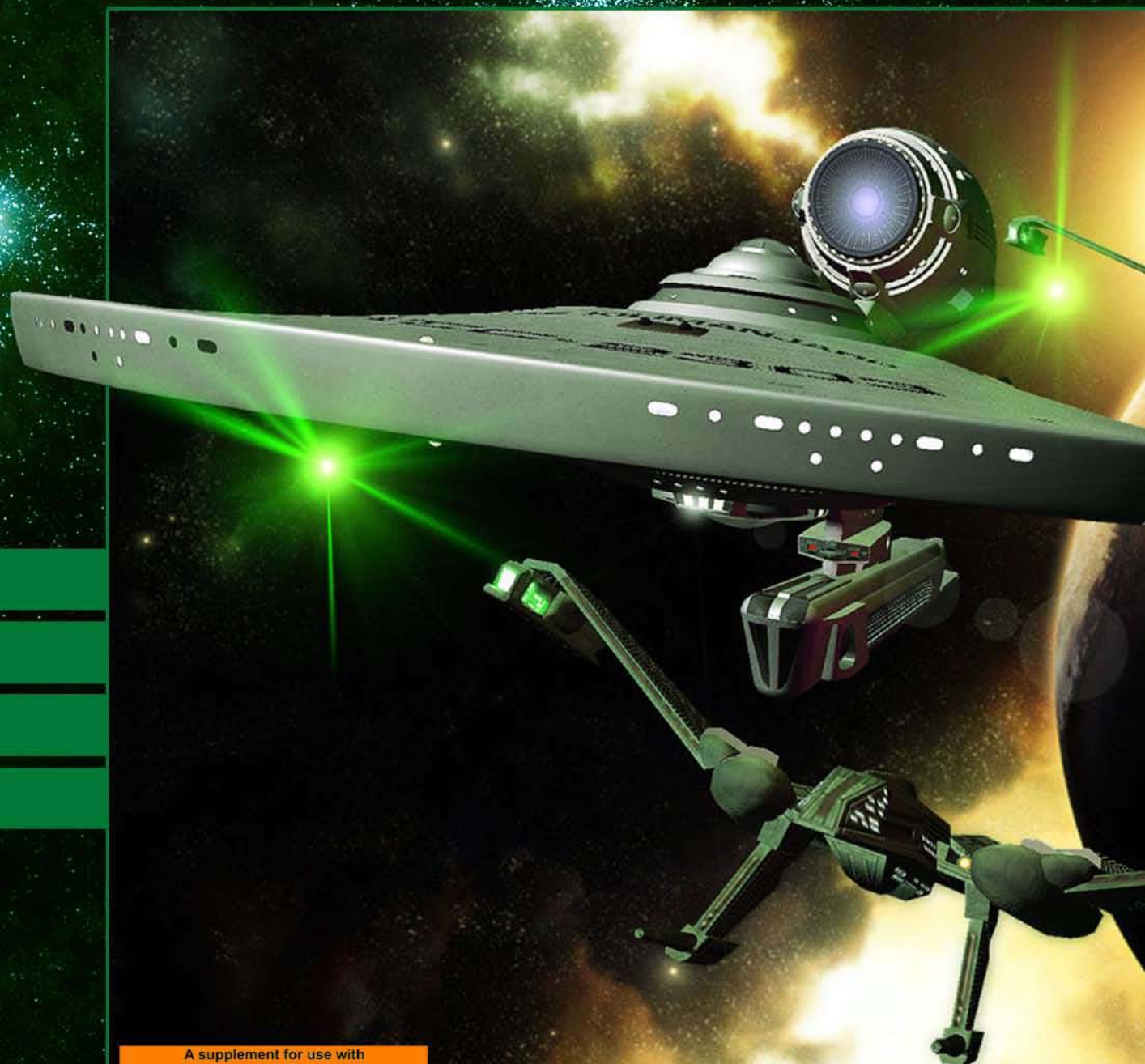


THE BATTLEHAWKS

STARSHIP COMBAT SCENARIO PACK



A supplement for use with
STAR TREK
STARSHIP TACTICAL COMBAT SIMULATOR

'USS Kilmanjaro' by Kenny Mitchell (www.kennyscrap.com) Romulan Winged Defender by intrepid1708.

INTRODUCTION

This book details the early military career of a young Romulan officer, Alidar Jarok, and the brave Romulans of the 14th Frontier Defense Unit under his command.

One of the youngest Romulan officers to achieve the rank of Admiral, Jarok would strike out with his limited military force to project power, strength and determination from his home port of Borax. Determined to keep the Romulan presence in the Triangle visible, the 14th Frontier will challenge the Federation, Klingons, the IKS and even Orion raiders to keep the Romulan Way secure.

HOW TO USE THE SCENARIOS

Each of the 12 scenarios depicts a battle involving the 14th Frontier Defense Unit or one of it's many wings. The scenarios are progressive in nature and are designed to be run as an on-going campaign. The results of one scenario may effect the combat capabilities of the vessels involved in a subsequent scenarios.

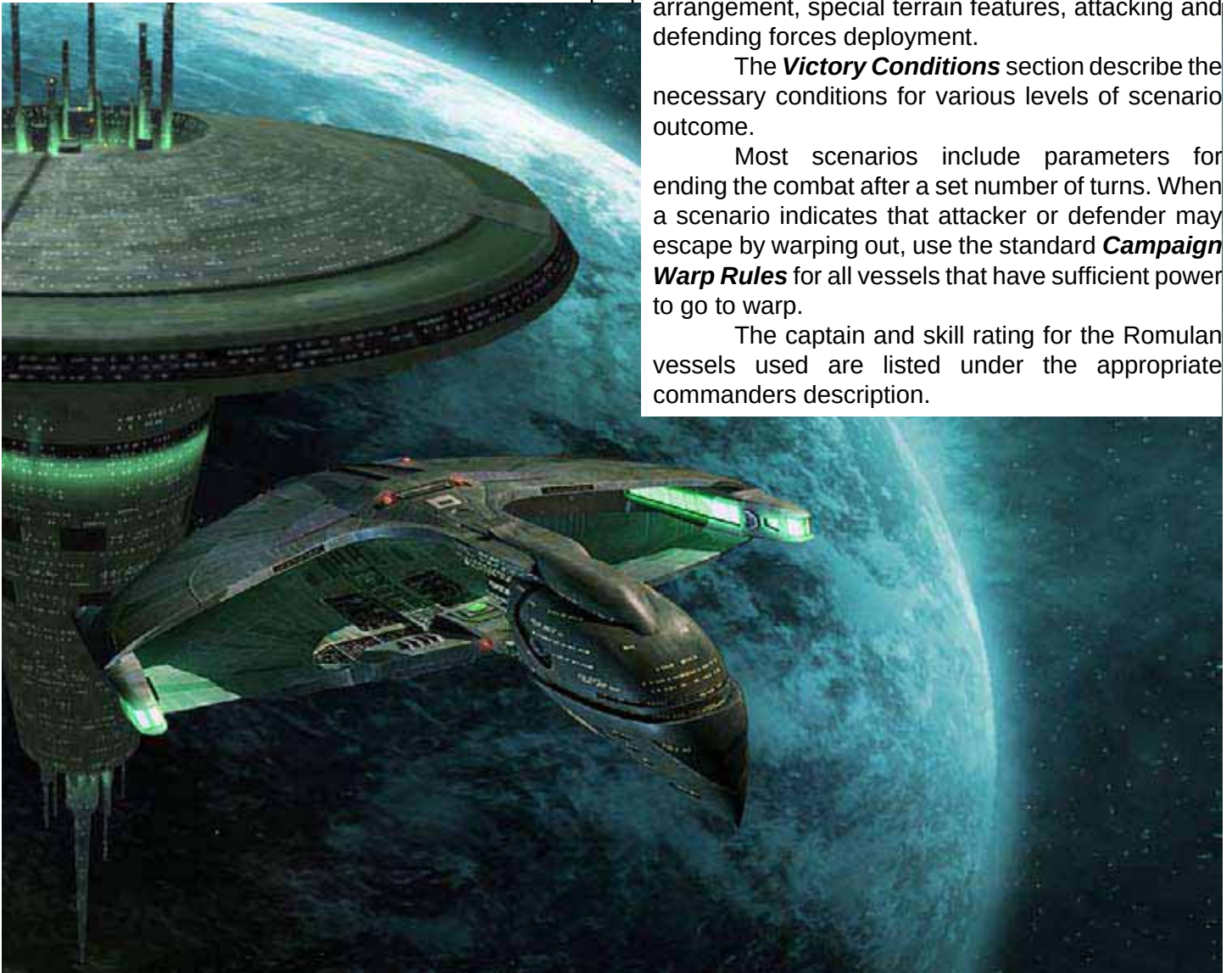
While not necessary, due to the nature of the combats and the use of Romulan and Klingon cloaking devices, a referee is suggested. The Romulan player will need to keep track of damage to his ships as the scenarios progress. Standard **Campaign Repair Rules** apply to all Romulan vessels.

