

SFB The Farthest Star Campaign Archive 2009 April - June

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 12:17 am: [Edit](#)

BATTLES ANNOUNCED:

Under My Umbrella
Breach
Plum Crazy
For Whom The Bell Tolls
Nero's Fiddle

BATTLES IN PROGRESS:

Unto the Breach
Remember the Alamo
War Machine II

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide

By **John Smith (Johnsmith)** ON Wednesday, April 01, 2009 - 12:21 am: [Edit](#)

Unfortunately, Alamo is not going well for the Kz. The much anticipated mizia ended up doing nothing much. I was pretty excited for a moment, until I saw exactly how many control spaces a Lyran CC has (I don't think I've ever shot an enemy uncontrolled when he still had an otherwise functional ship). He's also at the range where he can mission-kill a DD each turn.

I just noticed the above post mentions XP. I've never played with XP before, and didn't realized this game was using it. What do I have to do to figure it out? Where are the rules for XP? I assume from the context that we're talking about experiance, and not partial X-refits.

Re: Peter's schedule, I'm on a similar sleep schedule. Middle of the night games are actually easiest for me, at least on the weekends. However, I can't commit to it until the 11th at the earliest (possibly not at all if the Void War action picks up),

so if someone else wants Plum Crazy they should go for it.

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 01:42 am: [Edit](#)

John: We're talking about experience, not XP refits. I can assist calculating it post-battle, but we use (U7.9), only double the awards.

And, "Plum Crazy" can wait 11 days - unless someone else wants to fly the Lyrans for it? Your schedule actually matches Peter's which is amazing...

By **John Smith (Johnsmith)** ON Wednesday, April 01, 2009 - 02:12 am: [Edit](#)

What module is U7.9 in? AM? Is there anything I should be recording as we play?

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 02:24 am: [Edit](#)

Advanced Missions.

Just keep track of shuttles and drones killed. I'm sure you hit the benchmark of inflicting shield damage, and inflicting internals. Other than that, crippling and killing (or capturing) ships are other noteworthies...

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 02:42 am: [Edit](#)

Actually, I'm not sure tracking XP is worth the bother.

It's pretty clear from the results of this turn that the campaign is over. The Lyrans have attained critical mass and can't be stopped. Perhaps I should end this one now and put thought towards the next campaign.

Marc, congratulations on total victory, amigo.

By **John Smith (Johnsmith)** ON Wednesday, April 01, 2009 - 03:39 am: [Edit](#)

Depends on what your goals for the campaign are. The campaign is still generating fun battles for people to play. It still has merit in that, even if the end is a forgone conclusion (a theory I'm not sold on, as betrayal by supposed allies can turn a seeming victory into horrible defeat).

On the other hand, it's a lot of work for you, and you may not be interested in putting the effort in to keep it running, if the end is in sight. I can appreciate that aspect of the decision.

If you do start a new campaign, tho, I'm definately interested!

By **Richard Sherman (Rich)** ON Wednesday, April 01, 2009 - 05:00 am: [Edit](#)

Dale,

Really? Wow. I'm surprised to hear that. I thought with the Coalition going against them, that things would be relatively even. Obviously, you know

something we don't...

By **Richard Sherman (Rich)** ON Wednesday, April 01, 2009 - 05:08 am: [Edit](#)

WAR MACHINE II

Endgame. Juggernaut Beta is destroyed.

No Federation casualties, although the CB USS Constellation was horribly crippled (her legendary captain survived the destruction of the bridge), and the NCL USS Kearsarge took minor damage.

Ground combat still to be resolved.

Once again, Bill played the Juggernaut like it was an extension of his arm. He's a real pro. But in the end, his maneuver errors combined with my weapons deployment errors still ended with a dead Juggie.

I hope I don't see another one of these for awhile.

By **Jeremy Gray (Gray)** ON Wednesday, April 01, 2009 - 07:08 am: [Edit](#)

I think Dale is full of it.



By **Ted Fay (Catwhoeatsphoto)** ON Wednesday, April 01, 2009 - 09:21 am: [Edit](#)

Quote:

It's pretty clear from the results of this turn that the campaign is over. The Lyrans have attained critical mass and can't be stopped. Perhaps I should end this one now and put thought towards the next campaign.

As Jeremy said, it's probably talk. However, even if the Lyrans *are* a huge war machine, they have not yet faced the full might of the ISC played by Tom Carroll!



By **Ron Schanlaub (Schanie)** ON Wednesday, April 01, 2009 - 09:36 am: [Edit](#)

Re: Kalamity at Kynarth:

This was my first game using the sfbonline interface. So, a special thanks to Tom for being patient with me as I clumsily searched for the right buttons to push to make things work right.

We had a bit of clumpy dice rolls in this one. I believe I never rolled worse than a 4. I had fun with this game, even though I was chased off like a rabid dog.

Some sort of documentation or real help file is really needed for sfbonline. At the moment, you almost need someone to walk you through your first time. And, I'm a programmer, so it's not like I'm clueless when it comes to figuring these things out. Maybe a user group written thing if Paul doesn't have the time. There were things I didn't do in this battle because I figured the time spent figuring it out wouldn't be worth the small effect it would provide to the actual outcome.

By **Glenn Hoepfner (Ikabar)** on Wednesday, April 01, 2009 - 09:37 am: [Edit](#)

COLD DAY IN CRYOS,

(This battle yet to be announced but I had time with Marc to play this out last night)

Peladine forces, BB,DN+,2xDW,SC+ and F-OL surprise attack the Hydrans in an attempt to spread their influence.

Hydran forces, PAL+,2xRNG(18 st-2s),HUN, and BATS

The Peladines rushed in, had enveloped everything, no ECM, initial blow took out PAL on Turn 1.29, minor damage to SC+ and Hellbores crippled 1 DW.

Turn 2, all Peladine ships HETed to get out of range for reload.

Turn 3, nothing much

Turn 4, Peladine turned back in, Hydrans pretty much upset. Massive fire on Pel DN and damaged DW, DW went poof, DN took 30 inside but its a big ship, lost an F, a few phasers, mostly fluff.

Turn 5, BB shows it can blow up a BATS all by itself. BATS PH-4s ripped through shields, hull and other important stuff. BB limps off but BATS is a burning wreck. Rest of Peladine ships set up line to protect BB as BB is no longer battle effective.

Turn 6, REVENGE OF THE HYDRAN

They were cunning. Massive HB attacks made BB a floating hulk. Fighter came in, Killed the second DW, the first DW managed to sneak off the map. Rangers managed to get range 3 on the Scout (bad news),

End Game:

Peladine losses: BB, SC+, DW

Peladine cripples: DW, DN+

Peladine non-factors: F-OL

Hydran Losses: BATS, PAL

Hydran cripples: none

Hydran factors: 18 fighters (all survived), 2 rangers (minor damage)

Hydran non-factors: HUN

The Hydrans have declared war on the Peladine, and the Lyrans are not so pleased with the Peladine's seemingly ineffective political strategies of the Peladine and may support the Hydrans despite previous strategic cooperations.

A followup report will be forthcoming later this evening.

By **Ted Fay (Catwhoeatsphoto)** ON Wednesday, April 01, 2009 - 10:10 am: [Edit](#)

Holy Smokes! What a bloodbath! BB, DN, BATS, 3*SC4's... all dead!

By **John Smith (Johnsmith)** ON Wednesday, April 01, 2009 - 10:27 am: [Edit](#)

I don't understand how the BB was killed by "massive HB attacks", when everything with a HB was dead?

I agree, tho, quite the bloodbath.

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 11:01 am: [Edit](#)

April Fool's, fools.



By **Ted Fay (Catwhoeatsphoto)** ON Wednesday, April 01, 2009 - 11:12 am: [Edit](#)

DOH! Busted!

By **Kerry E Mullan (Nomad17)** ON Wednesday, April 01, 2009 - 11:29 am: [Edit](#)

I thought it was as we all know a BB and DN cannot be in the same fleet. As well from R45 you can't hit anything on T1 with plasma unless it is bolted.

Well in addition we are fighting the Coalition of Usurpers here folks, there is no reason the Righteous Alliance should do anything other than stand up to the Coalition!

Viva la Alliance, Viva la Alliance.

OK that's as political as I get ;)

By **Jeremy Gray (Gray)** ON Wednesday, April 01, 2009 - 11:31 am: [Edit](#)

Blah, Blah, Blah...

Less talk, more POW POW!




By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 11:34 am: [Edit](#)

Edit: I'll resolve the ground combat and let you guys know.

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 11:36 am: [Edit](#)

My April Fool's (about the campaign ending) was what my revealing post was about a few up. Glenn's should have been given away by the fact that he used the

terms "Marc" and "Had time" in a sentence... that's even more rare than a BB and a DN in a fleet! 

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 11:38 am: [Edit](#)

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By **Jon Berry (Laz Longsmith)** ON Wednesday, April 01, 2009 - 11:50 am: [Edit](#)

Dale, there were no Carnivons at Cobra. That's at Umbrella. So if you were thinking that they only had to take 2 hex sides, try again.

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 12:30 pm: [Edit](#)

Oh, my bad. Let me check my records. I got confused by Rich's email. I'll just save that description for when the Feds kick your ass in Umbrella. 

By **Richard Sherman (Rich)** ON Wednesday, April 01, 2009 - 01:04 pm: [Edit](#)

Jon,

It wasn't Dale's bad, it was mine. That's what I get for sending an e-mail after 3 AM. My apologies.

By **Ron Schanlaub (Schanie)** ON Wednesday, April 01, 2009 - 01:47 pm: [Edit](#)

Peter,

For Breach, this Saturday I could probably do 10am until 3pm or so (EDT). Next Saturday I'm probably busy, but after that I should be open.

By **James Lowry (Rindis)** ON Wednesday, April 01, 2009 - 02:00 pm: [Edit](#)

Just catching up with the thread today, I knew Dale's announcement had to be a joke because he mentioned contemplating the next campaign, when he's made it

clear he's going to need a long sabbatical after this one.



Cold Day in Cryos got me just because the image of a PAL taking on a BB was so alluring.... Though the turn 1 plasma takeout seemed suspicious.

That and no Stinger casualties. I mean, come on, *none*?

By **Jon Berry (Laz_Longsmith)** ON Wednesday, April 01, 2009 - 02:01 pm: [Edit](#)

Just for that, you have to start as WS1 in Umbrella. ☺

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 03:12 pm: [Edit](#)

Work let John Carroll out of the cage for a bit today, so we handled the assault on Cobra. Ground combat resolved for "War Machine II". Despite having nearly-equal ground combat potential (from memory, the Fed side had 115 offensive and the Hydrans 126 - not counting the militia the Feds could convert), the mobility of the Fed forces allowed them to crush hex-side after hex-side, taking the planet in short order.

The Hydrans managed to take a chunk out of the Fed troops, killing about half of them, and destroyed both GAS shuttles and one fighter, but other than the fighter, none of the damage is "lasting".

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 05:27 pm: [Edit](#)

Observations on ground combat: In my experience (and I've done several of these now), if the defender's combat potential is 125% or less of the attacker's, the combat isn't worth resolving. The attacker wins.

Over that, MAYBE. But the attacker has the advantage.

To actually have the ADVANTAGE, I'd say the defender would need 175-200% of the attacker's force.

This is solely due to the attacker's ability to concentrate forces and the defender's inability to move forces around. This applies ONLY to situations where the defender has nothing on but troops (and GCLs and GCDs) on the ground, but the attacker has ships, transporters, shuttles, etc... if there's a ground base or something, different situation.

By **William T Wilson (Sheap)** ON Wednesday, April 01, 2009 - 05:34 pm: [Edit](#)

Unfortunately the Juggernaut result is NOT an April Fool's joke. I turned in too soon and ended up taking about 60 internals too many when my shield and HET didn't recharge quite as soon as I'd hoped. One more point of damage on turn 3 would have done in the CB as it wouldn't have been able to power its shields, which barely held up on turn 4 against my last 7p1+1p4.

By **John Smith (Johnsmith)** ON Wednesday, April 01, 2009 - 05:56 pm: [Edit](#)

You know, I even noticed a BB and DN in the same fleet and still didn't catch it! But I figured that if the FCR system lets you pack two scouts into a single fleet, why not 2 SC2s?

By **Ted Fay (Catwhoatsphoto)** ON Wednesday, April 01, 2009 - 06:05 pm: [Edit](#)

IIRC 2*SC2 is specifically forbidden in the campaign rules. For some odd reason, this thought escaped me as I quickly read through the battle report and, like an idiot, got had.

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 06:45 pm: [Edit](#)

Actually, it has nothing to do with SC, more to do with class. You can put a SC 2 Battle Tug in a fleet with a DN, but DNs and BBs have an FCR cost of "n/a" - they must ALWAYS be the flag. Therefore, you can never have more than one of them (either/or).

Starbases have the same caveat, but I don't allow SBs in Farthest Stars - BATS is as big as you can get.

By **Dale McKee (Brigman)** ON Wednesday, April 01, 2009 - 06:56 pm: [Edit](#)

BATTLE ADDENDUM: COLLIDE

The Lyran fleet, defeated in the intercept, falls back to Colony-2. But rather than stop there, they continue to retreat as the Klingon fleet thunders in to the system (sans only the crippled ZDD, which retreated to Col-4). The Klingo/Kzinti force enters Colony-2 to cheers of liberation as the populace uprises to assist the overwhelming marine assault.

Colony-2 is free again... if being a Klingon servitor race can be truly called 'free'...



By **Chad Carew (Blackhawkkc)** ON Wednesday, April 01, 2009 - 07:07 pm: [Edit](#)

I got had by the Cold Day report too. But man what a fight if it were real! Good writeup, entertaining to imagine!

By **Glenn Hoepfner (Ikabar)** ON Wednesday, April 01, 2009 - 07:33 pm: [Edit](#)

All of you make me feel so proud.

Yeah, I messed up with the BB, DN and the Plasma hits on turn 1. I was visualizing a smaller map, I guess.

After I posted, I noticed the gaff with the Hellbores but decided to let it slide. Wasn't important enough to edit.

But it was fun writing it.

By **Marc B (Marc)** ON Wednesday, April 01, 2009 - 09:06 pm: [Edit](#)

LYRAN KZINITARIAN EFFORTS FAIL IN COLONY 2!

Despite the repeated terrorist attacks of suspected foreign agents on Lyran kzinitarian organizations in the system of Colony 2, the Lyran military police forces fought bravely to protect the interests of the civilian population. Tragically, despite the time purchased with Lyran lives, the Greater Regional Assistance and eVacuation Efforts Service ("GRAVES") were unable to evacuate most of the civilian population. "We at GRAVES are disheartened at our inability to provide for the innocent civilians of Colony 2. Our resources are scattered far and wide in the Farthest Stars in an attempt to protect our diverse citizenry, especially those in territories recently accepting of Lyran sovereignty, from the Counter-Revolutionary forces of the RUNning Dawgs (formerly "CRUD" and now "CRRUD"). We will need additional cooperation from local citizen grass-roots governments in order to protect the interests of the oppressed . . ." stated one GRAVES representative still covered in blood from reportedly trying to "rescue a Kzinti from the Klingon orbital bombardment."

Some Lyran citizens of Kzinti ancestry were more blunt: "This never would have happened had our corrupt leaders embraced the True Emperor and Honorary Patriarch, the Lyran Emperor, and his cause. Now what is left of Kzinti space has been surrendered to live under the Klingon thumb, and this planet is subject to their slave-raiders."

Fortunately, however, additional Lyran military police forces, and possibly even frontline military units, were contacted in connection with the evacuation. To-date, there has been no official statement by the Lyran Emperor. However, the Lyran Admiral in charge of this sector of the Empire responded simply: "Acknowledged."

By **Peter Thoenen (Eol)** ON Thursday, April 02, 2009 - 01:01 am: [Edit](#)

Ron: Works for me .. see you Saturday morning

By **Peter Thoenen (Eol)** ON Thursday, April 02, 2009 - 01:46 am: [Edit](#)

Plum Crazy: Scheduled between myself and John Smith ... Friday 4/10 23:00 pacific

Breach: Scheduled between myself and Ron. Saturday 4/4 10:00 eastern

By **Jon Berry (Laz Longsmith)** ON Thursday, April 02, 2009 - 05:41 pm: [Edit](#)

UNDER MY UMBRELLA start

Richard's day got crowded, a doctors and vets appointment. We were supposed to start closer to 11am, but he didn't show until 1pm, and had to leave for the Vet at 3pm.

Hydrans are 4 hexes B/C of Umbrella, while the Feds setup in the SW corner. Lots of stacking, and the Hydrans haven't deployed any fighters yet.

Who knows, we might be able to get through a turn this evening.

By **Richard Sherman (Rich)** ON Thursday, April 02, 2009 - 11:56 pm: [Edit](#)

UNDER MY UMBRELLA

Turn 1 complete.

The Hydran squadron swung around the north side of the planet at speed 24 while the Fed squadron approached at speed 20/19 (with the scout trailing at 14/13). At about mid-turn, the Hydrans down-shifted to 15 and launched 19 of their 21 fighters.

On impulse 24, the Feds took a mass prox shot on the Hydran DDS. Although an unshifted shot, the Feds rolled poorly, hitting with only 7 of 23 tubes. Still, it was enough to take down the scout's #1 shield and kill a forward phaser. A few moves later, the DDS turned south to protect her nose from further strikes.

The Feds have a total of 19 drones in flight, plus an additional 6 ECM drones, protecting each ship but the diminutive FFG.

At end of turn, the Hydrans are still coming in like a guided missile, while the Feds have turned north, and will presumably be furiously reloading their photons next turn. Range between the two main bodies is 21 hexes.

Observation: My difficult schedule today aside (again, my apologies, Jon), this is shaping up to be quite the exciting battle for Jon and me. Our forces are very evenly matched, with each having a few fearsome advantages combined with some real sorepoints.

By **Fred J. Kreller (Kreller1)** ON Friday, April 03, 2009 - 01:20 am: [Edit](#)

I got to watch this unfold, and it was really quite fun! The suprise prox shot was just that, a SURPRISE! Hope I get to catch the rest of this one.

By **Ted Fay (Catwhoeatsphoto)** ON Friday, April 03, 2009 - 10:13 am: [Edit](#)

I am willing to fly the Zin in "For Whom the Bell Tolls," however, my availaiblity will be spotty for the next few weeks.

By **Kerry E Mullan (Nomad17)** ON Friday, April 03, 2009 - 12:31 pm: [Edit](#)

Unto the Breach through 5.16

The Selt CA tries to go on a "How many plasma can I get hit with tour". With the rest of the fleet running except for the SELT DN who is trying unsuccessfully to turn his large keister around, the SELT CA tries to get a good shot on his ISC CAT.

Unluckily dice totally abandon me here. We start by getting a 2 roll for the storms meaning no trac/trans and no free ECM. The ISC SC pastes the CA with 6 offensive(My scout is running at high speed from 120 points of plasma which he evades). The CA is doing a 24/22 plot to move in fast and get a phaser shot from within 5.

The Coalition take around 4 imps to hit him with 15 p1's and a discr from R6-8(most at a +1 shift) as well as launching a S torp from the CC and the other rear F from the CAT. Selt CA maneuvers into the wave and then uses the wave turn to SS turn quickly taking plasma on any shield I can throw in its way. During this he fires his 8 p1's at various ships with a 2 shift. As I rolled like a 2,3,5 and then 6's my great alpha turned into like 6 ints to his DDP. The Selt DN was able to put 12 more into the DDP with PCs before the wave turned him off.

All told the CA has like 25 ints and has a scout and Thol CA bearing down on him(SC has 2 p1 left CA has 3 discr "possible" and 4 p1's). Selt CA still has like 30 shields left although 22 are on his #4. The DN woulda been right there to protect it but the wave shunted it to the north.

By **Jon Berry (Laz Longsmith)** ON Friday, April 03, 2009 - 02:01 pm: [Edit](#)

Yes, that shot on the DDS+ was quite unexpected. And it could have been far, far worse. I was expecting 11/12 hits (average), and with only 7, I managed to get away with a single internal.

Whether or not I can reach R10 on turn 2 is still up in the air.

By **Peter Thoenen (Eol)** ON Saturday, April 04, 2009 - 03:03 pm: [Edit](#)

BREACH through 5.32

(I type as I play so parts might not make sense as its my thoughts at the time)

T1: I move at a rapid Jindo pace of 15. He parks everything and launches fighters and MRS's


T2: (Gripe: I find out after T2 EA that his base isn't orbiting and much to my annoyance I entered on the same side as it meaning I can't skirt the planet before stalemate clock hits to get offside of the BATS cause Jindo's are too slow. Still I wonder if I would have known that BEFORE assaulting the planet

(long range sensor, "sir the base ain't orbiting") and would have entered opposite corner. Oh well Dale rule says suck it up ;). He parks everything again (imagine .. no reason to move spd > 0 when I dont' have seekers .. just park, sit, and spin) and I go speed 8 to hit range 25 to BATS fighters and range 26+ to everything else. Fire the wad (2xWRG, 16xph1) at a unshifted r25 fighter hoping to reset the stalemate clock. If this works going to keep it up while slowly skirting the planet. Course it will only work once cause he will go erratic next turn and no way to hit through a 2 shift. On 2.32 we trade shots, he knocks shield on CVL from BATS (-4 crew on turn 3, I kill a Z1 resetting stalemate)

T3: He parks again and I remember the words of Les or Ted and beat the stalemate clock the munchkin way. I go spd 10 and skirt (next 4 turns) outside r25 to get on the blindside of the BATS. I send 5 manned shuttles spd 6 his way. Either he will kill them (resetting the stalemate clock in 4 turns) or I will get r0 and kill his fighter (resetting the stalemate clock). Going to keep doing this every 6 turns until I get around to the far side of the BATS. Oh and I fix 2 on the CVL to stop leaking. Wish they could super breed to get my crew back ;) .. he kills a kamikaze at r19 w/ 6 disruptors resetting the clock

T4: I go spd 11->15 and continue to skirt. Kamikazee Squadron 1 continues to close though slows to spd 3. I land all fighters and bombers after killing his 4 incoming drones so I can up my speed to 15. He finally decides to move up to spd 10 as he gets the hint I am going to skirt his BATS. His CV gets uppity and fired 4xDis and 5xph1 at CA for 4 at r25 (general reinforced away). Also dings a kamikaze for 2 pts. Fix 2 on the CVL

T5: I go spd 15 and continue to scoot. He keeps trying to do 5 at r25 w/ his CA. ECM drones suck. Then again I am on passive so have +7 but his BATS landing

offsets that  ... he tags another shuttle for 3.

We save here. Next game tentatively scheduled for the 25th unless we can make something else work (odd schedules, Ron busy next week, I am busy the following)

By **Marc B (Marc)** ON Saturday, April 04, 2009 - 08:15 pm: [Edit](#)

FYI erratics on fighters are irrelevant at that range because of small target modifiers.

By **Ron Schanlaub (Schanie)** ON Saturday, April 04, 2009 - 08:37 pm: [Edit](#)



I lost the fighter because of a goof in the way I was using the impulse activities. I tried to put them in all at once, scout functions, drone launches, and weapons fire, and the only thing that showed up was the weapons fire. I had put in an order for 4 more ECM for that squadron as soon as he hit range 25 from the BATS but it was apparently deleted.

So in a few turns he's going to spin around and vaporize the back of the planet. Hopefully I can keep punching enough holes in his shields so that he won't have enough crew left to hang around much longer than that.

I can't wait to get to the real firepower part of this battle.

By **Peter Thoenen (Eol)** on Sunday, April 05, 2009 - 03:07 am: [Edit](#)

Let me add on that Ron is still getting used to the client so was doing things the v3 way as far as I could tell. It was a honest mistake so I gave him the option of correcting by either saving the fighter and letting me take back my shot OR killing the fighter and keeping my fire. (Basically my point was had he did things in the v4 sequence way I would have noticed his lending and wouldn't have shot). He chose to keep the fire. My assumption here is he figured I would charge in on Turn 3 so better to have me empty and reloading WRG's for the loss of a fighter. Actually this was my T3 plan until I learned (after I submitted by T2 EA) his base wasn't rotating.

Marc: Ja I realized that later  .. keep forgetting about small target modifier .. not often I dump mass alpha strikes into r25 shuttles 

By **Marc B (Marc)** on Sunday, April 05, 2009 - 06:01 am: [Edit](#)

I hear that. This battle sounds fun. Tally-ho gents.

By **Dale McKee (Brigman)** on Sunday, April 05, 2009 - 06:20 pm: [Edit](#)

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By **Kerry E Mullan (Nomad17)** on Sunday, April 05, 2009 - 07:23 pm: [Edit](#)

UNTO the breach through EOT 6.

T5 Selt DN can't turn around fast enough so he does not fire his p1's. I send the BH through the middle of his formation of small ships intent on internalling his other DD or trying to get on the DDPs down shield. With a TM D ship its hard to outmanuever a TM A nimble one.

BH spreads damage around on 3 shields and keeps all up reaching R5 on the DDPs good shields and R8 on CATs bad ones. BH continues in and CAT launches a real S at him. I get to R6 and then 5 and hit the CAT with some 10 ints over 2imps. Outa the 10 I get 5 phasers and these are all p1's. BH ends turn with a torp R2.

T6 Storm does nothin bad. BH cloaks and Weasels. Selt DN does a spd 17/27/14 split and tries to threaten the CAT but it is 10/17 so turns a fresh shield to him. DN turns into his small flotilla(Thol CA, DD, SC) with the CC at R10 ish. Come into DD at R4 and through 4imps exchange fire. DD has no power at the end of this and will blow due to the wave. DN took PPDs later and due to the mizia effect lost some 5 p1+2 p3 to the return fire and PPDs.

T7 both R's are coming up as well as 3 Storps on the CC/CAT. We are both sorta torn up, but the PPD is crushing any ship with mizia. Even with shifts it has missed 2 pulses outa 12(gotta admit only a +1 shift thuogh). So I got one turn of freedom til they are back up.

By **Jon Berry (Laz Longsmith)** on Monday, April 06, 2009 - 11:10 am: [Edit](#)

Under my Umbrella went through turn 2 last night.

4.5 hours, thank you.

The Feds went with a 20/19/20 split to get 21 hexes of movement out of their ECM drones, while the Hydrans went for a 26/17 spit, and their scout went 24/12.

Feds launched drones, and scatter packs popped. The Hydrans tractored the Stinger-Hs to keep them with the rest of the group.

And rather than be daunted by the sheer numbers of drones headed their way (34), the Hydrans plowed right into them to get to R15. By the end, 32 drones

had been shot down, and the Paladin had taken two hits on the #6, while Spearfish(? D15.0) drones damaged 3 of the ST-Hs, and killed a fourth.

The Hydrans used the Federation heading North to slowly regroup their forces, and finally reached R15. They took a P1 and HB shot at the FFB *Enbright*, and did 39+30 damage to the #3, hitting a lot of fluff but no photons. Hellbore dice were hot, hitting with 6/10 with a +1 shift on 6 of them.

Federation retaliated with massed P1 fire on the #6 of the Paladin, taking a couple points of power, a couple phasers and a Hellbore off.

Turn 3 begins with Federation photons hot, both fleets facing each other at about R13, R15 to the untouched group of ST-2s.

I can safely expect explosions on Turn 3.

By **Richard Sherman (Rich)** on Monday, April 06, 2009 - 12:47 pm: [Edit](#)

UMBRELLA

Got through turn 2.

Feds turned north, then northwest to the board edge, then back north as the Hydrans accelerated in the first part of the turn, leaving the Stinger-2s behind but dragging the 4 St-H's with them.

Hydrans turned off 3 drones with 2 special sensors, and shot down another 29 drones. 2 drones smacked the DN's #6 shield for 24 damage, reducing it to 9 boxes. Also, 3 of the drones shot down reached range 3 of the stinger-H's (which were released from tractor in order to use their gats) and were carrying one-space starfish modules. Net results from that were 3 Stinger-Hs damaged and 1 destroyed.

In the last quarter of the turn, the Hydrans reached range 15 with her ships, and shot 15 P1 and 10 HB at the Fed FFB.

[FED COMMENTARY ON HYDRAN TARGET CHOICE: the selection of this ship as the target was an interesting choice by Jon. The Fed FFB is a strange duck...it has some "walk/chew gum" problems like the Fed DD+, but not as acute. It has less DF firepower than the DD, but slightly better side shields, and is overall a better balanced ship on a smaller hull. Ultimately, it might've been the best choice campaign-wise because the FFB is the squadron leader for a rather strange grouping of ships (FFB(L), DD+, SC+). It's additionally weird that the FFB is the ONLY ship in the Fed ship list that - because of campaign rules - can actually potentially command 2 DIFFERENT classes of ships...with a leader refit, it can command other FCR 6 ships, and because it's an FFB, it can also lead FF (but not other FCR 5 ships) squadrons. FWIW, I think Jon chose the right target overall,

although the more obvious "surface" choice was the Fed DD+. And now back to the program...]

The Hydran forces are having a little bit better luck with gunnery this game so far. Over half their fire had a +1 shift, but 6 of the 10 HB hit (phasers dented in the FFB's #3 shield for 7 after reinforcement), doing 17 internals to the FFB, and reducing her other shields by 30%. Unfortunately, while Jon took out almost 20% of her power, he only hit 1 weapon, a P3. Nevertheless, the FFB is hurt, and one more good blast will force her to retire from the battle...or worse.

After the Hydran fire, the Hydran squadron turned north and slipped a hex two, paralleling the Feds. The Stingers (the SC in loose formation with them) continued northwest. The Feds elected to use rear and side phasers to punish the Hydran DN on the weakened #6 shield. Initial gunnery was poor, with 13 P1 yielding only 8 shield damage after 2 reinforcement. 3 more P1 the next impulse yielded only 1, taking down the shield.

Desperate for some pay back, the Feds turned northeast to bring forward phasers to bear. Over two impulses, another 14 P1 (including 2 from the SC, blinding 2 of her 8 channels) yielded 15 internals, killing 3 power, 2 P1, and a HB.

After fire, the Hydrans turned into the Feds, and the two squadrons are closing with the Hydran DN and CL squadron leading their SC and 20 fighters into 23 photons that are up on impulse 1. Hydran phaser capacitors are 2/3 to 3/4+ empty, and the squadron has only the remaining 3 fighter HBs...plus the 39 fighter and ship mounted fusions...and a gazillion gatling phasers! Fed capacitors are over 1/2 to 2/3 empty, and could be (or might not be) light on drones. Formation wise, the Feds are also split into two smaller groups, with a main group, and a smaller group flying "wing" one hex to the right.

What will the Feds do? Overload and close? Fire, turn off, and go to high speed? A little of both? Disengage? Order tea? Stay tuned!

By **Jon Berry (Laz Longsmith)** ON Monday, April 06, 2009 - 03:27 pm: [Edit](#)

To be fair, you took what I thought was the second most optimal choice for you. The best choice in my opinion would have been to circle back D, and forcing me to slog through your drones to get at you. I only went into them because I was waiting for you to make up your mind, and hex counting should have told me you were headed north a few impulses sooner than what you actually did.

Staying North may have actually been a mistake for you, as it allowed me to regroup my forces in a formation that is ready to fire on you, for what it's worth.

By **Richard Sherman (Rich)** ON Monday, April 06, 2009 - 03:47 pm: [Edit](#)

Turn back into the corner I just came out of? I think not.

By **Kerry E Mullan (Nomad17)** ON Tuesday, April 07, 2009 - 10:35 pm: [Edit](#)

UNTO the Breach through turn 7
Ion storm Roll was everything

CC launched a pl S at my DN, I launched 2 RTorps and a pair of Gtorps(Rs at CAT,CC,Gs at SC) SC +CA turned away from the rest of his group to run.

From R5 His thol CA alphaed my DN for a whopping 7(remember +2 shift) I hit his CA for 9. PPDs coming up next turn.

By **John Smith (Johnsmith)** ON Wednesday, April 08, 2009 - 12:22 am: [Edit](#)

Apologies to Kerry for missing our game, I just realized we were scheduled for today. A close friend just had an emergency surgery monday afternoon, and I've promised to go over before work every day this week to make sure he doesn't need anything. I quite simply completely forgot about the game.

I'll tentitively say he'll be able to be up and about on his own next week. If so, I'll be free next week in the afternoon again.

By **Peter Thoenen (Eol)** ON Thursday, April 09, 2009 - 04:38 pm: [Edit](#)

Breach: Part Deux

Turn 6 - Standard plot, speed 14 and slowly around the corner. I drop ECM as realize its pointless as can't compete with BATS lending and gives me more reinforcement to prevent the crew killing attempts. Kamikaze Squad (down to 4 shuttles) keeps approaching speed 3. Kills 1 and damages 2 with r13 ground base ph4's resetting clock. Kills 2 damaged ones with base disruptor. Kills remaining shuttle with r13 BATS ph4. Kamikazes squadron did its job though as def will engage before turn 16 ;) .. he gets sneaky and tries to NS 4 dis which miss. 5xph1's at CVL do 1 point after reinf. MRS hits with a r25 ph2 for 1 more after I learn the SFBOL ph2 chart is WRONG (actually going to check the entire SFBOL alpha weapon chart now tomorrow against the wpn charts in G3 and send a fix to PF). Amazed nobody has noticed ph2 chart has been wrong all these years. I toss out a G that won't hit at r25 at the CV just because I am holding it and rolling gives me more options; besides who knows maybe his CV will close to r20 next turn. Should have did this earlier but just thought about it.

Turn 7 - I plot 7 to put me at range 26 to the planet on 7.32 in BATS blindside. He plots speed 0 for everything and tries narrow salvo deal again on CVL. I put 17xph1 into his MRS no shift at r25 for FOUR PTS. Once again pissed that my below average rolling is killing me. That MRS should have been killed at average, crippled at below. An impulse later WRG cripples it but still alive.

Turn 8 - I plot spd 14 to put me just out r10 ph4 range to the planet. He drops my CVL S5 with 9 (4xdis, 5xph1 from CVL) on 8.1 and fighters launch some

drones at me .. I had reinf #6 on the CVL thinking he would hold until I approached to r9 but appears he forgot I cleared the planet. Worked out for him; kills 8 BP + 4 crew (as can't fix on T8 or T9). Jindo's in radiation suck .. not sure why the Caravan Master agreed to this attack (hint hint Dale ... WTF in a radiation zone .. plus wish you had told me before the previous battle as using the same CO's from that fight and I would have bought extra crew had I known .. I am sure the Jindo's have long range scanners or know this part of space given how long they have been around). He launches about 50 drones off SP's ... who's bright idea was it to give Lyrans drones ... I mean why not the Rom's .. they were Klink allies and the Gorn and Hydrans were Fed's.

We save on 8.20. Our lag is killing us and he is dropping every 15 or so minutes. Rest of turn 8 will just be drone cleanup and he will prob drop the CA min shield with ground ph4's for -4 crew. Turn 9 will def be fun though. End result is going to be complete death for all Lyrans, Jindo's CA/CVL (crew deaths), maybe FFE .. DDE and BDE live. Tactical draw maybe slight advantage Gorn's, strategic def a win as -1 CV, -1 BATS, -1 reinforced planet. Won't have the BP's to capture though stupid radiation kill my BP's to keep ship crew alive.

-- To be continued --

By **Kerry E Mullan (Nomad17)** ON Thursday, April 09, 2009 - 05:12 pm: [Edit](#)

Sorry Peter I missed you damaging anything other than his MRS which he can repair in like 2 turns. Are you stating you'll kill him the coming turn?

As well I missed what the 12 p4's, Escorts, or ftrs have fired at yet this turn from R11 you say in which you can have like 5 reinf on the shield. To me that spells trouble but maybe I need to brush up on base rules a little more ;)

By **William T Wilson (Sheap)** ON Thursday, April 09, 2009 - 07:27 pm: [Edit](#)

Quote:

MRS hits with a r25 ph2

Shuttle phasers are limited to range-15.

By **Dale McKee (Brigman)** ON Thursday, April 09, 2009 - 07:55 pm: [Edit](#)

Peter: The Gorn have never been to this system before and had no idea there was a radiation zone there. There's no way to "scan ahead" and know in time to reset CO's. Sorry.

By **Dale McKee (Brigman)** ON Thursday, April 09, 2009 - 07:55 pm: [Edit](#)

RE: Shuttle phasers... need I say, no do overs? Moving on.

By **Kerry E Mullan (Nomad17)** on Thursday, April 09, 2009 - 11:46 pm: [Edit](#)

Unto the Breach

End game. Roll all effects active.

ISC CAT finds out WE Rtorp is a psuedo.

ISC CC PPDs the Selt DN but through batt usage and silly ew games I keep shields up. DN outruns PLS and does not get to ID real or psuedo.

CC then weasels inbound real Rtorp. RGC comes in to R1 and phaser hoses the CC but leaves shield at 1 box then tries to run. Due to miscounting impulses the spd 27 RGC takes 4 p1's at R3, for 4 ints.

WE+BH make a run in on his THOL CA with his CC 8 hexes behind it. The Thol goes to spd 28 on imp 19 and then turns off when WE hits R7. WE gets R4 and unloads bolting the Rtorp(missing) and like 6,5,6,4 for 4 p1s for 6 whole damage.

BH has a spd change to 28 to get R5 on the 1 pt #1 of CC, but there is a torp inbound from same launcher of S that chased DN. BH mans up and runs through it with his 20 pt #1 taking 5 ints(2 phasers and a torp) then at R5 CC has 3 p1's at me I have 2 p1's back he does 10 to my 6 pt shield I do 3 to his 1 pt. No PPD loses. Next imp CAT plu SC fore 6 more into BH from R8 for 8 more. Again all this fire is at +2 rolls.

We seperate and the Selt rom forces don't see a reason to continue so they flee. Next battle coming up.

Selt forces lost 4 INTs ISC lost a thol DD and have a near crippled DDP.

By **Peter Thoenen (Eol)** on Friday, April 10, 2009 - 01:43 am: [Edit](#)


Quote:

Sorry Peter I missed you damaging anything other than his MRS which he can repair in like 2 turns. Are you stating you'll kill him the coming turn?

Nah I just can see the end in 4 or 5 turns; or at least that is how I am seeing it. As of now nothing dead

Quote:

The Gorn have never been to this system before and had no idea there was a radiation zone there.

My assumption here is the Jindo, having survived for 100K+ year might have mapped this sector before .. they may not have shared with the Gorn but they would have known and prepared. Yes griping because it really is one of those WTF fights given it's the one anti-Jindo terrain and what are the chances the Jindo's would actually get it 

Quote:

Shuttle phasers are limited to range-15.

