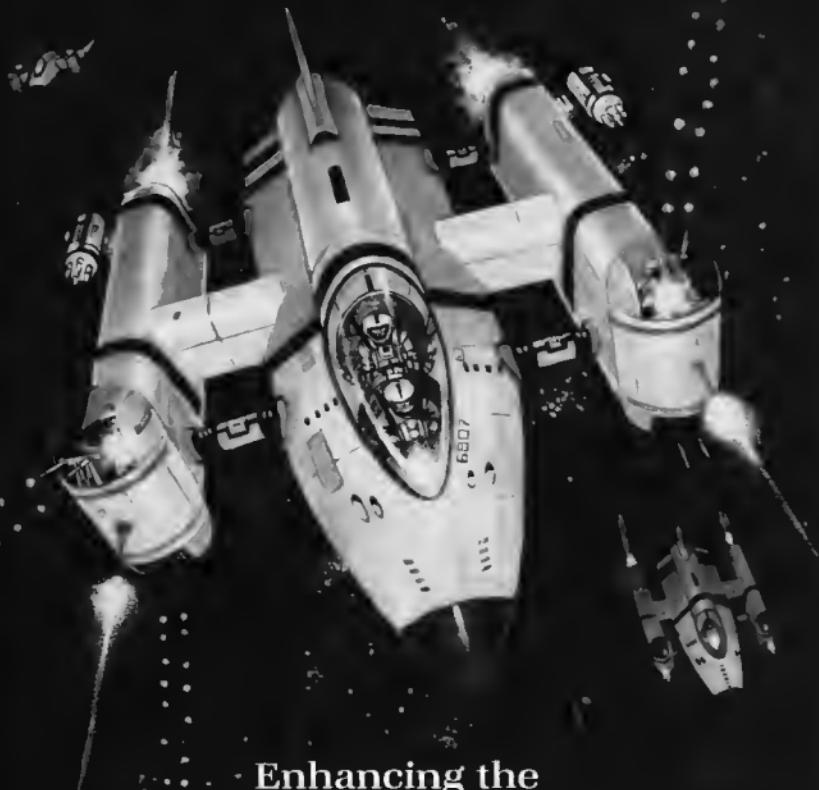


The Federation Strikes Back!



Enhancing the
DELTAVEE™ Starship Rules
for the UNIVERSE™ Game System

Through most of the 24th century, long range exploration ships were not as numerous as they once had been; nearly all were found at or beyond the periphery of known space. Other spaceships only traveled between bases or kept close to a single base; the bases provided facilities for the crew, supplies, and replacement pods as needed. When a ship ventured out without a friendly base as its destination, on a military operation or pirate foray, its next move was always an immediate return to base. In the five scenarios provided with the DELTAVEE game, surviving ships are usually dangerously low on energy and missiles and badly battered. Between battles a ship might repair damaged equipment and recharge its energy, but it could not replace missiles or repair destroyed equipment.

With the gathering of warclouds, a need exists for warships capable of sustained operations, that can fight a series of battles separated by jumps with no intervening return to base. Ships designed for this "main fleet" use require a jump pod, preferably an augmented one, and all but the small Daggers should carry an energy pod and a crew pod as well. Other pods usually fall within a narrow range for each class of ships, with the main choice being whether to outfit larger ships as generalists (with a balanced load of different pod types) or specialists (with some ships bristling with arsenal pods, others outfitted as battlecraft carriers, and so on).

For main fleet work, a Dagger's two pods are nearly always an energy pod and a hunter. If energy is available from support ships, an energy pod and a heavy weapons pod can be used; for independent scouting, the ship can carry two hunter pods. Three of the five pods of a Sword in a battle fleet should be a jump pod, a crew pod, and an energy pod. The other two could be an arsenal or heavy weapons pod and a battle communications pod. Some Swords could carry two blaster pods to provide flak defense for larger ships.