The **Game Set-Up** section provides the map arrangement, special terrain features, attacking and defending forces deployment.

The **Victory Conditions** section describe the necessary conditions for various levels of scenario outcome.

Most scenarios include parameters for ending the combat after a set number of turns. When a scenario indicates that attacker or defender may escape by warping out, use the standard **Campaign Warp Rules** for all vessels that have sufficient power to go to warp.

The captain and skill rating for the Romulan vessels used are listed under the appropriate commanders description.



ARTWORK BY FVILLHA

COMBAT HISTORY OF THE EMPIRE RPW 29348556-38488299384857-X1 MEMOIR'S OF A UNIT COMMANDER

EARLY HISTORY

The Romulan Empire has long since remained a major force of contention through-out the Alpha quadrant since its first dealings with the Klingon Empire and United Federation of Planets. Created from a group of Vulcans who left their home worlds nearly 500 years earlier, the Romulan Empire as a whole has continued to grow and expand through out their region of the galactic arm. Early Romulan history is replete with isolationism, xenophobia and hostile responses to their neighbors. As late as 2280, the Romulan Empire continued an ongoing conflict with the Klingon Empire, a semi-war with the Gorn's and continued to push for influence within the area known as the Triangle.

The Romulan's greatest strength was also one of its greatest weaknesses. The Romulan Navy had relied on its new cloaking device to help counteract the military forces of it's neighbors. The Klingons had adopted a massive building strategy, often able to produce three times the number of ships than either the Federation or Romulans. While most of these vessels were less than capable, their sheer numbers often tipped the balanced in the Empires favor. The Federation relied on highly sophisticated vessels, able not only to conduct science missions, but cable of engaging multiple enemy targets successfully.

The Romulan's sphere of influence has always been lacking in the massive resources necessary to counteract much of its neighbors superiority. Starship production numbers fell well short of the massive construction works of the Klingon Empire. On a one to one basis, the Romulans could rarely contend with Federation heavy cruisers. With the advent of the Cloaking device, the Romulan were no longer forced to simply defend against the aggressive Klingons or counteract the advances of the Federation. The Romulan Empire went on the offensive, expanding into the outmarch regions and conducting massive operations within the Triangle. The benifits were immediate, and the Empire began to once again expand.

But the expansion would not last. The Klingons soon broke off diplomatic relations, the trade agreement crumbled, and the constant state of military raids between the Klingons and Romulans quickly escalated into a much large war.

THE GREAT EXPLOSION

It was at this tenuous point in history, as the Klingons prepared to go to war with the Federation, as well as expand their influence along the Romulan boarder, that the Klingon Empire would suffer the massive ecological disaster of Praxis. This single event would change the landscape of the entire galaxy. The Klingons were forced to sue for peace with the Federation, unable to sufficiently support any type of war effort. Their exploration of the Alpha and Beta quadrants came to a halt, and the entire Klingon Empire turned its attention to saving it's home-world and stabilizing it's Empire.

The Romulans quickly realized that the Klingons would turn their entire war effort towards the Romulan Empires. Forced to scramble, the Romulans quickly shifted massive numbers of troops, starships and construction machinery to the Romulan/Klingon boarder. Dozens of new ship classes were built to help counteract the increased Klingon presence. With the Romulans influence waning in the Triangle, subterfuge became the catch-phrase against Federation interests.

MORNING GARDEN

As the Romulan Empire continued its expansion and pressure against both the Klingons and Federation, up and coming officer Alidar Jarok took command of the newly refit 14th Frontier Defense Force. Based in the Broz system, the 14th Frontier was nicknamed the Battlehawks and immediately began a long and successful campaign in and around the Triangle. Wasting no time, Jarok gathered his most stealthy vessels and headed for a well documented military supply run heading through the Morning Garden system. Jarok assigned the Hawk's Eye, a recently comissioned S-9 scout, to remain near the Morning Garden system and conduct convoy shadowing and extensive mapping of local space.

On Stardate 9901.3, as forces from the 14th Frontier closed with the convoy, Jarok was startled to discover an even larger escort than previously reported. Jarok gambled that the S-9 would be near by and pressed his attack, counting on the scout to follow and attack the fleeing convoy vessels. At 16:23 hours, Jarok de-cloaked and attacked. The Federation force, expecting trouble, was not surprised by the sudden appearance of the Romulan force. Jarok split his forces and attacked from two angles.

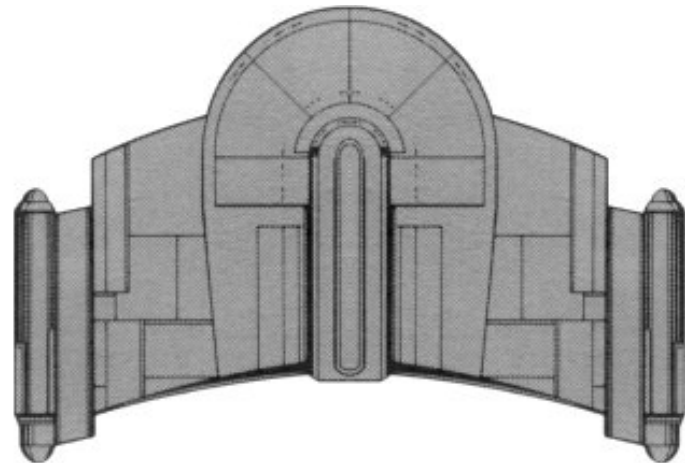
The Federation destroyers Winslow and Boston, along with the escort Adora, attacked the Battlehawk directly, ignoring vulnerable openings on the V-11 Stormseeker. Federation escorts turned and engaged the cruisers Astral Wings and Vespral Hunter. As both battles raged, the large freighter group sprinted for the edge of the system and the relative safety of Warp Speed. Still several minutes from a safe entry into warp, the S-9, as expected, de-cloaked and attacked first one merchant and then another, damaging six merchant vessels before the others could make it to the edge of the system. The S-9 boarded two of the damaged freighters and began capturing cargo via transporter from a third, when the first Federation reinforcements arrived. Upon arrival, a Federation destroyer attacked the Hawk's Eye, forcing her to break off her boarding actions.

