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WARGAMERS FORUM

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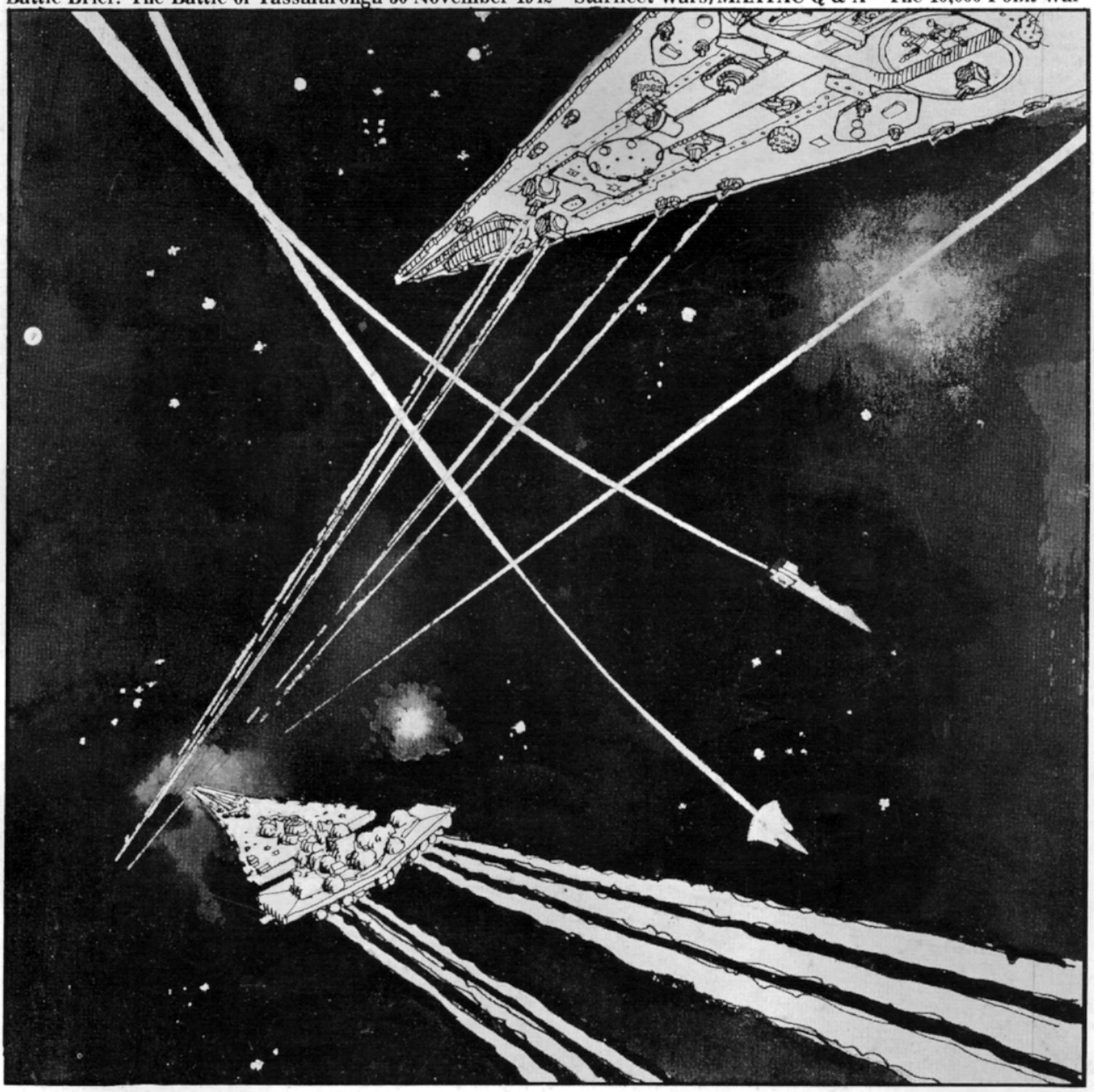

SPACE, NAVAL AND ARMOR WARGAMING WITH MINIATURES

WARGAMERS FORUM

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FORUM is edited for those who game, model and collect miniature naval ship, science fiction and armor models. Its editorial content is concentrated on but not limited to 1:1200 and 1:2400 scale models of WWII and modern warships and the "Five World" scenario developed by Superior Models, Inc. which incorporates a Starship Fleet and Galactic Armor Corps for each world.

The magazine carries wargame reports of actions fought by our readers, articles on strategy and tactics, prototype vessels and vehicles, modeling and conversions, wargame rules and political situations and alliances.

Wargame reports and other articles are earnestly solicited from our readers and bylines will be given. Comment and discussion on any and all editorial material appearing in FORUM is solicited and will be published as space permits. It is requested that all material submitted be typed double-spaced but this is not an ironclad requirement.

THE FIVE WORLDS: A HISTORY

Part 1: Terran Contacts With The Entomalians And Avarians

By The Forum Staff

Date:
October 17, 2308 EST
Subject:
Intergalactic Origins of the Fourth Interstellar Conflict
Source:
Excerpts from the writings of First Admiral Marc Harder

Our repeated contacts by way of trading and warfare with other powers in the past 250 years have taught us a great deal; not only about their military prowess, but how other races have evolved and survived. These sociological and economic factors have had as much to do with an empire's success as their military capabilities. A brief review of the Five Powers evolvement is in order before we take an in-depth study of the current situation.