Sheap: We were talking about that and weren't sure .. knew heavy wpns limited to r10 but weren't sure about phasers and didn't even look it up .. good to know in the future .. in the big scheme of things that one point didn't matter

By **Peter Thoenen (Eol)** ON Friday, April 10, 2009 - 01:51 am: [Edit](#)

Quote:

As well I missed what the 12 p4's, Escorts, or ftrs have fired at yet this turn from R11 you say in which you can have like 5 reinf on the shield

Well you are missing its only 3xph4 as I am in the non-orbiting BATS blindside and ditto with 3x planet ph4's. You also are missing that all his fighters and all his ships are parked at spd 0 11 hexes away (which makes sense, he is just using them as drone platforms), his CA is try, and spd 0 ESG / ph2 armored Lyrans escorts are exactly going to do much at our ranges. Lastly you are missing the 40+ point Jindo armor belts per hex side once you kill the min shields. As I said, this turn is simply crew death (CVL/CA) and drone cleanup. Next turn it gets interesting.

By **Dale McKee (Brigman)** ON Friday, April 10, 2009 - 02:45 am: [Edit](#)

Peter: Sorry, man. These Jindos from THIS caravan have never been in this system. And really, they were pulled from the Alpha Quadrant by the Masters, just like everyone else in the Farthest Stars. ;)

Good luck, tho!

By **John Smith (Johnsmith)** ON Friday, April 10, 2009 - 02:54 am: [Edit](#)

That's a pretty good trade, 4 interceptors for a DD and crippling another one...

By **Dale McKee (Brigman)** ON Friday, April 10, 2009 - 03:09 am: [Edit](#)

Obviously, with the Rom/Selt forces in retreat, there will be a battle in the Lyran system on that end of the wormhole ("Golden Fang").

Tom, Kerry, will you both be flying this one (I assume so)?

Only EDR, CDR and shield repairs may be done before the battle; no expendables are replaced. Of course, the Lyran side gets to form a legal battle fleet with stuff they already have there, so the damaged Rom/Selt units need not be present...

By **Dale McKee (Brigman)** ON Friday, April 10, 2009 - 03:10 am: [Edit](#)

BATTLES ANNOUNCED:

Plum Crazy

For Whom The Bell Tolls

Nero's Fiddle

BATTLES IN PROGRESS:

Remember the Alamo

Under My Umbrella

Breach

BATTLES COMPLETED:

Squished

Unagi From Space

Sweet Sorrow

Stone Cold

Payback's a B***h

You Talkin' to Me?

The Ides of March

Surgical Strike

Supermassive Black Hole

Kalamity at Kynarth

Boomerang

Collide

War Machine II

Unto the Breach


By **John Smith (Johnsmith)** ON Friday, April 10, 2009 - 04:14 am: [Edit](#)

Are all the battles announced?

By **Peter Thoenen (Eol)** ON Friday, April 10, 2009 - 04:22 am: [Edit](#)

No, at least one more (follow-up to "Unto the Breach")

By **Kerry E Mullan (Nomad17)** ON Friday, April 10, 2009 - 09:08 am: [Edit](#)

Yeah as to battles there may be a few more than one to announce. Sorry the
lyrans are getting hit from all sides, as well as hitting back on some 

Yeah Peter true on the armor belts. they are great nonr-reinforcable, non-repairable barriers. As well if you are like 30 hexes from escape that may mean 8 more crew unit losses to the zone. This with the additional from damage itself may make some ships derelicts rather quickly.

As well at R11 the 40 point ABs turn into 25 point ABs rather quickly. As you can't fire anything at him til R5 good luck with that.

overall though in order to win you are going to have to take out the base sometime and this normally means a couple turns or more of bombardment. When losing 4 crew most turns you run outa crew rather quickly.

The CAs are usually good for awhile, but destroyers get like 4 turns.

As to Breach number 2, I think Marc has our forces drawn up and I am ready to start it with Tom as soon as he is.

Ted as well is tues next week good to start the col 3 battle? I don't know about anyone else, but Ion Storms need to be approached with caution!

By **Glenn Hoepfner (Ikabar)** ON Friday, April 10, 2009 - 09:51 am: [Edit](#)

Don't forget to announce "Cold Day in Cryos"


By **Marc B (Marc)** ON Friday, April 10, 2009 - 09:57 am: [Edit](#)

Gents, let's try not to debate the end game - we'll see what happens. In my experience it usually leads to decreased fun factor for the players. Winning or losing a battle is not really the point of play either in the scenarios we're generating, or in the campaign. I hope people are enjoying participating regardless of the outcome.

Perhaps the Lyran Ambassador has been silent too long on behalf of the free people of the Far Stars. I may see if he is available for comment....if my absurd workload permits in these troubled economic times.

Cheers.

By **Peter Thoenen (Eol)** ON Friday, April 10, 2009 - 10:42 am: [Edit](#)

Marc: It's my end game and its fun to speculate ;) .. all good though 

By **Jeremy Gray (Gray)** ON Friday, April 10, 2009 - 10:43 am: [Edit](#)

ISN Alert: Tholian Military Goes "MAD"

Image from the Regulus system: <http://www.focusmag.gr/id/files/84776/Fire%20Planet.jpg>

In the first overt use of their vaunted Methane Attenuation Device (MAD), the Tholian Fleet has reversed Hydran efforts to terraform the liberated Tholian system. The devise, detonated at 0240 Standard Far Stars Time, ignited the vast amounts of methane the Hydrans had pumped into the atmosphere, while simultaneously returning the planet's surface temperature to a level more acceptable to the once imprisoned Tholian population.

The fate of the Hydrans captured when Regulus was taken is unknown. Unconfirmed reports indicate that some may have been shipped to Lyran restaurants in WYN territory.

By **Dale McKee (Brigman)** ON Friday, April 10, 2009 - 01:11 pm: [Edit](#)

There's several more battles, but the majority have been announced.

By **Richard Sherman (Rich)** ON Friday, April 10, 2009 - 01:24 pm: [Edit](#)

Lyran Chief Fascist:

I have it on very good authority, and confirmed with satellite imagery and DNA analysis, that the Lyran ambassador and his entire staff are dead.

In a possibly related, and if so - horrible - matter, your dissident free press has reported a series of coincidental fatal accidents and strange events befalling family members of the same ambassador and staff members.

You have my sympathies.

By **Dale McKee (Brigman)** ON Friday, April 10, 2009 - 02:03 pm: [Edit](#)

Guys,

Just a reminder to keep it friendly. Not naming names, just chill. At the end of the day we're all fellow players and the ebb and flow of the campaign is not as important as the fun and camaraderie (even when trying to blow each other to hell). 😊

By **Dale McKee (Brigman)** ON Friday, April 10, 2009 - 04:02 pm: [Edit](#)

BOOGIE WONDERLAND

The battle-damaged ISC/Tholian fleet, victorious in the wormhole, presses on, following the retreating Selt/Rom force back to the other side of the wormhole... to a Lyran system called Golden Fang.

There they find a Lyran BATs, Medium shipyard, ground phasers, and an all-Lyran fleet waiting for them... no sign of Selt or Roms in the defense group!

LYRAN FLEET: BATS(175), PAM, 2xP-C1 (F-S pods), HBM, Med. Yard, 6xGBDP; BCbp+ Bloodshedder, BCbp+ Ravager, DWbup+ Firecat.

ISC/THOLIAN FLEET: CC- Peacemaker (damaged), CATp Liberator (damaged), SC Interrogator, Tholian CA Repulse.

Both sides WS-III, speed-max, with the usual defensive setup (Lyran w/in 5 hexes of the planet in the middle of an 84x60 map).

Tom has the shield damage from the battle repaired, but otherwise, only EDR & CDR on the damaged ISC ships.

Kerry, Tom, get started at your convenience!

By **Dale McKee (Brigman)** on Friday, April 10, 2009 - 04:02 pm: [Edit](#)

BATTLES ANNOUNCED:

Plum Crazy
For Whom The Bell Tolls
Nero's Fiddle
Boogie Wonderland

BATTLES IN PROGRESS:

Remember the Alamo
Under My Umbrella
Breach

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach

By **Marc B (Marc)** on Friday, April 10, 2009 - 04:33 pm: [Edit](#)

FYI, there are 3xP-C1 pods on the BATS.

By **Tom Carroll (Sandman)** on Friday, April 10, 2009 - 10:27 pm: [Edit](#)

Quote:

ISC/THOLIAN FLEET: CC- Peacemaker (damaged), CATp Liberator (damaged), SC Interrogator, Tholian CA Repulse.

The captain of the DDP(L) Staunch appears on the GM's view screen. The bridge behind the captain is in shambles.

"My crew may be reduced to half our starting complement from radiation and combat casualties. Our ship may have suffered near crippling damage. The engineers and repair crew have done all they can do. We've taken all that the Ion Storm, Seltorians, Romulans, and Lyrans have thrown at us and...

we...

are...

still...

HERE!!!!"



By **Peter Thoenen (Eol)** on Saturday, April 11, 2009 - 11:28 am: [Edit](#)

PLUM CRAZY:

Preface .. this is my second time running a non-ground or mobile base ever. While I am comfortable with the Gorn, not so much comfortable with base ops hence I might butcher this one as a lessons learned.

T0: Overall plan here is to make him close to under r15, ideally r10 given his ph2 density. Going to keep up long range torps and phaser fire all coincided to hit the r15 range. My guess is he will make a run sometime during my R torp off cycles so will off cycle the S's and ph1's. Will keep up specific reinf and ECM 9+ on all units to prevent his long range DF sniping (19 disruptors). Figure I will either stalemate or get him close enough the torps and ph4's will become effective.

T1: I plot speed 10 on the cruisers and track the base. This gives me the option to come out and play at spd 20 while staying with the base until he closes. 6 ECM on all, SR S1 15+. BDS plots spd 4 and lends 3 to each cruiser with 6 self ECM. BS does 6 ECM and lends 6 to self and BDS, also tracs BDS. ECP torps useless here given they can't change speed in this year though will give the BS an ECP later and launch some MRS's. He closes on a spd 6->16 split to charge ESG's. End of turn I kill his ECM drone with 4xph4's at range 38.

Going to avoid the shuttle swarm unless he closes to R8 to prevent manned shuttle death stalemate resets. If he wants to reset, he needs to come and play. Curious if ESG's will come into play on this fight. Was thinking about it and if he does a throw away turn 2 suicide run on the base not sure I could kill him before BS goes boom. Strategically I think the BS is more important than the fleet hence might be worth it but not sure as I am not into FSC strategic play.

T2: Identical plot as T1 except recharged ph4's. Going to launch 2x ECP here for the base and BDS timed to go hot the second he hits r30. He closes spd 15 and I chuck 2 R at him near end of turn range 23. BS dings the peladine for 6 which he SR's off. He hits with 7 disruptors on a CS which I SR off.

T3: I pick up the speed to 12. Want to go 15 but TM says 12 better. Don't plan to much here just camp out and keep up the plan. If he closes to 16 will launch some S's. Going to launch some ECP's here to cover the cruisers also. Should have did earlier but will do now. He goes spd 4 and prepares for the log hall. He will lose stalemate at this rate. He dings a fighter for 4 before they slip behind the planet. If I have to I will beam their crews off just to make them unmanned. Can't reload them so no loss really. He gets real luck and hits the BSD+ for 16 with r22 disruptors through a 1 and 2 shift. Nothing in; BDS turns to give a fresh shield and BS releases it from trac to let it hide behind planet. He phasers both R's away (range 21 bracket) so doesn't know if they were real or not (40 and 41 pt respectively). We end range 19 so I chuck 3xS, 1xR cause he knows his clock is running out and might be a good time for a battle pass as my R's are off cycle (or might be).

Turn 4: TBD

By **Marc B (Marc)** on Saturday, April 11, 2009 - 06:36 pm: [Edit](#)

Peter, who is flying the Lyrans?

By **Ron Schanlaub (Schanie)** on Saturday, April 11, 2009 - 06:52 pm: [Edit](#)

Marc, there's an entry from April 2 saying it's John Smith.

By **Dale McKee (Brigman)** on Saturday, April 11, 2009 - 10:02 pm: [Edit](#)

Please remember that a shuttle launched as manned, irregardless of what happens to the pilot thereafter (beamed off for example), is still considered MANNED for the purposes of the stalemate.

This has been ruled on before and the ruling stands for consistency's sake.

Stop digging so deep for the cheese and get with the pow-pow. ;)

By **Kerry E Mullan (Nomad17)** ON Saturday, April 11, 2009 - 11:15 pm: [Edit](#)

Also note Peter you may want to actually look at restrictions of ships in a tractor. ie most of your torps are not launchable under a tractor unless they are not at ships.

So you can launch away at any shuttles you'd like ;)

For stalemate it may be hard to get it to that point unless each side is pretty mauled. I can't see full fleets not doing some damage to each other, but your experience may vary there.

By **Peter Thoenen (Eol)** ON Sunday, April 12, 2009 - 12:16 am: [Edit](#)

Dale: LOL I agree. But he DF outguns me and no reason for me to play to his

advantage as he's the attacker ... if he wants to come in he can  .. I will

sally out once I need to 

Kerry: Non-issue. The ships are tractoring the BS and those restrictions on our the unit being tractored. Per G7.90 bases are exempt.

By **Dale McKee (Brigman)** ON Sunday, April 12, 2009 - 01:24 pm: [Edit](#)

And see, this is where you get in trouble for overly discussing a battle in progress, and all the kibbitzers chime in with commentary, rules arguments, and yakking.

Such as pointing out that units with active positional stabilizers (such as the BS) can't be tractored. ;)

No do-overs. ;P

I swear, sometimes I think it best nobody post any battle reports at *all* until the battle's done, just to cut down on the kibbitzing and second-guessing... but I digress...


Carry on with the battles. Good luck to all.

By **Richard Sherman (Rich)** ON Sunday, April 12, 2009 - 02:03 pm: [Edit](#)

Dale,

Just FYI. Units with positional stabilizers can be tractored, but they are exempt from most restrictions, and have a move cost of infinity. Check out (G7.25) and (G7.90).

By **Dale McKee (Brigman)** ON Sunday, April 12, 2009 - 02:12 pm: [Edit](#)

Thanks, I'm away from my rules right now or I could have looked that up myself. Anyway, the spirit stands - too much yik-yakking about battles in progress = teh bad. 


By **Peter Thoenen (Eol)** ON Sunday, April 12, 2009 - 02:36 pm: [Edit](#)

You're the boss ;)


By **Dale McKee (Brigman)** ON Sunday, April 12, 2009 - 02:40 pm: [Edit](#)

Not trying to kill all battle reporting, but I do want to keep the in-progress kibbitzing to a minimum.

I know, I'm a killjoy.

Carry on, and blow stuff up. 

By **Dale McKee (Brigman)** ON Monday, April 13, 2009 - 12:21 am: [Edit](#)

OK, I am back home from the big family getaway and have access to SFBOL, my rules, and my email folders once again. 

Hope everyone had a great holiday weekend.

By **John Smith (Johnsmith)** ON Tuesday, April 14, 2009 - 07:50 pm: [Edit](#)

Kerry, if you see this, I can still play. Called work back and it's a pulmonary only meeting. I don't need to go in, they called me by mistake. I can still play for another 40 minutes or so

By **Kerry E Mullan (Nomad17)** ON Tuesday, April 14, 2009 - 07:55 pm: [Edit](#)

ALAMO through 4.08

Start of turn 2 hurt KZI DDs at BATTs with the BTug and DDL about 7 hexes due north. MSC about 8 hexes off the #2 facing of BATTs.

Lyran's are all around R16 to Batts 17 to his BT grouping. LDR CW about 10 hexes north of my battle line.

I start around spd 6-8 for the battleline and 21 for the LDR CW. KZI is all spd 0(were going rev last turn). Around imp 5 scatters start coming out, and there is still no other drones on board.

When all mainline ships reach R15(imp 6) to the DD stack I waffle on which ship to hit, and take the most hurt DD to alpha with all disr and 8 p1's. This leaves it at 2 CWarp, trans, and a brdg. For the next 2 imp's I fire 4 p1's into it blowing it

up in imp 8. On 8 all his ships goto 10 forward and he transports more BPs onto the planet. Due to sequence of play the first DD explosion later in the impulse gives 13 internals to the lightly hurt DD(like 20 ints) bringing it down to 12 total power, a p1, 2 disr, 2 drones. Explosion also cleans up BATTs and DD scatters and ECM drones.

LDR CW which is at R17 to his BTug went to spd 27 on imp 8. It may be making a run on one of the mainline ships or on the spd 9 MSC thats behind the rest of his forces.

KZI have a chance to close here so we'll see how it plays out for the rest of the turn. Currently the Lyran Scout Tug pasted BATTs with 6 Offensive ecm and still has 2 unallocated channels(BTug and DDL are still >15 range to my tug). Should be an intersting turn.

By **Kerry E Mullan (Nomad17)** ON Tuesday, April 14, 2009 - 07:58 pm: [Edit](#)

ALAMO through 4.32

KZI ships turn and chase LDR CW. At end of turn taking a R16+ shot into it. Launching drones along the way seeming to be on the CW. The shuts seem to be bp delivering systems not scatters so main gunline has nairy a drone coming at em. CW has about 15.

His fire on 32 rolled poorly and missed with all 11 disr from r16+(there was a shift).

By **Dale McKee (Brigman)** ON Tuesday, April 14, 2009 - 09:07 pm: [Edit](#)

BATTLES ANNOUNCED:
For Whom The Bell Tolls
Nero's Fiddle
Boogie Wonderland

BATTLES IN PROGRESS:
Remember the Alamo
Under My Umbrella
Breach
Plum Crazy

BATTLES COMPLETED:
Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March

Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach

By **Dale McKee (Brigman)** ON Tuesday, April 14, 2009 - 10:44 pm: [Edit](#)

BATTLE REPORT: SNAPSHOT

The Lyrans send a lone F-ES into the system of Col-10, hoping to get a look at enemy defenses in the Nebula-swept system.

LYRAN FLEET: F-ES.

KZINTI FLEET: GWS, GBDP x 3, GMG; Nebula Terrain

The Lyran gets its picture and gets out, never closing on the planet through the Nebula.

By **Dale McKee (Brigman)** ON Tuesday, April 14, 2009 - 10:46 pm: [Edit](#)

MIND YOUR MANNERS

The Fed system of Gamma Hydra, unguarded save for a pair of GBD4s, is visited by a wandering Mind Monster!

MONSTER: Mind Monster.

FED FLEET: 2x GBD4 on planet.

Both sides WS-II!

By **Dale McKee (Brigman)** ON Tuesday, April 14, 2009 - 10:47 pm: [Edit](#)

BATTLES ANNOUNCED:

For Whom The Bell Tolls
Nero's Fiddle
Boogie Wonderland
Mind Your Manners

BATTLES IN PROGRESS:

Remember the Alamo
Under My Umbrella
Breach
Plum Crazy

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
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You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot

By **Dale McKee (Brigman)** ON Tuesday, April 14, 2009 - 10:49 pm: [Edit](#)

Only three battles left unannounced. I'll let some progress get made on the list before I announce 'em.

By **Tom Carroll (Sandman)** ON Tuesday, April 14, 2009 - 11:59 pm: [Edit](#)

So is anyone interested in flying the Romulan/Paravian forces in Nero's Fiddle? I'd like to get that battle started.

By **Jon Berry (Laz Longsmith)** ON Wednesday, April 15, 2009 - 01:55 am: [Edit](#)

Richard, we need to get a move on Umbrella, or else pass the other fight off to others. When are you available over the next week or so?

By **William T Wilson (Sheap)** ON Wednesday, April 15, 2009 - 09:18 am: [Edit](#)

Quote:

MIND YOUR MANNERS

Looks like an auto-win for the monster - no way for the Feds to gain the necessary lab information before the monster reaches the planet.

By **William T Wilson (Sheap)** ON Wednesday, April 15, 2009 - 09:21 am: [Edit](#)

My posts, I double them.

By **Richard Sherman (Rich)** ON Wednesday, April 15, 2009 - 02:04 pm: [Edit](#)

Jon,

I was actually waiting to hear back from you, as you indicated you were tied up with a couple of things.

I have time tomorrow (Thursday) during the day, from about 10:30 am to 6 pm CST, or Sunday evening starting about 6 pm. That's all I got remaining for this week.

Next week, weeknight evenings except Friday are good starting 8 PM CST, and I'm good to play for 2-3 hours.

What about you?

By **Jon Berry (Laz Longsmith)** ON Wednesday, April 15, 2009 - 03:44 pm: [Edit](#)

Tomorrow, 10:30 AM is 9:30AM my time. I can make that, no problems.

By **Dale McKee (Brigman)** ON Wednesday, April 15, 2009 - 06:04 pm: [Edit](#)

Tom: What's your schedule like? Might help folks to know.



By **Dale McKee (Brigman)** ON Wednesday, April 15, 2009 - 06:06 pm: [Edit](#)

Hate to say it, but I think Sheap is correct - with no mobile units, no labs (other than control spaces), no probes, and no shuttles, the fall of the Feds in "Mind your Manners" is assured.

By **Michael Lui (MichaelLui)** ON Wednesday, April 15, 2009 - 07:12 pm: [Edit](#)

Wow. Feds not having labs. The mind boggles. Are you sure they're really Feds, not spies from another empire?

By **Marc B (Marc)** ON Wednesday, April 15, 2009 - 09:33 pm: [Edit](#)

Ambassador Lui: that is an excellent question. The Lyrans have long suspected that the Federation is composed of nothing but spies and counter-revolutionaries, but we have had little proof until recently. We fear the evidence is becoming overwhelming

Federation Ambassador: PEEK-A-BOO! You look surprised! We, as ambassador, are still here. The reports of our death are absurd. However, the tragedies unfolding on your border systems due to your betrayal of yourselves is sad, and required our attentions.

Please join us for dinner so that we may discuss our issues, our mutual misunderstandings, and how our relationship might move forward. We enjoyed similar relations with your predecessor and look forward to enjoying them with you. We will come find you at the end of your day so that we may pick an appropriately private place to enjoy a discussion followed by a satisfying meal.

We will see you very, very soon.

By **Tom Carroll (Sandman)** ON Wednesday, April 15, 2009 - 10:15 pm: [Edit](#)

Quote:

Tom: What's your schedule like? Might help folks to know.

Aye Aye Mr. GM.



The best days and times for me are: Tuesdays and Thursdays I'm usually available from 8pm to 11pm EDT. Sunday afternoon and evenings (till 11pm EDT) are also good.

I'm sometimes available other weeknights and on Saturdays.

By **Richard Sherman (Rich)** ON Thursday, April 16, 2009 - 08:54 am: [Edit](#)

Coalition Members:

Somebody hear something? Kind of like a low mewing sound? You know, the kind of sound a helpless and sad kitten might make?

By **Kerry E Mullan (Nomad17)** ON Thursday, April 16, 2009 - 10:57 am: [Edit](#)

Didn't thik the Kzinti Mewing carried that far. Suddenly are the coalition members using BAT technology?

Or did the mind monster cause all the Fed citizenry to "Just go cat"? Only time will tell.

By **Marc B (Marc)** ON Thursday, April 16, 2009 - 11:43 am: [Edit](#)

Ambassador Kerry! It is good to see you again. You look refreshed. The new hunting lands the Emperor granted appear to suit your health. Meet the new Federation Ambassador, and please join us for dinner. Hopefully, immediately prior to our dining with him he will share his thoughts on the locations of potential hunting grounds in what is now Federation space.

By **Marc B (Marc)** ON Thursday, April 16, 2009 - 12:01 pm: [Edit](#)

And we should be clear - Lyran citizens of Kzinti ancestry are very happy. What you are hearing are Kzinti enslaved by the Klingon dogs.

But the Federation Ambassador knows that - he helped put them there. Nonetheless we expect the Federation to betray themselves again and switch sides. Again.

By **Dale McKee (Brigman)** ON Thursday, April 16, 2009 - 01:07 pm: [Edit](#)

BREAKING BAKURIA

The Klingon system Bakuria, away from the action and front lines, finds itself invaded by the Andromedan COQ Trujillo, having been chased out by a C8 group last cycle...

KLINGON FLEET: Mobile Base, 3x P-C, 1x P-R9, PAM, Small Shipyard; E4B Trustworthy, E4B Keeper, E4B Devoted, F-S Samantha.

ANDROMEDAN FLEET: COQ Trujillo

Both sides WS-III, speed max!

Jeremy and I are handling this one on SFBOL for the Klingon Admiral, with J flying the Klinks.

By **Dale McKee (Brigman)** ON Thursday, April 16, 2009 - 01:08 pm: [Edit](#)

BATTLES ANNOUNCED:

For Whom The Bell Tolls
Nero's Fiddle
Boogie Wonderland
Mind Your Manners

BATTLES IN PROGRESS:

Remember the Alamo
Under My Umbrella
Breach
Plum Crazy
Breaking Bakuria

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach

Snapshot

By **Ted Fay (Catwhoeatsphoto)** ON Thursday, April 16, 2009 - 02:47 pm: [Edit](#)

I think the Klingons can kiss that system goodbye... but maybe the Klingons will get lucky.

By **Richard Sherman (Rich)** ON Thursday, April 16, 2009 - 03:08 pm: [Edit](#)

Federation Ambassador? What Federation ambassador? You think there's ANY federation citizen anywhere near you?

Wow. Not only are you delusional and incompetent. You're also apparently blind.

Guess we better just put you out of your misery and shoot you dead. Don't worry, it will be quick, because we feel sorry for you. And since your family, friends, subjects, and citizens will be inconsolable upon your death, we'll help them too.

Because we feel sorry for you.

By **Jeremy Gray (Gray)** ON Thursday, April 16, 2009 - 03:37 pm: [Edit](#)

Ted, having played a turn and a half of that battle, I agree with you. Three E4Bs don't hold a candle to an Andro COQ... Make that two E4Bs.

E4B *Trustworthy* was turned into a the crippled E4B *Trustbucket* on turn 1, and blown up on turn 2.

The Klingons should be able to hold the system on the ground, but I don't see how they can save the orbital stuff. The rest of the ships can safely disengage, but I'm at a loss as to how to save the rest. And you guys know me...I'm not one to give up on a fight. The only difference between this and the Mind Monster game from earlier is that you get to push some counters around before you die. The good news for the Klingons is the Andros can't realistically take the planet, but the orbital stuff is meat on a stick.

At this point in the campaign, ships like the E4 are pretty much non-viable. Same could be said for most police ships and "lighter" frigates. About the only exceptions I can think of are the Fed FFG and the Klink F5 (to a lesser extent). They are just too small and too lightly armed to stand in the face of modern adversaries and should not be considered "front-line". The F5 variants still have a little legs left just because they are big for frigates, and the Fed FFG can hang in there because of its good weapons loadout. But otherwise, if you got these things out there, they need the support of bigger ships to be of much good.

By **Jon Berry (Laz_Longsmith)** ON Thursday, April 16, 2009 - 04:29 pm: [Edit](#)

Under my Umbrella Update;

Played through Turn 3.11 earlier today, and will be picking up next week. Richard was having problems with his connection, and that's why we didn't get further in

the 3 hours available to us.

Hydrans started speed 5, and let the faster Stingers catch up to the ships, before speed changing into the Speed 15 seeking weapon of doom.

And doom happened. The FFB(L) Enright was blasted by a poorly rolled R10 Fusion strike, and was left with some 6 boxes of internals left over.

And it took the Hydrans 8 P-1's to score 13 damage to finally blow that ship up. On the bright side, it did take out 7/9 ship launched drones in it's explosion, but the length of time required to kill it meant that Richard seperated his ships and didn't take any shield damage from the explosion.

Richard, for his part, killed another ST-H, but crippled the other two which made it back to the PAL+ *Sigmar* for landing and he can safely assume they are beginning repair.

Poor Maneuver on the Hydran's choice allowed the DD+ to fire 4 photons and 4 phasers into the down #2 of the PAL+, scoring more damage, mstly fluff, as she still has 3 Hellbores and 3 Fusions. A speed change by the Federation will allow another chance at Mizia through the down shield.

Both forces are at R6, and are almost on a pure intercept course. On the hydran side, they still have what Fusions are armed, plus enough gatlings to make anyone scared, while the Federation has up to 16 photons, plus assorted phasers available to use.

EW has been hot and heavy this turn.

Casualties

Federation;
FFB Enright
~40-50 drones

Hydran
2 ST-H

Richard, your comments?

By **Glenn Hoepfner (Ikabar)** ON Thursday, April 16, 2009 - 04:45 pm: [Edit](#)

Still 16 photons? R6? Closing? Oh, this doesn't look good at all for the Hydrans.
No.
No, not good at all.

By **Ted Fay (Catwhoeatsphoto)** ON Thursday, April 16, 2009 - 04:59 pm: [Edit](#)

Glenn, maybe. Remember that each gatling phaser at range 1 is the same as an

overloaded photon... I haven't looked at the map, and I don't know all the details, but the Hydrans might not be counted out yet.

By **Jon Berry (Laz Longsmith)** ON Thursday, April 16, 2009 - 05:19 pm: [Edit](#)

Here's the map. Hydrans are moving 15, Turn mode fulfilled. Feds are at 20.

<http://img293.imageshack.us/img293/8538/undermyumbrella311.jpg>

By **Ted Fay (Catwhoeatsphoto)** ON Thursday, April 16, 2009 - 05:26 pm: [Edit](#)

The map is nice. Without knowing more details I would actually say the Hydran is advantaged. However, there's ALOT of things that can happen on a battle pass, so the reality is that no one knows how this will turn out.

By **Dale McKee (Brigman)** ON Thursday, April 16, 2009 - 05:27 pm: [Edit](#)

Jon, Rich, when are you guys flying again?

I was busy with "Breaking Bakuria" or I'd have been watching for fun. 😊

By **Dale McKee (Brigman)** ON Thursday, April 16, 2009 - 05:28 pm: [Edit](#)

BATTLE REPORT: MIND YOUR MANNERS

Having looked at it every which way, I went throught he motions today, but there was simply no way for the Feds, lacking any units save Ground Bases, to deal with the monster before it de-populated the bases and then went to work on the planet.

The good news for the Feds is the monster does no permanent damage; the bases are still there, as is the planet; but the planet will have to be "reactivated" using freighters. Nobody left but us turnips, nope...

By **Dale McKee (Brigman)** ON Thursday, April 16, 2009 - 05:29 pm: [Edit](#)

BATTLES ANNOUNCED:

For Whom The Bell Tolls

Nero's Fiddle

Boogie Wonderland

BATTLES IN PROGRESS:

Remember the Alamo

Under My Umbrella

Breach

Plum Crazy

Breaking Bakuria

BATTLES COMPLETED:

Squished

Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
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Supermassive Black Hole
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Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners

By **Jon Berry (Laz Longsmith)** ON Thursday, April 16, 2009 - 05:34 pm: [Edit](#)

Rich; I should have next Monday and Tuesday evenings off, but won't know the rest of my schedule until tomorrow. What's your time like?

By **Richard Sherman (Rich)** ON Thursday, April 16, 2009 - 08:40 pm: [Edit](#)

Jon,

Monday and Tuesday, I'd be good for a couple hours each night, starting about 8 PM CST.

By **Dale McKee (Brigman)** ON Thursday, April 16, 2009 - 08:50 pm: [Edit](#)

Battle Status (updated):

BATTLES IN PROGRESS:

Remember the Alamo >> John Smith vs. Kerry
Under My Umbrella >> Jon Berry vs. Rich
Breach >> Peter vs. Ron
Plum Crazy >> Peter vs. John Smith
Breaking Bakuria >> Jeremy vs. Dale

BATTLES ANNOUNCED:

For Whom The Bell Tolls >> Ted Fay vs. Kerry
Nero's Fiddle >> Tom Carroll vs. ??? (CAPTAIN NEEDED)
Boogie Wonderland >> Tom Carroll vs. Kerry

By **Kerry E Mullan (Nomad17)** ON Thursday, April 16, 2009 - 10:29 pm: [Edit](#)

Boogie Wonderland threw the first 2 turns.

T1 ISC flew in at spd 24 with DDP/SC going 17. We reached R30 and BCs fired Disr and p4 groundbases added a few more hits. CC takes 13 to #1

T2 ISC at 21 and 17. Use Planet as a shield and end turn at R16 to planet R20 to BCs dw at 24. On 31 I had the CC #1 so I alphaed it with everything. Then rolled badly and only forced Tom to throw Batts to stop ints.

Tom missed with his 3 Disr, but ISC ships have been silent. Also doing MCD WW trick so it's at R21 to ISC forces. Free 6 ECM for MCD(have 9 shuts so I am good with it).

By **Jon Berry (Laz Longsmith)** ON Thursday, April 16, 2009 - 11:37 pm: [Edit](#)

Rich, I'll see you on Monday then.

By **Dale McKee (Brigman)** ON Friday, April 17, 2009 - 02:11 am: [Edit](#)

BATTLES ANNOUNCED:
For Whom The Bell Tolls
Nero's Fiddle

BATTLES IN PROGRESS:
Remember the Alamo
Under My Umbrella
Breach
Plum Crazy
Breaking Bakuria
Boogie Wonderland

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By **Dale McKee (Brigman)** ON Friday, April 17, 2009 - 02:46 pm: [Edit](#)

Oh, heck with it. Only two battles left. Announcing them now.

By **Dale McKee (Brigman)** ON Friday, April 17, 2009 - 02:52 pm: [Edit](#)

RED SKIES AT NIGHT

The Feds storm into Ankrogea, attacking the lulled Hydrans!

FEDERATION FLEET: CB Bonhomme Richard, CSa+ Hyperion, GSC+ Discovery (MRS), DDG(L)+ Suvarov, DDG+ King David, DD+ Charlamagne.

HYDRAN FLEET: LNH-CS Klarion Wind (6xST-2), LNH-V Levantine (12xST-2), LNH-ER Graf Eisen (6xST-2), SRG+ Rain of Tears (2xST-2), PDWS Eyes on the Stars.

Both sides WS-III, speed max, with the Hydrans setting up near the planet in the center of the map.

Rich and Jon can tackle this one when they're done with "Under My Umbrella".

By **Dale McKee (Brigman)** on Friday, April 17, 2009 - 02:57 pm: [Edit](#)

HYSTERIA

The Lyrans fleet sets up to ambush the retreating Gorn carrier group that was vanquished at Enemy's Blood, only to have a full Gorn battle fleet warp in to screen them. With nothing but empty stars and the fate of the system to fight for, the two fleets square off high above Ivory...

LYRAN FLEET: BCbp+ Blaze of Glory, BCbp+ Soul of Steel, DWbup+ Gray, DWbup+ Snakekiller, Orion SALo+ (2xSpecSen) Mercenary, Pel. DD+ (LN) Spitting Cat.

GORN FLEET: DNT Nova Dragon, BC Princess Bauria, CM Scything Tail, BDL Iron Fang, BDD+ Rajath, BDS Swiftsure.

Lyrans forces WS-III, speed max; Gorn forces WS-II, speed-max. Fleets start 45 hexes apart on a 2x2 map; no planet present, outside the immediate area.

Jeremy Gray and I have the opportunity to begin this battle, with Jeremy flying the Gorn and myself flying the Lyrans, pending approval from the Admirals of course.

By **Dale McKee (Brigman)** on Friday, April 17, 2009 - 02:58 pm: [Edit](#)

BATTLES ANNOUNCED:

For Whom The Bell Tolls

Nero's Fiddle

Red Skies at Night

Hysteria

BATTLES IN PROGRESS:

Remember the Alamo

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Unto the Breach
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Mind Your Manners

By **Dale McKee (Brigman)** ON Friday, April 17, 2009 - 03:06 pm: [Edit](#)

That's all the turn's battles on the table. When they're done, we move on to T15!

By **Dale McKee (Brigman)** ON Friday, April 17, 2009 - 03:08 pm: [Edit](#)

ROMULAN CAPTAIN NEEDED for "Nero's Fiddle", above. Defend the Romulan homeworld against the cruel and politically-correct ISC! Interested parties post here!

Tom, I'd do it, but your time of availability cuts right into "family time" for me here on the Left Coast. Still, if nobody else can do it, we'll arrange something. ;)

By **Peter Thoenen (Eol)** ON Saturday, April 18, 2009 - 03:42 pm: [Edit](#)

Breach: Part Trois and End game

We continue on 8.20 been a long day for me in real life so might end up affecting the fight will fluff it off as the effects of radiation on the Jindo captain and battle fatigue starting to set in on a long tense battle that will get won or lost on the margins ;)

Rest of Turn 8: I launch fighters and bombers on 8.26 through end of turn. CVL uses a T-bomb to clean up dozen drones or so. CVL attracts a ECM drone (which he kills) from his CV, CA breaks lock on other 2 and 1 more drone. CVL uses last t-bomb to kill 6 more SP drones. Stupid Lyran's with drones. DDE cleans up 6 SP drones with 6x ph1's at r1 on 8.32. He dumps 3xph4 and massed ph2's into the

FF for 18 ... 10 after reinf.

Turn 9: I plot the battle run. Everything 11, CVL and FFE 12 (to put them one out in front). As for why, well FFE and CVL are the two guys I can afford to lose AND I need the CVL one out in front so I can use the WRG in defense mode to kill all his fighters if they want to get close and tangle w/o killing all mine. Besides CVL is going to radiation to death before this is over and FFE is power hungry once shooting starts. Charge all 6 special sensors for a quick 18 attempts in first couple impulses. Charge tractors for drone holding and lets do this. Only downside is I can't chase his ships here as need to stay in the BATS blindside for this to work. Might have to content with his obnoxious sniping for a long time still. Oh and the BDD shotguns the F. He plots speed 0 .. stupid reinf and mad EW.

Can't hit worth a ●●●● but hot science officers. Clear 11 of 15 drones on 9.1 with 15 attempts (5 of my 6 channels). Hold last channel in reserve as not sure how many ECM drones he has left .. will use later as the 4 remaining drones will get cleaned up by my fighters. Later he lends to all ships and drones, he leaves his FFE's as sacrificial lambs. I remember I have partial aegis and should have used it last turn on those drones. He launches two more what I presume to be SP's (they are). He chucks out 3 more SP after that. This is really pissing me off (Iyrans with drones). I think there might have been a up mess up on Ron's part here with drones as he launched 12 SP off the FFE's and that's 6 CO's per J4.621 .. will see though (as long as he didn't buy tbombs it legit) .. no do overs though so all good still; maybe I am wrong also. Spent all turn cleaning up drones with phasers from ship and fighters/bombers because why waste the rail guns on it. He fires some ph3 and ph2's into pseudo F and G on the FFE's.

I shotgun the G and 2 F's (2 each FFE). Fire 5 LRG's into each of the 3 facing ground bases at range 5. He alpha's me back same impulse .. hits BDD for 103 and it blows (yes that was a 1/2/3 on ph4's, nearly 100% on 8 OL dis, and above average on ph1's) .. kills fighters (next hex over)

I find out on my return fire that WRG's are 1/2 dmg firing in atmosphere saving all his GBDP's ... with fighters dead and no phasers I run as his GBDP's will fire again and at that point he cycles faster. Didn't even know that rule or would

have did it all differently. Oh well .. rules that kill no



Lessons Learned: Jindo's in radiation zone against planets with atmospheres suck.