When the Federation cruiser Starseeker arrived on scene, Jarok called a halt to the battle and began a spirited retreat. As Jarok's force began to disengage, the Federation destroyers continued their attack. As the Starseeker approached one of the boarded freighters, it suddenly spun around and rammed the incoming cruisers. Although not enough to destroy the Starseeker, the resulting collision did force her to halt her approach. The crew of the now crippled freighter abandoned their prize and were picked up by the Hawk's Eye. Realizing that the Romulans were regrouping, the Federation forces finally broke their attack and returned to protect the crippled freighters.

Although only one freighter was actually captured, the initial battle was considered a huge success. Both the Battlehawk and Vespral Hunter required extensive repairs, but the captured cargo more than made up for the damaged vessels. Jarok was contacted by command officials and exalted. Knowing that the Federation could only mount a token response with in the Triangle, Jarok soon set his sights on the Klingons, a more dangerous opponent. On 9905.7, as his vessels neared completion of repairs, Jarok called his ship captains together to begin plans for a lengthy campaign just beyond the Klingon border of the Triangle.

UNEXPECTED GUESTS

As detailed plans for raids, convoy captures and unit operations were completed, Jarok and his forces near Repair Station 287 were surprised to find a Klingon force closing with their home base. The Klingon had caught the tail end of the battle near Morning Garden and had estimated repair times for the vessels involved. Fearing that the initiative might be lost, the Klingon sector commander sent his heaviest battleship, with only a light escort, to attack the supposedly crippled vessels at the repair yard. Despite over-estimating repair times of the Romulan force, the Klingons pressed their attack. Jarok's viciously counter-attacked in one of the longest and bloodiest boarder skirmishes of the year. Jarok himself was wounded and much of his undamaged force took severe hits. But the Klingons fared no better, being out numbered and out matched. The battle finally resulted in the withdrawal of the battleship and the loss of both escorting Klingon cruisers. Jarok, angrily scheming revenge, but was soon forced to turn his attention else where.



OLD FRIENDS FROM HOME

As Jarok and his force began to once again repair their damaged vessels, word suddenly arrived that threatened a new shift in power within the Triangle. On stardate 9921.4, the Romulan cruiser *Courageous* detected a highly localized quantum signature from within an Orion controlled repair yard at Remfry. Although Remfry was known to have wild and powerful solar storms, the readings were too static to be a natural phenomenon. Unable to get better data from their location, the *Courageous* and her sister ship the *Stalker* both linked up and headed towards Remfry. The *Courageous* and *Stalker* later met up with their unit commander. The task-force headed directly for the Remfry systems and was startled to find that the source of the readings was the *Silver Pheasant*, believed destroyed by the Klingon 123rd several years earlier. Covtek signaled Jarok at their home base, but was unable to give greater details of the situation before a Federation task force arrived in system.

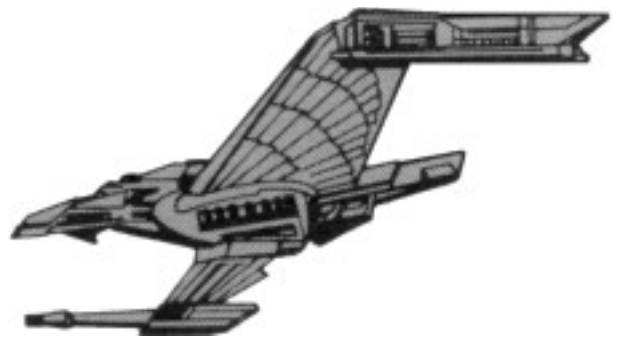
Bent on capturing the Battleships, the Federation force immediately attacked the pirate enclave and within 20 minutes, had managed to board the Z-1 and get her in tow. Covtek, now under cloak, knew that Jarok would soon be on his way to Remfry, and that the Federation force had been too occupied to have noticed the cloaked Romulan vessels. Covtek also knew that without a delaying action, the Federation forces would be able to make it out of the Triangle and across the relative safety of the Federation boarder before Romulan forces could intercept. Unable to create a battle plan, Covtek trusted in the legendary Romulan fighting prowess and attacked the retreating Federation escort unit.

Badly outgunned, Covtek knew that he and his ships had to disable the Federation tug, the only vessel able to tow the massive battleship at moderate warp speed. Covtek's gamble paid off. The *Stalker*, closest to the system before the Romulans cloaked, had managed to get ahead of the Federation force. The escort vessels quickly turned to meet the threat, and engaged the Romulan vessels in a fierce battle. But the *Stalker* was able to decloak at nearly point blank range with the Federation tug. The *Stalker* managed to knock out the tug's main drive, forcing her to release the battleship and break from the engagement. The *Stalker* paid dearly for her action, losing nearly a third of her crew to the Federation frigate.

The other vessels in Covtek's force fared no better. The *Vesperial Hunter* herself was nearly destroyed. The *Astral Wings* lost most of her port weapons and was unable to defend herself as the unit withdrew.

JUST IN TIME

Jarok, knowing the dangers of losing the Z-1 to the Federation, took his half repaired vessels to the Federation boarder, hoping that Covtek would follow the escaping force and assist in the attack. When Jarok arrived at the boarder, he was stunned to discover that the Federation force was not there. Jarok sent several of his scouts to locate the Federation force. With only three fully controlled Federation worlds near by, the scouts finally located their target heading for Carwile's World. Realizing that the battleship could not fall into enemy hands, Jarok deployed his force, many of which were still finishing last minute repairs. Jarok entered the Carwile's World system, hoping to catch the battleship before it was taken with the system's extremely dense asteroid field. With re-enforcements quickly closing from the far side of the system, Jarok was forced to battle both the small outpost and the incoming ships. Battlehawk forces were able to board the Z-1 and destroy the battleship in a massive graviton blast that severely damaged nearly everything in the system. The Battlehawks scattered, most heading directly for the Romulan boarder.



REPAIRS

The battle of Carwile's World had been a intelligence victory for the Romulan Empire. But the vessels of the 14th Frontier that had taken part in the attack had been badly mauled. The Battlehawk had taken several hits, as had the Astral Wings. Both vessels required extensive repair efforts to bring them back to combat readiness. The V-11 Storm units had taken the most severe damage during the battle. All three modified Klingon cruisers had been forced to board troop on the battleship while still under fire from enemy vessels. The resulting damage had left the Tempest without disrupter weapons, the Storm-seeker with badly reduced speed and shielding, and the Stormhunter nearly a scrap pile of metal and circuits. Realizing that his force had to conduct immediate repairs, Jarok ordered his ships to the Currie system. Currie was well know as a haven for pirates and smugglers, with it dense asteroid. Jarok's force quickly located a suitable spot and began repairs. Jarok's force remained undetected for nearly six days, only once chasing off a random Orion pirate vessel. Relaying reports and the preliminary data from the Z-1's primary computer, Jarok's luck finally ran out on stardate 9958.3. A force of heavy combat vessels, deployed from Carwile, located the hiding Romulan force two full days before the Stormhunter was ready for battle. Under normal conditions, the Stormhunter would have been scuttled, but her computers were only hours away from completing an analysis of the Z-1's computer data. Realizing that a data transfer could be jammed, Jarok was forced to engage the Federation force. While defending the Stormhunter, Jarok's force was again in serious jeopardy, until reinforcements arrived in the form of another Z-1 battleship. The Nova her self quickly closed and engaged the Federation vessels, driving them off and destroying the Federation Heavy Cruiser Kovix.