Much of Old Earth's technology was interrupted and destroyed by the last World War in 1987. While this period remains shrouded in mystery due to the loss of many records, enough data has survived to be able to trace mankinds development through the post-atomic era. The war started among several minor countries in what is now the Mediterranean Cultural and Recreational Center, spread to Africa and Asia and eventually drew the empires of North America, Eurasia, and the European continent into conventional warfare. It remains unclear as to who fired the first thermonuclear missile; but what is clear, is that few people survived its effects.

The survivors from distant parts of the globe were able to contact each other via radio transmissions and acquired surviving transportation to reach some of Earth's few untouched regions. By 1994 the first major resettlement was established in Australia. All mankind cooperated for the first time in our history resulting in a remarkable recovery. By 2041 we had achieved a technical level superior to that enjoyed in 1987 that was in no small part achieved by great strides in energy research and rocket propulsion.

Our technical achievements during the next fifteen years were many but two overshadowed the rest. One was the high-speed underground shuttle system that connected every major city on the globe. The second was the orbiting space platforms that converted sunlight to electricity and beamed it down to an energy dependent culture. From these space platforms, shuttles were launched to explore Luna and Mars and establish our first continually manned outposts. Two manned interstellar probes were launched into deep space as our first strides into the heavens. Audio and visual contact with the probes were lost in 2060 when new transmissions overwhelmed their signals.

These transmissions proved to be an Entomalian (Bug) warfleet hunting down Avarian survivors when the Bugs attacked the outer Avarian provinces. One Avarian pilot managed to land his crippled craft on Luna Base where he and his ship attracted a great deal of curiosity and suspicion. The surviving pilot enlightened us about current intergalactic politics including the capture of one of our probes by the Bugs before the Avarians could rescue them. As it became clear that our people could be in deadly peril, we feverishly built defenses around massive laser and missile installations on Luna Base and a dozen asteroids placed in orbit around Earth.

The Entomalians interpolated the course of our captured probe that entered their battle area but had no available ship to go to the edge of the galaxy to investigate its origin. But the Bugs' memories were long, and on the fateful day July 18, 2063, a lone battlecraft appeared on Luna's long range scanners. It obviously scanned us because it didn't venture within firing range but headed back the way it had come. A week later our sensors picked up the ion trails of over forty starships closing our solar system. The Entomalians swept in, ignoring their losses, and pulverized Luna Base, the outpost asteroids and finally Earth itself. By the time they had finished their destruction our recovery had been set back 70 years.

Our short rebuilding period was due largely to help from the Avarian culture. Most of Earth was now uninhabitable due to radiation levels left over from the 20th Century as well as the residue of the Entomalian massacre. For twenty years we labored to build a new Earth but our most important population centers and manufacturing sites had to be located on Luna and Mars. At the same time our first primitive intergalactic battlefleet was constructed on the nearly weightless environs of Luna. All of mankind's illusions about a peaceful exploration of space and finding benevolent, advanced races had been shattered.

The Avarians

From our explorations during the next century we found that our scientific expectation that planets would evolve creatures able to survive the peculiar atmosphere and climactic conditions of that planet were false. In some cases life existed in spite of those conditions. A case in point was our Avarian benefactors.

Their small, dusty planets have a gravity of 0.89 compared to Earth's 1.0. This varies of course, but the home planets closely follow this formula. Vegetation is plentiful with many farms to develop the tremendous amounts of protein the Avarian's diet and metabolism require. Much of the planet's surface is cultivated with fast growing grains that must be continuously irrigated because of the lack of surface water. This lack of water on the planet's surface or in shallow underground reservoirs ruins our long held evolutionary theory that life must evolve in a water environment. Even the Avarians are unable to explain with any scientific certainty how their ancestors survived the rigors of their planets.

Cities are usually built high and are spaced far apart to allow the maximum land area to be devoted to agriculture and protein farms. The architecture is simple in detail but complicated in design and form. Thin spires rising hundreds of meters into the atmosphere support their graceful cities as the legs support the weaving body of a spider. The flow and sweep of their building lines have few flat panels to mar the sculptured effect of these trade centers.

The Avarians are somewhat shorter than we are with a light, hollow bone structure. Internal organs are similar to ours with the exceptions of a duplicate liver, minor heart system and an organ of unknown function placed anteriorly to the pancreas. Their fast metabolism gives them only a marginally reduced lifespan compared to ours because their advanced medical technology has been able to compensate for the rapid degeneration typical of a species with a high metabolic rate.

The Entomalians

Entomalian lifestyles are the most structured in the galaxy. Three classes of individuals exist on their jungle planets. The Office of Galactic Intelligence (OGI) has classified 76% of the population as workers, 3% as the ruling or managerial class (code named drones) and the remaining 21% are performing military duties. Their society is strongly influenced by the military; a continuous state of war with someone is their way of life. Living quarters and 40% of the manufacturing sites are buried deep underground. The principal energy processing centers are located on the surface, along with extensive agricultural sites. All large animals (principally mammalian!) have been ruthlessly exterminated which caused such an ecological imbalance that many of the Entomalian agricultural areas suffered from an unchecked small pest population (actually a related species of the Entomalians). This caused a timely decrease in the Entomalian population that helped save the Avarians and ourselves shortly after our first contact with them in 2063. They have fully recovered now, but are in a state of technical obsolescence particularly with our introduction of the Star Base REVENGE (the newest Terran weapon, REVENGE is a mobile killer satellite capable of destroying whole planets).

