Rodreguez. Sir, we've damaged or destroyed one of their phasers, no other

*(Continued on page 18)*

## The Not So Mighty

*Continued.....*

*(Continued from page 17)*

appreciable damage, hull down another 5-10%."

"Our hull down to 60%," Lt. Martin said grimly, "energy reserves down 40%, Number 1 and P-3 phaser temporarily out, backups coming online, We can't take another pounding like that, Sir! Tractor still holding, as well as the defensive tractors, enemy missiles have gone inert, we no longer have the reserves to keep the defensive tractors active sir, its either them or keep the torp offline."

"ECCM steady at 2, Sir," Lt. Sammons said with big eyes, "but the with energy drain I can't maintain ECM"

"Okay, drop primary tractor", let them overrun us, and pray they don't have mines in addition to all that other crap they have. Leave defensive tractors on. Mike you still with us?" He called to the air.

"Yes sir, quite a ride you've invented here, a few of my boys want to get off at the next stop, though, claiming stomach problems", Major Pick actually sounded cheerful!

"Tell you what Mike, how about I send your boys over to the Klingons and you remove that missile toy of theirs okay?" Shaw said, not able to stop the wicked smile from creeping on his face. "But tell 'em they gotta come back for the next ride though, sorry, management is picky about them getting full value from their "ride tickets", management will have my head if they don't."

Major Pick chuckled, "I'd be glad to go play with the Klingons, and I'll explain it to the others about policy, no problem, Major Pick out."

"Lt. Sammons," Shaw said looking at her, "discontinue the ECCM, we're not going to fire just yet, but be ready to kick it backup, put at least one level of ECM though."

As weapons come to bear on that Klingons down shield," Shaw said, turning towards helm "fire phasers Mr. Rodriguez, if he shows us a shield hold your fire."

"Sir," Lt. Martin interrupted "I've got a report on the port thruster sir. It appears to be malfunctioning and is shutdown unless there is direct power from the engines, meaning as long as we're moving we can turn to starboard, otherwise we can only spin to port without engine power. It is not repairable outside of space dock, sorry sir." More good news, thought Shaw. I want my Starship back!

Okay people," Shaw said grimly, "this just got interesting, keep steady and we'll come out of this with our heads. As he passes overhead Ensign, fire both the P-1 and that P-3 if you can, don't forget it's off the weapons command line, but keep it on defense duty, special case this time only."

The lights dimmed as energy was drained from transporter use and the firing of the temporarily disabled P-1 and P-3.

"I'm sorry sir," the ensign said, "he managed to clip his #2 shield right when I fired, phasers ineffective, his shield is strained, but holding. Sir, scans also show his shields appear to be nearly twice ours in strength."

Great, thought Shaw, if his edge in weaponry, agility and power advantage wasn't enough, he has superior shielding too. How ironic that a Klingon vessel has superior shields then a federation vessel of supposed equivalency.

"How are we doing on power?" demanded Shaw, looking at Mr. Martin.

"We're tapped out, Sir." Said Lt. Martin, "but I can give you some power for movement if you want it, not much, but it should be enough to allow us to move to starboard, if need be."

"Helm, make it so, best speed, come about to 270 mark 9. Disable Phaser 1's and turn that photon back on, normal charge." Shaw said, "Engineering, power up that tractor beam again, level 1 as soon as you're able"

"Aye, Aye Sir!" they responded.

"He's coming about sir, phasers charged again." Lt Sammons said calmly, "Sir, he's either overloading the disrupter or his energy reserves are straining, disrupter charging slower then before."

Just then the ship rocked as two orange beams impacted on the shields, causing it to flare, but it held, preventing any of their terrible energies from causing more damage.

"Give him a new shield to face Ensign", the Commander said. "Continue to come about, do not show our downed shield but present him our number 6 shield, time it so that we'll get their right when our photon is available."

"Aye, sir" Ensign Rodriguez responded.

"Tractor powered up," Engineer Martin noted, "and we have the Klingon again sir" Shaws eyes narrowed, "Good"

"Range is point blank!" called out Ensign Rodriguez, "Photon armed, coming about, not much longer, Sir!" "Fire as she bares Ensign", Shaw said. "Aye, Sir" acknowledged the Ensign, "Torpedo away!"

"No WAIT!" called out Lt. Martin too late.

The torpedo hit the Klingon dead center, it's angry red ball spinning into it's hull causing gases to escape from small fractures in the Hull, the scan readout showed two more phasers wink out, the computer marking them as destroyed. At the same time, the Hudson Bay let out a suppressed squeal and dipped about suddenly as the explosion followed up the torpedo's wake and allowed part of the damage released from the anti-matter explosion to backlash back onto the their ship. This time control consoles shorted and the lights went out. The emergency lights came on nearly immediately.