After the battle, Jarok transferred copies of the computer analysis to each of his vessels and took the Stormhunter in tow, returning to Boraz. Repairing his vessels caused a significant gap in the front line patrols, and by stardate 9960.3, Jarok became worried that his vessels had been too long from their assigned routes. Despite incomplete repairs on the Battlehawk, Jarok ordered his vessels to return to their assigned patrol stations as each was deemed combat ready.

NEW FRIENDS

As the Battlehawk finished her repairs, and the last defense vessel left orbit, Jarok began contemplating new campaigns against both the Federation and the Klingons. He envisioned several strategic attacks against targets well within the Federation, including the major base of operation near Tomed. Jarok began collecting new intelligence data on the defense satellites near the Federation base, as well as patrol status reports for Klingon Outpost 2.

Unbeknownst to Jarok, another newly promoted officer from the Klingon Defense Forces had managed to slip his unit into the Boraz system undetected. Seeking glory and advancement as quickly as possible, Martok Vesak had become one of the first Marine officers to command a combat squadron. With tactical grace and sophistication, Martok attacked the Battlehawk while she was still moored to the repair dock. Despite a successful first strike, both Martok and Jarok knew that the Battlehawk was still a match for the Klingon force. Even in her weakened condition, the Battlehawk managed to destroy one Klingon cruiser, and damage Martok's command vessel. When the Astral Wings returned to assist Jarok, a spiteful battle between the Astral Wings and Klingon cruiser Pounder quickly ensued. Even as Martok retreated, picking up survivors from the Eliminator, the Pounder and Astral Wings kept at each other. With the loss of warp power, shields and most of their weapons, both vessels continued to battle until the Astral Wings rammed the Pounder. The Astral Wings lost her entire port wing, but ripped a gaping hole in the starboard hull of the Pounder. An uncontrolled anti-matter cascade forced Jarok to close with the Astral Wing and rescue survivors before the Pounder finally exploded in a dazzling fireball.

THRILLING BOREDOM

The surprise attack forced Jarok and the Battlehawk to once again lay-too for repairs. For nearly 14 days, the Battlehawk remained in dry-dock, with the remnants of the Astral Wings just off her port bow. Nearly scrapped, the Astral Wings would take months to repair, with much of her remaining crew now laid up in hospital.

During the two week break, Jarok became involved in several major strategy sessions with Admiral Divilus, the sector commander. Along with four other area unit commanders, Jarok and Divilus drew up both broad and precise plans for specially timed battles, attacks on both Klingon and independent shipping operation through-out the region, and began support planning for a major operation to destabilize the weakened Klingon Empire, still suffering from the loss of Praxis. Despite the failure of their operation aboard Q'ronos I and the Enterprise, the Romulans continued to increase their open conflict policy.

By stardate 9970, nearly 20 vessels had been sold to various governments showing interests in supporting the Romulan Empire. With new supply bases available, and support close to the Klingon boarder, many on Romulus felt that the Klingons no longer pose a significant threat. None the less, Divilus pushed his agenda and eventually won support to attack Klingon worlds along the now very active Romulan/Klingon boarder. Jarok was given free reign to engage targets of opportunity as well as support for two significant invasions of Klingon held colonies. And on stardate 9974, Jarok prepared to set out for the boarder. In a ironic twist of fate, Jarok once again became the target of aggression even before leaving space dock. This time, the enemy nearly fooled him and his men into believing an alliance between the Klingons and theUFP.

FEDERATION AND KLINGON

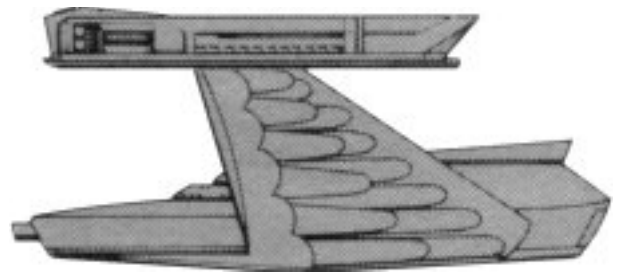
Even as the Battlehawk pulled out of repair dock for trial runs, three vessels entered the system on a direct intercept course. Two Klingon cruisers and a Federation frigate closed cautiously with the departing cruiser. Realizing that his only change against the Federation frigate was to close quickly and force her to raise all of her shields, Jarok nearly fell into the trap. As his vessel closed, Jaroks science officer realized that the Frigate was not diverting her power to shields, but was instead arming all of her weapons.

The frigate was in fact the Slave of Justice, a Loknar frigate captured many years before by the Klingons. The vessel, which had later defected to the IKS, had remained hidden for years, believed by all the major governments to have been destroyed or scrapped. Although outdated, the IKS hoped to use the frigate to fool area commanders into thinking that the Federation and Klingons had struck a deal and were now conducting joint operations within the Triangle. Had the ruse worked, the Romulans would have diverted massive forces from the Triangle directly to the Neutral Zone, opening the Triangle to IKS influence. Jarok realized the ruse and escaped the trap, stinging the IKS with the loss of one cruiser and heavy damage to another.

Although Jarok insisted on continuing his original plan to attack the Klingon Empire directly, Divilus ordered his forces to move north and begin harassment of the IKS. Divilus knew that the power-base of the IKS was far greater than generally acknowledged to Romulan commanders, and that only a "slap-on-the-wrist" would keep the IKS from extending that power.

RECALL

As Jarok contacted his commanders individually, he learned that one of his units had managed to capture a Klingon G-3 freighter. Loaded with several semi-valuable cargo's, the two V-11 reported that they were conducting repairs, when a pirate squadron moved in to attack. The pirate squadron was completely stunned when the two cruisers attacked in a very non-Klingon manner, destroying one pirate vessel and badly damaging the remaining two. Within hours of the attack, the V-11's were once again underway with the captured prize and returned to join the move north.

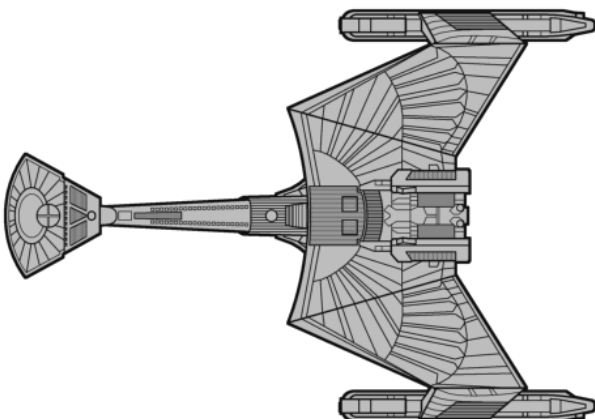


CAREFUL JUDGEMENTS

Before even receiving word that the fragile neutrality of the IKS had been shattered, Soboleta of the Courageous encountered a small group of vessels, believed to be Orion pirates. With the pirate vessels months away from the nearest known Orions base, the arrival of Klingon gunboats allowed Soboleta to correctly surmise that the IKS had broken its undeclared neutrality with the Romulans and attacked forces loyal to the Empire. Realizing that support was only minutes away, Soboleta turned and stood her ground, battling the larger force for nearly 10 minutes before reinforcements arrived. Quickly turning the tide, the IKS vessels were nearly wiped out, and Soboleta set course for home.

