



Prelude to Federation

"It's been a long road, getting from there to here. It's been a long time, but my time is finally here. And I will see my dreams come alive at night, I will touch the sky, and they're not gonna hold me down no more; no they're not gonna change my mind."

Introduction

This is a playtest campaign using a variant of the standard *Victory by Any Means (VBAM)* campaign. I am changing quite a bit of the *VBAM* rules to try out some new options and see if any of them would work well as optional or replacement rules for the game. Specifically, I am testing out the single squadron task force rules being discussed on the *VBAM* Forums in September 2016.

Disclaimer: This is unofficial as it gets and is just a fan campaign that is neither endorsed or otherwise associated with VBAM Games. While some of the rules discussed and tested in this campaign may later appear in a VBAM supplement, this is just my own personal lark that I am doing for fun and to share with other players. I just thought I should make that clear.

Campaign Overview

This campaign is set at the dawn of Earth's interstellar age, with two competing empires -- the peaceful United Earth (Earth Starfleet) and the aggressive Klingon Empire -- moving out into the galaxy for the first time. These factions have access to ships from the *Star Trek: Enterprise* era at the start of the campaign. These are smaller corvettes and destroyers, but they will be able to unlock newer, more advanced ships as they research new tech advances.

It should be pointed out that this is not necessarily a Star Trek campaign, however. The proto-Federation and the Klingons might end up running into any number of other alien empires from any number of other sci-fi settings or time periods. Who knows what is lurking out there in the dark?

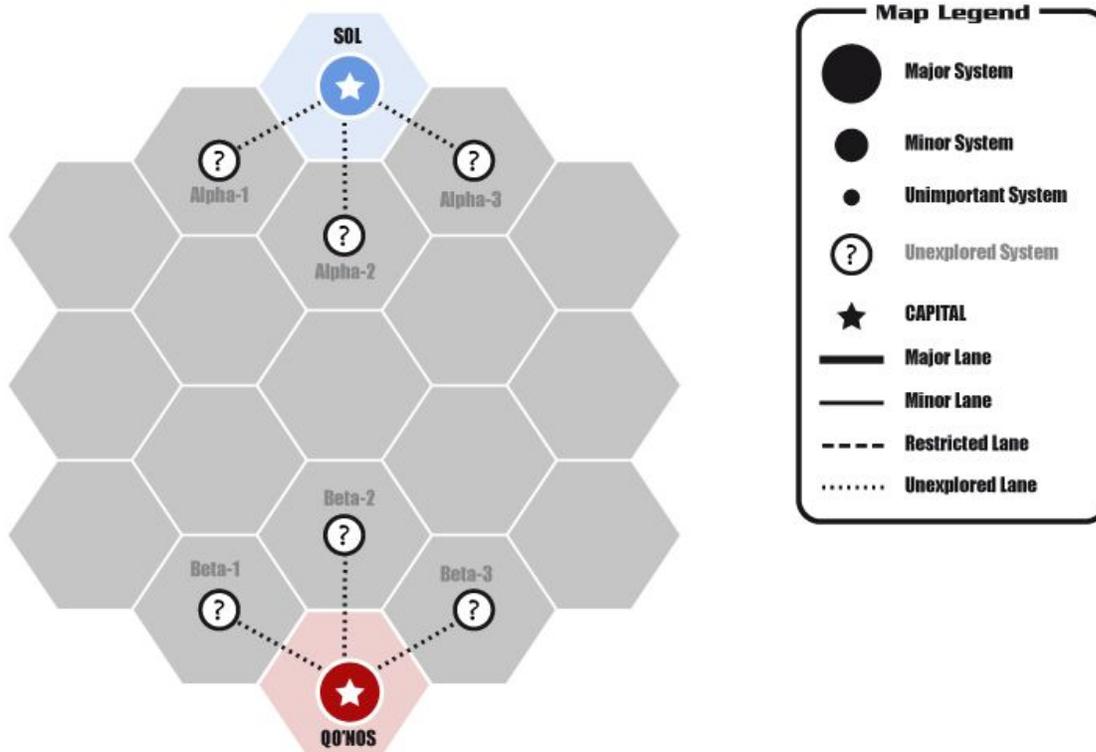
New Rules

I'll be putting new rules in this section as they become pertinent to play.

Campaign Setup

I am setting the game up on a floating version of the two-player map from the *Campaign Guide*. As players explore, they might find jump lanes that extend off of the edge of the map, effectively adding extra hexes to the star map.

PRELUDE TO FEDERATION - 2251.01



Home Systems

I am using a modified set of system generation tables to eliminate the colony levels and leave us with just the three system importances (Unimportant, Minor, Major). I have an ulterior motive here, which will become evident once we get further into play.

Each player homeworld is now a Major system with the following starting stats: 10 Capacity, 4 Raw, 8 Census, 6 Morale, 4 Productivity. Homeworld systems get two system traits, while normal systems just get one system trait. This reduces the variance between systems of different importances. I've also modified the special traits table to eliminate the system importance modifier (it's now one-size-fits-all) and make sure that every trait gives a bonus to a resource stat (Capacity or Raw) and a population stat (Census, Morale, Productivity). This way every roll benefits the system, even if it isn't inhabited at the start of the game.

Sol (the United Earth home system) rolls **Gaia World** (+1 to each stat) and **Robust Economy** (+1 Capacity, +1 Productivity). That was a lucky roll! Here are the system's final stats:

Sol: 12 Capacity, 5 Raw, 9 Census, 7 Morale, 6 Productivity

This definitely gives the Earthers a boost in production, and they can support a large population in Sol. Right now the system has an economic output of 5 Raw x 6 Utilized Productivity = 30 economic points per turn. This is half what you'd expect from a homeworld in 1E, but is about right for the size of fleets that we want to be dealing with.

Qo'Nos (the Klingon home system) rolls **Fair Biosphere** (+2 Capacity, +1 Census) and **Rare Metals** (+1 Raw, +1 Productivity). They weren't as lucky as the Earthers were with their Gaia World, but they aren't at a huge disadvantage, either. Here are the final stats:

Qo'Nos: 12 Capacity, 5 Raw, 9 Census, 6 Morale, 5 Productivity

The Klingon home system has an economic output of 5 Raw x 5 Utilized Productivity = 25 economic points per turn. This puts them at a disadvantage overall, but they can equalize the situation fairly quickly by building up their home system. Maybe a lucky exploration roll will give them early access to another major system?

Starting Forces

Empires normally get 5 times their total system income to spend on starting forces at the start of the game. In the interests of fairness, I am going to use the United Earth's total system income as the basis for both them and the Klingons, so that they both have the same number of economic points to spend. This gives them $5 \times 30 = 150$ economic points to spend.

The first order of business is going to be to invest in civilian infrastructure for these empires. This playtest eliminates the "free" supply points that VBAM empires typically enjoy. Instead, they have to build orbital supply depots throughout their empire to push supplies out to friendly forces. A supply

depot still costs 20 economic points. Each empire is starting with a supply depot in orbit of its homeworld.

Shipyards are also vital to expansion and conquest, and each empire will want to start with one of these, too. They cost 20 economic points each.

The last civilian units to consider are convoys (transport, trade, colony). A starting trade fleet for each empire is almost a no-brainer, as for 20 economic points it will generate between 5-6 economic points per turn (based on the Utilized Productivity of the homeworld in question). A starting transport fleet and colony fleet would also be nice, but I think I'm going to hold off on those until later. Convoys build quickly, and there is currently no need for them until we want to start expanding.

Each empire has already spent 60 economic points on starting civilian infrastructure (1 Supply Depot, 1 Shipyard, 1 Trade Fleet). That leaves them 90 points to spend on other military hardware.

I've given both empires 10 starting unit designs, a mix of corvettes and destroyers plus a base, ground unit, and flight. This gives them a fairly good selection of starting units. However, neither of them fields anything bigger than a destroyer right now. The first tech advance is going to unlock a light cruiser, more than likely, the upgraded NX (with engineering hull) from the United Earth and a D6 for the Klingons. But I wanted to test out what it would be like for them to be fielding fleets of smaller ships this time through.

The United Earth is going to spend its 90 points on the following:

- 6 Sweden CT (12 EP) [2]
- 2 Neptune destroyers (8 EP) [2]
- 3 NX scout destroyers (15 EP) [3]
- 3 Horizon military transports (12 EP) [3]
- 3 Fortunate carriers (12 EP) [3]
- 11 Shuttlepods (11 EP) [1]
- 1 Small Base (8 EP) [3]
- 3 Regulars (12 EP) [2]

I want the 3 NX + 3 Horizon to form the basis for my scout fleets, while the Neptune, Sweden, and Fortunates act as my main defensive line. I probably should have bought more bases, because that base is going to be expensive to maintain on its own, but I foresee purchasing a transport fleet early and using it to start production on a few more border stations as I expand.