Spear (8 pod), Pike (12 pod), and Halberd (15 pod) class ships should carry a basic load of one energy pod, one crew pod, and one battle communications pod. To this can be added a couple of arsenal pods, one or two battlecraft pods, and perhaps a tractor beam pod. This alone would fill a Spear. Larger ships could have one or more blaster pods and duplicate energy, jump, and battle communications pods. Two level 8 tractor beam pods operating upon the same ship would work wonders, but this is a costly capability. When two or four pods of the same type are carried, they should be paired (e.g., pod 1 being the same as pod 9), so that both will be affected by the same die roll on the Hit Table. This gives less choice to the enemy player scoring a hit. A fleet flagship will usually carry a command pod.

Terwillicker-X Modifications

As larger military spaceships became more common, the Terwillicker-X battlecraft became less and less effective. Against a Spear or a heavily-armed Sword, the laser-armed fighters were merely annoying gnats. Both the X model and the earlier model 5000 had been designed for scouting and skirmishing, not fleet actions. However, it was easy to add pylons that could carry unguided or intelligent missiles. Model X-1 carried one missile beneath the hull, the X-2 had two lone on each wing), and the X-3 carried one in each of those three positions. The People's Socialist Alliance worlds employed several versions, the X-1G, X-2G, and X-3G. These had the laser removed and guided missile control equipment installed, per-

mitting a guided missile to be carried. Most other fleets considered this a poor trade-off, but the PSA used these models in droves.

Each missile carried reduces the maneuver rating by one until it is fired. No Prepare Missile Command is required. Any number of missiles carried may be fired at once, all with the same direction and velocity. A battlecraft may not fire its burster in the Phase in which it fires a missile. The X-1G, X-2G, and X-3G may provide guidance to only one missile per Command Phase, in lieu of launching a missile in the previous Fire Phase.

Based on these developments and others, the Terwillicker-Y was built. It carries three missiles, but they are better installed so that there is no maneuverability loss. The burster is retained, and guidance can be provided to any number of its missiles per Command Phase, regardless of its actions in the previous Fire Phase. Its pod possesses 1 Battle Command, which can only be used for Commands involving a fighter.

Fighters are only missile armed on their first sortie. No reloads are carried in the pods, although projects are directed toward correcting that.

Additional Spaceship Types

The Terwillicker 3000 is an older battlecraft which still serves in many smaller navies. The Y model, a significant improvement over the X, is found in major battlefleets. Harmonics has its own entry into the battlecraft field, the Fugue. The Fugue is maneuverable enough to fly rings around the opposition, especially at high speeds, but it is lightly armed and armored.

The old Blades Battleax is still the big bruiser in some areas. As is the case with all level 6 ships, a battle communications pod will only improve its Targeting Program to -3. The Mace was a good design for its day, quite well-armed for such a little ship. Although a single pod seems small for a warship, the Mace is found on dozens of worlds. It is used not so much as a part of a navy, but for planetary defense. The Poniard was the standard military two-pod until the vastly superior Dagger came along; it is now relegated to a few backwater areas. The Sai originally served as a leader for a squadron of Poniards. Although it is far from "top of the line," it is retained by many navies.

The Saber was the model from which the Sword developed. The Pike and Halberd are new classes, built for main battle fleets. A Burster Class of 3 means that the hull burster may fire laser bursts or barrages or particle bursts; a Class 4 means that it may use laser or particle bursts or barrages.

The old Harmonics Oboe is an small exploration ship once sent out in large numbers across the universe. The Saxophone is the current extended exploration model, designed for extensive discovery and investigation missions. It is seldom seen in civilized space.

The Corco Beta is an older model cargo ship, slightly modernized and armored for use in asteroid belts. It is mainly

With the gathering of warclouds, a need exists for warships

used for in-system work these days. The Theta was big and clumsy, and is now generally unused. The Epsilon is a new

design. Many have been sold to honest adventurers, but Corco developed the Epsilon with the needs of privateers foremost. Federation starfleets have had great difficulty with an owner-modified Epsilon with a maneuver rating of 9 and a target program of -6. Unconfirmed reports say the ship and pilot are

so good that it can weave into an asteroid or planet hex. Not nearly so popular is the Corco Nu, famous for its large cargo capacity and for a larger appetite for energy. Few have been sold, and those only in settled areas, as they make too easy and attractive a target.