FATEFUL VICTORIES

With his unit in surprisingly good shape, Jarok began returning to the duties of patrolling the frontier. His forces began their standard patrols, and by 2291, the 14th Frontier was once again in a routine. Jarok continued his plans and diverted scouts to monitor the numerous worlds being courted by the Klingons. He coordinated with the 22nd Frontier units in patrols near the now quiet IKS borders, and personally escorted three separate convoys to worlds friendly to the Romulan Empire. On 2291.5, his plans were forced to an accelerated state when a large Klingon invasion fleet was detected heading for the world of Gannarra III. Gathering most of his entire force, Jarok engaged the Klingons at the edge of the system. Targeting the Klingon battleship Success, the Battlehawks inflicted heavy damage on the Klingon force. After crippling several enemy vessels, Jarok finally pulled his force back. Unable to effectively pursue Jarok or secure the planet with its weakened combat force, the Klingons never occupied Gannarra III and turned back.



A BREAK IN THE LINES

Even as battles raged all along the Klingon/Romulan border, Klingon intelligence continued to probe for weaknesses and document Romulan strength in the area. With one in five scouts being lost during these missions, Klingon commanders valued any communiqué that confirmed ship types and patrol locations. To help secure the area, Klingon forces attacked a local patrol to draw attention away from the activation of a monitoring base in the Chak system. Attacking the Warlance directly, Klingon commanders hoped to destroy the Romulan patrol before reinforcements could arrive. But support was only moments away and both combatants continued until the Klingons detected a much larger group of reinforcements approaching. While the Klingons were able to deploy covert listening monitors, a full fledged observation post was never established.

FATAL MOVES

A second Klingon force had already been sent to supplement the now decimated Chak strike force. Learning that the system was not secure, the Klingon commander changed course and headed directly for the new repair base at R'Limam. Realizing that the Klingon intended to take the station and possibly occupy the planet, Jarok scrambled his forces and met the Klingon invasion fleet head on. The fighting was fierce and costly for both sides, but eventually the Romulans forced a Klingon retreat. Though the repair station was damaged, it was never boarded and remained in operation. The battle ended major fleet combat from the local Klingon forces and gave the Battlehawks the reputation of being the most dangerous wings in the quadrant.

Jarok would go on to lead numerous successful campaigns and eventually strike fear into the Federation as a brilliant tactician and ruthless military commander. The 14th Frontier still patrols the Klingon/Romulan border.



OFFICERS OF THE BATTLE HAWKS



Name: Alidar Jarok

Race: Romulan

Age: 42

Rank: Admiral

Position: Commanding Officer, Battlehawks

Vessel: V-30 type 5 Heavy Cruiser – *Battlehawk*

Captain's Skill: 73

Crew Efficiency: 71

PHYSICAL DESCRIPTION

Unusually stocky for a Romulan or Vulcan, Jarok has a non-typical rounded face and broad shoulders, accented by his uniform. Although shorter than most Romulans, Jarok is all the more imposing for his 5'7". Jarok also has large hands, which he often uses in an almost Vulcan meditative stance. Although soft spoken, Alidar has a resonate voice that conveys power and knowledge.

PERSONAL HISTORY

Jarok began his career at an early age, becoming interested with space while still in secondary learning. By the time he was finished with his primary studies, he had amassed considerable knowledge in both history and military tactics.

His early Fleet career also emphasized the use of this knowledge, and he was quickly assigned to intelligence gathering and evaluation in the Military Division. His first posting was a covert data gathering station within the Neutral Zone. While there, he began to draw up plans for the expansion of the Empire, often using intelligence reports to create details concerning operation within the Federation and the Triangle.

His second posting also stationed him in an information gathering post aboard the front line scout *Senderia*, along the Klingon boarder. Jarok soon became involved in the on-going conflict with the Klingon Empire and the many complexities of frontier protection duty.

Jarok would remain in the military division for nearly

10 years, moving steadily towards his own command. He continued in both the intelligence and resource capacity until he was taken under the wing of Senator Dreen, himself a veteran of many conflicts, both political and military. Dreen began to cultivate the Jarok's skills, and within three years of their association, Jarok was posted as First Officer aboard the V-27 *S'len*, Jarok found himself in charge of coordinating the *S'len*'s squadron with other local units during both military and exploratory operations. Jarok's abilities quickly placed him next in line for command of the *S'len* upon Dreen's retirement. Unfortunately, during a raid on an Orion pirate outpost, the *S'len* was severely damaged by an Orion vessel that attempted to warp from the battle and collided with the cloaked V-27. Jarok's captain and personal friend was killed along with over half of the crew. After returning to the Empire, Jarok requested a ground position, but was instead given command of the newly commissioned V-30, *Battlehawk*. Surprisingly, Jarok was also given the newly created rank of Admiral, which had been adopted from the Federation and Klingons. Although the title was still tenuous in meaning, Jarok wasted not time in demanding the remaining crew from the *S'len* as his new crew, and began to gather a formidable command staff of veterans and up-and-coming officers to build arguably one of the most successful front line fighting forces the Romulans have ever known.

PSYCHOLOGICAL MAKE-UP:

Jarok is unquestionably devoted to the Romulan Way and to the expansion of the Empire. Deeply honorable, he leads by example and uses his talents to the fullest. He is proud of his accomplishments and often mentions the accomplishments of others. He has also dabbled in politics, finding it too dishonorable for his liking. Jarok also believes in his own ability to read situations, often conferring with his officers to confirm his decisions. He does not make decisions lightly, but once decided, he is nearly unstoppable. Jarok also has a personal, almost non-Romulan attachment to his men, often grieving for days when his decisions have cost lives. Surprisingly, Jarok believes in his comfort, as well as that of his men, frequently requesting specialized treatment and privileges for his officers and crew for jobs well done. Although his political views are sometimes questioned, his skill has ensured him a continued career.

CREW DESCRIPTION:

The crew of the *Battlehawk* are some of the best the Empire has to offer. They are devoted to Jarok, and will go to great lengths to ensure that attacks are successful. They also enjoy the privileges that Jarok provides for them, and have no qualms being called the most pampered crew in the fleet. This combination has made them extremely efficient as a unit.



OFFICERS OF THE BATTLE HAWKS



Name: N'rihal Tomolok

Race: Romulan

Age: 40

Rank: Commander

Position: Commanding Officer - *Eagle's Progeny*

Vessel: T-10 type 3 Destroyer

Captain's Skill: 71

Crew Efficiency: 62

PHYSICAL DESCRIPTION

Tomolok is a tall Romulan with distinguished features.

PERSONAL HISTORY

Tomolok was born to wealthy parents on Remus, living in only one place until his entrance into the academy. Although wealthy, Tomolok was never given preferential treatment, being the middle child of 5. With both of his older sisters already ship commanders by the time he entered the Academy, Tomolok was expected to continue the tradition. His unique skill in negotiation moved him into a diplomatic post, allowing his younger brother and sister to both make Commander before him.

From that point on, Tomolok would outshine all of his siblings and many others in the fleet, rising quickly to the position of Commander and being given a front line vessel during the later part of the Klingon/Romulan boarder disputes.

Tomolok's early career had him as a diplomatic liaison to a front line boarder command ship, where he excelled in the command structure and tactical planning. Tomolok served on both ships and at the units home port, planning battles and interpreting intelligence reports. By the age of 25, he was made a sub-commander and given command of a small destroyer squadron near the triangle.

Tomolok was instrumental in several negotiations and two attacks on Klingon held worlds that resulted in the seceding of Koldros II as well as hampering the Klingon 314th Attack Squadron's efforts against trade shipments with the Baker's Dozen. Both the prestige and accomplishment did not go unnoticed, and by the age of 27, Tomolok had a number of ambitious senators supporting his continued push towards open aggression with Klingon forces in the Triangle.

His next assignment would take him far from the high drama of the Klingon boarder to the relatively quiet but necessary expansion into the unknown regions. His service continued for nearly 10 years, mapping and exploring dozens of worlds and gaining huge resource advantages for the empire.