The total maintenance for the United Earth fleet is 26 economic points per turn (22 military, 4 civilian). And we only make 30 economic points per turn! That is definitely a problem. We'll have to place some of the fleet in mothballs or reserves to keep our maintenance down. The 2E reserve formula doubles our maintenance denominator, however, which means that we don't see any gains by putting these ships into reserves because we have too few of too many of them. If we used the 1E system, then we would halve the total for the reserve units, which would be fairer for us but require a bit more math. I'm going to keep the 2E rule for now. That just means that most of my defense fleet is

Prelude to Federation

going to be mothballed at the start of the game. Mothballing the Neptune, Fortunate, and Shuttlepods would save me 6 EP per turn. I may consider mothballing more if I have to. For the record, if I used the 1E reserve maintenance calculation, placing them in reserve status would save me 3 EP per turn.

The Klingon Empire meanwhile is going to spend its 90 points on the following:

- 3 D4 destroyers (15 EP) [2]
- 3 Raptor scouts (15 EP) [3]
- 6 Duras birds of prey (18 EP) [1]
- 3 Small Bases (24 EP) [3]
- 3 Skalaar LF (3 EP) [1]
- 3 Warriors (15 EP) [2]

The Klingons aren't going to repeat the economic insanity of the Union, focusing on a smaller number of unit classes that are cheaper to maintain. They have their 3 Raptors to use to start exploring, and are otherwise building their fleet around a core of D4 destroyers and Duras escorts. I went for full defensive coverage with 3 Small Bases at Qo'Nos. This will make their homeworld very difficult to attack, even if they end up running into some more powerful neighbors that DO have more advanced ships. I threw in a handful of Skalaar light fighters, too, to start filling up the hangars on their bases.

The total maintenance for the Klingon Empire is 16 economic points per turn (12 military, 4 civilian). That's a far cry from what the Union is paying! However, I'm lacking the variety of the Union military, and I'll have to do quite a bit of construction to compensate.

It's time for me to prepare my turn order sheets and get this party started. Engage!

Campaign History

Year 2251

Greetings, and welcome to Starfleet Command! In my role as Chief of Naval Operations, I'll be reporting on the events that are occurring in our little corner of the galaxy. As you know, the subspace "Bleed" that curtailed interstellar travel several years ago has since abated, and Starfleet has begun readying its forces to go back out into the void and try to reestablish ourselves as a galactic civilization.

The Sol system is of course our home base, and frankly it's the only system that we currently know anything about. Our economy has recovered after the unrest following the Bleed, and Starfleet is more or less back up to its previous fleet strength.

We've had to mothball a large number of ships due to a lack of resources to maintain them. The mothballs currently include 2 Neptune destroyers, 3 Fortunate carriers, and 11 Shuttlepods. Hopefully we won't need these ships, but it is a bit concerning to have so much of the fleet vented to space. What if we run into a threat? In that event, it will take time for us to reactivate the ships, and we have to hope that we'll have the time we need to get back to a proper defensive footing.

We have three scout fleets ready to head out to the frontier. Each is commanded an NX class scout destroyer and accompanied by a Horizon military supply transport. That should let them stay in supply longer than they would otherwise would be able to. The Horizons are not the greatest supply ships, but they'll do in a pinch.

While there are two player empires active in this campaign, I find it easier to concentrate more on one of them for narrative reasons. For that reason while you'll see updates about some of what the Klingons are doing, don't expect many details from their perspective. This is more about those pesky Humans from Earth and what they're getting up to in the galaxy.

2251.01

Scout Force Alpha, led by the NX class *Enterprise*, successfully charts the jump lane connecting Sol to the nearby star, Centauri. This system is determined to be a minor system that contains Rare Metals (+1 Raw) that might be of value to the Union (Centauri: 6 Capacity, 3 Raw).

This system has two additional unexplored lanes connecting to it in addition to the jump to Sol. They are heading upward and outward of Sol. *Enterprise* will continue to explore in this direction and see what other systems can be found down this chain. The fleet would be out of supply right now if it wasn't for the fact that the *Enterprise* is being accompanied by the military supply ship *Horizon*.

Starfleet is ecstatic that the fleet was able to discover a new system so soon! Captain Archer and his crew have been commended for their service.

Prelude to Federation

The United Earth gains 6 XP for exploring the jump lane. 5 XP is spent to improve the Enterprise to Veteran status, and the remaining 1 XP is used to create a new Commander leader (Archer) that has no abilities but the XP carries work towards eventually giving him any meaningful abilities.

#

The Klingon Raptor scout Vrog'ha has disappeared while exploring near Beta-1. The Klingon Defense Force command believes that the crew must have encountered some sort of spatial anomaly that drew it off course. That happens a lot.

Stalker One found itself In Peril and gained 3 out of supply levels. The Raptor only is DV 3, so this was enough to destroy the scout. An ignominious beginning for the Klingon scout command!

2251.02

The United Earth ordered the construction of three new NX class scout destroyers (*Atlantis, Soyuz, Endeavor*) to be built in orbit of Earth at the McKinley Shipyard. This construction project costs the Union a total of 15 EP and the ships will take 3 turns to build.

The Shipyard at Sol has a construction capacity equal to the system, or 30 economic points. It also has a total of 6 slipways. Therefore, the Shipyard is currently exactly at 50% production capacity. I need to finish filling out some of the Union's maintenance groups, and the NX are a practical starting point.

#

The Klingon Raptor scout K'vest'a successfully explored the jump lane connecting Qo'Nos to the nearby system of Tovok. This unimportant system appears to be adaptable to Heavy Industry, but it is a relatively uninteresting system other than that (4 Capacity, 2 Raw). The route to Tovok is a major lane, which will make travel back and forth very easy. There is one other unexplored jump lane in the system, that leads to the system that has been designated Beta-4.

The Klingons gain 1 XP (rolled the minimum) for exploring the lane. I've given this XP to the K'vest'a to go towards future crew upgrades.

2251.03

Scout Force Charlie, consisting of the NX scout destroyer *Discovery* and its Horizon freighter consort *Rendezvous*, successfully explore the jump lane connecting Sol to the Beta Hydri system. This is a minor system and there is one other jump lane detected. A planetary survey in this system reveals large quantities of dilithium (Strategic Resources). This gives Beta Hydri 6 Capacity and 4 Raw.

United Earth earns 1 XP and applies it to the Discovery. This was a relatively routine exploration mission.

2251.04

Columbia reports that she was nearly drawn off course by some sort of a warp eddy that caused an unsafe power buildup in her port nacelle. The chief engineer was able to, and I quote, “redirect power from the secondary EPS manifold and vent excess plasma into the main impulse reactor” to correct the problem. Sounds a lot like techno-babble to me.

Scout Fleet Beta ended up in peril and earned an out of supply level. Luckily this wasn't enough to do any lasting damage because they are still able to trace a supply route back to the supply depot in Sol. However, if it had been 3 or better, then the ship would have been lost.

With the exploration rule updates made this weekend to VBAM Galaxies, dedicated Explorer ships like the EA Explorer are simply much better suited for these kinds of operations because they don't earn out of supply levels from being in peril as fast.

#

Construction on the NX destroyers *Atlantis*, *Soyuz*, and *Endeavor* are now complete. It took three months to build them, but they're finally ready for assignment! Captain DeSoto has been given command of the *Atlantis* and will head up a new exploration initiative. To improve our odds of successful exploring a jump lane, these three scout destroyers are going to be combined into a single Scout Fleet (Delta Fleet) and dispatched to Centauri to explore in that system. We believe that this new exploration configuration will double our chances of successfully exploring new jump lanes, even if it means running the risk of losing the entire fleet if it finds itself in peril.

I changed the exploration attempt rules to more closely match 1E exploration, while retaining the straight d10 (vs 2d6) roll. This includes making the exploration modifier be the highest Scout value plus +1 per 2 remaining Scout functions in the fleet (rounding down instead of up, which is a change). Thus putting these three scouts together will get me a +2 bonus. I was reminded how that system did work out pretty good when I was rereading Charlie's old New Earth Alliance campaign diaries.

#

The United Earth Council authorized funds to begin rallying a new colony convoy at Sol. According to the press releases, this convoy is going to be loading up colonists and heading out for Beta Hydri to establish our first extra-solar colony! Exciting news! Of course, this means that I have to start worrying about securing two star systems, and keeping that convoy safe during its journey to Beta Hydri. Our ship resources are already spread thin here in Sol. I may have to approach the Joint Chiefs to discuss getting the ball rolling on appropriations for a maintenance group of Gallant corvettes. They are more expensive to build than our existing Swedens, but they cost half as much to maintain. The Gallants are atmospheric, too, which means that we can have contractors build them at their planetary factory

yards and keep McKinley Shipyard open and available for larger non-atmospheric construction projects.

I am concerned about the raiding, to be honest. The current build of the raiding chance rules combines elements of 1E and 2E, and the raiding chance is just high enough that the addition of a few convoys here and there can be a problem when you don't have the ships to keep the space lanes clear of riff raff that might try to cause them harm.

2251.05

Great news! Scout Fleet Beta has finished exploring the last unexplored lane in Sol, and it leads to a major system called Tau Ceti that is rich in Rare Metals (+1 Raw). This gives the system 10 Capacity and 5 Raw. This is nearly as good as Sol. The lane is only minor in quality, however, which is a shame considering everything else. The *Columbia* reports that there is only one unexplored lane in Tau Ceti, but they will proceed to try and map it as soon as possible.

