STAR FLEET BATTLES
TACTICS MANUAL

STAR FLEET INTELLIGENCE
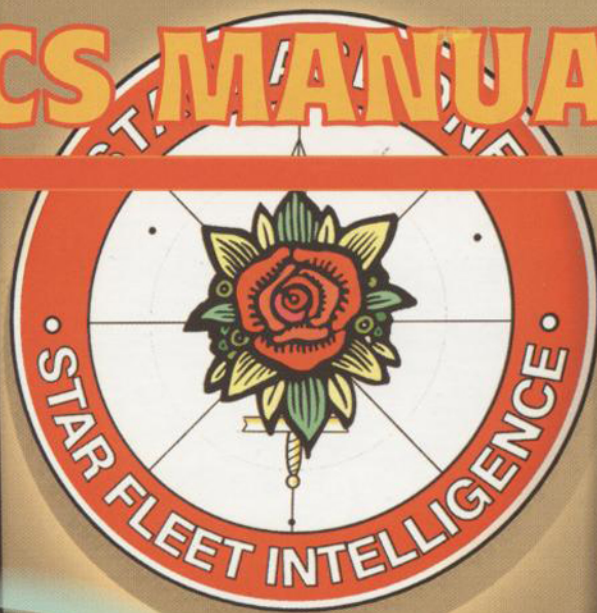
STAR FLEET BATTLES
CAPTAIN'S EDITION

AMARILLO DESIGN BUREAU, INC.

STARBASE ONE

A TACTICAL POINT

by Stephen V Cole

"Tactical." Kosnett snapped out the command and studied the display intensely. Yes, it was Kagan. The approach was his style. Kosnett and the command cruiser *Kongo* had met Commander Kagan and his D7 battlecruiser *Antagonist* more than once patrolling this sector of the border. What passed for peace in the Neutral Zone was a series of mock dogfights and occasional brief clashes. The current contention was over trade rights with a neutral planet.

"He's going to make a battle pass at us," Kosnett told the bridge crew. "We'll be ready if he wants to make it real this time. Sharon, raise the shields and tell the crew what's going on."

"Affirmative." Kosnett's first officer activated the shield controls and began speaking into the intercom, her voice calm and steady. Kosnett resumed giving orders.

"Helm, bring us to 233 mark 7. I'll take him down the port side. Make your speed warp factor 2 for now, but prepare to increase that to warp 2.4. Program 60% power for a high energy turn."

"Aye, Captain."

"Try to hail him," Kosnett ordered.

"I already have," the communications officer responded. "He refuses to acknowledge our transmission."

"Be ready for a deceleration followed by tactical maneuvers." Kosnett studied the screen, watching Kagan's ship maneuvering toward the port side. The old Klingon was usually willing to accept the flank he was offered. "Guns, are the phaser capacitors full?"

"Yes, Captain. I've switched power to the photons."

"I'll want a full salvo on hold and ready."

"Yes, Captain."

"Engineer..."

"Aye, Cap'n, the weasel will be hot when ye' want it. An I' go' reserve warp on stan'by. Will ye' be need'n the bombs?" the Irishman asked.

"Probably. Have transporters on standby, and get some reinforcement on the #1 shield, enough for a couple of long-range bolts," Kosnett commanded. "You can switch that to the #6 shield when he comes across the bow."

"Aye, cap'n." Kosnett nodded to him and thumbed the intercom.

"Shall we go erratic?" the helmsman asked.

"Negative," Kosnett responded. "I may have to shoot."

"Major Kruger."

"Yo!"

"Get your marines to their posts."

"First platoon is already deployed at critical stations," Kruger responded. "How many squads do you want for offensive duty?"

"Two. Get the rest to the rally points, and send one squad up here. Then get a flight crew to the #3 and #4 shuttles in case I need them for drone defense."

"Done. Do I have discretion on the transporters?"

"Negative. Kagan may not be planning to stick around after this pass, and I don't want any of your people on his ship when he leaves." Kosnett started to close the intercom but paused. "Kruger, leave that furry sergeant of yours with the offensive squads. You and the Lieutenant be ready to repel boarders."

"Yes, sir!"

"Ship secure. Labs processing tactical data," Sharon reported.

"He's moving across our bow. Now turning toward us at 300,000 kilometers."

"Shifting reinforcement to #6 shield, Cap'n."

"Klingon vessel is moving at warp 2.6 on course 046 mark 6."

"A standard oblique approach," Kosnett observed. The Klingon ship was not moving directly toward them, but was moving off to their left. The object of such an attack was to bring the D7's waist phasers to bear on the *Kongo* at the same time as the forward phasers and disruptors.

"At the computed point where his arc interface crosses our position the range will be 74,000 kilometers," Sharon reported.

Kagan had planned this well.

"He's going for overload range," Kosnett snapped. "Guns, bring the torps to overload status. Helm, bring us around to 208 mark 6. I want to be facing him when he passes the option point. And switch the reinforcement back to #1 shield."

"Do you think he'll fire?" Sharon asked.

"Doesn't matter. We'll be ready either way."

"Range 150,000 kilometers."

"He's launching a shuttle," Sharon observed.

"That will be the scatter-pack," Kosnett replied.

"Shall I fire at it with some of the phasers?" the weapons officer asked.

"Negative," Kosnett replied.

"We don't want to fire the first shot," Sharon added. "Kagan will claim we fired on an innocent scientific investigation."