Table 1:
Attributes of New Spaceship Types

Spaceship Type	Number of Pods	Velocity Rating	Maneuver Rating	Energy Capacity	Energy Burn Rate	Streamlined?	Burster Class	Armor Class	Force Field Class	Orb Level	Target Program
Terwillicker Spacesworks, Inc.											
Terwillicker 3000 (Battlecraft)	0	2	6	12	1	Yes	1	0	0	6	-1
Terwillicker Y (Battlecraft)	0	4	9	18	1	Yes	2	2	0	8	-4
Blades Research Institute											
Mace	1	2	6	24	2	Yes	2	2	1	6	0
Battleax	6	1	4	120	12	No	2	2	1	5	0
Poniard	2	2	5	36	4	Yes	2	1	1	7	-2
Sai	3	2	5	60	5	Yes	2	2	1	7	-2
Saber	5	2	7	72	6	No	2	2	1	7	-2
Pike	12	1	4	144	16	No	3	2	2	8	-4
Halberd	15	1	4	180	18	No	4	2	2	8	-4
Harmonics, Inc.											
Oboe	3	2	6	60	5	Yes	1	1	0	6	0
Saxophone	10	2	5	144	11	No	1	1	1	8	-4
Fugue (Battlecraft)	0	2	12	15	1	Yes	1	1	0	8	-4
Corco Group											
Beta	3	1	3	48	6	Yes	1	1	0	6	0
Theta	8	1	2	120	12	No	0	0	0	6	0
Nu	15	1	3	192	24	No	1	0	0	7	-2
Epsilon	3	3	8	60	6	Yes	2	2	2	8	-4

New Pod Types

Several weapons pods are provided, plus several support pods. The support pods have little or no effect during battles, but rather are for use between battles, allowing campaign games. It is assumed that ships have on board equipment for repairing damaged equipment and armor, but that destruction is permanent. Note: When there is no battle underway, each spaceship has one additional Battle Command available because the crew can devote itself to other matters.

The new spaceship pods available are:

Blaster pod — A damaged blaster pod has only two fires. A destroyed blaster pod does not function.

Command pod — This is the headquarters and quarters for the fleet commander. It may share its Battle Commands with any friendly ship or guided missile within its ship's active search range. (Active search range does not mean that a ship has performed an active search; it is the range the ship could search to.) If damaged, it has only two Battle Commands. If destroyed it does not function.

Force Field Generator pod — This pod was originally designed as a way to retrofit a forcefield generator on large merchantmen fearing pirates, and was later adopted by larger warships. A level 7 pod produces a class 1 field, a level 8 pod produces a class 2 field. The effects of damage and destruction are the same as for hull-mounted force field generators. If a ship has more than one generator, each must be issued separate activation and deactivation commands. Rule 9.8 only applies to hull-mounted generators. There is no additional benefit from having more than one force field activated. A

ship receives protection only from the highest level force field activated.

Electronics Warfare pod — The EW pod jams enemy communications. At the beginning of the enemy Command Phase, it may subtract up to four Battle Commands from those available to enemy ships within active search range of its ship. Some of those Battle Command subtractions may be applied to enemy missiles within active search range. Unguided missiles are unaffected, but other missiles have a maneuver rating one lower that turn. A guided missile so affected also requires that its owner expend an extra Battle Command to control it for each subtraction.

Intelligent and guided missiles and MIMS rolling for interception with a ship with an undamaged EW pod subtract two from the die required for interception (an A becomes an 8). Two is added to the firing program of enemy ships when they fire at a ship with an undamaged EW pod. A damaged EW pod may subtract two battle commands from enemy ships or missiles, but does not otherwise function. A destroyed EW pod does not function.

Missile Reload pod — A missile reload pod is a specially constructed cargo pod with interior buffering for its dangerous load. Normally it is designed to provide missiles to other ships, requiring a supply transfer pod. It may provide unprepared missiles to a pod on its ship on the issuing of a Provide Supply Battle Command, providing any number of missiles until the pod is full. A damaged pod does not function. When a missile reload pod with missiles remaining is destroyed, roll the die. On a "1" the ship is destroyed by a secondary explosion. Destroyed missile reload pods do not function and all missiles

are lost. Types of missiles carried vary with civilization level.