The discovery of Tau Ceti changes our expansion plans. The colony convoy originally built to send colonists to Beta Hydri is going to be diverted to Tau Ceti instead because it has more resources and will give the Council a better return on its investment. A Census is being loaded onto the convoy this month, and the ship should arrive in Tau Ceti next month. It is going to take an entire month to establish the new colony after they arrive. Colonization is a time consuming business, after all.

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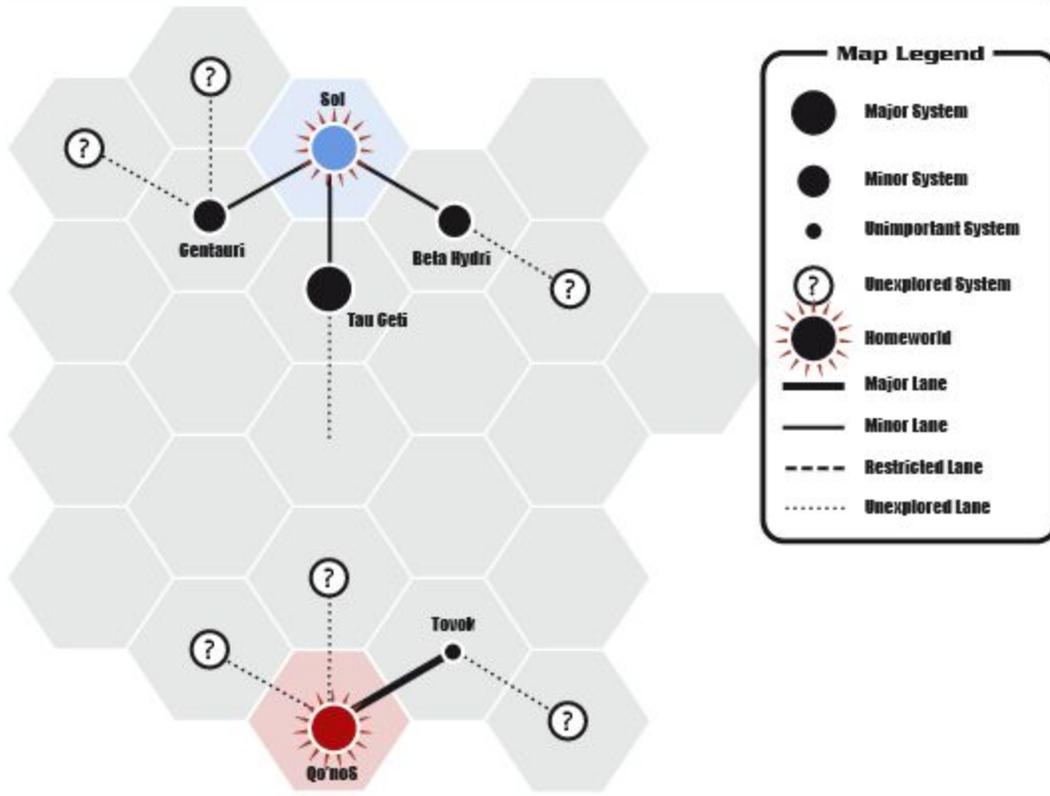
The Joint Chiefs have received authorization to purchase 6 Gallant atmospheric corvettes from the planetary shipwrights in Sol. Unfortunately, it's going to take two months until these ships will be ready for service. Given the amount of resources tied up in the new colony convoy -- not to mention the irreplaceable colonists -- I am going to order several of our scouts back from the frontier to provide her with an escort as she makes her voyage to Tau Ceti. A pair of NX destroyers should be enough to dissuade the casual pirate from getting too close.

#

The Klingons have lost all contact with the Raptor K'vesta while it was exploring in Tovok. It is presumed destroyed. This is the second Raptor lost, and the Empire is now down to a single scout ship. They will need to start building additional units immediately.

In better news, the Klingons managed to finally save up enough economic points to increase the Productivity of Qo'nos to 6. Their income is now in parity with that of Sol, and they'll earn an extra 6 points per turn.

PRELUDE TO FEDERATION - 2251.05



2251.06

Our colony convoy has arrived safely in Tau Ceti. The crew of the *Enterprise* diverted from Centauri, and *Columbia* remained on station in Tau Ceti to complete the escort operation. The captain of the colony convoy has thanked everyone for their support and for keeping them safe during their pleasantly uneventful journey.

Now that the convoy is in Tau Ceti, it can begin disassembling and disembarking colonists at the start of next month. By August, the colony should be ready for the Council to begin diverting funds to invest in local infrastructure and make it a productive colony world!

There is still enough Census free in Sol that the Council could charter another colony expedition or even improve Productivity in Sol to earn additional income. Every economic point helps, and eventually they might be able to free up enough room in the budget that we could think about demothballing some of our heavier warships and bring them back online.

###

DeSoto did it on the first try! It only took Scout Fleet Delta a few weeks to survey one of the unexplored lanes out of Centauri. They ended up upspin in the Farpoint system. I've looked over the

Prelude to Federation

sensor readings and Farpoint is a decidedly unimportant system, but geologic probes show that there are some Rare Metals on-site so it's not a complete wash. Still, the planets there certainly aren't anything worth bragging about.

More interesting is that there are a total of five jump lanes in the system, including the one that connects to Centauri. The Farpoint/Centauri lane is restricted, however, and this scout fleet doesn't have any Horizons with them to keep them in supply. Captain DeSoto's report states that they have experience widespread system malfunctions, but they're not at risk of being destroyed quite yet. Even so, I've dispatched a priority message recalling them to Centauri. They can follow up exploration of the last jump lane in that system upon their return.

Scout Fleet Delta earns 4 XP from exploring the jump lane. Instead of applying it to the Atlantis, I'm going it to DeSoto herself and creating a new outstanding leader. She has no abilities yet, but that might change as the campaign progresses.

#

Our first 6 Gallant CVs left the shipyards this month. The ships are going to be split into two patrol fleets, each containing 3 Gallants. One fleet will move to Tau Ceti to guard the new colony, while the other will move to Beta Hydri to secure that system until such time as we can colonize it.

I have recommended to the Joint Chiefs that we may want to get a transport convoy built to give Starfleet a construction fleet that could be used to build additional bases. We are paying 3 EP per month for the current Small Base in Sol, and the maintenance group is for 3 bases. Like I told Admiral Netter, we're already paying the maintenance for them, so why not build the extra bases? A single transport convoy would have enough construction capacity to support the construction of a base. We could send the convoy over to Tau Ceti and within 4 months have a shiny new base in orbit of our colony world.

The question of where to put the third base is more difficult. Beta Hydri is likely to be Earth's second colony, which makes it a natural choice. However, Centauri has two jump lanes and would be a more sensible defensive position if we wanted to secure those paths out of the system.

#

Meanwhile, the lone Klingon Raptor scout succeeded in exploring in Qo'nos and has found the Narendra system. This is a major system with a Robust Economy (11 Capacity, 4 Raw) and five jump lanes. This is a great find for the Klingons, and the lane between Qo'nos and Narendra is a major lane. This will facilitate quicker travel through the Empire.

Unbeknownst to the Humans or Klingons, both Tau Ceti and Narendra share a jump lane to a third, currently unexplored system. That means that the empires are guaranteed at least one point of contact on the map now. They may run into each other sooner rather than later...

#

I ran into an order of operations issue with colonization this turn which I needed to resolve. The Galaxies rules had Colonization in the Economic Phase, but it doesn't involve actually purchasing anything so it doesn't make a lot of sense in the context of spending economic points. I have a feeling there is going to be similar order of operation issues crop up. I'm moving colonization back to the Update Phase for now and watch and see what else comes up. This means that Tau Ceti was actually colonized at the end of THIS turn, not next turn.

2251.07

I've issued some command reassignments now that our 6 Gallant corvettes have completed. Patrol Fleet One, which previously contained our 6 Sweden corvettes, has been split into two separate patrol fleets (One and Two) with 3 Swedens and 3 Gallants in each fleet. This eliminates the Sweden's Fast movement advantage for right now, but we don't have enough territory under our control for that to be a problem.

Patrol Fleet One is remaining on station in Sol to guard against pirates, but Patrol Fleet Two is moving to Tau Ceti to act as our picket in the system until such time as we can get some heavier units online to reinforce them there.

A transport convoy was purchased this month, and the new freighters are going to be launching out of their slips at the end of the month. The Joint Chiefs and I managed to talk the Council into supporting my idea of building some extra bases to secure our borders. They think this was their own idea, of course, but I'm not going to let a fit of professional picque jeopardize the project; if the Council is willing to pay for the bases, I'm more than willing to give them all of the credit.

The plan is to move the transports to Tau Ceti next month and begin laying down a new Small Base there to protect the colony. A Small Base is almost twice as large as an NX is is more than twice as durable should it be forced into a combat situation. I'm personally not sure that one of our own Patrol Fleets could take on a Small Base without receiving unacceptable casualties, especially if we build some more Shuttlepods to fill its hangars!

