

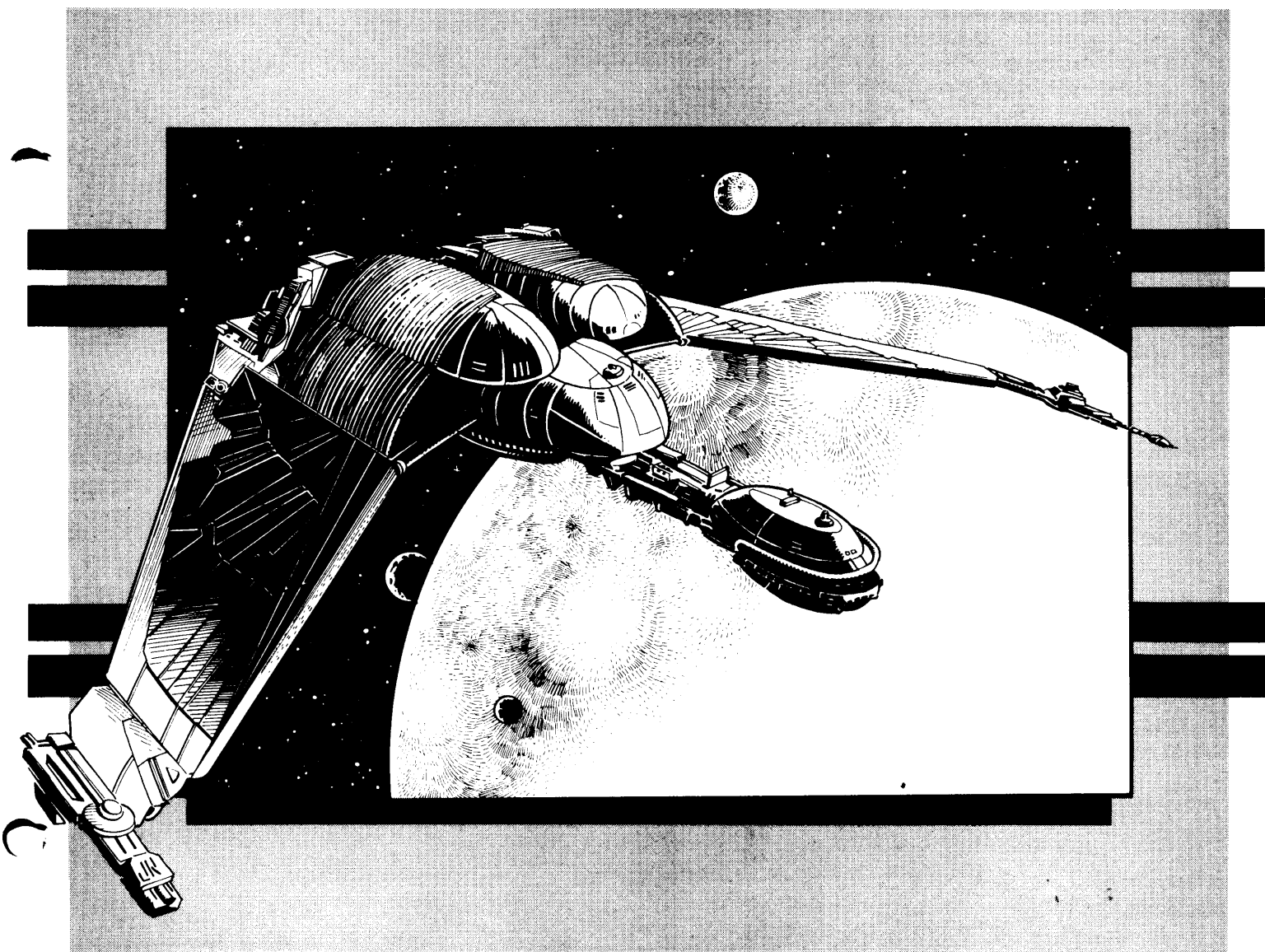
THE WHITE FLAME

STARSHIP COMBAT SCENARIO PACK



A supplement for use with
STAR TREK
STARSHIP TACTICAL COMBAT SIMULATOR

THE WHITE FLAME



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INTRODUCTION

This book describes the exploits of one of the most famous Klingon squadrons on the Federation Frontier, the 123rd Assault Flotilla, nicknamed the White Flame.

Created on 2/0606.30 as a response to increased tension along the Federation/Klingon Neutral Zone, the six vessel unit served along the UFP border through the Organian Intervention, and was transferred to the Neutral Zone. Expanded to nine vessels, the unit received a new commander, Admiral Klemm zantai Pallara. A brief history on the formation of the White Flame, game statistics for all eleven commanders of the 123rd, and details on their backgrounds, personalities, and motivations are provided.

HOW TO USE THE SCENARIOS

Each of the 15 scenarios recreates a battle or encounter in which the 123rd, or one of its elements, participated. Several of the scenarios are interrelated, representing various actions and responses, and the last four scenarios are a single, continuous battle. In these scenarios, players keep track of battle damage taken by the various vessels from one engagement to another, with earlier damage and losses affecting the condition and make-up of the forces involved. This damage must be recorded for the last four scenarios.

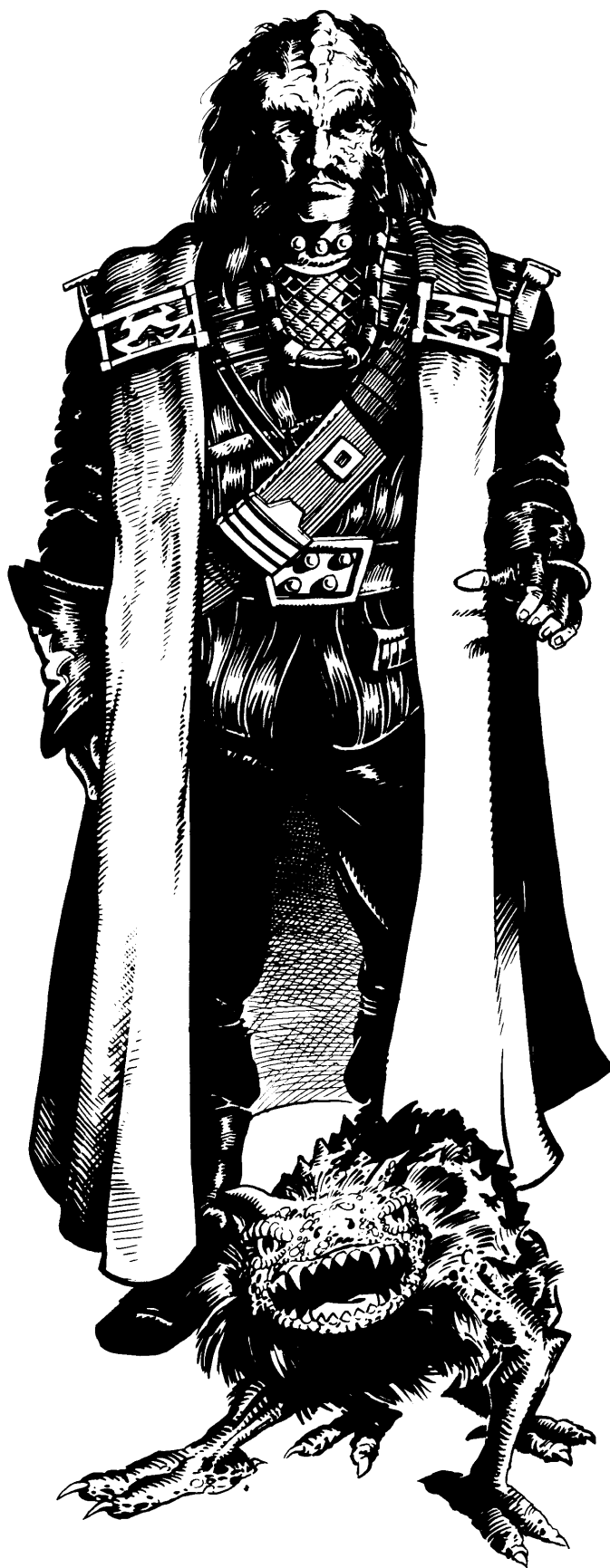
The scenario rules include all necessary information for understanding and playing the game. Each scenario opens with a narrative description of the combat, followed by a brief description of the battle's historical content.

The **Game Set-Up** section provides the map arrangement, special terrain features, attacking and defending forces, and their deployment. Special damage or deviation from the listed statistics are given.

The **Victory Conditions** describe the various possible outcomes of each scenario. Because combat between two sides rarely continues until one or the other is destroyed, the **Victory Conditions** usually list objectives for both sides, as well as any point values used.

Finally, most scenarios include special rules and escape parameters not covered in the **Starship Tactical Combat Simulator** rules. These are discussed in the **Special Rules** section of each scenario. When this section refers to escape by Warping Out, use the following rule: any vessel with warp capability may Warp Out at the beginning of the phase (players simply declare their intentions). However, the vessel must have at least one movement point remaining during that phase.

The Captain's Skill and the Crew Efficiency ratings for the Klingons are listed under the appropriate commander's description. Opponents' ratings are either listed in the scenario, or rolled up using the rules in the **Starship Tactical Combat Simulator**.



THE WHITE FLAME

IMPERIAL INTELLIGENCE DOCUMENT KHBTJ442-9BF123 123rd ASSAULT FLOTILLA HISTORY

FORMATION OF THE UNIT

The Emperor's Own 123rd Assault Flotilla was created on 2/0606.30 in response to increased Federation patrolling near the Klingon-Federation border, Galactic west of the Neutral Orion territories, and as a preparation for the forthcoming invasion of the UFP (United Federation of Planets). Assigned to conduct patrolling missions and to raid Federation commerce, the 123rd also kept an eye on the Orions, a former Klingon protectorate. Based in Kolm-an, the new unit consisted of six vessels, a *D-10* Cruiser, two *D-7* Cruisers, and three *D-18* Destroyers.

Like many squadrons in that area, the 123rd formed into groups of three or less ships, providing a better distribution of strength and alleviating some battle coordination problems. Klingon ship-to-ship tactics are subtle and well conceived, but their group organization is often poor, with large scale battles degenerating into small combats, and each captain seeking individual glory. Thus, Klingons rarely move in large battle-groups, favoring smaller wolf-packs. Consequently, the unit failed to see any fleet action until 2/08.

The unit's first commander, Admiral Klikl zantai Mirth, never led the flotilla into action. In fact, he never reached the commencement ceremony. When his *D-10* Cruiser, the *Claw of the Riyity*, was earmarked for the 123rd, Klikl maneuvered himself into the position of squadron commander. Just before the unit's refit, however, Klikl was assassinated by one of his marine guards, a member of the Hurric family line. Klikl's executive officer, Klark sutai Hurric, was promoted to Admiral.

Collected together at Kolm-an, the various vessels were completely refitted and the three cruisers upgraded. The destroyers, new vessels straight off the line, were immediately put out for picket and convoy duty. Finished on stardate 2/0607.14, the squadron was released upon the Federation.

AGAINST THE FEDERATION

Over eight standard years passed since the end of the Four Years War, the first true conflict between the Klingon Empire and the Federation. The Klingons proved unprepared for the kind of war that occurred, resulting in many errors.

The Empire underestimated the military preparedness of the Federation, a culture apparently not predisposed to war. Klingon history recognizes two type of cultures: those growing at the expense of others, and those overcome by others. The Federation appeared expansive, but also showed a pacifistic tendency. The Klingons interpreted this as a sign of a declining society and attacked, expecting a quick kill.

During the war, the Federation benefited from their diplomatic and economic strategies, while fighting a successful, limited war. The conflict wore down both sides with equal fury, but Federation relief aid and other programs in the Triangle and on the border gained many friends. In the end, the UFP obviously came out ahead. Most border worlds were pro-Federation, and the signing of the Treaty of Axanar that ended the Four Years War gave the Federation several new worlds along the border. The Klingons found themselves surrounded by "Neutral" worlds supporting the UFP.

Klingon strategy changed as a result. The Empire now realized the UFP's primary strength lay in their diversity of experience, not just the strengths of Humanity and a few other cultures. The Empire quickly realized the difficulties inherent in diversity and cooperation, resulting in a new Klingon strategy. Attacking a few key systems and avoiding a full invasion, the Komerex hoped to stall the Federation bureaucracy. The Council's probable reaction, they reasoned, would be one of wait-and-see, perhaps even causing them to relinquish the lost systems in hopes of gaining time for other vulnerable systems. This unexpected change in Klingon policy caused quite a stir within the UFP, especially among the conquered worlds and those near the new border, all of whom the Federation is sworn to protect.

To assure a successful invasion, starship production increased, with new units formed as soon as they were built. These new ships and commanders needed training and experience, so aggressive actions against the Federation borders increased, as did the number of combat missions seen by commanders. This naturally appealed to the new captains, for glory is never gained without conflict, and conflict is the Klingon way of life.

THE APPEARANCE OF THE 123RD

The 123rd served well along the Klingon/Federation border. They patrolled, attacked occasional ships headed to or from Orion space, and once surprised a small military convoy headed for Star Base 27. This convoy ventured close to the treaty line, and the 123rd attacked, but little damage resulted on either side. The unit gained little notoriety, but its officers did well and were, on the whole, quite successful.

The 123rd gained their first true notice and reputation, along with their distinctive name, the White Flame, on 2/0710.13. While on a deep penetration raid into Federation space, near the world of Spike, a squadron from the 123rd, consisting of the *Deathmonger* *D-7* cruiser and two destroyers, was delayed from its rendezvous with other raiding vessels by an ion storm, causing sensors and shields to behave dubiously. The ships proceeded cautiously through the cloud.

Suddenly, a small squadron of Federation destroyers appeared out of the storm. Caught by surprise, both commanders reacted appropriately for their race in a stress situation. The Federation captain retreated to the edge of the storm, to allow sensors and shields to operate normally. The Klingon captain attacked ferociously, not wanting to lose his prey.

The battle was observed outside the storm by a passing *Warpshuttle*, containing Imperial Diplomatic Corps representatives returning from Star Base 27. The passing dignitaries halted to watch the spectacle. From the outside, only the ghostly white shapes of ships were seen, caused by the ionization of the shields and drive emissions. A white flash announced the destruction of one UFP destroyer, as the other three exited the storm.

The diplomats then saw a Klingon vessel, the *D-18* destroyer *Protector*, streak out of the cloud trailing ionized particles like fire, closing to point blank range. The Federation destroyers fired, overwhelming the Klingon vessel. The ship's explosion, however, severely damaged the three remaining UFP vessels. Now, the rest of the squadron leapt from the storm, flaming with white light to finish off the enemy. This image impressed the ambassador on board, who placed a report on the battle that included excellent visual data. Since then, the 123rd Assault Flotilla has called itself the White Flame.

THE ORGANIANS

On Stardate 2/0801.06 the Klingons invaded the key border worlds between the Federation and the Empire. The Klingon Battlegroup commanded by Captain Kor seized Organia and a Star Fleet Task Force headed for the system. The White Flame responded to the call for reinforcements and entered the Organian system. As both sides prepared for combat, the Organians revealed themselves as supremely powerful beings, disarming both fleets with their mental abilities.

The Organian Peace Treaty and the Neutral Zone created by it were grudgingly accepted and both sides allowed equal access to planets within the Treaty Zone. Emperor Kassa, unable to bear the shame of defeat in such an ignoble manner by a race so peaceful, committed suicide. Imperial policy subtly shifted from conquest to diplomatic and economic control of worlds. Most Klingons accepted the change as just another way of playing the game, and adapted to the new rules. Surprisingly, the Federation reacted slowly, and as a result fell far behind in the race for the Treaty Zone Worlds.

The new treaty created a neutral zone, known as the Treaty Zone, and banned armed vessels within the Zone while allowing free access to planets and their resources. Hostile actions or use of force was not permitted, and any vessel ignoring this was immediately rendered harmless by the Organians.

These accords inadvertently caused new tension between the two states. The area of space between the Orion territories and the Triangle, known as the Neutral Zone, existed originally as a buffer zone between the two states. Now, with both sides unable to conduct combat across much of the border, this small neutral zone became a major point of contention. Both groups expanded heavily, increasing the number of vessels and new bases. Small but frequent clashes resulted.

THE KOMEREX ZHA

A new, internal shift of personnel began within the Empire. Starship Captains desperately sought transfer to the Neutral Zone, where conflict and promotion opportunities increased. Security and Intelligence agents vied to work within the Treaty Zone, where more nefarious work was underway. Ship captains lobbied for any mission within the Treaty Zone that promised notoriety and renown. The *Komerex zha* shifted into full swing.

The *Komerex zha* is the game Klingons play every day of their lives, the game of seeking personal power while protecting any power already attained. Individuals play it, family lines play it, even the Empire, to some extent, plays it with the Federation and the Romulan Empire. Players manipulate people and events to increase their power and the power of their family. Each player uses favors and abilities to gain the next level, which is the accepted method of promotion.

Captains played this game with each other, seeking notice and advancement. Lesser officers played in earnest as well, hoping to command a ship in the Neutral Zone. In this manner, command of the White Flame changed hands, from Admiral Klark to Captain Kelmith sutai Reshtarc.

Klark concocted a plan to discredit a competing admiral by causing an incident with the Orions. Klark planned to arrive to save the day, hoping to gain enough prestige to transfer his flotilla to the Neutral Zone. Klark discovered the existence of an Orion Corporation anti-pirate convoy moving along the Klingon edge of Rigilian space. Often quite powerful, these convoys consist of enough ships and weapons to destroy would-be pirates. Through the connections of his flagship Captain, Kelmith sutai Reshtarc, Klark leaked information to his enemy of an unarmed convoy passing near his area, filled with supplies bound for the UFP.

The opposition took the bait, and attacked the convoy. Observing the action, the White Flame came to the rescue. As the 123rd arrived to save the Klingon Battlegroup and mop up the remaining Orions, the Weapons Officer aboard the flagship, handpicked by Klark against the advice of Kelmith, behaved erratically, missing targets and endangering the rest of the unit. Kelmith, in disgust, shot the officer and took his place, firing the weapons with great accuracy.

In reality, Kelmith had drugged the officer in order to make a dramatic gesture of the incompetence of Klark, and to promote his own brilliance and quick thinking. This ploy worked, with Kelmith promoted to Admiral and the unit moved to the Neutral Zone, based at Mastocal. Klark received a Governor's position deep within the Empire.

THE TAKERS CORRIDOR

The White Flame flourished along the Neutral Zone. Combats were numerous and small, just the way Klingons like them. Crafty, intelligent captains excelled here, the perfect arena to display one's abilities and strengths. The 123rd made a name for itself as the best unit in the Takers Corridor, a four parsec area of space between Star Base 12 and Mastocal. Heavily guarded and patrolled by both sides, this area sees frequent combat. More casualties were received here by both the UFP and the Klingon Empire between 2/0909 and 2/1701 than anywhere else along the Neutral Zone. The White Flame became known as the terror of Takers, conducting frequent missions within the corridor without suffering significant losses. This drew some of the best officers and crew to the 123rd, resulting in the unit's expansion in 2/1708.

EXPANSION

Enlarged to a nine vessel squadron, all of the 123rd's current ships were upgraded with the newest technology. The *D-10* cruiser *Gloryseeker* was added to the unit, as were two new *D-2* destroyers and the newly commissioned *L-9* frigate, the *Waraxe*. Admiral Kelmith became base commander at the massive Mastocal Naval Base. Kelmith sponsored Captain Kleem sutai Subaiesh, commander of the *Claw of the Riyity*, as his successor. He felt his linebrother Krolk vestai Reshtarc was too inexperienced and untrustworthy for such a high a position.

The best laid plans of Klingons may go awry, however. When the unit was enlarged and refitted, the *Komerex zha* clicked into high gear once again with many officers wishing to command a vessel in the infamous White Flame. During a combat near Takers, Kleem allowed a Federation merchant to escape. Upon returning to Mastocal, his executive officer, Krimex vestai Drexia, filed a report accusing Kleem of cowardice and an inability to command. This led to a duel, where Krimex killed Kleem, gaining command of the *Claw*.

The next most qualified officer was the commander of the newly assigned *Gloryseeker*, Captain Klemm sutai Pallara. He and his vessel performed well as squadron leader along the Neutral Zone near Kannaga and Precipice. District headquarters chose Klemm as the new Admiral, against the wishes of base commander Kelmith, although the Admiral secured command positions for his linebrothers Krolk and Kuge.

Klemm previously served with distinction along the neutral zone as commander of his own squadron. Constantly crossing the Neutral Zone to encourage conflict, as well as successfully initiating several surreptitious, single vessel penetration missions into UFP space, Klemm made quite a name for himself at District Headquarters. With the destruction of one of his squadron's vessels near Precipice, the unit was split and the *Gloryseeker* reassigned to the 123rd.

The days of the Takers Corridor were numbered, however. The Federation began a large arms build-up in the area of Star Base 12, halting any missions into the Neutral Zone. All UFP vessels in the area patrolled the border heavily to assure that Klingon ships did not cross to the Federation side. Empire vessels now found it easier to move about in the Neutral Zone, but to approach Federation territory meant death. The Klingon mission now was to seek gaps or weak points in the UFP line.

In order to facilitate this, Klemm broke his unit into three squadrons, or Wings. The Gold Wing was his command unit, while the Steel and Red Wings served as his two destroyer wings. Klemm trained the White Flame to work within these Wings, only rarely training as a complete unit, and breaking up the Wings for short times only. Against the normal Empire combat doctrine, this move also opposed Klingon psychology, as Klingons rarely trust one another. Klemm, however, felt it was vital that the Wings cooperated when faced with the Federation's strength. This plan worked to some extent, although rivalry within the unit remained strong.

A GAP IN THE DEFENSE

Klemm commanded the White Flame a short time before an incident occurred that not only threatened his units, but his position as well. Discovering a pirate vessel operating in Klingon space, the Red Wing chased the ship into the Neutral Zone, approximately one parsec galactic southeast of Ayirn. While pursuing the independent pirate through the Neutral Zone, Kilt sutai Juriss of the *Deathmonger* found himself closing with the Federation side of the border. Hoping to destroy the vessel before it crossed into the safety of UFP space, Kilt increased speed, chancing a possible superior attack from Federation forces.

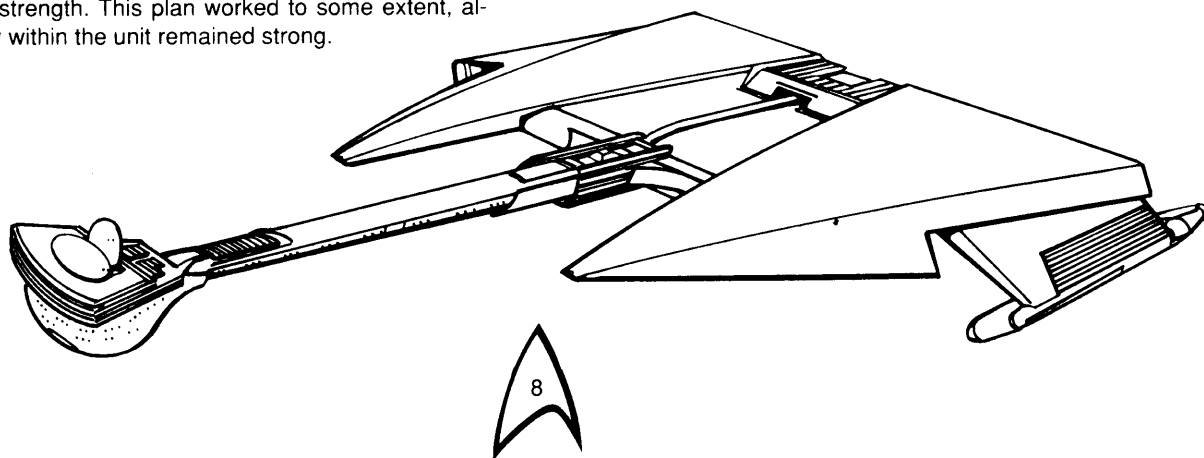
After destroying the pirate, Kilt prepared to rush back across the Neutral Zone but failed to discover any enemy vessels closing. In fact, no one seemed to notice the arrival of the Red Wing at all. Kilt sent a short message back to his base, informing them of his position, and immediately laid a course for Qualf, a world in Orion space, very close to the Orion-Federation border. (Qualf is ruled by a pro-Federation dictator, but has a large, Klingon-backed rebel force.) Kilt used this world as a base of operations for his twenty-four day campaign against the UFP.