TABLE II: Number of Missiles in Reload Pods

Level	Unguided Missile	Guided Missile	Intelligent Missile	MIMs
6	40	20	0	0
7	25	20	10	5
8	20	15	15	10

Supply Transfer pod — A supply transfer pod allows transfer of energy and missiles between docked ships. It may be either on the provider ship or the recipient ship. The recipient ship must have the capacity to accept what is transferred; partly empty basic energy capacity and undamaged energy pods for energy, vacancies in undamaged weapons pods or undamaged missile reload pods for missiles. The providing ship must have sufficient energy or missiles to transfer, and nothing can be taken from a damaged pod. Provided missiles are not prepared.

A supply transfer pod has a number of ports, each capable of providing missiles or energy (but not both) from one port on the same turn. Number of ports and rate of transfer per port varies with civilization levels. On a single "Provide Supply" Battle Command, which may be issued by a recipient or provider ship, one ship may supply one other ship (using as many ports as desired). Additional "Provide Supply" commands allow other ships to be served, although each port may only be used once per turn. A damaged supply transfer pod functions at one level lower than its original level; a destroyed pod does not function.

Table III: Supply Transfer Pod Data

Level	Missiles/Port	Energy/Port	Ports
5	1	1 unit	1
6	enough to fill 1 pod	12 units	2
7	enough to fill 2 pods	144 units	3
8	enough to fill a ship	enough to fill a ship	4

Level 8 pods (only) may service fighters, but if the pod is damaged, destroyed, or made vulnerable, any fighters docked for such servicing are destroyed.

Major Repair pod — This pod is used to jettison destroyed equipment, or to move such equipment on its own ship or one docked with it between docked ships. A ship may only receive equipment if it has an appropriate empty space (with no

equipment, not destroyed equipment there). Except for pods, equipment may only be transferred between ships of the same class. Equipment may only be used after it is installed. Equipment from enemy ships requires one additional turn to transfer or install. By issuing more than one Major Repair Battle Command, repairs may be accomplished more quickly.

Table IV: Major Repair Pod Data

Equipment Item	Turns/ Jettison	Turns/ Transfer	Turns/ Install
Pods*	1	1	1
Engine	3	4	5
Bridge	2	3	2
Force Field			
Generator	1	1	2

* — Other than Major Repair Pod itself

The Medium Weapon pod was called the heavy weapon pod before heavier pods came along. If damaged, all missiles are lost and it retains only the capability to fire laser or particle bursts. If destroyed, it does not function and all missiles are lost.

Homing Missiles

Homing missiles act like guided missiles which have received no Control Missile Commands, until a friendly Command Phase when they are six or fewer hexes from an enemy unit which was issued Maneuver Commands in its previous command phase. Each time this occurs, the homing missile homes on that enemy unit. The phasing player issues the homing Missile Maneuver Commands as if it were a Guided Missile being provided guidance, subject to the requirement that the homing missile end the phase pointing as directly as possible at its target. This will not always be the best intercept trajectory.

If more than one enemy unit within six hexes has been issued Maneuver Commands, the target selected will be the one with the highest Relative Energy Score. The Relative Energy Score is the amount of energy expended on maneuver commands (which may be zero) minus the range. If there is a tie for the highest Relative Energy Score, the Phasing Player selects the target from those with the highest score. Homing missiles are unaffected by electronics warfare pods.

Homing missiles may be substituted for intelligent or guided missiles in a scenario. Whether homing missiles require preparation before firing is determined by whether the missile it replaces would have.

	Laser/Particle Weapons	Unguided Missiles	Guided Missiles	Intelligent Missiles	MIMs	Battle Commands	Cir Level	Target Program	Jump	Special Rules	Number of Fires	Armored
Blaster	Yes	0	0	0	0	0	7	-4	No	No	5	2
Command	No	0	0	0	0	4	5	—	No	Yes	0	2
Force Field Generator	No	0	0	0	0	0	7-8	—	No	Yes	0	1-2
Electronics Warfare	No	0	0	0	0	0	8	—	No	Yes	0	1-2
Supply Transfer	No	0	0	0	0	0	6-8	—	No	Yes	0	0-2
Missile Reload	No	See special rules					6-8	—	No	Yes	0	2
Major Repair	No	0	0	0	0	6	—	No	Yes	0	0-2	
Medium Weapon	Yes	8	6	0	0	1	6	-1	No	No	1	1-2