The Entomalian chitinous exoskeleton serves as body armor but is not as protective as our armored infantries form-fitted plate. Their internal organs are bathed in a green mucoprotein solution that oxygenates the body's cells. Oxygen transfer takes place through pores in the thorax making them susceptible to suffocation when operating in a smokey, gaseous or liquid atmosphere. With four arms to bear weapons, plus their large numbers of soldiers, a fusilade of concentrated firepower can be directed against any target. They tend to be a little slower afoot than we, but utilization of underground trams in their tunnel complexes has caught our troops by surprise on more than one occasion.

Usually stymied by well protected sites, they try to encircle the site to isolate it and capture it later. This nullifies fortress type defenses but isn't effective against a MAATAC Corps. The workers and drones have not proven to be a challenge to our Interstellar Assault Corps (ISAC) but the soldiers will fight to the last. They have no regard for casualties because their losses can easily be recovered in their breeding chambers.

The blood feud between the Entomalians and Avarians has existed for about four centuries. The hard working Avarians found that their meager existence carved out of their barren planets was imperiled by the Entomalian desire to secure new agricultural centers. The distance between the major planets of these two races, and the technical superiority of the Avarians, have kept the tremendous masses of Bugs at bay until recently. The Avarian nation is reduced compared to what it once was but we have resolved to relieve some of the Entomalian pressure from their beleaguered fleet. This comes at a time when we are not bound by treaty but by our gratitude.

Our treaty with the Avarians ended when we became involved in the Carnivore-Aquarian dispute. The Avarians have been friendly with both nations and were politically embarrassed when we chose sides. We have found it difficult to support Carnivore claims on border systems because they have attempted seizure of some of our colonial planets and pirated defenseless merchant ships. The Entomalian sham of negotiations was broken when we revealed the existence of the REVENGE. The Bug's delegation has returned home leaving our military to ponder the possibility of another extended campaign.

Next Issue: The Carnivore and Aquarian Empires

IOWA vs. YAMATO

A One-On-One Fantasy

By Wayne Smith, Glen Burnie, Maryland

Much has been written about the two largest battleships ever completed, the USS IOWA and the Japanese YAMATO, and the probable outcome of their engagement had they encountered each other. There is no way to accurately predict a victor of such a meeting but it is possible to determine which ship had the better chance to survive. To do so involves a thorough examination of both ships' armaments, defensive equipment, damage control capabilities, range finding optics, and radar. In addition, battle damage reports of YAMATO and MUSASHI yield a wealth of information about their final moments in living up to their boasts about being the most unsinkable battleships ever built.

Laid down on November 4, 1937 YAMATO was the largest battleship ever built. She was 863 feet long, 127 feet wide and displaced 69,988 tons full load. She carried the largest guns ever sent afloat-18.11 inch (460mm) guns in three triple mounts firing a 3200 lb. projectile. Her secondary battery consisted of 12-6.1 inch guns while her anti-aircraft battery contained 12-5 inch guns and 24-25mm machine guns. Directing the main battery were two 15 meter range finders, one atop the tall forward control tower and one on the shorter after tower. To match her heavy guns and range finding equipment, heavy armor was installed in the form of a 410mm belt and a 200mm deck. The armor was considered sufficient to protect the ship against 18 inch shells fired from between 22000 and 33000 yards. Powering this giant were engines capable of propelling her at 27.6 knots. This ship was Japan's reply to the larger number of battleships the United States was expected to deploy.

The IOWA was rated as the fastest capital unit ever built. Powered by four shafts she easily made her designed 33 knots and was unofficially credited with bursts of 35 knots. IOWA's new 16"/50 caliber guns and twenty 5"/38 secondary made her the most powerful of the new American battleships. Anti-aircraft guns were comprised of twenty quad 40mm mounts, each with its own tracking radar, and 40 to 50 20mm guns. Protection consisted of a 310mm belt inclined at 15 degrees along with four torpedo bulkheads. Three armored decks totaled 357mm, the thickest armor ever applied to a battleship's decks. This was IOWA's answer to the dive bomber and long range plunging fire from other ships. These facts are well known characteristics of these two ships but they provide the basis for comparison of the salient features of the two vessels.