Retrospect: Not so mad the the super stack, that was just my dumb ass not expecting to blow a r5 BDD up with one shot. Losing the fighters sucked also but still winnable. Expect to lose 2 ships here and a 3rd later on the BATS assault. I had to kill those 3 ph4's in a single pass though and it was def setup for that (short of rule that kills). Had I realized this this I would have WRG'ed and

Tbombed all the drones killing the ground bases with 18xph1's @ r4 and massed ph2/3 and prospecting cannons (moving at much faster speeds on turn 8 to end r1 on 9.32). Oh well, def was fun Ron.

END RESULT:

Gorn: BDD Dead, FFE crippled, 8 fighters and 2 bombers dead. Sorry Gorn Admiral. Still think I could have had this but that 50% WRG rule got me and no way to recover. At that point minimized my losses and got the hell out of dodge.

Lyran: Two gutted (not crippled though) FFE's

EDIT: Oh and def was fun. Got to play with toys (jindo's and bombers) and learn some new things (rare rules I don't screw around with that often). Plus Ron was a

def a fun guy to play against



By **Dale McKee (Brigman)** ON Saturday, April 18, 2009 - 05:03 pm: [Edit](#)

BATTLES ANNOUNCED:

For Whom The Bell Tolls

Nero's Fiddle

Red Skies at Night

Hysteria

BATTLES IN PROGRESS:

Remember the Alamo

Under My Umbrella

Plum Crazy

Breaking Bakuria

Boogie Wonderland

BATTLES COMPLETED:

Squished

Unagi From Space

Sweet Sorrow

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Kalamity at Kynarth

Boomerang

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War Machine II

Unto the Breach

Snapshot
Mind Your Manners
Breach

By **Marc B (Marc)** ON Saturday, April 18, 2009 - 06:56 pm: [Edit](#)

Out of curiosity, how did the Jindos get off the map at that speed with the radiation zone killing crew?

By **Ron Schanlaub (Schanie)** ON Saturday, April 18, 2009 - 07:16 pm: [Edit](#)

Breach:

I noticed you never fired your 4 big WRGs on the CA and CVL in the last turn. Was that an oversight or an intention to hold them to take out fighters and drones? That would have either crippled a frigate or finished off a couple of those ground bases.

The last fire on the BDD was really overkill. I probably put 20 more points in than necessary. I didn't expect the P4s to roll 1,2,3 and the 4 OL disruptors from the Lyran CV to roll 1, 2, 2, 1. But, I really wanted to hit it hard while everything was still within 1 hex of each other, especially the fighters.

As far as the costs of the drones on the FFEs, I was told before-hand that the Lyran admiral had purchased the drone speed upgrades for the ships (using bpv or whatever) so that I didn't have to burn my CO points on them.

I do feel kind of guilty that the game went this way because of the unknown WRG atmosphere interaction. Gives me kind of that cheesy sensation. I had fun and was holding my breath waiting for that range 5 pass to come up.

The radiation wouldn't have been enough to take any ship below the minimum crew before shields were repaired to at least one again. At best I could have gotten his CVL down to single digits if I kept dinging the rear shield as he ran. But I probably would just fire everything at his FFE instead, hoping to take it out.

By **Dale McKee (Brigman)** ON Saturday, April 18, 2009 - 07:22 pm: [Edit](#)

Glad you guys had fun. As a reminder to all concerned... once captains "handshake" on a battle (i.e., agree on a conclusion), it's done, finis, and going back and microscoping possibilities or mistakes leads us into the famed "no do-over" territory. ;)

By **Peter Thoenen (Eol)** ON Sunday, April 19, 2009 - 12:13 am: [Edit](#)

Quote:

Out of curiosity, how did the Jindos get off the map at that speed with the radiation zone killing crew?

Mark: Only 30 hexes to map edge .. you only lose 4 crew or 8 BP's a turn ... CVL only had 3 turns of radiation prior to running. Got off the map with crew to spare.

By **Peter Thoenen (Eol)** ON Sunday, April 19, 2009 - 03:09 am: [Edit](#)

Quote:

I noticed you never fired your 4 big WRGs on the CA and CVL in the last turn. Was that an oversight or an intention to hold them to take out fighters and drones? That would have either crippled a frigate or finished off a couple of those ground bases.

Ron: Have to remember the atrocious WRG Jindo arcs (only the L+LF were in arc this fight). The plan (before stupid atmosphere rule) was to use the LF+L CVL WRG to clear your last 8 fighters, 3 shuttles, 6 drones on 9.29 when I hit r4 to the FFE and CV stacks and then dump the CA LF+L into a FFE. On 9.32 turn and put both RF+R WRG into a FFE each and go from there. But once I couldn't kill all 3 ground bases even had I turned and did this into the ph4's I couldn't guarantee all three dying (couldn't guarantee two as I might miss; plus half damage) and failing that I would have lost more than a BDD, I would have lost my entire fleet for nothing on Turn 10. Its why I was doing the math on the way out if my 2xRA WRG's could kill a FFE on the same impulse the GF hit (as you would tac the next impulse) .. answer was no. You had 61 internals + 20 point shield. I would do 60 max .. crippled but not dead as I had no supporting PH1's and you tac a fresh shield before next turn. Def well played on your part ... just nothing I could do that was worth losing.

I could have suicide, you would have lost both FFE's, the CV (maybe), and 3 near bases but I would have lost all leaving you with the planet, the BATs, and not blockaded hence no point in this captains mind as get nothing strategically.

By **Marc B (Marc)** ON Sunday, April 19, 2009 - 11:33 am: [Edit](#)

Ron, Peter: I apologize for my above post. It came out with a critical tone and that was not my intent. I don't get to play much anymore and prying in to the details of battles is my way of living vicariously.

Thank you for both for playing this out.

Cheers.

By **Peter Thoenen (Eol)** ON Sunday, April 19, 2009 - 12:01 pm: [Edit](#)

Marc: All good .. I didn't even take it that way 😊

By **Dale McKee (Brigman)** ON Sunday, April 19, 2009 - 05:25 pm: [Edit](#)

BATTLE REPORT: BREAKING BAKURIA

Got through another 4 turns of "Breaking Bakuria". I'll let Jeremy post the details, but the highlights are, the E4s have hunkered down with the base and the SCD is docked to the MB. Everytime I come within 15, the MB loans the COQ 6 OEW. Tried making a battle pass at R5, using a DisDev to displace the E4 Devoted's ECM drone, and failed to break the shield with 2x TRH thru a 2-shift. Came back in after hiding behind the planet and panel-dumping to refill batteries, and tried it again, but failed to displace the drone. Not wanting a stalemate, I went to R3 and alpha'd the MB through a 2-shift (E4s had shot at R6 with disruptors and were now under EM, thus a 3-shift). Broke the shield and did decent internals (got one SpecSen), but took an equal volley back from Ph-2s (lost a TRH). Then displaced over the MB and ran for it.

Next 3-4 turns will be spent repairing and clearing, and then I'll make another pass... this time, I think avoiding R3. Ouchie.

By **Jeremy Gray (Gray)** ON Monday, April 20, 2009 - 03:33 am: [Edit](#)

Follow up to Dale's post (he covered the high points). The only hope I have of saving Balkurian is to either hold out for the stalemate or hide under high EW and try to wear down his panels with disruptor shots. Unfortunately, I didn't shift to this until after I'd lost one of three E4s. 4 disruptors isn't a lot to work on the Andro.

We'll see. The Klingons have a very slim chance here. I'll do what I can to save a portion of what they have here, but there is a good chance more will be lost, and I could lose everything in the system.

By **Dale McKee (Brigman)** ON Monday, April 20, 2009 - 01:26 pm: [Edit](#)

Turn 7 is now underway. Yahoo.

By **Dale McKee (Brigman)** ON Monday, April 20, 2009 - 05:10 pm: [Edit](#)

BATTLE REPORT: BREAKING BAKURIA

Paint peeled. We gave up around T17 and started just setting up R3 battle passes, because that was what it had come down to due to EW and weapons. The Andro killed both E4Bs, taking some internals and degradation. Then set upon taking out the shipyard.

Around T31, the COQ lost its 2nd TRH (repairs long exhausted), and that was game. The SCD was heavily crippled and probably would have taken 1 more pass to kill... but the COQ didn't have another pass left in her.

End result: All 3 E4Bs destroyed, SCD crippled; Andro COQ damaged but not

technically crippled, and disengaged.

Rock on.

By **Dale McKee (Brigman)** ON Monday, April 20, 2009 - 05:11 pm: [Edit](#)

BATTLES ANNOUNCED:

For Whom The Bell Tolls

Nero's Fiddle

Red Skies at Night

Hysteria

BATTLES IN PROGRESS:

Remember the Alamo

Under My Umbrella

Plum Crazy

Boogie Wonderland

BATTLES COMPLETED:

Squished

Unagi From Space

Sweet Sorrow

Stone Cold

Payback's a B***h

You Talkin' to Me?

The Ides of March

Surgical Strike

Supermassive Black Hole

Kalamity at Kynarth

Boomerang

Collide

War Machine II

Unto the Breach

Snapshot

Mind Your Manners

Breach

Breaking Bakuria

By **Ted Fay (Catwhoeatsphoto)** ON Monday, April 20, 2009 - 05:24 pm: [Edit](#)

I'm surprised the shipyard lived. Good job, Jeremy, even if a little luck was with you.

By **Dale McKee (Brigman)** ON Monday, April 20, 2009 - 05:56 pm: [Edit](#)

SCD can take damage a lotter better than I expected. Hit it with 3 (or was it 4?) full salvos at R3 through a 3-shift, and it was still there.

By **Jeremy Gray (Gray)** ON Monday, April 20, 2009 - 06:06 pm: [Edit](#)

Ted, that makes two of us. I was pretty sure the Klingons were going to lose the

whole smash, but as we got into the later turns, it became apparent this was a contest of range 3 shots (thanks to Klingon EW).

My advice to the Klingons (and anyone else with Andros kicking around your back yard)... don't try to defend a shipyard with light ships like the E4 and a MB. You need Ph-4s and/or a cruiser. If I had either here, this would have been no contest. But, with only E-4s and no heavy back-up, its nothing but luck that there is anything left.

Dale might have been able to kamikaze the COQ and get that shipyard, but my sense is the Andros are not looking to sacrifice themselves, just make our lives painful.

I hope I never have to face a COQ with E4s again. That was just flat painful.

By **Jon Berry (Laz Longsmith)** ON Tuesday, April 21, 2009 - 12:18 am: [Edit](#)

BATTLE COMPLETE - Under My Umbrella

Hydrans disengage, the Federation finish the job of their Carnivon allies, and take the planet.

This battle was in the balance until the Federation killed the TR+ at R4, and the explosion took out all the Stingers. With a good chunk of their firepower gone, the Hydrans retaliated with an R2 blast at the FFG, which was overkilled (90 some damage, and it only took about 50 internals to kill).

Casualties;
Federation
FFB(L), FFG

Hydran
TR+
17 ST-2, 2 ST-H

Richard can add any details he likes.

By **Dale McKee (Brigman)** ON Tuesday, April 21, 2009 - 12:22 am: [Edit](#)

BATTLES ANNOUNCED:
For Whom The Bell Tolls
Nero's Fiddle
Red Skies at Night
Hysteria

BATTLES IN PROGRESS:
Remember the Alamo
Plum Crazy

Boogie Wonderland

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
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The Ides of March
Surgical Strike
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Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella

By **Richard Sherman (Rich)** ON Tuesday, April 21, 2009 - 01:21 am: [Edit](#)

Umbrella

Federation comments.

Jon pretty much summed it up. The game for the Feds pretty much boiled down to maneuver on impulses 3.11, .12, and .13. I agonized about whether to blow up a cruiser, or try to blow up his DN thru the down shield. I had the angle and the speed. Unfortunately, Jon boosted his EW to 11, and I was afraid that would shift out too many photons. So I took the surer shot. As it turned out, it was an overkill on the TR+ HMS Twister, but who could've known I would actually roll odds on photons (10 of 16 hits, including 5 of 6 from the DNG, who had the heaviest photon loads)? The Baker's dozen of phasers made it even worse...

The sad thing for me was that, in hindsight, the loss of the FFG USS Burke was completely unnecessary. I spent some time analyzing Jon's movement options on impulse 13 in relation to my moves on impulse 12 and 13. I wanted to discourage pursuit south, and threw out a dummy TB to scare his fighters away. As it turned out, this worked too well, as Jon also move his ships straight. I didn't think he would do that, and had turned the FFG the opposite way (to direction B) to insure it's fire could join with the main group. The DD and SC had already moved off to the south. In hindsight, I should've just moved the FFG straight (which would've separated it from the main body by 2 hexes instead of just one), and shot it's

weapons into the DN. Alas, woulda, coulda, shoulda. The Admiral bears the responsibility for the death of the Burke.

I got some small measure of revenge, as I was able to shoot a total of 6 P1 over 3 impulses into the Paladin, scoring another 19 damage on top of the ~30 damage already done. Unfortunately, none of it was permanent, as I only hit 8 weapons total (5 P1, 2 Fus, 1 HB) and a total of 18 power (including batteries).

I'm sure I will see the Great Sigmar again. With new fighters.

I'd also observe that, while the TR+ is a bit light in the heavy weapons department, it's big for a light cruiser, has a decent phaser suite, and has an AWESOME power curve. I almost think of it as a fast light cruiser. With an FCR of only 8, I can see why Jon bought them. For our campaign, it, and her BAR, HR+, and NSC+ sisters, are excellent ships.

All that remains is for Dale to tell me if I'm successful in the ground combat (where I have the advantage due to the softening-up special operation from the Carnivons last turn).

It was a brutal, short, tense, and VERY enjoyable game. My thanks to my honorable opponent, Jon. Surely the USS Enright, the HMS Twister, and the USS Burke all enter the Pantheon of Heroes.

Red Skies at Night starts tomorrow night at 8 PM CST. Be there or be square!

By **Dale McKee (Brigman)** ON Tuesday, April 21, 2009 - 01:44 am: [Edit](#)

Yeah, I looked it over, and it's a slam-dunk - the Feds will take the planet.

By **Jeremy Gray (Gray)** ON Tuesday, April 21, 2009 - 03:35 am: [Edit](#)

Rich, I expect a new DW (or DDG in light of the FCR system) commissioned in honor of the *Burke*. Having done my first tour in the real USS *Arleigh Burke*, and proudly considering myself a "destroyerman", I have a certain affection for the ship and her namesake.

Congrats on the win and good luck to you and Jon in the next battle.

By **Richard Sherman (Rich)** ON Tuesday, April 21, 2009 - 11:22 am: [Edit](#)

Jeremy,

You got it.

Maybe I'll pair the new Burke with a sistership...the USS Gray.



By **Richard Sherman (Rich)** ON Tuesday, April 21, 2009 - 11:22 am: [Edit](#)

Actually, if I was really smart, I'd name a ship...a BIG ship...USS McKee.

By **Dale McKee (Brigman)** ON Tuesday, April 21, 2009 - 01:09 pm: [Edit](#)

Puh-leeze...



By **Jon Berry (Laz Longsmith)** ON Tuesday, April 21, 2009 - 07:22 pm: [Edit](#)

/me orders the MNR to be quickly repainted from "The Glorious and Impeccable Dale" to the "Monarch"

By **Kerry E Mullan (Nomad17)** ON Tuesday, April 21, 2009 - 09:47 pm: [Edit](#)

Golden Fang Finished T3 and the ISC force disengaged.

Had one BC threaten an overrun but Tom smartly just stayed pointed at him so he'd have to eat 24 p1's first. After PPDs started pounding that BC I turned it off to spread the damage.

The other BC+DW fired with disr and 1 p1 at the CCs 2 point #1 and after 9 rein did 5 ints at R15 getting 2 power and a torp, forcing the CC to turn off after launching a pair of S's earlier in the impulse. Then they dragged a pair of Storps over ground base p3's(a p4 or two as well) to eliminate the torps.

At EOT other BC started a R12 run with a 60 point torp inbound R3 to me. Then ISC disengaged. Overall tough to go against so many P4s with launched plasma.

PS Dale is Jeremy the opponent for Ivory then?

By **Dale McKee (Brigman)** ON Tuesday, April 21, 2009 - 10:44 pm: [Edit](#)

Kerry: Unlikely, as Jeremy is 6 hours ahead of Eastern time. He could have flown against me with my schedule but probably can't fight against you.

We'll have to find a Gorn opponent for you. Peter's got a limited schedule and is in the middle of "Plum Crazy" right now.

Standard disclaimers about adjudication if the battle's left hanging apply, but we've got a few left to finish so it's not an immediate worry yet.

By **Dale McKee (Brigman)** ON Tuesday, April 21, 2009 - 10:46 pm: [Edit](#)

BATTLES ANNOUNCED:
For Whom The Bell Tolls
Nero's Fiddle
Hysteria

BATTLES IN PROGRESS:
Remember the Alamo
Plum Crazy

Red Skies at Night

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland

By **Jon Berry (Laz Longsmith)** on Tuesday, April 21, 2009 - 11:55 pm: [Edit](#)

Battle Update - Red Skies at Night;

Turn 1 finished because Rich forgot to prepare his EAF before hand, and we couldn't go to Turn 2.

Nothing much really, the Hydrans made their by-now standard tactic of running at high speed to near the end of the turn before slowing down to launch fighters.

Both sides were under enough ECM to discourage long range sniping.

The Hydrans seperated their fighters a couple hexes away, and closer to the Feds. They learned their lesson from last battle. [;)] The Federation launched ECM drones, and at the end of the turn, launched ship drones and ECM drones as well - perhaps setting up a drone wave (gee, that obvious?).

The LNH-CS made spoof attempts of the ECM drones, but only hit 1/5. Bad rolls on my part.

Turn 2 begins with both sides running moderate ECM, and both sides at R13 (fighters) and R15 (to ships). Explosions may or may not ensue.

By **Dale McKee (Brigman)** on Wednesday, April 22, 2009 - 12:54 pm: [Edit](#)

CAPTAINS NEEDED!

Kzinti captain needed for "For Whom the Bell Tolls", above - Ted had to bow out due to other commitments.

Gorn captain needed for "Hysteria", above.

In both cases Kerry Mullan will be flying the Lyrans. ;)

By **Richard Sherman (Rich)** on Wednesday, April 22, 2009 - 08:12 pm: [Edit](#)

RED SKIES POSTPONED...

Sorry Jon, but I can't make it for our battle tonight. Look like I'm working late. I also sent you an e-mail.

We're still good for Thursday night, so I'll see you then.

By **Kerry E Mullan (Nomad17)** on Wednesday, April 22, 2009 - 08:58 pm: [Edit](#)

Alamo through Imp 5.30.

A little background, around imp 1.32 Marc replied to me in an email what were our chances of capturing the BATTs here. I replied to him in lengthy emails that he must be crazy and there is no way, etc. Midway through two turns ago I actually thought about it and started planning on the possibility.

Now comes turn 5. I have my gunline around R15 to his BATTs with most of his ships chasing my CW. His main gunline is R15 above his Batts with a Hurt DD at R10. My CW is 4 hexes from map top but about 28 hexes from the corner. CW goes 15/21 to continue to drag his chasing elements out to the corner (there's also some 28 drones following his flotilla targetted on the CW).

The rest of my ships turn in. His BATTs goes to 12 ECM and put about 5 OEW on each of my shooting ships. My Tug puts 6 OEW on the BATTs and helps the NCA and CC to get down to a +2/+1 shift (NCA goes to 0 with LWO). STL comes in with 15 ecm against him so a shift of +3 (STL has 4 ECM though so +3 shift for base fire).

I run the STL up to R2 on imp 28 at spd 12 with the others at R5. He has fired nothing at the STL til now. My 3 ESGs come up at R1 and at R2 he fires 6 p4 for 52 to STL untouched #1 (worst rolls ever like a 4 and 5's and 6's). After 17 allocated rein the shield is still up.

Imp 29 his SCD fires at the #1 for 8 more and I batt rein 6 or so of it. My return fire from the trailing elements is 76 points for 27 ints (like 2 p3 and fluff). He attempts a trac but the +3 shift makes it miss.

Imp 30 my 54 from ESGs impacts(4 phasers and fluff still). Had to save here. For remaining fire I have like 7 p1 from the rear guys at R4 and 4 p1, 2 p3 from STL plus maunder at R1. As he is not able to get off with the rest of his ships this turn I see a decent chance of capturing it dependent on what my fire kills.

Most likely finishing up tomorrow.

By **John Smith (Johnsmith)** ON Thursday, April 23, 2009 - 02:02 am: [Edit](#)

Yes, unfortunately Kerry will almost certainly take the base. There's a slight chance I can come back and kill it. Depends on how much damage he does this turn.

I'd decided after the last time we played to simply chase the CW off a bit then turn around, but since the game got put off almost 2 weeks I forgot in the intervening time that it was a feint and chased the CW for real. I'd gotten confused on where the CW could disengage from (was thinking of the rules for another campaign, where you can only disengage in certain directions), and thus thought I would eventually be able to corner it until late in the turn.

I also didn't realize until the last few impulses of the turn that the silly tractor tricks Kerry was playing would result in his ships moving faster than they could have accelerated on their own. They started the turn at 17ish hexes, and had gone speed 0 the turn before. Normally there would have been no way for them to get into transporter range, giving me two turns to SD the base, minimum.

Long story short, Kerry's cleverness and my ineptitude are a bad combination for the Kzinti.

By **Marc B (Marc)** ON Thursday, April 23, 2009 - 02:58 am: [Edit](#)

John, don't know what will happen in this particular battle but this is about fun. So, next time you'll run the Lyrans in a similar battle and will drop some surprises on someone else.

By **Ted Fay (Catwhoeatsphoto)** ON Thursday, April 23, 2009 - 09:39 am: [Edit](#)

My email address has changed! If you didn't get my email, my new, permanent email address is tfay777 "at" gmail "dot" com.

By **John Smith (Johnsmith)** ON Thursday, April 23, 2009 - 10:30 am: [Edit](#)

Marc, no worries. I'm having fun, and learning new tricks. While I wish I'd caught on earlier to what was happening, I'm not beating myself up over it. It's just a game.

By **Kerry E Mullan (Nomad17)** ON Thursday, April 23, 2009 - 10:33 am: [Edit](#)

John,

This is not any kind of ineptitude on your part. The STL is a nasty ship, and with the current all cruiser line here the battle would have ended up in this area eventually. The choice you had was to continue to be grinded down one ship at a time while I sacrifice a shield or to do some kind of a suicide etc.

With the STL being able to basically decide most of it's EA at any time during the turn it is hard to react to it. The BATTs can't run so I can basically plot to it's known movement. If you are gonna eventually leave with the ships the BATTs is already dead on turn 1- just how much damage it can cause before its death is the question.

Currently though you have saved at least the BTug, MSC, and DDL. Most probably the other DD as well but as it needs a couple turns before it leaves further damage may hurt it beyond escape parameters.

First time I've ever had the possibility of a captured base though, usually they all blow up before this point. Thank god for cargo pods and repair so I can safely throw another 50-70 ints into it.

By **Dale McKee (Brigman)** ON Thursday, April 23, 2009 - 05:33 pm: [Edit](#)

UPDATED BATTLE STATUS:

BATTLES ANNOUNCED:

For Whom The Bell Tolls >>> Kerry vs. ??? (Captain needed!)

Nero's Fiddle >>> Tom Carroll vs. Ron

Hysteria >>> Kerry vs. ??? (Captain needed!)

BATTLES IN PROGRESS:

Remember the Alamo >>> Kerry vs. John Smith

Plum Crazy >>> Peter vs. John Smith

Red Skies at Night >>> Rich vs. Jon B

By **Kerry E Mullan (Nomad17)** ON Thursday, April 23, 2009 - 08:43 pm: [Edit](#)

Alamo finished.

Over the next 3 imps I hit the Batts with around another 100 damage blasting through 1 or more general reinforcement each time.

The following turn I was able to capture it, but not prevent the SCD from blowing up. The rest of his fleet had my CW being run down in the corner so after I retreated it his forces followed it off board.

None of my ships had no lasting damage except for the base which has a bit of cargo destroyed still, and some p3's(for campaign repairs "hull" is inclusive of the repair as well?).

With the GMG on hex side 2 and he had transported another 100 bps onto hex side 1 and 2 I killed the other 4 sides and then did 34 damage to the #1 hex side before having to retreat,

HS 1 has 12 HW, 8 shuttles 10 bps
HS 2 has GCL 96 bps 4 hw and 4 shuttles

May be 2 more turns before that gets overcome.

By **Dale McKee (Brigman)** ON Thursday, April 23, 2009 - 08:59 pm: [Edit](#)

BATTLES ANNOUNCED:

For Whom The Bell Tolls
Nero's Fiddle
Hysteria

BATTLES IN PROGRESS:

Plum Crazy
Red Skies at Night

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo

By **Jon Berry (Laz Longsmith)** ON Thursday, April 23, 2009 - 09:34 pm: [Edit](#)

Red Skies at night postponed to Saturday evening (tentative) because Richard was tired, and I told him bed was more important.

By **Richard Sherman (Rich)** ON Thursday, April 23, 2009 - 09:39 pm: [Edit](#)

I'm exhausted, but I'm posting for two reasons:

1. Red Skies at Night is again postponed to the weekend. Rich pulled the short straw at work yesterday, and had to supervise random testing in the Jail starting at 4 in the morning today. It's now 8:30, I got home about 30 minutes ago, and I'm going to bed. However...

2. I did log on to SFBOL because I knew Jon would be waiting, and I didn't want to leave him hanging. Jon understood my situation, and was VERY gentlemanly about it. So...I officially announce that, from now on EVERYONE AND I MEAN EVERYONE will refer to my most honorable opponent as "Gentleman Jon the Scholar." Anyone who doesn't is a cur, and a knave, and a commie, and a sissy, and an agronomist.

I have spoken. I now blissfully surrender myself to unconsciousness.

By **Jon Berry (Laz Longsmith)** ON Thursday, April 23, 2009 - 11:53 pm: [Edit](#)

... You don't have to go that far Rich. I wasn't about to force you to play when you weren't in any condition to do so. That would be wrong of me, and very impolite.

By **John Smith (Johnsmith)** ON Friday, April 24, 2009 - 01:10 am: [Edit](#)

I take offence to that! I'm a bioengineer, not a agronomist.

By **Marc B (Marc)** ON Friday, April 24, 2009 - 01:01 pm: [Edit](#)

Kerry the extra bps go away at the end of the turn without a ship or base to sustain them, leaving the 10% of production militia (5 per hex side).

By **Glenn Hoepfner (Ikabar)** ON Friday, April 24, 2009 - 04:49 pm: [Edit](#)

I'm also a bioengineer.

I engineer when and where I take a crap.

Oh, you're not talking about that.

Sorry.

By **Jim Davies (Mudfoot)** ON Friday, April 24, 2009 - 07:19 pm: [Edit](#)

Kerry said

Quote:

First time I've ever had the possibility of a captured base though, usually they all blow up before this point. Thank god for cargo pods and repair so I can safely throw another 50-70 ints into it.

It occurs to me that the BATS could have dropped all its pods on the next impulse when capture looked likely. Would that have helped?

By **Dale McKee (Brigman)** ON Friday, April 24, 2009 - 07:25 pm: [Edit](#)

Marc: this is certainly true of the ship-transported BPs. The GMG, I think they remain - destroying the base doesn't kill them. But I will look through my notes...

In any case, without relief, Colony-1 is doomed to fall next turn.

Jim: Yes, I think it would have.

By **Marc B (Marc)** ON Friday, April 24, 2009 - 09:14 pm: [Edit](#)

Is there a difference between ship-based BPs and base-based BPs?

By **John Smith (Johnsmith)** ON Friday, April 24, 2009 - 09:36 pm: [Edit](#)

Actually, the cargo pods only absorbed 20-30 hits. It may have made Kerry feel a bit better about hitting it, but the base could easily have absorbed that many hits without the pods and still lived. Besides which, the fire came in 5 volleys. Without the pods he simply would have fired smaller or fewer volleys.

By **Dale McKee (Brigman)** ON Friday, April 24, 2009 - 10:25 pm: [Edit](#)

The reason ship-based troops don't self-sustain is that it is too easy a way around the "planets cannot buy troops" rule. Otherwise, you just beam down a bunch of troops, then replace them during supply, and get around the issue for free.

The case of a GMG being destroyed may be a different matter. Simply killing the base does not and should not kill all the troops.

I'm looking at it.

By **Richard Sherman (Rich)** ON Friday, April 24, 2009 - 10:50 pm: [Edit](#)

Dale,

If it helps, the hexside that a GMG is located on is not the actual GCL. Troops from a base would deploy to that GCL. So even if a GMG is destroyed by weapons fire, if troops have (or can) deploy to the GCL, they wouldn't be killed. Same goes for the shuttles, and any ground vehicles that the crews can hop in and roll out.

This is why, as you know, that I've used the GMG as a loophole on a planet to buy as special purchases (not COI) an entire battalion of tanks and associated troops on each and every Federation world, making them impervious to capture by anything less than an entire division of enemy combat troops (200+).

Err...that second part might be a little fib...

By **William T Wilson (Sheap)** ON Friday, April 24, 2009 - 11:17 pm: [Edit](#)

Quote:

It occurs to me that the BATS could have dropped all its pods on the next impulse when capture looked likely.

BATS cannot drop pods or modules during a scenario. (Nor can they use pods except as inactive cargo).

By **Dale McKee (Brigman)** ON Saturday, April 25, 2009 - 01:55 am: [Edit](#)

Captain found for "Hysteria" - Tom Carroll will be flying the Gorn against Kerry as the Lyran. Kerry, Tom can only fly on Sunday until such time as he completes "Nero's Fiddle", but you guys can get started ASAP...

By **Richard Sherman (Rich)** ON Saturday, April 25, 2009 - 02:10 am: [Edit](#)

Git 'im, Tom!

By **Glenn Hoepfner (Ikabar)** ON Saturday, April 25, 2009 - 10:54 am: [Edit](#)

My apologies for my previous post.

- 1) I thought I was being funny. In hindsight (no pun intended here), I wasn't.
- 2) I was also in a bitter mood when I typed that.

I'll behave.

By **Dale McKee (Brigman)** ON Saturday, April 25, 2009 - 09:48 pm: [Edit](#)

Glenn, no worries, I've read LOTS worse on this thread, and it was obvious to me you were trying to be funny.

Even if you like, WEREN'T. ;P

Kidding man. Party on dudes!

PS - where is the blood for Lord Ariocho? I'm not seeing any blood for Lord Ariocho!

By **Jon Berry (Laz Longsmith)** ON Saturday, April 25, 2009 - 10:06 pm: [Edit](#)

Rich - I just got home, and am on SFBOL. Be there waiting for an hour or so.

By **Mike Strain (Evilmike)** ON Saturday, April 25, 2009 - 11:21 pm: [Edit](#)

BTW, just got off IM with Ariocho, and he says he prefers AB negative, as his doctor says his blood sugar is way too high.



By **Jon Berry (Laz Longsmith)** ON Sunday, April 26, 2009 - 01:46 am: [Edit](#)

RED SKIES - Update

Through 2.13. I'll hit the highlights because I'm off to bed soon.

12 Photons and a whackload of Phasers strike poorly, and cripple the LNH-ER Graf Eisen. (Seriously Rich, why the Escort-Hating?)

50 Fusion strikes detonate the DD Charlemagne, scoring collateral on the CS and CB.

DDGs, at R3 from fighters and ships, are running 9ECM, and drop facing shields to bracket the fighters in a beautiful square of T-bombs that may-or-may-not perform correctly. I'll need to examine the Impulse chart to be certain.

The Blood God had better be pleased with this battle!

By **Peter Thoenen (Eol)** on Sunday, April 26, 2009 - 08:37 am: [Edit](#)

Plum Crazy - Part Deux

Turn 4: Don't remember a preface here from Turn 3 as already did EA so my quick reviews seems to be I continue to plot the same as the last couple turns.

He plots medium and the DW continues to circle around. He turns main fleet A and runs from 3xS (2 pseudo), 1xR (pseudo) accomplishing my goal of getting him to run before my R's reloaded. Dinged his DW @ r22 for 6 w/ 4 ph4's. I land all 6 fighters using over-crowded rules (2 each CA). He lets torps hit at r25 after phaser'ing the R dead. I start a ww on the BDS from reserve as got this nagging feeling DW is going to launch FFG at it. He dumps 18 dis into a CS at r22 for 14 which I simply SR

Turn 5: I should come out and kill the Peladine DW here but that resets the clock hence not sure if its worth it. Problem is the boat is fast and will run .. won't kill it and will just setup my base for failure given he is just going to do spd 30 drive by plasma and if I chase him his DF will turn in and base dies. Just going to park still. Debating on 5.32 launching both R's and then following chasing DW. Really should have did this turn in retrospect (after I submitted EA, waiting on John to submit) but oh well .. inshallah.

He actually plots the DW medium (spd 15) and charges in to r10 ... I release the tracs (at spd 12, no change scheduled) and going to r15 mass ph1's it .. eating the torps on various shields. No problem resetting the clock for a gutted DW. He chucks a EPT at me and I 14xph1 (slightly less than average) and 3xF bolts (all hit) at r10 for a total of 35 into his S3 (14 ints, fluff mostly as the key crap I want, power and torps, I missed)

... clock reset



CS Death Tongues eat 8 EPT dmg after phasering it down. Later on I eat a F (pseudo).

Turn 6: Everybody recharges and dumps r15 bracket ph1's into the flee'ing DW (and for christ sake, who puts a DAMCON of 4 of a DW!!!!) ... whooping 1 on one assload of 5's and 6's CS's start to head back to BS to protect, CCH chases DW for a bit as I am on a off-cycle for S's. BDS goes slow and hides behind planet again. BS can't chew gum and shoot even with a power module.

CCH's eats two real F's chasing DW. Realize here that my CCH has 26 point S2/S6 for christ sake. If it (the DW) had 2 DC wouldn't even bother. Stupid DW has a SP also and 3 shuttles .. luckily CCH has two G8's hitching a ride to cleanup the SP drones. I hate when a DW can hurt a CCH and put out 144 points of seekers in an impulse; half of which is plasma AND some ph1's to boot) He HET's so I fire 6 ph1's into his #4 for 10 at r8 ... my lousy phaser roles continue. Base gunners make up for it though and ding it again for 8 at r30 w/ 4 ph4's for 7 in. Finally starting to do damage as his hull is gone. Still has WAY to much power on that boat. Decide to shoot the SS just in case .. its manned.

End of turn he tags the BS for 30 at r14. BS and CS chuck D/S + R (he phasers the S for -20 ending 2 hexes away). CS's a couple hexes back from the planet. All and all still could go either way. DW has ints, most pseudo's used, and thats about it. He still has the EW and DF advantage (and a faster recharge cycle) but def fun.

Note to Gorn Admiral: Next time please let me attack some Lyran's BS's with some CS's ... sweet boats but BP def disadvantaged v. DF when defending .. especially as ●●● POS BS takes a FCR slot.

Pseudo's Left Status: 1 possible pseudo S, 2 possible pseudo F's.

SAVE HERE ... TBC next Saturday

By **John Smith (Johnsmith)** on Sunday, April 26, 2009 - 09:09 am: [Edit](#)

Got thru 6.32 on Plum Crazy tonight. Pete tried to hide the BDS behind the planet, so I circled the Pel DW around. He'd also hiddent the fighters behind the planet, but turned them around and landed them using overcrowding rules, to keep me from resetting the stalmate clock by sniping one.

Finally on T5 he released the tracs and sallied out after the DW. DW launched it's enveloping G, which did 2 to each shield on one CS. Over the course of turns 5 and 6, much phaser fire was directed at the DW, but Pete consistantly got cruddy rolls (although he did manage to hit with all 3 F-bolts at R10). Pel DW has about 20 or so ints, mainly fluff. Has lots of power, pl-g, pl-f, and it's 2 FA ph1s left for weapons, but is only down 3 or 4 power. The 8 center hull means this thing can take damage pretty well. Unfortunately, it's going to be hard to run with a down

#3 and #4, and the CCH 10 hexes off the #5.

In return, the Pel DW hit with a couple of F-torps, doing 15 damage to the #6 and 12 to the #3 of the CCH. The CCH is chasing the pel DW, the two CSs turned back around and are now hiding one hex behind the planet. One launched an R around 6.30 or so.

Meanwhile I was keeping the rest of my force ducking in and out of R22 and drawing out his plasmas. Pete has a maximum of 3 F and 1 S (on the base) pseudos left. Then after he detached his force to chase the DW, I came in for a R15 shot at the base. Base landed 5 shield damage on one DW because I forgot which shield I had my reinforcement on. This portion of the fleet is currently 14 hexes away from the base, maybe 17 from the CSs (with a planet in between), and 30 or so from his CCH. An S from the base is going to hit on 7.2 for 2 points, which may be his last heavy pseudo.

Pete had a pretty hard choice to make on T5, once the Pel DW had moved around the planet. Either he moved the BDS back out of the shadow of the planet, allowing long-range disruptors to snipe it, or he detached some ships from the base to chase it, or I would get a R5 (or less) strike on the BDS with the pel DW and be able to use the planet's shadow to avoid retaliation from the cruisers and base completely.

I'm pretty happy with the results, although the pel DW is in a bad spot, it allowed me to close and the rest of the fleet is in an excellent position with a lot of options for next turn. I'd have been most happy if he allowed the R5 pass, but he wisely didn't choose to that option.

By **Glenn Hoepfner (Ikabar)** ON Sunday, April 26, 2009 - 11:56 am: [Edit](#)

Peter, I suspect you hate the Peladine DW.

General Question: I don't know how much work this would be, but could each declared battle "Battles Announced" be linked to the original posting of the battle so I (we) can refresh out aging memories what the forces are?
Just a curiosity.

By **Richard Sherman (Rich)** ON Sunday, April 26, 2009 - 01:55 pm: [Edit](#)

I'd echo Glenn's request. I'm always scrolling back to try to remember who has what.

By **Dale McKee (Brigman)** ON Sunday, April 26, 2009 - 03:31 pm: [Edit](#)

I don't really know a clever way to do that.

By **Francois Lemay (Princeton)** ON Sunday, April 26, 2009 - 03:57 pm: [Edit](#)

I copy and paste all battle announcements into Word.

Then I just access that too see if I have the time to do a battle or not.

As battles get done, I delete them from the copy.



Cheers

Frank

By **Jon Berry (Laz_Longsmith)** ON Sunday, April 26, 2009 - 11:04 pm: [Edit](#)

Red Skies Update - 2.18

Federation Losses:

DD+ Charlamagne (dest)

DDG+ Suvarov (dest)

DDG+ King David (dest)

Hydran Losses

LNH-ER (Crip)

Battle continues

By **Jeremy Gray (Gray)** ON Monday, April 27, 2009 - 02:16 am: [Edit](#)

So what happened to the Stingers?

By **Jon Berry (Laz_Longsmith)** ON Monday, April 27, 2009 - 07:10 pm: [Edit](#)

As of the end of combat last night - nothing.