"Hull down to 40%," shouted the Engineer accusingly, before the Commander could de-

mand a damage report, clutching his console desperately, "power reserved dropped another 7%, starboard phaser and Point defense phasers backups failed, weapons offline, photon primary circuits also offline. Tractor beam still holding, sir, I'll need to take the defense tractor offline to save power, power is now critical. I recommend terms sir!"

"Ouch." whispered Commander Shaw, "Recommendation noted Lt, not at this time. Martin I want..."

Lt. Sammons interrupted him, as she screamed "Missile away Sir!" Followed by another rocking as the missile immediately hit a weakened shield, collapsing it and more circuitry sparked and smoked in the bridge. "Damn," growled the Engineer, "there go the last backups for the photon controls, photons offline sir. Hull down to 30%"

"Okay Martin, this is what I want, I want you to get that photon back online, and get me more power, handle it personally", Commander Shaw ordered, his eyes sparkling in the half light. "I'll buy you as much time as I can, just get me that photon and more power!"

"Yes SIR!" Lt. Martin said crisply, heading for the bridge compartment door, exiting the bridge.

"Ensign Rodriguez assume the Engineering station," Shaw said as he walked over to help, placing his hand on his shoulder, "and give what ever assistance you can to Lt. Martin, I'll assume helm controls."

Ensign Rodriguez nodded without a sound and hurried to the Engineering console. Without looking over his shoulder, he called out, "I'm just gonna dodge him for a bit Lt. Sammons, drop ECCM and give me what little you can in ECM, we need to stop him from hitting us while we repair." "Aye, Sir", came Lt. Sammons firm reply.

The next 15 minutes proved to be the longest in Commander Shaw's memory. He skillfully (born of desperation), presented a shield to the Klingon repeatedly and fired their only phaser into the downed Klingon shielding, always with what appeared as negligible damage. One good thing as far as he was concerned was that the Klingons tractor beam was disabled. During this time, Major Pick informed Commander Shaw that the hit and run was successful and that the Klingons missile launcher was destroyed. He apologized for the one shot the Klingons got off in desperation before his men managed to take out its control.

Slowly the tide of battle turned, as the Klingon was gradually, painfully whittled down, scoring more hits on the Hudson Bay, but always on a shield as Commander Shaw danced on the end of his tractor, applying power only when needed to turn faster or in to starboard.

"Photon online, Captain", came the tinny voice of Lt. Martin in triumph. "I've also restored 14% more power, but it's a jury rig so don't rock the  
*(Continued on page 19)*

## The Not So Mighty

*Continued.....*

*(Continued from page 18)*

ship to much. Hull integrity also up 20%, I 'borrowed' some of the internal walls and shored up the worse of the Hull breaches"

"Great job Martin!" exclaimed Shaw "You'd best baby-sit it yourself Martin, sweet talk it, do anything, but keep that rig of yours from failing!" "Aye, Aye Sir! Martin out"

Shaw allocated power to the photon as his ship rocked once more from a glancing blow from the Klingons phaser, which had just recently been repaired.

Palming a switch on the helm controls, Shaw spoke into the speaker at his elbow, "Major Pick, are your men rested from their last adventure?"

"Yes sir!" Came Major Picks unflappable response, "Getting kinda bored down here running errands for the Engineer, my men think he's cranky"

Laughing with surprise, Commander Shaw said, "Well, he's been kinda busy and he gets that way when the Klingons poke holes in things in his care. I'm about to come about and ram a torpedo down that Klingons throat once more, if it doesn't force him to do something wonderful like die, I'll want your boys to storm the control area's and take it from them while their recovering, you game?"

"As the Klingons would say: It is a good day to die! Sir!" came Major Pick's crisp and light reply.

"Very well Major, may god be with you, prepare your men." ordered Commander Shaw.

"Sir, the tractor beam, we're to close to fire the torpedo!" reminded Ensign Rodriguez.

"I remember Ensign, setting up for a break-away maneuver now", commented Shaw.

Commander Shaw had almost turned the

## Return of Mnhei'sahe

*Continued.....*

*(Continued from page 8)*

tor and will do my best to serve my people. I also bring news. Our forces on the Federation frontier have delivered a fatal blow to our enemies and avenged our earlier loss. We will soon stand upon the planet Rigel." Again the roar from outside but this time it was matched by the cheers from within.