Our recent expansion has highlight the acute need for a new, modern defense fleet. Specifically, we need a new class of "command cruiser" to anchor our fleets. I've talked to Vice Admiral Collins in R&D, and he thinks that the Fleet Engineering division might have something that would fit the bill, but they are several months out from authorizing plans for the ship. They're saying this Light Cruiser hull will be about 50% larger than a NX or Neptune and considerably more powerful. We'll see.

For right now, though, I have to work with the tools I have available, and that means investing in proven technologies. The decision has been made to build another 4 Neptune destroyers to supplement our Patrol Fleets. I talked with my staff about possibly demothballing *Neptune* and *Uranus*, our two existing ships of this class that are currently in Sol, but we decided that it would be better to build some new construction and then start demothballing those two ships at a later date. That would give us a full maintenance group of Neptunes available for active duty.

The plan is to dispatch assign one Neptune to each other Patrol Fleets to serve as a command and control vessel, then have the rest move out for solo operations in new systems as we discover them. That will give us eyes and ears out there on the border to watch for any activity. Sometimes I lay at night worrying about what would happen if some alien fleet moved in behind one of our Scout Fleets into a system that we previously explored but stopped monitoring. Frankly, it scares the hell out of me. I need to protect these men and women under my command, and the only way I can do that is put more ships in space and improve our defense coverage.

Enterprise has been ordered back to Centauri. She's going to be moving up to Farpoint to explore soon because her scout fleet includes a Horizon freighter that can trace an extended supply route over the Centauri/Farpoint restricted lane where the *Atlantis* and her sister ships couldn't.

Atlantis and the rest of Scout Fleet Delta are en route back to Centauri to resupply and prepare for exploring the last jump lane in that system. That should tell us how valuable the Centauri system will end up being for us, and if it's worth establishing a full colony there or just dispatching a colony convoy to create a small outpost to assert control over the system.

We haven't heard anything from our other scout fleets this month. Here's to hoping that no news is good news.

Starting with nothing larger than a destroyer has made this an interesting game, but it really only highlights how important it is to have a pretty complete roster of ships available at the start of the game. I desperately need a light cruiser, and I would kill for a heavy cruiser! I'm not sure I could successfully prosecute a war against an empire that did have any larger ships available because none of my ships have a high enough Command Rating to lead an effective battle fleet.

2251.08

Starfleet engineers report that they have made a significant breakthrough in the field of industrial replication. This is going to significantly reduce our construction times, but at the cost of construction capacity. We are in the process of retrofitting this technology at all of our factories and shipyards, and work should be completed in the next month or two.

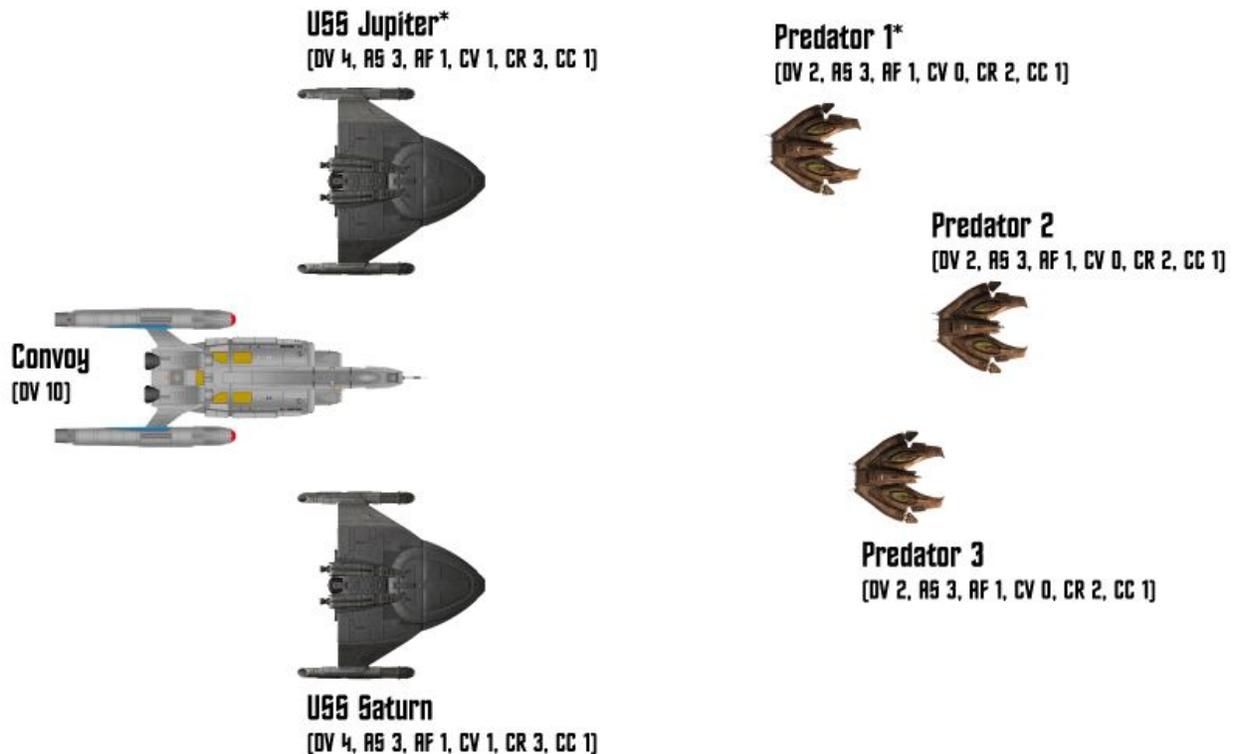
I am incorporating a lot of the Galaxies playtest rules based on the development on the forums. The extended construction time rules are now optional, so I'm getting rid of construction times, and the construction capacity of systems and shipyards has been adjusted to accommodate this shift back to a 1E style auto-build solution. Shipyards now have a flat 10 construction capacity, and systems have a construction capacity equal to 2 x Utilized Productivity. We'll see how this ends up working out in the long term.

Another major change is that there are no longer separate types of convoys, just a single convoy that fulfills all of the different functions.

###

Disaster in Beta Hydri! The recently completed (via industrial replication) Neptune destroyers Jupiter and Saturn were dispatched to escort a convoy to Beta Hydri so that we could start building a Small Base there next turn.

A Pursuit Scenario in Beta Hydri (2251.08)



Background: A United Earth convoy has been sent to the Beta Hydri system to build a new Small Base in the system to help protect the system. It is being escorted by a pair of Neptune class destroyers (*Jupiter* and *Saturn*). Soon after coming out of warp three raider corvettes appeared out of nowhere and generates a Pursuit scenario against them!

Surprise: Earth rolls 3 (Poor -1), Raiders roll 8 (Good +1)

Scenario Length: The roll [2d6] is 10 rounds. This is reduced by 1 round by the Earth Poor readiness, increased by 1 round by the Raiders Good readiness, and reduced by 4 rounds by the scenario type for a total of 6 rounds. The Earth fleet was caught in a position that they really can't run in this scenario.

Scout Use in Scenario Setup: I still haven't rolled out the 1E style Intel, but I don't have Scouts to take advantage of that anyway. The Raiders automatically get to include a civilian unit, which is the convoy.

Round 1

The Jupiter is ordering both Neptunes on Anti-Ship missions (2 CC total) to reconfigure their phase cannons to engage the enemy ships (+2 AS, -2 AF).

The Raiders are likewise locking down their plasma bolts to burn through the Earther polarized hull plating and all three raiders are on Anti-Ship missions (+3 AS, -3 AF).

United Earth rolls $3-1 = 2 \times 8 \text{ AS} = 16 = 2$ damage (*I'm rounding up like I should in this battle*). Predator #3 is crippled!

Raiders roll $1+1 = 2 \times 12 = 24 = 3$ damage. USS Saturn is crippled as a series of plasma volleys rip into its starboard hull. There are hull breaches on every deck. They can only be lucky that the raiders were a little quick on the trigger, firing on the edge of their engagement range rather than getting closer.

Round 2

The Earth ships continue to defend their convoy. Only the Jupiter is on a dedicated Anti-Ship mission (+1 AS, -1 AF), as the Saturn is crippled and can't be ordered on a mission (and I think convoys probably shouldn't be able to receive missions at all).

Two raider ships are still dedicated Anti-Ship (+2 AS, -2 AF). The third has the same problem as the Saturn: it is crippled and can't keep coordinate well enough with the fleet to do a special mission.

United Earth rolls $6 \times 6 = 36 = 4$ damage (!). The two ships arc around and succeed in vaporizing Predator #2, leaving behind an expanding cloud of debris!

Raiders roll $3 \times 10 = 30 = 3$ damage. Unfortunately for the Saturn, the raider fire punches through her hull in multiple locations, venting the entire ship to space and leaving her a dead wreck.

Round 3

Jupiter swings back around on an Anti-Ship mission determined to avenge the Saturn (+1 AS, -1 AF). Only a single Raider is on a dedicated mission, as the other is crippled (+1 AS, -1 AF)

United Earth rolls $1 \times 4 = 4 = 1$ damage. The Jupiter's phase cannon fire shoots wide, but a single spatial torpedo homes in on the crippled Predator #3 and hits its main impulse manifold, causing an explosion that engulfs the rest of the ship in moments.