The Federation/Klingon border skirts along the neutral systems of the Orions, near Rigel. Though the Orions are comparatively weak, the Empire respects their neutrality, but military vessels occasionally are seen within their territories. The neutral Orions practice piracy primarily against the Federation, hence proving more useful as independents than as a conquered race. Very often, Orion planets provide safe havens for Klingon agents.

Kilt used his squadron to attack Federation commerce, spy on military installations, identify and count Star Fleet vessels, and record their patrol routes. Kilt carefully attacked unprotected convoys and completely destroyed the ships before a warning or identification was sent. Once the UFP knew of his presence, remaining in Federation space would prove unhealthy.

After a tangle with a rather strong Federation convoy on 2/1711.15, in which the Red Wing was identified as a Klingon squadron by a *Constitution* class cruiser, Kilt ran back across the border to report his findings. His reports showed a definite weakness in the UFP lines around Ayirn. This weakness could stir up the Federation and cause a loss of face for Star Fleet.

Klemm felt, however, that the Klingon High Command would react slowly to this opportunity. Since the Federation now knew that a Klingon squadron somehow crossed the Neutral Zone without their knowledge, Star Fleet undoubtedly would review their defense network, find the hole, and plug it. Therefore, Klemm decided to seize the moment and attack.



THE BATTLE OF DIOGENES

The White Flame crossed the Neutral Zone at Diogenes on 2/1711.17, encountering a small research squadron. Several Federation vessels rushed to the aid of these ships, and a rather large fleet action developed, involving sixteen starships in one of the more violent encounters of the period. Reinforcements from Star Base 12 and Mastocal rushed to the scene, but these were days away. The Federation, however, was reinforced with units patrolling farther south, and the 123rd was forced to separate and flee, using the *hul fal tora'n*, or glorious exploding star, tactic.

When the Battle of Diogenes was abandoned by Admiral Klemm, the Steel Wing of the 123rd escaped undetected from the battle, but the vessels were forced to Warp in the opposite direction of Klingon space. The Steel Wing was so heavily damaged that Kuge sutai Reshtarc, squadron leader and commander of the *Bloodspiller*, hid his vessels to conduct repairs until they could make a run for it.

Five days later, Kuge ordered the repaired vessels to head for the border at the highest possible speed. The wing was engaged by a Federation *Chandley* class frigate, the *USS East Anglia*, but escaped across the zone without serious damage.

The Klingon High Command was not pleased with the raid into Federation space. The Diplomatic Corps was still trying to decide what to do about the UFP, having recently decided that a campaign of partial non-violence was in order. Internal Security was setting up a propaganda campaign aimed at showing planets in the Neutral Zone the superiority of the Empire. Now, most worlds spoke of the overt aggression of the *Komerex*.

A large political battle ensued between those supporting diplomatic relations with the Federation, and those believing that the Federation is the Empire's biggest threat. While the Klingon Empire recovered from the Four Years War, more and more Imperial Klingons came into power on the Imperial Council, at the expense of the Human and Romulan Fusion lines. This is the primary reason for the more militant posturing taken by the Empire in later years.

The Subaiesh line, a Klingon/Human Fusion line, supported the Diplomatic Corps, and spoke against the 123rd's actions. The Reshtarc line, an Imperial Klingon line, supported the actions of Klemm, both for his daring and his race. Fortunately for Admiral Klemm, the Reshtarc possessed more political clout, as did most Imperial families now, and the White Flame was only transferred to the Triangle, rather than disbanded.

TRIANGLE DUTY

The Triangle, called the Wedge by the Romulans, is an area bounded by the Federation to galactic north, the Romulan Star Empire to galactic east, and the Klingon Empire to galactic west. One hundred and twenty worlds occupy this vast area of space, roughly 48 parsecs north to south and 30 parsecs east to west at its widest point. As well as the spheres of influence of the three major powers, four small governmental bodies and quite a few independent worlds lie within the Triangle. Campaigns of conquest are rare, but frequent skirmishes occur between the major powers and the minor governments.

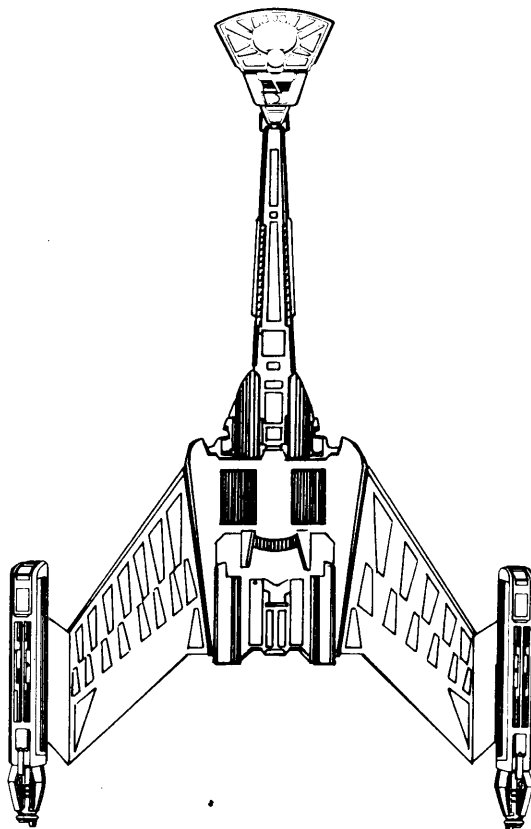
Patrol around the Triangle consists mostly of convoy duty, a bit of policing, and watching the Federation and the Romulans. The 123rd Assault Flotilla had several encounters with pirates, often fighting to protect Klingon freighters within the Triangle, but their greatest threat during this time came from within. It involved the Imperial Klingon States.

THE IKS

The Imperial Klingon States, or the IKS, is a government located in the galactic northeast of the Triangle. Formed just after the Four Years War, the IKS emerged from a post-war coup. Admiral Kamato, failing in his attempt for the throne, escaped Klingon justice by fleeing into the Triangle. Kamato formed the IKS, claiming legitimacy as the Klingon Government in exile.

The Klingon Empire previously denied the existence of these renegades, later denouncing them as traitors, fair game to any commander wanting to make a name for himself. Recently, however, the existence of these dissident Klingons proved more than an embarrassment to the Empire. The IKS's power base grew at the expense of the *Komerex*. The IKS successfully blunted Klingon expansion within the Triangle, as their agents used propaganda to show the Klingon Empire as a totalitarian state, proving the Imperial Klingon States are more flexible and democratic. In this way, the IKS gained influence among the Triangle's independent states.

Tales of freedom of action, rapid promotion, and lucrative plunder caused many talented officers to join the IKS. This, of course, invited retaliation from the Empire, but serious military action was never taken against the IKS for fear of giving the Federation or the Romulan Star Empire a valid reason for intervention. However, some Klingon/Human Fusion lines, especially the Juriss family, pledged to destroy the IKS as soon as the Emperor granted permission. The stage was set for the arrival of the 123rd.



A TRAITOR

An officer within the White Flame contacted the IKS to defect. The Imperial Klingon States devised a plan to place several squadrons of vessels in the system of New Paradise, near the Klingon sphere of influence. When these vessels detected the presence of Empire ships, they would attack the officer's squadron, and the traitor would simultaneously take over his vessel. This plan would paralyze the empire's movements regarding the IKS, giving them something to think about in case the Empire planned an invasion. The fear of more traitors and take-overs should slow the Klingon Empire. It produced the opposite effect.

Aboard the *Deathmonger*, the D-7 cruiser in command of the Red Wing, the traitor was Maltic tai Hurric, commander of the marine contingent and Chief of Security. Drawn by the rapid promotion promised by the IKS, Maltic realized he had fared poorly on a recent Imperial bodyguard mission. This black mark on his record would slow promotions, but quite a few of his marines respected him enough to follow his orders.

When the IKS fleet appeared, Maltic commandeered the cruiser and attacked the two destroyers. Unknown to the ambushers, however, the Gold Wing of the White Flame was near. Admiral Klemm responded rapidly to his third wing's call, and managed to turn back the IKS attackers. Captain Kilt, ill in sickbay at the time of the traitor's takeover, led his team of loyal marines in an assault to retake the bridge. They succeeded, and the traitors died during the fighting.

Admiral Klemm ordered Kilt and his wing to return to Klingon Outpost 7 for repairs, commanding his wing to pursue and destroy the ambushing vessels. While conducting this pursuit, the L-9 Frigate *Waraxe* stumbled across convoy elements of a large Orion pirate group. Conducting many lucrative raids into Klingon space under the aegis of the same operation, these pirates rejoined for the trip home. Fearing that the Klingon frigate sought their convoy, the *Lightning* blockade runners attacked with ferocious abandon while the freighters ran for Federation territory. Surprised by this sudden attack from nowhere, the *Waraxe* managed to destroy the six *Lightnings*, but never discovered the other Orion vessels.

REVENGE

Meanwhile, Kuge and his Steel Wing arrived at the scene of the ambush, finding Kilt and his wing in shambles. Furious that the IKS dared to attack a Klingon vessel, Kuge sought revenge. He convinced Kilt that the two should attack the traitors, despite the fact that this was in blatant disregard of direct orders from the Admiral.

Kuge directed his attack against a population center, the system of New Paradise. He guessed, quite correctly, that this system had aided the IKS by allowing their ships to wait there. When Kuge and Kilt entered the system, they encountered a small number of defending ships, two escorts and four aged cruisers, that were easily brushed aside. Kuge burned several cities down to their foundations before aid arrived.

Because of Klemm's rapid response and intelligent handling of a possibly volatile situation, as well as teaching the IKS a quick, quiet and violent lesson, the 123rd Assault Flotilla was reassigned to the Romulan frontier.

AGAINST THE ROMULANS

Klingon contact with the Romulans begins much earlier than with the UFP. To the Klingons, the Romulan Star Empire is definitely a *Komerex*, or a growing Empire. This means they are watched as competitors, but the two races possess an understanding with each other. After an initial, costly war with the Romulans, the Klingons negotiated a treaty (in their favor).

The Klingons and the Romulans continued fighting informally for many years, with neither side wanting escalation. Most of the conflict centered on the Disputed Territories, not ending until 2/0902 with the signing of the first of three technology and trade agreements.

When the White Flame was assigned here, Kuge failed to receive the expected hero's welcome. Severely reprimanded and nearly court-martialed for disobeying a direct order from his Admiral and attacking a neutral world, causing a serious stir within the independent worlds of the Triangle, Kuge and his wing received the worst assignment possible: police work for Governors General.

Governors General occasionally require powerful starships to persuade their worlds to remain loyal. In case of rebellion, the Governors also need starships for moving ground troops and for surveillance operations. Overall, this work is boring, uneventful, and gives Captains and crews little chance for combat or glory. Usually this becomes a dead end position for Captains.

En route to his new position, Kuge stumbled upon a Romulan warship, across the Neutral Zone and in Klingon space. Cloaked and hunting for military targets, the *Gallant Wing* cruiser discovered the White Flames' Steel Wing. The cruiser came out of cloak, fired, and destroyed Kuge and his D-7 in one shot. The Steel Wing's two destroyers escaped the trap, but with severe damage.

ACROSS THE NEUTRAL ZONE

Admiral Klemm was very angry. Not only did he lose a good ship and crew, but a Romulan vessel crossed the zone undetected and escaped back across the neutral zone without injury. Klemm collected all available vessels in his unit, including the *Wings of Destruction*, one of the new L-42 *Bird of Prey* frigates recently assigned to the 123rd, commanded by an experienced Romulan campaign captain, and crossed the neutral zone in search of Romulan vessels.

He discovered an unescorted Z-2 *Nova* battleship, a rare vessel indeed. Only two of these vessels were reported completed, although four more were under construction. None were reported near the front lines, but this battleship was taking a small test run, and the 123rd's penetration into Romulan space was deep. A long and vicious battle ensued, with most of the White Flame's vessels forced to retreat. Romulan reinforcements never arrived, however, and the remaining Klingons destroyed the Romulan battleship.

OPERATION ERADICATE

The Klingon-Romulan alliance grew shakier than ever. The Klingons grew openly aggressive, attacking Outposts, probing for weak spots and testing strengths. Spies grew increasingly active everywhere, and Klingon diplomatic messages held little diplomacy in them.

These two battles increased animosity on both sides. Military build-ups occurred around the point of the Triangle, as diplomats on both sides tried to repair the damage done to their agreements. Relations deteriorated as each side claimed the other was pushing for war. Their efforts were further thwarted when the Klingon High Command received a report stating the Romulans were reinforcing the Triangle area. The Klingons matched the local escalation, and instigated Operation Eradicate, a plan to break through the Romulan line further down the border. By destroying local forces and attacking the Defense Outpost, the Klingons would open the galactic southern border area, allowing a flanking invasion force to move through Romulan space. The White Flame received this assignment.

THE THREE WINGS

Scout reports showed three distinct groups of enemy vessels patrolling the area of space between the Klingon border and Romulan Outpost 4. The reports concluded that these groups consisted of three or fewer small vessels, with the exact composition unknown. To halt reinforcements aiding the outpost during the attack, Klemm separated the unit into its three wings, which simultaneously attempted to overwhelm the three task forces. The wings would then regroup, repair, and attack the Outpost. The Klingon invasion force would follow close behind.

The Gold Wing encountered only one ship, but that vessel was a *Winged Defender*, one of the strongest in the Romulan Fleet. Their attack was a complete surprise, however, and the *Winged Defender* failed to cloak before the Klingons received Lock-on. The three ships overwhelmed the *Winged Defender*, quickly destroying the cruiser with very little damage to themselves.

The Steel Wing, now under the command of Captain Kvel, encountered two *Birds of Prey*, but before closing, the *Winged Defender's* warning reached the two vessels, and they cloaked. Captain Kvel of the *Wings of Destruction* was quite experienced in chasing cloaked vessels through his years of service along the Romulan border, and easily destroyed the two cruisers.

The Red Wing met stiffer resistance in the form of two *Bright One* destroyers. When attacked by the Klingons, the destroyers ran to a nearby asteroid belt, in hopes of drawing the attacker away from the outpost for as long as possible. They succeeded, as Kilt was forced to open himself to attack, in order to flush out the Romulans quickly. Kilt's wing finished the battle in time to regroup, but at the loss of the *Seeker*. The destroyer, badly damaged, limped back to Klingon space.

THE CHARGE OF THE WHITE FLAME

Klemm collected his remaining ships, conducted repairs, and attacked the Outpost. Forming his ships into a tight wedge, with his larger ships at the points, the Admiral focused his firepower and shields, extending his ships into only one of the base's powerful firing arcs. Even with this formation, charging straight into a starbase is never the healthiest move. Ships were severely damaged, forcing their retreat. The *Hunter* was so badly damaged that its captain abandoned and scuttled her. The surviving crew was later retrieved by the ruined *Guardian*. The surviving vessels of the 123rd destroyed the outpost, but the final explosion was so immense that the *Gloryseeker's* superstructure was held together with metal patches.

The remnants of the White Flame barely reached home, some incapable of gaining Warp speed. Klingon reserves attacked worlds and ships behind the enemy forces, thus saving many from destruction by Romulan reinforcements. As a result of Operation Eradicate, the Romulans fell back from the border to protect their rear. Klingon forces were unable to make any gains beyond the old outpost border, however, and later negotiations led to reinstatement of the Klingon/Romulan Treaty Border.

The 123rd Assault Flotilla, known as the White Flame, is now one of the finest Squadrons in the Klingon Navy. The Captains and crews of these vessels are among the best, and their war records prove it. They are ruthless, cunning, and often nasty. In other words, they are a model Klingon squadron.



OFFICERS OF THE WHITE FLAME



Name: Klemm zantai Pallara
Race: Imperial Klingon
Age: 36
Rank: Admiral
Position: Commanding Officer, 123rd Assault Flotilla
Flagship: *Gloryseeker*
Captain's Skill: 84

PHYSICAL DESCRIPTION

Klemm zantai Pallara, a tall Klingon, stands at about 5' 11", with dark auburn hair and the typical dark complexion of his race. A long face and hawkish nose, accented by a piercing gaze, gives him a predatory look. Klemm believes an Admiral should always look the part, so he wears his full dress uniform at all times.

PERSONAL HISTORY

Klemm has served the Empire for over 20 standard years, working in many capacities. His chosen Naval Specialty is Weapons/Defense officer, and Internal Security recruited him during his attendance at the Academy. He began his climb aboard the *D-7A* cruiser, the *Pounder*, as an IS agent, reporting problems with his superiors while careful to insure his own position.

Although no one really suspected him of being an IS agent, the commander of the *Pounder* grew worried about his ambitions. Klemm was transferred as an assistant Weapons Officer aboard the *D-10* cruiser *Gloryseeker*, based at Kannaga.

Klemm slowly advanced to the position of Chief Weapons Officer, while collecting a large amount of dirt on his commander, Kulg sutai Mirth. Klemm did not report the disloyal conversations and feelings of his Captain, however. He collected information and finally used it to blackmail his superior officer into requesting a ground position, giving Klemm the *Gloryseeker*. Kulg quietly agreed, and Klemm received command and the position of squadron leader.

A very capable officer, Klemm led his squadron on many glorious missions, achieving fame in the process. When he discovered the White Flame was being expanded, Klemm used all his blackmail and favors at District Headquarters for a transfer. This included the destruction of one of his own squadron's vessels, in order to free his vessel for reassignment.

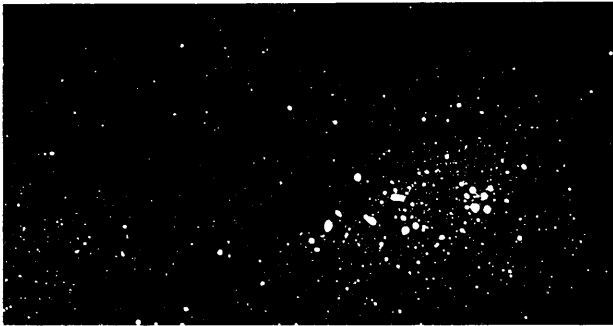
The death of Kleem and Klemm's promotion to Admiral surprised him, but he quickly took advantage of the situation. He gave his trusted linebrother, Kutsai vestai Pallara, command of his flagship, the *Gloryseeker*.

PSYCHOLOGICAL MAKEUP

Klemm began, and to some extent remained, an Internal Security agent. As a result, he is quite knowledgeable about the methods and goals of IS personnel. Commended for his loyalty to the Empire and the Emperor, it is unknown if this is due to undying loyalty, or a result of his unique relationship with his security agents.

Klemm is highly respected by the officers and men under his command, although some of the more violent commanders cannot cope with his calm, moderate attitude. Nevertheless, he maintains a firm grip on his command, showing a strong and, if necessary, violent side to his personality.

OFFICERS OF THE WHITE FLAME



Name: Kutsai sutai Pallara
Race: Imperial Klingon
Age: 31
Rank: Captain
Position: Squadron Commander, Gold Wing
Vessel: D-10G Cruiser, The *Gloryseeker*
Captain's Skill: 63
Crew Efficiency: 48

PHYSICAL DESCRIPTION

Dark black hair and a reddish skin tone causes Kutsai sutai Pallara to look rather Klingon/Human, but the similarity ends there. 5' 8" tall, with a prominent forehead ridge and a calculating expression in his eye, Kutsai's look and manner are all Imperial. During his first cruise, the left side of Kutsai's face was damaged by an exploding navigation console, and he still bears the scars.

PERSONAL HISTORY

Kutsai began his Navy career as a Helm/Navigation student. Upon finishing his Academy training, he was assigned to the T-5 assault ship, the *Crusher*, as an apprentice Helmsman. During one mission, the *Crusher* dropped troops onto a Triangle world within the Klingon sphere. While the shields were down, the vessel was attacked by a local defense force lying in wait.

The ship took severe damage, including the destruction of the bridge and all the officers there. Suddenly, the young Ensign found himself in command of the stricken vessel. Kutsai raised the shields, brought the vessel around and allowed the disruptor crews to fire. The ship was severely damaged before reinforcement Klingon cruisers arrived, but it was clear that Kutsai saved the *Crusher*. Kutsai was badly wounded, and was allowed to heal before promotion and transfer to the *Gloryseeker*.

Here, he met his linebrother, Klemm. As Klemm gained promotion, he insured Kutsai followed, and when the former received the White Flame, Kutsai was selected as Flagship commander.

PSYCHOLOGICAL MAKEUP

Kutsai sutai Pallara was picked to command the flagship by Admiral Klemm, both for his skill and family connections. Being a member of the same family line as the Admiral has its advantages, but also places a large responsibility upon Kutsai. Failure not only dishonors himself, but also the Pallara line. Kutsai is painfully aware of this.

A rather aggressive officer, especially in combat, he recently attempted a more restrained attitude. This obvious move to impress his Admiral worked, for Klemm considers him a model Klingon, calm in thought and action, but militant and efficient when necessary.

CREW DESCRIPTION

Kutsai is an excellent disciplinarian, keeping his ship and crew honed to the highest level of performance. The crew respects their captain, and is considered one of the finest crews in the Navy.

Very few officers aboard the *Gloryseeker* are ambitious enough to vie for the captaincy, for all know Kutsai was hand-picked by the Admiral. Planning the downfall of an Admiral's picked commander is a dangerous task, requiring a careful approach.

OFFICERS OF THE WHITE FLAME



Name: Krolk sutai Reshtarc
Race: Imperial Klingon
Age: 32
Rank: Captain
Position: Element One, Gold Wing
Vessel: L-9B Frigate, The *Waraxe*
Captain's Skill: 64
Crew Efficiency: 36

PHYSICAL DESCRIPTION

Krolk sutai Reshtarc is of average height, about 5' 10", but is of a stockier build than most Klingons. Large arms and wide shoulders give him the look of a Marine. An arrogance towards those beneath him shows on his face, as does his dislike of Klingon/Human Fusions.

PERSONAL HISTORY

Krolk has served with the White Flame for several years, first aboard the *Bloodspiller*, and now aboard the *Waraxe*, a frigate newly assigned to the flotilla. Beginning his career as a Helm/Navigator, specializing in Navigation, Krolk's first assignment was to a D-18 destroyer on garrison duty.

After about a year of service aboard the destroyer, the young Krolk realized that there was little room for showing off one's navigational prowess on a vessel in orbit. After successfully appealing to his family line for help, Krolk was transferred to the D-11 destroyer, the *Stealer*, as a Navigator.

Krolk did well on this cruise, working within the Triangle area. For his second tour, Krolk was assigned to the *Bloodspiller*, a destroyer with the infamous White Flame, along the Klingon/UFP border. Krolk did very well, moving up quickly to the position of Chief Navigator.

During a sneak raid against a Federation convoy, Krolk gave the Helmsman a slightly incorrect heading, causing the ship to come out of Warp too soon, and alerting the convoy. The captain shot the Helmsman in a fit of rage, and Krolk assumed the helm. His influence and skill were enough to secure the position. During a later raid, a bridge hit killed most of the command crew, including Captain Kiltor and his Executive Officer. Krolk gained command.

Krolk enjoyed his work as captain of the *Bloodspiller*, but when the unit was expanded, and the new L-9 frigate appeared, he planned his next step. He requested that Klemm give him the *Waraxe*, but the Admiral refused, wanting the unit as unchanged as possible. Krolk, however, pulled some strings with an old fellow conspirator at District HQ, and gained the position.

Upon leaving the *Bloodspiller*, he used his influence to insure that his line brother and chosen successor, Kuge vestai Reshtarc, gained command. Kuge did attain the rank, receiving a fine ship and crew.

PSYCHOLOGICAL MAKEUP

Krolk proved an able commander and a fine tactician, but he excels as a trainer, constantly drilling his men, seeing to it that they work and feel like a team. This is an unusual trait for Klingons, as they are raised to distrust one another.

Krolk himself is somewhat over-confident, an attribute that surfaced only recently upon his receiving the better vessel. His attitude towards combat is described as 'cocky', whereas when in command of the cruiser *Bloodspiller*, he was careful and efficient. The shift in firepower from a D-7 to an L-9 certainly went to his head, causing Klemm to doubt his new frigate captain.