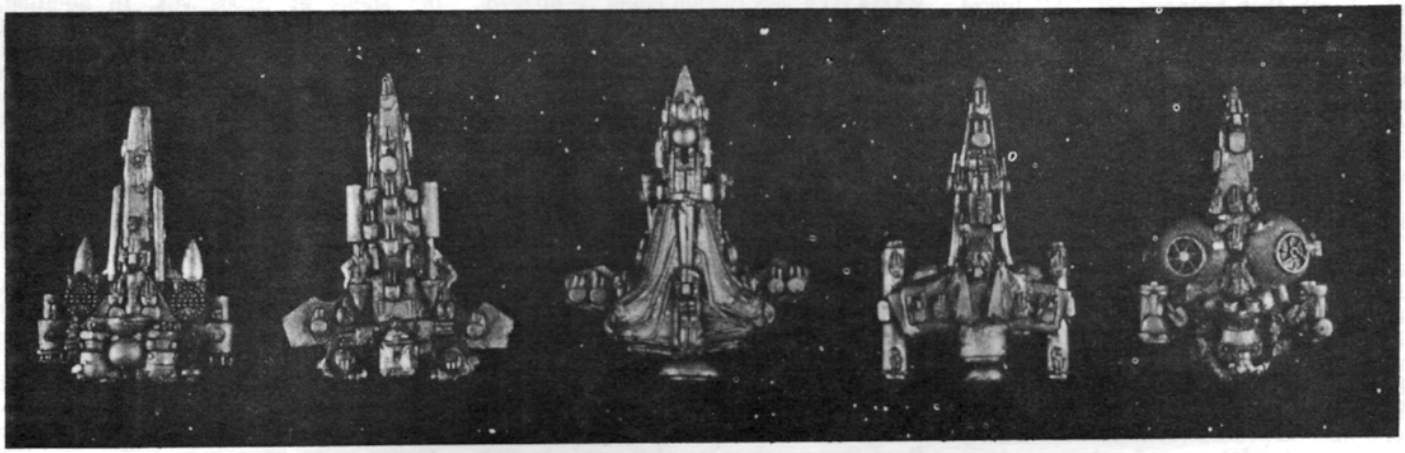
Main Battery Comparisons

Battleships are defined as heavily armored warships carrying guns of large caliber. It is the guns that are best known on these two ships so they will be compared first. Several guns and incomplete turntables for the uncompleted battleship SHINANO were captured after the war. Two guns and their training gear were sent to the Dahlgren Proving Grounds by the Naval Technical Mission to Japan. These were thoroughly studied and, with the help of many of the Japanese designers and gunnery officers, yielded information that indicated that the 18"/45 was not a significant advancement in naval ordnance. The 18"/45 could hurl a 3220 lb. projectile 46,000 yds. at 45 degrees elevation. At maximum elevation a five gun salvo had a spread of 500-600 yds., excellent results considering the size and complexity of the guns and mounting. Rate of fire was also quite good. At 3 degrees elevation loading time was 30 seconds for the shell and the 720 lb. powder charge. At 20 degrees the time was 36 seconds and at 41 degrees the time was approximately 40 seconds. None of these times allows for time on aim. These figures were obtained from ex-Japanese naval officers by the Naval Mission. One hundred rounds per gun were carried; 60 in the rotating structure and 40 more in the lower magazines. This arrangement was necessitated by the slow machinery used to transfer shells from the magazines to the turntables. With 60 rounds per gun in the turntable it was hoped that enough ammunition would be available to fight a surface action. The 2510 ton turret could be trained at 2 degrees/sec and the guns elevated at 8 degrees/sec, good results from so massive a structure.

IOWA's punch compared very favorably with her antogonists. The 16"/50 could propel a 2700 lb. shell 42300 yards at 45 degrees elevation. The 1708 ton turret could be trained 4 degrees/sec and the guns elevated 12 degrees/sec, much faster than YAMATO's. The magazines stored 120 rpg with efficient machinery capable of delivering all the ammunition to the turrets at the rate of two rounds per minute. Figures derived by the Naval Mission indicate that the 18"/45 had marginal penetration capabilities over the 16"/50. At the muzzle an 18" shell would pierce 34" of Krupp Cemented armor, a 16" shell only 32" of KC. At 20000 yds. the 18" would penetrate 21", the 16" would pierce 20" and at 30000 yds. both would pierce 15" of KC. It can be concluded that YAMATO's guns were marginally superior in penetration but inferior in rate of fire and availability of shell.

Secondary Armament

Insignificant in most battleship actions, the secondary armament on both ships could be THE decisive factor, not in their power of penetration, but in their acute lack of protection. IOWA held a clear edge in this matchup. Her 5"/38 twin mounts carried only 1½" of armor but the turrets were well dispersed, had their own separate magazines, and were not



SB80 SB40 SB20 SB01 SB60

STARFLEET WARS RULES AND VALUES FOR SUPERIOR'S NEW STARBOMBERS

The Starbomber's role in the galactic fleets is primarily offensive in that they are most useful escorting strike forces of starfighters or destroyers against enemy positions. Defensively, they can be used like an AA cruiser to keep starfighters from mounting a concentrated attack on capital units or provide close coverage to convoys. Their primary weapon is the particle weapon to deal with capital units supplemented with light lasers to stave off starfighters. While some approach a destroyer in size they are too lightly constructed to mount heavy lasers or thick shielding. This results in the paradox that they are too small to be invulnerable to starfighter's lasers but not small enough to avoid particle weapons or capital units heavy lasers.

A Starbombers particle weapons are fired exactly like any other ship's in **Starfleet Wars.** These rules are found on page 11 in the rulebook. In the following table the number found under the category "factors" is the number of particle weapons that can be launched each turn. The number under the category reloads is the **total** number of particle weapons carried on board that can be fired in the course of the game.

A Starbomber's light lasers can be fired at starfighters, transports or other starbombers. They may **not** fire at starships destroyer size or larger. Each light laser factor that a starbomber carries may be fired once per turn. Light lasers are fired exactly like starfighters lasers except that they have a range of 12 inches. These rules are found on page 14 of the rulebook under the category "Attack Craft". Unlike Attack Craft (Starfighters) the Starbomber may fire as often as it wishes only being subject to the limitation of one shot per laser factor per turn.

Starbombers may be fired at with the Offensive Factor of capital ships, the CIDS of capital ships, particle weapons of all starships or light lasers from starfighters, starbombers or transports. If they are hit once from the offensive factors or particle weapons from any ship they are destroyed. If hit by CIDS or light lasers a total of four hits is needed to destroy them. All Starbombers may travel up to a speed of 5 factors per turn.

For Starbomber values, see the table below.