They are empty though, and right now I'm trying to get them out of a massive T-Bomb trap.

By **Dale McKee (Brigman)** ON Tuesday, April 28, 2009 - 12:42 pm: [Edit](#)

BATTLES ANNOUNCED:

For Whom The Bell Tolls

Nero's Fiddle

Hysteria

BATTLES IN PROGRESS:

Plum Crazy

Red Skies at Night

BATTLES COMPLETED:

Squished

Unagi From Space

Sweet Sorrow

Stone Cold

Payback's a B***h

You Talkin' to Me?

The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo

By **Dale McKee (Brigman)** ON Tuesday, April 28, 2009 - 09:03 pm: [Edit](#)

BATTLE STATUS: For Whom the Bell Tolls

As the Kzinti/Klingons have gotten no nibbles for a captain to fly against Kerry, John Carroll (the K/Z Admiral) will be flying the battle personally. Since John lacks SFBOL, that relegates me to the Lyran captain role, with Marc's approval.

So, we'll start this one off on Friday in the garage. Battle reports (and maybe photos) to follow!

By **Richard Sherman (Rich)** ON Tuesday, April 28, 2009 - 11:51 pm: [Edit](#)

Not completely sure, but this observer reports glimpsing NERO'S FIDDLE underway tonight. Looks like that got through most or all of 2 turns...

By **Dale McKee (Brigman)** ON Tuesday, April 28, 2009 - 11:56 pm: [Edit](#)

Yeah, I was watching... got booted, took forever to get back on... stupid thing kept telling me my nick was in use. And by the time I did, game was over for the

night. 

By **Dale McKee (Brigman)** ON Tuesday, April 28, 2009 - 11:57 pm: [Edit](#)

BATTLES ANNOUNCED:
For Whom The Bell Tolls
Hysteria

BATTLES IN PROGRESS:
Plum Crazy
Red Skies at Night
Nero's Fiddle

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
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The Ides of March
Surgical Strike
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War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo

By **Tom Carroll (Sandman)** ON Wednesday, April 29, 2009 - 08:03 am: [Edit](#)

Nero's Fiddle.

Two turns played. Not much action. Some Phaser-IV's fired at the ISC DN was bounced by reinforcement and some Paravian QWTs where shot down or hit reinforcement on ISC DN's forward shields.

The ISC fleet has moved to get the planet between it and the Romulan BATS. Romulan forces are at low speed in a defensive formation around the BATS.

By **Kerry E Mullan (Nomad17)** ON Wednesday, April 29, 2009 - 04:56 pm: [Edit](#)

Dale for Hysteria/Ivory just want to be sure that by the description given this is an intercept battle then? ie if I retreat then battle over the ivory planet with any further ships I have available there able to sub into the fleet formation?

Just wanted to get a planet around for lockon breaks etc



By **Richard Sherman (Rich)** ON Wednesday, April 29, 2009 - 07:01 pm: [Edit](#)

RED SKIES AT NIGHT to resume tonight at approximately 8:30 CST.

By **Dale McKee (Brigman)** ON Wednesday, April 29, 2009 - 07:40 pm: [Edit](#)

Kerry, this was an artifact of the complex Lyrn/Gorn situation - ambush/intercept/bypass - and the fact that there are no fixed defenses present in Ivory at this time.

You cannot retreat and fall back to fight around Ivory - this is occurring in the system, but outside of orbit of the main planet - it's an open space battle. If you retreat, you leave the system.

That's the nature of the beast in this rare battle set-up.

By **Dale McKee (Brigman)** ON Wednesday, April 29, 2009 - 09:04 pm: [Edit](#)

Guys, just a head's up that Jeremy Gray (Tholian Admiral) will be unable to access email for about a week. He'll have some access to the BBS, but if you need to get a message to him in the next 8 days or so, you'll have to post it here.

By **Jon Berry (Laz_Longsmith)** ON Thursday, April 30, 2009 - 12:55 am: [Edit](#)

BATTLE COMPLETE - Red Skies at Night.

Battle concluded on Turn 2.32. The Hydran efforts to preserve their fighter group were for not, and the Federation forces managed to destroy the LNH-ER *Graf Eisen*, taking out 25 stingers in the process.

The Hydrans did manage to take a R1 shot on the dropped #2 of the GSC, dealing some 60 internals to the cruiser - but being a cruiser, she survived.

Some light Mizia on the LNH-CS, and we ended the turn.

After hashing it out, we agreed that the GSC could escape crippled, but not captured (I didn't have the BPs and the means to deliver them in time), while the Hydrans held the system, and with no further damage.

Big, huge, epic, and very fun for short games.

Looking forward to fighting Rich more in the future!

By **Dale McKee (Brigman)** ON Thursday, April 30, 2009 - 01:22 am: [Edit](#)

BATTLES ANNOUNCED:
For Whom The Bell Tolls
Hysteria

BATTLES IN PROGRESS:
Plum Crazy
Nero's Fiddle

BATTLES COMPLETED:
Squished
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Under My Umbrella
Boogie Wonderland
Remember the Alamo
Red Skies at Night

By **Richard Sherman (Rich)** ON Thursday, April 30, 2009 - 01:24 am: [Edit](#)

RED SKIES AT NIGHT

Federation forces are repulsed with heavy casualties! The Royal Hydran Navy holds the system!

After the disastrous tactical situation which trapped the Hydran fighters and crippled LNH-ER, but resulted in the death of THREE Federation destroyers, things got even more tense. The Feds realized that, without the destruction of the fighters (not their mere temporary immobilization), the battle was hopeless. But if the fighters (and maybe the LNH-ER) were destroyed, the Fed cruiser squadron (CB, CS, GSC) would still have the advantage.

With almost all of the CB's and CS's weapons empty, it was up to the GSC. In she came, dropping shield #2 and beaming a TB closer to the fighters now stuck at speed 0. In a confusing and swirling array of actions, somehow, the LNH-ER wound up in the same hex as the fighters, also decelerated...and with her #1 shield destroyed and severe damage. Realizing the danger, the Hydran SRG grabbed the LNH-ER in a range 2 tractor beam to get her out (Hey, Jon, I forgot to make you roll for a lock-on here) and away from the vulnerable fighters.

But the GSC would have none of it. Although the Hydrans turned in, threatening the GSC with 18 P3 shots, the GSC would not be deterred. Giving the Hydrans her down #2 shield, she closed to range 5 on the LNH-ER and fired all bearing weapons, with a few long-range P3 shots from the CB and CS. Although both photons missed (I went 4 for 14 in this battle), the P3's managed to add an addition 3 points. Combined with the 7 the GSC did, it was just enough to explode the LNH-ER.

Which then destroyed 25 fighters and 2 GAS shuttles in a massive conflagration.


In retribution, the Hydrans did 56 internal to the GSC...which took the damage surprisingly well. The extra cargo really helped her take the damage well.

Over the next few impulses, the GSC ran into the Fed impromptu minefield (which ignored SC3 units) to move off, while the cruisers got the angle on the weak #2 shield of the LNH-CS, netting 6 internals...5 Chull and an Auxcon. Ah, well...damage is damage.

At this point, after some discussion, the Feds decided discretion was the better part of valor, and withdrew to lick their wounds and contemplate their actions on turn 15.

An extremely enjoyable game, Jon is a great opponent! He and I gamed quite well together, despite our continuing glitches with SFBOL. Fortunately tonight, the only major problem was I couldn't privately chat with him for some reason. I suspect that this may have been caused because, at an earlier point, I had to use Jon's savefile to restore my game. At another point, it showed me HIS speed changes on one impulse. Shocking.

I also have to add that I made 3 huge mistakes this game, and Jon made 1 (well, 2, but I let him take back the second one). While costly for us both, I think I speak for us both that we each learned valuable tactical lessons. And that's what SFB's about: learning to fight the good fight against a great opponent! Thanks a

bunch, Jon. If I have to go to war, I'm glad I'm fighting you!  (although next campaign, I wouldn't mind being on the same side...)

Final results, all units:

FEDERATION

CB - no damage, disengaged

CSa+ - no damage, disengaged

GSC+ - crippled, disengaged (after auto-repairs, due to 6 DC, most damage repaired...if anyone needs specifics, I'll post tomorrow...just ask)

DDG(L)+ - destroyed

DDG+ - destroyed

DD+ - destroyed

HYDRAN

LNH-CS - light internal damage (non-permanent)

LNH-V - no damage

LNH-ER - destroyed
SRG - no damage
DWS (Vudar ship) - no damage
25 ST-2 - destroyed

For the Feds and Hydrans this turn...that's a wrap.

By **John Smith (Johnsmith)** ON Thursday, April 30, 2009 - 01:26 am: [Edit](#)

Out of curiosity, I presume the fighters cost money to replace? Just trying to figure out who "wins" economically.

By **Richard Sherman (Rich)** ON Thursday, April 30, 2009 - 01:58 am: [Edit](#)

fighters cost money, but they're cheap. For this battle, the "cost" was:

Federation:
approx. 312 EPV

Hydran:
approx. 251 EPV

Compare this to "combat power" lost:

Fed - about 308 BPV
Hyd - about 376 BPV

Hydrans came out on top this battle. Not the least because they held the system (casualties notwithstanding).

Hmmm...wow. Even in SFB, it's ultimately about putting boots on the ground.

By **Jon Berry (Laz Longsmith)** ON Thursday, April 30, 2009 - 02:02 am: [Edit](#)

Each Stinger costs 5 BPV to replace, so 125 to replace them all; and the -ER weighs in at 126 BPV.

The Federation lost some ~300BPV worth of units.

My major error was EDis the almost-dead LNH-ER in the same hex as the fighter swarms. The other, which Rich allowed me to take back was my maneuver to extradite myself from that situation.

What were your three errors, Rich? I only saw 1.

By **Michael Lui (Michaellui)** ON Thursday, April 30, 2009 - 06:10 am: [Edit](#)

Jon

Next time it is that close for damage and you're in the same hex with fighters and/or shuttles, consider landing some aboard your ship. If you have destroyed bays they can land in them and provide the ship with the ability to absorb one more hit each on those "destroyed" bays. After all, if the ship blows up they are dead anyway so letting them give you 1 more hit each may preserve ALL of the rest. The Lancer has 3 bays (2 fighter bays and 1 shuttle bay) and I don't see any notes that the LNH has any fewer so you would have been able to take 3 extra hits on already destroyed fighter/shuttle bays for every 2 impulses you were in the hex.

And if the ship didn't explode in this instance you will also have saved several fighters from the T-bomb trap since they would be aboard the ship being towed away.

By **Jon Berry (Laz Longsmith)** ON Thursday, April 30, 2009 - 11:59 am: [Edit](#)

I will take that under advisement for next time. The -ER had space for 10 fighters and 3 shuttles, so that would have made a difference.

By **Dale McKee (Brigman)** ON Thursday, April 30, 2009 - 03:12 pm: [Edit](#)

BTW, gang, this month makes two years of the campaign so far.



By **Jon Berry (Laz Longsmith)** ON Thursday, April 30, 2009 - 04:39 pm: [Edit](#)

Woo-Hoo! Non-alcoholic beverages for all!

By **Tom Carroll (Sandman)** ON Thursday, April 30, 2009 - 11:39 pm: [Edit](#)

Nero's Fiddle

Completed turn 3 and we stopped on impulse 13 of turn 4.

Turn 3 saw the CAT Constable, launch its MRS and swing wide around the planet to get a shot on Romulan MRS's hiding in the planet's shadow. Two bolt shots where made with one destroying the GCA+ Glorious Prize's MRS. For it's trouble, the Constable took six phaser-IV's from the BATS and an R bolt (hit) from the Condor Senator reducing it's #1 to five boxes.

Meanwhile the DN Concordium, CA Executer, and CAT Chaosbreaker continued to close and where able to get a range 15 PPD shot on the PDW Peregrine. The PPDs plus LWO phaser fire from the Chaosbreaker left the ship crippled.

The Romulan mobile force consisting of the Glorious Prize, Peregrine, PDW Osprey, and GBDD+ Revenge launched a spread of QWTs and an S torp on the closing ISC forces. All where targeted on the Concordium which emergency decelerated to launch a weasel. The Executer and Chaosbreaker also decelerated to stay with the Concordium. The Gorn plasma was real and all the torps hit the weasel on 32. The last action of the turn was a range 10 barrage of phaser-1's at the Chaosbreaker from the Romulan mobile force, knocking it's #1 shield down by

13.

Turn 4 so far has seen the Romulan mobile force launch three overloaded QWTs and a G torp from the Revenge early in the turn. The ISC force shot down the QWTs and reduced the G torp with phaser fire. The G torp hit the Execute for 11 damage but was blocked by reinforcement.

By **John Smith (Johnsmith)** ON Friday, May 01, 2009 - 10:21 am: [Edit](#)

Plum will hopefully continue in the wee hours of saturday morning (0230-0300), a bit later than origionally planned.

Was scheduled for 2300, but unfortunately I'd told my gf I'd go to a concert with her a month ago when she bought the tickets and it completely slipped my mind. She reminded me around midnight last night. Totally my fault, not Peter's. If anyone needs to be yelled at for delaying FSC, I'll take the heat.

Bar close here is 0200, so the thing can't possibly go later than that. Should be home by 0230 or 0300, and we'll continue then. Again, apologies to Peter and all. Promises made a month prior don't stay in my brain the required length of time.

By **Paul Franz (Andromedan)** ON Friday, May 01, 2009 - 01:55 pm: [Edit](#)

John,
What time zone?

By **Dale McKee (Brigman)** ON Friday, May 01, 2009 - 06:08 pm: [Edit](#)

BATTLE REPORT - FOR WHOM THE BELL TOLLS

Flew the first two turns of "For Whom the Bell Tolls" today. As instructed I approached the Kzinti planet from the base's blind side, keeping the planet between the Lyran fleet and the base. The Lyran "shooters" (BC, JGP, DW, DW) ran at speed-20, 6 ECM, standard disruptors. The Lyran "scouts" (SC, SR+scout pallet) ran at 15 with no EW, but all channels ready and full of love.

I expected the Kzin to either sit on the base and make me come to them, or dance out from behind the planet at a good clip, giving me EW superiority. Instead, they moved at speed-5 and came out from behind the planet. The base was orbiting at R3.

T1, they surprised me on 1.25 by firing 16 disruptors at r25 - not a good range bracket. But I wasn't expecting it and so didn't loan to protect my shooters. His shooters (CC, BC, BT) were running with 6 ECCM, plus 3 ECM loaned from ECM drones, plus 3 more ECM loaned from the CD and BS). At r25 he hit on a 1-2, and promptly pasted me with... 9 disruptor hits, on the BC's #1. Reinforcement+batteries meant I took 6 on the BC's #1.

I then pressed in to r22, loaned 6 ECCM to all my shooters, and fired 13 disruptors, needing 1-3... and hit with 4. The damage completely bounced off the

front shield of the BT (which was leading his other ships by several hexes.

The Lyrans then turned off. The Zin had, of course, launched drones, but the Lyran channels made about half of them go away late in the turn.

T2, I plotted the same move/EW, but the BC put 6 into shield repairs and recharged its batteries rather than power disruptors. Early in the turn, scout-channel-fu made all but 4 drones drop tracking. An ESG from the BC got rid of the other three, and the SC shot down one targeted on it with phaser-3 shots. All the drones I actually shot at/hit were Type-I drones with ATG and a 1/2 space of armor.

Turning back in, I pressed down towards his fleet. I was orbiting the planet with the base so as to block the base's fire, with his fleet orbiting (now at speed-6) closer in, both keeping me in his sights and staying within loan LoS of his BS. I loaned 6 ECM to all my shooters, giving them 12. He replied by firing 16 disruptors at r18 at the SC, no shift. Needing a 1-2, he hit with 6, but they were split - 3 on the #1, 3 on the #2.

I slid into r15 on the oblique, but had a 2-shift on everything. Knowing he was toting big bricks, I fired 9 disruptors (JGP, 2x DW) over 2 impulses to kill 3 ECM drones, then turned off. He of course launched more ECM drones, and has a big shuttle swarm trailing him. Scatter-packs, manned? We'll see. The Kzin considered a phaser-1 shot but would have had a 2-shift so held fire. The Lyans cleared the base's fire zone before it orbited, so it couldn't shoot yet. EOT on T2, the BC repaired 3 shield boxes on the #1 and is now down 3.

To continue next week.

By **Dale McKee (Brigman)** ON Friday, May 01, 2009 - 06:08 pm: [Edit](#)

BATTLES ANNOUNCED:
Hysteria

BATTLES IN PROGRESS:
Plum Crazy
Nero's Fiddle
For Whom The Bell Tolls

BATTLES COMPLETED:
Squished
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Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo
Red Skies at Night

By **John Smith (Johnsmith)** ON Friday, May 01, 2009 - 06:16 pm: [Edit](#)

Paul: pacific

By **John Smith (Johnsmith)** ON Saturday, May 02, 2009 - 04:08 am: [Edit](#)

Pete, if you see this, I'm online now.

By **Peter Thoenen (Eol)** ON Saturday, May 02, 2009 - 07:06 am: [Edit](#)

Plum Crazy - Part Trois

Turn 7: Don't remember my plan here so might try a pincher movement pinning him between my CCH and 2 CS's. Will lose the CCH in the process though. Sucks BS can't move as all this will take place outside BS range. Really wish I had a DW here to place chase with the ●●●● Peladine DW. Debated shotgun'ing a R but not sure I want to get to r3 nor do I believe a single F on each will be effective.

Turn 7 Early: He has the same idea and picks up speed instead of parking like normal. I think his plan is to run my CCH (chasing DW) into his fleet. I am going to accept that and chase till r17 or so and chuck 2 S's .. will lose a shield and maybe some ints. Such is the price. I really hate this match up. Would like it better if he had soem DD's but each DW enough to gut a CA by itself and that tug is a monster. Actually the bigger annoyance is his faster charge cycle.

CCH turn in (r22 to his fleet) and launches a S at the PDW which will run it out but keep him from firing his EPT G at me next turn. CCH is going to take some ints here but oh well. CS's move up to strike. Bit pissed he accelerated to 24 this turn after a 6 turns of not moving but oh well .. inshallah. Lots of sniping on his Lyran DW's drop S3 to 1. I continue to roll nothing but 6's. He does 22 in the CCH (also crap rolls) leave the CCH wth nearly down 2/6 and a unhurt one. Each of 2 CCH fighters launched a D (r8) and I turn in towards him.

Expect CCH to blow up here but will see will see. I starting to hate that CWS more

and more



By **Marc B (Marc)** on Saturday, May 02, 2009 - 01:00 pm: [Edit](#)

The CWS with a legendary science officer is more effective against drone users, but still an annoyance I'm sure. Wait until you see it turn off ten drones in a turn.....

By **John Smith (Johnsmith)** on Saturday, May 02, 2009 - 02:34 pm: [Edit](#)

To be fair, your ph1 shooting was absurd. You did like 9 damage in the 16-25 bracket with 10-12 phasers. You also did 4 damage with 8 ph3s at r15. You were rolling 1s and 2s like mad, there. It was just that first ph4 shot that rolled 6,5,6,6.

Unfortunately, I'm not quite sure what I want to do here. I was hoping his CSs were going to slow down and move back to the base, instead they kept moderate speed and were able to accelerate (I'm fairly sure using batteries). As a consequence, I can either do serious damage to his CC in return for some pretty good damage to my BT, or I can do shield damage to his CC and escape with shield damage myself.

The Pel DW is in a bit of a fix, as well. It needs to keep moving to run out that plasma, and if it doesn't want to get sniped the only directions it can move are towards the CSs. This turn is definitely not going to plan.

Peter pointed out after the turn that I should have hit the base one more turn, and let his CC chase the DW off the map. It would have then been much more isolated, and easier to keep away from the support of the other cruisers. Probably would have been a better idea, but too late now.

By **Dale McKee (Brigman)** on Sunday, May 03, 2009 - 03:48 pm: [Edit](#)

BATTLES ANNOUNCED:

BATTLES IN PROGRESS:


Plum Crazy
Nero's Fiddle
For Whom The Bell Tolls
Hysteria

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?

The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo
Red Skies at Night

By **Dale McKee (Brigman)** ON Sunday, May 03, 2009 - 03:48 pm: [Edit](#)

All campaign battles are now either completed, or in play! (Watching Kerry and Tom slug through "Hysteria" online even now). 

By **Kerry E Mullan (Nomad17)** ON Sunday, May 03, 2009 - 07:55 pm: [Edit](#)

Hysteria/Ivory through 2

T1 we closed and at end of turn DNT launched a 100 pter and then avoided R15.

I shoot all dir and hit a whopping 5 shields on his BC.

T2: I run entire fleet from 100 pter at spd 20. As it gets close I ID it and then let it hit a R26 after a small phaser hose.

I fire my dir at his BDD and just knock down the shield at R15.

His other ships continue to close and at R8 I give him my pair of DWs to shoot at(BCs had at least a 1 shift) He pastes one with 5 plasma F's and G bolt plus his phaser hose. 29 ints later and the DW is missing all fluff 3 phasers, dir, ESG.

I end up shooting at 2 of his ECPs and hit his CM for like 14 on a rear shield as I am dodging 3 incoming torps(R,S,S). Next turn should be interesting, prob going off next sunday though.

Oh crap Tom next sunday is mothers day so can we push it back to 5 EST? I may make it back earlier but shuold be def there at that time.

By **Dale McKee (Brigman)** ON Monday, May 04, 2009 - 03:39 pm: [Edit](#)

BATTLE REPORT: FOR WHOM THE BELL TOLLS, T3

John had some time this morning unexpectedly so we got through a turn.

Plinking away at r15, especially with the Kzin rolling much better dice, wasn't effective. So, the Lyrans shooters plotted 17 with the scouts at 15, and overloaded all disruptors, turning in on the oblique. I was hoping to goad the Kzinti to fire at r9+, but he wasn't buying any; so I turned in to r8. He was doing his usual speed-5, big brick, 6 ECCM/6 loaned ECM thing.

When we hit r8, his ships were a bit spread out, so we were only at r8 to the CC and the BT. He pulled the trigger on 4 OLs and 6 standards from both ships, caving in the front shield of the JGP and doing about 10 in.

In reply, the Lyrans pulled the trigger on 13 OL disruptors and 20 ph-1s. Despite the nearly-20-point-brick (!) on the front shield of the CC, the shield was breached and 72 internals scored.

The UIMs on the DWs burned out, also (hit with 12/13 disruptors tho).

The next impulse, the Lyrans hadn't satisfied their turn mode yet, so contributed 6 ph-2s at r7, scoring 9 more in. The Kzinti BC fired its standards at r9, and everyone poured phaser-1 love at the JGP, doing about another 30-odd internals.

The Lyrans then turned off, using channels to break up the big drone wave. The Kzinti fleet chugged along after them at speed-5, with the CC (a gutted wreck) turning off and heading away. It will take it at least 2 turns to reach the base or dock for repairs; it is down to 5 power (3 warp, 2 APR). The JGP is not as badly hurt; it's lost about 1/3 of its power and all its fat, plus a couple phaser-1s, a disruptor and an ESG, but can still maneuver.

T4 to continue later this week!

By **Richard Sherman (Rich)** on Monday, May 04, 2009 - 06:29 pm: [Edit](#)

LYRAN VIRUS! BEWARE!

Federation scientists at the Galactic Center for Disease Control have an identified and isolated a particularly vicious new viral strain that appears to affect only Lyrans. While mild in the initial stages, only affecting the infected patient's urinary system, the virus goes on to infect the cardiovascular system, nerve receptors and musculature, and the hormonal system. Rate of infection appears unusually high, as the virus is airborne, and can be easily spread. Although currently assigned just a number (IH8U-Lyrans), the "Feline Urinary-Cardio-Kinesic-Endocrine Disease" appears to have over a 99% mortality rate.

The virus appears to have no effect on Humans or other species Humans typically use as food/livestock. Similarly, cooperation with Kzinti, Klingon, Gorn, ISC, and

even Tholian laboratories reveal that all species associated with or indigenous to their regions of space are also unaffected. Although no cooperation has been secured to date, scientists predict that the two Peladine species, as well as the Hydrans, may also be immune. Cooperation on specific test results provided in conjunction with the Tholian Xenobiology Board show that the virus cannot survive temperatures above 140 degrees Fahrenheit, or in non-nitrogen/oxygen atmospheres.

While work continues furiously on a vaccine to help the Lyran civilian population (as the Lyrans have no effective science community in the areas of viral biology, disease control, or for that matter...science in general), unofficial and unconfirmed rumors from Star Fleet headquarters suggest that the virus was purposely created.

When questioned regarding these rumors by GNN, new Star Fleet spokesman Commodore W. Disney stated, "Such rumors are absurd. We philosophically support the work of the CDC, but have no control over or participation with their work. While Star Fleet has no love lost for the aggressive and desperate Lyran military regime, we certainly don't see the need to purposely subject an entire species to a disease that without doubt would entirely eradicate them, at this time."

By **Marc B (Marc)** on Monday, May 04, 2009 - 07:14 pm: [Edit](#)

Federation Ambassador: This is a most disturbing report. We will have to take swift action to contain and exterminate all samples of this virus, and given its virulence, it appears we will have to do so from orbit. We note that Tholian worlds should be immune to the virus given its required environmental temperature, but any non-Tholian habitats on Tholian worlds create a risk to our people and we will have to address that risk.

We owe you one Federation scientists!

Lyran Ambassador

By **Dale McKee (Brigman)** on Monday, May 04, 2009 - 07:32 pm: [Edit](#)

Just musing aloud here... wonder when we can get the turn done. I was originally hoping for end of May, but now think these battles will carry us into June... thoughts?

Just idle speculation at this point. 😊

By **John Smith (Johnsmith)** on Monday, May 04, 2009 - 07:49 pm: [Edit](#)

Peter and I seem to be doing a pretty consistant 1-2 turns a week. Unfortunately, with our schedules it's hard to connect any time exept fridays (or saturday for him).

By **Marc B (Marc)** on Monday, May 04, 2009 - 08:18 pm: [Edit](#)

Dale - the answer is quite obvious: when the Gorn in Ivory and Plum, and the Kzinti (err.....Klingons) in Colony 3, leave, surrender or are destroyed by the police forces of the Lyrans Empire defending the rights of the indigenous populations.

Cheers.

By **Dale McKee (Brigman)** ON Monday, May 04, 2009 - 08:39 pm: [Edit](#)

How obtuse of me not to realize... :P

By **Glenn Hoepfner (Ikabar)** ON Monday, May 04, 2009 - 09:40 pm: [Edit](#)

funny, I didn't even know what obtuse meant before the shawshank dedemption.

By **Richard Sherman (Rich)** ON Monday, May 04, 2009 - 10:20 pm: [Edit](#)

Lyrans Sick Kitty:

Wow. You REALLY propose that you could get rid of the virus - all samples of the virus - from orbit (presumably using weapons, although your inept attempt at being intentionally vague didn't specifically say that)? Wow. And I thought the GNN article's comment about Lyrans having no scientific knowledge was exaggerated. Guess I was wrong.

By **Richard Sherman (Rich)** ON Monday, May 04, 2009 - 10:32 pm: [Edit](#)

Dale, I'm depressed. Marc said that the turn won't end until "...the Gorn in Ivory and Plum, and the Kzinti (err.....Klingons) in Colony 3, leave, surrender or are destroyed by the police forces of the Lyrans Empire..."

Since that's NEVER going to happen, and since the Lyrans are involved in these current final battles, I accuse Marc and his vassal, Kerry, of intentionally and unnecessarily prolonging the turn, to the detriment of all of us but themselves. I therefore respectfully request that you immediately rule that all Lyrans or Lyrans-controlled (but not Peladine or Hydrans) ships currently in battle immediately self-destruct.

Only in the interest of keeping the game moving, you understand.



By **Dale McKee (Brigman)** ON Monday, May 04, 2009 - 10:50 pm: [Edit](#)

Rich: Nice try. ;P

By **Mike Strain (Evilmike)** ON Tuesday, May 05, 2009 - 01:26 am: [Edit](#)

throws Rich in the Booth and sets it on Broadway musicals, subcategory Cats:The Next Generation

releases the kitties

This is better than Survivor...



By **Jon Berry (Laz Longsmith)** ON Tuesday, May 05, 2009 - 01:53 am: [Edit](#)

Hey! I need him in one piece so he can lose to me when I conquer his worlds!

By **Jeff Wile (Jswile)** ON Tuesday, May 05, 2009 - 06:00 pm: [Edit](#)

Oh, you'll get all of the pieces... just some assembly required!



By **Tom Carroll (Sandman)** ON Wednesday, May 06, 2009 - 12:46 am: [Edit](#)

Nero's Fiddle
(through turn 5).

Turn 4 (impulse 14-32)

Deciding that I didn't want to see the Paravian DW Peregrine repaired by the LCD, I fired 33 Phaser-1's and bolted three S-torps (two from the Chaosbreaker with LWO on board) at range 12-13 at it. The fickle SFBOL dice gods struck again and the ship survived the fire with one power and a few other internals.

The remainder of turn 4 was uneventful, the Romulan ships consolidated in the BATS hex, while the ISC forces remained in place. The DN Concordium transferred its prime team to the CAT Constable to assist in repairing its front shield.

Turn 5

Greeted with the news that the Peregrine would dock to the Romulan large repair dock at the end of the turn, the ISC forces where goaded into action. Burning batteries to accelerate, the DN Concordium, CA Executer, and CAT Chaosbreaker plotted as coarse to achieve a range 14 shot on the Peregrine on impulse 24. Responding to the ISC forces aggressive maneuver, the Romulan fighter force dropped erratic maneuvers and came around the opposite side of the planet, aiming to take out the MRS support squadron.

Impulse 24 saw the beginning of a heated exchange of electronic warfare. In the end, the Concordium had a significant degraded shot (+2) on the Peregrine, while The Romulan ships had a minor degrade shot (+1) on the ISC forces. The ISC forces, in defiance of the SFBOL dice gods, fired all PPDs and 8 LWO assisted phaser-1's at the Peregrine. The resulting damage destroyed the Peregrine and the Peregrine's explosion damaged the other Romulan ships. In response the BATS fired its phaser-IV's and the Condor fired its LWO assisted phaser-1's at the Chaosbreaker, reducing the Chaosbreaker's #6 shield by 50%. In addition, the BATS launched an enveloping R torp, the Condor launched an enveloping S torp and the PDW Osprey launched it's QWTs.

Meanwhile the Romulan gladiators launched D torpedoes at the MRSs and fired phasers at the Concordium's MRS, doing three damage to it. The MRSs turned away, heading for the Concordium. The Constable, firing from range ten, was able to crippled Gladiator G1 but was unable to kill it with follow up fire.

At the end of the turn, the MRSs ended in the same hex as the Concordium, Executer, and Chaosbreaker. Phaser-3 fire from all units destroyed all but one of the torpedoes. The remaining torpedo has a warhead of one.

Lastly, the Concordium and Executer fired their phasers at the Romulan fighter squadron. G2 and G3 where destroyed. G4 took minor damage and G1 was again able to dodge and weave to safety.

As it stands: Romulan (with the exception of G1 and G4 fighters) forces and the ISC forces have the planet between them. There is an EPT R, an EPT S and three QWT incoming on the ISC forces, range 7 or so. Long-range sensors have determined the EPT R is tracking the Concordium while the EPT S is tracking the Executer.

By **Dale McKee (Brigman)** ON Thursday, May 07, 2009 - 10:59 pm: [Edit](#)

Watching Tom and Ron fly more Nero's Fiddle. Ouch! Fun stuff. This turn is more dynamic than the last.

John and I will be flying more of "For Whom the Bell Tolls" tomorrow too.

Love to see progress...

By **Tom Carroll (Sandman)** ON Friday, May 08, 2009 - 06:31 pm: [Edit](#)

Nero's Fiddle

(Through turn 7).

Turn 6

The CAT- Chaosbreaker finished off the G4 and wily G1 Romulan fighters with precision phaser fire. The G4 launched its remaining D plasma and hit the DN Concordium's MRS for two damage from range eight before being destroyed. The Concordiums MRS, having suffered six damage, landed on the dreadnaught. Impulse 6, the Concordium, CAP executer and the Chaosbreaker weaseled the incoming enveloped plasmas and quantum wave torpedoes. A few impulses later, G4's plasma D impacted the Concordium's weasel, having switched from targeting the MRS to the ship when the shuttle landed. The CAT- Constable, the only ship to move for the turn, joined the rest of the squadron before stopping. Romulan and ISC forces spent the remainder of the turn rearming and repairing shields.

Turn 7: **Chaos on the Chaosbreaker's bridge.**

The ISC forces began the turn moving away from the Romulan forces, using the planet as a shield, before swinging around and heading for the base. Very late in the turn, the Executer tractored the Concordium and their combined movement brought them into range 15. Both ships were immediately painted with offensive ECM from the BATS. The ships MRSs and the LAS Trailblazer provided some counter measures but not enough to overcome the BATS EW superiority. Five PPDs were fired at the battle station and while some damage was scored, the amount was less than was hoped.

Meanwhile the BATS fired two Phaser-IV's at the Chaosbreaker from range 16, just prior to those phasers rotating out of arc. When the Chaosbreaker and Constable moved to join the other ships at range 15, the GCA+ Glorious Prize and GBDD+ Revenge launched 80 points of plasma while the PDW Osprey launched three QWTs. Then the entire Romulan fleet let loose on the Chaosbreaker, blowing doing the #2 shield and causing eighteen internals including hitting a plasma S and three phasers. The next impulse, the Romulan ships TACed to bring more phaser's to bear. Realizing the danger, the ISC force returned fire, smashing the Revenge for twenty-five internals.

The Romulans would have their revenge. Their return fire destroyed the Chaosbreaker's bridge. The legendary Captain Erqard would be buried under the rubble, clinging to his life and out of the battle. The Chaosbreakers misery did not end there. The news soon spread throughout the ship and the fleet that Science Officer Tak, renowned for his superb duty in the defense of the homestead from a rampaging Moray Eel, had been killed.

As the last action of the turn, the ISC squadron slipped back into the planet's shadow to await the Romulans seeking weapons.

Play to continue next Tuesday.

By **Dale McKee (Brigman)** ON Friday, May 08, 2009 - 08:56 pm: [Edit](#)

John Carroll's under the weather, so our game is postponed, probably til next Friday.

By **Dale McKee (Brigman)** ON Friday, May 08, 2009 - 09:00 pm: [Edit](#)

Regarding Tom's battle, yeah, I have never seen a LO killed in action before, and to have two taken out (even tho the LC survived) in one salvo was painful...

By **Jon Berry (Laz Longsmith)** ON Saturday, May 09, 2009 - 02:06 am: [Edit](#)

Lordy that has to smart. The LC out for a campaign turn (enough for the ship to withdraw, I would assume), and the LSO dead? That's pretty bad luck when you get down to it.


By **Dale McKee (Brigman)** ON Saturday, May 09, 2009 - 02:44 am: [Edit](#)

The ship's still in the fight, as far as I know. But it is down two S-torps (out of three) and effectively both LO's. So we'll see.


Plum - Part Quatre

Turn 8: "The CCH's last ride (or so I think)" 


Start off medium speed (17) on all the ships. Only torps hit this turn are 2xF on each CS, 1xF on CCH (well and a S on the BS but at r25 who cares). On board have a 2xD,2xS,1xR. Tug plots 4 (will ww). Launch other 4 G-I's and plan to hunt

tug  Both G-I's from last turn melt before second launch cause of somebody bright idea to make plasma fighters worse than they already are by restricting them to 1 a turn / 8 impulse delay (though only effective r10 instead of r96 like drones).


CC+ SC to spd 8 and I launch a F at it. DW announces both ESG's and up to spd 28, plan is fighters and Gorn CCH I think. Tug ww a R and S. He phasers both D's torps r1 to DW but unavoidable because of TM. They hit for 6 total. Gorn CS puts

4xph1's for 3 into DW, hits 2 FHull .. was hoping for that lucky ESG hit 

He kills one fighters before a second launch with 2 OL UIM r5. I once again continue to roll nothing but 6's with phasers. Would like to see him roll a 6 just

once except on labs  . ESG hits other one. I am 3 pts with 10 ph1's @ r10. He phasers F down to 7 (on CC+) and Peladine SP pops. He is out of phasers for the most part but still ESG and disruptor heavy. I am also pretty empty. I launch a F(real),F(fake) at tug, r8 before tug SC to 14 .. was hoping to draw a ww oh well. Launch other 2 F's r5 to his CWS. I am completely torp empty now except for single RP F on CS. BS launches r22 S at DWL. DW Lyrn SC 28 and CCH SC 24 ... they chase for awhile. He didn't take the r8 mass shot on my hurt CCH shields so only can assume he is saving for BS when it rotates in down #1 into his FA.

Fire 6 ph1's into DW Lyrn at r3 +1 shift for 24(finally solid roll). Praying I hit a ESG .. nope ... 5 in nothing but hull. CWS HET's to avoid both F's and SC 30. 7 OL and 2 OL UIM at r8 to CCH crunches #4 for 42. Once again this BT is a monster. As normal hits above average. Does 18 in for 4 wpns 2 pwr and 12 fluff. Puts 20 more in from r8 phasers ... fluff gone, 2 ph1's and a F. Does 6 more from r9 with

can't miss tug  .. 5 pwr and a ph1. 4 more, 4 more power. At least the CCH takes dmg well. Miza other torp and more phasers. Eat 27 from ESG's .. ja ja ja should have saved shuttles in hindsight. CCH gutted, tries to limp to base and Lyrn DW chases.

He ED's the PDW and ww the torps. DWL eats 12 from base S. His LDW on death mission and tracs my CCH r9 from base. His super stack ED's and eats 4 collat from D's. Not sure why sacrificed Lyrans DW but oh well .. it eats 64 from 6 ph4's (49 in) leaving it one power and near dead. RS D torp hits it for 8 more (not enough to kill it though, 2 excess left).

Turn ends with his super stack r4 to my two CM's. He tac'ed so will alpha them on .2 and ww my torps. His DW will explode soon. My 4 fighters are going to give his ED'ed PDW a run at it. My CCH is going to limp to base.

Not sure what I will do here .. hadn't planned on a .32 tac (figured he would tac .2 and .3). And between the BT, CC+, and DWL more than enough to blow a CS up.

By **John Smith (Johnsmith)** on Saturday, May 09, 2009 - 05:36 pm: [Edit](#)

Peter's pretty much got it all there. I spent over an hour on my EA, mostly on speed plots. Every ship had a different plot, designed to get him to think various ships were going to be isolated from the rest at various points.

It sort of worked, a lot of his plasma came out piecemeal, or just to chase off a threatening ship. My main feint didn't, however. I was planning on pulling a lot of plasma from him by threatening an overrun with the DW, getting a late turn overrun in with the scout (which I figured he wouldn't be expecting). Unfortunately, after the turn he told me he had expected it. Didn't turn out too badly, though, as I was able to turn the feint into an overrun after taking down the shield of the CCH, and got 5 or 6 single-phaser volleys into it at r2-3 to boot.