CREW DESCRIPTION

As a direct result of Krolk's team training, his crew is beginning to work together, speeding up their response times and firing efficiency. His new crew is slowly developing into the efficient tool Krolk needs, and with him as their captain, there is certainly little deficiency in excitement or hands-on training.

His superior officers, however, are becoming nervous. Krolk's training methods are dangerously non-Klingon, and his recent belief that his ship is invincible has them quite worried. Fear of Imperial response to his un-Klingon ways, or fear for their lives, may cause Krolk's officers to remove him.

OFFICERS OF THE WHITE FLAME



Name: Krimex sutai Drexia
Race: Klingon-Human Fusion
Age: 33
Rank: Captain
Position: Element Two, Gold Wing
Vessel: *D-10G* Cruiser, The *Claw of the Riyity*
Captain's Skill: 60
Crew Efficiency: 40

PHYSICAL DESCRIPTION

Krimex sutai Drexia has jet black hair, dark eyes, a deep, ruddy complexion, and a calm, cold face. Usually devoid of any expression, his emotions rarely show through. Only in combat does his face take on any animation, becoming a ferocious grin accompanied by a maniacal glint in his eyes.

PERSONAL HISTORY

Krimex began as a Weapons specialist in the Imperial Navy, serving his first term as a Disruptor Tech on board the *D-20* cruiser *Annihilator*. Krimex became skilled at the use of the *Lev'ek*, or the three-lobed knife. A large number of the *Annihilator's* staff were marine personnel. Particularly aggressive and violent, they employed a method of advancement using duels and assassinations. In this environment, they learned to defend themselves, or were quickly eliminated.

Krimex not only became better acquainted with this traditional Klingon weapon, he excelled in its use. He quickly rose in power aboard the ship, one reason he was reassigned to the *D-10* cruiser, the *Mind Burner*, as an assistant Weapons Officer. This cruiser was assigned to the Organian Treaty Zone, where conflict was rare.

This suited Krimex, however. The lack of combat meant he could use his own brand of power play to rise in the ranks. He easily removed the Executive Officer from his position (he was found knifed to death in a refresher) and took his place. The Captain considered this normal, but when he discovered Krimex's past exploits aboard the *Annihilator*, he feared for his life and arranged his removal. The Captain's personal guards, sent to kill Krimex, were found dead in a hallway the next morning.

Krimex was relocated to the *Claw of the Riyity* shortly before the expansion of the White Flame, and served under Captain Kleem. After their first mission together, consisting of a surprise raid on a Federation convoy, Krimex filed a report on Kleem, claiming that his cowardice caused the escape of an escorting ship, allowing the vessel to call for help. Kleem was furious, and readily agreed to Krimex's suggestion of a duel, failing to research his new Executive Officer's past. After Kleem's death, Krimex gained command of the *Claw*.

PSYCHOLOGICAL MAKEUP

Krimex sutai Drexia is a Klingon-Human Fusion and a staunch supporter of the Fusions' cause, especially against the Reshtarcs and their predilection for the Imperial Klingon race over all others.

Krimex also believes in the policy towards the Federation suggested and supported by the Subaiesh line, that of improved relations between the *Komerex* and the Federation. The reasoning behind such a bold plan is that the Organians deny armed conflict between the two nations, therefore the Empire must shift their armed forces away from the Federation and towards their old enemy, the Romulans. The Empire would gain the forces needed to conquer the Star Empire. Krimex's belief in this idea shows in his actions against the Federation, and several bad reports were filed against him for this reluctance to engage in combat with Star Fleet vessels.

CREW DESCRIPTION

Krimex's ship is in fine condition, his crew of average skill. The crewmembers work well together, however, for their vessel is one of the few in the Empire with an all Klingon-Human Fusion crew, which totally pleases them.

Krimex pays special attention to his Disruptor crews, not only because of their obvious importance, but also because of his knowledge of their faults. Having served in their position before, he knows the kind of short cuts they tend to take.

Krimex's officers are active in their attempts to gain his favor or position, but none have tried to assassinate or duel with him.

OFFICERS OF THE WHITE FLAME



Name: Kuge sutai Reshtarc
Race: Imperial Klingon
Age: 30
Rank: Captain
Position: Squadron Commander, Steel Wing
Vessel: D-7M Cruiser, The *Bloodspiller*
Captain's Skill: 62
Crew Efficiency: 63

PHYSICAL DESCRIPTION

Kuge is very typical of an Imperial Klingon. 5' 9" in height, dark brown skin, black hair, and a prominent forehead ridge gives him the typical calculating look of a Klingon. Kuge's scowling expression and obvious glory-lust complete the image.

PERSONAL HISTORY

A Helmsman by trade, Kuge plotted and planned his rise through the ranks, just like any other Klingon. Kuge, however, never planned to move up in small, calculated steps. He prefers to move up from grandiose efforts, in an attempt to rise quickly. His first cruise was aboard the K-23 escort *Backstabber*, where he planned to kill the entire command crew of his ship in order to move high up the ranks.

This, of course, was a ludicrous plan. Killing off the entire command crew of a vessel is a difficult task. If he did, somehow, kill them, an officer as new as Kuge would not gain that high a position. However, during the next beam down, Kuge arranged for a transporter error to occur, resulting in the death of the Captain, the Executive Officer, the Chief Engineer, and the Internal Security Chief. Kuge was clever enough to shift the blame away from himself, but the entire scheme gained him only one level in rank.

Kuge served on several different vessels, proving himself to be an excellent Weapons Officer, and a good leader of men. Most commanders enjoyed having this competent officer on their ships, but whenever he attended strategy meetings, Kuge's scheming and bellicosity became apparent. All Klingons seek glory to some extent, but the plans of Kuge were foolhardy. Thus, he was quick to move up to the position of Chief Weapons Officer, but no admiral wished to see him in command.

Kuge was transferred to the *Bloodspiller* on 2/1602.09, under the command of his linebrother Krolk sutai Reshtarc. Krolk was happy to have his brother aboard ship, as he appreciated his skill, and was quite able to curb Kuge's dangerous behavior. Before his transfer to the *Waraxe*, Krolk and Kuge made certain, through terror and murder, that Kuge easily ascended to the position of Captain aboard the *Bloodspiller*.

PSYCHOLOGICAL MAKEUP

Kuge sutai Reshtarc is the stereotypical Klingon, cunning, ambitious, and violent. Kuge is constantly trying to out-manuever his equals and impress his betters. Unfortunately for him, he does this by trying for the one big score, the one action that will promote him to Admiral.

Kuge has several qualities in his favor. He is quite skilled as a tactician. His vessel and crew are among the best, but his most important trait is his luck. Kuge has fantastic luck, allowing him to pull off some of the most amazing stunts ever witnessed, but his impatience causes his acts to occur at the wrong time, or without authority, thus rendering the effort useless.

Klingons believe that each individual is born with a finite amount of luck, to be used or forever lost. If a Klingon believes that 'his time has come,' he is likely to seize the moment, no matter what the consequences. Kuge himself feels he possesses an extraordinary amount of luck, and is often found seizing the moment, depending on his luck to save him.

Kuge is recognized as a competent flight officer, but Admiral Klemm realizes he must be watched, and all other commanders know not to trust him or his plans. Even the members of his own wing rarely trust his judgment, for fear of being used and discarded in some grand plan of his. This leads to many difficult situations.

CREW DESCRIPTION

The crew of the *Bloodspiller* are some of the best trained and most experienced in the Empire. With plenty of opportunity for combat, both under Krolk and Kuge, the crew developed into an excellent fighting force.

Several officers have tried various methods of removing Kuge from his position for themselves, but none has succeeded. Kuge's cunning and notorious luck have saved him time and time again.

OFFICERS OF THE WHITE FLAME



Name: Komax sutai Mirth
Race: Imperial Klingon
Age: 29
Rank: Captain
Position: Element One, Steel Wing
Vessel: D-18B Destroyer, The *Defender*
Captain's Skill: 50
Crew Efficiency: 39

PHYSICAL DESCRIPTION

Of average height and build, Komax sutai Mirth has rather smooth skin and a slight forehead ridge, giving him a youthful appearance, much younger than his true age. His left hand is heavily scarred from a combat accident with molten metal early in his career.

PERSONAL HISTORY

Komax began his naval life as a Weapons/Defense officer, with a specialty in Shield technology. He first served on the D-10 cruiser *Glorious* as a shield technician. Apparently uninterested in the power plays aboard ship, he was really waiting to use the information given him to his own advantage.

His superior officer in the Defense Room possessed a rather big mouth, especially regarding the incompetence of the Weapons Officer. During a limited conflict with a Federation destroyer, Komax slowed response time on the Shields, allowing some of the destroyer weapons through. After the combat, he knew the Weapons Officer would arrive soon to discipline those responsible for the shields. Disrupter unobtrusively in hand, Komax veered his commander's conversation onto the topic of the Weapons Officer. That officer entered the room, overheard the commander spouting insults, and shot him on the spot. Komax gained the commander's position.

Transferred to the White Flame, Komax became Assistant Weapons/Defense Officer aboard the D-18 destroyer, the *Defender*. Here, he conspired with his line brother and Executive Officer, Karn vestai Mirth, in removing the Captain from his position. Once again, Komax allowed damage to leak through the shields during a battle that Karn opposed before combat. Enough damage occurred to make the Captain look foolish, but not enough to endanger the ship seriously. The reports filed against Captain Kop by the bridge crew were enough to cause his removal planetside. Karn was promoted to Captain.

When Karn later requested, and received, a reassignment to the *Seeker*, he and Komax used information gained about certain treasonous statements made by the District Commander to insure an easy promotion for Komax to Captain.

PSYCHOLOGICAL MAKEUP

Komax sutai Mirth is a rather inexperienced captain, having recently received his command when his line brother, Karn vestai Mirth, was transferred to one of the newer D-2 destroyers.

As it turns out, Mirth is a potentially good captain. Extremely aggressive and reasonably competent, he is an excellent administrator. He carries some doubts about his vessel, however. His knowledge indicated the D-18 possessed insufficient shielding, causing him to feel uneasy about using his ship in larger combats.

Internal Security released exceptionally good reports on him, so much that it is suspected someone wants him to climb quickly. Mirth himself was surprised at the reports he acquired and read, but has little clue about the identity of his benefactor. Never one to look a gift horse in the mouth, Komax plans to accept advancement.

CREW DESCRIPTION

The crew of the *Defender* is of average quality, as Captains Kop, Karn, and now Komax, lacked skills in the art of training ship crews. The crew suffered little from this lack of attention, however, as most realized that combat aboard a destroyer is a risky thing at best, and all must work to the best of their abilities.



Name: Kreol sutai Lorexen
Race: Klingon-Human Fusion
Age: 32
Rank: Captain
Position: Element Two, Steel Wing
Vessel: D-18B Destroyer, The Hunter
Captain's Skill: 52
Crew Efficiency: 31

PHYSICAL DESCRIPTION

Kreol is 5' 10", with the typical reddish skin tone and black hair of a Klingon/Human Fusion. His wide girth and strange, piercing, hazel-green eyes show more of the human side of him than most Klingons find comfortable.

PERSONAL HISTORY

Kreol began his Academy training as a Navigator. At the Academy, Kreol learned the art of the *Komerex zha*, or the perpetual game. Kreol excelled at the power games played between Klingons, quickly rising through the cadet ranks.

His first cruise was aboard the D-7 cruiser, the *Powerful*, assigned to garrison duty deep within the Empire. Kreol found this unbearable, with little opportunity for glory and advancement. He could play this game and advance up the officer's ladder, but the end result offered a Captaincy in an unexciting area of space, where he would be unable to prove his combat capabilities, and thus be denied a promotion to Admiral.

Kreol began to play politics in earnest, attempting not only to rise in rank, but also seeking the favor of anyone who could reassign him to any front line. He rapidly climbed to the position of Chief Navigator, first discrediting his direct superior by giving him false heading data, then through the manipulation of the Chief Navigator and the Assistant Navigator.

The Chief Navigator, Kelmen vestai Amerix, and the Assistant Navigator, Klickl tai Amerix, were linebrothers preparing to attempt the captaincy. Kelman vied for the captaincy, with Klickl as Executive Officer. Kreol, by fast talking and purposely failing an assassination attempt on Kelmen, fostered distrust between the two brothers. Finally, Kelmen was coaxed by Kreol into dueling Klickl over the issue. Kreol arranged for their knife blades to be poisoned; both combatants cut each other and died.

The Captain, realizing who engineered the entire event, relocated Kreol to the 123rd. Upon reaching the *Hunter* as Executive Officer, Kreol quickly arranged the illness of his Captain prior to an ambush of a Federation destroyer flotilla. Kreol performed with the utmost skill and precision, outperforming his captain. The Captain was quietly removed under Kelmith's orders, and Kreol assumed command.

PSYCHOLOGICAL MAKEUP

Kreol sutai Lorexen is described as an able captain, loyal to the Empire and the Emperor. His skills are fair, average for a destroyer captain, but he is quite skilled in the use of his starship.

Kreol is a heavy player of the *komerex zha*, the perpetual game. He gained his captaincy in this manner, and continues to play within his ship. He is very good, always discovering and stopping the moves of his more ambitious officers. His fear that his skills are insufficient for a higher command or a larger ship caused him to turn his efforts towards securing his position aboard his own vessel.

CREW DESCRIPTION

Many of the *Hunter's* younger officers resent the fact that Kreol pays so much attention to them, as most commanders rarely concern themselves with their activities. But when the captain watches the crew instead of other starship commanders, upward mobility becomes difficult.

As a result, a coup attempt by many of Kreol's most experienced officers forced him to conduct a small but bloody cleansing to restore order. This succeeded, but caused his vessel to lack experienced officers for quite some time, and his crew's efficiency dropped noticeably.

OFFICERS OF THE WHITE FLAME



Name: Kilt sutai Juriss
Race: Klingon-Human Fusion
Age: 27
Rank: Captain
Position: Squadron Commander, Red Wing
Vessel: D-7M Cruiser, The *Deathmonger*
Captain's Skill: 81
Crew Efficiency: 65

PHYSICAL DESCRIPTION

Of average build and height, Kilt sutai Juriss claims the dark hair and eyes of a Klingon/Human Fusion. A cunning gleam in his eye and a cruel smile mark Kilt as someone who always succeeds, inspiring others to follow him.

PERSONAL HISTORY

Kilt sutai Juriss joined the Imperial Navy as a Helmsman trainee, assigned to a K-6 gunboat, the *Governor Kaleth*. Serving as an assistant Helmsman/Navigator, his vessel was assigned to the Triangle. He served for many years, chasing pirates and black marketeers, and living the dangerous life of a Gunboat crewman, an exciting career of which many Naval personnel are ignorant.

While transporting dignitaries from a nearby star system, the gunboat was attacked by pirates. The ship took severe damage, killing everyone except Kilt and one of the diplomats. Kilt managed to fly the damaged craft to the planet surface, safely landing the useless gunboat. Of course, the diplomat was very pleased, filing a wondrous report about the bravery and skill of Lt. Commander Kilt. With his gunboat destroyed, Kilt transferred immediately to the White Flame as Chief Helmsman of the *Deathmonger*.

As Chief Helmsman of the D-7 cruiser, Kilt sought a way of removing the Executive Officer to gain the position for himself. During a round of war stories on the bridge, Kilt discovered a method. The Executive Officer told how once, while guarding a system in the Triangle, his ship was attacked by a score of tiny pirate vessels. With his Captain and Executive Officer planetside, he was in command. He destroyed all but one attacker, which slipped away, presumably back to its base.

Researching old records and timetables, Kilt discovered that this pirate vessel had entered the system before and almost destroyed a gunboat, killing an important dignitary, and that the executive officer was the one who had permitted it. Kilt immediately informed the diplomat whose life he saved.

Ordered to conduct a raid into Federation space, the squadron ran into a new *Enterprise* class vessel, the *USS Potemkin*. During the short engagement, the *Deathmonger* took a bridge hit, killing the Captain. When the unit returned to Mastocal, the Executive Officer, believing he would gain command, instead was arrested for failure of duty. Kilt received command.

PSYCHOLOGICAL MAKEUP

Kilt sutai Juriss belongs to a family line that supplied the Empire with the best administrators for over a century. Kilt, however, is a fighter, not a diplomat. Known for his skill, cunning, and vicious smile, Kilt served under Klemm a long time. The Admiral is obviously pleased with him, and rumors have emerged that Klemm plans to give him a better ship and position. Other Captains within the flotilla resent this, creating problems for Kilt.

Hard times or not, none deny Kilt is a fabulous tactician, without peer within the squadron with the exception of the Admiral himself. His crew is among the best, and together they form an excellent fighting machine.

Kilt's loyalty is not questioned, but his enthusiasm leads to mistakes. An example of this is the raid into IKS territory within the Triangle, an expedition dreamed up by Kuge, in which Kilt was firmly involved. Admiral Klemm stepped in on Kilt's behalf, allowing Kilt to keep his command.

Kilt hopes the Emperor allows the Juriss family to attack and eliminate the IKS. If this occurs, he will seek assignment to one of these hunter/killer groups, an honor for which he would give anything.

CREW DESCRIPTION

The crew of the *Deathmonger* provides an excellent example of the best of the Imperial Navy. Kilt often moves around the ship, encouraging and training his men, inspiring them to follow his lead. Most of the crewmen trust their Captain, believing whatever he says. For a Captain to generate such trust in Klingon society is rare, but Kilt's skill assures them.



Name: Karn sutai Mirth
Race: Klingon-Human Fusion
Age: 32
Rank: Captain
Position: Element One, Red Wing
Vessel: *D-2B Destroyer, The Seeker*
Captain's Skill: 61
Crew Efficiency: 47

PHYSICAL DESCRIPTION

Standing 5' 11" tall, with a very thin and graceful build, Karn sutai Mirth is described as appearing feline. A Klingon/Human Fusion, Karn sports a long, black mane of hair, tied in the back.

PERSONAL HISTORY

Beginning as a Helmsman, Karn served for several years aboard destroyers, never serving as a flight officer on any other type of vessel. His first assignment was aboard a *D-11* destroyer, the *Bloodletter*, discovering the wonders of small ship tactics and learning that the *D-11* is a terrible ship.

Karn argued with the Chief Engineer over the design flaws of the vessel. Its one wing caused severe problems with firing arcs, and the ship was severely underarmed. He wrote a report and conducted simulations proving the design a poor one, and presented these to the Captain. The Captain, though intrigued by the ideas of this new officer and his thoughts on destroyer tactics in general, already knew its limitations.

Karn gained an opportunity to prove his point and his adaptability in combat situations. Assigned to patrol Orion space, the squadron specifically hunted one particular pirate group operating in Klingon space. Finding the pirates, they attacked. The Captain ordered Karn to take the helm, much to the consternation of the Helmsman. Karn fought with excellent skill against the fast

attack boats, whose crew obviously knew the firing arc limitations of the *D-11*. Impressed, the Captain promoted him to Lieutenant and Assistant Helmsman. Later transferred to a *D-16* destroyer, Karn served again as Assistant Helmsman, where he excelled at small unit actions. Karn found the *D-16* to be an even weaker vessel. The firing arcs proved less restricted and more standard, but the weapons were worse, the shields weak, and the ship smaller. He learned to deal with it, however, increasing his skill in tactics. Through his superior skill he rose to the rank of Commander, later transferring to another *D-16*.

Destroyer squadron commanders fought to gain this man in their unit, for his skill and stealth with destroyers became well-known. When District Headquarters heard of him, they promoted him to Captain and transferred him to one of their best units, the 123rd Assault Flotilla, known as the White Flame.

Karn commanded the *Defender*, a *D-18* destroyer, and, much to his disgust, found another poorly designed vessel. The fire-power was greater, but the shields weaker, and the ship itself was nearly the same size as the *D-11*. He adjusted the shield's power use, pleased to serve under his squadron leader, Krolk, who was quite skilled in the use of small vessels and cruisers.

When the unit expanded with new *D-2* destroyers, Karn jumped at the chance to command one. Klemm, hearing of the man's skill, placed him under Kilt's command. Karn arranged, through his marine guards, for his linebrother Komax to be given command of the *Defender*.

PSYCHOLOGICAL MAKEUP

Karn sutai Mirth, the former commander of the *Defender*, is a skilled destroyer captain. Karn possesses a special knack for small actions, especially those involving less powerful vessels. Kilt uses Karn as his convoy and skirmish expert, a position Karn is happy to fill.

His service on several different classes of destroyers made him an expert in Klingon destroyers and tactics. Karn was anxious to leave the *Defender*, as he believed, in his expert opinion, that the *D-18* destroyer was a death-trap. He seems quite pleased with the *D-2*, showing little desire to leave it. Though he feels the *D-2* is a little small, its weapons and shields are superior.

Before leaving his old command, Karn insured that his line brother, Komax, received the ship. Knowing his opinion of the *D-18*, the action seems an attempt to get rid of his brother. Within the Klingon family, motives are hard to understand.

CREW DESCRIPTIONS

The *Seeker* is a new vessel, assigned to a famous squadron. As a result, District Headquarters chose the personnel of this vessel very carefully. Some of these well-trained men and women served aboard the *Seeker* during the shakedown cruise, and most are experienced destroyer crewmen.

Karn rarely plays the *komerex zha*, as his rise through the ranks depended on skill and less on power plays. When the officers of the *Seeker* realize this, Karn may experience serious problems.

OFFICERS OF THE WHITE FLAME



Name: Kark sutai Amerex
Race: Imperial Klingon
Age: 31
Rank: Captain
Position: Element Two, Red Wing
Vessel: D-2B Destroyer, The *Guardian*
Captain's Skill: 58
Crew Efficiency: 50

PHYSICAL DESCRIPTION

Kark sutai Amerex, rather small for a Klingon, stands about 5' 7", with a thin frame belying tremendous strength. With the dark complexion and hair of the Imperial race, he rarely smiles, but often yells.

PERSONAL HISTORY

Kark was first assigned aboard the cruiser *Riskadh*, the class vessel of the D-10s, crewed entirely with Imperial Klingons (he spent his first few years in the active Navy never seeing a Klingon/Human fusion). A Weapons Officer by trade, Kark carefully planned his way up the officer's ladder. He first assisted a fellow officer in murdering their superior, then turned the man in, adroitly covering his involvement. Later, Kark discovered a maintenance error in a disruptor bank, one that would cause an explosion if the weapon was fired repeatedly. Instead of reporting the find, he verbally suggested to the Chief Weapons Technician that readings indicated a possible, fatal error in the number three disruptor. Kark's official report later stated the error, correctly, in the number four disruptor.

The technician checked the number three, discovered nothing, and reported Kark for incompetence, promptly forgetting the incident. Meanwhile, Kark informed the Captain of his discovery of a dangerous fault in his weapons, adding that the Chief Tech ignored his warning. The Chief Engineer checked the number four, finding the error. The Tech was demoted and Kark replaced him.

Kark later became Assistant Weapons Officer on a D-20 cruiser, leaking starship disposition information to Federation spies within the Triangle under the guise of his Captain. Internal Security discovered this, as expected, promptly sending spies for more information. Prepared for their arrival, Kark provided falsified information and evidence for the spy. The Captain was quietly removed, and Kark gained a promotion and the *Guardian*.

PSYCHOLOGICAL MAKEUP

Though a reasonable commander with a well-trained crew, Kark sutai Amerex is a Klingon with a grudge. Kark always believed in the superiority of the Imperial Klingon race. As such, he resents the relatively high Klingon-Human Fusion population within the squadron, and especially within his wing. He dislikes his commander, Kilt, because of his race and superior skill. Kark actively seeks to humiliate his commander, but Kilt placed his own people into security and other important positions aboard his ship. Kark resents Kilt's interference and authority.

CREW DESCRIPTION

As a new vessel, the *Guardian's* personnel were carefully chosen by District Headquarters. Well trained, most of these men and women are experienced destroyer crewmen. The ship's crew is almost entirely Imperial Klingon, a fact that Kark appreciates. His officers like him and his racial attitudes, but continue competing for his position.