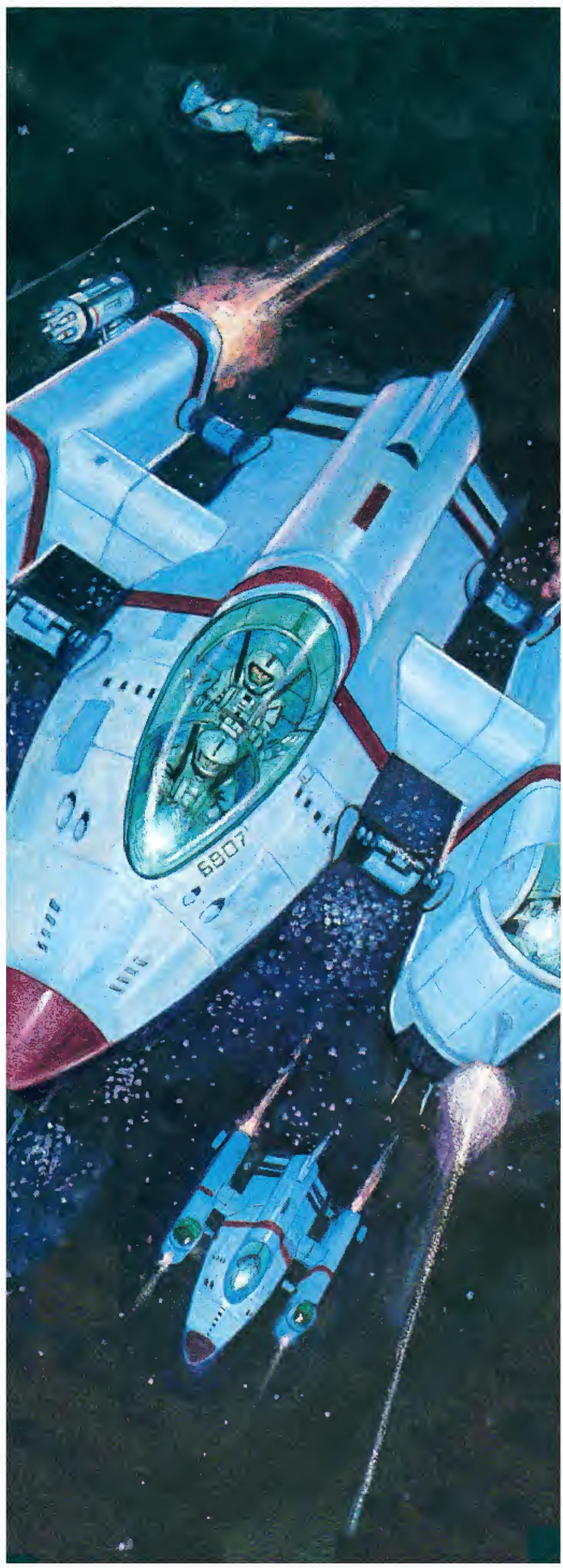


TABLE VI: Homing Missile Attributes

Civilization Level	Velocity Rating	Maneuver Rating	Energy Units
6	1	5	8
7	2	6	9
8	2	7	10

Planetary Installations

These rules are intended for minor outposts on unsettled planets or moons, or defensive remnants on civilized planets whose main defenses have been destroyed. The planetary atmosphere is assumed to be light or not present.