Before gaining command of the Arctic Hawk, Tomolok was assigned to a long range spy mission into the Federation. Lasting 4 years, the mission catalogued dozens of Federation patrol routs and gathered intelligence from over a dozen spies on 10 worlds. But the mission would not be without cost. Heading to Andor for one of their last data pick-ups, Tomolok's ship was found out and severely damaged. Tomolok spent a year trying to return to the Romulan Empire, but was able to salvage all of the data his unit had collected to date.

Hailed as a hero, he was given command of the *Eagle's Progeny* four years ago, and has proved himself time and again.

PSYCHOLOGICAL MAKE-UP:

Tomolok is arrogant to a point. He has no great hate for the Klingons or Federation, but has no misgivings about using either to further the goals of the Empire. His arrogance has gotten him into trouble on several occasions, but his skill has kept him in the forefront of the military circle. He enjoys the abilities of smaller vessels, and has no compulsion to transfer to a larger ship.

CREW DESCRIPTION:

The crew of the *Eagle's Prpgeny* have served with Tomolok since he took command of the ship. They are extremely capable and well trained, and so far enjoy their assignment. Most know that Tomolok will transfer them to a new ship should he be promoted. His success and theirs are closely linked.





OFFICERS OF THE BATTLE HAWKS



Name: Mavelian Proculus

Race: Romulan

Age: 71

Rank: Commander

Position: Fleet Second-in-Command, Commanding Officer - *Warbird*

Vessel: V-6 type 7 Heavy Cruiser

Captain's Skill: 72

Crew Efficiency: 69

PHYSICAL DESCRIPTION

Mavelian is surprisingly striking for his middle age, often looking very distinguished, even in the face of adversity. His handsome features have made him popular with the opposite sex. His eyes are somewhat light for a Romulan, but in most other respects, he is a typical middle aged Romulan male.

PERSONAL HISTORY

Mavelian has been a naval officer for over 45 years, following in the footsteps of his older sister. He began his career in the Outpost division as an administrator. In what has been called the grandest stroke of luck, Mavelian was one of the few survivors of *Outpost 109* when it was attacked by Klingons during one of the many boarder skirmishes. After the Klingons had boarded the station, it fell to Mavelian, the only semi-ranking officer whom the computers would allow into the system, to destroy the station. After starting the

self destruct countdown, Mavelian and several of his fellow administration workers lead a spirited action to capture a transporter, rescued over 200 stunned captives from other sections of the outpost and eventually boarded one of the Klingon destroyers.

After an hour's worth of fighting, the destroyer was captured and the remaining personnel fled. The captain of the station, who survived despite serious trauma, requested an immediate promotion for Mavelian, who soon found himself in the Tal Shiar logistics division of the Triangle Sector. Mavelian served for over 20 years as an analysts and strategist, and was assigned as the Chief Tactical specialist to *Star Base 2*, near the Triangle.

But Mavelian would soon find himself in opposition to the policies of the Tal Shiar. As he neared the end of his fourth tour at *Star Base 2*, Mavelian and his commanding officer both decided that it would be in the best interest of the Empire if Mavelian were to be re-assigned. Mavelian's commanding officer worked furiously to get him a ship of his own, but was forced to assign him as the Second Officer aboard the *Warbird*.

Mavelian stayed aboard the *Warbird* for over 30 years, rising to the position of First Officer and then eventually to Captain. Mavelian has been in charge ever since, turning town four promotions to remain with his ship and crew.

Mavelian has served along the Triangle, Klingon boarder and even the Gorn boarder, taking part in over 50 skirmishes. His tactical knowledge is only enhanced by his analysis background, making him a valuable resource to any commander lucky enough to have Mavelian in his or her command.

PSYCHOLOGICAL MAKE-UP:

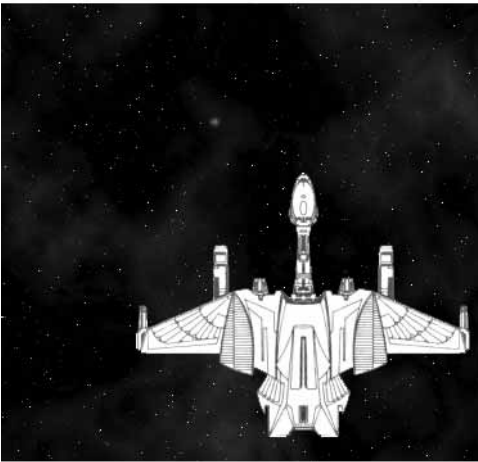
Mavelian is a man of tremendous honor, and will go to great length to keep a promise. He often has several different personas that he will use to differentiate to his friends and crew what he is currently engaged in. He is also very personable with his crew, often disquieting newly assigned crew members.

CREW DESCRIPTION:

Most of the Crew of the *Warbird* have been with Mavelian for 10 years or more, some having been with him since his transfer. Because of the large number of highly skilled personnel, the *Warbird* is often used as a training vessel, bringing nearly 50 new crews every other year. The regular crew know the vessel inside and out, and work hard to keep her above spec. Although the crew greatly enjoy their position, many are somewhat uneasy about the Tal Shiar, fearing that Mavelian's previous association has brought unwanted attention to the ship and crew.



OFFICERS OF THE BATTLE HAWKS



Name: Anwri Tobarke

Race: Romulan

Age: 31

Rank: Sub-Commander

Position: Destroyer Tactical Specialist, Commanding Officer - *Warhawk*

Vessel: T-10 type 3 Destroyer

Captain's Skill: 61

Crew Efficiency: 60

PHYSICAL DESCRIPTION

Anwri is lean, even for a Romulan. Although average in height, his gaunt appearance gives him the illusion of height. He has a typical hawk nose and piercing eyes.

PERSONAL HISTORY

Anwri was born to Fleet parents, actually being born on the return trip of the V-8 cruiser *Anwri's Blade*. He had spent most of his early life on the farming colony of Traig, operating heavy farming equipment by the age of 10. He was somewhat of a trouble maker, though, and by age 15 had tried unsuccessfully to enter Fleet Training. With a promise to stay out of trouble, Anwri's father pulled strings, getting him posted at the age of 16 on a reserve scout vessel. By age 18, Anwri was constantly winning against the ships Captain and First Officer in tactical simulation games and was sent to Training with a noticeable recommendation.

Anwri graduated with commendations and was soon in the Military Operations Command as a Navigation specialist. He continued to amass knowledge and political influence and was soon posted as the First Officer of the T-5 *Requara*.

Anwri quickly gained a reputation as an aggressive and head-strong officer with aspirations of command and power. With the changing political climate and an openly aggressive climate against the Federation gaining strength, Anwri fit in perfectly with the new rank of ship commanders who wanted more personal prestige than glory for the empire.

Cooler heads would prevail, though, and when Anwri's T-5 was nearly destroyed in the triangle after an unauthorized mission, Anwri was chastised and assigned a T-10, the *Warhawk*. With little political power left, Anwri accepted the command and became an expert in destroyer tactics. He has since begun to re-rise through the ranks, and has aspirations of a Federation Boarder command.

PSYCHOLOGICAL MAKE-UP:

Anwri is head strong and arrogant, often hating non-Romulans for no solid reason. He feels that the Empire should strike a powerful blow against the Federation and capture a dozen worlds along the Neutral Zone. He speaks openly about his beliefs and will often launch into lengthy diatribes about the state of the Romulan Empire. Although charismatic, his views are still too opinionated. Anwri knows of his short comings but only half heartily tries to fix the problem.