Raiders roll $6 \times 6 = 36 = 4$ damage. The two Raider craft dart in and pepper the Jupiter with fire, leaving the ship crippled and operating under half impulse. The ship's polarized hull plating has failed, and the chief engineer knows that she canna' take much more!

Round 4

Prelude to Federation

The Jupiter has to hold the line, no matter the cost. It is down to a final shoot out between her and the last surviving Raider corvette. The Raiders continue on a dedicated Anti-Ship mission (+1 AS, -1 AF).

United Earth rolls $6 \times 2 = 12 = 2$ damage. The Raider corvette is rocked as fire beats into its underbelly as it makes a strafing run.

Raiders roll $1 \times 4 = 1$ damage. At the last second, the Jupiter manages to bring its polarized hull plating back online, blocking the raider volley. The system burns out completely afterwards, unfortunately.

Round 5

Neither side has an uncrippled ship, so there are no dedicated missions.

United Earth rolls $5 \times 2 = 10 = 1$ damage. The Jupiter barely manages to destroy the corvette, a lucky phase cannon hit striking the ship's warp core and causing a massive explosion.

Raiders roll $6 \times 2 = 12 = 2$ damage. A final plasma bolt strike the main impulse control housing of the Jupiter, detonating its deuterium fuel storage resulting in the ship blowing apart into an expanding sphere of gas and debris.

Outcome: The battle is over. The raiders were defeated, but both Earth starships were destroyed in the engagement. The convoy was able to recover surviving lifeboats from both ships, but it is now alone in Beta Hydri without any escorts to protect it against future raider attacks.

Commentary: *Rounding up is deadly in these kinds of "midget" battles! It ensured that Earth was always going to do at least some damage to the raider corvettes, but at the same time it meant that the Earth destroyers were not in a good position to survive. The Jupiter only had a 1 in 6 chance of dying that last round, but it got unlucky. At least they didn't lose the very expensive convoy, but now they have 8 EP of ships to replace.*

I am wondering if our command point pool should be based on the CC of the flagship instead of the CR, if only because otherwise in battles like this pretty much everyone can be on a dedicated mission, but I'm not sure this is going to be representative of a typical battle. Also the missions aren't available when a ship is crippled.

I also just realized that the Raiders should have received a +2 surprise bonus from the Pursuit scenario. 😞 That probably would have tipped the battle in their favor. Oh well, I guess that is a good excuse to get those scenarios fleshed back out -- and a cheat sheet table in that section showing all of the modifiers wouldn't be a bad thing.

I'm still really happy with how the combat tests are running, though. And this battle highlighted one other important element about the dedicated missions and CSCR: combined arms is very important! If I would have had shuttlepods on these destroyers I would have been able to do more damage and the raiders would have had to keep their AF fire to try and deal with them rather than going full AF. I also wouldn't have suffered the kinds of losses that I did if I'd had a few corvettes of my own in place of the

Saturn to soak the leftover damage. But DV 2 ships are bad for soaking up errant damage, because they are guaranteed to take damage from even a point of leftover damage. Which is legitimate, and I don't really have a problem with that.

As the Earth admiral, I am going to have rethink my strategy

###

I am beside myself about the events that occurred in Beta Hydri this month. To say that this attack was unexpected is an understatement, and the fact that these pirates were able to take out two of our stalwart destroyers is incredible. Only the sheer bravery of the Jupiter and her crew preserved the convoy, and their sacrifice will not have been in vain.

After a closed meeting with the Joint Chiefs, we've all come to the conclusion that we can no longer continue ignoring the reality that we live in a dangerous universe and need to fully arm the fleet. We need fighter support on our ships if we're going to be able to stand up against these kinds of threats in the future. To that end, I have received authorization to begin reactivating the mothballed fleet and expanding our shuttlecraft fleet to provide enough fighters to completely fill all of the hangar bays in the fleet.

We've had several emergency meetings with Starfleet engineering about this development, and work is proceeding at an accelerated pace to get prototyping completed on a new class of light cruiser for the fleet. There has been some talk about building something even larger, but for right now I'm not sure we could afford the expense. Reactivating the mothballed fleet is going to cut into our budget enough that the Federation Council's expansion plans are going to have to be severely dialed back.

The design currently under consideration is the Lexington class light cruiser. It is a "kitbash" design based on the existing Neptune and NX classes. Starfleet thinks by reusing elements of these existing spaceframes that they'll be able to get a new ship out more quickly. Here is the stats for this proposed design:

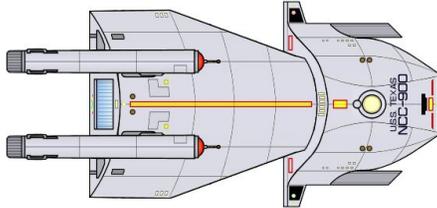


Lexington-class light cruiser (proposed)

Era II, ISD n/a, Cost 6, Maint 2/4, DV 5, AS 5, AF 3, CV 1, CR 4, CC 2

This ship is basically a scaled up Neptune, but is only slightly more powerful. This has led to some grumbling at Admiralty House with some commanders requesting the the hangar bay be stripped out and replaced with a more powerful polarized hull plating system. The battle in Beta Hydri would seem

to lend support to the value of having a more heavily armored ship. There are a few engineers that think they could rig up some heavy armored plating without affecting the ship's combat performance otherwise, but I don't think Starfleet is willing to entertain that idea due to the cost involved. For the record, here is what they are proposing:



Texas-class light cruiser (proposed)

Era II, ISD n/a, Cost 6, Maint 3/4, DV 6, AS 5, AF 3, CV 0, CR 4, CC 2, Armored

The Lexington is a better fit with our existing fleet, but the Texas would be a better combat ship. There's room for both proposals, but the extra cost to maintain the armor plating on the Texas makes its success in the current political climate unlikely to say the least.

2151.09

Scout Fleet Bravo reports that the *USS Vista*, a Horizon class tender, was lost while exploring alongside the *USS Columbia* near Tau Ceti. The fleet found itself in a highly magnetics polaron cloud which disabled the *Vista's* impulse engines, overloaded her hull plating, and began flooding the ship with deadly radiation. Captain Hernandez and her crew were able to rescue all of the personnel from the *Vista* but was forced to torpedo and destroy the ship because there was no hope of salvaging the ship.

I'm implementing the Galaxies changes to Explorer/Scout dynamic this turn, and it just so happened that Scout Fleet Bravo had the misfortune of being in peril and taking 6 out of supply levels. The NX-class Columbia barely survived thanks to the Explorer advantage of halving out of supply effects from being in peril, but then I realized that her supply ship escort wouldn't be that lucky and I had to go back and destroy it.

###

We have demothballed the Fortunate-class carriers *Fortunate* and *Pragmatic* at Sol. All 11 Shuttlepods in mothballs were also demothballed. What little construction capacity was left in the Sol system was used to build an additional 3 Shuttlepods that will be based out of Sol for now. 2 Shuttlepods have been transferred to the recently completed Neptune-class *Mars* and *Venus*, sister ships of the late Jupiter and Saturn that were destroyed by raiders last month. We've learned our lesson and will make sure to keep our ships fully stocked with shuttlecraft from this point forward.

###

The convoy in Beta Hydri has abandoned its mission to build a base in that system and has warped back to Sol where it can enjoy the protection of the Starfleet. The convoy built in the system last month spend this month embarking Census with plans to colonize Centauri.

2151.10

Human colonists have landed in the Centauri system, establishing a permanent colony in the system. It's looking more and more like this is going to be the new central hub for the exploration command as we've received a report from the *Discovery* that they have mapped the jump lane out of Beta Hydri and it leads to a decidedly unimportant system we've designated Regula. The system has average minerals but no inhabitable planets to speak of. There is a single jump lane left to explore in Regula, and one in Tau Ceti. The rest are out in Centauri or Farpoint.

We've built an additional 4 Gallant CT and reactivated our last two Neptune DD. The mothballs in Sol now consist solely of a single Fortune CVE. We will be reactivating it next month, along with building another wave of new Shuttlepods. We need to concentrate on building out these maintenance groups to achieve the most efficient maintenance funding. The cost to maintain the fleet has grown considerably since we reactivated the mothballs, but we now feel that it is necessary for the defense of our worlds.

United Earth continues to invest into technology development. We're hoping that our scientists might make more than one breakthrough at the end of this year, and if we do get that second breakthrough we'll have to see what the boys in R&D come up for us. We desperately need a light cruiser, but there's even talk now of going for something bigger... MUCH bigger. We'll see what shakes out.