1. The rule that missiles entering a planetary hex are immediately destroyed is modified. The missile is destroyed at the end of the movement phase in which it enters the planet's hex.
2. Installations can only fire and be fired at through a single hexside. Even a small asteroid can stop heavy fire.
3. An installation is laid out just like a spaceship. It lacks a hull force field and burster. Its bridge and engine do not perform Maneuver Commands but help determine when an installation is completely destroyed (rule 11.0). Velocity is always 0, direction is as initialized (the installation may be partially protected by terrain).
4. The installation is assumed to be relatively camouflaged. The direction of the installation is not directly revealed to the enemy player. The installation's owner announces relative velocity figures for combats, so the direction it faces is soon obvious. The pod arrangement is not revealed, although the other player knows the number of pods and the effects (missiles, battlecraft, lasers, particle fire, tractor beams, jamming, or active force field) coming from each pod.
5. When the phasing player chooses a pod to inflict a hit upon, he does so without seeing the Log, choosing the pod by its number. Hits on a pod are known, and it is known when a pod is destroyed, but damage and vulnerability are not revealed.
6. If an Active Search (7.4) or Detection (3.0) of the installation is conducted, roll three times on the Hit Table. Any pod "hit" is revealed. Its type and damage or vulnerability status are revealed, but not missiles or energy remaining.

Scenario one: The Flight of Sambu

After a long career, Sambu the Pirate, known to his friends and associates as Sambu the Magnificent, had gone too far. His very successful raid on the Spaceship Resupply Depot on Gameer had provided him with the best assortment of pods ever possessed by a pirate, but now the Federation fleet was bearing down on him with a vengeance. If he didn't hyper-jump fast, his fat was fried. Sambu had already equipped his fleet with his choice of pods when three Spears arrived.

Map Deployment: A B C D (E)

PLAYER 1 DEPLOYMENT: One Corco Iota (Spaceship Counter A) with Sambu aboard, one Corco Mu (Spaceship Counter B), three Corco Gammas (Spaceship Counters D, E, and F). All pods are Armor Class 2. Sambu may choose any pods for his ships within the following restrictions: No command or elec-

tronics warfare pods are permitted, only one battlecraft pod (Terwillicker-X) is available due to a shortage of pilots, and each ship must have a jump capability. Set up first speed and direction 3, on any hex of Map A. No force fields may be activated, but battlecraft and one missile per weapon pod may be prepared.

PLAYER 2 DEPLOYMENT: Set up second, direction 9 and speed 3, on any hex of Map B. One Spear (one crew pod, one energy pod, one battle communications pod, one augmented jump pod, one tractor beam pod, two battlecraft pods (with Terwillicker-X) and one arsenal pod (Spaceship Counter A)). Two Spears (Counters B and C), each with one crew pod, one energy pod, two battle communications pods, one augmented jump pod, one battlecraft pod (with Terwillicker-X) and two arsenal pods. No force fields may be up but battlecraft and one missile per pod may be prepared. All pods are Armor Class 2.

VICTORY CONDITIONS: Sambu wins by hyperjumping from any map to the 3 o'clock of Map D or a map above or below such a map. No other jumping is permitted. Player 2 wins by preventing this. Player 2's victory is especially sweet if he can board the ship with Sambu on it (capturing him), especially if no pirate ships hyperjump. If the bridge of Sambu's ship is destroyed, Sambu is killed.

SPECIAL RULES: A person or persons (Sambu in this case) may freely and secretly move between docked friendly ships. This holds for docked ships in other scenarios. Any ship of Player 1 which is beyond active search range of the ship holding Sambu, is on a map where jumping is permitted, and has a jump capability will "turn rabbit." That means that he must issue a jump command as soon as possible, if necessary issuing first a Prepare Jump command. Exception: He need not drop his force field if it means an enemy missile will hit him unshielded. This reflects the fact that Sambu was ready to sacrifice everyone else, and they knew it and were looking out for themselves.

PLAYER NOTES: Sambu chose to outfit the Gammas each with a hunter, a battle communications, and an arsenal pod. He demonstrated his famous ingenuity by previously docking the Mu I with 2 augmented jump pods, 2 energy pods, 1 battle communications pod, 2 arsenal pods, 2 force field pods, 2 burster pods, and 1 supply transfer pod to his Iota (with 2 augmented jump pods, 1 energy pod, 1 battle communications pod, 1 battlecraft pod, 2 force field pods, and 2 burster pods), and trying to blast straight through.

Scenario two: The Battle of Yamani

Space is generally very, very empty, with light years between stars, but this area was emptier than most. The only bodies of any consequence were a rogue planetoid, Dragor, and its moon Yamani. On Yamani the People's Socialist Alliance had set up a small base facility that was very useful to their lines of communications in their war against the Federation of Planets. It was here that the long-awaited first clash of main battle fleets occurred.