CREW DESCRIPTION:

The crew of the *Warhawk* are all as young as its captain, if not younger. Most are happy with their positions and know that they are moving up in the ranks. Several have similar views as their captain, but know that Anwri is dangerous to side with in the more honor bound climate of the Empire. None the less, many are pleased to have a vocal commander, as is reflected by the crew's efficiency rating.





OFFICERS OF THE BATTLE HAWKS



Name: Sobel'ta Braacar

Race: Romulan

Age: 39

Rank: Commander

Position: Commander of Science Contingent,
Commanding Officer – *Courageous*

Vessel: V-20 type 1 Cruiser

Captain's Skill: 54

Crew Efficiency: 43

PHYSICAL DESCRIPTION

Sobel'ta is extremely attractive, with dark features and exotic eyes. With shorter points than most Romulans, Sobel'ta looks more human than Romulan. She is average height for a female, but is heavier than most other women in her crew. This does not detract from her beauty, though, and she is often the center of attention.

PERSONAL HISTORY

Sobel'ta has been the center of attention since birth, and has done nothing to discourage it. Sharp witted and curious, the sciences were a natural avenue to follow for Sobel'ta. She entered the science academy of Rive and was soon teaching. Sobel'ta became interested in space exploration after transferring to a frontier college while following a love interest. She soon found herself interest in the Star Fleet, and entered Fleet Training at the age of 25. Graduating early, she was assigned to the S-4 *Pralia*. But

the S-4 was retired the very next year, and Sobel'ta was assigned to the S-11 *Kntar*. A much more military vessel, Sobel'ta none the less lightened the atmosphere and was soon personally involved with the ship's Second Officer.

Although a successful relationship, it came to an abrupt end when the *Kntar* was sent on a recon mission into Klingon space. After being attacked by a Klingon D-7, a number of Sobel'ta's friends were wounded or killed, including her current love.

Disillusioned by combat, Sobel'ta stuck it out, on the advice of friends, and was soon assigned to the *Courageous*. She enjoyed the diverse assignments of the new V-20, and soon was involved with the chief weapons officer. She learned tactics and ship board operations beyond her normal training, and on a whim applied for the position of first officer when it opened. To her utter amazement, and sudden shock, she was awarded the position, and found she enjoyed the vigor's of command. All too soon, she was forced to work without a safety net, when the ship's captain retired unexpectedly to raise his new born son. Sobel'ta was thrust tenuously into command, and has worked hard to fill her previous commanders shoes.

PSYCHOLOGICAL MAKE-UP:

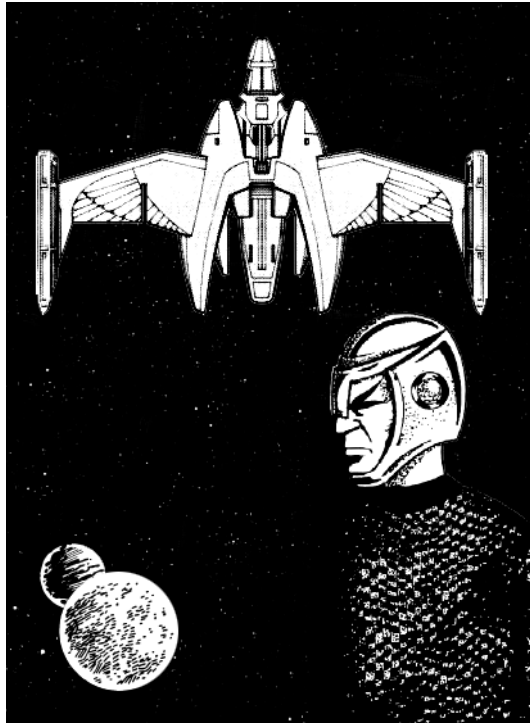
Sobel'ta enjoys her new command and her status with the opposite sex. She has been very careful not to give the appearance of sleeping to the top, but does not discourage suitors. She is somewhat nervous about her new command, feeling that she is a scientist, and not a diplomat. Although her indecision's can sometimes lead to tense moments on the bridge, she has yet to make a mistake. She is uncertain of her career plans, and will often stroll the ship in quiet meditation about her future. She relies heavily on her crew to help her develop viable plans of action, but has recently taken more control of the fate of her ship.

CREW DESCRIPTION:

The crew of the *Courageous* are well trained and perfect for the vessel's main mission of scientific exploration. Most have served on science ships and have hobbies involving both space sciences and the physical sciences. There is currently an on going yearly contest between the communications section and weapons division. Despite the camaraderie, the crew are nervous about their commanders new position. Happy to lend a hand with decision making, they are often leery about their commanders nervousness in high stress situations. Most enjoy the extra freedom that Sobel'ta gives them in their daily routine, though.



OFFICERS OF THE BATTLE HAWKS



Name: Quintus Verek
Race: Romulan
Age: 52
Rank: Commander
Position: Chief Intelligence Officer,
Commanding Officer – *Warlance*
Vessel: V-27 type 1 Heavy Cruiser
Captain's Skill: 54
Crew Efficiency: 43

PHYSICAL DESCRIPTION

Quintus is an atypical Romulan, except for a strange fluke of blond hair; the only one of his family to have the trait. He is tall, several pounds over weight, but handsome none the less. Although only just entering Romulan middle age, he already has gray hair, which nearly disappears with his natural blond.

PERSONAL HISTORY

Quintus is a man who has faced several tragedies, and yet has not seemed to have held a grudge. At an early age, Quintus' parents were killed by a Breen attack on an outpost far from the Empire's borders. Quintus did not learn their fate for several years, staying with his older brother and aunt until old enough to enter the academy. A year before beginning his training, Quintus learned his parents' fate and began to learn all he could about the Breen. His curiosity and devotion to duty moved him quickly up the ranks of the students. By the end of his final year, Quintus was an expert

on the Breen. When his brother was severely wounded in a skirmish with a Klingon cruiser, Quintus shifted focus and was soon considered an expert on the Klingon Empire.

It was only a few months before Romulan Intelligence recruited Quintus. His natural abilities to analyze data and his command capabilities quickly placed him in command of an intelligence scout operating along the Federation border. Quintus' was soon sending estimates and reports on Federation border patrols, their new outposts, and even shipping lanes, all extrapolated from the merest of sensor data.

But Quintus would again face tragedy when his brother was killed in a raid across the Neutral Zone. Quintus became despaired and withdrew from friends and crewmembers. He was eventually relieved of duty by his First Officer, and went on inactive status for nearly 8 years. When his family's farm finally made a decent profit, Quintus returned to the fleet, immediately being assigned as the First Officer aboard a V-11. One of the few Romulans to enjoy the new cruisers, Quintus deftly created tactics and objective lists for his commander, and in less than a year, was placed in command of a V-11 himself.

Quintus continued to create tactical reports and use his knowledge of Klingon battle tactics to win victory after victory. When the *Warlance* was commissioned, Quintus requested the post. With nearly a dozen officers also vying for the position, Quintus' popularity gained him the post. He has served aboard the *Warlance* for over 8 years.

PSYCHOLOGICAL MAKE-UP:

Despite many tragedies, Quintus is not an angry man. He is very statistical and calculating, yet personable. He is friendly with the other officers of his command, but keeps a professional distance with the lower ranks. He is somewhat distracted with personal matters of late, and must sometimes be told things twice. But in stressful situations, he is totally focused.