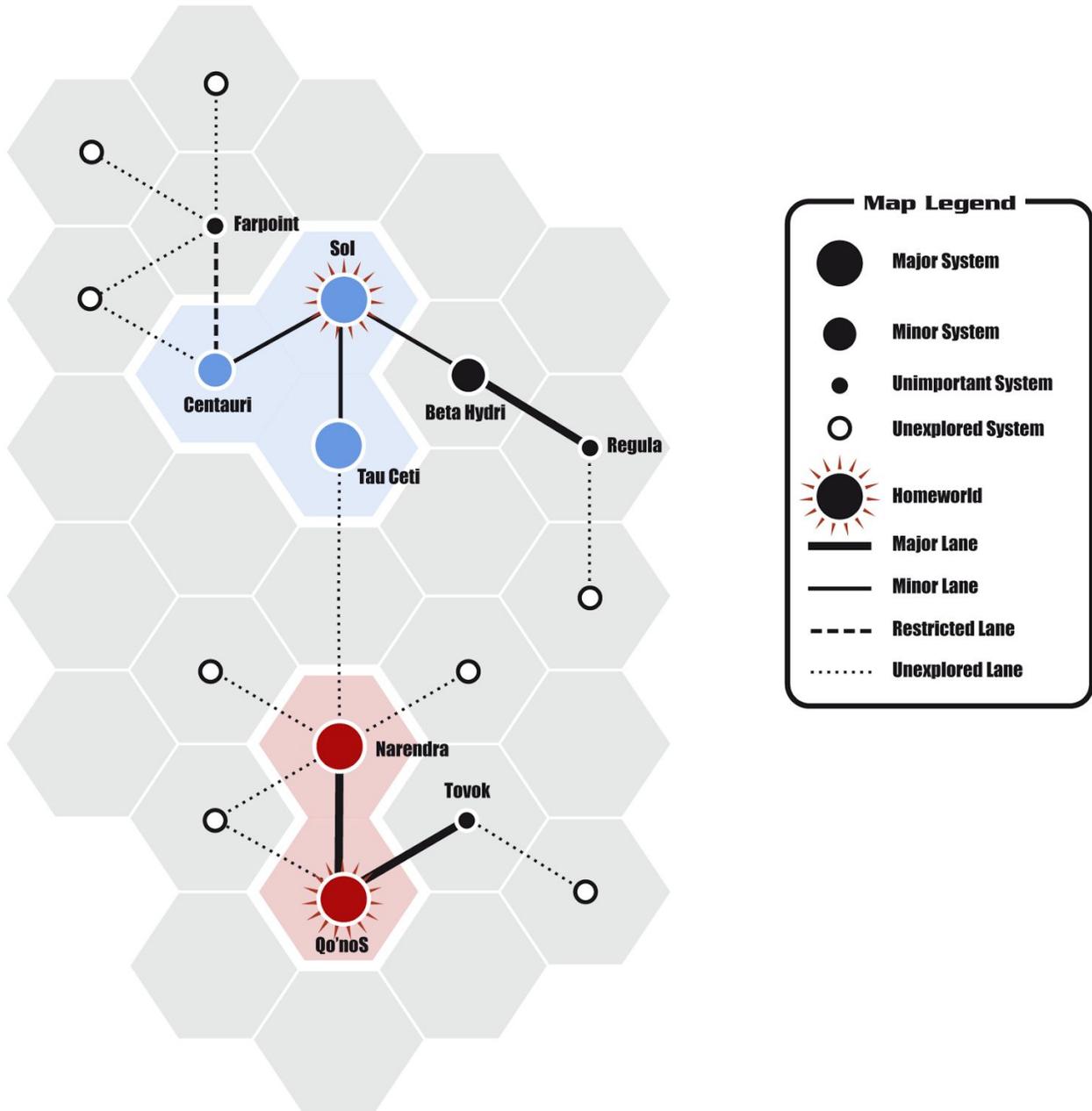
###

The Klingons colonized Narendra this month. Their exploration program has been set back by the repeated loss of exploration fleets to peril events. The recent change to the exploration rules and giving their Raptor scouts the Explorer ability should help this considerably in the future, however. I am focusing on rebuilding their Raptor fleets and trying to get as much coverage as possible to reach peak exploration.

At this point, the only thing that the Klingons have going for them is that they did find a major system with a high Carrying Capacity which will give them good population increase chances going forward. Even then, it's looking likely that I'm going to have to rally a convoy to go colonize Tovok if only so that they can get a +1 population modifier there this year.

The other problem that the Klingons are facing right now is that I waited too long to do tech investment, and now I'm limited by the amount of Productivity infrastructure available. I can only spend 6 points on tech investment a turn, and I have about 5 turns worth of investment to make up for. There is a good chance that the Klingons may not get a tech advance this year.

PRELUDE TO FEDERATION - 2251.10



2151.11

The last Fortunate CVE (*Indomitable*) was demothballed this month. It is joined by the new construction carrier *Courageous*. These two carriers and their eight shiny brand new Shuttlepod flights are forming the nucleus of the second task group of the newly designated Home Fleet (previously Patrol Fleet One) in Sol. The Home Fleet will continue to be responsible for the defense of

Sol, but it may also be called up on the future to deal with any other threats that may confront our nation.

Productivity investment in Centauri is now complete, and it is a productive member of the Union (Productivity 1). A Small Base has also been built in the system to provide a last line of defense in case we should need it.

The entirety of the Starfleet mothballs have now been reactivated. Our maintenance cost is now at 26 economic points per turn, and our total income (including from trade) is only 41 (increasing to 44 next turn thanks to the Productivity investment in Centauri). This has greatly slowed our growth, but it is seen as necessary to protect the frontier.

2151.12

This has been a relatively uneventful month for United Earth. Our scientists completed work on a tech advance, moving our Tech Year to 2152 and unlocking the Lexington cruiser. The ship is much like it was before, except that the final design has the Explorer ability. This will give Starfleet a heavy exploration platform that can be sent out to support the existing NX classes. Our new exploration fleet configuration will be 1 Lexington and 2 NX to get a +3 (30%) chance of exploring a jump lane. That should vastly accelerate our rate of exploration, while still giving us a solid light cruiser.

We were unable to earn a second tech advance this turn, but we're still determined to accelerate our technological development in the coming year.

The population in Sol increased to 8 Census. Neither Tau Ceti nor Centauri had any population growth this year, which is unfortunate but not unsurprising. We can hope that these colonies will finally come into their own next year.

###

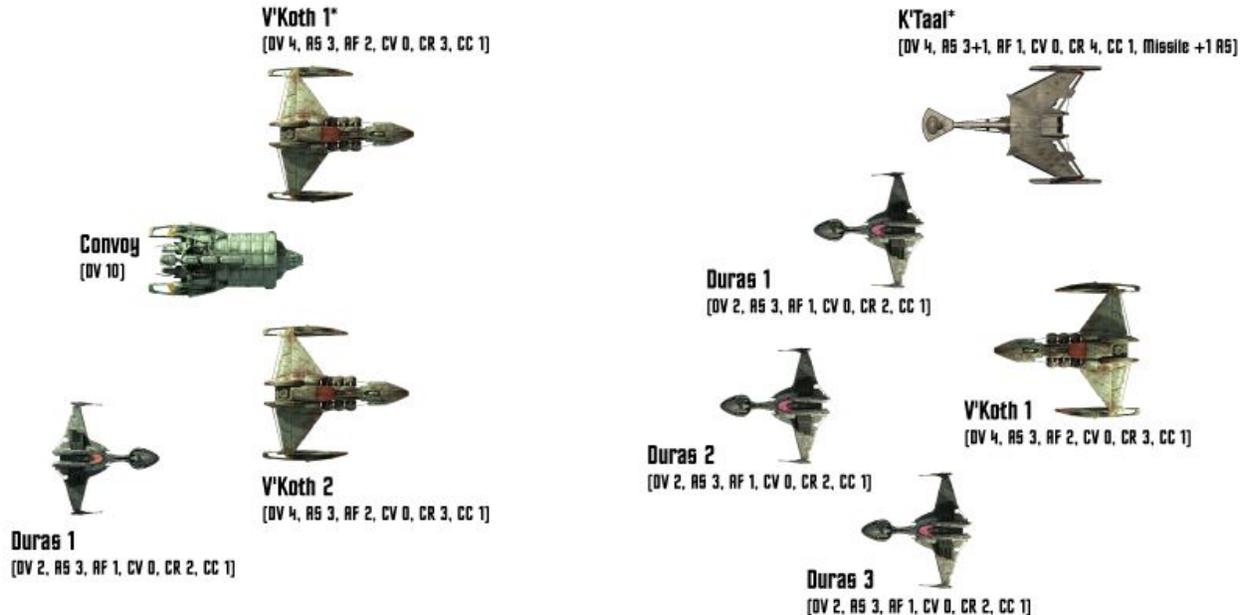
Klingon Civil War! The chancellor was struck down in the Great Hall by agents of the House of Armahk, and now they lead a fight to secure control of the Empire. Their house fleet consists of 1 K'Taal DD, 1 V'Koth DD, and 3 Duras CT. It stands against the Klingon Defense Force fleet containing 4 V'Koth DD and 6 Duras CT. There are 3 Small Bases, 1 Supply Depot, 1 Shipyard, and 1 Trade Convoy in Qo'nos.

Encounter Initiative: Armahk rolls 5, the Empire rolls 2. Armahk (raiders) perform a convoy raid (Pursuit) against the Klingon trade convoy.

Qo'nos Convoy Raid (Pursuit Scenario)

This is a raider attack against the Klingon convoy in Qo'nos.