Map Deployment: A B C D

The planet Dragor is in hex D0101. Yamani is in hex B1313, moving with direction 6 and velocity 1. It maintains that velocity and a distance of 12 hexes from Dragor, changing directions at hexes D1307 (to 8), D0113 (to 10), C0507 (to 12), A0513 (to 2), B0107 (to 4), and B1313 (to 6). It maintains a constant

facing relative to Dragor, so any installation on it maintains its alignment relative to Dragor. A base on the side of Yamani farthest from Dragor is always on the side farthest from Dragor, regardless of Yamani's direction. No star is nearby and these are rather small pieces of rock, so jumping is permitted at any point over 24 hexes from Dragor.

PLAYER 1 (FP) DEPLOYMENT: One Halberd command ship with 1 command pod, 2 battle communications pods, 1 electronics warfare pod, 3 energy pods, 2 augmented jump pods, 2 level 8 tractor beam pods, 1 arsenal pod, 1 battlecraft pod (with Harmonics Fugue), 1 blaster pod, and 1 crew pod;

Two Pike carriers, each with 1 battle communications pod, 2 energy pods, 1 augmented jump pod, 1 level 8 tractor pod, 6 battlecraft pods (with Terwillicker-Y), and 1 crew pod. On their first sortie, the Y's carry 2 homing missiles and 1 intelligent missile;

Two Spear battlewagons, each with 2 battle communications pods, 1 energy pod, 1 level 8 force field pod, 1 augmented jump pod, 2 arsenal pods, and 1 crew pod;

Four Sword flak cruisers, each with 1 energy pod, 1 jump pod, 2 Blaster pods, and 1 crew pod. All pods are Armor Class 2.

Set up in the bottom 3 rows of Map C, with at least one hex between each ship. Direction must be between 0 and 2 for each ship. Velocity must be the same for all ships, and be between 1 and 3. Missiles and battlecraft may be prepared (1 per appropriate pod).

PLAYER 2 (PSA) DEPLOYMENT: One 15-pod communications base on Yamani with 1 command pod, 1 long range communications pod, 1 battle communications pod, 3 energy pods, 1 level 7 tractor pod, 1 blaster pod, 1 crew pod, 1 level 7 supply transfer pod, 2 level 7 force field pods, 1 equipment pod, 1 major repair pod, and 1 level 7 missile reload pod. One 12-pod fighter base on Yamani with 2 battle communications pods, 2 energy pods, 5 battlecraft pods (with Terwillicker X-1G), 1 crew pod, and 2 equipment pods. As long as there is an undamaged equipment pod, each fighter may reload 1 guided missile each time it refuels. One Pike with 1 battle communications pod, 1 energy pod, 1 augmented jump pod, 1 hunter pod, 1 tractor pod, 2 arsenal pods, 3 battlecraft pods (with Terwillicker X-3G), 1 blaster pod, and 1 crew pod. On its first sortie, each fighter is armed with 3 guided missiles;

Two Spears, each with 1 battle communications pod, 1 energy pod, 1 standard jump pod, 1 heavy weapons pod, 2 battle craft pods (with Terwillicker X-3G), 1 blaster pod, and 1 crew pod;

Four Swords, each with 1 battle communications pod, 1 standard jump pod, 2 heavy weapons pods, and 1 crew pod;

One Sai guardship with 2 medium weapons pods and 1 heavy weapons pod. The Sai is in orbit around Yamani. It must remain in orbit until enemy ships are within 12 hexes. Until then it is invulnerable to unguided and guided missiles. All other PSA ships are between 2 and 6 hexes from Yamani, in adjacent hexes. They must all have a common velocity between 0 and 3 and a common direction between 6 and 9.

VICTORY CONDITIONS: The PSA Player wins if his communications base is undestroyed. If it is destroyed, the player with the highest number of undestroyed pods at the end of the battle wins. The pods of a boarded enemy ship count toward the total of the side that captured it, not the previous owner. The end of the battle is determined by mutual consent, and the battle is automatically over when only one player has units on Maps A, B, C, and D.