Example of Play

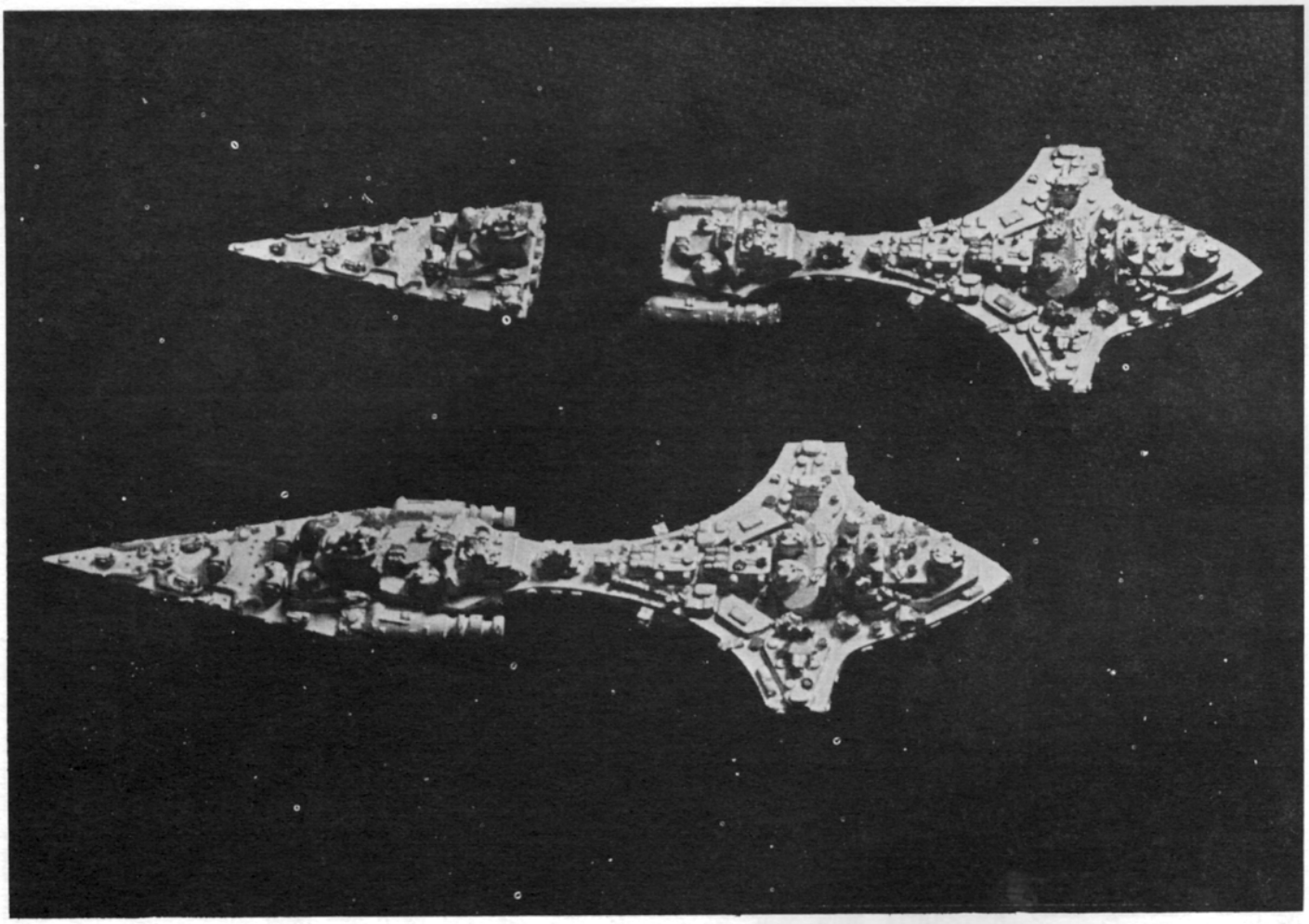
Two STING SB patrolling a trade route at a speed of 3 are surprised at a range of 12" by a PIRAHNA SD and 8 WAHOO SF (outfitted as interceptors) travelling at 4 speed factors. The SB's split their light laser fire against the WAHOO'S firing two factors at each starfighter thus firing at a total of 4 SF's. The die roll needed to shoot down the SF's as given in the firing table is from 0 to 29. Three SF's fall! Each SB fires 4 particle weapons at the PIRAHNA achieving a total of 2 hits causing 20 power units damage. The WAHOO'S may not fire since they are out of range. The PIRAHNA fires two offensive factors and two particle weapons at one SB and its CIDS at the other. The offensive factors miss but one PW hit is achieved destroying one STING SB. The CIDS makes two hits on the other SB, not enough to destroy her.

On turn 2 the SB and surviving SF's increase speed to five factors. The PIRAHNA with only 10 power units devotes 4 to speed (2 speed factors), 4 to offensive features (2 factors) and only has enough left to have a defensive factor of 1 (1 power unit). There are not enough power units left to reload the particle weapons. The range between the PIRAHNA and the STING has opened to 19". The WAHOO'S have closed to 8 inches. The starbomber fires 4 more particle weapons at the PIRAHNA leaving only two reloads on board. One hit is achieved causing the total damage to be 30 power units, enough to disable the SD and kill the entire crew. The STING fires one laser at four different WAHOO'S shooting down two of them. The SD fires with its offensive factors but misses. Its CIDS is out of range and may not fire. The starfighters shoot at the SB with their light lasers scoring two more hits. The SB has now taken four hits and is destroyed.

The Aquarians have lost 5 starfighters and must leave their destroyer drift in space without power or crew. The remaining starfighters can't tow it and they don't have any particle weapons to fire to destroy it. When last seen the PIRAHNA was still drifting, a memorial to a short, savage action.

STARBOMBER VALUES

Number	Name	Light Laser Factors	Factors	Reloads	Speed
SB01	Mars	6	4	8	5
SB20	Sting	4	4	10	5
SB40	Buzzard	5	5	9	5
SB60	Wahoo	5	4	9	5
SB80	Snarl	4	6	12	5



A STARSHIP CONVERSION

By Jack Jamieson, Newark, Delaware

For that Superior Starship Fleet commander who is looking for something different to add to his space armada, conversions made from combinations of the current available craft may be the answer. Many unusual spaceships can result from letting your imagination run wild.