A Raider Pursuit Scenario in Qo'Nos [2251.12]



Task Forces

House Armahk: 1 K'Taal (flagship, CR 4), 1 V'Koth, 3 Duras

Klingon Empire: 1 V'Koth (flaship, CR 3), 1 V'Koth, 1 Duras, 1 Convoy

Surprise

House Armahk: Bad (-2)

Klingon Empire: Normal (+0)

Scenario Length

5 Rounds

Round 1

House Armahk: V'Koth, Duras 1-3 on dedicated AS mission (+4 AS)

Klingon Empire: V'Koth 1-2, Duras on dedicated AS mission (+3 AS)

House Armahk: 20 AS x (d6-2) 4 = 8 damage. V'Koth 2 destroyed.

Klingon Empire: 12 AS x (d6) 5 = 6 damage. 3 Duras crippled.

Round 2

House Armahk: K'Taal, V'Koth on dedicated AS mission (+2 AS)

Klingon Empire: V'Koth 1, Duras on dedicated AS mission (+2 AS)

House Armahk: 15 AS x (d6-1) 1 = 2 damage. Duras crippled.

Klingon Empire: 9 AS x (d6) 6 = 6 damage. V'Koth crippled, Duras 3 destroyed.

Round 3

House Armahk: K'Taal on dedicated AS mission (+1 AS)

Klingon Empire: V'Koth 1 on dedicated AS mission (+1 AS)

House Armahk: 11 AS x (d6) 5 = 6 damage. V'Koth 1 crippled, Duras destroyed.

Klingon Empire: 6 AS x (d6) 6 = 4 damage. V'Koth destroyed.

Round 4

House Armahk: K'Taal on dedicated AS mission (+1 AS)

Klingon Empire: No Missions

House Armahk: 9 AS x (d6) 1 = 1 damage. No Effect

Klingon Empire: 2 AS x (d6) 4 = 1 damage. Duras 2 destroyed.

Round 5

House Armahk: K'Taal on dedicated AS mission (+1 AS)

Klingon Empire: No Missions

House Armahk: 7 AS x (d6) 5 = 4 damage. V'Koth destroyed. Convoy captured.

Klingon Empire: 2 AS x (d6) 4 = 1 damage. Duras 1 destroyed.

Outcome

The forces of House Armahk were victorious in destroying the Klingon Defense Force patrol fleet sent out to defend the trade convoy in Qo'nos. General Armahk himself survived the battle, but the rest of his fleet was wiped out in the attack. The captured prize ships in the convoy will net Armahk 10 economic points, but he won't be able to spend them under the Economic Phase next turn. And it's doubtful he'll live that long.

House Armahk captured or destroyed 30 cost of enemy ships this battle, earning them 8 XP (25% of total). This is not enough to upgrade General Armahk himself, but 4 XP can improve his flagship *Valk'bek* to Veteran and give him 4 XP towards his next ability.

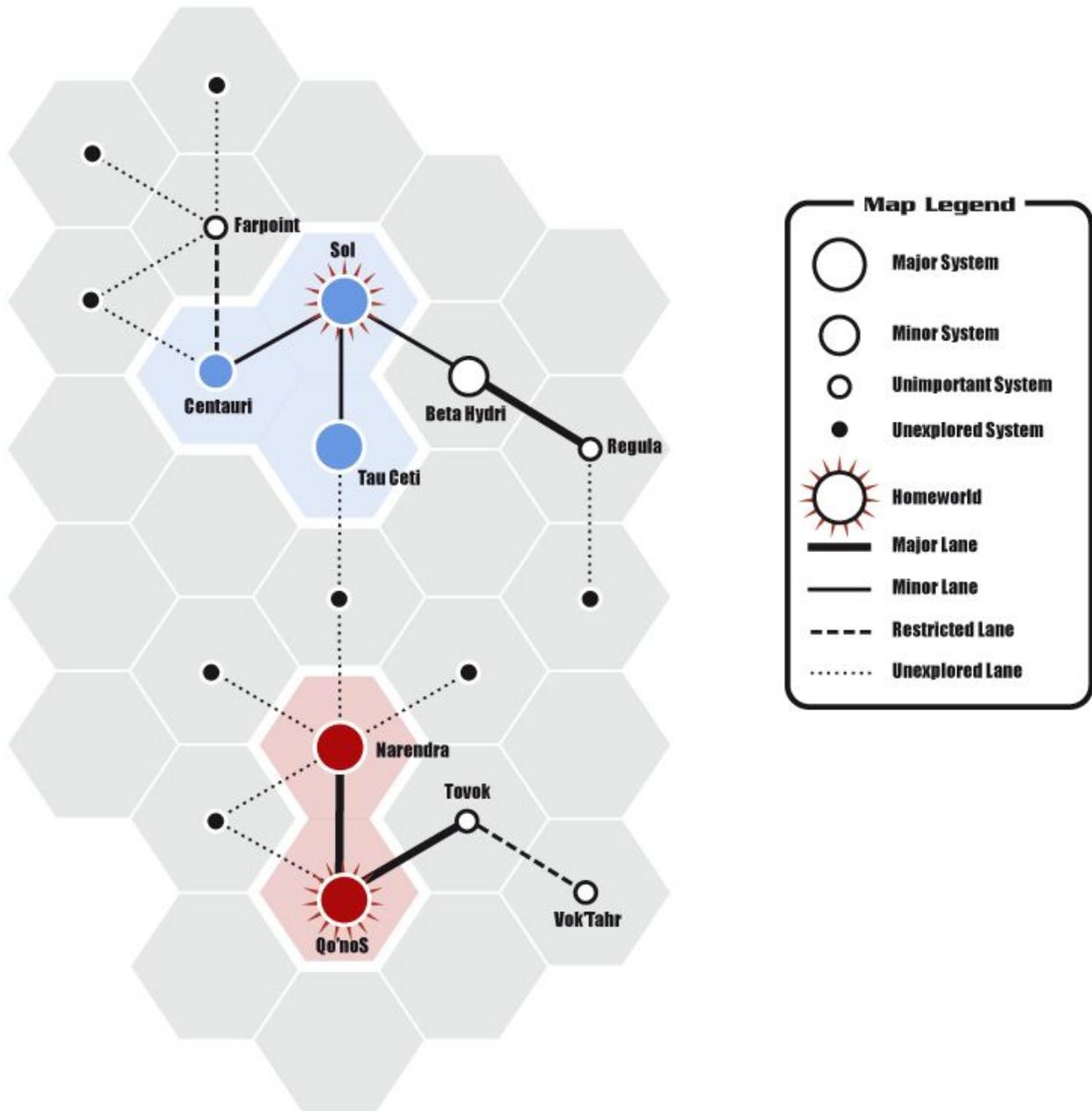
Unfortunately for the good admiral, he has no other scenarios to generate, so he ends his turn and initiative passes to the Klingon Empire who are understandably VERY upset about the outcome of this battle! They immediately demand a Deep Space scenario against Armahk. He refuses, choosing instead to flee to Tovok. A Pursuit scenario is generated.

In this battle, the Klingons have 1 V'Koth DD and 3 Duras CT to the Armahk's 1 K'Taal DD. The Klingons have Superb (+2) readiness to Armahk's Poor (-1). The civil war ends with little fanfare as General Armahk is summarily hunted down and his flagship destroyed. A Duras was crippled in the battle.

I'm not bothering setting that battle up, I just ran one round of combat to make sure if the Valk'bek did any appreciable damage. They managed to do 2 points, enough to cripple a Duras. This was a 1% chance raid in Qo'Nos (minimum) and rolled extremely high for fleet size. This shows that raider attacks can be especially dangerous, and you really need to have ample escorts available. I'm also beginning to think that the Police + Trade abilities could be combined into a single option, as that

would seem to play into each other's strengths. That way you'd get the passive strategic bonus of reducing raiding chances and the tactical bonus of being able to include one Police unit for every convoy in the task force.

PRELUDE TO FEDERATION - 2251.12



End of Year Retrospective

It took awhile, but I got through the first year of this playtest campaign. A lot of rules were moved around during the playtest, which has caused some drift from the early turns, but so far the new Sequence of Play style seems to be working as intended. It certainly made it easier to work through

the turns from a solo play perspective as I could resolve one phase at a time for each empire and slowly work through the turn.

The major decision points right now appear to be Economic Phase (income and purchases), Movement Phase (moving units), and Encounter Phase (resolving encounters generated in the Movement Phase). Intel is likely to become major once the empires make contact with each other, but during this phase of the game it's been largely a non-issue.

The combat playtest continues to be a resounding success as far as I'm concerned! The fleet sizes seem about right to make combat interesting without being entirely one-sided. I may change my tune if I run into any really lopsided contests, but with the changes to the economies I'm not sure I'd run into many of those battles, and even if I did I would be able to fairly easily cycle ships in and out of the task force from the reinforcements to ensure that my task force is filled with undamaged ships. A war of attrition would eventually grind down the losing side.