"But there is more my people. With your blessings I will assume the position of Fvillha and lead our people to a glorious victory. We will no longer fight because we are asked, or TOLD to. No, now we will fight for a purpose of the Rihannsu people. We will fight for our honor; we will fight to strike fear into our foes! We will return to the ways of mnhei'sahe. But most importantly we will return home!" As deafening as the roars had been before the silence that followed was consuming. While externally S'faret's face stayed as stone inside he smiled. This was exactly the effect he had hoped for. This was going

Hudson Bay so that it was facing away from the Klingon bringing the port side phaser to bare down the narrow rear arc. He released the tractor from the Klingon, firing the phaser nearly immediately.

The Klingon veered off and Shaw poured on the power to the engines, the ship whining from the sudden strain, he also powered up the tractor beam controls one more time, careful to make sure that photons still had the required power they needed to power up, which they were doing at an agonizingly slow rate. During the standoff time, Shaw had tried to hoard his power, and had sent fractions of power trickling back into the battery, which had been drained. It was now 90% charged. If there was going to be an attack this was the time.

"Lt. Sammons" Shaw said, "bring ECCM levels up to counter the Klingons and set ECM to 2 once more, it's make or break it time. We either take her or destroy her or we're leaving."

"Aye, Aye Sir!" came Lt. Sammons crisp reply.

When the distance had extended to 25k, the tractor once more held on to the Klingon firmly. Shaw brought the Hudson Bay around slowly, bringing the speed once more to 0. Once the phaser and photon were in their arcs together, he fired both from the helm controls, stabbing his finger on each of their firing buttons. A coruscating lance of yellow/orange beam leaped to the Klingon ship, which scored damage to the front section of the hull, taking out the half charged disrupter which had been at half charge the last 10 minutes. This was followed by the photon, a few seconds later, which impacted with terrific force denuding the Klingon of his last functioning weapon.

"Now Major!" barked Commander Shaw, noting that the scanners showed the Klingons with 1 squad equivalent to his marines.

to work. He would not die a traitor. Rather he would be revered as a hero. But most importantly he would be able to set the Rihannsu back on the path of the old ways.

"I have begun to draft a battle plan that will allow our people to complete that which S'task himself set out to do, all those centuries ago. We shall return to Vulcan as a united and strong people. And there we shall join with our brothers and show the galaxy a race that none can stand before!" It was almost 2 hours before the roars died down. S'faret next dismissed all the guards from the Senate chamber, returning to the old traditions of no weapons being allowed in the Senate. Then he stepped quietly outside and waited for the Senate to vote. This was the riskiest part of his plan. For his power to be truly consolidated S'faret needed the backing of the Senate. True he could probably take control by force but then a civil war would result, millions of his own people would die fighting each other.

"Energize" Shaw heard come from the speakers. Almost immediately the Klingons squad blinked out of existence. Shaw held his breath...

~~~~~

"Interesting Admiral," Commented Captain Jenkins "I thought for sure he lost it 20 minutes ago, he did some bold moves and he was nearly overwhelmed by the Klingon. His use of resources was...surprising." He glanced up and smiled at Admiral Calliard.

"Aye Captain," Admiral Calliard said deep in thought, her eyes predatory, "to come back from that and capture the Klingon ship, is most unusual. It has not been done before either. This Commander may work out just fine. Offer him the position and thank Captain Dox with my compliments, but explain that the position is no longer available"

"You don't want to have Captain Dox take the exam Admiral?" asked Captain Jenkins.

"Do you think he could do better then what we just saw Bob?" said Admiral Calliard, her eyes boring into Captain Jenkins like living weapons.

"No Admiral, his scores were behind the Commanders," Captain Jenkins said with a shake of his head, "you know that as well as I do. He might survive, and he might even destroy the Klingon Q-ship, but I doubt he would capture it, his profile is not that... bold."

"Good, then after you inform Captain Dox, have Commander Shaw meet me in my ready room, to welcome him into the Federation Special Forces." she said with a predatory smile, that sent shivers down Captain Jenkins spine.

"Aye, Aye Admiral, it was an Astonishing Victory" the Captain said as he stood and exited the room.

If all went well he would soon be the head of the Rihannsu government, and if all went poorly... well he would not have worries for long. Only 20 minutes passed before the Senate called him in. And then 12 hours were spent with each Senator declaring how it was his idea that S'faret be appointed as Fvillha. After all was done S'faret quietly went and drank a bottle of wine. Kurvot, his old friend, had come down to join him. They talked of the old days and laughed of old battles. Then with a sigh Kurvot said, "Well old friend it is done." "No Kurvot, it has only begun, where mnhei'sahe is concerned it is never done"

This piece of fiction was based on events that occurred in the first beta test of SFCoC. I would like to take this moment to thank Interplay, Taldren and the gang at SFCoC for providing me with the most fun I have EVER had with a computer game. For a game that not only is fun to play but inspires the creativity in all that enjoy it.