One successful design of many I have tried is a marriage of the TS05 SWIFTSURE Stellar Destroyer and CS80 TIGER Galactic Dreadnought. It is probably the easiest conversion I've ever attempted, and the result is one of the most pleasant. The first step is to file the back of the SWIFTSURE flat along the back. This will eliminate the rocket engines at the rear of the model and leave a flat surface up to the base of the ship's conning tower.

The next step is to flatten the front of the TIGER in a similar manner. The bullet shaped pods on the front of the craft should be trimmed to make a flat area along the forward edge. With this accomplished, the ships can now be joined together to give you a completely new craft.

The best type of epoxy to use for all conversions is a putty type used by many plumbers in their trade and can generally be obtained at a plumbing supply outlet. Mix an appropriate amount of the epoxy and apply to the front of the TIGER. Then press the rear of the SWIFTSURE to the TIGER, taking care to align the bodies so the SWIFTSURE extends evenly in front of the TIGER and forms one continuous body. If proper alignment is a problem, I suggest you use crinkled aluminum foil on which to position your model. It will allow you to make a straight model and the foil will conduct heat--which is necessary if you use heat to cure the epoxy.

Joining the Parts

At this point the epoxy should have oozed out at the top and bottom of the models at their junctions. With a knife, clean and smooth this excess, making the junction as neat and filling as necessary to give a pleasing appearance. Laquer thinner or alcohol can be used to make the epoxy workable and smooth. Now allow the model to dry. This type of epoxy generally hardens in about two hours. This process can be speeded by heating but is not really necessary. I use an elecric hot plate, but I imagine a warm oven would do the job just as well. When heating 10-15 minutes and 250-280 degrees will generally be sufficient.

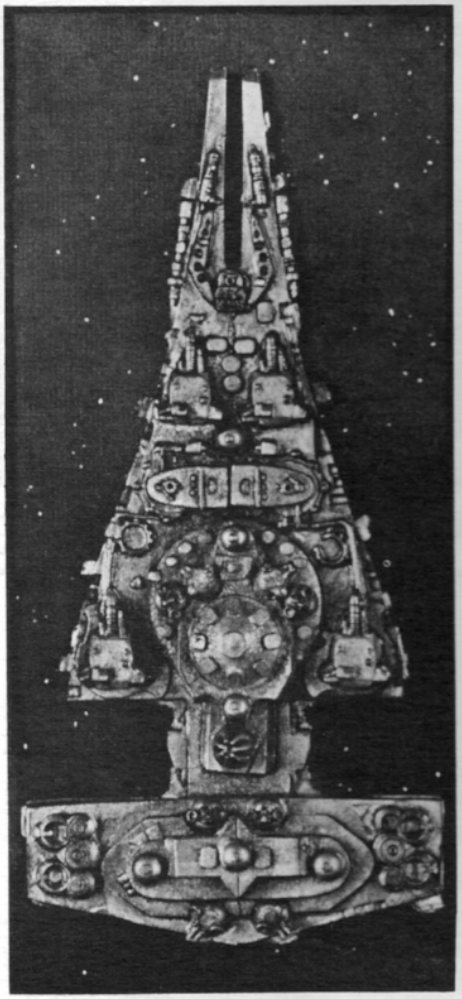
After the models are firmly joined into one, the underside must be cleaned and smoothed as the top had been. This side, however, is more difficult to do because now the epoxy is hardened. If you have access to a Dremel tool set or any other type of rotary speed tool, this epoxy can be cleaned in short order. This is how I do mine, but I suggest in lieu of this, the good old fashioned use of a file. The epoxy generally works well even though this method takes more time and effort. When this is done, paint your new model to conform with that of your favorite star fleet and use it to surprise your opponent in your next STARFLEET WARS battle.

If you like the looks of your completed model, you'll find that the SWIFTSURE and most of the Carnivore starships make rather nice models. It's almost like adding a complete new empire to your galaxy.

When adding any converted starship to your fleet for wargaming, I suggest you develop game values based on those of the original models involved; and after mutual agreement with your opponents. Converting can be fun and can add some unusual starships to your fleet. Watch the FORUM for more creations in the future.

STARSHIP DATA

Excerpts From A Forthcoming Starfleet Recognition Manual



Empire - Entomalian Empire
Builder - Hivecraft Industries
Classification - Galactic Dreadnought NEW MANTIS Class
Offensive System - 2 Heavy lasers, 6 medium lasers, 6 MOSQUITO Attack craft, particle weapons
Defensive System - Same as above, plus CID's
Personnel - 42 Higher Mantis, 422 Lower Mantis

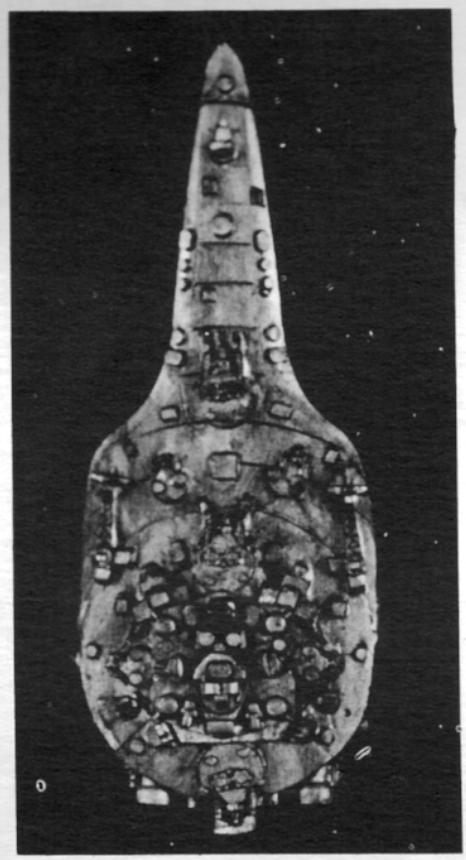
Named for the Entomalian species itself, the NEW MANTIS is a second-generation starship with considerable improvements over its predecessor the MANTIS.