I did have to ED late in the turn, I'd completely forgotten to account for the fighters crammed into his shuttle bays. That was about 40 extra points of plasma I wasn't thinking I'd have to deal with.

The DW was my big screwup, and a totally unnecessary one. I'd done some careful figuring, and with a bit of tractor magic could guarantee a r1 shot on i1 on the down shield with the DW. Two problems came when I underestimated the amount of damage a ph4 does at r8, and forgot that a base has that funky rule where it can fire all its ph4s at once the impulse before and after it rotates. I'd figured he would probably hold fire til late in the turn, to let me get as close as possible. If he rolled well on the first 4 I had an HET plotted and could face a new shield to the second volley. If he did less well (and here I was thinking 10-12ish internals would be acceptable to keep going), I could take the second volley, still have phasers and a disruptor or two to leave the CCH a floating hulk, and then use a fast decelerating plot to move into the planet's umbra before his ph4s cycled, or at least move away and get a fresh shield towards them. Then I figured I could at least do the old fireship routine, and moved it close, but his plasma Ds couldn't quite blow the DW. It's got 3 control spaces and 2 excess damage left, and that's it. Gorn can't do anything right!

That plan came to a screeching halt when he did 64 damage with 6 ph4s at R8. And he saved his CCH, which can now dock or possibly fleet before I can get to it. Worst part is, if I'd remembered those rules, or even just remembered much earlier to make my unplotted speed change (around i20, which would have killed his batts so I could tractor him much farther away from the base), the DW would still be alive and essentially unharmed. Really pissed at myself for that screw-up (sorry Marc).

In any case, the round was almost no fun until the end, as Peter had truly awful luck with his phasers. I mean, we're talking 20 or so phasers with maybe 4 rolls of 1-3. He only rolled well while shooting at my plasma, and that final ph4 volley. Meanwhile, I rolled about average or slightly above average the whole time. It was at the point where if it'd been a pickup game I would have told him he could start rerolling, but I didn't feel that'd be fair to Marc. Really, tho, what's the fun if you're winning because of luck? 12 ph1s at r9-15 with no shift should do more than just 3 points of damage!

End of turn, I feel pretty good. Short of me rolling like Peter has been, I'm going to junk a CS next turn. With one CS, and a defanged CCH, that base is mine. I'm at slow speed, so can WW his one available R this turn. Base is R18 to the rest of my fleet, so it's S isn't a big deal.

By **Dale McKee (Brigman)** on Monday, May 11, 2009 - 11:25 am: [Edit](#)

Thanks for the battle reports, guys.

Any further progress on "Hysteria"? Or did Mother's Day keep you guys busy?

By **Kerry E Mullan (Nomad17)** on Monday, May 11, 2009 - 12:05 pm: [Edit](#)

Yeah Mothers day pushed us back a week. Scheduled to play this upcoming sunday, hopefully at 3 pm eastern but I'll contact Tom to finalize a time.

Kerry

By **Marc B (Marc)** on Monday, May 11, 2009 - 06:01 pm: [Edit](#)

Marine Major Silent Impaler was tired. He had spent the last months hunting the remainder of the Kzinti garrison from the main continent of Colony 12, and the battle had taken it's toll. While the Kzinti garrison was withering without supplies and support, casualty rates among his soldiers had reached some of the highest ever suffered in the Emperor's service. This was the result of the hard-fought system engagement – during the orbital fight the Kzinti had forced the retreat of combat elements needed to quickly secure the planet. The surface battle was now at a stalemate.

He had battled many foes in the Milky Way, and The Farthest Stars were no different. Most recently he had waded through hordes of Andromedan robots securing Cat's End, and now after six long months of waiting for fresh troops he

was in no position to continue his advance across the planet's surface. All of his vehicles except one administrative shuttle had been destroyed, and he only had enough troops to defend the secured areas from potential counter-attacks. With the orbital resupply arriving there would be additional troops and shuttles to continue offensive operations.

Now, he was being transported down with less than a hundred marines to reconnaissance one of the active regions of the planet. He materialized inside of what was supposed to be an abandoned mine. What he saw was anything but abandoned – stacks of supplies lined the walls of the mineshaft.....

He split his force to secure an internal perimeter from which to expand out. This was achieved quickly, but he found a number of troubling readings as he explored the facility. First, it appeared that the facility had limited shielding. Areas with active energy sources had transportable emitters to hide the presence of non-indigenous materials. Combined with the natural surroundings it effectively blocked orbital scanners. Second, other readings indicated that there were sufficient supplies here to allow a large force to defend the region.

An exit from the mine had been located so he decided to expand into the surrounding forest. "Captain, take 4 squads and search the surrounding area out to one kilometer. Under no circumstances are you to be engage or be detected. Go very slowly."

"Yes, Major." The Captain was efficient....and lucky. He had already survived a mortal wound in hand-to-hand combat with an armored Kzinti marine who had been with a small squad of military police securing a command facility. The result was two weeks of surgeries and recovery for the Captain. But, to his credit, that Kzinti got worse from the Captain.....

The next day he expanded the search to include almost all of his troops to extend the observations to five kilometers, and then the following day the zone was expanded to 8 kilometers – the result was the same. Nothing. He then began the process of installing remote monitoring units in the mine facility. His job was not to defend the area but to observe it. He didn't have the troops to take and hold the region. He would use the supplies as a lure. The Lyran Imperial Fleet vessels in orbit could monitor developments and then make a decision about how to allocate the remaining ground combat resources to maintain the stalemate for a few more days.

As he was making preparations to leave, two things happened. First, he heard a number of loud rumbles echoing from the front of the mine. He began to run towards the mine entrance, but heard nothing on the communications net while he was within the range of the facility's shielding. Second, he activated his personal masking device – a lovely little piece of Romulan technology that he had "picked up along the way," and very much enjoyed using.

When he approached the mine entrance he saw two silhouettes. He recognized the Lyrans battle armor at the same time his communicator came to life. He deactivated the masker and an ensign came marching down the hall apparently to get him.

The Naval ensign saluted him and smiled. "Sir, Admiral Stalking-Cat-Who-Rends-With-Fire sends his regards. General Cat-Who-Leaps-From-The-Sky will assume command of planetary operations. You are to continue offensive operations and secure this continent."

The clearing outside of the cave entrance was busy. The ensign fell in behind him as he walked out to see ground assault shuttles landing, and heard more sonic booms rumbling through the sky as another squadron of shuttles entered the atmosphere and descended on the region at assault speeds.

For the first time in weeks Marine Major Silent Impaler smiled. Colony 12 was Lyrans.

By **Dale McKee (Brigman)** on Monday, May 11, 2009 - 08:46 pm: [Edit](#)

BATTLES ANNOUNCED:

BATTLES IN PROGRESS:

Plum Crazy
Nero's Fiddle
For Whom The Bell Tolls
Hysteria

BATTLES COMPLETED:

Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach

Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo
Red Skies at Night

By **Glenn Hoepfner (Ikabar)** on Tuesday, May 12, 2009 - 04:49 pm: [Edit](#)

Concerning:
BATTLES IN PROGRESS:
Plum Crazy
Nero's Fiddle
For Whom The Bell Tolls
Hysteria

Can you give a brief rundown of what major players are involved in these last four battles and in what system. It'll determine whether I'll start working on my movement plots for the next turn.

Economics are already done.

By **Dale McKee (Brigman)** on Tuesday, May 12, 2009 - 05:31 pm: [Edit](#)

Plum Crazy: Gorn vs. Lyran, in the Plum system.

Nero's Fiddle: ISC vs. Romulan, in the Romulus system.

For Whom the Bell Tolls, Lyran vs. Kzinti, in the Colony-3 system.

Hysteria: Gorn vs. Lyran, in the Ivory system.

By **Glenn Hoepfner (Ikabar)** on Tuesday, May 12, 2009 - 11:13 pm: [Edit](#)

Guess I gotta wait abit. 😊

By **Tom Carroll (Sandman)** on Wednesday, May 13, 2009 - 08:21 am: [Edit](#)

Nero's Fiddle

Turn 8

The ISC forces, using speed changes, tractor hi-jinks and phaser fire, ran away and shot down the plasmas and QWTs launched at them last turn. The BATS and Romulan shuttles at range 3 obliterated the lone ISC S-torp launched last turn. The Romulan GBDD+ Revenge docked to the large shipyard while the remaining Romulan ships moved away from the BATS to fire at the ISC MRSs. One MRS was destroyed while a second took four damage. The ISC launched two S torps at the Romulan ships. The first, targeted on the GCA+ Glorious Prize was shot down by ship and BATS fire. The other plasma, targeted on the PDW Osprey, was weaseled away.

We were only able to play one turn in three and a half plus hours because of the

Ron's horrible lag and disconnect problems. We played two impulses in the first two hours because, and I am not exaggerating, Ron was disconnected about ten times. We suffered through periods of lag thereafter but were able to get the turn completed. If you stop by and find the game is in private mode, well, now you know why.

Game to continue Thursday if Ron is available, otherwise it will continue next Tuesday.

By **Ron Schanlaub (Schanie)** ON [Wednesday, May 13, 2009 - 01:20 pm](#): [Edit](#)

Has anyone else had such annoying lag issues as this? I check my Internet connection speed after being kicked off and it's still in the 200 - 500 kbps range, but I still get timed out and still have a 1 to 2 minute lag time, even with no observers in the room. This almost always goes on for the first 30-60 minutes of the game and eventually clears up after being kicked off several times. It's almost enough to make it not worth while to use sfbonline and I hate annoying everyone else with my horrible lag.

By **Ron Schanlaub (Schanie)** ON [Wednesday, May 13, 2009 - 01:25 pm](#): [Edit](#)

Hey Tom, looks like this Thursday is out, so I'll see you on Tuesday.

By **William T Wilson (Sheap)** ON [Wednesday, May 13, 2009 - 01:33 pm](#): [Edit](#)

Quote:

Plum Crazy: Gorn vs. Lyran, in the Plum system.

Colonel Mustard, with the candlestick, in the conservatory.

By **Peter Thoenen (Eol)** ON [Wednesday, May 13, 2009 - 01:50 pm](#): [Edit](#)

Ron: Some days .. chat with PF about it

By **Richard Sherman (Rich)** ON [Wednesday, May 13, 2009 - 06:39 pm](#): [Edit](#)

Ron,

I've had similar problems, and I have a high speed Internet connection at home! I found that sometimes changing to one of the alternate SFBOL servers helps sometimes, but other than that, I'm at lost. Jon Berry can verify I've had some of the similar issues you've had. Mine weren't as bad as yours, but still quite annoying.

By **Paul Franz (Andromedan)** ON [Wednesday, May 13, 2009 - 07:29 pm](#): [Edit](#)

Ron,

There is something wrong with your internet connection. Your ping time was 9 to 10 seconds. If I were you, I would check to see what kind of bandwidth you have

available.

Note: I was playing Jon Biggar and his ping time was 0.9 seconds;

By **Dale McKee (Brigman)** ON Wednesday, May 13, 2009 - 07:38 pm: [Edit](#)

Ron, Tom, let me know how that's going. While I am loathe to try to replace Ron as Romulan captain this deep in a battle... if this has truly become unworkable, I don't want to chase good money after bad, either.

Let me know.

By **Dale McKee (Brigman)** ON Wednesday, May 13, 2009 - 08:16 pm: [Edit](#)

On another note, Tom, since Ron's busy Thurs, maybe you and Kerry can get together for "Hysteria" then?

By **Ron Schanlaub (Schanie)** ON Wednesday, May 13, 2009 - 09:19 pm: [Edit](#)

Dale,

This week was the worst it's ever been. This was the first time it was ever to the level of considering calling it a night and giving up. I'll give it a couple more tries and see if it clears up.

In the mean time I'll try the other sfbonline servers and call my isp to see if they can help. I am also actively looking for a different isp but I'm miles from the nearest town so I'm stuck with wireless or satellite and none of them are much better. Sometimes my service is in the 1.4Mbps range, but at 8pm it seems everyone else is online and things get crowded here. I do miss my cable internet.

If things don't clear up we can go from there.

By **Glenn Hoepfner (Ikabar)** ON Wednesday, May 13, 2009 - 09:30 pm: [Edit](#)

Ron,

Your ISP can, at best, check your internet speed. They cannot determine why a single website is giving you problems. Are other websites agonizingly slow?

By **Ron Schanlaub (Schanie)** ON Wednesday, May 13, 2009 - 10:35 pm: [Edit](#)

Glenn,

My overall speed has slowly gone down over the last 18 months. It started out consistently at 1.5M but now has nights when it's barely at dial-up speeds for a while and then speeds back up to over 1M. Perhaps my wireless equipment is starting to go out or maybe it's just some overzealous P2P downloaders hogging the bandwidth at certain times. If I pester my ISP enough I can probably get at least an equipment upgrade, bigger, stronger antenna, etc.

By **Tom Carroll (Sandman)** ON Wednesday, May 13, 2009 - 11:12 pm: [Edit](#)

Dale,

I've sent a note letting Kerry know of my availability.

Hopefully the problem Ron was having is a one-time fluke incident and it doesn't happen again. It's been a good game so far and I'd hate to end it because of non-game factors.

By **Dale McKee (Brigman)** ON Thursday, May 14, 2009 - 03:06 am: [Edit](#)

I would really hate to either pass off the Roms to another player, or end the battle via adjudacation, at this stage.

Obviously, if that is the demand of the campaign I will handle it - but my preference would be to have Ron/Tom finish the battle!

By **Glenn Hoepfner (Ikabar)** ON Thursday, May 14, 2009 - 03:07 am: [Edit](#)

Ron,

Please bear with me. I worked with Time Warner Cable for 2 years as of last month. Speed flux problems usually are either a computer problem or an ISP problem (huge DUH!). If the flux problem is consistent (i.e. slowness more prevelent during the evening or early morning, or during noon-time/late night) then its likely a bandwidth problem (usage in your area), and an adjustment to your signal strenth may be required by an ISP tech (so call them). If it really is erratic, no real pattern, I'd try bypassing your wireless router and hooking up directly to the modem (if possible). If this improves your performance on the internet, then your router is the issue.

If no change on a direct connect, its either your computer or (again) your ISP. I really don't have much more to offer. I'm not a wireless expert and if you were calling me, I'd have a few more tools to try, and if unsuccessful, I'd send you to our next level of techs, but pretty much that's all I have to offer with the info that I have.

By **Ron Schanlaub (Schanie)** ON Thursday, May 14, 2009 - 10:19 am: [Edit](#)

Glenn,

Thanks for trying to help. I'll try connecting my computer directly to the modem. Of course, the modem is a wireless modem in itself. I'm 6 miles from the wireless transmitter so perhaps a new tree has grown up in my way and maybe extra moisture in the air is slowing things down. It is a 2.4GHz signal. I'm hoping the 900 MHz or white space providers show up, get some competition out here. Btw, I have updated all the router and modem firmwares and keep everything up to date. I'm a programmer myself, so it's frustrating when I can't make computers do what I want.

By **Eli Patterson (Rakishan)** ON Thursday, May 14, 2009 - 12:59 pm: [Edit](#)

2.4 GHz is the same as a microwave oven. Water (trees), chicken wire, aluminum foil, or a layer of mashed potatoes could all interfere with that signal.

When was the last time you cleaned the mashed potatoes off of your antenna?

By **Ron Schanlaub (Schanie)** ON Thursday, May 14, 2009 - 01:49 pm: [Edit](#)

I discovered the microwave frequency problem. Apparently my cheap microwave is leaky enough to interfere with my internet when it's cooking.

The antenna is the ISP's property so I'll ask them about dirty antennas. This is one of those big square/rectangle rooftop antennas for those who wonder what I'm talking about. The ISP did say it was possible to get a stronger receiver. I think I'll push on that and see if I can get it scheduled. They're surprised I get reception at all, given my distance to the transmitter.

By **John Trauger (Vorlonagent)** ON Thursday, May 14, 2009 - 03:04 pm: [Edit](#)

In the meantime wrap your microwave in chicken wire.



By **Eli Patterson (Rakishan)** ON Thursday, May 14, 2009 - 03:45 pm: [Edit](#)

Also, you might have a lot of interference from any electrical motors nearby. A hair dryer or blender can cause a lot of EMF noise.

You need to get loaned more ECCM to battle all of that ECM your microwave is putting out.

By **Michael C. Grafton (Mike Grafton)** ON Friday, May 15, 2009 - 02:15 pm: [Edit](#)

And an ELECTRIC clothes dryer can really zap your signal.

We had an intermittent 60 hz problem on a project that took us forever to hunt down. It was a water pump.

By **Dale McKee (Brigman)** ON Friday, May 15, 2009 - 04:51 pm: [Edit](#)

BATTLE REPORT: For Whom the Bell Tolls

We flew three more turns today, concluding T6. This is thrown together from memory so the gist is as follows.

After T3, where I had gutted his CC, he limped it back towards the base at speed-3. I plotted speed-17 and standard-loaded disruptors, refilling the phaser caps as best I could. I expected him to go one way around the planet at a moderate clip; instead he went slow the other way. He immediately fired 10 disruptors, hitting split shields on the DW Skullcrusher. No internals, but both the #2 and 3 shields were badly compromised.

Looping back around, I used scout channels to break up his drone wave, then got r12 on his fleeing CC. The other ships were a bit farther out, and all fresh, so I blasted the CC. Blowing down the #4, I did about 10 more in, leaving her a powerless hulk. I turned off, and the Zin turned back, trying to cut in on me. We ended the turn at r7, but the Zin was in my FA arc and I was off his starboard bow outside of his FA. His base orbited and he fired 4 ph-1s at the DW

Skullcrusher, doing 5 in.

5.1, I lit up the BT with 10 OL disruptors and 13 ph-1s, while he fired only 2 ph-1s from the CC and 2 ph-4s and the BATS' disruptor at the DW Skullcrusher. Rolled very badly, only hit with 6 disruptors despite the 1-5 on the BC, but phasers rolled very well, making up for it. Scored 30+ internals on the BT. It barely seemed to notice.

I turned out, but the BC and BT turned in, and fired everything at the DW Skullcrusher. Although I'd brought a different shield to bear, the shield was weakened from last turn's fire and I took about 24 internals. He was able to mizia it further on the way out as the BATS' phaser-IVs cycled at r16.

Again, I took the big drone wave he threw out and made it go away with scout channels. At one point he did get enough drones out there that I had to use 2 ESGs from the BC to deal with them - out of channels, phaser cap dry - but the ESGs handled them nicely.

T6, I looped around while his CD finished towing the CC to the LCD for repairs. The DW Skullcrusher is down to 11 power left. The JGP has been steadily repairing but is still out of the fight. His BT was retrograding towards the base at speed-5, and I was able to flank it at r15 and feed it 7 disruptors and 11 ph-1s on its down #2. I did 24 internals. The tug, now down 2 disruptors and 9 power, is beginning to notice it's been shot. What a big monster. He fired at the DW fiend, doing 2 internals (1 warp and 1 hull). My fleet then moved off and is looping the planet to keep out of arc of the BATS, and effecting repairs as fast as it can.

We continue next week.

By **Peter Thoenen (Eol)** on Friday, May 15, 2009 - 06:15 pm: [Edit](#)

BTW me and John continue to pound Plum out. BTW I gave him a drop dead of June 6th as I will be out-the-loop until September come June 7th.

Just letting Dale know that at our worst we won't hold up anything past June 7th ;)

By **Dale McKee (Brigman)** on Friday, May 15, 2009 - 06:38 pm: [Edit](#)

I had originally hoped to conclude the turn by the end of May, but that now seems unrealistic and unlikely. Still, for your game, June 7th it is. Do try to finish it, but failing that I will adjudicate.

By **John Smith (Johnsmith)** on Friday, May 15, 2009 - 08:02 pm: [Edit](#)

I don't think it will take much more. Peter and I were discussing it this morning, and we figure the outcome should be obvious in about 2 turns.

By **Dale McKee (Brigman)** on Friday, May 15, 2009 - 09:06 pm: [Edit](#)

Excellent.

I hate adjudicating.

By **Dale McKee (Brigman)** ON Saturday, May 16, 2009 - 02:21 am: [Edit](#)

Due to a variety of reasons, I have created a Yahoo Group as a backup for this campaign. The address is here:

http://games.groups.yahoo.com/group/SFB_Farthest_Stars/

All Admirals, Captains and Lurkers are invited and requested to join.

By **Peter Thoenen (Eol)** ON Saturday, May 16, 2009 - 03:50 am: [Edit](#)

Assume this is still the primary discussion place yes?

By **Glenn Hoepfner (Ikabar)** ON Saturday, May 16, 2009 - 06:57 am: [Edit](#)

My only concern is that we'll have two forums, of which I'll have to repeat myself twice. And Yahoo has never been user friendly with me.

I am curious as to why this is necessary.

By **Dale McKee (Brigman)** ON Saturday, May 16, 2009 - 12:34 pm: [Edit](#)

The BBS is still our primary discussion place, yes. The campaign thread is still open. Nobody panic. The Yahoo Group will exist as a backup in case of mishap, etc.

One thing I'm going to do is post the campaign rules in the "Files" section of the Yahoo Group, so everyone can grab it from there instead of my emailing it to the Admirals (and lurkers who ask) when there's an update.

By **Dale McKee (Brigman)** ON Saturday, May 16, 2009 - 04:00 pm: [Edit](#)

Current version of the campaign rules posted at the Yahoo Group.

By **John Smith (Johnsmith)** ON Sunday, May 17, 2009 - 10:06 am: [Edit](#)

I just spent the last 20 minutes trying to sign up for a yahoo account, and I keep having problems. Very frustrating. Hopefully I can still participate as a captain without accessing this new yahoo group, since I'm about ready to punch my screen.

By **Dale McKee (Brigman)** ON Sunday, May 17, 2009 - 02:57 pm: [Edit](#)

You certainly can, John. If it's not working today, try it tomorrow or next week. It's not a rush. The BBS remains the primary forum, the YG is a backup.

By **Richard Sherman (Rich)** ON Monday, May 18, 2009 - 11:06 pm: [Edit](#)

Hey! So where's the Hysteria update? I know there was more played! I was there! I saw a ship blow up! Inquiring minds want to know!

[for everyone else...yes, I know which ship blew up and how, but I'm not tellin'! That's Kerry's and Tom's job!]

By **Kerry E Mullan (Nomad17)** on Tuesday, May 19, 2009 - 09:14 am: [Edit](#)

Hysteria T3:

We start with 2 S and an Rtorp at R2 to one BC R3 to another. Gorns are at R7 to the BCs and R6 to the unhurt DW/Salv.

Salvage Cruiser doubles everything. Salv/DW are at spd 20/26, DD at 28 and hurt DW at 19. BCs are at spd 0. I lab the torps and find the R on a BC and the pair of Ss on the other. Both BCs weasel. His BDS OEWs both BCs. Before weaselling one BC is able to fire 3 p1 and 2 OL out it's #5. After rolling poorly I bring the CMs #5 down to 1(I think I did like 9 dam).

Thats OK as the DW and Salv will be on that shield in 3 imp. Next IMP the CM HETs away, So I send in the others against his BDL doing 2 whopping ints(DW hit with both OL and std! Salv reached R5 and rolled poorly to just get the ints).

Gorn turn away the BDL and Keep DN+BC skirting around R8. I send the Pel DD up my right side to chase his BDS and the other hurt DW turns in to get some cheap mizia shots on his BDL+BDD(doin 5 ints through the down #1 of the BDD and 3 more to BDL).

As the Pel DD is closing on the BDS the CM moves over to help it so I launch its B torp at em. Gorns fire most bearing weapons(4 f bolts and some 18 p1's) into the Pel DD. Over 3 imp about 17 ints are scored(Gtorp, drone 2 warp 3 p2's). The Pel DD turns off to rejoin the other ships. Somewhere in there I also fired some 2 disr plus 12 p1's into the BC from R15(did like 10 dam with no shift). And fired at the BDS from the DW(2 R8 p1), DD(1 R5 p1) and other BC(R15 4 disr and 4 p1). Here I rolled bad yet again for some 12 damage.

BDS and CM used p3's to weaken the PI G so it impacted for 5 on its #4. Most importantly the hurt DW seperated up the left side Originally I intended it to run over his BDD which was like 7 hexes behind his front 2 big ships.

T4:

All my other ships regroup and start goin forward around spds 10/12. The hurt DW is ding a spd 30/26 plottil imp 21 and like 19 til EOT.

Gorns basically turn to pursue the hurt DW and open range to the otehr ships at Spd 24. The DN+BC fire bearing P1s at R8 for 4 insignificant ints. The DW turns in and tries for the BDD but the DN+BC cut it off. The BDD launches its G and turns off with the DN launching its Rtorp. I had a choice of turning off and taking some 3 p1's through the down shield with the Rtorp hitting me later in the turn and the DW having to flee off board.

Or I could ram with my remaining ESG. DW turns in and rams the pair. I was intent on getting ints on the BC but after the DN tractored me from R2(I could only afford 2 trac) I fried into the DN bringing its #6 down to 9. The DW then took both torps and blew up.

I fired bearing disr on his BDL at R25 and hit 8 reinforcement! so did a whopping 2 dam to the shield. Other than that got my spd back on all ships with the salv and Pel DD starting rprs. We ended around R27 to the CM/BDL/BDS and R25 to DN/BC/BDD. Both of his groupings have about 14 hexes of seperation between them.

By **Richard Sherman (Rich)** ON Tuesday, May 19, 2009 - 03:50 pm: [Edit](#)

Gang:

Heard from Glenn last night. He is without Internet for a couple weeks, and so will be "incognito" for a bit. He asked me to post and let ya'll (and the Fog 6 types) know.

By **Tom Carroll (Sandman)** ON Tuesday, May 19, 2009 - 08:06 pm: [Edit](#)

Sorry, forgot to get around to writing up a summary for Hysteria.

Quote:

Gorns fire most bearing weapons(4 f bolts and some 18 p1's)

Think I need to stop bolting. I'm like 2 for 10.

By **Marc B (Marc)** ON Wednesday, May 20, 2009 - 12:28 am: [Edit](#)

You seem to be doing fine, Tom. Not sure you should change a thing. Troublesome, meddling ISC.....

By **Dale McKee (Brigman)** ON Wednesday, May 20, 2009 - 01:22 pm: [Edit](#)

Rich, thanks for letting us know about Glenn. Hope he gets back up and running soon.

By **Jon Berry (Laz Longsmith)** ON Thursday, May 21, 2009 - 02:15 pm: [Edit](#)

Any news? I already have my orders written up, and looking forward to round two with Richard.

By **Dale McKee (Brigman)** ON Thursday, May 21, 2009 - 02:24 pm: [Edit](#)

Still four battles outstanding and in progress, including the one I'm flying with John Carroll.

Haven't heard any updates on "Nero's Fiddle" or "Plum Crazy" in a bit...

By **Ron Schanlaub (Schanie)** ON Thursday, May 21, 2009 - 02:49 pm: [Edit](#)

Nero's Fiddle is plugging along. Half my rolls were 6's this past session and if that keeps up the game won't last much longer. Continues tonight.

Tom's reports are better than I could do so I'll let him fill in the details.

By **Peter Thoenen (Eol)** ON Thursday, May 21, 2009 - 03:10 pm: [Edit](#)

Dale: Scheduled to play this Saturday ... John bailed last week, r/l issues.

By **Tom Carroll (Sandman)** ON Thursday, May 21, 2009 - 07:40 pm: [Edit](#)

Nero's Fiddle

Turn 9

The ISC CAT- Chaosbreaker and CAT- Constable begin the turn shooting down the three approaching QWT's before increasing speed and moving further away from the planet. Meanwhile the DN Concordium and the CAP Executer tac around and increase to speed 6.

The Romulan ships launch a number of shuttles that land on the BATS and the shipyard later in the turn. Transfer of troops?

Impulse 22 The Concordium and the Executer move out of the Romulus's shadow at range 20 to the BATS and Romulan ships, while the LAS Trailblazer and Executer's MRS pump them full of EW goodness. GCA+ Glorious Prize and the PDW Osprey immediately announce erratic maneuvers while the BATS launched an R torp and the Osprey three QWTs.

With the erratic maneuvers making the Glorious Prize and the Osprey unviable targets and the CON Senator having plenty of power for reinforcement at speed zero, the Concordium and the Executer fire their PPDs at the BATS. Two shields crumble under the onslaught but hold with timely battery reinforcement. The ships additionally fire all bearing phaser-1s, which add another seven damage.

In response, the BATS and the Condor, and the Glorious Prize and the Osprey after dropping the erratic maneuvers, fire on the Executer. The rolls are miserable and the Executer is able to bounce the fourteen damage with reinforcement.

Impulse 27, the Concordium and the Executer move into the planets shadow. Impulse 32 ends with the Romulan seeking weapons about ten hexes from the Concordium and the Executer.

Repairs

Romulan: The large shipyard repairs some power and other systems on the GBDD+ Revenge while the other Romulan units have various amounts of shield repair.

ISC: The Constable has some shield repair but the main ISC repairs are on the CAT- Chaosbreaker. With the Prime Team, beamed on board last turn, acting as two labs, the Chaosbreaker marks off a 4 on EDR and attempts 6 repair rolls. Two repair attempts on each S torp and 1 attempt on each left warp engine hit. One roll on each system is successful. The Romulans have not seen the last of the Chaosbreaker.

By **Richard Sherman (Rich)** ON Thursday, May 21, 2009 - 10:59 pm: [Edit](#)

Dale,

Rules question for all us drone users. I don't remember the precise rule citation (can't look it up now), but the rules provide an extra 10% COI solely for drone purchases for DB ships, and for carrier/fighter supplies for true carriers. In the basic rules, this yields a "20% + 10%" for these kinds of ships.

Since Far Stars cuts COI in half, to 10%, do these two classes of ships also cut this special COI allotment in half, to 5%? Do they get the whole thing? Do they get it at all?

Inquiring minds for the Fed, Klingon, Kzinti (and maybe Orion?) empires want to

know! 

By **Dale McKee (Brigman)** ON Thursday, May 21, 2009 - 11:42 pm: [Edit](#)

No extra COIs for DB ships. You get 10%, period. Carriers are able to include the fighters' 10% in that.

By **John Smith (Johnsmith)** ON Thursday, May 21, 2009 - 11:47 pm: [Edit](#)

Plum to continue at 2300 pst tomorrow. Hopefully we can get two turns in. If it's not resolved, there's a possibility of playing the following night as well, but I'm not certain. Depends on what the girl says.

By **Jeremy Gray (Gray)** ON Thursday, May 21, 2009 - 11:51 pm: [Edit](#)

Rich, like you, I don't have my rules in front of me, but I don't think this prevents you from taking the higher percentage of limited and restricted availability drones on carriers. Those percentages are not directly linked to CO's. It might impact how many MW drones you can buy with CO's, but it will not prevent you from using other less expensive types or just buying them outright and paying supply on them.

By **William T Wilson (Sheap)** ON Friday, May 22, 2009 - 12:34 am: [Edit](#)

I believe (and maybe this is what Jeremy is saying) that carriers only get a better percentage for limited and restricted drones. They don't get extra CO points to buy them with. But, they can count their fighters in the total BPV of the ship for purchasing said CO's, except the points provided by the fighters must be spent on supplies for the fighters. Of course this is typically what you want anyway if your fighters are armed with drones. This is what it says in the book... main difference

with this campaign is that the CO% is lower for all ships.

Drone ships I think have their own rules, but basically the same thing - better percentages, same amount of points to spend. The exception is if they are on a drone bombardment mission, in which case they can buy a bunch of those funky type-III-XX drones. AFAIK this isn't used in this campaign as there are no drone bombardment missions.

By **Richard Sherman (Rich)** ON Friday, May 22, 2009 - 10:49 am: [Edit](#)

All, thanks.

By **Glenn Hoepfner (Ikabar)** ON Friday, May 22, 2009 - 01:14 pm: [Edit](#)

I'm still without internet access for some time (to be determined) but I'll visit my local library to check emails and this board and a few other sites.

Looks like I've joined the ranks of the unemployed.

Thats what I get for telling a supervisor that another supervisor was manipulating the companies policies for her team so she can make more money, and then not dropping it when I was told it would be handled, and then there were a some layoffs and guess who was on the list.

Grrrr.

By **Peter Thoenen (Eol)** ON Friday, May 22, 2009 - 03:46 pm: [Edit](#)

Inshallah Glenn ... my contract was just terminated (with severance) for doing something similar ... its only a month early (was leaving July 1 anyways) but sucks getting canned for doing the right thing; and you have no recourse cause its a roundabout easily deniable way of getting rid of you.

G/I on the job search and hopefully you get a decent severance with your layoff cause unemployment pay just don't cut it.

edited out the Anglo-Saxon -- Jean

By **Jean Sexton (Jsexton)** ON Friday, May 22, 2009 - 05:27 pm: [Edit](#)

* Hands Peter a bar of Yardley's English Flowering Lavender soap and instructions to wash out mouth *

Guys, really, you are literate enough and intelligent enough to write and communicate what you mean without resorting to vulgarities.

Don't make me ask Dale to unleash upon you the dreaded Space Cat which is able to displace ships in a single bound, carrying off selected ships to be placed carefully in an ocean of his choice (and with hull damage that cannot be repaired, ever), and a select few ships that will be lost forever in a time warp with vanished socks from the dryer.

Jean
WebMom

By **Tom Carroll (Sandman)** ON Saturday, May 23, 2009 - 01:00 am: [Edit](#)

Nero's Fiddle

Turn 10

The ISC DN Concordium and the CAP Executer, using tractor tricks and speed changes, turned away from the R torp and QWTs. Delaying impact to impulse 17, the ship where able to reduce the R torp to 2 pts and the QWTs to 1 each.

The Romulan large shipyard began docking procedures with the BATS while the CON Senator, GCA+ Glorious Prize, and the PDW Osprey sped up to speed 10. They came around Romulus and precision phaser fire from the LWO on the Condor (1,1,1,1,2,5: who needs a LWO when you have SFBOL's dice?) destroyed the Executer's MRS at range 22. The Osprey also launched 3 QWTs before the Romulan ships turned back into the shadow of Romulus.

Late in the turn, the BATS took a long range shot at the Executer (1,1,2,3?!?) as it, the DN Concordium and the CAT- Constable maneuvered to combine. The CAT- Chaosbreaker in the meantime was circling in the opposite direction, planning to attack the BATS from the other side of Romulus.

Turn 10 concluded with the Concordium, Executer and Constable, out of Romulus's shadow, 26 hexes or so from the BATS with three QWTs inbound three hexes away.

The Romulan shipyard was now docked to the BATS and the mobile Romulan ships where adjacent to and protected by Romulus.

Repairs

Romulan: The large shipyard repairs yet more power and other systems on the GBDD+ Revenge (the shipyard will need to be dealt with, methinks) while the other Romulan units have various amounts of shield repair.

ISC: The Constable again repaired shield boxes on its #1 shield while Chaosbreaker repaired boxes on its #6 shield. The Chaosbreaker also marked off a 2 DamCon box and attempted to EDR repair both a phaser-1 (two rolls) and a right warp (two rolls). Only the phaser-1 was repaired. The Prime Team attempted to repair a shield box on the #6 shield but was unsuccessful.

Turn 11

The turn began with the Concordium, Executer and Constable phasering the QWTs to remove the splash elements. The QWTs hit the Executer for one each, which are blocked by reinforcement.

On impulse 5, the Osprey launched three QWTs and then the Osprey, Senator, Glorious Prize and BATS open long range fire on the Executer, dealing out twelve damage. They find five additional reinforcement (it's the same shield as hit by the QWTs and last turns BATS fire) but still reduce the #3 shield to eight boxes.

The ISC forces turn in and in response the BATS begins to cloak (also paying and cloaking the shipyard and GBDD+ Revenge)

The Romulan ships, at speed 6, slowly turn away. The ISC forces attempt to close to range 15 on the Romulan ships but a timely speed change to 14 by the Romulans prevent it. Realizing range 15 was out of reach; the Concordium and Executer fire their PPDs on the Osprey. The Osprey's rear shields quickly crumble and with phaser fire from the Concordium, Executer, and Chaosbreaker (joining up with the other ISC ships as they closed on Romulus from each side), leave the ship crippled. Without the well-timed speed change, a range 15 attack would have destroyed the Osprey. As is, the Paravian ship is down to one QWT, two phaser-1's and seven power.

Late in the turn, the Constable launched an enveloped S torp. All available targets where cloaked or 17 hexes away but tis better to launch at far off targets then suffer the smirks and jibes of the other captains as you discharge the torpedo.

End of Turn 11:

Romulan BATS, shipyard and Revenge cloaked; Osprey turning towards BATS, three hexes away; Senator, Glorious Prize, speed 14, moving away.

ISC forces in planets shadow.

Repairs

Romulan: The large shipyard repairs yet more systems on the Revenge. The Revenge is nearly fully repaired. Of the other Romulan units, only the BATS, Revenge and Osprey have systems and shields to repair.

ISC: The Constable again repaired shield boxes on its #1 shield while Chaosbreaker repaired boxes on its #6 shield. The Prime Team attempted to repair a shield box on the #6 shield and was successful.

By **John Smith (Johnsmith)** ON Saturday, May 23, 2009 - 05:00 am: [Edit](#)

Ugh. Well, suddenly Plum Crazy is not going so good for the Lyrans. The dice server decided to give me Peter's luck for a bit. My initial overload volley from the BT, CC, and DWL did only 24 damage. The Pel DW tried to do a second HET away from a bunch of figher plasma, and ended up breaking down, showing it's 1 point shield to the plasma and it's down shield to the CSs comming for it. The CSs have enough speed that they'll be able to escape essentially unharmed, and make it back to the base. Peter even said he'd assumed one CS was going to be wrecked by my offensive volley.

Ah, well, it was a couple of critical rolls, but it's about time he got the luck and I didn't. And I must admit, it's going to make the battle more interesting. If I'd wrecked a CS, he would have had one more battle pass before running. Now it looks like he'll have a fighting chance. Unfortunately, the battle may not be over so soon, and I'm going to have to figure out a new battle plan.

By **Peter Thoenen (Eol)** on Saturday, May 23, 2009 - 05:09 am: [Edit](#)

PLUM CRAZY - Part 5 I want to say

He drunk, I woke up 5 minutes ago .. both brains mush, its been two weeks, forgot the plan

T9: One CS is dying here so plot 17. The dead one will aim for map edge, the live one will kill PDW

CCH plots fast as it can (spd 6) and beams and tries to hide behind the planet as BS can't repair and shoot and his CWS is just spoiling to run something over after that miscue a couple turns ago.

BDS slowly circles the BS lending minor EW.

He parks as expected. PDW cleans up 3 fighters (shotgun G and phasers) and eats 2 D's on offshields (Tac and retro). He rolls 4 for 12 disruptor at r8 so CS lives .. both CS turn up to kill PDW. For some unknown reason he holds phaser fire until I am r9 (the wine maybe?). I knock CC+ shield down to 6 between 6 ph1's and 3xph3's (finally rolling well).