OFFICERS OF THE WHITE FLAME



Name: Kvel zantai Urussig
Race: Klingon Romulan Fusion
Age: 37
Rank: Captain
Position: Squadron Commander, Steel Wing
Vessel: L-428 Frigate, The *Wings of Destruction*
Captain's Skill: 77
Crew Efficiency: 52

PHYSICAL DESCRIPTION

6' tall with a slight build, Kvel possesses disturbingly light hair even for a Klingon/Romulan Fusion. A hawked nose and predatory gaze, however, seem pure Klingon. His preference in shaving facial hair also bothers many Klingons, as it gives him a Romulan look.

PERSONAL HISTORY

Kvel began his career as a Weapons/Defense officer, with particular interest in cloaking devices. His first cruise was aboard a *D-18* serving in the Triangle, near the Romulan border. He received his first command here.

While on patrol in the Klingon sphere of influence, a Romulan *Bird of Prey* attacked the destroyer. Taking several severe hits during the first exchange, the ship was nearly destroyed. Kvel and the other ensigns working in the Port Disruptor room received an urgent call for firing crews on the bridge. With their deck officer dead, Kvel rounded up three young officers and headed for the bridge.

The boom deck was badly damaged, forcing the four ensigns to climb through the wreckage to enter the command pod. Everyone was dead, including the officer who called them. Reaching the bridge, they found it in fair shape, though devoid of life. On the main viewer, the Romulan was making another pass. Kvel took command. He and his three fellow officers maneuvered and fired, damaging the *Bird*, but the counter attack nearly destroyed the *D-18*. Kvel ordered all surviving personnel to move into the command pod, set the engines for self destruct, and jettisoned the pod. As the *Bird of Prey* attacked the destroyer, it exploded, destroying the Romulan as well.

What followed was heroic. The 26 survivors desperately tried to repair the damaged pod impulse engines, succeeding after five days of constant work. By then, they had drifted into the Romulan sphere of influence. Lacking a fully functional Navigation computer, all navigation was done by hand, and they became lost. Suddenly they stumbled across a Romulan flotilla based within the Triangle to escort convoys and seek trouble.

Kvel ordered the vessel to stop, and ran passive long range scans of the Romulan activity. Remaining undetected, they observed the location for eight weeks, picking up patrol patterns and typical convoy strengths. Kvel then ordered the pod to head for Klingon Starbase Seven, where Klingon merchants found them nine months later.

When Kvel and his crew returned from their long journey without additional loss of life, and supplied with important data, Kvel immediately received a promotion. As a Commander, he was assigned a *D-10* on the Romulan border.

Kvel's affinity for cloaking combat, as well as his heroism, caused his quick rise to the rank of Captain, where his skills grew. He never made any attempt to rise above this rank.

PSYCHOLOGICAL MAKEUP

Kvel zantai Urussig is a Klingon-Romulan Fusion, believing in the superiority of his race and his vessel. He feels the Imperial Klingons are not modern enough, failing to adapt to the changing times. He finds the Reshtarc's fear of the Federation an excellent example of the Imperials' weakness.

Kvel both hates and deeply respects the Romulans and their vessels. He delights in the design and function of the *L-42*, and after hunting cloaked ships for so long, he finds it refreshing to cloak himself. Through years of patrol work on the Romulan border, Kvel developed an affinity for detecting and combating cloaked vessels. Admiral Klemm acknowledges this skill, but is also aware of Kvel's prejudice, causing him to be careful to gain this commander's trust.

Being assigned to this newly transferred squadron offends Kvel, who resents what he considers an intrusion into the domain of his race, the Romulan border. Yet the skill of the Admiral and his commanders is changing Kvel's attitude towards the squadron.

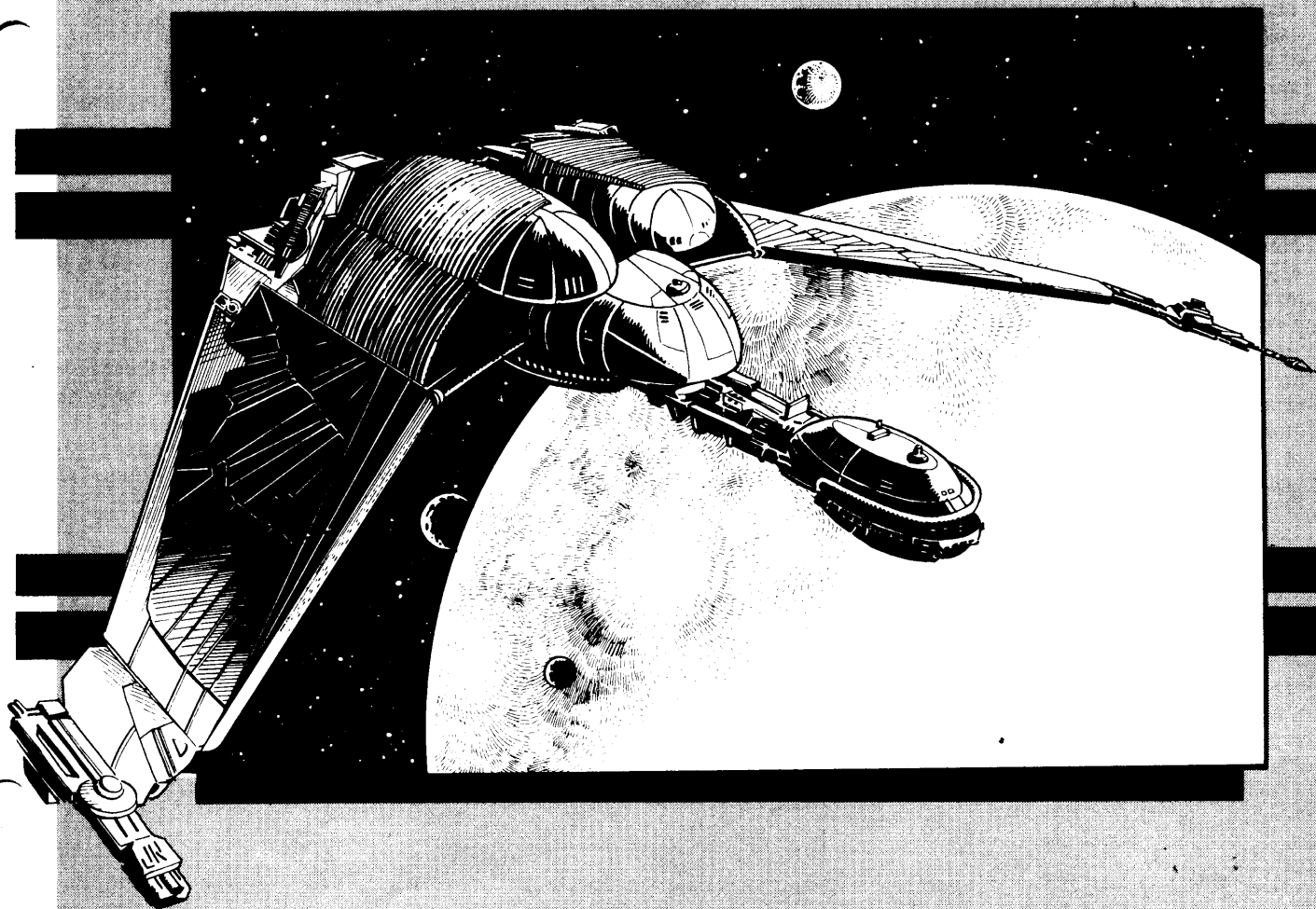
CREW DESCRIPTION

The seasoned crew of the *Wings of Destruction* work well with the marine staff, primarily because most of the crew belong to the Urussig family line, a completely Romulan/Klingon Fusion.

This crew worked along the Romulan border for years, first aboard a *D-10*, and now aboard the *L-42*. When the new vessel arrived, Kvel requested the transfer of his original crew as well. This increased the crew's morale substantially.

THE WHITE FLAME

STARSHIP COMBAT SCENARIOS





AYIRN PATROL

AN EXPLOSIVE SITUATION

Lieutenant Kelmith sutai Mirth barely contained his excitement, eager for his first combat. Time, effort, and many favors secured his current position as acting Chief Helmsman of the *Deathmonger*. Rumor noted that Chief Helmsman Kor was out for weeks with a head injury.

If the lieutenant impressed the Captain with his fighting skill, the position was his. Impressing the Captain meant following his orders quickly and efficiently, which for a good helmsman and marksman like Kelmith was not a difficult task. More importantly, he respected the Captain's skill and intuition. Where Captain Kilt sutai Juriss led, Kelmith followed.

The Science Officer reported the convoy's location, right where Juriss indicated, escorted by two Federation destroyers, but apparently lacking a patrolling Cruiser.

"Inverted V formation," the Captain ordered, slipping into battle language, "We'll engage the destroyers while the *Seeker* cuts off the freighters' escape. Have the *Guardian* cover our starboard flank and close on the convoy's rear."

Silently the crew performed their assigned tasks, knowing this would be a rough one, but trying not to show it. Taking the full brunt of the destroyers' attacks meant the *Deathmonger* would see casualties, yet Kelmith felt exhilarated, knowing the Captain's strategy was sound. They would destroy the freighters.

Unfortunately, the Federation refused to play by the rules. The freighters turned hard to starboard, while the destroyers overwhelmed the *Seeker*. The Captain regained the initiative by withdrawing the *Seeker* and driving the *Deathmonger* and the *Guardian* into the rear of the freighters.

The situation was under control when the Science Officer suddenly exclaimed, "The Cruiser has returned!" For the first time Kelmith noticed that the Captain was sweating.

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet. This represents the area of space where conflict occurs. All vessels move at Warp 7. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

2 *Baker* MK II Destroyers

4 *Lotus Flower* Class X Freighters (Loaded)

On Turn 6, roll the die. On a 4 or less the Defender receives the following reinforcements on the bottom or right hand border:

1 *Constitution* Class MK III Cruiser

If a 4 or less is not rolled, the Defender rolls the die next turn. This continues until the scenario ends or until reinforcements arrive.

Deployment

The freighters set up in hexes 0419, 0318, and 0219. The destroyers set up within three hexes of the freighters.

Attacker

The Attacking force consists of the Red Wing of the White Flame:

1 *D-7M* Class IX Cruiser (the *Deathmonger*)

2 *D-2B* Class VI Destroyers (the *Seeker* and the *Guardian*)

Deployment

The Attackers enter on the top border on Turn 1. All ships must enter the map on Turn 1.

Victory Conditions

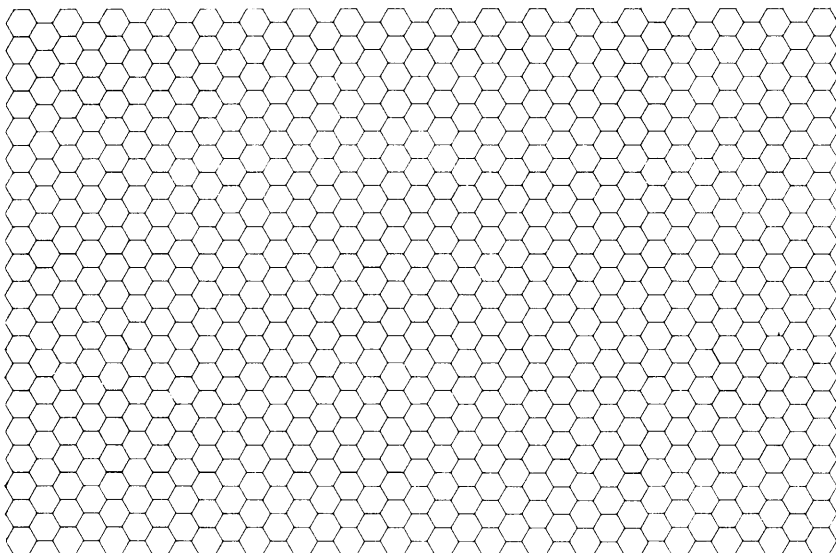
The Attacker wins a full victory by destroying all vessels that scan a Klingon vessel, and by escaping with at least two ships. The Attacker wins a partial victory by destroying all of the freighters. The Defender wins by avoiding the Attacker's victory conditions.

Special Rules

Escape: The freighters escape by exiting on the right side of the map. All other vessels escape by leaving the board or by Warping Out. Any vessel leaving the board cannot return.

Neutrolium: The freighters were completely loaded with Neutrolium. When these ships explode, figure damage by adding 15 points to their energy level.

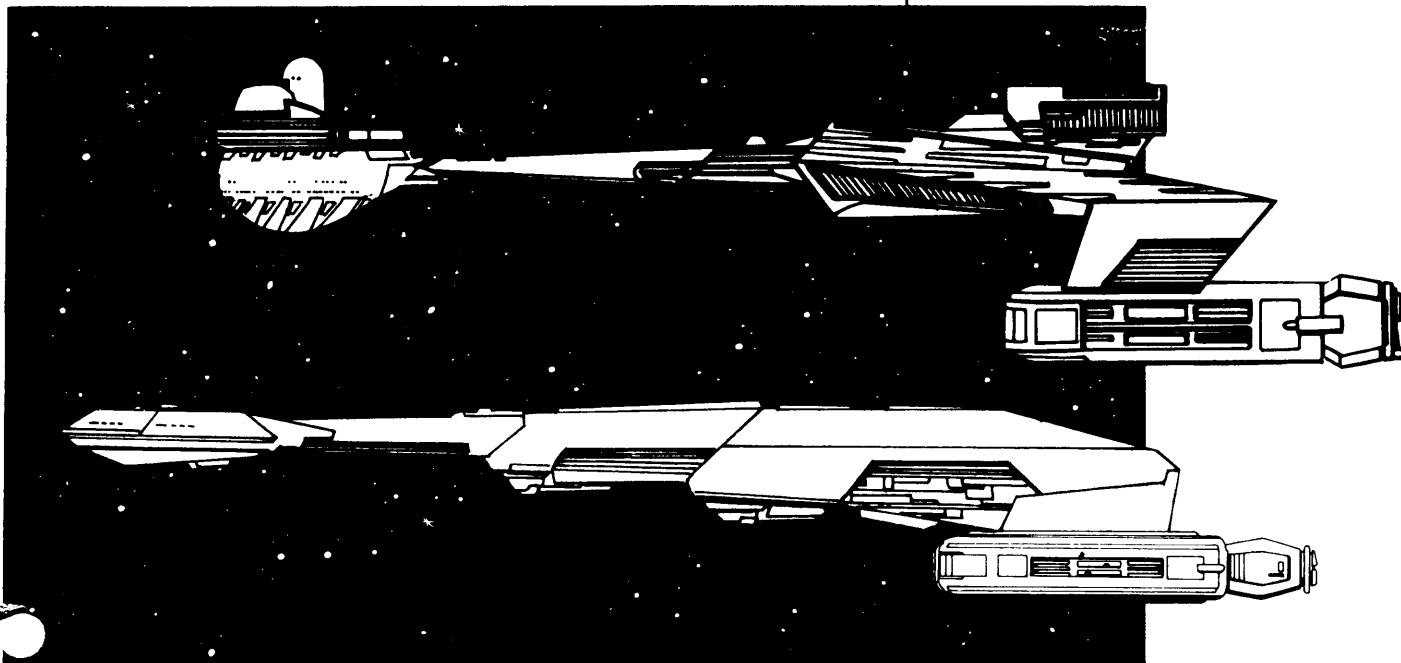
SITUATION: STARDATE 2/1711.15, THREE PARSECS SOUTH-EAST OF AYIRN, 2132 HRS FST



The Red Wing of the 123rd Assault Flotilla managed to slip through the UFP/Klingon Neutral zone near Ayirn, conducting lightning commerce raids within the Federation. Basing themselves within a pirate owned system under the pay of the *Komerex*, Kilt sutai Juriss effectively raided Federation convoys, leaving none alive to tell of the Klingon presence.

While dodging the *Constitution* Class Cruiser *Yamato*, Kilt noticed it tended to patrol one particular area of space. He correctly reasoned that this location contained either important cargo or personnel. When most shy away because of the presence of a cruiser, the aggressive Kilt seemed drawn by it.

When the cruiser reached its farthest patrol point, Kilt attacked the convoy. Counted a huge success, primarily because the freighters' cargo holds bulged with neutrolium that exploded during the conflict, the attack thus caused more damage to neighboring vessels. The unexpected return of the cruiser forced the Red Wing to withdraw, though not before three freighters and one destroyer were eliminated. Although the raid proved a numerical victory for the Klingons, with minor damage done to their three vessels, Captain Kilt knew they had lost, for they were seen and identified within Federation space.





OPERATION BREAKTHROUGH

A HOLE IN THE FEDERATION

I tell ya, when that Red Alert sounded, I thought we were in for it. When you work deep within Federation territory, you don't expect to be attacked, and certainly not by a Klingon Task Force. You'll be safe, right? Wrong. I knew that was wrong as soon as I stepped on the Bridge. I ran to the Navigator's station, and checked the information coming through.

It was not good. An entire Klingon Task Force, at least eight vessels, was screaming out of the neutral zone, heading straight for us. Other Federation Starships were responding, rushing to our aid. We'd escorted a *Reliant* class, the *Vindicator*, on a series of routine scans. The *Houston*, a *Loknar* Class frigate, and the *Intrepid* were en route. But I was still plenty scared.

We had a good little ship, the *Taylor*. A new *Baker* Class, she could dish it out and take some too. Right then, however, the *Vindicator* and the *Taylor* were all that stood between the Klingons and parsecs of undefended space. I didn't feel very confident that we could stop them.

I still can't help but feel sorry for the Captain. She was more confused than any of us. We were three parsecs from the neutral zone that contained Star Fleet's heaviest patrols. These Klingons should not be here. She snapped out of it pretty quick though, ordering battle stations and preparing for combat. I can still see her, screaming orders into the com after that direct bridge hit, trying to get the scanners back on line. It's too bad we lost her; she was good.

If the reinforcements from Starbase 12 hadn't arrived when they did, I wouldn't be here talking to ya today. Why? Did you ever see one of those Klingon *L-9*s before? The first time I saw one was that day. I'd finally gotten the main viewer back on line, and looking up, I saw it coming in for a run. I could actually see their tubes powering up. Probably the scariest thing I've ever seen. I still have nightmares about it.

GAME SET-UP

Lay out two **Star Trek Combat Simulator** mapsheets in the configuration shown. This represents the area of space where conflict occurs. All vessels move at Warp 8. Use the **Graduate Starship Tactics Course** rules for this scenario.

Defender

Defending force 1 consists of:

- 1 *Reliant* Class MK I Research Cruiser (*Vindicator*)
- 2 *Baker* Class MK II Destroyers (*Taylor*, *Richardson*)

Defending force 2 consists of:

- 1 *Loknar* Class MK V (*Houston*)
- 1 *Enterprise* Class MK I Research Cruiser (*Intrepid*)
- 2 *Larson* Class MK VII Destroyers (*Bombay*, *Nelson*)

Deployment

Defending Force 1 sets up anywhere within 3 hexes of the upper border. Defending Force 2 enters from the same border on Turn 2.

Attacker

The Attacking force consists of:

- 1 *L-9* Class X Frigate (*Waraxe*)
- 2 *D-10G* Class X Cruisers (*Gloryseeker*, *Claw of the Riyity*)
- 2 *D-7M* Class IX Cruisers (*Bloodspiller*, *Deathmonger*)
- 2 *D-2B* Class VI Destroyers (*Seeker*, *Guardian*)
- 2 *D-18B* Class IX Destroyers (*Defender*, *Hunter*)

Deployment

The Attacker enters on the bottom border.

Victory Conditions

Victory is based on enemy vessels destroyed at the end of the scenario. Ship values are listed below. The player with the highest total wins.

VICTORY TABLE

Ship Type	Value
<i>Loknar</i> Class	58
<i>Reliant</i> Class	67
<i>Enterprise</i> Class	129
<i>Baker</i> Class	22
<i>Larson</i> Class	18
<i>L-9</i>	60
<i>D-10</i>	68
<i>D-7</i>	37
<i>D-2</i>	16

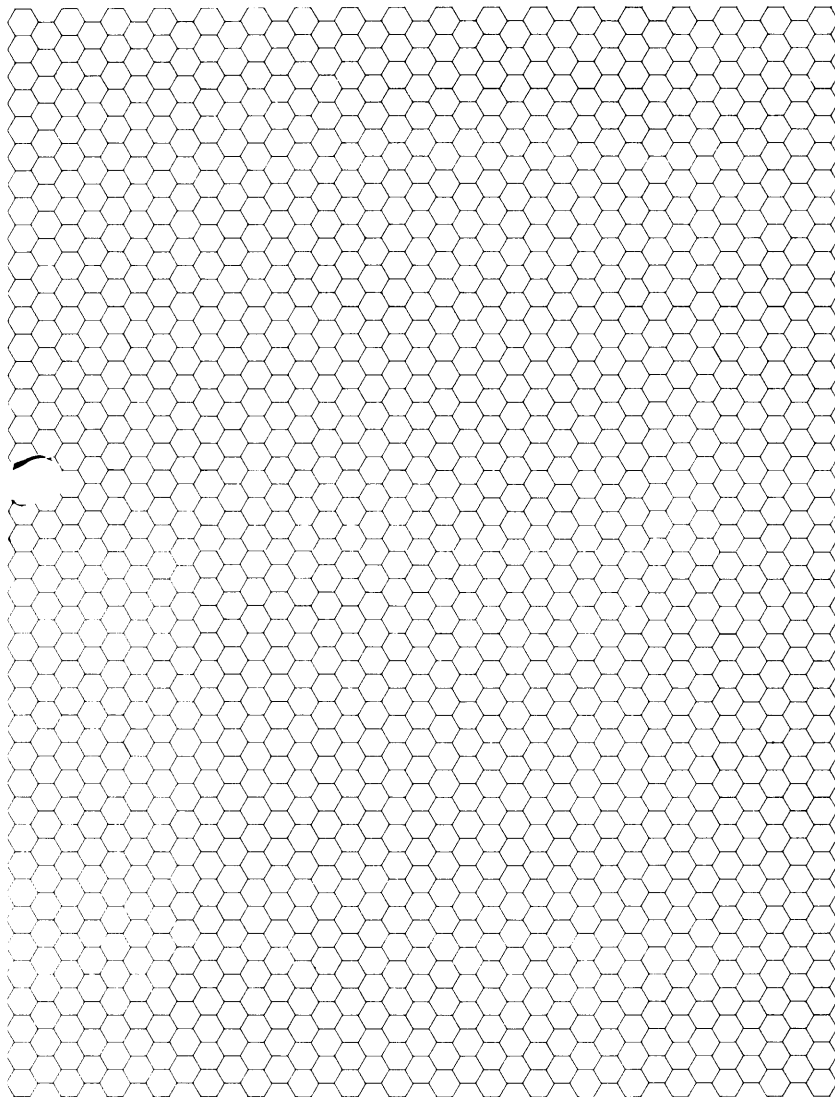


**SITUATION: STARDATE 2/1711.17, DIOGENES'S STAR,
0842 HRS FST**

Special Rules

Federation Reinforcements: At the beginning of Turn 4, one player rolls a die. On a result of 9 or more the Fleet from Starbase 12 arrives, and the game ends. For each successive turn, add one to the die roll.

Escape: Any vessel escapes by Warping Out or by exiting the board at any time. Vessels cannot reenter the board.



Upon the return of Captain Kilt sutai Juriss's Red Wing, Admiral Klemm called a meeting of his ship commanders. Hearing Kilt's description of his travels through the neutral zone, Krolk immediately insisted that this hole in the Federation lines be used to the advantage of the *Komerex*.

Klemm agreed to forward the information, but he believed District Headquarters would react too slowly at this opportunity. Thus the White Flame should seize the glory. All of his commanders, including Krolk and Kuge, members of the influential Reshtarc family line, agreed to conduct this unauthorized raid into Federation Space.

When the raiding forces crossed the neutral zone, they again were amazed to find that Star Fleet vessels failed to detect them. They headed for the interior in hopes of attacking Ayirn before being discovered. They ran across a small survey squadron headed by the *Vindicator*, and attacked. The Klingons later retreated from the battle by using the *hul fal tora'n*, or the "glorious exploding star" tactic, which involves the ships warping out in all directions to escape pursuit.





REPRISAL

FLIGHT FROM DIOGENES

Kuge relaxed in his command chair, reading over the Damage Control reports from his squadron. Hiding in this obscure star system for five days, they conducted the repairs needed to return to the Empire.