The principal improvement is in the number of laser positions it mounts. There are eight positions, located four top-side and four on the under-side. All of the positions appear to be of equal strength, but the two forward top-side mounts are backed by electron energy convertors which increases their strength to that of a normal heavy laser. This is a recent development perfected by the Entomalians after centons of experimentation in the field. It is expected they will fit other smaller starships with this improved firepower system as soon as it is in general production.

In addition, the NEW MANTIS has one of the more powerful of "pincher" weapons known to be in use by the Entomalians to date. Extending prominently from the bow of the starship, it is used for ramming and clawing the hulls of opposing craft, damaging their air-tight integrity. This weapon is a standard one among Entomalian space craft, though varying in size and strength.

Power for the NEW MANTIS is supplied by an in-line series of nuclear reactors using a step-down transformer system to distribute the power to the four engines mounted in the rear of the ship. This system creates ample energy to propel the ship and operate its computers and laser mechanisms for extended periods.

MOSQUITO attack craft are employed for scouting and the NEW MANTIS has space to carry six of these speedy ships. They can be used, too, both offensively and defensively, but their small number normally prohibits their use in these roles unless operating in conjunction with the forces from a galactic attack carrier. For defense, the NEW MANTIS depends largely on her laser and particle weapons with the addition of the CID system.



Empire - Aquarian Alliance
Builder - Watercraft Industries
Classification - Galactic Dreadnought LEVIATHAN Class - 10 ships in class
Offensive System - Radon Bomb Catapult, 3 heavy laser turrets, particle weapons
Defense System - Underwater Operational Capability
Personnel - 38 Officers, 246 Aquanauts and 154 Aquabots (Aquatic Robots)

Largest of all Aquarian Starships, *the LEVIATHANS were the first ships designed by that empire. Beginning with this large ship, the Aquarians used its almost perfect aquatic design to develop the vessels of the smaller classes.

The greatest advantage the Aquarians have over the other empires in the Galaxy, is their ability to not only fly through space, but to submerge beneath the seas of the planets. Though they are considered to be one of the most powerful in defensive capabilities, the ultimate defense of the Empire's starships is to operate under water. In this natural element, they alone are the dominant force. When the Aquarians choose to take to the depths of the oceans of the planets, be it for offensive or defensive purposes, they can not be followed by the ships of any other Empire.

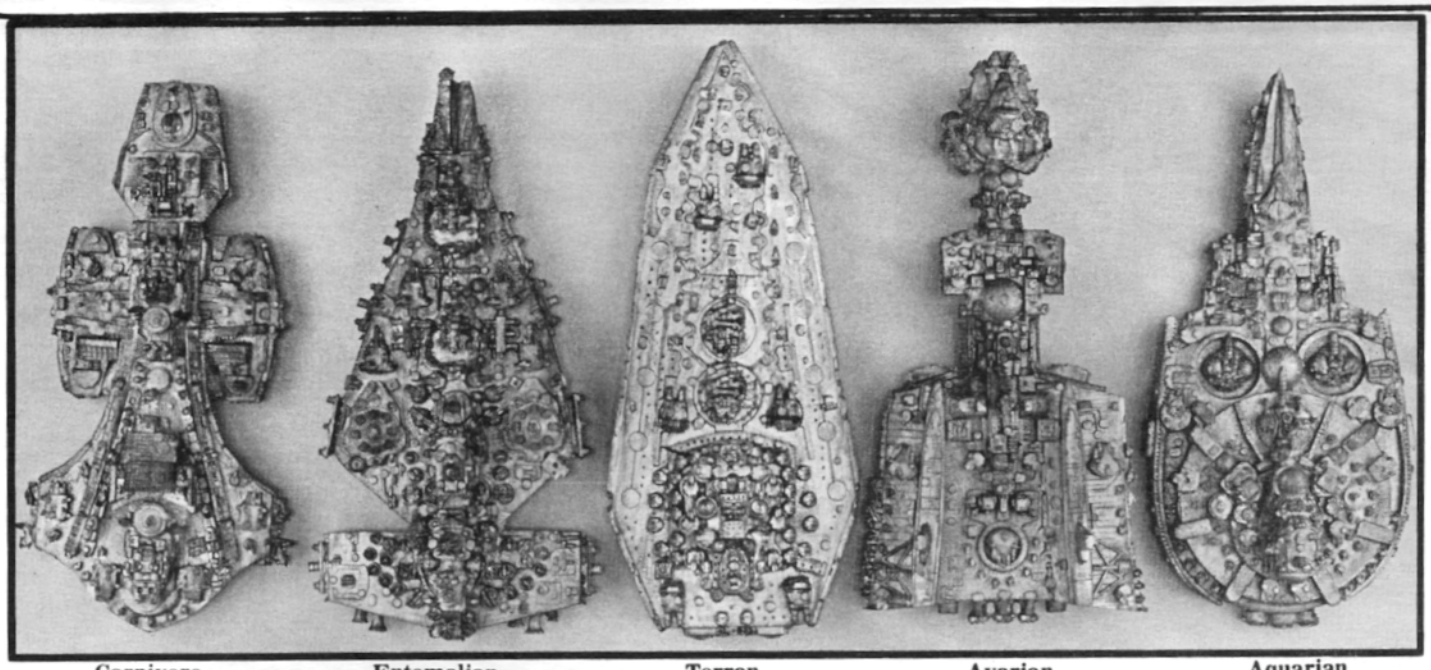
They operate as well at the oceans' depths as they do in outer space. Power under water is supplied by 8 infused-hydrogen emission propulsion plants which work in conjunction with the more conventional fission hyper-drive engines used in space. Cut-off of one system and the activation of the other is automatically controlled by the starship's drive and guidance computer. The systems can run simultaneously for short periods of time allowing one to take hold before the other is shut down.