PDW attempts to HET before 2 D's hit it (2nd HET) and breakdowns turning weakest shield to torps; take 15 in and def hurting. CS takes 5 in from 2xr9 standards .. torp, phaser, power (jesus); makes up for his crap rolling earlier.

CS's finish off PDW and late turn R at the CC+ (I didn't roll it, only thing in arc, he will take a r8 x.1 shot and ww). I almost bolted the R given the CC+ only has 6 pt front shield but didn't like the thought of missing AND nothing deterring his SC chase (want to give my CS's some running room, the R will do that .. plus I got to get rid of those ww one day anyways). D torp from BS finishes off Lyran DW. No other excitement.

I still think he has the advantage but def less so ... not sure what I plan to do here now. He is going to try again on the CS as we are r9 though (well except for CC+ which is r8 and R torp inbound).

Saved, TBC tomorrow same time

By **Michael C. Grafton (Mike_Grafton)** on Saturday, May 23, 2009 - 07:04 pm: [Edit](#)

EOL, Schanie, Sandman and Johnsmith:

How do you guys rate the Peladine and Paravians as fleet/ squadron level combatants?

My impression from reading your postings here are:

- 1) The combo of drones and plasma is extremely nice, especially when you can combine ECP with ECM drones for the Peladine.
- 2) The QWTs are better than plasma for the power/cost/ space. Lacking is a means for the Paravians to deploy an ECM gizmo.

Have you found any substantial weaknesses?

By **Dale McKee (Brigman)** ON Saturday, May 23, 2009 - 08:56 pm: [Edit](#)

The QWT can't be bolted either - no direct-fire option for it.

By **Michael C. Grafton (Mike_Grafton)** ON Saturday, May 23, 2009 - 09:04 pm: [Edit](#)

I understand the "no blot" thing for QWT, but you can send them in pretty much continuously, no?

And IIRC they are a tad more resistant to phaser ablation...

By **Ron Schanlaub (Schanie)** ON Saturday, May 23, 2009 - 10:36 pm: [Edit](#)

I like the Paravians well enough. The QWT is a great way to soak up phaser fire. I like being able to fire them every turn. However, only having a couple of DWs in a fleet doesn't give the full sensation. I imagine launching dozens of QWTs from a full fleet and watching the scramble to put all the little fires out. And that's dozens of torps per turn.

Another small drawback is no PPT - no fake QWTs, and no grace period to fire after the launcher is destroyed. And, I don't think they get sabots either. They have that feel of an incomplete race (mostly conjectural after all). I'd love to see them fleshed out a bit.

Having no direct fire option does mean you can narrow down your tactical decisions more easily. You don't have to worry much about ECCM. Also, most of the ships have NWO boxes for some added flexibility.

By **Michael C. Grafton (Mike_Grafton)** ON Sunday, May 24, 2009 - 12:13 am: [Edit](#)

Perhaps in Omega 6?

By **Peter Thoenen (Eol)** ON Sunday, May 24, 2009 - 01:03 am: [Edit](#)

No experience with Paravians but Peladine it really depends what era you get them or who their opponents are.

V. historic enemies the Peladine are def advantaged once speed 20 drones hit. Prior to that they are toast. The def suffer from the ISC problem in that they easily kill their historic neighbors which is my problem as I keep fighting them in the Gorn with in the peladine spd 20 drone ph1 era.

V. non-historic they suck just as much as all non D&D v. D&D RPS.

I would def say they are one of the better support races in a mixed fleet or def worth taking over BP once spd 20 drones hit BUT still wouldn't take them over a D&D race in serious play.

Also remember ECP and ECM drone benefits don't stack .. you can have both on the map but only one can lend.

On a pure ship level though, they def take damage well; very fluffy with CHULL, higher than average DCON (4 on the DW for example), and nice power curves.

By **Peter Thoenen (Eol)** on Sunday, May 24, 2009 - 04:36 am: [Edit](#)

PLUM CRAZY - Part 6

T10: I sleep on it and realize he was spd 0 until mid T9 so I can keep range without expending 30 power on movement (good as I can recharge).

Also (sleep is good, fresh eyes) depending on the EW situation I am going to bolt the newly online R and 4xph1's into his CC+ at r8 given it only has a 6 point shield. My guess is spd 0->10 with large brick BUT I don't think he is expecting the bolt. I hate bolting R torps at r4, much less r8 (50% on a 3 turn weapon) but all good as CS's are going to spend the next 3 turns running and recharging anyways .. plus being FA no way I am going to get it back in arc.

Ya he didn't expect bolt and ja it !@#\$% missed. He ww's the live R torp. (Though it would have missed at r4 also)

Also decide to park my CCH at the planet. I probably should run it off the map but it was a full 30 pt shield one and 4xph1's .. will just park and use as a ph1 r15 platform ... will run later if needed (after CDR and EDR).

BDS continues slow offside planet r15 from BS for EW support.

He plots slow medium as expected and chases CS's. CS's keep plinking the CC+ at r10 with ph1's (1 pwr, 1 ESG, 8 hull)

Crap dice are back .. miss bolt and 6xph4 do ONE at r20 (which would have been INTS on the CWS). I screw my slower plot and he hits r8 on impulse 28. My choice was avoid R8 and give him a down shield (standard and ph1 r9 death) or take r8 on a full #5. His 4xUOL, and 13xStandard (3 ships) does 42 to CS for 18

in (mostly fluff, no torps). Hindsight r8 v. r15 cost me maybe 6 to 12 ints (as he OL'ed 2 of those off bats)

He does 19 more @ r8 with 6 ph1's (yes thats a lot of 1's).

We play until end of turn .. he pins both CS's against north border of the map .. I have 3 F's coming online (only 1 in arc) but those are easily ww'ed while at the same time he has the choice of crippling the other CS or turning the existing cripple into a hulk letting it drift off the map (8 hexes to map edge)

Ok we negotiate here as only one more play session before I have to get offline for a couple months and not going to have time to finish this ... also end results will look similar as its not looking like anyway I can prevent the BS from dying at this point .. BATS yes, BS no.

End results:

Gorn:

1xCCH crippled
2xCS crippled
1xBDS Lives
1xBS Dead

Lyran:

1xTug Lives
1xCC+ Lives (minor ints, all fixable)
1xCWS Lives
1xDWL Dead
2xDW Dead (both Lyran and Peladine)

Hindsight:

Made some minor errors but still not sure what I would have did different in the big scheme. I really don't think doing a custer's charge early on would have worked .. may have but have my doubts and def would have lost the fleet (BS may or may not have lived). I hate large unknown gambles (like that R bolt).

The fighters were more effective than I expected. Those DW's were may more effective than I expected. The Lyran Tug and CWS are monsters. Gorn BDS and CCH are garbage.

Only REAL thing I know I would have did differently is not waste my pseudo's on ECP's. Not worth it as the +3 ECM on the base didn't really matter in the big scheme while F pseudo's would have actually came in handy.

By **John Smith (Johnsmith)** ON Sunday, May 24, 2009 - 04:45 am: [Edit](#)

Peter pretty much has it spot on. I was going to refuse the deal until I realized my acceleration was limited this turn from having to pop weasels. With no way to catch either crippled cruiser before it escaped, I went ahead and negotiated.

Peter's luck was back to it's worst, while I roll 8 1s from 14 phasers. Slightly insane, but it makes up for the disruptor failure the turn before. Nothing makes up for Peter's luck, he only rolled good when hitting a fresh shield that he couldn't hit again.

By **Marc B (Marc)** ON Sunday, May 24, 2009 - 09:28 am: [Edit](#)

Gentlemen: thank you for concluding this fight. I hope the frustrating swings in luck did not ruin the enjoyment. Cheers.

By **Peter Thoenen (Eol)** ON Sunday, May 24, 2009 - 10:19 am: [Edit](#)

Marc:

Nah .. all good. Dice is part of the game and win some lose some ... over the long run it all averages out (sat on both side of the good/bad luck deal).

Had fun, was enjoyable and learned some things while I was at it (seldom used rules). Dice played a bit in this but overall I did better than I honestly expected going into this.

Figured he would lose max 1xDW and I would lose 1xBS, 1xBDS, and 1xCA ... couldn't save the base but happy with the results (on a tactical level)

By **Dale McKee (Brigman)** ON Sunday, May 24, 2009 - 12:42 pm: [Edit](#)

BATTLES ANNOUNCED:

BATTLES IN PROGRESS:

Nero's Fiddle

For Whom The Bell Tolls

Hysteria

BATTLES COMPLETED:

Squished

Unagi From Space

Sweet Sorrow

Stone Cold

Payback's a B***h

You Talkin' to Me?

The Ides of March

Surgical Strike

Supermassive Black Hole

Kalamity at Kynarth

Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo
Red Skies at Night
Plum Crazy

By **Richard Sherman (Rich)** ON Sunday, May 24, 2009 - 01:34 pm: [Edit](#)

On Plum Crazy...I'm confused. Who holds the system? Gorns lost BS. Did they all also disengage? Did Lyrans? Both? I'm assuming the Lyrans took system, but the way you phrased it, it is unclear...

By **Peter Thoenen (Eol)** ON Sunday, May 24, 2009 - 01:49 pm: [Edit](#)

Ja Lyrans took it

By **Dale McKee (Brigman)** ON Sunday, May 24, 2009 - 01:57 pm: [Edit](#)

I'm waiting on an email from Marc to let me know the Lyran troop strength on the surviving ships - then I can resolve ground combat.

By **William T Wilson (Sheap)** ON Sunday, May 24, 2009 - 04:02 pm: [Edit](#)

Quote:

How do you guys rate the Peladine and Paravians as fleet/ squadron level combatants?

Peladine: Better drones than the Klingons, phasers coming out their blowholes, better fluff and power than the Gorn, better BPV than the Hydrans, and a more than ample supply of plasma.

Compare to the Gorn, for instance. The Gorn don't have a tertiary system so they get extra shuttles, power and hull. The Peladine have the best primary weapon (plasma) and the best tertiary system (drones) and they get the Gorn's extra shuttles, power, and hull too.

For phasers, compare to the Klingons or Lyrans, which both have a mix of ph-1s and ph-2s. Peladine have more phasers than the Lyrans and better arcs than the

Klingons.

What cheeze... they are right on the boundary between munchkin and broken, IMO.

By **Dale McKee (Brigman)** on Sunday, May 24, 2009 - 04:19 pm: [Edit](#)

Obviously, if I agreed with Sheap's assessment, they wouldn't be in the campaign. ;)

By **Dale McKee (Brigman)** on Sunday, May 24, 2009 - 05:35 pm: [Edit](#)

Guys, it's been brought to my attention that we (several of us) are using the EW loaning rules incorrectly. Namely, (G24.218), which states that a scout loaning ECCM to a shooter must also have the target in line-of-sight: - "...and this ECCM does not count unless the scout also has a lock-on to the target."

This means hiding your scout behind a planet from a target and having shooters pop out to fire while being loaned ECCM is, in fact, illegal.

By **Dale McKee (Brigman)** on Sunday, May 24, 2009 - 05:37 pm: [Edit](#)

And again, while it pains me, "No do-overs" is the standing rule.

By **Peter Thoenen (Eol)** on Sunday, May 24, 2009 - 05:52 pm: [Edit](#)

Dale:

EDIT:

I'm def guilty of that one ... while always ensuring my scout has LOS to the target it's lending to def was unaware scout need LOS to target it's lending too AND target lenty is shooting.

Def wouldn't have mattered in this game as scout mostly lent ECM (not ECCM) and the few times where it did lend ECCM it was easily reversible (i.e. BS generated 6 ECM and lended ECCM, could have easily swapped that during EA).

Def a good rule to point out though as never realized that particular caveat.

By **John Smith (Johnsmith)** on Sunday, May 24, 2009 - 06:35 pm: [Edit](#)

Well, the only time I've played with the Pel was this particular game. The DW very is nice, for a plasma DW. Although, IMO plasma SC4 aren't as good as their DF counterparts. The drones and 5 ph1s make for a pretty good DW, tho.

By **Richard Sherman (Rich)** on Sunday, May 24, 2009 - 07:43 pm: [Edit](#)

Multiple responses:

Plum

Ok, thanks. If the Lyrans only have 3 ships worth of troops left to bring in, unless Plum is a cheapy planet, the Gorns could hold. Especially if that BT, CC, or CWS used up any shuttles, took any troop casualties (don't think so), or perhaps didn't spend all their COI on ground forces/accessories. Interested to know final outcome...

EW

Wow. Good to know, Dale, and thanks. Well, at least since I haven't fought a defensive battle yet, I can safely say I haven't broke this rule yet. Really, not only significant for ship scouts hiding in planetary shadows, but also for bases too!

Peladine/Paravian

I don't have any real experience with the Paravians. I've fought against them a few times. They seem more annoying than anything else. The QWT is ok, but not all that scary to me. Paravians are ok I guess.

The Peladine...I'm in the middle between Dale and Sheap. They do have some serious design issues that need to be corrected before they become official, but I don't think they're totally broken. Not sure why Sheap thinks they got better drones than the Klingons; I don't see that for most ships. Their shields on many of their ships aren't so good. This balances the nice-sized hull they get. They do take damage very well. Phaser suite is usually awesome. My biggest complaint against them is the awesome DC ratings they all have. Even the lowly FF has a 4 DC rating! Outrageous! All in all, I wouldn't characterize them as cheeze, but they are in dire need of some tweaking to make them scale properly with commensurate opponents.

By **Dale McKee (Brigman)** ON Sunday, May 24, 2009 - 08:12 pm: [Edit](#)

Rich, I'll point out that the Peladine FF you're mentioning IS an "official" ship in a published product.

It's just not "historical" ;)

By **Dale McKee (Brigman)** ON Sunday, May 24, 2009 - 08:16 pm: [Edit](#)

I'm going to ask folks not to get into a debate about the Peladine (at least in this thread). Mainly because, the Peladine are an active player race in this campaign.

I believed they were balanced enough for play when I allowed them in, and I still think so.

In any event, I am NOT going to be "revising" or "gimping" a player's race in mid-campaign. I've already weathered the lobbying for the ISC ships to cost more FCR, and the complaints that the Tholian web is too powerful.

And I am sure no player wants to hear others whine/harp that their ships are "broken" or "cheez".

By **Jon Berry (Laz Longsmith)** ON Sunday, May 24, 2009 - 08:36 pm: [Edit](#)

Aww, and here I thought you were finally gonna accept my proposition that the Hydrans get free replacements for Stingers lost in battle. I mean, if the drone throwers get to replace their seekers for free, why can't the Hydrans?

((tounge planted firly in cheek))

By **Richard Sherman (Rich)** ON Sunday, May 24, 2009 - 10:37 pm: [Edit](#)

Dale,

Nothing in my post was meant to suggest that you as moderator (or Glenn as a player) should make changes to the Peladine. I agree that they go as is. If any player interpreted as such, or if anyone uses my post as ammunition to suggest otherwise, I respectfully withdraw my comments.

Really, it as just a response-post to what came before, and if it was "targeted" at anyone, it would be Jessica, and I guess ADB.

My apologies.

By **Peter Thoenen (Eol)** ON Monday, May 25, 2009 - 12:21 am: [Edit](#)

Actually on the Peladine issue I think Sheap said what I was trying to say in that they suffer from the standard non-Gorn/Rom BP problem in that why would you EVER TAKE Gorn (or Rom) instead of Peladine except just because.

Not saying Peladine are broke (well they are broke likes Fed's and ISC) but flawed in that they don't fill a niche but instead completely replace TWO MAJOR POWERS (Gorn/Rom) once spd 20 drones hit.

By **Dale McKee (Brigman)** ON Monday, May 25, 2009 - 01:30 am: [Edit](#)

Rich: I didn't take it that way, I'm just trying to head off the wank-fest that usually ensues. ;)

Peter: Where do you get the idea the Peladine "completely replace" the Gorn and/or Roms? Those two aren't replaced by the Pels, and have their advantages over them. I think I've flown all three enough to make that statement.

But like I said, I don't want this to devolve into an argument - er, "discussion" - about the merits of the Peladine as a race with them active in the campaign.

I'm not trying to be short, guys, but I ran a con game of SFB Saturday to great reviews and had a great time... then got up to an inbox full of campaign wankery. It's a little tiresome. Nothing personal.

By **John Smith (Johnsmith)** ON Monday, May 25, 2009 - 09:19 am: [Edit](#)

Michael, if you're interested in seeing drones and plasma in the same fleet, you might check out the Master & Commander campaign that is starting up soon. Each player was allowed to take 2 races, so there's a lot players with plasma and drones in their fleets.

By **Michael C. Grafton (Mike_Grafton)** ON Monday, May 25, 2009 - 09:47 am: [Edit](#)

Dale, sorry, I was interested because this is the first campaign I have seen with them.

I have a request in to Jean to add topics for their specific tactics.

Just admiring the ships in the larger context...

By **Jeremy Gray (Gray)** ON Monday, May 25, 2009 - 10:39 am: [Edit](#)

Just a public service announcement...

Jessica's long standing Peladine thread on the BBS is located [here](#). There have been some Jessica sightings around the BBS lately. If you've got comments about them, good or bad, that's probably the best place for them.

Personnally, I think the Peladine are a playable race. Before they get their hands on "war" designs like the BC and DW, I don't think they are particularly fearsome outside range 3. Kind of like Gorns with Ph-2s and drones. On the flip side, their "war" hulls replace all those ph-2s with Ph-1s and they become pretty fearsome.

I may be missing some of the earlier battles, but recently, aside from some destroyers, the only Peladine ships I think we've seen in combat was the fleet led by a pair of monsters: a DN and BC, backed up by a SRV! I can't think of too many cases where we've seen what I would call "more common" ships like CAs, CWs, and CLs. What folks have experienced against those two ships isn't unlike getting confronted by a Lyran DN and BC, Klingon C8 and BT, or Rom CON and SUP. Having been on the recieving end of some of those happy tandems, its easy to say they are too strong. It should say something that I found the Peladine BC a more important ship to deal with when I fought them than the DN (the BC was way more potent at range, even though the DN had an R-torp). Personnally, I'd like to see some of their other ships in combat before I could make any kind of fair judgement about them.

So Glenn, when you get back on-line and can read this, gets some more ships in the fight! Oh, and feel free to leave that BC at home!



By **Kerry E Mullan (Nomad17)** ON Monday, May 25, 2009 - 11:56 am: [Edit](#)

Currently The Iyrans have a CA, FF, Pel SC at col 12 that battled last turn. Again the CA has the p2 weakness. I beleive the war cruisers are much better than the actual CAs just due to the phaser 1 vs p2 differences.

The actual ships compare to gorns with the differences that the gorns have phasers that fire most arcs while the peladine are normally FA concentrated. For the war ruisers having 6-8 p1s is great. For the CA having like 2 p1s and 9 p2s means a weak alpha but great defensive firepower.

The power curves are normally pretty good(except for the whole CW series is a little light on energy). They are very solid overall, but not necessarily overpowering(ie compare their BC to the gorn BCH or a ISC CCP and the peladine comes out average or worse than the others).

The PEL DW is about equal to the gorn BDD and others work out similarly.

By **Dale McKee (Brigman)** ON Monday, May 25, 2009 - 04:06 pm: [Edit](#)

Mike, not your fault, and no big deal, I'm just trying to prevent the partisan wankery that has been known to ensue. ;)

By **Kerry E Mullan (Nomad17)** ON Monday, May 25, 2009 - 06:37 pm: [Edit](#)

Brain seeping out ears...

T5 and 6 for hysteria.

T5 the gorns pretty much run as I am only doing a spd 10/20 plot due to spd 0 for first 8imps last turn. Gorn doing 28 with BC+DN to close with his other spd 12 ships.

By using silly tractor tricks my 17 move plot plus 2 trac per BC gets 22 hexes for em. I reach R15 on his BC and alpha it for 14+2 ints(3warp, torp p3). Gorn just repositions and filled capacitors.

DN+BC are still some 12 hexes part from the rest.

T6

I have my head up my but. Original plan is to send in a BC for a RAM/Overrun. Forgot Tom has all torps but a single R torp coming up this turn(but ohh the power! one F would have been finished per ship last turn). So I have one of my BCs come in at spd 27 and forget I cannot HET at that spd.

DN+BC plot spd 0 so I turn into the rest of his fleet. Unluckily this is before he launched a 100 pt rtorp at one of my BCs. After thinking about it a min I stretch the R to 12 hexes an eat it after some P3 fire. As well I have 12 drones inbound after launching em on imp 2(8 from last turn).

BCs have the CM launch 2 S and the BDDS launch 1 Feach at em around R12. Due to this I turn up to close on the DN+BC pair. They respond by launching 2 S and 2 F torps as well....hmmm. They then launch 8 shuttles over 4 imp so I throw the overrun in the crapper and just go DF to each other. He OEWs both my BCs for 1 and 4 and gives his BC 4 ECM as well. I take the shot on his DN for a whopping 13? dam after 11 reinf(missed with all 4 discr and had poor R5 P1 rolls). I even fire 6 p1s at 2 shuttles from R8 and destroyed one and did 0 to the otehr(it use to be my rolls just blew, Toms started catching up later this turn).

He hits one BC with 12 p1's from R4(TM meant I had to fire at 5 and give up a R4 shot due to a friendly tractor allowing me to turn out from plasma) for 15 ints(ESG, p1, p3, lw). I then run away from "the plasma parade. The Pel DD was able to come in to hit his BC for 2 more ints as well as 3 more from its launched plasma. My DW hit his BDL for 6 more ints from R15 getting 3 warp.

So other than having a lotta plasma out there next turn should be another good one.

By **Richard Sherman (Rich)** on Monday, May 25, 2009 - 11:30 pm: [Edit](#)

As an observer to this and several other battles, I have to say that what Kerry calls "silly tractor tricks" is tantamount to a game-breaker against Roms and Gorns, and is one of the main reasons many players don't fear plasma at all, even on the fixed maps we play on.

That rules interaction (friendly multi-ship movement and tractor beams) has been and continues to be one of the most broken and abused rules in the game. I hate it, and it's the reason such interaction was "outlawed and fixed" when I was a member of battlgroup Tucson.

But other than asking my fellow players not use such an interaction for the tactical advantages it provides (which will obviously not be accepted by most), there's nothing to be done about it unless and until ADB chooses to agree/recognize it as an issue.

I hate tractor tricks. Even more than TACINTEL (and the few of you who know me know how much I hate THAT rule...).

By **Peter Thoenen (Eol)** on Tuesday, May 26, 2009 - 01:16 am: [Edit](#)

/me doesn't know silly tractor tricks .. prob would never use them (just like I don't use narrow salvo or retro on principle alone) but can somebody explain (as in give a example) I mean I'm annoyed a shuttle can get 7 movement at spd 6 using SC tricks, 22 move for 19 power on a MC1 seems a bit overboard.

Oh and I'm not faulting people for using them (because Dale likes to complain about people complaining on the board ;) ; the rules are what they are ... just curious on the mechanics of this one. I mean I could see maybe picking up one or

two hexes but five seems a bit much.

(and on a sidebar I actually like TACINTEL concept just hate it in FtF play ... wish SFBOL could implement it automagically (so you only see on your opponents SSD's what you are suppose to see per TACINTEL, optional of course))

By **Jon Berry (Laz_Longsmith)** ON Tuesday, May 26, 2009 - 01:52 am: [Edit](#)

My solution to plasma? Not Tractors. MORE GATLINGS!
My solution to Drones? Not Tractors. MORE GATLINGS!
My solution to, well, pretty much everything? Not Tractors. MORE GATLINGS!

...

Well, maybe some Fusions and Hellbores as well.

By **Kerry E Mullan (Nomad17)** ON Tuesday, May 26, 2009 - 03:02 am: [Edit](#)

Note: Both Tom and I are using this so it's not one sided. Ie one reason the first DW died was due to Tom using an imp 31 tractor/carryover with the DN rotating the BC one additional hex closer to th spd 30 DW.

For all then here is what I mean about stupid tractor tricks. My speed plot for 2 lyran BCs was spd 10 til imp 9 spd 20 til EOT. Both ships used imp for movement and allocated 2 tractor.

On imp 7 afer moving one BC tracs the other. On imp 8 spd 4 moves(both ships psuedo speed) gain of 2 hexes each

On imp 10 the other BC tracs so both move on 11

On imp 17 the first BC tracs again gaining a carryover hex on imp 19

On imp 24 the other tracs gaining hex on imp 25

So net is 17 pwr plus 2 trac for both to move 22 hexes. Overall it is just using movement breaks to take advantage of the imp chart.

Note there are downsides to being tractored(hence my fire at R5 but giving up R4 return fire this turn) as for friendly ships of the same size class you are unable to fire at opposing ships. Plus side is of course you are able to freely turn after moving 3 hexes at spd 14(real spd 28) to avoid 70 pts of plasma. hitting you.

By **Richard Sherman (Rich)** ON Tuesday, May 26, 2009 - 10:16 am: [Edit](#)

Solution developed by BG Tucson to stupid tractor tricks (NOTE: this is NOT an official suggestion for a change in this campaign or the official rules, and should not be construed as such by anyone):

If friendly tractor between two ships result in either ship moving EARLIER than they would have at their untractored (faster) speed, movement is SKIPPED for the first move, and ships stay in place, and are not considered to have moved for any purpose.

This largely resolved the issue for us, and was one of our many unofficial house rules.

Just FYI, and YMMV.

(Most of us never really liked the SC advantage you could get either, but since it really could only result in 1 extra move, AND you still had to pay for it with energy, we left it alone. The thing that is the most abusive about the stupid tractor trick is not the ships gain moves; it's that they gain FREE moves. IMHO, that's bad for the game. And I almost believe if anyone did this to SVC in a game [if he ever got the time to actually play anymore], we'd see a "reinterpretation/clarification" of that rule in about a heartbeat. It may also be a part of the reason why tractors work differently in FC.)

Gang, this'll be my last post on this specific topic, as I probably shouldn't have said anything about in this thread anyway. To be clear, my views are not and should not be taken as an indictment of Kerry's and Tom's current game, previous games, or tactics employed now or earlier. I think we all know they are two of the best, both in skill and sportsmanship. The rules are what they are, and will remain so until people wiser than me think an eyebrow needs to be raised.

By **Richard Sherman (Rich)** ON Tuesday, May 26, 2009 - 10:22 am: [Edit](#)

Jon,

Amen, my brother! I worship at the Holy Church of the Gatling on a regular basis myself!

(SEE reference, Federation; carrier operations: 1. carrier escorts, 2. fighter types)



By **Dale McKee (Brigman)** ON Tuesday, May 26, 2009 - 11:33 am: [Edit](#)

Kerry, just one question, regarding your example. When both ships are slotted to move on IMP 8, did you move both ships, thereby resulting in 2 hexes of movement? Or did one move on imp 8, and the other 9, resulting in two hexes of movement?

I believe when both ships are scheduled to move on the same impulse, one ship's movement is deferred to the following impulse (even over a turn break, allowing a move on impulse 1). Just checking. The tractor rules are the most complex, arcane stuff in the game.

By **Dale McKee (Brigman)** ON Tuesday, May 26, 2009 - 11:36 am: [Edit](#)

For better or worse, guys, we play by the official rules (at least on the battle mat). I've resisted the urge to put ANY house rules in place on the tactical level (strategic, yes; tactical, no).

By **Kerry E Mullan (Nomad17)** ON Tuesday, May 26, 2009 - 11:45 am: [Edit](#)

True in my specific example at the time both ships were moving spd 10. 10 moves on imp 7 and imp 10.

Both ships went to spd 4 and one moved on 8 the other carried over til imp 9. Trac was then dropped to facilitate moving on imp 10. So yes you are correct that the movement is deferred if the tractor pair in questions movement would generate more than one hex of movement.

Note for all the other imps mentioned I could have moved a second imp at spd 9(aka on imp 12 and 26) but as spd 20 moved both imps anyway it only allows for turning games not actual additional moves.

Note as well this gives more additional movement at slower spds than faster ones,

By **Richard Sherman (Rich)** ON Tuesday, May 26, 2009 - 12:12 pm: [Edit](#)

Uhhh...Kerry? I got a question...

Lyran BC is a MC 1 ship. If both were moving speed 10, and they tractored each other, how did that become speed 4, not 5? Is that something to do with impulse (moving (9 warp + 1 impulse)?

By **Dale McKee (Brigman)** ON Tuesday, May 26, 2009 - 12:46 pm: [Edit](#)

Kerry, thanks for clearing that up for me. ;)

By **Kerry E Mullan (Nomad17)** ON Tuesday, May 26, 2009 - 01:11 pm: [Edit](#)

Richard,

True as both ships are using impulse(ie like it was planned or somethin), by tractoring the imp is discarded(both using it) and then all determinations are based on the 9 remaining movement so the psuedo speed is 4.

Now Tom likes to do this with his 1.5 movers and 1 mover combos, but that is usually involving more planning on psuedo speeds than I like. I like to keep it simple.

By **Richard Sherman (Rich)** ON Tuesday, May 26, 2009 - 01:53 pm: [Edit](#)

Got ya, thanks!

By **Jon Berry (Laz_Longsmith)** ON Tuesday, May 26, 2009 - 07:05 pm: [Edit](#)

Webmom - I think you can put everything from January through March/April into an archive. It's getting pretty long at the top there.

In other questions - how fares progress on the last battles?

Jon, do me a favor and fling this sort of thing in the "Dear Jean" topic. I go through that topic once a month and catch any requests to clean up then (and they are all together that way). Thanks! -- Jean

By **Dale McKee (Brigman)** ON Wednesday, May 27, 2009 - 04:55 pm: [Edit](#)

John Carroll and I are slated to continue "For Whom the Bell Tolls" on Friday.

Tom and Kerry continue flying "Hysteria" on weekends and Tom and Ron continue with "Nero's Fiddle" on Tuesday and Thursday nights.

When we get it down to one battle standing, I may (but prefer not to) put a two-week deadline on things.

Guys, the reason I don't like to adjudicate is, somebody or several somebodies will inevitably feel cheated. While I hold that in my pocket to use in the event one LONG BATTLE is holding up the entire campaign... consider how you'd feel if you were participating in a battle and it was adjudicated (however much I try to be fair) in a way you felt was out of line with what you thought you could accomplish.

On that note, though... should it ever become neccessary for me to adjudicate a battle, please do not badger the GM with long lawyerly arguments on why my adjudication is up and I should have given you... whatever it is you want.



By **Dale McKee (Brigman)** ON Wednesday, May 27, 2009 - 05:12 pm: [Edit](#)

That said, I, too, am eager to move on to the next turn. I'm hoping for sometime in June, at least.

By **Richard Sherman (Rich)** ON Wednesday, May 27, 2009 - 06:15 pm: [Edit](#)

[tongue-in-cheek commentary]

Asking an SFBer to not badger someone with long lawyerly argument is kinda like asking the Lyrans to please use table manners and stop eating the Hydrans in mixed company or when guests are over. They know they shouldn't, but they just

can't help themselves.



By **Dale McKee (Brigman)** ON Wednesday, May 27, 2009 - 06:23 pm: [Edit](#)

[tongue-in-cheek reply]

Which is why for my next campaign, I shall probably go back to running Babylon 5 Wars. ;)

By **Paul Franz (Andromedan)** ON Wednesday, May 27, 2009 - 10:16 pm: [Edit](#)

Dale,
Welcome to being a judge. I know this from personal experience.

By **Eli Patterson (Rakishan)** ON Thursday, May 28, 2009 - 01:54 pm: [Edit](#)

I thought kvetching, whining, complaining as well as accusations of fairness and balance were why you didn't run B5W *this* time?

You know that one definition of insanity is doing the same thing over and over again and expecting the results to be different...

Dibs on the Feds.

By **Tom Carroll (Sandman)** ON Friday, May 29, 2009 - 12:24 am: [Edit](#)

Three more turns of Nero's Fiddle completed this week. I'll post the battle report this weekend when hopefully I'm over this frickin cold.

Quote:

Ie one reason the first DW died was due to Tom using an imp 31 tractor/carryover with the DN rotating the BC one additional hex closer to th spd 30 DW.

Well, the DW would have been fine if it hadn't turned in and closed to range 2 with the DN. Neither the DN nor the BC had a chance of catching the DW otherwise.

I agree with Rich btw. Tractor tricks make it even harder on the plasma races. I've noticed it in both Hysteria and Nero's Fiddle(and I'm the primary culprit in Fiddle).

By **Kerry E Mullan (Nomad17)** ON Friday, May 29, 2009 - 09:26 am: [Edit](#)

well true on the DW turn in. The actual statement would read more like this though.

The DW would have survived and taken the 70 pts of torps on shields only giving up another 5-10 internals to do so. Running would have allowed it to retreat off board or get destroyed next turn by the gorns. Either way it would have done very little damage to the gorn forces before it's departure.

Of course if the tandem pair had not done the tractor trick, it would have given me 2 hexes of room which may have allowed the DW to avoid the pair and overrun the BDD while it was still at spd 30 or worse after the DW downshifted to 26.

Also a true statement is that normally non-plasma forces will have greater opportunity to use tractor games and hence makes it harder on those plasma forces.

My personal opinion is that as it is in the rules and comes with some restrictions(power for the trac, restricted firing, etc) that it is fine to be used as is. As well both sides can use them so even though one gets a greater value from it most of the time, each can use it to their advantage.

By **Dale McKee (Brigman)** on Friday, May 29, 2009 - 11:57 am: [Edit](#)

If it's in the game rules, all you can do is lobby for an official rules change. I've resisted temptation to make house rules to the way the game is played on the battlemat - we have many captains who come in to fly battles and the official rules are our common language.

If you think the rule is broken, by all means feel free to lobby SVC or SPP or both for a fix.

By **Dale McKee (Brigman)** on Friday, May 29, 2009 - 06:09 pm: [Edit](#)

BATTLE REPORT: FOR WHOM THE BELL TOLLS

Got through 2 more turns today.

T7, the Lyrans turned back in, using scout channels and some phasers to make the incoming drones go away. They stayed in the shadow of the planet - mostly - and headed in. The JGP couldn't get in the shadow fast enough, and the BS pelted it with 4x Ph-4 and a disruptor at r13, doing a handful in (4 of which was power).

The Kzinti BC saw what was coming and did a HET to run back to the BS.

Lyran ended the turn about 3 hexes from the planet, with it between the BS and them. The Kzinti BT fired standards and did a handful of internals on the DW Fiend.

T8, the Lyran fleet went 17 and came out from behind the planet. At r5, the BS fired 4x ph-4 and a disruptor at the BC, punching its #2 and doing a handful in through a 3-shift (the SR had slapped it with 6 OEW). The DW Skullcrusher, feeling it was about to die, fired 2x ph-1 and 1x disruptor (missing with all through a 2-shift).

But the Lyrans kept in, and the BC announced all 4 ESGs coming up.

At r4, the BC and DW Fiend alpha'd the BS, punching the shield and doing internals (including a ph-4). The scouts zapped a bunch of drones. Then the BC beamed out a H&R through its down shield, as did the DW Fiend. Both took out a ph-4 each, losing 4 commandoes in the process. A tbomb was also beamed out into the path of a Kzin shuttle swarm.

The shuttles wouldn't set it off, so the DW Skullcrusher volunteered, wiping out 8 Admins in one big boom. It took internals as well, becoming a smoking wreck.

The Kzinti ships were too far away and moving too slow to stop the ESG overrun. The tug fired disruptors and phasers, as did the CC, punching the #6 and doing 20-odd internals to the BC (but no ESG hits).

Then the BC rammed the hex with the BS, MCD, and 3 drones (desperately launched) in it. 4 full strength radius-0 ESGs punched a shield and did massive internals on the BS and MCD (although the MCD barely noticed).

Then the scouts turned in and did the same with THEIR ESGs. On different impulses. And emptied their phaser caps into the down shield of the BS.

Turning out, clawing for space, the Lyrans fleet is almost completely dry. The DW Fiend has its ESGs charged, and the JGP never got to range, but every other capacitor and battery on the fleet is dry. The BC lost 3/4 disruptors to mizia, although it lost no ESGs and has taken few power hits; it is out of fat, though. The DW Skullcrusher is a smoking ruin. The SR took a handful in when it dropped a shield to beam out troops and bombs, but it was worth it.

The BS is a ruin, with only power left; no fat, repair, or weapons, and 3 down shields. The MCD has lost all her guns, but has so much fat, she's still around (with the Z-CC internally docked).

Obviously, the next couple turns are a reload-recharge game for the Lyrans. The BS has nothing left to reload, but will probably struggle to make repairs (all repair boxes gone, but she still has her DamCon). Drones are chasing the Lyrans, and all Lyrans channels are blinded.

By **Jean Sexton (Jsexton)** ON Saturday, May 30, 2009 - 07:13 am: [Edit](#)

Ok guys, I have tidied up your topic for you. Now go and blow up stuff, but not the BBS!

Jean
WebMom

By **Dale McKee (Brigman)** ON Sunday, May 31, 2009 - 08:56 pm: [Edit](#)

Any progress made on "Hysteria" or "Nero's Fiddle"?

By **Kerry E Mullan (Nomad17)** ON Monday, June 01, 2009 - 09:30 am: [Edit](#)

For Hysteria Tom wasn't feeling well so we postponed. Will pick it up next sunday.

By **Ron Schanlaub (Schanie)** ON Tuesday, June 02, 2009 - 08:52 am: [Edit](#)

Nero's Fiddle is trudging along, scheduled to continue tonight assuming Tom's feeling better and assuming my home Internet comes back up. Midwest storms, tornado, etc., messed everything up here last night. I can't ping my ISP at the moment. I have tried to install sfbonline at work but the firewall was not happy with me.

By **Ron Schanlaub (Schanie)** ON Tuesday, June 02, 2009 - 04:19 pm: [Edit](#)

Hey Tom,

Internet connection is still sporadic at best with more storms on the way tonight. I'll check in here as I can after work but at the moment sfbonline isn't connecting, so I apologize if I can't make tonight's game session.

Ron

By **Tom Carroll (Sandman)** ON Tuesday, June 02, 2009 - 08:21 pm: [Edit](#)

Ron,

I'm online. I'll wait a little while longer but I'll assume you are unable to connect.



By **Dale McKee (Brigman)** ON Tuesday, June 02, 2009 - 11:13 pm: [Edit](#)

RE: Nero's Fiddle...

I've spoken to both captains involved. Both agree on an inevitable outcome, barring the wildest strokes of luck; both agree this battle will take months to resolve, especially given their difficulties in actually meeting up online; and both understand that the campaign turn does not have months left to it.

As such, we have worked out the following resolution:

The ISC ships will take no further permanent damage other than what they have already sustained.

The Romulan BATS and LCD will self-destruct to avoid capture.

The Gorn BDD+ and Paravian DW are destroyed buying the bases time to self destruct.

The Gorn CA+ is captured by ISC forces after a severe mauling.

The CON+ with the LC takes the time to beam off the LE from the BATS (originally from the Paravian DW) and disengages, going deep into the black under cloak.