The *Defender* and the *Bloodspiller* sustained enough damage to warrant a day or two of repair, but the *Hunter* was severely mauled during the encounter with the Federation Task Force. The report Kuge held in his hands announced the repair of the *Hunter's* Warp Drive.

"Inform the Wing we're leaving this system, and heading for home," Kuge commanded. "All ahead, Warp Factor 9." A stunned silence followed the order. "But Sir, that's emergency speed. Isn't that a little fast for the *Hunter*?" questioned Kuge's First Officer. "Wouldn't it be better to proceed cautiously?"

Kuge scowled at the man, contempt showing in his eyes. But when he spoke, his voice was deadly. "If a Federation patrol spots us, the *Hunter*, along with the rest of us, can expect total destruction. I'd rather take the chance of scrapping a destroyer's engines than risk this Wing any further. Is that clear enough for you, Klog?" The captain's voice rose to a scream on the last sentence.

The First Officer scurried back to his post, muttering apologies as he went. "That one needs watching," thought Kuge as he leaned back into his chair, fingering his disruptor. The *komerex zha* never stopped, even for combat.

Kuge was thinking they might make it home when sensor contact occurred. "A large vessel, Sir," reported the Science Officer. "Probably a Frigate. It's closing with us, at Warp 10."

"How far to the Neutral Zone?" asked Kuge, now using battle language.

"Five minutes, Sir," replied the Science Officer.

"Let's see if we can make it."

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet. This represents the area of space where the conflict occurs. All vessels move at Warp 9. Use the **Graduate Starship Tactics Course** rules.

Defender

The Defending force consists of:

1 *D-7M* Cruiser (the *Bloodspiller* is fully repaired)

1 *D-18B* Destroyer (the *Defender* is fully repaired)

1 *D-18B* Destroyer (the *Hunter* lost 4 Warp engine boxes, and the #1 Shield Generator)

Deployment

The Defender deploys anywhere within 4 hexes of hex 0811.

Attacker

The Attacking force consists of:

1 *Chandley* Class MK I Frigate

Deployment

The Attacker enters the board on the left side.

Victory Conditions

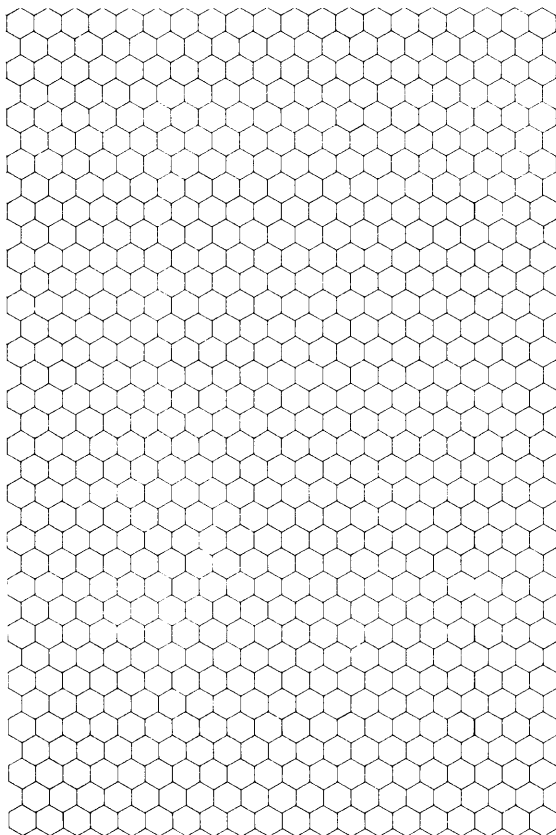
This scenario lasts 5 turns. The Attacker wins by destroying all three vessels by the end of Turn 5. The Defender uses the table given below:

VICTORY TABLE	
Defender	Results
0 ships destroyed	Complete Victory
1 ship destroyed	Major Victory
2 ships destroyed	Minor Victory
3 ships destroyed	Utter Defeat

Special Rules

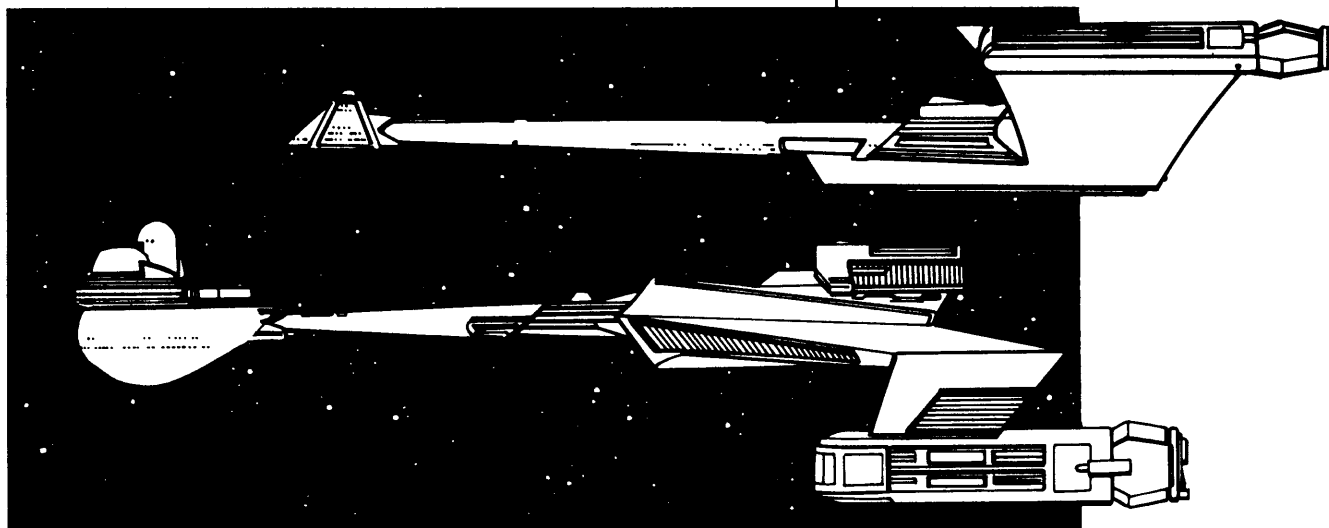
Ships may not Warp Out or leave the board. Doing so forces that vessel to deviate from its course into the neutral zone, placing it at the mercy of other Federation vessels in the area.

SITUATION: STARDATE 2/1711.22, ONE PARSEC SOUTH OF
AYIRN, 1403 HRS FST



During the Battle of Diogenes, the Steel Wing of the Klingon battle group fled under heavy fire. During the final Warp Out ordered by Admiral Klemm, Kuge found himself separated from the retreat home, forcing him to take a different route. Instead of immediately returning to Klingon space, the Steel Wing hid within a small, unoccupied system to repair the substantial damage sustained during the combat. When all of the vessels proved capable of moving at Warp speed, they ran for it.

They did not reach the border unchallenged, but were intercepted by the Federation vessel *USS East Anglia*, a *Chandley* class Frigate. The Klingon squadron barely made it into the neutral zone without vessel loss.





ASTEROID RAIN

A PLAGUE

Ship's Log, *USS Kongo*, Stardate 2/1712.28, Captain J.C. Fredricksen commanding.

We received a distress call from the *USS Searcher*, a research vessel on the Neutral Zone border. The *Searcher* reported uncovering evidence that a Klingon agent planted an unknown disease upon the Federation Colony of Omicron Draconis VI. Unfortunately, the crew also contracted the disease.

At the last transmission point, the *Searcher* failed contact. The *Kongo's* First Officer Karuku traced the ship's impulse drive emissions, leading straight into the Neutral Zone. We sent out a broad-based announcement of our intention to enter the Zone and proceeded forward.

When we reached the *Searcher* we discovered the ship situated in the middle of an asteroid field. The vessel failed to respond to our calls and our scanners recorded nothing alive on board. Scanners did report the presence of a Klingon cruiser on an intercept course.

After warning the Klingon vessel, but not receiving a response, I ordered the ship to battle stations. Determined not to fire except in defense, I also would not leave myself open. We closed with the *Searcher*.

Obviously, repairing the research vessel before it was destroyed by asteroids was nearly impossible. Inexplicably, the approaching Klingon failed to take the expected aggressive action.

The dilemma was whether or not to fire upon the asteroids. If I fired, the Klingons might react violently. If not, the information contained within that ship was lost. Following my hunch, I ordered my helmsman to fire upon any asteroids threatening the *Searcher*. The Klingons did not return fire, yet...

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet. Place the six asteroids on the map in the positions discussed under the Special Rules. Place the *USS Searcher* in the position shown, hex 1611. All vessels move at sub-light speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

1 *Constitution* Class MK III Cruiser

Deployment

The Defender enters the board on Turn 1, from the left border.

Attacker

The Attacking force consists of:

1 *D-10G* Class X Cruiser (*The Claw of the Rityity*)

Deployment

The attacker enters the board on Turn 1 from the right border.

Victory Conditions

Either player wins by moving the *Searcher* off of their edge of the mapboard. If the Research vessel is destroyed, both players lose.

Special Rules

The Asteroids: Place the first six asteroids in hexes 1401, 1601, 1801, 1418, 1618, and 1818. These asteroids move inward, towards the center of the board, at a speed of 3. They move before any vessels, moving 1 during each Movement Phase. At the beginning of Turn 2, place six additional asteroids on the board, in hexes 1501, 1701, 1901, 1320, 1520, and 1720. On Turn 3, place six asteroids in the first six hexes, and so on. This continues until the end of the scenario. Asteroids may be destroyed, but have 20 damage points representing the damage they take and the number of damage points done to any ships they collide into. This damage occurs before any other damage. If an asteroid collides with a ship, that asteroid is destroyed. If the asteroids collide with each other, they move in a new direction, determined randomly, at speed three.

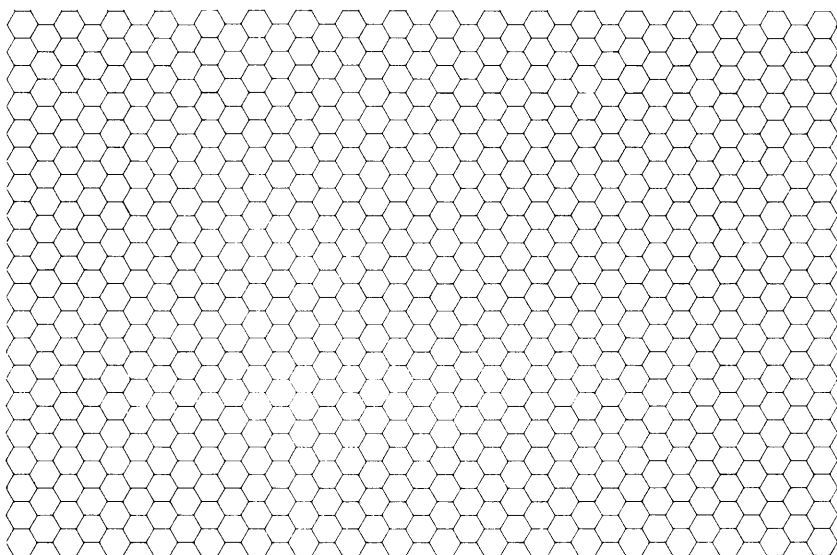
Beaming and Repairing: In order to board the *Searcher*, the starship must be within 4 hexes of the vessel with the shield facing the vessel down. That player may move the research ship in two turns. If at some time the opposing player can beam aboard, the players each roll dice. Whichever player controlled the ship last receives a +2 bonus to the die roll. The player with the highest number now controls the ship. Please note that repairs continue to require two turns, regardless of who controls it. (Neither Captain beamed marines over, fearing an escalation of the incident).

The Searcher: The *Searcher* is an *Anton* Class MK VI cruiser. After the player repairs the ship, it is undamaged, but only five points of power are put out by the warp engines, bringing the total power available to only eleven points. The vessel may not Warp Off the board. It is otherwise unharmed. The *Searcher's* Captain Skill number is the same as the skill rating for the side who controls the vessel.

Reluctance to Fire First: Neither Captain wished to fire first upon the other's vessel. To simulate this, both captains must roll above their Captain's Skill Rating in order to fire. Ignore this rule once one vessel fires upon the other.

Escape: Players escape by Warping Out, or by exiting on their side of the map. Any vessel leaving the map may not return.

SITUATION: STARDATE 2/1712.28, THREE PARSECS EAST OF TAKERS, IN THE NEUTRAL ZONE, 0715 HRS FST



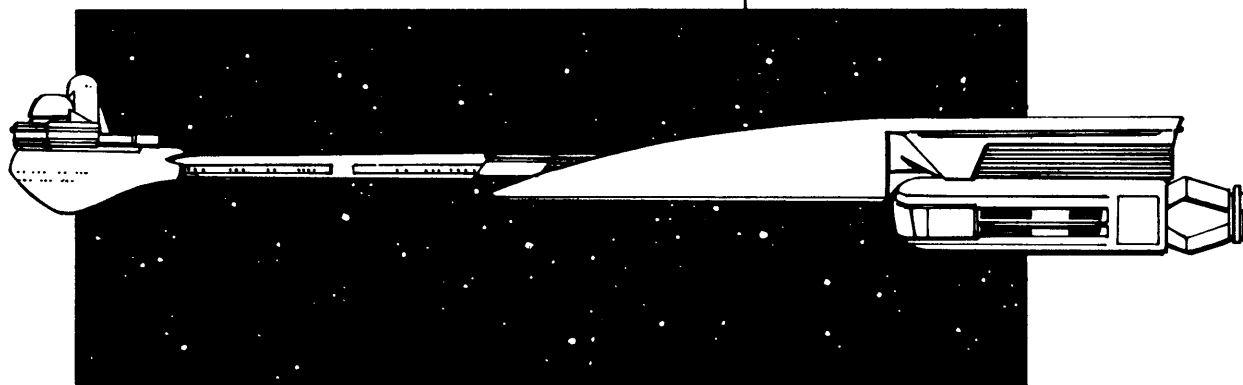
The Klingon Empire recently completed a covert operation causing the Federation to look bad in the eyes of the worlds located in the Neutral Zone. The operation involved a Klingon agent who released a biological weapon upon the unsuspecting planet of Omicron Draconis VI.

The *Anton* class research vessel *USS Searcher* discovered the disease while conducting a routine check on the colony's health. The vessel's crew helped capture the spy suspected of planting the infection, while the medical labs worked around the clock searching for a cure.

Since the *Searcher* lacked adequate facilities to handle this, the vessel set out immediately for Starbase 12. The ship's crew succumbed to the plague before reaching the base.

The nearest starship, the *USS Kongo*, rushed to assist the stricken ship. Upon arriving, the *Kongo* found the *Searcher* drifting into the Neutral Zone. Announcing its intention of conducting a rescue mission, the *Kongo* entered the zone. Captain Fredriksen found the research vessel crewless, drifting in an asteroid field of the Neutral Zone, and under inspection by a Klingon *D-10*. The encounter proved surprisingly timid, with both captains reluctant to fight.

The reluctance of the Federation captain to initiate conflict is understandable, but the non-aggression of the Klingon captain, Krimex sutai Drexia, is another story. Captain Krimex believes in the Subaiesh line's philosophy of improving relations with the Federation, thus concentrating more effort against the Romulans. Had Krimex known of the evidence against the *Komerex* aboard the vessel, rest assured he would have acted in a more violent manner.





HERO'S WELCOME

DOWN DEATH'S ALLEY

Kuge sat in his command chair, fuming over recent events. Klingon High Command failed to appreciate his actions in the IKS incident. Reprimanded, almost removed from command, and assigned to garrison duty, he now played the laughing stock to the entire fleet. For an experienced combat officer, playing muscle for weak Imperial Governors offered the worst position.

"I should be out there," thought Kuge, staring at the map of the Romulan Neutral Zone, "part of the action." He knew combat would be rare for the next few months. Although he was close to the Neutral Zone, Kuge knew that Romulans rarely crossed that line and plunged this deep into Klingon territory.

"But if we're all good little boys," sneered Kuge to his helmsman, "we'll be reassigned to a combat position. Until then, this'll be a boring trip."

Suddenly a klaxon sounded, indicating the forward deflector screen just snapped on. A flustered Science Officer sputtered apologies as he frantically worked the sensors, trying to pinpoint the disturbance. What the officer saw confused him. His inexperienced eye failed to recognize the energy transmissions as a Romulan cloaking device.

The navigator was the first to make visual contact. The center of the main viewer looked cloudy or smudged. Suddenly, he knew it was not a malfunction.

"Cloaking Device! He's coming out of cloak." The bridge crew could see the Plasma Torpedo fire.

"Come about, starboard side!"

The screen flashed as the Plasma Bolt slammed squarely into the forward shield.

GAME SET-UP

Lay out three **Star Trek Combat Simulator** Mapsheets as shown. This represents the area of space where the conflict occurs. All vessels move at Warp 3. Use the **Graduate Starships Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 1 *D-7M* Cruiser (*Bloodspiller*)
- 2 *D-18B* Destroyers (*Defender, Hunter*)

Deployment

The Defender deploys first anywhere on the right map edge.

Attacker

The Attacking force consists of:

- 1 *V-6* Cruiser, Type 5

Deployment

The Attacker deploys anywhere, and may begin the game cloaked.

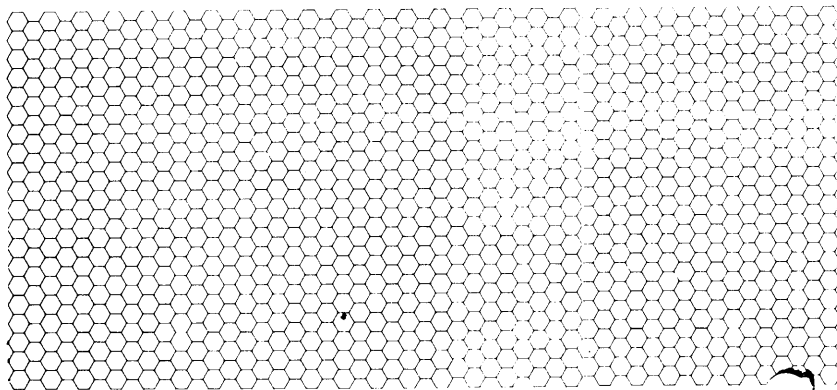
Victory Conditions

The Attacker wins a major victory if all three ships are destroyed and a minor victory if only two ships are destroyed. The defender wins if only one vessel is destroyed.

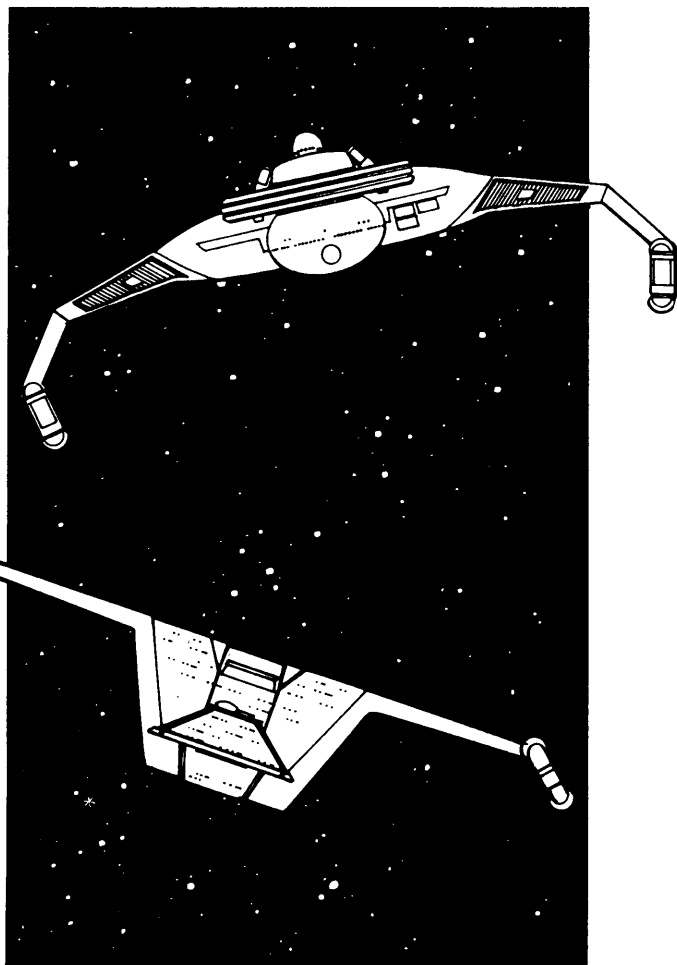
Special Rules

Escape: The Romulan player escapes by Warping Out or by leaving the board. The Klingon player escapes only by exiting the map on the left edge.

Warp Speed: This scenario begins at Warp 3, but the Warp speed increases by one at the beginning of each turn, up to Warp 9. It is assumed that the Gallant Wing is keeping up with the destroyers.



SITUATION: STARDATE 2/1712.02, FOUR PARSECS SOUTH
OF K'KARR, NEAR THE ROMULAN TREATY BOUNDARY, 1855
HRS FST



Komax sutai Mirth, commander of the *Defender*, was surprised to see a Romulan Gallant Wing uncloak directly in front of his Wing Commander's *D-7*, open fire, and then bank towards him. This surprise turned to shock as the *D-7* exploded.

Peacetime is a tricky thing. Treaties and neutral territory mean little if something can be gained. Both the Romulans and the Klingons often violated their various agreements, but this usually consisted of small scout and spy vessels. These little excursions never led to war. Both sides screamed betrayal, but never proved much, both knowing the true situation. If larger warships or fleets broke these agreements, however, war would almost certainly occur. That is precisely what happened.

The *V-6* Gallant Wing *Ramelia* crossed the Neutral Zone under orders to attack military targets within the sector, attempting to weaken the area for an upcoming campaign. The cruiser spent a week carefully crossing the neutral zone, slipping undetected into Klingon Space.

The *Ramelia* ignored three merchant convoys during its mission, deeming these targets small compared to the danger of exposure. Finally, a military target was sighted, the Steel Wing of the 123rd Flotilla. The cruiser crept into the flightpath of the Klingons and waited. When Kuge's squadron reached the hidden cruiser, the Romulans fired. The *D-7* simply exploded under the enormous firepower of the Gallant Wing. The two *D-18*s in the wing, appropriately enough, turned and ran. This is where the Romulan *V-6* failed. As the destroyers ran for the interior, the Romulan fire crews exhibited their inexperience. The two fleeing ships received few hits, and those attacks that did score were minor. As a result, both vessels reported the action, escaping relatively unharmed.



THE HUNT

RENDEZVOUS WITH ROMULANS

The young Klingon on the screen looked terrible. He was tired and shaken, the wound on his left shoulder bleeding beneath a temporary bandage. The bridge behind him was a shambles, with coils and girders hanging from the ceiling. Klemm hoped the damage proved less terrible than it looked.

"That's about all of our damage, sir," finished the young captain. "Our casualties are rather low, and the damage light, all things considered." The Klingon obviously remained upright with great difficulty, but knew he dare not collapse in the middle of a report.

"Komax, are you combat worthy?" questioned Admiral Klemm. "Can you come with us?"

"Sir...We'll try, but we can't survive a conflict. The hull took too much damage. My disruptors will be back on line for you in four minutes." Komax turned to order the repairs.

"Hold on," interrupted Klemm, looking thoughtful. "What is the status of the *Hunter*?"

"A little worse, but quicker repairs are probable."

"Head back to the starport. You're too damaged to proceed. You'd be a liability to the Task Force. Good luck." Klemm signed off and spun to face his Communications Officer. "Who's available for a strike? What's everyone's status?"

"Krolk and the *Waraxe* are on their way," began the officer, "Krimex is in for a refit, and is unavailable. The Red Wing is on convoy duty, but Kilt reports he can do without the *Seeker*, which is now enroute. The new *L-42* frigate reported for duty, and is alongside us now. That's all we've got."

"It will have to do..."

GAME SET-UP

Lay out two **Star Trek Combat Simulator** mapsheets, with Asteroids placed as shown. This battle occurs at sub-light speeds. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending Force consists of:
1 Z-2 Battleship Type 1

Deployment

The Defender deploys anywhere on map #2.