"That's true," Kosnett confirmed, "but the point is that the old warhorse has launched it too far away for our phasers to take it out effectively. Keep an eye on it, Sharon."

"Affirmative."

"Range 100,000 kilometers."

"Shall we launch the shuttles for drone defense," Sharon asked.

"Negative. I don't want to be tied to low speed if we have to move."

"Understood."

"Bring electronic countermeasures to stage 2," Kosnett snapped.

"Photons to 75% overload. Will you want a standard spread or narrow salvo?" the weapons officer asked.

"Standard spread; I need at least one hit."

"Range 90,000 kilometers."

"He's counter-jamming."

"Engineer, 25% of reserve power to electronic warfare."

"Aye, Cap'n, but na' more if ye' be wanten' to tac' after ye' decel."

"Range 80,000 kilometers."

"Jamming at stage 2."

"Range 78,000 kilometers."

"Don't fire, Kagan. Leave it and just walk away," Kosnett whispered. "Just walk away."

"Range 76,000 kilometers."

"Photons at 100% overload status."

"Range 75,000 kilometers."

"Just walk away, Kagan."

"Range 74,000..."

Destruction leapt from every weapon that the *Antagonist* could bring to bear on the *Kongo*. Shields flared but held as the Federation cruiser rocked and shook from the impact. The jamming had deflected much of the Klingon firepower.

"Scatter-pack has released!" Sharon reported.

"Damage report!" Kosnett snapped.

"Min'r bucklin'. Shiel' #1, it ha' held," the engineer reported. "Shall I dro' a shiel' t' set the T–bombs?"

"Negative! Guns, did he fire the waist phasers?"

"Klingon ship has turned and is bearing away! Left waist phasers unfired! We cut him off before he could get them into arc!"

"Increase speed! Warp 2.4! Keep him in range!"

"Range increasing to 77,000 kilometers."

"*Now*, Guns! Fire photons, fire phasers!" The *Kongo's* own destructive power roared from the weapons into the flank shield of the *Antagonist*. Two torpedoes struck home, as did four of the phasers.

"Drones approaching, starboard side, multiple vectors!" Sharon warned. "Range now 80,000 kilometers! Scanners report all type-Is."

Kosnett issued orders rapid fire, his voice steady but expressing the urgency of the situation. Firing all of the phasers at the Klingon ship left *Kongo* defenseless against the incoming drones. There wasn't time to launch the armed shuttles.

"Guns, go to passive! Helm, hard left turn; get that #1 shield away from the drones. Emergency deceleration! Engineer, launch the wild weasel!"

"Heavy damage to the Klingon," the weapons officer reported. "He's got fires in the shuttle bay and some engine damage."

"Engineer, divert reserve power to maneuvering for warp tacticals. Helm, keep the #2 shield toward the Klingon if he comes around." Kosnett watched the *Antagonist* on the tactical plot. While the D7 was hurt and the *Kongo* had only shield damage, using the wild weasel had cost them their speed. Kagan would have time to come around and hit them, possibly twice, before the photons were reloaded.

"Guns, get the phaser capacitors charged and the photons reloaded as fast as you can. Engineer, is the second weasel ready?"

"Aye, ih's hot, Cap'n."

"Drones have impacted on the weasel."

"Klingon ship is accelerating away, bearing toward Klingon border."

"Pursuit?" the helm officer asked.

"Negative. We've made our point."

"He took more damage than we did," Sharon observed.

"Old Kagan will probably tell his boss the same thing," Kosnett chuckled. Then he whispered to himself.

"Walk away, Kagan. Just walk away." ☺

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ABBREVIATIONS USED

ADD: Anti-Drone
ATG: Active Terminal Guidance (used by some drones)
DAC: Damage Allocation Chart
EA: Energy Allocation
ECCM: Electronic counter-countermeasures, burning through his jamming
ECM: Electronic countermeasures, jamming the enemy
ED: Emergency Deceleration
EM: Erratic Maneuvering
EPT: Enveloping Plasma Torpedo

ESG: Expanding Sphere Generator
EW: Electronic Warfare
FA: Forward Arc
FX: Forward Expanded Arc
HET: High Energy Turn
LF/RF: Left front/right front
LS/RS: Left side/Right side
MRS: Multi-Role Shuttle
MW: Multi-Warhead
NVC: Non-Violent Combat
PPD: Plasmatic Pulsar Device
RA: Rear Arc

RX: Rear Expanded Arc
SFG: Stasis Field Generator
SP: Scatter-Pack, a shuttle loaded with drones
SS: Suicide Shuttle
SWAC: Space Warning and Control, a special type of Federation shuttle
TAC: Tactical Maneuver
Warp-TAC: Tactical Maneuver on warp power
WW: Wild Weasel

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HOW TO WIN AT STAR FLEET BATTLES! The STAR FLEET BATTLES TACTICS MANUAL provides you with everything you need to know to fly your starship to victory. Solid "how to" information written by the top players. Which weapon is best for which target. How to use tractors to stop drones, destroy fighters, and execute the deadly Gorn Anchor. How your weapon arcs define your tactics. Why Wild Weasels may save your ship but lose the battle.

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★ CLASS TACTICS: The best tactics for each type and class of units.
★ SPECIAL SUBJECTS: The finer points of cloaking devices, electronic warfare, mines, stasis field generators, tactical intelligence, and more.

FULLY UPDATED FOR 2000 AND BEYOND!

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