Romulus falls to the assault of the ISC forces.

By **Dale McKee (Brigman)** ON Tuesday, June 02, 2009 - 11:15 pm: [Edit](#)

BATTLES ANNOUNCED:

BATTLES IN PROGRESS:
For Whom The Bell Tolls
Hysteria

BATTLES COMPLETED:
Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo
Red Skies at Night
Plum Crazy
Nero's Fiddle

By **Dale McKee (Brigman)** ON Tuesday, June 02, 2009 - 11:16 pm: [Edit](#)

For Whom the Bell Tolls will continue this Friday. Candidly, I expect it to be over, one way or the other, shortly.

Tom, Kerry, get cracking on Hysteria!



By **Dale McKee (Brigman)** ON Tuesday, June 02, 2009 - 11:29 pm: [Edit](#)


John Smith: Still waiting on the surviving Lyran Ground Forces from "Plum Crazy" so as to resolve the ground combat. 

By **John Smith (Johnsmith)** ON Wednesday, June 03, 2009 - 01:07 am: [Edit](#)

Crud. I'm setting the alarm on my phone as we speak. I'll do it first thing when I get home from work.

By **John Trauger (Vorlonagent)** ON Thursday, June 04, 2009 - 03:14 pm: [Edit](#)

"Getting?"

I can't remember when my memory wasn't bad. 

By **Dale McKee (Brigman)** ON Friday, June 05, 2009 - 09:43 pm: [Edit](#)

BATTLE REPORT: FOR WHOM THE BELL TOLLS

As usual, written from memory...

Turn 9, my ships, spread out, exhausted, drones inbound and within overload range of the BT & BC, plotted about speed-20. All scout channels were blind from the big overrun that ALMOST killed the base. The DW Skullcrusher only had 1 IMP and no warp so did not power movement. The SR went speed-30, and tracted the DW Skullcrusher in an attempt to either save it... or distract Kzinti guns.

9.1, the BT fired 7OL disruptors and 7 ph-1s into the #4 of the SC. Despite putting the best brick there I could, John's dice were hot and he caved in the aft shield and did ~25 in. An OL disruptor from the BS (missed that he'd scored the "torpedo" hit on SpecSen) and 4x ph-1s from the CD nailed the DW Skullcrusher, but failed to kill it. The Zinti BC fired 4 OLs into the aft shield of the DW Fiend, backed by phasers, which scored about 15 internals.

The rest of the turn, the Lyran ships fled for the map edge, dropping a T-bomb to kill a drone wave chasing them.

On 10, the BC, JGP, and DW Fiend all plotted 0/TACs, and the SR continued to run hard, reaching the map edge and pushing the hulk of the DW Skullcrusher off (disengaged, no boxes left except tracks & excess). This was a reload turn for the Lyrans. The Zin didn't pursue aggressively, but fired at range and dinged the BC's #5 shield. Repairs were conducted as rapidly as possible, with the JGP making some good EDR rolls, along with the steady repairs by the BC (repaired 2x Disruptors as r15 by this point). Drones were broken up by scout channels and the few leakers were shot down by phasers.

T11, the SR rejoined the "big mob", still TACing, about 20 hexes from the BS. The

BS had repaired 2x Ph-4 by now. The CC in the dock was undergoing repairs at a rapid rate. And the Kzinti were coming. EW loans from r15 made most of their disruptors miss, but they still tore up the front shield of the DW Fiend. The BC continued frantic repairs. The SC managed to repair a couple warp hits. The DW Fiend returned fire and dented the front shield of the BC, but not by much.

T12, more of the same. This time the SC drew the love as it was lending and was one of the few targets the Zin could blast without a shift. Lost the #2 shield and took another 10+ internals. More repairs. All phaser caps and ESGs are recharged, all batteries full, shield repairs and EDR have been ongoing, and we're as ready as we're gonna get.

T13, the Lyrans got "under way" at speed-4, holding weasels. The Zin bombed them with a massive amount of drones, which they weaseled away. A disruptor volley from the Lyrans finally cracked the front shield of the BC, but did no internals. Kzinti return fire blew down the #1 on the SC and tore her up, bad. But my forces were able to get up to speed...

T14, the Lyrans bumped up to speed-14 while the Kzinti fell back to the base. The SC was left behind as it couldn't keep up. Got to r8 from the base... waited for it to rotate a weak shield to me... and fired. 9 OL disruptors and every bearing ph-1 was just enough, after reinforcement, to blow the base. The Kzinti ships took some explosion damage to their aft shields, and the MCD took another 15 internals (which it shrugged off). Problem was, the DW Fiend had no way to turn off without exposing a super-fragile shield. I considered an ESG overrun, but realized it would not be enough to kill EVERYTHING but would probably cost me everything. Turning off, I ran for it, but Kzinti return fire (even through a shift) was enough to destroy the already mangled DW Fiend. The SC died that most ignominious of deaths, hit by a drone swarm it couldn't defend against (just out of shnitz).

As the Lyran fleet was no longer viable to crack the remaining ships (BT, BC, CD, MCD & CC), they continued away from the wreckage and disengaged. Ship status:

LYRAN:

BC: Heavy internals but fully repairable.

SR: Moderate internals, fully repairable.

JGP: Crippled, may not be fully repairable

DW Skullcrusher: Disengaged with nothing left but tracks

DW Fiend: Destroyed.

SC: Destroyed.

KZINTI:

BS w/Pam, pods: Destroyed

MCD: Heavy damage

CC: Crippled, but partly repaired
BC: Light damage
CD: Undamaged
BT: Heavy damage

Of course, since the Kzinti yard survived, all their units are fully repairable.

By **Dale McKee (Brigman)** ON Friday, June 05, 2009 - 09:44 pm: [Edit](#)

BATTLES ANNOUNCED:

BATTLES IN PROGRESS:
Hysteria

BATTLES COMPLETED:
Squished
Unagi From Space
Sweet Sorrow
Stone Cold
Payback's a B***h
You Talkin' to Me?
The Ides of March
Surgical Strike
Supermassive Black Hole
Kalamity at Kynarth
Boomerang
Collide
War Machine II
Unto the Breach
Snapshot
Mind Your Manners
Breach
Breaking Bakuria
Under My Umbrella
Boogie Wonderland
Remember the Alamo
Red Skies at Night
Plum Crazy
Nero's Fiddle
For Whom The Bell Tolls

By **Dale McKee (Brigman)** ON Friday, June 05, 2009 - 09:45 pm: [Edit](#)

HYSTERIA is now the last battle outstanding.

Not invoking any deadlines yet, but get cracking, guys. 😊

By **Richard Sherman (Rich)** ON Friday, June 05, 2009 - 11:40 pm: [Edit](#)

Well...plus the ground combat at Plum...

By **Dale McKee (Brigman)** ON Saturday, June 06, 2009 - 12:31 am: [Edit](#)

Right, that's not a "battle", that's a bunch of dice being rolled. Could have done it today but was busy flying "For Whom the Bell Tolls". ;)

By **Kerry E Mullan (Nomad17)** ON Sunday, June 07, 2009 - 08:33 pm: [Edit](#)

Hysteria

T7 finished. My rolls are going from bad to worse. Gorns pretty much went around spd 8 except for his scout and BDD which did a spd 15 circle. Early in the turn I sent a DW in to try and hit his CM with a pair of ESGs. To do this I intended to lend max EW to it. As my salv was travelling away though I needed to HET it to maintain range.

Unluckily I failed to notice the salv has a 4-6 breakdown so after HETting I of course roll a 6 to breakdown.

So I basically ran from plasma most of the turn and hit his CM(through his 3 pt #5) and BDL(through his full #1) for an int each not getting the ram due to tractor tricks allowing 3 ships to hit me from R5 if I did so.

Other than that all gorns closed on the salv and wind up around R6-8 to it. My BCs are around R13 to his buch with th DD and DW close by. BC that was hurt last turn repaired phasers. All told pulled 5 or so more torps so next turn other than fast loads there are little big torps avail(I think he has 2 G's and 1 F avail plus fastloads).

By **Dale McKee (Brigman)** ON Sunday, June 07, 2009 - 10:37 pm: [Edit](#)

Thanks for the report Kerry, nice job. Keep 'em coming. When do you guys plan to play next?

By **Dale McKee (Brigman)** ON Sunday, June 07, 2009 - 10:38 pm: [Edit](#)

ATTENTION ALL ADMIRALS: If you're not the Lyran player or the Gorn player, get cracking on your turns, at least in a preliminary way. Once "Hysteria" is complete the turn will wrap, and there will be a short deadline for turn orders thereafter.

By **Jon Berry (Laz Longsmith)** ON Sunday, June 07, 2009 - 10:44 pm: [Edit](#)

All I'm waiting for is to see if I have any new Legendary Officers or not, then I can send in my orders.

By **Dale McKee (Brigman)** ON Sunday, June 07, 2009 - 10:59 pm: [Edit](#)

I'm going to be working up LO's for everyone this coming week, for all completed battles. I need to review the reports and roll some bones.

By **Kerry E Mullan (Nomad17)** ON Monday, June 08, 2009 - 01:09 am: [Edit](#)

We are scheduled for tues/thur. Each day only for about 3-3.5 hours though. Our turn here took about 5.5 hours.

Most of that was running or Tom trying to pick targets for his 20 launched shuttles.

By **Jeremy Gray (Gray)** ON Monday, June 08, 2009 - 03:06 am: [Edit](#)

Anybody want to place any bets on the survival of that SAL?



Look at it this way Kerry, it could be worse. Last fall in the Day of the Eagle Campaign, I tried to make a HET in a Fed DDL with an outstanding crew. It not only broke down, but it tumbled away from the rest of my fleet at a fairly high speed and right into the arms of a bunch of angry Romulans. I saved a few crew units, but the ship and the outstanding crew's status were toast.

As Dale likes to say, "Sometimes you eat the bar, sometimes the bar eats you!"



By **Kerry E Mullan (Nomad17)** ON Monday, June 08, 2009 - 08:26 am: [Edit](#)

Well to be clear Jeremy the rolls are just frustrating me. Stuff like I fire 5 p3s into an oncoming torp on my DW and roll 4 sixes and a 5. I hit his BDL from R5/R8 with 8 p1(+2 shift)/6 p1(+1 shift) for 24 dam and 4 discr as well.

I was hoping for the dice to turn around somewhere here, but pretty much all game my dice have been poor. Of course when playing against Tom it just makes

the dice thing stand out more



As for the Salvage cruiser, it made it to the end of the turn and is currently like 8 hexes from a board edge. As well it has the ability to move as well. It has an outside chance to survive with ints unless the Gorn actively devote a lot of resources to it. As well the rest of my ships are swinging around for yet another run at his mass so he'll have to choose which targets to hit.

The salvage cruiser may help alleviate some pressure on the remaining fleet elements.

By **Jeremy Gray (Gray)** ON Monday, June 08, 2009 - 08:42 am: [Edit](#)

Very true, I guess I imagined the SAL closer to map center. At 8 hexes away, there's a good chance she'll make it.

I feel your pain on the dice. It seems when ever I play, the dice either love me or hate me. Average rolls happen, but it seems like feast of famine. Been flying a lot of Feds lately too, which makes the dice seem even more whacky.

By **Peter Thoenen (Eol)** on Monday, June 08, 2009 - 09:48 am: [Edit](#)

ALCON: Remember with the new client (out last week) you can choose from 1 of 8 different external die rollers (if you hate the build in one or the external one we have been using for years)

By **Dale McKee (Brigman)** on Monday, June 08, 2009 - 11:27 am: [Edit](#)

Yeah, I complain about the dicer server too, but I've had days where tabletop dice aren't much kinder.

By **Jon Berry (Laz Longsmith)** on Monday, June 08, 2009 - 12:55 pm: [Edit](#)

Hydran Orders in!

Besides, real men take the dice they're handed, and make the best of it. Or throw so much firepower down range, it doesn't matter what the dice are, the enemy ships just vanish. ;)

By **Kerry E Mullan (Nomad17)** on Monday, June 08, 2009 - 01:43 pm: [Edit](#)

Well ya but losing 20 ftrs a battle every turn tends to start getting expensive.

The battle is far from over as I still have 4 viable ships plus the salvage cruiser. Just need to get more hits in due to rolling all 5's or 6's. I think I will just narrow salvo everything as there has to be a single "1" there amongst all the higher die rolls... hmmm thats the plan.

I mean outa 26 rolls I did get 3 "1"s and a pair of "2" s. It was the 14 "5"s and "6" s I got peeved about.

By **Richard Sherman (Rich)** on Monday, June 08, 2009 - 01:57 pm: [Edit](#)

Kerry/Jon,

Yeah, Jon losing 20 stingers a battle is expensive...but it's not as expensive as losing a squadron of DDs every battle!

Mebbe I should switch to DWs?



By **Richard Sherman (Rich)** on Monday, June 08, 2009 - 02:02 pm: [Edit](#)

Kerry,

Looks like you're averaging around a roll of 4.2 instead of ideal 3.5. That's about 20% off the norm.

That's bad, but believe or not, I've seen worse.

Like Jeremy said, trust me that you become alot more sensitive to it when

shooting photons...outside range 1 that is.

By **Dale McKee (Brigman)** ON Monday, June 08, 2009 - 02:23 pm: [Edit](#)

Kerry, you guys might want to pick up the pace though. 5.5 hours to get through a turn is a long time, and while I haven't put a hard deadline on you guys, I don't want this battle to drag out forever. My intention is to have the turn over in June, not July. ;)

That said, good luck to you both and go kill something. Ariocho thirsts.



By **Dale McKee (Brigman)** ON Monday, June 08, 2009 - 02:29 pm: [Edit](#)

By the way, before anybody (*eyes Jon*) jumps up and down suggesting I put a 2-week notice on this battle... I hate adjudicating, and this one would be a bee

with an itch to do so with. So shaddup, preemptively.



By **Kerry E Mullan (Nomad17)** ON Monday, June 08, 2009 - 02:54 pm: [Edit](#)

Yeah Dale I hear ya. I think we are switching to 3 days/week so it should be coming due by the end of June.

Although isn't Origins later in the month as well? Not sure if that will delay anything.

By **Kerry E Mullan (Nomad17)** ON Monday, June 08, 2009 - 03:46 pm: [Edit](#)

Richard and Jon,

True on the stingers. While expensive when they die they are point for point very effective until that point. It's the hydran strategy most of the time! As long as Jon can support those loses then all the more power to him.

Yeah the other difference for the Feds losing a DD squadron is the replacement time tends to be longer than the hydrans. This allows the hydrans the ability to do damage while the feds sit around taking it. Of course this works against all races, unless they use "The Secret way". This is only losing one ship to kill the stingers. Of course this is normally due to the one ship blowing up on em ;)

By **Richard Sherman (Rich)** ON Monday, June 08, 2009 - 06:19 pm: [Edit](#)

Oh, I don't mind a ship being lost to blow up stingers...especially when it's not one of mine! (I think I off'ed 42 Stingers, a CL, and a HDW this turn doing just that!)

You know, just for fun, let's see what the Hydran/Fed casualties were for Turn 14. And before anyone asks, yes, I'm bored and don't have anything better to do for the next 10 minutes.

Fed losses

DDGy(I)+ destroyed
DDGy+ destroyed
DD+ destroyed
FFB(I) destroyed
FFGy destroyed
1 F18 destroyed

Approximate EPV loss: ~490.5

Hydran losses

TR+ destroyed
LNH-V destroyed
LNH-ER destroyed
DWH destroyed
HN destroyed
2 freighters destroyed
1 MB destroyed
approximately 58 fighters destroyed

approximate EPV loss: ~910 EPV

'Course, about 215 of that was in an ambush, so it's a little skewed.

All in all, Turn 14 was a pretty darn bloody turn for both sides...

And we ain't even mentioned the Lyrans, Gorns, Kzinti, Klingons, ISC, Tholians, Peladine, and all the mercenaries, NPCs, and...the Juggernaught.

Juggernaught. [Shudder]

By **John Smith (Johnsmith)** on Monday, June 08, 2009 - 08:37 pm: [Edit](#)

Yeah, dice are funny things. I once rolled 11 dice and got all 4s. Not 4+, just 4s.

Needing 3s or lower to hit, of course.

By **Marc B (Marc)** on Tuesday, June 09, 2009 - 09:10 am: [Edit](#)

Richard, your economics are off. You have to include the planetary resources you captured for the analysis to be meaningful. Since such resources create a revenue stream, I would value them at a multiple of, say, 3x. M

By **Richard Sherman (Rich)** on Tuesday, June 09, 2009 - 12:22 pm: [Edit](#)

Marc,

That's true, but I wasn't posting a total economic analysis. I was just bored and posting what I thought each lost in combat forces for the turn.

But to answer your implied question, Jon lost 3 colonies last turn, 2 to the Feds and 1 to the Tholians. The Peladine lost 1/2 a colony. I don't know if you lost anything, and I think you gained at least 1 or 2. And of course, the Roms lost their last planet. I don't have my stuff with me here so I couldn't tell ya what all those are worth...and I'm not sure that's public info anyway! 😊

By **Jon Berry (Laz Longsmith)** ON Tuesday, June 09, 2009 - 01:09 pm: [Edit](#)

To be fair, the Hydran War Plans called for loosing planets in the opening stages of the war. Regulus was never meant to be held. And Richard, you neglected to mention the Tholian ship killed at Regulus in your analysis. And those colonies I 'lost' this turn, were in fact lost last turn. The Carnivons and Juggernaut removed them from my economy before actual Federation Troops set foot on Hydran soil.

By **Jeremy Gray (Gray)** ON Tuesday, June 09, 2009 - 01:16 pm: [Edit](#)

I assume the Hydran War Plan also includes the conquest of the Hydran Homeworld. 😊

As for us Tholians, I'm not too worried about the cruiser. Those we got plenty of. Would be nice to have a real DN or a war cruiser or a decent scout or... Ah well.

Ice cream will no longer be served on Regulus. 😊

In other news, for Coalition members, looking forward to the cook out on Romulus. We'll bring the Matchlight! 😊

By **Richard Sherman (Rich)** ON Tuesday, June 09, 2009 - 02:03 pm: [Edit](#)

Guys, Guys, Guys:

First off, my original post was "OOC" and done mainly 'cause I was bored at the time. It was not meant to be an comprehensive analysis of anything. If ya'll want something more detailed, post away...but don't criticize me for being incomplete when it wasn't my intent to give you all a whole turn's briefing for everyone!

Jon, (still OOC), yeah I left out the Tholian Cruiser. I left it out 'cause I was only talkin' about you and me at the time. That's it. Only in my response to Mark did I mention other stuff in passing, and only because he prompted me, and seemed interested. I thought I was being nice.

As to "last" turn vs. "this" turn...this turn is still turn 14. You didn't lose either of

those two systems on turn 13. Juggie didn't invade, and the Carnivons didn't succeed. So if you gave up those points on turn 14, you cost yourself big bucks for no reason. If you did that, I'd talk to Dale.

In short guys, I was just engaging in a little mental masturbation. Sheesh!

[IC]

Hydran, I hope for your sake your War Plans call for somehow simultaneously defeating 3 different opponents. Or perhaps you can could ask for help from your scientifically illiterate, diplomatically inept, Hydran-eating "ally."

If you surrender now, the Coalition may allow you some favorable terms in its effort to utterly kill the foul Lynxes. The longer you wait, the less likely that option exists.

Get out of the way, and live. Fight, and die. Your choice.

[end IC]

Did I read correctly...we should expect deadline for Turn 15 to be the beginning of July, approximately?

By **Dale McKee (Brigman)** ON Tuesday, June 09, 2009 - 03:34 pm: [Edit](#)

Rich: You read correctly, T15 should begin in early July.

Re: Hydran space - INCORRECT. The Juggernaut (and the Carnivons) hit Hydran space on T13. I don't know why you think they didn't, but if you dig back through the BBS, you'll see the battle reports. The Juggernaut shredded a Hydran BATS and defeated the TR+ and THR that were present. The Carnivons chased off a MON and LM w/6x ST-2 in Umbrella. Both on T13.

As far as the jabs and tough-talk, everyone, let us keep it friendly as Richard

suggests.



By **Richard Sherman (Rich)** ON Tuesday, June 09, 2009 - 04:32 pm: [Edit](#)

Dale,

I think we're having a little disconnect, and I wanna make sure Jon didn't lose anything he was entitled to. I'm aware that the Carnies and Juggie hit Hydran space on Turn 13, and inflicted combat losses in space upon the Hydrans. However, neither of those NPC forces ACTUALLY TOOK THE SYSTEM (emphasis, not yelling) - although the Carnies tried.

What this means is that at the end of turn 13, the Hydrans were still in control of

Cobra (where Juggie was) and Umbrella (where the Carnies were).

To my knowledge, the Carnies didn't blockade the system, and I wouldn't think the Juggie would bother even if it were capable of blockading.

Is there another reason why Jon shouldn't get points for planets he still held at the beginning of turn 14? Alternatively, I could see an argument at Umbrella for him only getting 2/6 credit since it was announced that the Carnies took 4 of 6 hexsides, but I would think he would at least get that, if not the whole enchilada.

By **Dale McKee (Brigman)** ON Tuesday, June 09, 2009 - 04:37 pm: [Edit](#)

Rich, it doesn't matter if they took the system - they controlled the space above it, and thereby blockaded it, which denied the Hydrans the income. It could still be collected and stored at the planet, or spent on fixed defenses, or not collected at all to prevent capture. But the Hydrans couldn't "get to it" via the line of supply due to the hostile (fleet/monster) in their space.

Having an enemy fleet or monster hold space above your system blockades it via default. There's no need to specifically declare it blockaded.

By **Dale McKee (Brigman)** ON Tuesday, June 09, 2009 - 04:43 pm: [Edit](#)

Here is how monsters blockade planets:

JOE THE SECTOR SUPPLY OFFICER: "Okay, Bob, fly your supply shuttle in to that system, grab some ore, and fly back. We really need the cash."

BOB THE HTS PILOT: "You mean with that giant white death machine floating there in orbit? The one with the siege phasers and rotating shield?"

JOE: "Bah, it won't shoot at anything as small as a shuttlecraft."

BOB: "!%@%#@#% you!"

JUGGERNAUT: "Send more ships..."



By **Richard Sherman (Rich)** ON Tuesday, June 09, 2009 - 05:34 pm: [Edit](#)

Ahem. I stand corrected. My apologies to Jon and Dale! (hey, I was only trying to help out a fellow SFB Captain...)

Every time I think I got it down how things work, I find out that I have my head up my arse.

I'm going away now. Cheers!

By **Dale McKee (Brigman)** ON Tuesday, June 09, 2009 - 06:04 pm: [Edit](#)

Rich, hey, it's okay man. I just wanted to nip this in the bud before more

confusion ensued and I had players bombarding me with emails.



By **Marc B (Marc)** ON Tuesday, June 09, 2009 - 08:28 pm: [Edit](#)

And some randoms, like Orions, "raid" the planet and steal the resources so the turn's production is effectively lost, not just stockpiled.

By **Dale McKee (Brigman)** ON Tuesday, June 09, 2009 - 08:47 pm: [Edit](#)

Yep. But to fair, those types don't assault the planet with intent to occupy - even if they have a good chance of success.

It remains to be seen if lone Condors with Legendary Captains will be able to do

so.



By **Kerry E Mullan (Nomad17)** ON Tuesday, June 09, 2009 - 10:54 pm: [Edit](#)

Hysteria T8

Gorn sits and spins mostly usin his scout to OEW things and have the 20 shuttles get out 1hex in front of the ships. He lets the slavage go so I keep it on board near the top edge, but open the range to 13.

I come in and pound on shuttles as he can reinf away too much of my damage. With shifts I Kill his MRS and 6 other shuttles. The unhurt BC ends up taking some 20 ints after getting hit for 39 dam from 15 R8 phasers. Outa my 30 or so Rolls I actually only get 14 5's and 6's a marked improvement. Didn't roll a single 1 thogh.

Continueing thurs nite.

By **Tom Carroll (Sandman)** ON Wednesday, June 10, 2009 - 07:57 am: [Edit](#)

My original plan was to go after the Salvage Cruiser but while working on my EA last night, I realized most of my ships would be showing down or near down shields to the rest of the Lyran forces if I chased the Orion.

By **Kerry E Mullan (Nomad17)** ON Wednesday, June 10, 2009 - 09:20 am: [Edit](#)

I see the reason behind it, and am happy that the salvage lives for another turn or 3.

One thing I have to say with my force is that I was surprised how high my Dcon is. I have three 6 rating ships and a 4 on the Pel DD. Any downtime allows me to get back in fighting shape relatively quickly.

By **William T Wilson (Sheap)** ON Wednesday, June 10, 2009 - 11:51 pm: [Edit](#)

Quote:

It remains to be seen if lone Condors with Legendary Captains will be able to do so.

Of course they can, because the Romulans are destined to rule the galaxy.

Do we have a new "legendary Emperor" officer type?



By **Jeremy Gray (Gray)** ON Thursday, June 11, 2009 - 05:42 am: [Edit](#)

"Do we have a new "legendary Emperor" officer type?"

The Roms could have used one of those guys after we ganged up on them.

The lone Condor on the loose could turn into a real problem. Not going to take down a battle fleet, but if it slips into somebody's rear area, it could get ugly. With a Legendary Captain and a Cloak, I'd expect it would not be hurt as much by being "out of supply", at least when it came to fighting on the battle map.

By **John Carroll (Jcwl)** ON Thursday, June 11, 2009 - 08:00 pm: [Edit](#)

One would assume that the cloaking device would be somewhat supply and maintenance intensive. It should probably have a high incident of failure in out of supply circumstances.

By **Kerry E Mullan (Nomad17)** ON Friday, June 12, 2009 - 10:22 am: [Edit](#)

Hysteria Through T9 and T10.

T9 All lyran forces were weezing pretty badly so starting around R12 or so all went spd 12-14 all turn and recharged. Didn't get any really good shots, but was able to hit his BCs 4 point #6 with 2 discr and 5 p1s for 9 dam to get an int outa it. I think I also killed a shuttle.

Gorn fleet fired at other BC doing 6 or so more ints getting 22 or so dam from 15 p1's.

At EOT an enveloping R and S were launched.

T10 One BC was clear of envelopers(far to the left of launching ships), while the rest of the ships were most likely targets. DW and BC turn out to be the targets and run em out putting them away from the action for T11. The other BC went high spd and made a run in against his BDL. His ships were mainly spd 10.

During the turn his BC launched 2 S torps(one at threatening BC and other at Pel DD who was coming in against the rear of his formation) and the BDL a Gtorp. BC reached R8 on the BDLs 1 point #5 outa FA and hit it with 2 discr plus 5 p1's for 9

ints, killing 2 more warp, an Ftorp and 3 phasers leaving the BDL with a p1 and p3(might have 2 p1s left). Then BC turned off to run the gtorp out to R11+ after hitting it with 25 damage from phasers. In here he fleet fired at the BC and actualled rolled poorly only getting 16 dam from 15 p1's.

So starting T11 his ships are about middle chasing the BC at R15 ish. My other BC is at R26 or so to his forces below em with all the rest of my forces around R20 to the left of his.

Overall the BC is able to fight at 60% outa 5 shields so they are doing well. Currently discussing possible surrender terms, but not sure if either side wants to agree to each other terms so most likely will continue sunday night.

By **Dale McKee (Brigman)** ON Friday, June 12, 2009 - 06:22 pm: [Edit](#)

All Legendary Officer Awards (excepting the ongoing battle in Ivory, "Hysteria") have been sent.

Maps will be coming in the next week or so.

Reminder - the turn is due to end this month, i.e., June. It may end sooner pending the resolution of "Hysteria", but it will end at that point regardless.

Please be ready to roll with your orders shortly thereafter if not sooner!



By **Dale McKee (Brigman)** ON Friday, June 12, 2009 - 09:12 pm: [Edit](#)

Just to show even after two years, I still learn new things about how to do this.

Starting next turn, I'll be awarding LOs as battles conclude. You'll want to note them in your spreadsheet and be sure to track them when I award them.

Also, anybody like to volunteer for the "Black Fleet" duty of tracking ships destroyed during a turn? Some Admirals even lost track, and a list would be helpful.

By **Mike Strain (Evilmike)** ON Friday, June 12, 2009 - 11:35 pm: [Edit](#)

I wonder if that Rom LC is named Adama...:P)

"Leading a rag-tag..."

Wait, its been done.

Never mind...



By **Dale McKee (Brigman)** ON Saturday, June 13, 2009 - 01:11 am: [Edit](#)

After much consideration I have decided on a hard deadline for the campaign turn.

The current battle ("Hysteria") has until the 26th of June to be resolved. At that point I will adjudicate it as fairly as I can (and ignore the inevitable partisan whining about how so-and-so would have done "x" and not lost "y").

Note this gives the Lyran/Gorn at LEAST an extra week than if I had declared this a week ago.

All maps will be handed out shortly thereafter if not sooner.

My goal is to have T15 rolling early in the first week of July.

Fair warning.

By **Kerry E Mullan (Nomad17)** ON Monday, June 15, 2009 - 12:28 pm: [Edit](#)

Hysteria through another 1.5 turns.

T11 All gorn ships continue to chase the BC soul. Most of his ships are going around 15 with his DN going 27 hexes this turn.

BC runs out the S from last turn as well as an F lunched from a killed launcher on the BDL. DNT and BC exchange fire late in the turn at R5. Putting yet another shield down to single digits on the BC and taking 10 off the DNTs nose.

Nearly all gorns and the BC are in upper right corner of the map. BC starts 4 ESGs near EOT.

The rest of my ships went around spd 26 and tried to close ground but only made up like 10 hexes on his fleet(still around R20). I kill another 2 shuts and injure a third as they are unable to outrun my sc 4 units. Outa 20 launched shuts there's 8 or so left. My Pel DD launches a gtorp at a shuttle as well. The other BC bounced 3 dsir off rein of the gorn BC (from R20)

T12

His ships all step it up to around 20-24 except the DNT which is spd 14. My BC is spd 15.

With the rest of my ships around spd 15-20. My SC4's come in against the shuts after all shuts fire p3's at the torp. I phaser 2 and DDrag 4 by 2 different ships. By imp 23 or so the remaining GAS shuttles will get phasered as the scout reaches R1.

For the BC I intended to do a HET Ram. The DNT launched 70(R+F) and then turned off at R5. Counting it out I did not see a shot at impacting the DN without taking the full 70 plus phasers through a 3 point shield, so I ran em out to R13

and fired some p3s into em before they impacted my #4 for 15 or so ints(killed an ESG plus Fluff). The rest of his ships started enetring R12 or so. BC HET back into the rest of his force and is now closing with them. As of imp 16 we are around R8. The CM just launched an enveloping S at the BC so we'll see whats left after impact for how much damage I can deal. BC is around 3 hexes from map edge as well.

We are all pretty much heading for the upper right corner, continuing on tues.

By **Richard Sherman (Rich)** ON Monday, June 15, 2009 - 12:47 pm: [Edit](#)

Go Gorns!



By **Marc B (Marc)** ON Monday, June 15, 2009 - 03:37 pm: [Edit](#)

Ah, a Federation cheerleader. Very tasty.

The Green Gorn fighting for their continued freedom in Ivory will be given every support of the Lyran Empire.

Go Green Gorn and Lyran Coalition!

By **Richard Sherman (Rich)** ON Monday, June 15, 2009 - 07:02 pm: [Edit](#)

[IC]

"...As usual, lies and idiocy from the lynx Pretender. Other than its own rantings, it cannot produce a single scintilla of evidence that the Green Gorn are disaffected from either of the other two sub-cultures. Even if it were true, the Green Gorn would certainly have nothing to do voluntarily with such a detestable and dishonorable government like the lynx.

Oh, by the way, I'm really sorry about that hyper-thyroid condition their leader has. The alternating diarrhea and constipation combined with the psychological paranoia must be terrible for it. Pity the Federation is the only Empire with Mithilizol, the only known treatment for the lynx race. Fortunately, even in its feeble condition, it'll live just long enough to witness thousands of Coalition boots on lynx homeworld soil - not that we'd really need that many to dispense with such weak mewlings..."

Excerpt from interview with Commodore Mackey, the Star Fleet Officer in command of Offensive Operations, North Sector, on GNN in response to Lyran repeated assertions regarding purported disaffected elements of Gorn Society, 6/15/09.

[end IC]

By **Kerry E Mullan (Nomad17)** on Tuesday, June 16, 2009 - 10:49 pm: [Edit](#)

Only finished T12 on tues.

Tom started out by following up his enveloper with 2 F's from his cruisers. The BC fired through a shift at the DN and his BCs 1 pt #3. Both ships reinforced away the damage(it was like 2 p1 and 1 p1 2 disr). Throughout all this allbut his BC pretty much were firing 3 p1's an imp. The BC took nother Ftorp through it's last remaining shield and then closed to R1 of his BDS/BC/CM which then blew it up 1 hex from the edge. All told it took like an R, 3 F's, an enveloper, 17 p1's 5 p3s to kill it.

My other BC blew through his BDS shield 5 for some 7 ints, all the explosions did another 13 to it. Both the CM and BC just lost most of a shield. BDS is down 7 power. The other elements continue to close on the corner. We end up with the other BC at R10-12 with the smaller ships at R16 or so.

His BDL started to peel off so its at like R15. It still has a 21, p3, a G and Ftorp. T13 starting on thur.

By **Dale McKee (Brigman)** on Wednesday, June 17, 2009 - 06:01 pm: [Edit](#)

Ground combat concluded at Plum ("Plum Crazy"). Despite the desperate and valient efforts of the Gorn troops, and the reduced Lyrans forces, the concentration of cats on the ground was simply too much, and Plum fell to Lyrans marines.

The Lyrans now control Plum.

By **Kerry E Mullan (Nomad17)** on Thursday, June 18, 2009 - 11:45 pm: [Edit](#)

Hysteria Finished.

T13 the BC got a 3 OL/8 p1 shot on the Gorn BC 17 point #5 but after 13 rein the ints were paltry. Afterwards the Ly BC got hit with an enveloper for some 4 ints though one of its 2 weak shields-who am I kidding the otehr shields were all around 10 so weak is figurative.

R15 fire did another 10 ints to the DW, and the PEI DD and BDL launched trps at each other and then avoided. At this point I just didn't have enough to do significant damage so we called it midway through T14. Tom had pretty much all his other ships get 10 hexes in front of his BC and launched torps so to get a shot on it I would have to eat the torp..ie smart launches ;) As all his hurt ships were 10 or more hexes behind his DN/CM/BDD there wasn't much I could do so retreatin seemed best for me.

Overall I lose a BC+DW and repair all other damage. Gorns have a p3 dam left on his BDL and a apr/batt left dam on his BDS. The last three turns the dice at least went to average, but having a full gorn fleet firing on a half fleet hurts.

By **Dale McKee (Brigman)** ON Friday, June 19, 2009 - 02:10 am: [Edit](#)

All campaign maps have been sent!

By **Dale McKee (Brigman)** ON Friday, June 19, 2009 - 02:12 am: [Edit](#)

TURN DEADLINE ANNOUNCEMENT!

Turn 14 is complete. Turn 15 orders will be due Wednesday, June 24th!

Most of you guys should have your orders just about ready, but this gives you 6 days (including the weekend) to finish up and submit.

By **Jeremy Gray (Gray)** ON Sunday, June 21, 2009 - 05:38 am: [Edit](#)

Tholian orders submitted.

By **Dale McKee (Brigman)** ON Sunday, June 21, 2009 - 01:57 pm: [Edit](#)

That's two sets of orders in...

By **Richard Sherman (Rich)** ON Sunday, June 21, 2009 - 06:13 pm: [Edit](#)

Federation orders submitted.

By **Dale McKee (Brigman)** ON Sunday, June 21, 2009 - 07:07 pm: [Edit](#)

That's three!

By **Ted Fay (Catwhoatsphoto)** ON Sunday, June 21, 2009 - 08:27 pm: [Edit](#)

Ferengi orders submitted.

By **Dale McKee (Brigman)** ON Tuesday, June 23, 2009 - 10:39 pm: [Edit](#)

REMINDER: Turn 15 orders due tomorrow (6/24)!

I have, to date, only received 3/8 orders.

By **Jon Berry (Laz Longsmith)** ON Tuesday, June 23, 2009 - 11:20 pm: [Edit](#)

If people are late, do those of us with orders in on time get a bonus? ;)

By **Dale McKee (Brigman)** ON Wednesday, June 24, 2009 - 02:02 am: [Edit](#)

No. 

Players with Real-Life issues with my deadline can (and do!) contact me for a brief extension. Players that do NOT contact me for such an extension, AND miss the deadline, have their units all "hold station" for a turn.

This is something I do not invoke lightly as I know (based on experience) that most players will quit a campaign should such a penalty be invoked. While some of the players on my "reserve Admiral" list might welcome that, it's not something I consider trivial.

But it remains in my toolkit, as the majority of the players have no trouble with the deadlines, or let me know well in advance if they do (due to work, school or illness).

By **Dale McKee (Brigman)** ON Wednesday, June 24, 2009 - 04:49 pm: [Edit](#)

Gorn and Lyran orders in.

Now just waiting on Peladine, Klingon and ISC orders.

By **Jon Berry (Laz Longsmith)** ON Wednesday, June 24, 2009 - 05:14 pm: [Edit](#)

Get to them guys! I'd hate to have to take advantage of you for it.

By **Dale McKee (Brigman)** ON Wednesday, June 24, 2009 - 08:50 pm: [Edit](#)

Heard from John, the Klingon/Kzinti orders will be in tonight.

Glenn? Tom?



By **Dale McKee (Brigman)** ON Wednesday, June 24, 2009 - 10:36 pm: [Edit](#)

OK, Klingon/Kzinti and ISC orders in.

Just waiting on the Peladine. Glenn, haven't heard a request from you for an extension either.

By **Jon Berry (Laz Longsmith)** ON Thursday, June 25, 2009 - 01:56 pm: [Edit](#)

I hope the Peladine got their orders in on time - and that Dale will have plenty of time to work out all the battles this turn.

By **Dale McKee (Brigman)** ON Thursday, June 25, 2009 - 04:12 pm: [Edit](#)

No, no word from Glenn.

Anybody know if he was going to Origins?

I'm a little concerned.

By **Marc B (Marc)** ON Thursday, June 25, 2009 - 04:19 pm: [Edit](#)

Me too. Given his interest level in the campaign, I doubt he would just ignore it.

Richard, have you heard from him?

By **Jon Berry (Laz Longsmith)** ON Thursday, June 25, 2009 - 04:56 pm: [Edit](#)

I've given Glenn's number a call - left a message on the answering machine to contact me or Dale.

I really hope nothing bad happened.

By **Dale McKee (Brigman)** ON Thursday, June 25, 2009 - 05:10 pm: [Edit](#)

Me too.

By **Dale McKee (Brigman)** ON Thursday, June 25, 2009 - 05:28 pm: [Edit](#)

I have begun processing orders.