Attacker

The Attacking force consists of:
1 D-10G (*Gloryseeker*)
1 L-9B (*Waraxe*)
1 L-42B (*Wings of Destruction*)
1 D-2B (*Seeker*)

Deployment

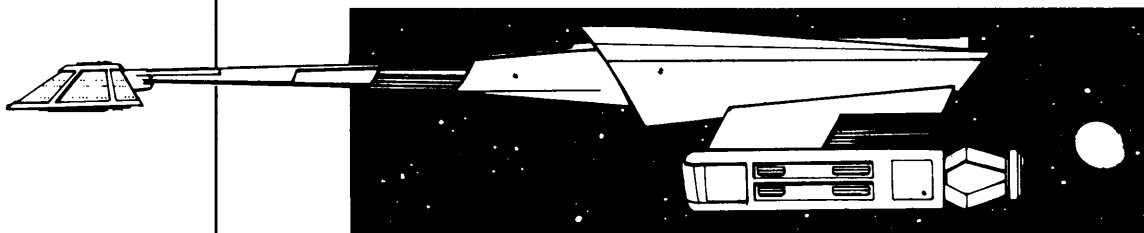
The Attacker enters the upper map edge on Turn One.

Victory Conditions

The last player with units on the board wins.

Special Rules

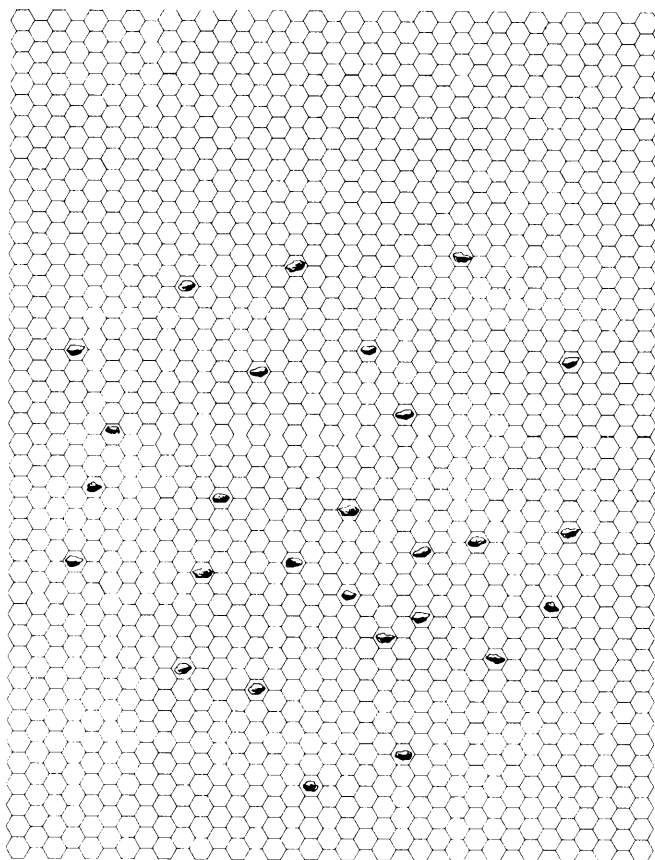
Escape: Both players escape by Warping Out, but cannot escape off of a map edge. If a starship leaves a map edge, float the map to accommodate that ship.



SITUATION: STARDATE 2/1712.03, DEEP INSIDE ROMULAN SPACE, 0023 HRS FST

Asteroids Placed in Hexes

Map 1	Map 2	
0316	0306	1808
0520	0403	2010
0913	0911	2115
1317	1007	2206
1512	1103	2209
1916	1312	2505
2119	1506	2611
2412	1617	2908
3017	1804	3005



After learning of the intrusion of the Romulan cruiser into Klingon space, Admiral Klemm of the White Flame began to collect his divided resources for a return strike. He sent a message to the Klingon High Command that he planned to conduct a raid across the Neutral Zone.

Klemm sent this message as a formality, not expecting an answer. If he received one, he would only disregard a return order and proceed. To his surprise, a message arrived, giving him an unofficial go-ahead. Klemm's Task Force crossed the line two hours later.

Klemm had a general target in mind and was surprised to find what he sought. A Z-2 Battleship appeared without escort vessels. The perfect situation—Klemm ordered the attack.



STARTING OFF WITH A BANG

AN ENCOUNTER IN ROMULAN SPACE

"It appears to be a Bright One Destroyer, Lord, and two Graceful Flyer scouts," said the Science Officer, "bearing 112, Warp 7."

Captain Komax vestai Mirth, of the *D-18* destroyer *Defender*, leaned forward in his command chair, smiling. "At last, something we can tangle with. All the better." Komax leaned back and slipped into battle language. "Battle Stations. Navigator, lay in an intercept course. Communications, have the *Hunter* cut across their path and come at them from the far side." The crew rushed to obey his orders as the opposing vessels closed.

"The Destroyer has cloaked and the scouts are escorting the freighters away from us," the Science Officer reported. "The convoy is headed straight for the *Hunter*. Ah, he's seen Captain Kreol's vessel, and is correcting his heading."

"Angle away from the Destroyer's last known and probable position and concentrate fire on the closer freighter," commanded Komax as he tried to guess the current location of the cloaked vessel.

"Sir," started the Science Officer, with a note of confusion, "the freighters are separating. Two of them are escorted by the scouts, with the third alone. Lord, the freighter is headed right at us."

"Do you suspect self destruct?" asked Komax. It was rare for him to ask tactical questions of his Science Officer, but often the man operating the sensors sees things others do not.

"I...No sir, he is not approaching at top speed, and he is maintaining his shields, but his approach seems suicidal."

"Helmsman," ordered the captain, turning his attentions back to the tactical display, "Keep your distance with that transport, and concentrate your fire on him. Inform the *Hunter*, and tell Kreol to do the same."

The *Defender* and the *Hunter* turned, ignoring the scouts and their fire, and fired upon the lone freighter, overwhelming its shield and destroying the vessel. There was a small flash, and then an explosion that rocked the Klingon destroyers.

The Defense Officer said, "That was strong, but our shields are still holding." The ship lurched forward. "The scouts, however, have brought down our number six shield."

"All right, come about and engage those freighters," the captain said as he spun around to face Kelkor. "Science Officer, keep your eyes open for that destroyer. We're not out of this one yet."

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet. This battle takes place at Warp 7. This scenario should be played using the **Graduate Starship Tactics Course** rules.

Defender

The Defending Force consists of:

- 1 *T-10* Destroyer Type 2
- 2 *CS-2* Scouts Type 10
- 3 *Monarch* Freighters, loaded

Deployment

The Defender sets up anywhere on the right edge of the map.

Attacker

The Attacking force consists of
2 *D-18s* (*Defender*, *Hunter*)

Deployment

The Attacker may enter on any mapedge on turn one.

Victory Conditions

The Attacker's victory is based on the following table.

VICTORY TABLE

1 Freighter Destroyed	Defeat
2 Freighters Destroyed	Minor Victory
3 Freighters Destroyed	Major Victory

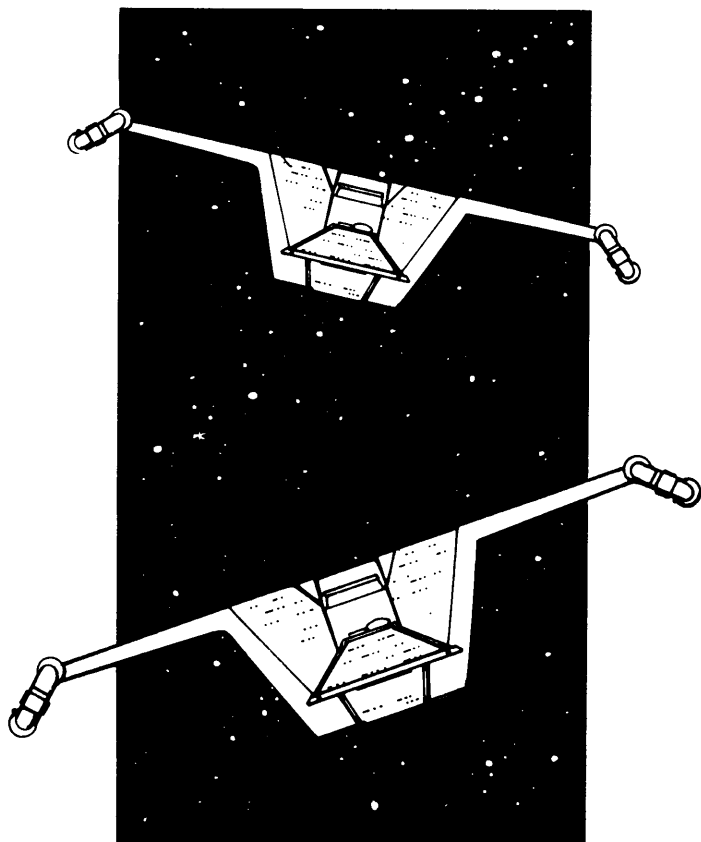
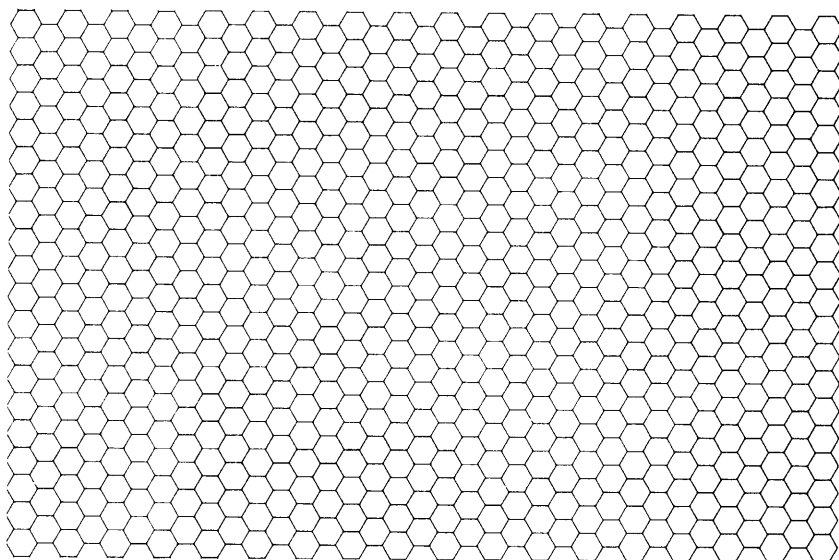
The Defender adjusts the victory down one step for each of the attacking *D-18s* destroyed.

Special Rules

Escape: Either player's warships may escape by exiting the mapboard or by Warping out, but the Defending freighters may only escape by exiting the left side of the board. Any vessels that escape may not return, but they do not count as destroyed for victory purposes.

Explosive Cargo: One of the Freighters, Defender's choice, is filled with explosive munitions. The Attacker is not informed as to which vessel it is. When this freighter is destroyed, add 15 to the energy of the explosion. It is identical to the other freighters in all other respects.

SITUATION: STARDATE 2/2113. 12, FOUR PARSECS WEST OF
ROMULAN STARBASE 2, 0054 HRS FST



The military buildup along the Klingon/Romulan border, just south of the Triangle, began to escalate. Both sides increased security around their borders and their convoys, while each stepped up the number of attacks against their foe. Convoy duty became particularly hazardous, as these became prime targets for attack.

As the rest of the White Flame was being repaired and refit in preparation for Operation Eradicate, the remains of the Steel Wing, recently recovered from the run-in with the Gallant Wing cruiser, were sent out across the Romulan border for reconnaissance of possible enemy commerce routes.

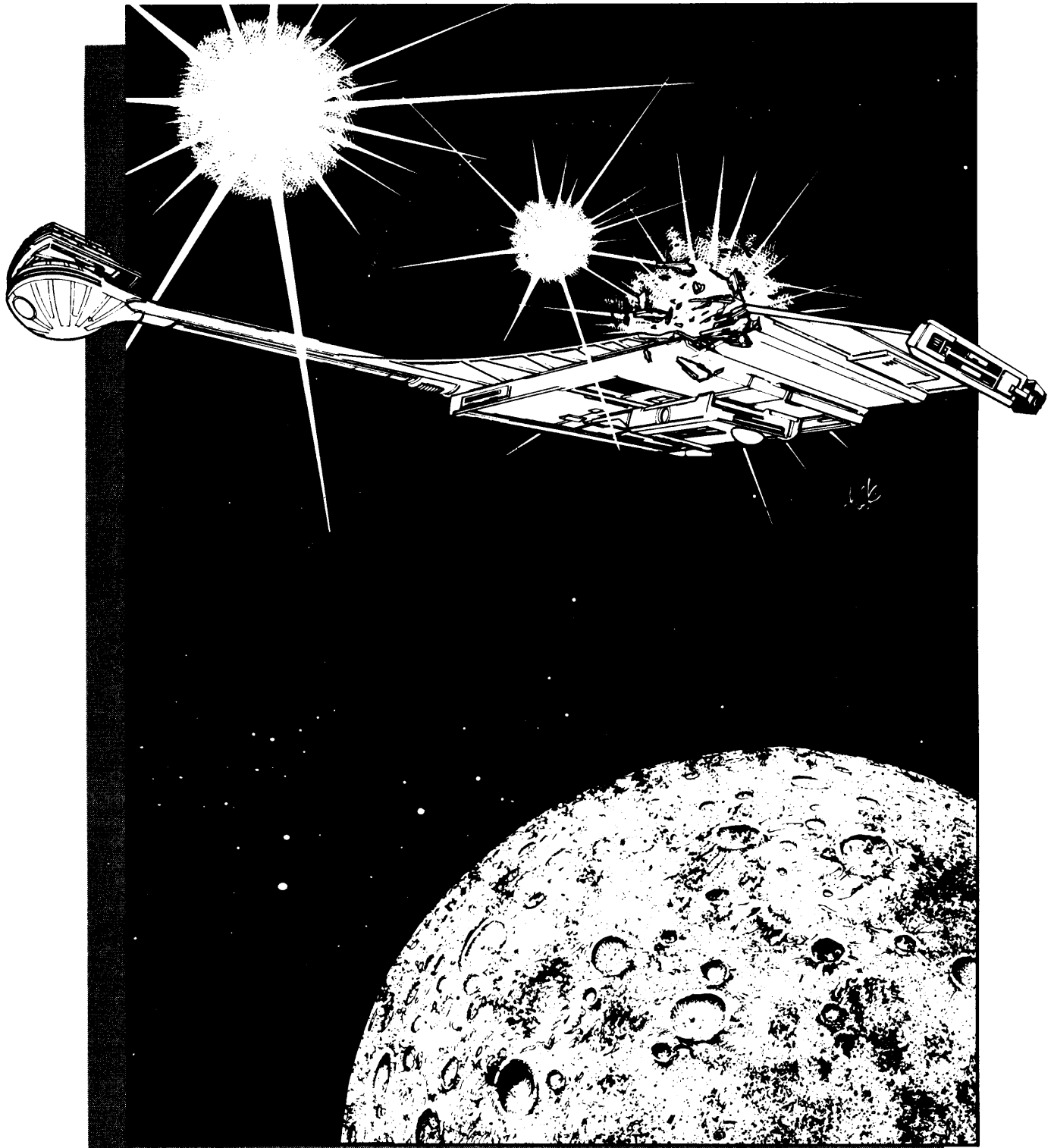
The two destroyers scouted and reported enemy starship strengths and numbers, dodged and evaded patrols, and discovered a few well guarded convoys. Far into the mission, towards the end of that tour of duty, the *Hunter* and the *Defender* detected a small convoy running across their path. Later sensor readings revealed the presence of only three small warships guarding the freighters.

Komax vestai Mirth, captain of the *Defender* and temporary commander of the Steel Wing, commanded the two vessels to attack. As expected, the escorting destroyer cloaked while the two scouts rushed the freighters towards safety. The Klingon destroyers engaged the merchantmen while keeping an eye out for the hidden Romulan vessel. Well into the battle, however, one freighter changed course and charged the Klingon force.

Unknown to the Klingons, one of the Romulan transports was carrying large amounts of munitions to a local ground defense force. Captain S'Tenick of the freighter *Requlsa*, realizing the explosive potential of his cargo, charged his vessel directly into the Klingon formation. Captain Komax's intuition told him something was wrong, and he ordered his squadron to retreat from the oncoming vessel.

The Klingons concentrated their fire on the *Requlsa*, crushing the vessel under voluminous fire. To Komax's surprise, the freighter's hull cracked and, in a bright flash, exploded with more energy than a freighter should. Both destroyers took some damage, but that was negligible.

Komax's squadron was able to destroy both scouts and one freighter before the Romulan destroyer could retaliate with much force. The final merchantman was able to escape with the damaged Bright One destroyer, with no substantial damage sustained by the Klingon vessels.



OPERATION ERADICATE

Border incursions between Klingons and Romulans escalated. Heavy build-up proceeded along the Neutral Zone on both sides, as negotiators tried to salvage peace and territory.

Klingon spies returned with reports of a Romulan build-up near the Triangle, around Selta Avastam. The Klingon High Command reacted well, matching the local build-up, and assigning a rather dangerous mission to the famous White Flame. Ordered to break through the Romulan defenses, they proceeded to a section of space farther down the Neutral Zone. By destroying the pivotal outpost, a section of the line would collapse, allowing the forces of the *Komerex* to attack Romulan bases and planets in the interior.

In the following campaign, the first three scenarios depict the combats fought by each Wing breaking through the Romulan lines. The fourth depicts the attack upon the Border Outpost by the combined Flotilla. The better the defense does against these three elements, the weaker the attack directed against the Outpost.

Victory Points

Victory in all but the last scenario is determined by comparing the victory point value of attacking vessels destroyed with the Victory Chart.

VICTORY POINT CHART

Ship Type	Point Value
D-7M Cruiser	36
D-10G Cruiser	66
D-2B Destroyer	16
D-18B Destroyer	12
L-9B Frigate	60
L-42B Frigate	78

SITUATION: EARLY MORNING FST, NEAR THE ROMULAN TREATY BOUNDARY

When Admiral Klemm called us in for the briefing, we knew something was up. Kark, captain of the *Guardian*, thought we might reinforce the Triangle. I knew better than that. We were the only patrolling vessels for parsecs. We had to stay.

Well, I was wrong, but so was Kark. The Admiral informed us that we were going on a mission deep into Romulan Space, but not at the Triangle. We would penetrate and destroy the Romulan Line here, enabling a larger Klingon reserve force to plunge through our hole and attack targets behind the Romulan forces.

"But to make this hole," the Admiral explained, "we must destroy this base station." Klemm referred to the map displayed before us. "At these three points are small Romulan Combat Groups. We don't know their exact composition, but word is they are small, about three ships each."

"We could probably sneak past them to hit the base," continued the Admiral, "but if we did, the enemy would use them as reinforcements against us." Klemm prowled around the room, a steel glint in his eye that we knew meant trouble for whoever crossed him. "So, we'll break into wings, and attack these groups simultaneously. Afterwards, we'll repair ourselves as much as time allows, and rendezvous here for the assault. Any questions?" There were none. It was a simple plan.

"Well then, let's do it. For the glory of the Empire."



SCENARIO 1

A ROMULAN SURPRISE

"Sensors show one vessel, Admiral," reported the Science Officer. "I do not think they've spotted us yet."

Admiral Klemm leaned over to the command chair next to his. "Do you think it's a trap, Kutsai? Are they luring us, or are we to believe our scout reports are incorrect?"

The commander of the *Gloryseeker* frowned. "I think it's a single vessel, Admiral. They're acting like one ship, and we're scanning one ship. I'd say our scouts are misinformed," finished Kutsai. "Certainly a rare event," amended the captain with a nervous glance at the Internal Security Officer.

"Ah," commented Klemm. "Kustic, status report."

"The vessel is the same, Admiral," stated the Science Officer, "No cha..My Lord! They've cloaked!"

"They spotted us. Excellent. Close range. V Formation." The crew left to their task.

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet. This represents the area of space where the conflict occurs. All vessels move at Warp 5. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

1 V-30 *Winged Defender* Type 2 Cruiser

If not destroyed by turn 12, the *Defender* receives the following reinforcements, which enter the right map edge at the beginning of Turn 13:

2 CS-2 *Graceful Flyer* Type 6 Scouts

Deployment

The Defender deploys anywhere on the map. Note the *Winged Defender* begins the game uncloaked, and may not cloak for the first turn.

Attacker

The Attacking force consists of:

2 D-10G Cruisers (*Gloryseeker*, *Claw of the Riyity*)

1 L-9B Frigate (*Waraxe*)

Deployment

The Attacker enters the board on the left map edge.

Victory Conditions

The Attacker's victory is based on the number of turns taken to destroy the Defender.

ATTACKER VICTORY TABLE

Victory Points	Results
1 to 23 points	Total Defeat
24 to 36 points	Minor Victory
37 to 59 points	Victory
60 or more	Complete Victory

DEFENDER VICTORY TABLE

Turns	Results
1 to 5 turns	Complete Victory
6 to 8 turns	Partial Victory
9 to 10 turns	Minor Victory
11 or more	Total Defeat

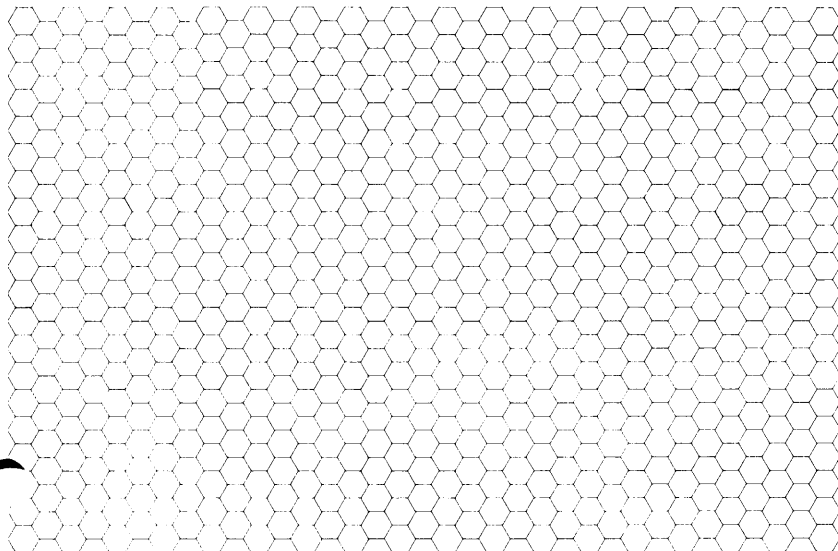
The Defender's victory is based on victory points given for vessels destroyed or forced to retreat. Use the following chart for determining victory. All vessels forced to retreat are worth 1/2 the normal Victory Points.

Note that both sides may claim victory in this scenario.

SITUATION: STARDATE 2/1801.18, DEEP IN ROMULAN SPACE, 17 PARSECS FROM DELTA KHINAH II, 0834 HRS FST

Special Rules

Escape: Ships cannot leave via the map edges, but escape by Warping Out. If the Defender escapes, the vessel is considered destroyed. Any of the Attacker's vessels that escape cannot return to this scenario. These vessels may join the forces in Scenario 4, but enter only on Turn 5.



During Operation Eradicate, the Gold Wing of the White Flame, commanded by the flotilla's Admiral Klemm, encountered a *Winged Defender*, one of the largest and most powerful warships in the Romulan Navy. Heavily armed and shielded, this vessel proved quite a foe.

Thought to be operating along the Romulan/Federation border, the vessel appearing before them shocked the command crew. Also of concern were the scout reports stating the Romulans worked in groups of three in this area. Sighting one lone vessel made Klemm nervous.

Against this force stood the first Wing, a formidable opponent in its own right. The highly skilled captains and crews of these vessels overwhelmed the defending cruiser.

The Romulan captain, deducing that the intent of the attacking Klingons was to break through their line and attack the Outpost, fought to the death.





SCENARIO 2

CAT AND MOUSE

"I sighted two vessels there." The Romulan-Human Fusion Officer stood stiffly at attention. "I scanned them, and identified them as *Birds of Prey*. I can no longer find them, but I swear they were present."

"I believe you, Karic," muttered Captain Kvel, "but that doesn't help my current position. They've probably cloaked, which means they've detected us." The Captain spoke quietly, always a bad sign. Karic nervously eyed the pair of Marine guards standing at attention behind the captain.