Here are a few things that I have discovered in this playtest:

- 1) **It is very hard to field a credible fleet when your largest ship is a destroyer.** You really need to have a cruiser (light or heavy) or a full blown capital ship to really be able to have the right combination of DV/CR to command a respectable fleet. The difference between CR 4 and CR 6 is immense when you consider how much extra firepower that can add to the fleet. We're going to need to make sure that each sample empire has at least one CL or larger in their starting force package so they can properly defend themselves.
- 2) **Combined arms is very important.** Having only ships or only flights in your task force means that your opponent can ignore AF or AS, respectively, and run dedicated missions to max out their firepower. The presence of even some light fighters in either of the two raider battles would have had a significant impact on the results. This is why I had United Earth reactivate all of their carriers and start actually putting Shuttlepods on their destroyers that have CV.
- 3) **Escorts are vital to fleet survivability.** Having learned my lessons from the forum playtests, I've been trying to keep escorts around in fleets. You need them for cheap missions (low command costs) and to soak up damage so it doesn't become leftover damage that can cripple/destroy larger targets. A fleet of unescorted battleships are going to have an impressive alpha strike, but they are going to be quickly whittled down and destroyed at a significantly lower damage cost due to how leftover damage works. Consider that a DV 10 battleship could be crippled/destroyed by just 5 points of leftover damage.
- 4) **Raiding chances seem to be well calibrated.** I'm finding that I have to maintain a decent fleet in my systems to protect against raiders, about the equivalent of one or two squadrons of ships. Having the anti-piracy bonus be -5% per ship and -1% per flight feels right. These modifiers are doubled for Police ships, and right now I kind of wish I had a Police corvette available to take care of the threat.
- 5) **Carrying Capacity as Biosphere.** The idea of using Carrying Capacity as the population increase modifier instead of Census seems to replicate the desired effects of Biosphere without an extra stat. This makes systems with high Carrying Capacity values important for population growth even if their resources are average. A minor system with 8 Capacity and 2 RAW would

Prelude to Federation

still be pretty nice because you could expect to get an extra Census there 30% of the time. Population growth remains slow, but this is okay, as it makes the bonuses from future alien/government traits even more important. A Rapid Breeder that gets a +3 or +4 to population increase rolls is going to reproduce very quickly and in long-term games be able to overrun the enemy with pure numbers.

As I move into Year 2 of this playtest game, I'm going to start integrating some of the rules that we've been discussing in the Galaxies forum to see how they work. One of those rules is going to be treating Intel as a stat like Productivity, with the same cost/scraping system, and then using a combination of Mission Cost + Range + Intel as the cost to perform a mission. Missions would then not so much be difficult as they would be expensive.

For example, if Sol had 4 Intel I might decide to run an Espionage: System mission (Mission Cost 1) with 4 Intel assigned against Narendra (3 jumps away) to see what the Klingons are up to. This mission would cost me 1 (Base Cost) + 4 (Intel assigned) + 3 (Distance) = 8 economic points. When resolving the mission, I would add my 4 Intel and subtract the enemy's Intel in the system. Let's say the Klingons only have 1 Intel at Narendra. That would give me a +3 to my roll. I roll a "12", which increases to "15". The mission was a success, but the Klingons discovered me.

The advantages I see to this revised Intel system is that it maintains a system vs. system Intel contest balance, doesn't involve the tracking of individual Intel points, and forces players to still have an actual cost associated with running a mission. 2E's biggest flaw is that the Intel was too static, and this definitely corrects that problem.

In the previous example, if I had been less worried about being detected, I could have built 1 Intel in Tau Ceti and used it against Narendra instead. That mission would have cost me 1 (Base Cost), +1 (Intel assigned) + 1 (Distance) = 3 economic points, or almost 1/3 of the cost of the same mission with more Intel from Sol. I would have had 1 Intel versus Narendra's 1 Intel, cancelling each other out for no modifier. That would have made my roll a simple "12" which would have still be a success. Using less Intel or closer base would then be part of the risk/reward system for running these missions.

Now, there is still an issue with "David vs. Goliath" Intel missions when the target has a lot of Intel present. I have to get an "11" or more on my roll to succeed, so if I have 1 Intel and the enemy has 10 Intel I have very little chance of succeeding. However, given that the only limit to reaching out with your homeworld's own 10 Intel is one of cost, there is still a workaround present. You do still have the opposite problem of lopsided Intel attacks leading to almost guaranteed frames. If that becomes a major problem, then we'd have to look at moving the range penalty back to the die roll instead of a cost. But that's something that will just require some testing.

I am very tempted to add the Romulans into the game to test Stealth, Intel, and minefields, but I'm going to hold off for at least another year to see how the game shakes out. Right now the economies feel just around right, as resources are limited and I'm having to make hard choices about how to spend my economic points. The removal of extended construction times in favor of restricted construction capacity also seems to have the desired effect of making it slow to replace units, but I

Prelude to Federation

still feel I have enough flexibility with the available Atmospheric ships and flights being built on the planet that I'm fine.

Ground warfare and ground unit costs are going to be a big question mark going forward in this campaign, too. I am not sure where the sweet spot is for those, and I need to finish hammering those costs out.

Finally, I think for the next year I am going to playtest a modification to the civilian infrastructure maintenance costs. I am going to drop supply depots and shipyards to 1/1 and then make convoys 1/2. That way you'll always make money from them when trading, but now they're will be a cost to having them sitting around doing nothing so you won't just build and hoard them because you can.

Empires of the Prelude

United Earth



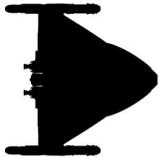
Gallant CT: Cost 3, Maint 1/6, DV 3, AS 2, AF 1, CV 0, CR 2, CC 2, Atmospheric



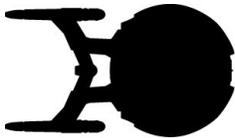
Sweden CT: Cost 2, Maint 2/6, DV 2, AS 2, AF 2, CV 0, CR 2, CC 1, Fast



Arctic CT: Cost 3, Maint 1/6, DV 2, AS 1, AF 1, CV 0, CR 2, CC 1, Atmospheric, Explorer 2,
Slow



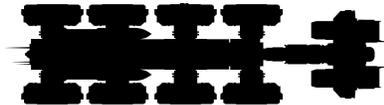
Neptune DD: Cost 4, Maint 2/6, DV 4, AS 3, AF 1, CV 1, CR 3, CC 1



NX DD: Cost 4, Maint 3/6, DV 5, AS 3, AF 2, CV 0, CR 2, CC 1, Explorer



Horizon DD: Cost 4, Maint 3/6, DV 4, AS 1, AF 1, CV 0, CR 2, CC 1,
Supply 2

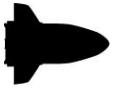


Fortunate DD: Cost 4, Maint 3/6, DV 4, AS 1, AF 1, CV 4, CR 2, CC 1,
Carrier



Lexington-class light cruiser

Era II (+10%), ISD 2252, Cost 6, Maint 3/4, DV 5, AS 5, AF 3, CV 1, CR 4, CC 2, Explorer



Shuttlepod LF: Cost 1, Maint 1/12, DV 2, AS 1, AF 1, Atmospheric



Small Base CA: Cost 8, Maint 3/3, DV 8, AS 4, AF 4, CV 4, CR 6, CC 3, Supply 2



Regulars MG: Cost 4, Maint 2/6, ATR 3, DEF 2, ATK 2, DF d3

Klingon Empire



Duras CT: Cost 3, Maint 1/6, DV 2, AS 3, AF 1, CV 0, CR 2, Atmospheric



Goroth CT: Cost 4, Maint 1/6, DV 2, AS 2, AF 1, CV 0, CR 2, Atmospheric, Assault (1)



Kolesh CT: Cost 3, Maint 2/6, DV 2, AS 2, AF 2, CV 0, CR 2, Atmospheric, Fast

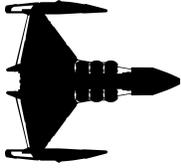


D4 K'Taal DD: Cost 4, Maint 3/6, DV 4, AS 3, AF 1, CV 0, CR 4, Missile



D5 V'Koth DD: Cost 4, Maint 2/6, DV 4, AS 3, AF 2, CV 0, CR 3

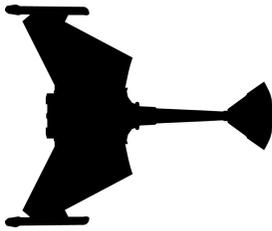
Prelude to Federation



D5T DD: Cost 4, Maint 4/6, DV 4, AS 1, AF 1, CV 0, CR 2, Supply 2



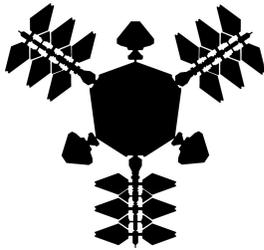
Raptor DD: Cost 5, Maint 4/6, DV 3, AS 3, AF 2, CV 0, CR 2, Explorer, Scout 1



D6 Cruiser (Era II): Cost 6, Maint 2/4, DV 5, AS 6, AF 2, CV 0, CR 5, CC 2



Skalaar LF: Cost 1, Maint 1/12, DV 1, AS 2, AF 1, Atmospheric



Small Base CA: Cost 8, Maint 3/3, DV 8, AS 4, AF 4, CV 4, CR 6, CC 3, Supply 2



Warriors MG: Cost 5, Maint 2/6, ATR 2, DEF 2, ATK 3, DF d3, Marines