I have (reluctantly) filled in NPC orders for the Peladine this turn, following Glenn's prior commitments and intent as best as I can.

Hopefully nothing serious has happened and he can resume play.

By **Richard Sherman (Rich)** ON Friday, June 26, 2009 - 12:19 am: [Edit](#)

Dale,

Just spoke with Glenn. He's had a few personal difficulties, but he was emphatic that he is still in it. He will contact you tomorrow morning (he still has very limited Internet access), and should also post here.

Please don't process the NPC orders just yet. Give Glenn a little more time to get them in! Thanks!

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 12:26 am: [Edit](#)

Rich,

I'm grateful Glenn is okay.

I have already processed the orders I spent 3 hours today writing for the Peladine...

Argh.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 02:28 am: [Edit](#)

Gents,

I tried to put this decision off til tomorrow but I find it was keeping me up.

Let me be clear, I'm really glad Glenn's okay and I'm happy he's still into the campaign. Glenn's been a personal boon to the campaign for me.

That said... guys, deadlines are deadlines for a reason. I will always give an extension if you contact me. We are past the point in the campaign where it's viable to have someone "hold station" for a turn. But if you miss getting your orders in on time, I will have to do an NPC set for you, and if I process turn orders, they're processed. I'm not going to go back and do them over.

I'm not trying to be authoratarian with you all. But as I told a couple of you, I put enough time into this that it could be a part-time job. I have to make things work

in fairness to all, including myself.

By **Richard Sherman (Rich)** On Friday, June 26, 2009 - 10:15 am: [Edit](#)

Dale (and all),

Understood here and in all e-mails. My apologies to you and all of my fellow players if I mucked things up - causing an unnecessary delay - in my effort to contact Glenn and "kick him in the rear." I have passed on to him your direct contact info that I got this morning (I'm sorry I couldn't hang any longer on-line last night, but it was late, and Suzanne had just come back from her trip, and...you get the picture...).

I do know that Glenn told me last night and again this morning that he will be at the Library at 9 am (MST) to e-mail his prepared orders to you (if you accept them) and that he will call you at 10 am MST (I think he's an hour ahead, so I advised that he might not want to call before 9am...if this is wrong, I sent you his phone #...and you can call him now).

I'm also e-mailing this message to you.

By **Dale McKee (Brigman)** On Friday, June 26, 2009 - 01:45 pm: [Edit](#)

No worries.

I've finished resolving the turn encounters and will be creating (and sending) individual encounter reports today.

Stay tuned.

By **John Smith (Johnsmith)** On Friday, June 26, 2009 - 03:03 pm: [Edit](#)

Whewwwwww! Too bad I'm gone all weekend, now I'll have to wait 'til monday to get all the deets.

By **Dale McKee (Brigman)** On Friday, June 26, 2009 - 04:33 pm: [Edit](#)

Talked to Glenn and he's okay. Just been offline so long he hadn't even read the turn deadline.



Anyway, carry on.

By **Dale McKee (Brigman)** On Friday, June 26, 2009 - 07:49 pm: [Edit](#)

Jon Berry: Just waiting on an email reply from you, and I can send out encounter reports.

By **Marc B (Marc)** On Friday, June 26, 2009 - 07:59 pm: [Edit](#)

LYRAN MULTICULTURALISM AND DIVERSITY RECOGNIZED BY THE INTERSTELLAR SOCIETY FOR THE BETTERMENT OF SENTIENTS AND FREEDOM ("TISSYFIT") AS "OUTSTANDING AND AN EXAMPLE FOR ALL"

TISSYFIT has taken the unusual step of recognizing the diversity of Lyran subjects, and their incorporation into the Lyran Empire, as a "template for future generations."

Pleased by this development, the Emperor actually responded to TISSYFIT by accepting the award in the name of all of his subject races, especially the recently joined Green Gorn in Plum, who rose up against their oppressors after seeing the Confederation's eviction of the Lyran-Gornitarian mission and ruthless reoccupation of Ivory. Kzinti and Klingon subjects also applauded TISSYFIT's recognition of the hard work Lyran Police Forces have endured to bring so many of the Farthest Stars people under the Emperor's magnanimous and charitable hand.

"If I could speak to the Emperor, I would tell him.....I would tell him.... how thankful we are that we have this opportunity to pour our resources in to supporting regime change amongst the Empire's enemies."

It is said that the Emperor rewarded some of his loyal subjects with massive government subsidies that were immediately used to create jobs for the recently embraced citizenry of his protectectorate systems.

In a final remark to the Emperor, TISSYFIT offered the following" "Keep up the good work."

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 08:02 pm: [Edit](#)

OK, all encounter reports sent except Fed and Hydran. Waiting on Jon to answer a question and I can send those off. In the meantime, I'll get some battle

announcements going...



By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 08:15 pm: [Edit](#)

All encounter reports sent!

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 08:21 pm: [Edit](#)

SHUCKING THE OYSTER WITH A SWORD

The Gorn hunker down to defend their system Pearl as the Lyrans thunder in with a minty-fresh Battleship. Can the defenders survive against the Red Claw Sword?

GORN FLEET: BS w/PAM, Y170/175, 2xGB P-IV; BTF+ ThunderTail, Orion DWV (2x Phot, 1x Drn-B), 4x G-18, DWE (2x ph-1, 1x Drn-B, Limited Aegis); CCF Tyranicon.

LYRAN FLEET: BB Red Claw Sword, NTG Gallant Endeavour (w/P-SC), 6xINT(1 w/degradation), INT-E, DWLbup Slammer, DWbup+ Star Scourge, DWbup+

(LWO) Lifetaker.

Both sides WS-III, speed-max, with the Gorn setting up within 5 hexes of the planet in the middle of the map and the Lyrans coming in from a corner. Gorns set up their base first, then Lyrans choose their corner, then Gorns place ships.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 08:34 pm: [Edit](#)

LOST IN SPACE

Two fleets. One wormhole. One destiny.

The question is: Who will win?

And whoever does - what will the find on the other side?

THOLIAN/FED FLEET: CCH Avenger, CA Nemesis, Fed CSa+ Daedalus, Fed NCLa+ Valiant, Fed CLD+ Gran Chaco.

LYRAN FLEET: BCbp+ Bloodshedder, BCbp+ Ravager, DWbup+ Firecat, NTGu (w/P-B) Black Rain, 1x INT, Rom RGC Leonidas

Both sides start at speed-max, WS-III, each facing the other 25 hexes out from the center of a 2x2 fixed map. As always, the interior of the wormhole simulates an Ion Storm terrain.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 08:37 pm: [Edit](#)

HERE THERE BE DRAGONS

The Tholian backwater system of Paravia - once the home of the proud winged warriors - has stood quietly for months, if not years.

Today the quiet ends. With screaming.

THOLIAN FLEET: 2xGBDP, 12 hexes of web (range 2 around planet); CA Fearless, CA Endeavor II, TK5 Pariah, F-AS Falco (Disr Armed, w/ P-CE).

MONSTER: Ancient Space Dragon.

Both sides start at WS-III, speed max, with the Tholians no doubt hunkered down behind their web!

Jeremy and I will probably fly this one.



By **Jon Berry (Laz Longsmith)** ON Friday, June 26, 2009 - 08:55 pm: [Edit](#)

I got four out of the five combats I was expecting this turn. (Seriously Richard, I

was expecting more from you! j/k!) I also got 1 monster, which I'm talking to Dale about, and one encounter which caught me off guard, but that I will have fun with anyways.

Just need to hear back from Dale before the Fun Begins!

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 09:52 pm: [Edit](#)

WHY ARE YOU FOLLOWING ME?

The Lyran fleet that hit Col-3 falls back to its freshly-conquered Col-5 stronghold, only to be followed home by an angry Kzinti fleet!

LYRAN FLEET: BCbp+ (+1 CO, LMM, LD) Ransacker, SR+ (P-SC, +3 CO, LSO) Ranger, JGPu (4xSh, 2xTrac, +3 CO, LE) Frazikar, NTGu Xandarr (cargo pod), DWLbup Kzin Slayer, 3xINT.

KZINTI FLEET: CC(1) Nuku-Nuku, BC(1) Fatal Fury, CD(1) Raystorm (LN, LD), FFK(2) Dominions, SDF(3) Grace Note, SDF(4) Hot Conductor

Both sides WS-III, speed max, with the Lyrans setting up within 5 hexes of the planet in the middle of a 2x2 fixed map.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 09:56 pm: [Edit](#)

I DON'T MIND, SO YOU DON'T MATTER

The Federation moves to retake their system Gamma Hydra from the ravaging Mind Monster, this time with some help from their ISC allies.

MONSTER: Mind Monster.

FED/ISC FLEET: 2 GBDP; FFG Montgomery, F-S Long Hauler; ISC CL- Starfall.

Monster starts out near the planet, with the Fed/ISC fleet coming in from a corner.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 10:05 pm: [Edit](#)

THE GIFT THAT KEEPS ON GIVING

The Hydrans are on the defensive, and now to make matters worse, the ISC sends a battle fleet into the system 'Gift'. And they're not bringing presents.

HYDRAN FLEET: BATS (Y170, Y175, HBM, HBM, PAM) 12*ST-2; LNH-CS Shwerkrutz (6xST-2, PT, LD), Orion DW (2x Disr-22, 1x Drn-B), Orion AR (3x Disr-30, 2x Drn-B), KN+ Lancelot.

ISC FLEET: Echelon of Justification (DN- Presidium, CA- Advantageous, CM- Thunderball, DDL Defiance, DD Action(LN), LAS Pathfinder, FF Cluster).

Both sides WS-III, speed max, with the Hydrans setting up within 5 hexes of the planet in the middle of a 2x2 fixed map.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 10:07 pm: [Edit](#)

BATTLES ANNOUNCED:
Shucking the Oyster With a Sword
Lost in Space
Here There Be Dragons
Why Are You Following Me?
I Don't Mind, So You Don't Matter
The Gift That Keeps On Giving

BATTLES IN PROGRESS:

BATTLES RESOLVED:

By **Tom Carroll (Sandman)** ON Friday, June 26, 2009 - 10:28 pm: [Edit](#)

I DON'T MIND, SO YOU DON'T MATTER

A mind monster is not such a terrible thing to waste.



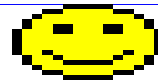
By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 10:57 pm: [Edit](#)

This is your Mind. This is your Mind on Monster.



By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 11:16 pm: [Edit](#)

Oh heck, that's not enough battles. Let me put up some more.



By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 11:20 pm: [Edit](#)

RIKKI TIKKI TAVI

In the Peladine system of Col-9, patrolling in the wreckage field that was once Kzinti space, a lone Peladine DW guards a pair of supply freighters on the way towards the front (or is that back to the rear?).

Out of the black comes an Andromedan Cobra, intent on wreaking havoc!

PELADINE FLEET: DW(Endangerer), 2xF-S

ANDRO FLEET: 1x COB

Both sides WS-III, speed-max, with the Peladine setting up within 5 hexes of the planet in the middle of a 2x2 map.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 11:31 pm: [Edit](#)

ANNIHILATION AT ANKROGEA

The Feds hit Ankrogea in force, as expected by the war-torn Hydrans. Two titanic fleets meet in Ankrogea...

HYDRAN FLEET: LNH-CS Klarion Wind(LC)(6xST-2), (12xST-2), SRG+ Rain of Tears(LSO), CHC Regency, Orion CA+ (2x Disr-30, 2x Drn-B), D7H Anarchist II.

FEDERATION FLEET: CVAa+ Napoleon (12 F14A, 6 A20, 2 E2), DAR Davout, DEA Bernadotte, DEA Murat, DWS Russert, FFG John Paul Jones.

Both sides WS-III, speed-max, with the Hydrans setting up within 5 hexes of the planet in the middle of a 2x2 map.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 11:34 pm: [Edit](#)

RAPTOR'S REVENGE

In the now-fallen world of Romulus, a lone ISC DN holds down the freshly-captured system. Unfortunately, rumors of the Paravians' demise seem to have been exaggerated as a squadron of War Destroyers drop out of warp on an attack vector...

ISC FLEET: DN- Indomitable

PARAVIAN FLEET: 3x DW.

Both sides WS-III, speed-max, with the ISC setting up within 5 hexes of the planet in the middle of a 2x2 map.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 11:40 pm: [Edit](#)

THE HOPE OF AUDACITY

Driving out of the isolated Col-13, the Kzinti exiles strike back at their Lyran tormentors in captured Col-12 like a cat with scotch tape on all four paws. Can the Kzin hope to win?

LYRAN FLEET: LDR CCu+ (LC, LMM, LD) Necromancer, LDR CWbu+ Battle Claw, LDR DWbu+ Night Howl, SC+ Predator's Eye; CWL George , CW Gunther

KZINTI FLEET: TGC(1) Yugio (P-B3, P-B3, LSO), CMF(1) Damocles, DDL(2) Valkyrie, DD+(7) Sturmvogel, DD(5) Silver Hawk, SDF(1) Shooting Star, FF+(3) ArrowHead.

Both sides WS-III, speed max, with the Lyrans setting up within 5 hexes of the planet in the middle of a 2x2 fixed map.

By **Dale McKee (Brigman)** ON Friday, June 26, 2009 - 11:41 pm: [Edit](#)

BATTLES ANNOUNCED:

Shucking the Oyster With a Sword

Lost in Space

Here There Be Dragons

Why Are You Following Me?

I Don't Mind, So You Don't Matter

The Gift That Keeps On Giving

Rikki Tikki Tavi

Annihilation at Ankrogea

Raptor's Revenge

The Hope of Audacity

BATTLES IN PROGRESS:

BATTLES RESOLVED:

By **Dale McKee (Brigman)** ON Saturday, June 27, 2009 - 12:43 am: [Edit](#)

BATTLE STATUS:

OK, looking at the announced battles:

Shucking the Oyster With a Sword >>> Kerry Mullan vs ??? (I've spoken to Ron Schanlaub about flying the Gorn)

Lost in Space >>> Jeremy vs ??? (I can fly it, or if Kerry can get some weekdays off, he can fly it.)

Here There Be Dragons >>> Jeremy vs. Dale

Why Are You Following Me? >>> Kerry vs. ???

I Don't Mind, So You Don't Matter >>> Rich or Tom solo?

The Gift That Keeps On Giving >>> Tom vs. Jon B?

Rikki Tikki Tavi >>> ???

Annihilation at Ankrogea >>> Rich vs. Jon B?

Raptor's Revenge >>> Tom vs. ???

The Hope of Audacity >>> Kerry vs. ???

By **Mike Strain (Evilmike)** ON Saturday, June 27, 2009 - 01:37 am: [Edit](#)

Well, now we know what the Lyrans have been spending their money on for the last six turns....

A BB. Oy vey.

By **George Duffy (Sentinal)** ON Saturday, June 27, 2009 - 04:45 am: [Edit](#)

I'll volunteer for Riki Tiki Tavi (either side) and Raptor's Revenge

By **Dale McKee (Brigman)** ON Saturday, June 27, 2009 - 05:06 am: [Edit](#)

Duffy: Talk to Tom Carroll (the ISC Admiral) about a time for you guys to get started on "Raptor's Revenge" - and have fun!

By **Marc B (Marc)** ON Saturday, June 27, 2009 - 11:30 am: [Edit](#)

It is most unfortunate that Gorn warmongering resulted in their development and deployment of a battleship, a weapon of mass destruction. The same can be said of the Klingons and Federation. Now that the genie is out of the bottle we intend to get our three wishes.

Starting with a Pearl for the Emperor.

By **Peter Thoenen (Eol)** ON Saturday, June 27, 2009 - 12:46 pm: [Edit](#)

IN ORDER OF PREF:

RIKKI TIKKI TAVI: I can fly either side, prefer Andro but can do either. Andro has ZERO chance which makes it fun. If you think the Andro has a chance and want to fly her she's yours else I will take her. (BTW did they make a COB size DisDev boat .. thought they did but can't seem to find)

Why are you following me: I can fly the Zin if needed

Lost in Space: I can fly the Lyrans if needed

The Hope of Audacity: I can fly Zin if needed

NOTE: I suck with magic drones tricks so know that Zin admiral if you choose me



Also remember I am +6 US eastern now (though better than +8 I used to be) AND can fly Sundays also (used to only be Saturdays). If no takers I can watch



By **Dale McKee (Brigman)** ON Saturday, June 27, 2009 - 01:43 pm: [Edit](#)

It's been brought to my attention that the Lyran NTG is NOT in the SFB library - I've put in a request with Paul Franz to get it added.

By **Dale McKee (Brigman)** ON Saturday, June 27, 2009 - 01:44 pm: [Edit](#)

Peter, can you and George Duffy line up your schedules in order to fly "Rikki Tikki Tavi"? If so, you may proceed...

By **Jeremy Gray (Gray)** ON Saturday, June 27, 2009 - 03:52 pm: [Edit](#)


My intention as the Tholian Admiral is to fly LOST IN SPACE. If Marc wants to fly the battle in Colony-1 (don't think its announced yet) in the garage with Dale, I'm

cool with that. I'd like to fly it, but if Marc wants to fly it locally, I'm totally cool with Dale at the helm. Those are the only big battles the Tholians really have this turn...

Who ever plans to be my opponent, please keep in mind I'm on the other side of the planet from most people. I can play on weeknights, usually between 7-11pm in Germany (1-5pm EST or 10am-2pm PST). My weekends over the next month will be hit and miss. I've got tomorrow available (will be flying something against Dale, not sure what yet), then maybe 2 weekends in July where I can play on a day. I've also got an outstanding RAT game that is going to compete for weekend time. First half of August and all of September, I will be on travel and unavailable, so I'd like to get this knocked out.

I know Dale and Peter have complimentary schedules that would allow us to knock this out quick - playing on weeknights, which I'd really prefer. In the meantime, Dale and I are going to knock out some of my battle against randoms I have this turn, but as soon as I can get an opponent for the wormhole, I'd like to get it underway.

By **Kerry E Mullan (Nomad17)** ON Saturday, June 27, 2009 - 06:14 pm: [Edit](#)

Yeah if Possible I'll take the otehr battles but the one with Jermy in it  He's a tough one to throw down with so I'll leave that one up to Dale(Luckily I still have a 7-5 job so I am unavailable during the days).

I can grab the otehr 3 battles though so any takers on those let me know and we can get started on em.

For all my availability is mon-thur 6 pm-midnight and open after 4 sats alll sunday. I have a lot of ability to work around on the weekends but noormally sleep in sats ;)

For all my contact shouldgoto nomadwyn1 at yahoo dot com. I have the nomadwyn addy as welll but have files set-up i this addy.

Kerry

By **Dale McKee (Brigman)** ON Saturday, June 27, 2009 - 07:06 pm: [Edit](#)

BATTLE STATUS:

Updates:

Shucking the Oyster With a Sword >>> Kerry Mullan vs Ron Schanlaub
Lost in Space >>> Jeremy vs Dale
Here There Be Dragons >>> Jeremy vs. Dale
Why Are You Following Me? >>> Kerry vs. ???

I Don't Mind, So You Don't Matter >>> Rich solo
The Gift That Keeps On Giving >>> Tom vs. Jon B?
Rikki Tikki Tavi >>> Duffy vs. Peter?
Annihilation at Ankrogea >>> Rich vs. Jon B?
Raptor's Revenge >>> Tom vs. Duffy
The Hope of Audacity >>> Kerry vs. ???

By **Dale McKee (Brigman)** ON Saturday, June 27, 2009 - 07:23 pm: [Edit](#)

As a side note, I know John Smith will be back online Monday and I figure he'll fill in some of the ??? marks on the above. 😊

By **George Duffy (Sentinal)** ON Saturday, June 27, 2009 - 08:12 pm: [Edit](#)

I was going to announce to Tom and Peter.. "First come, first served"; but it looks like Peter beat Tom to the punch. 😊

I've got a tentative game (Riki Tiki Tavi) set for 1:00 PM tomorrow. (Peter will be the Andro)

By **Dale McKee (Brigman)** ON Saturday, June 27, 2009 - 08:21 pm: [Edit](#)

Go forth and be glorious.

Remember you get 10% CO's to trick out your drones, buy Tbombs, etc. The Pels come with Type-I-M drones in the rack.

Have fun, and try not to give away the Homeworld, Vir. 😊

By **George Duffy (Sentinal)** ON Sunday, June 28, 2009 - 04:59 pm: [Edit](#)

Riki Tiki Tavi

Turn one completed

Not much to report this round. Only had time to do set-up and get the first turn in. Freighters are moving max speed (10) in direction E, DW started with 10/16/19 split and started to pull ahead of the two freighters to engage the COB coming head on direction B. On I-24, the DW launched a single drone and a plasma on I-32 (range 10 to the COB). The COB fired 2x Ph-2s at the drone range 8 on I-32 causing 3 damage. Freighters had slipped up north a few hexes and the COB wound up 8- 12 hexes beneath the group of ships.

I had to leave for a while not sure when I be back in time, so we are scheduled to play again on Wednesday at 2:00 PM (EST)

By **Dale McKee (Brigman)** ON Sunday, June 28, 2009 - 06:43 pm: [Edit](#)

BATTLES ANNOUNCED:
Shucking the Oyster With a Sword
Here There Be Dragons

Why Are You Following Me?
I Don't Mind, So You Don't Matter
The Gift That Keeps On Giving
Annihilation at Ankrogea
Raptor's Revenge
The Hope of Audacity

BATTLES IN PROGRESS:
Lost in Space
Rikki Tikki Tavi

BATTLES RESOLVED:

By **Kerry E Mullan (Nomad17)** on Sunday, June 28, 2009 - 07:23 pm: [Edit](#)

Shucking the Oyster With a Sword T1 finished.

We just approached with his orions reaching R11-13 and his heavy ships at R17-18(My BB is up front).

The orions doubled nothing and put up massive EW with erratics and a full lend from the BS. Dice roller again bent me a little but still destroyed a whopping 2 ecm drones and put 5 dam into one of 3 MRS.

BB held all but 3 p1's as the first 8imps may bring a close range shot. No torps launched except for a round of ECPs. A total of 3 dam to the LWO DW after reinforcement.

By **Richard Sherman (Rich)** on Sunday, June 28, 2009 - 09:48 pm: [Edit](#)

I DON'T MIND, SO YOU DON'T MATTER

Battle concluded.

I have to say, not much excitement here. Because the monster had already snacked on everyone that was at Gamma Hydra colony before reinforcements arrived, it decided the ships would be its next meal. Unfortunately, since it only moved at a speed of 6, the ISC CL and Fed FFG could absolutely control the range, and just kept the F-S at a respectful distance.

The two warships maintained the range to the "pursuing" monster at range 4. Between the 6 labs, probe drones, launched probes, MRS, and 5 other shuttles, it took until the end of turn 9 to earn the necessary lab information. Because I was only 19 points short at the end of turn 8, I had begun arming the probes with anti-matter on each ship (I had also retained my last shuttle on the CL as a suicide shuttle, and had been holding my heavy weapons the whole game).

On impulse 9.32, I made the roll: a 4. The monster was to be destroyed by an

anti-matter probe.

On turn 10, both ships completed arming of their probe weapons, and increased speed to 14/15. All other shuttles and the F-S (carrying the new colonists), broke off to head for Gamma Hydra colony. I wanted to bring both ships into range 1 dead ahead to avoid any chance of missing. The FFG came in first, and on 10.26 fired her anti-matter probe, and hit. Peace at Gamma Hydra was restored.

All told, the CL (which had only 1 extra crew unit, and only because of purchasing a BP, and getting the free deck crew with her MRS), lost 7 crew units, including 3 on the turn of final approach. The Fed FFG lost a whopping 8 crew units, including 4 on the final turn. Fortunately, these 150 poor souls were restored to perfect health by the tireless efforts of the ship's medical personnel working together, and well as the transporter specialists and engineers to provide data from the pattern buffers. I wish the same could be said of the original colonists...but that's what the small freighter is for!

[IC]

My humble thanks to the captain and crew of the ISC CL Starfall! The mission would have been much more difficult without the assistance of such a fine ship and crew. By order of the Star Fleet Southern Sector Commander, your crew is awarded a Meritorious Action Citation!

Now the work of rebuilding at Gamma Hydra begins. It should take...oh, I don't

know...six months or so!



By **Richard Sherman (Rich)** ON Sunday, June 28, 2009 - 10:58 pm: [Edit](#)

Woohoo! I resolved the first battle of the turn!

By **Jon Berry (Laz Longsmith)** ON Sunday, June 28, 2009 - 11:00 pm: [Edit](#)

You know Rich, I was halfway into making that scenario down for the Frigate Captain's Campaign before I realized what I was actually doing.

Sigh. Little too much into that one, I think.

By **Dale McKee (Brigman)** ON Sunday, June 28, 2009 - 11:44 pm: [Edit](#)

BATTLES ANNOUNCED:
Shucking the Oyster With a Sword
Here There Be Dragons
Why Are You Following Me?
The Gift That Keeps On Giving
Annihilation at Ankrogea
Raptor's Revenge
The Hope of Audacity

BATTLES IN PROGRESS:

Lost in Space

Rikki Tikki Tavi

BATTLES RESOLVED:

I Don't Mind, So You Don't Matter

By **Jeremy Gray (Gray)** on Monday, June 29, 2009 - 04:32 am: [Edit](#)

Battle Report, LOST IN SPACE - complete through 3.16...

THOLIAN/FED FLEET: CCH Avenger, CA Nemesis, Fed CSa+ Daedalus, Fed NCLa+ Valiant, Fed CLD+ Gran Chaco.

LYRAN FLEET: BCbp+ Bloodshedder, BCbp+ Ravager, DWbup+ Firecat, NTGu (w/P-B) Black Rain, 1x INT, Rom RGC Leonidas

Both sides start at speed-max, WS-III, each facing the other 25 hexes out from the center of a 2x2 fixed map. As always, the interior of the wormhole simulates an Ion Storm terrain. Gravity waves coming from behind the Roms this time (randomly determined).

Turn 1: Tholians and Feds advanced at very slow speed, finishing up overloaded photons and laying a globular web (Tholian cruisers did little else). By the end of the turn, the web was up to strength 4. Over the final few impulses, they launch 9 shuttles inside the web, including 3 MRS shuttles. They also launched 9 drones (5 of them ECM drones that have been absolutely useless so far). The Roms and Lyrans anticipated this, and came screaming across the map at speed 30-31. At this high speed, they stayed well in front of the gravity wave. At the end of the turn, the Lyrans were 18 hexes from the web, with the RGC one hex behind. High ECM from Ion Storm made long range shots impossible.

Turn 2: The charge. The Feds and Tholians hunkered down behind the web. The Tholians powered the web up to strength 10 to block the incoming GW, which forced them to leave most of their disruptors armed as standards. The shooters powered 6 ECCM, and the CLD went full defensive. The Lyrans/Rom fleet approached in three groups: The BCs leading at speed 24, the NTG/DW/INT at 18, and the RGC at 15. As before, the EW environment was severe...+8 ECM on all units from the storm.

Most of the turn passed quietly. One of the leading BCs powered up his ESGs mid turn and wiped out the few inbound drones. By the time the BCs were close to the web, the NTG was about 4 hexes behind, and the RGC about 3 hexes behind that. As the BCs reached range 2, three scatterpacks blossomed behind the web, and the Feds launched a spread of drones. On the following impulse, these drones plugged the 3 web hexes facing the BCs, just as they were ready to move in. With

no real choice, the BC's turned off. 6 Swordfish drones did a few points of damage to the Bloodshedder, but it was less than impressive.

With the BCs turned off, the real concern became the NTG. It continued to close with the DW and INT, while the RGC went to work on drones with its channels. It quickly cleared the hex directly in front of the closing tug. On impulse 31, the Lyrans were right outside the web. The Tholians and the NCL announced EM, leaving the CS and the shuttles to face the music. On imp 32, the NTG entered the web alone (the DW and INT slipped to remain outside and avoid any explosions). The turn ended with a huge exchange of fire. Despite the EW conditions, all the photons hit, while 3 of the 8 Disruptors from the NTG missed. When the smoke cleared, the NTG had taken about 140 damage, the CS had taken about 90. Not what I had expected ... prior to the game I had estimated that the NTG would do between 120-140 points to the CS, enough to blow it. Instead, we were left with two cripples.

Turn 3: The Melee continued. The EW situation remained gross (+8 ECM to all units). The Tholians dropped EM, and the Lyrans DW and INT moved into the web. I resisted the urge to pour everything facing the destroyer into it, and fired 3 Disr, 8 Ph-3s, and a few Ph-1s from the Tholians. This initial volley didn't score exceptionally well, doing about 25 internals to the DW. In return, the CCH took about 70 over two impulses (about 40 in), knocking out a disruptor and a number of phasers. At this point, the BCs were starting to circle back, and the RGC was closing. With the Lyrans in the web unable to fire (they were now empty), I fired drones and a suicide shuttle into them, wiping out most of their remaining internals without exploding them.

The RGC closed to just outside the web and launched its R-torp - the target was quickly identified as the CS. The torp lodged itself in the web, and I used the shuttles to cut the warhead down by 10. The CS is out of shuttles, so until I fire some more weapons, it is going to hit in a few impulses for 25 (assuming its real). The R-torp launched, the RGC turned off. I recovered what shuttles I could - their phasers were done for the turn, so at this point they were just explosion fodder. By 3.16, the BCs had turned back it, just a few hexes away from the web. At this point the BCs still have most weapons available (one has used ESGs), the RGC has only launched an R. I have the direct fire weapons on the NCL unfired, along with about 75% of the guns on the Tholians. The CLD has used about half of its drone launches for the turn and is under 6 ECM, so its phaser accuracy is suspect.

At this point, I think its fair to say the Fed CS and Lyrans NTG, DW, and INT are going to casualties here. Depending on what the Lyrans do next, the body count on both sides could rise. To be continued...

By **John Smith (Johnsmith)** on Monday, June 29, 2009 - 05:02 pm: [Edit](#)

Hmm, interesting Lyr/Zin battles are available. I'd like to play one or two, but

Ted's M&C campaign should be generating battles in the next day or two, so I feel I should wait until I know how much I have to fight there (I'm assuming I'll have a minimum of 2 battles). If someone else wants nab those, go ahead. Otherwise, I'll know how busy my SFB schedule is in a couple days.

Don't know that the Zin have much chance in Hope, what with 12 ESGs and 12 gats on the Lyr side, but it's the sort of lopsided battle that makes any small victory feel good.

If I can only take one, tho, I think Why Are You Following Me is the one I'd take. For once there is some EW parity, and the Zin actually have some chance of overwhelming the Lyran drone defences.

What year is it, anyways? I see A20s, so it's at least 177, right? Unless they're using the prototype rule (or do fighters even get that rule?).

By **Dale McKee (Brigman)** ON Monday, June 29, 2009 - 05:51 pm: [Edit](#)

It's Y177. Yes fighters can prototype 1 squadron a year early. Ships can prototype 1 hull a year early.

Let us know, would love to have you fly for us.

By **Kerry E Mullan (Nomad17)** ON Monday, June 29, 2009 - 09:47 pm: [Edit](#)

John If you able I will fight the overwhelming drone battle against ya, just get an OK from Dale or the KZI admiral and we can start next week unless your schedule has changed?

Shucking the Oyster With a Sword T2

Both Orion DWs open up erratic and still running 16 ECM(they double this turn), but they start at SPD 20 with the BTF, CCF staying at SPD 10 from R18(ECP plasma keepin them slow).

My DWs start at 19 INTs at 24 with the BB going 31 til 9 20 til 19 14 til 32. I leave 4 ESGs to come up on imp 4. DWs have coverage and draw the BB into his bigger ships. As I move into R4 the Biggies launch 100 points of plasma from R8 to me(2 S, 2 Ftorps). I move forward next imp forcing collision or HET from the DWs. Both HET. From R4 I fire bearing p1's at the DMV for 9 internals(still had +2 shift and rolled avg). Thinking to put some damage on the CCF I hit it with 6 std disr(3 hit on 1-4). Next imp I slip out and hit the DWV with an OL and then turn out firing 2 more disr at it but missing with em. After doubling lost all hull, 6 warp and 2 imp.

The lyran DWs use Disr to Finish killing teh BTF MRS and to kill the CCF MRS.

I then basically ran drawing all the torps into the INTERCEPTORS. After they get hit with the phaser hose at R13 they do 6 to the BB. Other than that the INTs hit his BTF for 5 shields and he hits my INT scout for 3 dam from R19+ in p4 land. We end up about 15 away from his fleet and about 25 to the base.

By **Dale McKee (Brigman)** ON Tuesday, June 30, 2009 - 01:44 am: [Edit](#)

Kerry, you and John Smith may begin the Hope of Audacity at your convenience. John, email me (email in profile) and I'll relay any details you need.

By **John Smith (Johnsmith)** ON Tuesday, June 30, 2009 - 02:05 am: [Edit](#)

As I said, I need to see what battles my own campaign are going to generate before I commit to playing these battles.

By **Glenn Hoepfner (Ikabar)** ON Tuesday, June 30, 2009 - 04:15 am: [Edit](#)

To all, but with special thanks to Rich and Dale!

I'm sorry my absence has created some hardships.

To say more would be a vain attempt of excuses.

Oddly enough, while one set of circumstances seem to be thwarted, another set has settled in place and my good natured (judged as such by some) are being tested.

Most interesting times I've seen, and I'm hoping within the next three weeks, it'll all be over.

Lets just say, I've adopted a new friend who's staying a bit longer than anticipated and I'm at a loss as to how to handle this. Rich already knows a piece of this.

Regardless, I promise a prompt response to next turn and hope the Lyrans and Hydrans prove their military merit and all the glory and blood they are worthy of. I've still got a keen eye on the campaign and will voice my words in the coming weeks.

Thank you all. Every one of you (especially Dale) has made this, and will continue to make this campaign exceptional.

Respectfully, Glenn

By **Dale McKee (Brigman)** ON Tuesday, June 30, 2009 - 06:12 pm: [Edit](#)

Glenn: You're welcome. Glad you're okay now. Hang in there.

John: No pressure man.

By **Dale McKee (Brigman)** ON Tuesday, June 30, 2009 - 06:13 pm: [Edit](#)

Re: Lost In Space: I think it is safe to say I now know what NOT to do against a Tholian web.

Could probably get a half-dozen tactics articles out of what I've learned in this battle. Unfortunately a lot of it was at the Lyran's expense, and for that I'm sorry.

By **Christopher Ozeroff (Scionkiller)** ON Tuesday, June 30, 2009 - 06:30 pm: [Edit](#)

The web seems really, really tough to deal with. Do you think the battle was winnable with a different approach?

By **John Smith (Johnsmith)** ON Tuesday, June 30, 2009 - 06:52 pm: [Edit](#)

So give us the deets!

By **Dale McKee (Brigman)** ON Tuesday, June 30, 2009 - 07:14 pm: [Edit](#)

Absolutely.

Mistake #1 was pushing the ships so hard to hit the web on T2. Pre-game chatter with the Lyrans Admiral had raised a fear of the web being buffed up even more on T2, so I wanted to get in there fast. This mean the tug didn't power all overloads, and I stopped paying on 2 weasels to get there faster.

Should have taken my time, gotten in position, and hit the web on turn 3.

Second mistake, hitting the web piecemeal. I was trying to avoid a big death blast but in retrospect, that's what I wanted. There is no way for the Lyrans to crack this without losing most of their ships, but if done properly, I firmly believe they can be sitting pretty with a fresh RGC at the end of the day, with the Thol/Fed fleet mostly gone (and what's left a flaming wreck).

As part of #1, above, crashing the web without weasels ready. The ESG is useless in the web, and Jeremy was very good about timing his drone launches such that I had no ability to do anything about them before they hit (with my ships split up as they were and all their firepower expended). If each ship had 2 weasels, totally different battle.

I think in all, I was in a rush, feeling that I had to get in there and hit the Thol/Fed fleet fast. In hindsight, I should have taken my time. Even had the web gotten stronger, it would have worked out better for me (and as it turned out, the web would not have gotten stronger - the Tholians managed to get it to strength 10, but that was it during the height of the battle).

A big part of the pain was the Ion Storm effects inside the wormhole. Every turn, we all had +8 natural ECM, so all shots were coming in through a 1-shift. Disruptors at R1 through a shift are not very good. That caused my first shot (with the tug only) to be too weak to kill the Fed CS. Then I overcommitted on my next big shot, overkilling the Tholian CCH with too much fire (some of which could have gone into the CA), out of fear that the ●●●●● dice server would betray me yet again.

Timing is important, and my timing wasn't good. But I only saw that in hindsight, with the benefit of having made mistakes.

By **Dale McKee (Brigman)** ON Tuesday, June 30, 2009 - 07:18 pm: [Edit](#)

I'll let Jeremy post a report tomorrow, he's already gotten it halfway written.

By **Dale McKee (Brigman)** ON Tuesday, June 30, 2009 - 09:24 pm: [Edit](#)

BATTLES ANNOUNCED:
Shucking the Oyster With a Sword
Here There Be Dragons
Why Are You Following Me?
The Gift That Keeps On Giving
Annihilation at Ankrogea
Raptor's Revenge
The Hope of Audacity

BATTLES IN PROGRESS:
Rikki Tikki Tavi

BATTLES RESOLVED:
I Don't Mind, So You Don't Matter
Lost in Space

By **Kerry E Mullan (Nomad17)** ON Tuesday, June 30, 2009 - 09:33 pm: [Edit](#)

Shucking the Oyster With a Sword T3

Jockeyed around and Played with 2 ECM plasmas and a ECM drone. As my rolls were atrocious up to this point it took some 5 p1, 9 p2 shots to kill 1 ecm drone from r9-15. SO I fired some througha shift and then the rest without a shift. On the non-shifted 11 disr though hit with 8.

So Orion DWE took some 8 ints all told and I pinged his BTF. The BTF launched 3 Pl S so I turned off to take care of them next turn after hitting each with some 6-8 p3's on imp 32.

He fleet alpha'd my non officered DW for an internal with lucky P4 rolls. Hopefully continueing saturday.

On the web question yeah it's tough to deal with but really tough when used defensively. I still don't see how an intercept battle goes teh route of turtling up.

The trick to web is o play your hand as best you can and take your lumps as they come. And as we have all seen here make sure ships die instead of letting them return to do it all over again. The ion storm adds additional cheese to it as well(no trcs most of the time and web prevents wave damage). Once you know how to grind it its a little bit easier. But a grind it defeinitely is.

By **Kerry E Mullan (Nomad17)** ON Tuesday, June 30, 2009 - 10:42 pm: [Edit](#)

Oh yeah my last post may come off as elitism or sayng Dale blew it. With Web around there are no solid wins- the dice always come into play. I actually think Dale did much better than I would have as I would have crashed the web with

ESGs up thinking they would help me, and boy that woulda sucked. The wrong time to learn about that web rule!

As I have stated before Jeremy is a wiley one so things generally are tough against him. Hey there is always next turn though 😊 I am guessing Jeremy is not pressing forward with his 3 ships?