"No, Karic, I won't kill you yet," the captain commented as he stared straight ahead. "I still need you. Just don't fail me again. Now, find those ships. We're going to close." Kvel leaned back. "Battle stations, prepare for combat."

The squadron sprang forward, towards the last reported location of the Romulans, as Karic returned to his post. Kvel motioned briefly with his hand, and the Marine guards drew their Lev'ek, a smile of eager anticipation on their faces.

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet as shown. This represents the area of space where the conflict occurs. All vessels are moving at Warp 5. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:
2 *V-8 Birds of Prey* Type 4

Deployment

The Defender deploys anywhere on the map, cloaked.

Attacker

The Attacking force consists of:
1 *L-42B Frigate (Wings of Destruction)*
2 *D-18B Destroyers (Defender, Hunter)*

Deployment

The Attacker enters the board on the right map edge on Turn One.

Victory Conditions

The Attacker's victory is based on the number of turns required to destroy the Defender. See the chart below.

ATTACKER VICTORY TABLE

Turns	Results
1 to 5 turns	Complete Victory
6 to 8 turns	Partial Victory
9 to 10 turns	Minor Victory
11 or more	Total Defeat

The Defender's victory is based on the Victory Point total for all Attacker's ships destroyed or forced to retreat. Retreating vessels are worth 1/2 the victory points.

DEFENDER VICTORY TABLE

Victory Points	Results
1 to 23 points	Total Defeat
24 to 36 points	Minor Victory
37 to 59 points	Victory
60 or more	Complete Victory

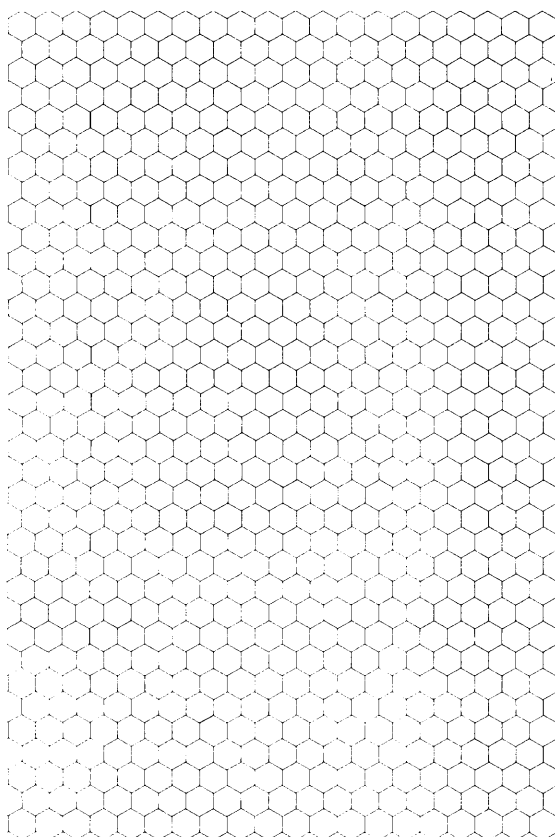
Note that both players may claim victory in this scenario.

SITUATION: STARDATE 2/1801.18, DEEP IN ROMULAN SPACE, 17 PARSECS FROM DELTA KHINAH II, 1012 HRS FST

Special Rules

Escape: Vessels escape by Warping Out, not by leaving the map edge. Defender vessels that escape are considered destroyed. Attacking vessels that escape leave this scenario, but may join the Attackers in scenario 4 on or after Turn 4.

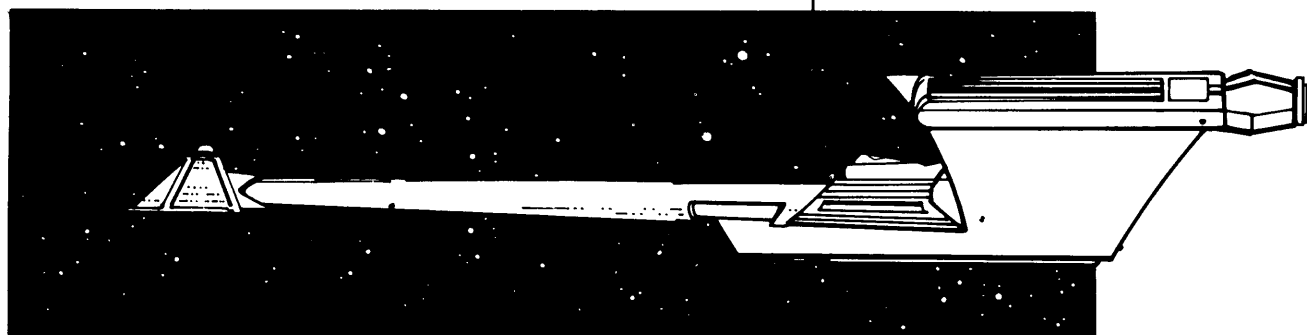
Cloaking Expertise: The captain of the *L-42 Wings of Destruction*, Captain Kvel sutai Urussig, is an expert at detecting cloaked vessels. His vessel subtracts one from all Cloak Detection rolls.



The Steel Wing of the 123rd Assault Flotilla, commanded by a new squadron commander, Kvel sutai Urussig, experienced more trouble than the other wings. Penetrating deeper into Romulan space than anyone else, they found their prey, who promptly cloaked and disappeared.

This presented a difficult problem. If Captain Kvel ignored them and proceeded on their mission, the *Birds of Prey* could attack the Flotilla from behind during the base assault. On the other hand, searching for the ships wasted valuable time.

Fortunately, the best commander for cloaking searches in the battlegroup was Kvel himself. Serving with distinction on the Romulan border for several years, and recently acquiring a cloaking vessel himself, Kvel possessed one of the best minds for the job in the fleet. As a result, the Steel Wing destroyed the two Romulans and proceeded to the meeting point with little delay.





SCENARIO 3

PURSUIT

Kilt sutai Juriss considered it a fine morning. They encountered no resistance when crossing the Romulan Neutral Zone, discovering nothing of the reported ships he needed to destroy. They headed deep into Romulan space for the rendezvous point, soon finding two Romulan destroyers.

"Good," thought Kilt, "I was afraid this trip would be boring." He slid forward in his command chair. "Lieutenant, close with the slime, Warp 7." The Helmsman rushed to comply.

As the three starships closed with the Romulans, the enemy vessels reacted in a most surprising manner. The two destroyers turned tail and ran.

Kilt cursed as he watched his quarry escape. He never saw a Romulan run from anything, certainly not without firing at least one shot. "Pursue them! Catch them! Increase to Warp 8."

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet with the asteroids arranged as shown. All vessels are moving at sub-light speeds. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:
2 *T-10 Bright One* Type 2 Destroyers

Deployment

The Defender deploys anywhere on the map, uncloaked.

Attacker

The Attacking force consists of:
1 *D-7M* Cruiser (*Deathmonger*)
2 *D-2B* Destroyers (*Seeker, Guardian*)

Deployment

The Attacker enters the board on the left side of the mapboard. All ships must enter on Turn one.

Victory Conditions

The Attacker's victory is based on the number of turns it takes to force a retreat or destroy the defending ships.

ATTACKER VICTORY TABLE

Turns	Results
1 to 4 turns	Complete Victory
5 to 6 turns	Victory
7 to 9 turns	Minor Victory
10 or more turns	Defeat

The Defender's victory is based on the Victory Point total for all Attacking vessels destroyed or forced to retreat. Any ship that escapes is worth 1/2 the Victory Points.

DEFENDERS VICTORY TABLE

Victory Points	Results
1 to 8 points	Total Defeat
9 to 16 points	Failure
17 to 20 points	Minor Victory
21 to 49 points	Major Victory
50 or more	Complete Victory

Note that both players could claim victory in this scenario.

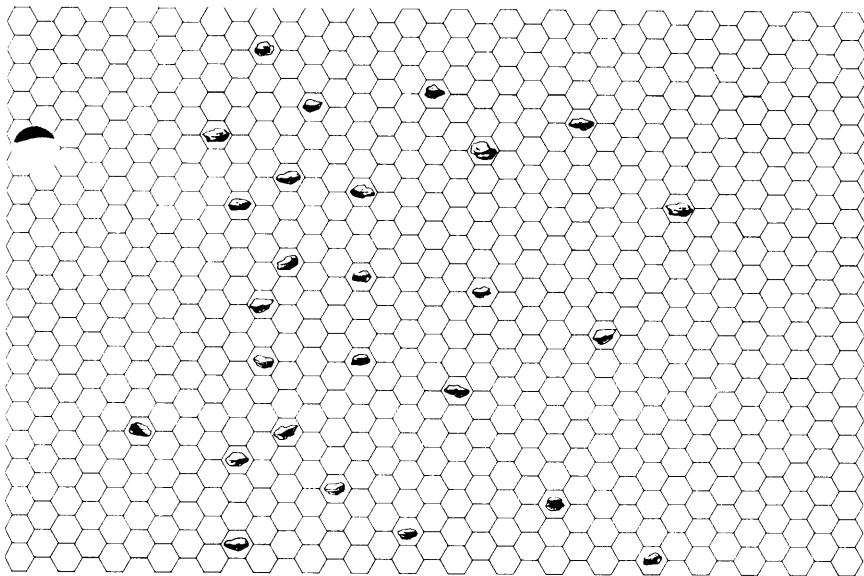
Special Rules

Escape: Players escape by Warping Out or by leaving the map. If a Defending ship escapes, it is considered destroyed. If an attacking vessel escapes, that vessel cannot return but may enter scenario 4 on Turn 6.

**SITUATION: STARDATE 2/1801.18, AN ASTEROID FIELD
NEAR OUTPOST 4, DEEP IN ROMULAN SPACE, 1955 HRS FST**

Asteroids in Hexes:

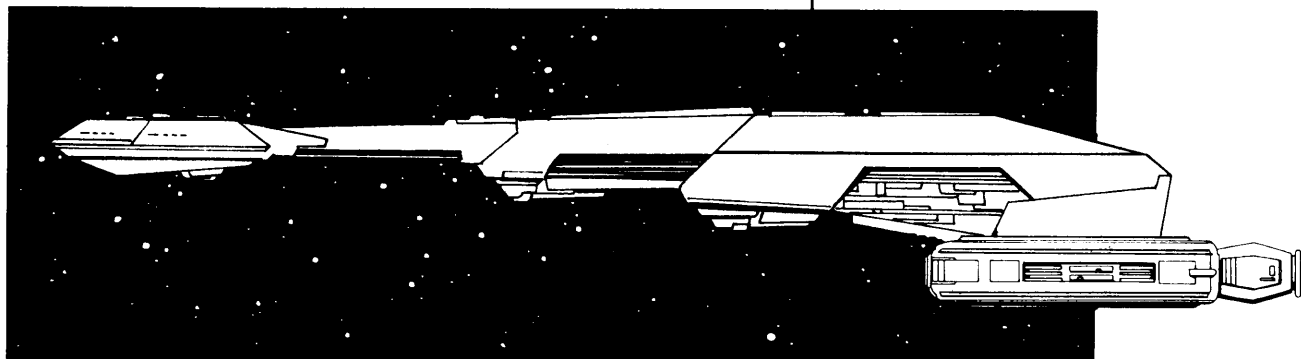
0515	1407
0805	1410
0907	1413
0916	1619
0920	1703
1002	1814
1011	1905
1013	1910
1106	2218
1109	2304
1115	2412
1204	2620
1317	2707



An easy assignment confronted the Red Wing of the White Flame. The only ships in their flightpath were two destroyers, and these were easy to destroy.

The Romulans, of course, had another idea. Upon detecting the closing Klingons, the destroyer captain ordered the two vessels to retreat into a nearby asteroid belt. Though possessing the advantage of greater firepower, Kilt knew that eliminating the Romulan destroyers would waste valuable time, something the Klingons lacked.

Pressed for time, Kilt traded damage for swift victory. By charging straight for the two destroyers, he overwhelmed them with firepower. This, however, also exposed him to retaliation. The enemy was destroyed, but at the loss of one of his own destroyers.





SCENARIO 4

DESTRUCTION OF OUTPOST 4

Admiral Klemm listened to the damage and repair reports from the three ships in his wing. Things appeared to be going smoothly, with the repairs on his own vessel soon completed. Similar reports arrived from the *Waraxe* and the *Claw*.

"Word from the second wing, sir," interrupted the communications officer, "Captain Kvel sutai Urussig reports his vessels are repaired to the fullest extent possible in space. His damage report is arriving."

"Excellent, Kalp. Put it on my screen when it's completed," commanded Klemm. "Any word from the third wing?"

"Nothing, Lord."

"Hmph," the admiral commented, puzzled. "We'll have to wait for them. We just don't have the firepower to take on that starbase. Kustic, any sign of Romulan vessels approaching?"

"None yet," answered the science officer, "I will inform you the instant one appears. Admiral, two vessels of Klingon design are closing from behind. Looks like a *D-7* and a *D-2*."

"Yes, admiral," reported Kalp, "It's the *Deathmonger* and the *Guardian*. Kilt reports the *Seeker* severely damaged, forcing them to return to Klingon space. Their ETA is ten minutes."

"Good," Klemm's eyes narrowed dangerously, "we can begin."

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet with the planets placed as shown. All vessels are moving at sub-light speeds. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

1 X-3 Border Defense Outpost Type 7

Deployment

The Defender deploys in hex 2710.

Attacker

The Attacking force consists of any vessels surviving Scenarios 1-3. These vessels may be repaired (see Special Rules).

Deployment

The Attackers enter the left side of the board on Turn 1. Note some of the attacking vessels may enter the board on later turns, as instructed in the three earlier scenarios.

Victory Conditions

The survivor wins this scenario.

Special Rules

Escape: The Attacker escapes by Warping Out. Any vessels leaving the board may not return.

Repair: The three wings returning from combat repaired their vessels to some degree. To simulate this, use the following rules. All Sensor, Shield Generator, and Engineering hits are repaired. Percent Casualties are decreased by two dice, but all weapons are not repaired. Note that Repaired weapons fire at a +1 modifier, and are powered to 1/2 their original level. Any damaged Engines and Superstructure are repaired one die worth of points.

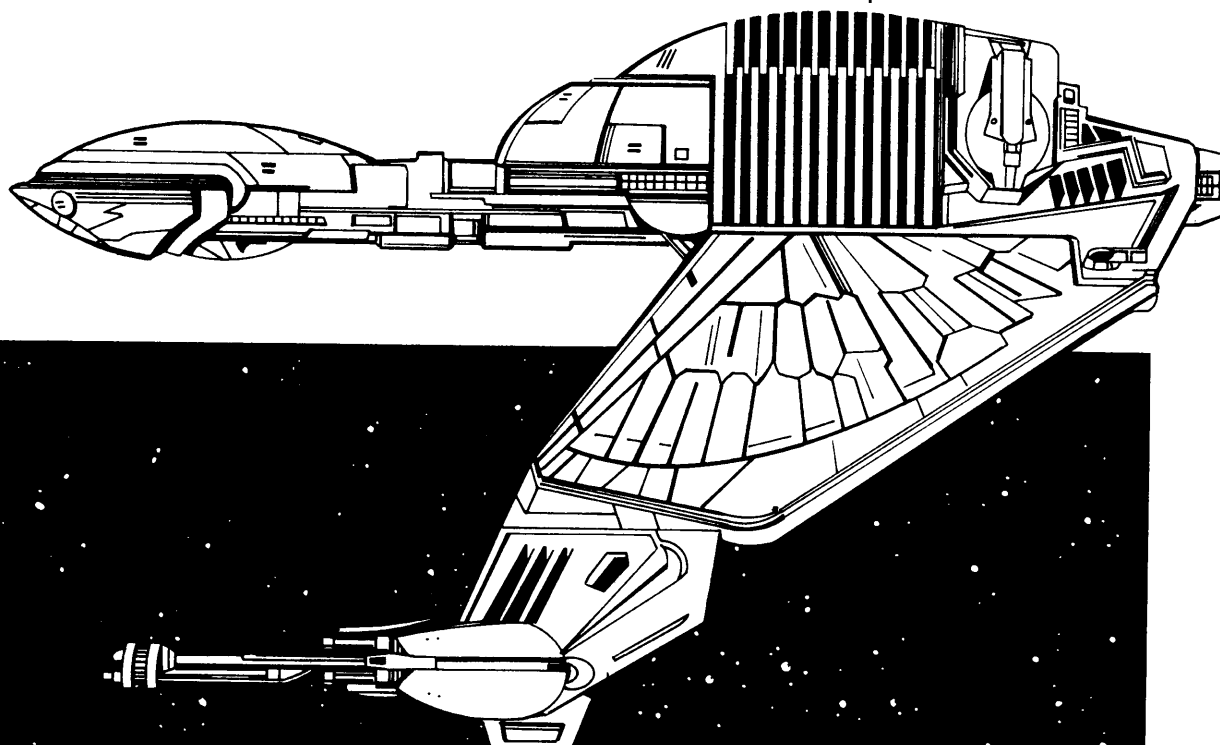


SITUATION: STARDATE 2/1801.19, OUTPOST 4,
0523 HRS FST

Admiral Klemm's three-pronged attack into Romulan space worked. Both the Gold and the Steel Wings met little resistance, receiving very little damage. Both arrived at the rendezvous on time and in good repair.

The Red Wing experienced a much rougher time. Their opponents retreated into an asteroid field, forcing Captain Kilt of the third wing to pursue and destroy them to avoid having a pair of cloaked Romulans interfering with the starbase attack.

This action cost Kilt severe damage to two of his vessels, and wrecked the third. The *Guardian's* hull took a heavy pounding, and the *Deathmonger* took a Warp drive hit. The *Seeker* barely returned home, failing to participate in the combat.





HONOR AMONG THIEVES

PIRACY POUR DEUX

We had them, and it was sweet. A Klingon freighter group, with only two ships running convoy duty, were heading right into our grasp. What an easy kill, eh? It didn't turn out that way.

We waited in the asteroid field as they approached. The bridge grew very quiet, as if everyone feared the enemy would hear us breathing. I figured we'd get a lot from this one. Three fat, juicy freighters just waiting to be plucked.

The captain had just moved forward to give the order to fire, when suddenly, out of the blue, someone else attacked the Klingons. We quickly sighted two other ships on the sensors. Another pirate group! Wouldn't you know it? Those guys must've tracked the freighters while we were waiting among the asteroids. Things became very complicated then.

The captain now hesitated to engage the Klingons. The other pirates could wait and attack whoever survived, cheaply reaping in the spoils. The Klingon captain knew this, too, and tried to play us off one another. He was pretty good at it.

To make matters worse, when we finally beamed boarding parties aboard one of the freighters, the Klingons beamed some marines over to us! That was a bloody affair, causing a lot of casualties.

We won in the end, capturing one freighter, but we lost our *Lightning* and suffered severe damage. The Klingons saved a freighter, but the last one was destroyed when the other pirates' *Wanderer* blew up. We were right about the cargo, though. It was well worth it.

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet, placing the asteroids as shown. All Vessels are moving at sub-light speed. Use the **Graduate Starship Tactics Course** rules. This scenario requires 3 players, one for the defender, and one for each Orion force.

Defender

The Defending force consists of:

- 1 *D-10G* Cruiser (the *Gloryseeker*)
- 1 *D-2B* Destroyer (the *Guardian*)
- 3 Monarch Freighters (Loaded)

Deployment

The Defender sets up anywhere within 3 hexes of hex 0404.

Orion 1

The first Orion force consists of:

- 1 *Wanderer*
- 1 *Lightning*

Deployment

The Orion 1 deploys within 2 hexes of hex 1314.

Orion 2

The second Orion force consists of:

- 1 *Wanderer*
- 1 *Lightning*

Deployment

The Orion 2 sets up within 2 hexes of hex 1908.

Victory Conditions

Each player receives Victory Points for each Freighter they retreat off the map. The Orions retreat off any map edge, but the Klingon only retreats off the right edge. Refer to the appropriate table for victory points.

KLINGON VICTORY TABLE

Results	Victory Points
Each Freighter retreated off of the map edge	+20
Each Freighter captured by someone else	-10
Each Freighter destroyed	-5

ORION VICTORY TABLE

Results	Victory Points
Each Freighter captured	+10
Each Freighter owned by someone else	-5

**SITUATION: STARDATE 2/1803.31, ONE PARSEC NORTH-
WEST OF FLOOD, IN THE TRIANGLE, 1159 HRS FST**

Special Rules

Escape: Vessels may not Warp off the board (the Asteroids make navigation difficult). Klingon Controlled Freighters exit on the right edge, all other vessels exit on any map edge.

Boarding: All ships contain marines, represented by boarding points. Vessels may beam marines aboard a freighter in order to capture that vessel. To do this, both the beaming vessel and the receiving vessel must have shields facing the other down. Players record the number of points beamed to that vessel and whoever is the only one with points controls the vessel. If 2 or more players acquired points, or none have points, the Klingon player controls the ship. To conduct boarding combat, roll one die, and add the number of points aboard that ship divided by 2. This represents the number of points the opponent loses. Both players roll simultaneously at the beginning of every Movement phase.

Number of Marine Points on Each Vessel

<i>D-10 Cruiser</i>	10
<i>D-2 Destroyer</i>	9
<i>Wanderer</i>	9
<i>Lightning</i>	4

Asteroids in Hexes:

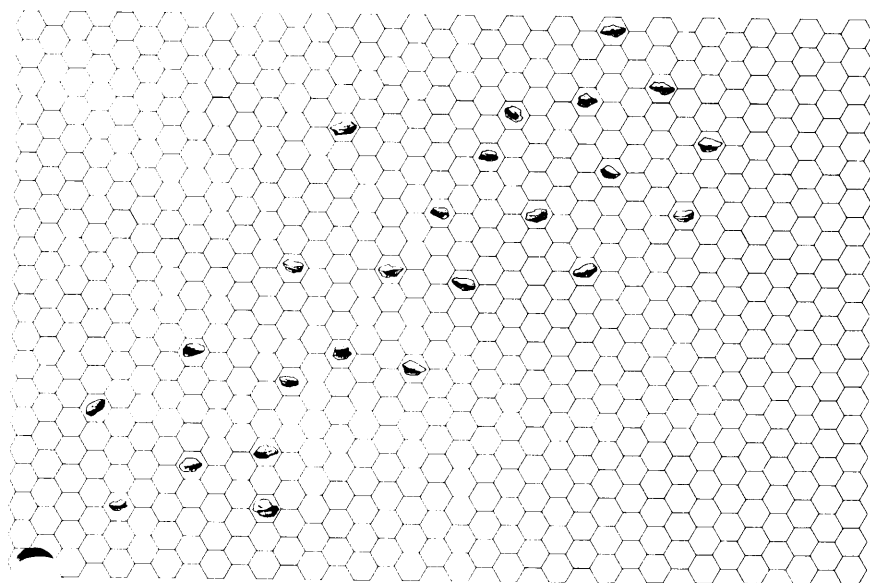
0314	1109	1707	2309
0418	1113	1810	2401
0712	1304	1905	2406
0716	1312	2004	2603
1016	1509	2107	2707
1018	1613	2303	2805

Space is vast. So vast that the odds of two starships meeting by chance within it are nearly impossible. Certain places, though, draw people, thus increasing the likelihood of contact. Trade routes draw people more than any other place. Especially pirates. Space is still vast enough that even pirates rarely encounter one another, but when they do, it's a no-holds barred kind of combat. They lie, cheat, steal, and even murder more viciously among themselves than among more law-abiding folk. This is probably because they know just how mean they are themselves, thus expecting the same among their peers. Honor among thieves is non-existent.

Such a conflict occurred during the first mission of the newly reassigned 123rd Flotilla, the White Flame. The three Wings were separated for convoy duty, thus allowing more coverage. Admiral Klemm zantai Pallara did not command these small missions, serving a more valuable staff position.

The *Gloryseeker*, now commanded by Captain Kutsai sutai Pallara, and the *Guardian* convoyed cargo through an area of space near the Triangle. Discovering he was under attack by two different pirate groups, Kutsai immediately began playing the two off each other, using their distrust as a powerful weapon.