As in other Galactic starships the majority of the domestic duties are accomplished by the Aquabots thus freeing the Aquarians for more important assignments. Both the offensive and defensive weapons are controlled by the Aquarians. It is believed they have not developed their Aquabots to a state where they can intelligently control the defensive systems as have some of the other Empires.

The particle weapon employed by the Aquarians is the Radon Bomb Catapult. This weapon is capable of being used both in space and beneath the depths. Its ability to be launched while the mother ship remains beneath the water is reminiscent of the early Poseidon missiles employed by the ancestors of the Terrans in the late 20th century.

Other ships known to exist in this class are GIGANTIC, OLYMPIC, TITANIC, MAJESTIC and WASSERLAND. It is anticipated more of this fine class will be produced since it has proven efficient to operate and easily adaptable to the environment of most of the planets found throughout the Galaxy.

*Now second largest to the new Super Galactic Dreadnought.



Carnivore Entomalian Terran Avarian Aquarian

SUPER GALACTIC DREADNOUGHT VALUES FOR STARFLEET WARS

The Super Galactic Dreadnoughts (SGD) are fought just like other ships in Starfleet Wars with one small change. Using the available power units calculate your factors for offense, defense and speed (Page 5 of the rulebook). Remember, at no time may you use more than your available power units or exceed your maximum offensive and defensive factors. The highest speed these ships may travel is a factor of 5. After you have calculated defensive factor. (These additional factors are found in the Data Table below.) These totals are your factors used to engage your opponent's ship for that turn.

ex. An undamaged VICTORY elects to travel at a speed of 3 (using 9 power units), has an offensive factor of 18 (using 324 power units) and a defensive factor of 12 (using 144 power units) for a total of 477 power units used. Note that this is less than the maximum of 480 available power units. The additional offensive factor of 7 is added to the calculated offensive factor of 18 giving a total of 25 offensive factors. In the same manner the defensive factor is boosted from 12 to 19 (12 plus 7 = 19).

The additional offensive and defensive factors reflect the increased capabilities of these super dreadnoughts over earlier ships. The additional factors cease to be added when a ship suffers a loss of 75% of her power units.

We suggest limiting each power to a maximum of two SGD in any one battle in the interest of playability. More than this number may dominate the battle and decrease your enjoyment of the game.

CLASS	POWER UNITS	MAX. OFF. FACTOR	ADDITIONAL OFF. FACTOR	MAX. DEF. FACTOR	ADDITIONAL DEF. FACTOR	CIDS FACTOR	ATTACK CRAFT	PARTICLE FACTOR / RELOADS	WEAPONS
VICTORY	480	21	7	21	7	100% (60)	30	6	30
SWARM	420	20	5	20	5	100% (42)	15	6	28
GRYPHON	475	21	7	21	8	100% (50)	28	7	33
TYPHOON	460	21	4	21	5	100% (46)	20	5	26
POLECAT	450	21	5	21	3	100% (40)	18	12	34

STARFLEET WARS/MAATAC Q & A

This will become a regular column where readers are invited to submit their questions about our games in order that we may clarify the rules or make corrections to the games. Hopefully this short initial column will grow longer in response of our readers' questions and suggestions. The first statement applies to **MAATAC,** the rest are all applicable to **Starfleet Wars.**

1) On the MAATAC Data Table: The third sentence in the note under the Firing Table should read "Fortifications constructed during or prior to the game may not **add** one to their die roll.

2) On the **Starfleet Wars** Data Table under Table #1, the Power Unit table, 11 factors should cost 121 power units, not 122.

3) The number of reloads given on page 9 of the SFW rule book is the **total** number of particle weapons on board. It is not the number of particle weapons per particle weapon factor.
e.g. A TIGER GD fires 6 particle weapons on turn one, it now has 10 left (16-6=10). On turn two it fires 6 more factors leaving only 4 reloads on board. On turn three it may only launch its 4 remaining particle weapons even though it has 6 launchers.

4) In multiple ship battles where you add your offensive factors together to fire on a single target, use the speed of the **fastest** ship in the attacking group as the attackers speed in the Firing Table. Table #2.

5) The new starfighters METEOR, GNAT, B-JAY, EEL, and LEOPARD have the same values and capabilities as the earlier starfighters and can be used interchangeably with them in either **Starfleet Wars** or **MAATAC.**

6) An addendum sheet has been printed giving the values of the Super Galactic Dreadnoughts and the new transports. If you have not received one, you can get a free copy from ALNAVCO or Coulter-Bennett.

That's all for now. Send in your questions or suggestions as soon as you can so we can include as many as possible in our next issue of FORUM.

Note: Actual sizes of Super Galactic Dreadnoughts: about six inches; Actual sizes of Starbombers: about 1½ inches.