To make matters worse, the Klingon High Command decided that marine personnel were not necessary for this mission, and most were temporarily removed. Maintaining control of the various freighters proved difficult, but the few remaining Klingon Marines performed well against the Orions.





BETRAYAL

TREASON IN THE TRIANGLE

The Captain shifted nervously in his command chair, trying not to appear as uncomfortable as he felt. The new ship had proved itself in combat many times, but he never before commanded a vessel as large as a *D-10*. And what bothered the captain even more than an unfamiliar vessel, was fighting Klingons for the first time.

Before he gained this ship, the *Glory*, Klothl sutai Subaiesh debated the merits of the Imperial Klingon States. The independent Klingon state within the Triangle offered much for competent and ambitious officers. Freedom of action, rapid promotion, and lucrative plunder attracted many talented officers across the border.

After receiving his new ship, Klothl knew a moment of truth. He easily convinced his officers to join, but was surprised at how quickly the crew defected. The IKS meant a better life for everyone.

Now, the IKS decided the Empire needed a reminder of their presence. A calculated show of strength to the Triangle worlds, the maneuver was designed to place a strangle-hold on the Empire's movements regarding the IKS. The squadron contacted today contained a traitorous officer who, at their signal, planned to overwhelm his own vessel.

After this battle, the Empire must recognize the power of the IKS as well as question their trust in the personnel aboard their starships. Paralyzed in this manner, the *Komerex* could not respond with any speed or strength.

First, they needed to win this battle. Klothl knew the tactics used, for he knew how the officers were trained. Unfortunately, the enemy knew his training as well. Yes, this would prove an interesting contest.

GAME SET-UP

Lay out two **Star Trek Combat Simulator** mapsheets. This represents the area of space where the conflict occurs. All vessels are moving at Warp 4. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 1 *D-7M* Cruiser (*Deathmonger*)
- 2 *D-2B* Destroyers (*Seeker, Guardian*)

If, at the beginning of any turn, a defending vessel is on map 2, the Defender enters the following force on the right map edge of map 2:

- 1 *L-9B* Frigate (*Waraxe*)
- 2 *D-10G* Cruisers (*Gloryseeker, Claw of the Riyity*)

Deployment

The Defender deploys within 2 hexes of hex 3310, on map one.

Attacker

The Attacking force consists of:

- 1 *L-9B* Frigate
- 1 *D-10G* Cruiser
- 2 *D-7A* Cruisers

Deployment

The attacker enters the map on the left edge of map one.

Victory Conditions

The scenario continues until one player loses all ships. Victory is determined by the following chart. The player with the highest Victory Point total wins. Any vessels escaping from the battle are worth 1/2 the VP number.

VICTORY POINT TABLE	
Ship	Victory Points
<i>L-9B</i>	6
<i>D-10G</i>	7
<i>D-7M</i>	4
<i>D-2B</i>	2
<i>D-7A</i>	1

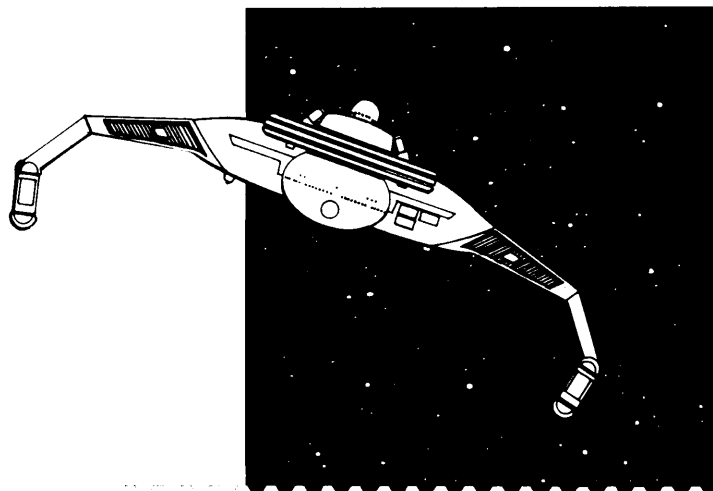
Special Rules

Escape: Any vessel escapes by leaving the map or by Warping Out. Vessels escaping in this manner cannot return to the combat, and are worth 1/2 the total for the enemy.

The Red Wing: All vessels in the Red Wing, Defending Force One, must remain within two hexes of each other at all times until the traitor is revealed.

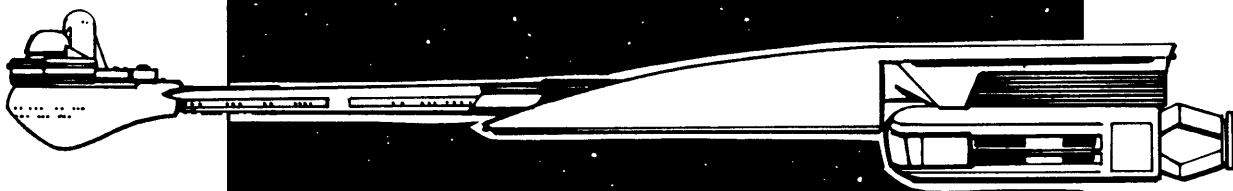
The Traitor: Before the start of the scenario, the attacker writes down the vessel, in the defender's first force, where the traitor is located. At the beginning of any turn, the attacker may claim that vessel.

SITUATION: STARDATE 2/1804.22, LESS THAN ONE
PARSEC FROM TINNUM II, 2303 HRS FST



The Imperial Klingon States received a pleasant message via courier. A prominent officer in the Klingon Empire was expressing his desire to defect to the IKS, and included the information that his squadron would soon patrol the Triangle.

This was a unique opportunity for the growing empire. If timed correctly, this officer's defection with his ship might leave a Klingon task force in serious jeopardy. A plan was formulated, the return message sent, the trap laid. Unfortunately, the Empire had more power waiting in the wings than first anticipated. The mission was a success, but it was costly for the IKS.





SPEEDY RESPONSE

HONOR AND GLORY

Kuge stared at the sickly but furious visage of Kilt through the viewscreen as he listened to the particulars of the IKS ambush. Kuge imagined he saw a green tinge to Kilt's complexion. The young captain had been confined to sickbay, but when the traitor instigated his coup, Kilt led his marines in the fight. It looked as if the captain took quite a beating.

"The ship is mine again, Kuge," noted the exhausted Kilt, "and all of the traitors are dead. I killed their leader myself." The captain's uniform was soaked with blood. "The Gold Wing is chasing the remaining vessels. The *Seeker* is all but destroyed and the rest of my wing is almost repaired. But I can't believe Admiral Klemm ordered me not to retaliate!"

"Calm down. Tell me precisely what he said before he left," Kuge's mind was racing. He barely heard Kilt, as he quickly formulated a plan. If he succeeded, much glory and honor would result. A show of force to those traitors in the Triangle would prove politically advantageous as well.

"Kilt, we can't let them get away with this." Kuge spoke softly, playing on Kilt's aggressive personality. "We must retaliate. Attack and destroy them. We'll show them the power and glory of our empire. We'll burn their planets down to nothing. Victory shall be ours."

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet, placing one large planet as shown. All vessels are moving at sub-light speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

4 *D-7A* Cruisers

2 *K-23D* Escorts

Deployment

The Defender deploys within four hexes of the planet.

Attacker

The Attacking force consists of:

2 *D-7M* Cruisers (*Bloodspiller*, *Deathmonger*)

1 *D-2B* Destroyer (*Guardian*)

1 *D-18B* Destroyer (*Hunter*)

Deployment

The Attacker enters on the bottom map edge.

Victory Conditions

Victory is determined by victory points given to the attacker. The attacker receives one victory point for each point of damage done to the planet, and loses 15 victory points for each attacking vessel destroyed. Escaping ships do not acquire VP loss. The degree of victory or loss is determined by the following chart.

VICTORY TABLE	
Victory Points	Degree of Victory
80 or more	Complete Victory
79-50	Major Victory
49-20	Victory, but a poor showing proving little.
19-10	Loss
9 or less	Complete failure, court martial awaits.

Special Rules

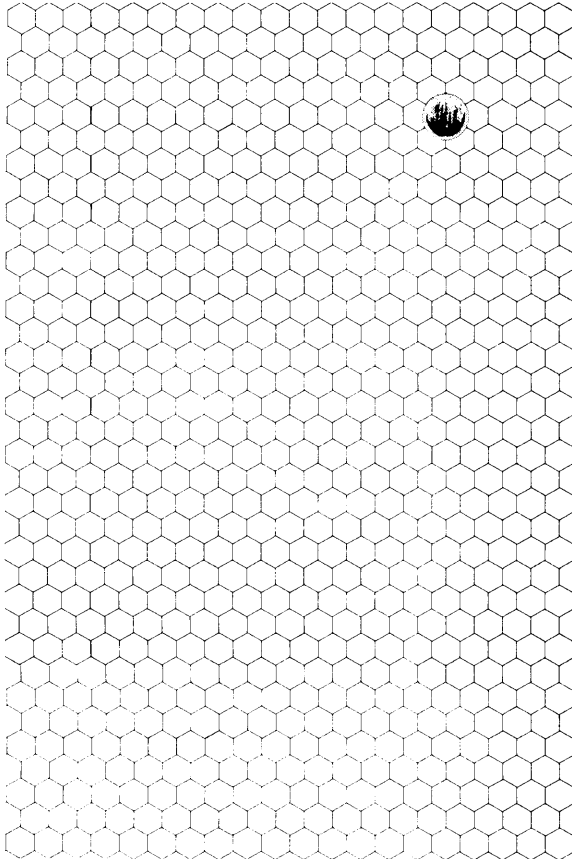
Ending: A large number of reinforcements for the defender are en route. This means the game ends at the end of Turn 6. Attacking vessels incapable of Warping Out at the end of Turn 6 are destroyed.

Escape: All vessels escape by Warping out. Moving off the map does not constitute escape. If this occurs, float the map to accommodate the movement.

Firing on the Planet: Victory is based on damage done to the planet. When firing upon the planet, roll the hit. A hit results in that damage, while a miss results in half the damage (round down).

Kilt's Wounds: Kilt was ill and wounded during this engagement, and so his skill rating is 60.

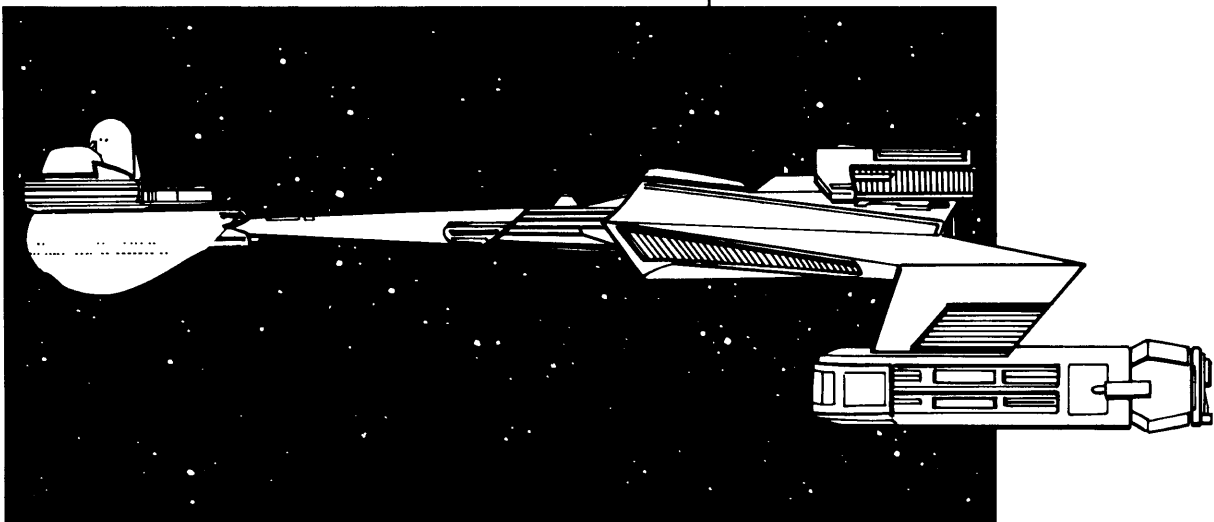
SITUATION: STARDATE 2/1804.23, NEW PARADISE,
0530 HRS FST



Kuge vestai Reshtarc was an ambitious man, even for a Klingon. Constantly searching for that one big combat, a glorious fight raising him far beyond his peers, he sought the greatest command. Ambitious men can become great men, but they often bring destruction and death to their comrades.

Kuge had a plan. Defying a direct order from his superiors, he planned to enter the Triangle with warships and attack the planet he correctly suspected supported the IKS trap. Kuge gave little thought to the fact that the *Komerex* was not at war with the planet he was attacking. In fact, the Diplomatic Corps had yet to decide treatment of the IKS.

The plan was more than successful. Not only did they destroy a significant number of the planet's population, but they created a rather unpleasant interstellar incident as well.





STRENGTH IN NUMBERS

LIGHTNING ATTACK

Krolk sutai Restarc's crew released a triumphant shout as the IKS *D-7* exploded. That was the last of the IKS vessels sent to destroy the Red Wing. Krolk chased the IKS ships through the Triangle for more than a day, finally catching and destroying them.

"Bring her about, let's return to Klingon space," Krolk ordered. "All ahead Warp 7. Keep your eyes open, I don't want another trap." Krolk feigned concern, merely reminding his crew of possibilities, not probabilities. He knew his frigate could destroy anything the IKS now dished out. Their strength in this part of space was broken.

"Two vessels, bearing 189.3. That's an intercept course, Sir," reported the navigator. "Approaching at Warp 9."

"The vessels are two *Lightning* Class Blockade Runners, Orion made." The science officer glanced from one screen to another. "Sir, I'm picking up two more vessels, also *Lightnings*, closing with us."

"So, the pirates want to play, do they?" commented the captain, grinning wickedly. "Let's oblige them. Battle Stations, raise the forward shields. Come about, 189.3." Krolk glanced about his bridge, seeking dissension. Only Kalkar, his science officer, looked concerned. "Speak!" commanded Krolk.

"Lord, two, possibly four, Orions are closing on us. More may wait in ambush. Shouldn't we show more caution?" suggested Kalkar. "Also, we're still in the Triangle, far from any aid."

"If pirates wish to threaten the Empire," growled Krolk, "they must be taught that doing so carries a heavy penalty. The honor of the Empire is at stake. We'll teach them a lesson."

Kalkar remained silent.

GAME SET-UP

Lay out one **Star Trek Combat Simulator** mapsheet. This represents the area of space where conflict occurs. All vessels are moving at Warp 7. Use the **Graduate Starship Tactics Course** rules in this scenario. Place Asteroids as shown.

Defender

The Defending force consists of:
6 *Lightning* Blockade Runners

Deployment

The Defending ships enter the board on the right side of the map, in groups of two, one group per turn for three turns. Enter all vessels on the appropriate turn.

Attacker

The Attacking force consists of:
1 *L-9B* Frigate (*Waraxe*)

Deployment

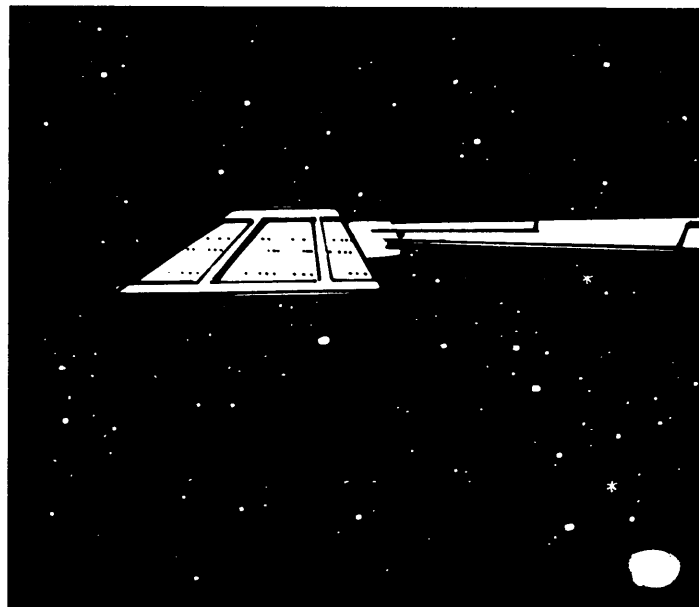
The Attacker enters the left side of the map on Turn one.

Victory Conditions

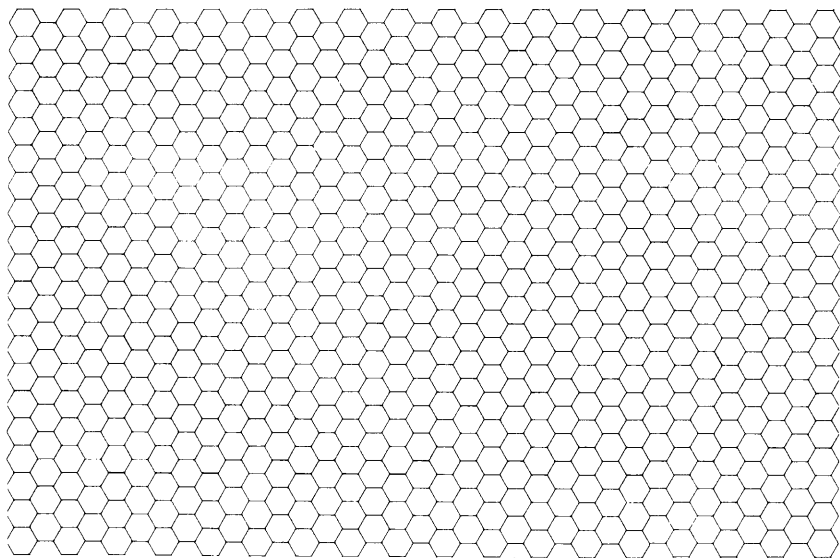
The Attacker wins by destroying all vessels by Turn 6. The Defender wins by avoiding the attacker's victory conditions.

Special Rules

Escape: Vessels cannot leave the map or Warp Out. This combat is to the death.



SITUATION: STARDATE 2/1804.24, TWO PARSECS
FROM REMFRY, 0120 HRS FST

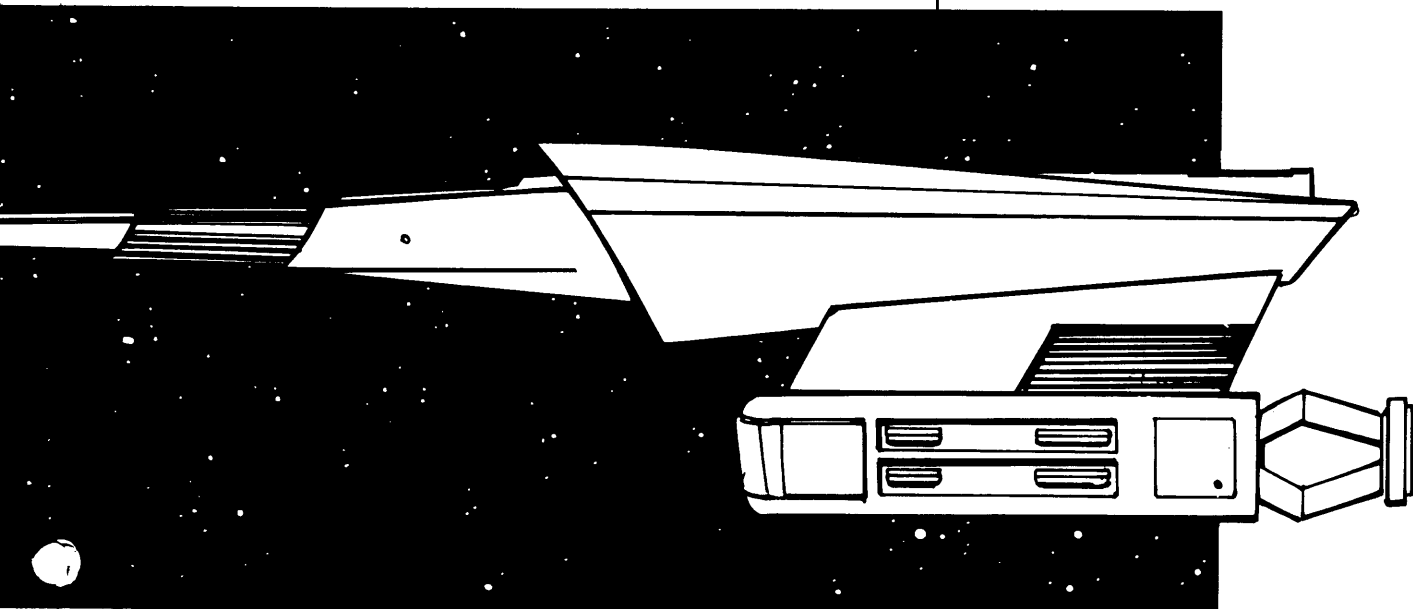


Lightning Blockade Runners are not a major challenge for a frigate. Even two or three achieve little. When a vessel faces four, five, or more of these little terrors, the situation offers deadly experience.

The *Waraxe*, an L-9 Frigate of the White Flame, discovered this while chasing IKS vessels through the Triangle. The *Waraxe* was attacked by a large number of Orion blockade runners operating within the area.

The Orions protected a particularly large convoy undetected by the Klingons. The freighters made a dash for Federation territory, while the various Orion patrols intercepted the L-9 in an attempt to delay the discovery of the large illicit cargo.

The plan worked fairly well. The convoy returned to Federation space, slipping into the Orion territories unnoticed. Not one of the six Orion warships sent on the mission escaped destruction. The primary reason for this excessive loss of life was that the Orions arrived in groups of two, splitting their combined firepower, allowing the frigate to overwhelm them.



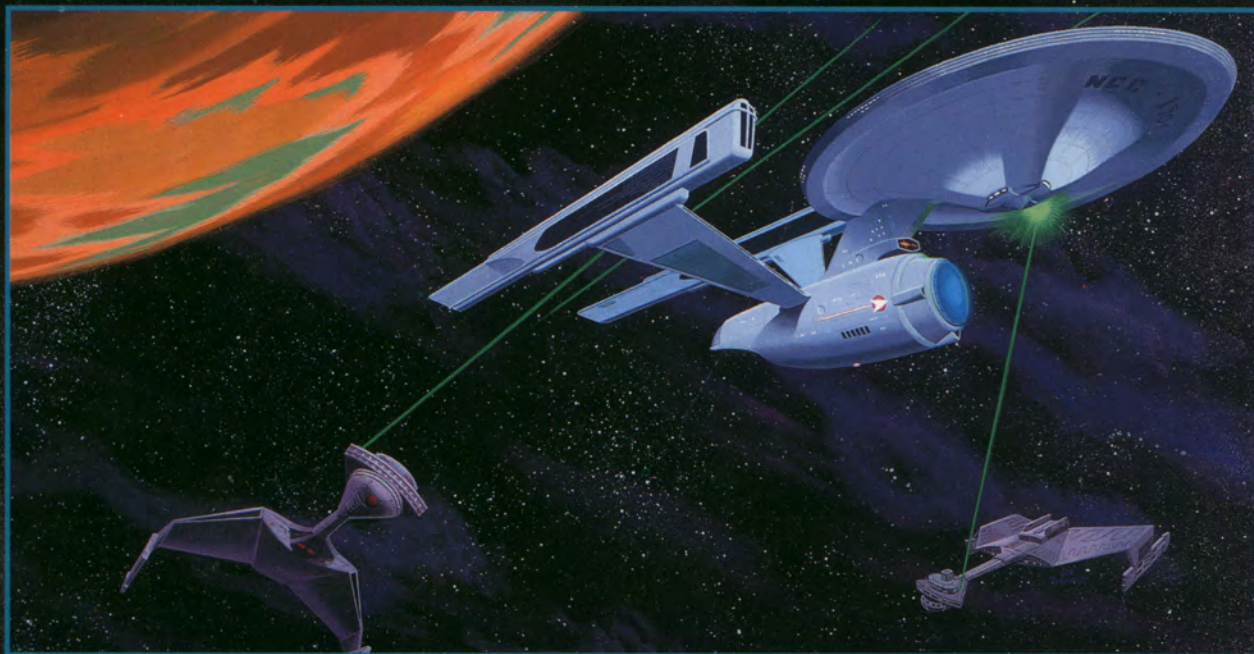


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