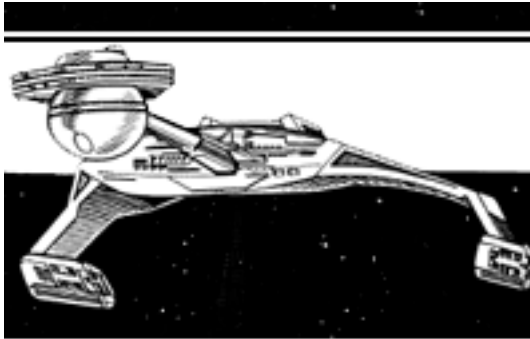
CREW DESCRIPTION:

The crew of the *Warlance* are a seasoned crew and work well together. The crew is very professional and capable of dealing with unusual circumstances. Although their captain's current love interest is well known around the ship, it is not only tolerated, but supported by members of the crew. Bridge personnel are somewhat disjointed by the occasional need to repeat reports, but trust their commander and know he will not fail them in a crunch. Quintus and the other bridge officers often spend time together to reinforce their command structure. Although under the watch of the Tal Shiar, Quintus does not hide his actions from the intelligence service, much to the delight of his fellow bridge officers.





OFFICERS OF THE BATTLE HAWKS



Name: Tr'Apalar Sital

Race: Romulan

Age: 57

Rank: Commander

Position: Ground Forces Commander
Commanding Officer – *Stormseeker*

Vessel: V-11 type 5 Battlecruiser

Captain's Skill: 69

Crew Efficiency: 57

PHYSICAL DESCRIPTION

Tr'Apalar is everything a Romulan isn't. Short, broad, muscular and very dark skinned, Tr'Apalar is an oddity among his peers. He has two scars along his neck where he was wounded during combat. He keeps the scar to remind him of his mistake.

PERSONAL HISTORY

Tr'Apalar has moved around more than any other Romulan in the Empire. From birth, Tr'Apalar's father moved him often, being a diplomat. By age 18, he had moved nearly 20 times. Because of a pleasant personality, Tr'Apalar was

able to make friends and began amassing influence through his father and mother, who settled shortly after his entrance to the Fleet.

Tr'Apalar would continue to move around, serving on more than 20 vessels in 35 years. His early duties included stints on nearly every vessel in the Romulan fleet. He would end up being posted to the M-4 *Adaka* as a second officer. This position gave Tr'Apalar a unique chance to expand his knowledge for ground forces and their operations, especially in both large unit and small force configurations.

Tr'Apalar continued his exploits for 2 years, until he became a unit commander after the loss of the *Adaka*'s primary Ground Forces commander. Fighting against the Breen on Pokorlia, near the southern most Klingon/Romulan border, Tr'Apalar was able to out flank three separate front line units of Breen, eventually forcing their withdrawal from a key city on Pokorlia. To Tr'Apalar utter horror, though, his brilliant strategies would prove useless when the Breen completely withdrew from the planet. When the *Adaka* pursued the Breen ship, it was attacked by several small gunboats. Wanting to save his ship, the Captain of the *Adaka* ignored the Breen troop ship as it returned to the planet and began an orbital bombardment. Within two hours, Tr'Apalar's forces were decimated.

Tr'Apalar vowed to never let a ship commander leave his ground forces in the lurch again. Pulling strings and calling in favors, Tr'Apalar was assigned to the *Stormseeker*, where he was immediately noticed by Jarok. Transferred before a chance to see ground combat again, Tr'Apalar had easily returned to his role as a ship commander, and has served Jarok faithfully for over a year.

PSYCHOLOGICAL MAKE-UP:

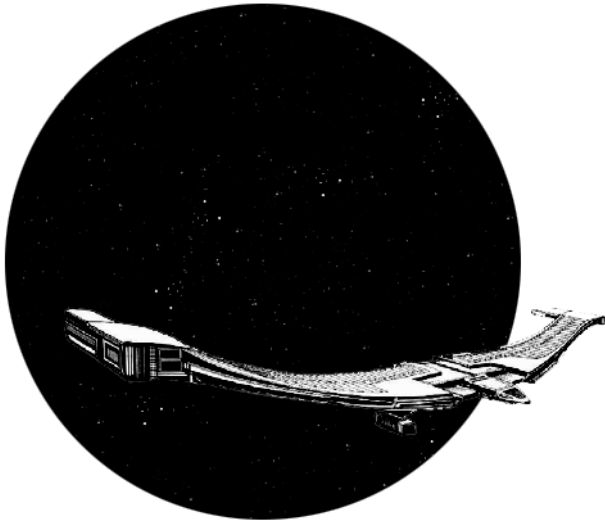
Although friendly, Tr'Apalar keeps his friendship somewhat removed from the main stream, never really trusting anyone but his closest advisors. He still harbors anger over the loss of his ground troops at Adaka, and will openly show anger at contemptuous ship captains who do not show deference to their various crews. Although he is fortunately in a unit where such captains are rare, he often argues with his Ground Forces Commander over the use of troops.

CREW DESCRIPTION:

Most of the crew of the *Stormseeker* are well trained, but do not like serving aboard what they still see as a Klingon vessel. Because Tr'Apalar often rotates crews with several other starship commander in the Ground Forces division of the Fleet, promotions and transfers are common, raising morale. None the less, most of the crew know that once posted to the *Stormseeker*, it can be several years before being transferred.



OFFICERS OF THE BATTLE HAWKS



Name: Mokesh Covtek

Race: Romulan

Age: 29

Rank: Commander

Position: Logistic Commander,
Commanding Officer – *Astral Wing*

Vessel: V-7 type 2 Cruiser

Captain's Skill: 67

Crew Efficiency: 58

PHYSICAL DESCRIPTION

Covtek is average height, weight and complexion for a Romulan. One ear is shorter than the other.

PERSONAL HISTORY

Covtek is one of the youngest commanders to ever be posted to a V-7. But his position is heartily earned. The son of a Ship Commander and farmer, Covtek grew up hearing about the thrill of space and the love of land. When he entered training, he pursued an early career in logistics in the hopes of being posted to a colony world or base near the frontier. He was, instead, posted to the *Astral Wing*, a V-7 type 1 shortly after it had been scheduled for convoy duty.

Covtek served well as the cargo officer, then as the logistics officer, and finally as a damage control officer. Covtek's efficiency and bright ideas brought him to the attention of the ship's second officer, both professionally and

personally. The two engaged in a short relationship, which was felt to have benefited both. When she was wounded during a Convoy raid by Klingons, Covtek became outraged and demanded action by the Captain, who was forced to stay with the convoy rather than pursue the Klingon raiders. Within a month, Covtek was nearly relieved of duty, after pointing out the Captain's every mistake.

Through the second officer's persuasion, Covtek was moved into a command position as a gunnery officer, surprising both. Covtek soon learned the benefactor of his good fortune and became indebted to her. Although the relationship would soon flourish into marriage, Covtek still felt a duty to prove his worth. After his wife retired early to settle and start a home, Covtek became nearly obsessed with being the best officer he could. Within a year, he was Second Officer, and a month after that, was promoted to first officer. His captain retired two years later and Covtek took command of the *Astral Wing*.

PSYCHOLOGICAL MAKE-UP:

Now in command, Covtek has slacked somewhat from his relentless pursuit of perfection. His wife has almost convinced him he has proven himself to her. None the less, Covtek will demand high quality work from his crew while on duty. He is somewhat cold when dealing with other races and still harbors animosity towards the Klingons. Covtek enjoys lengthy visits with his wife, who runs the family farm on Boraz.

CREW DESCRIPTION:

The crew of the *Astral Wings* enjoy the new change in status of the vessel, from a transport and military supply vessel, back to a front line combat ship. Most are as young as Covtek and thrive on adrenaline and challenge, both in heavy supply along the Triangle. Their combined youth does sometimes hold them back, with several crewers needing more experience to become truly great officers. Many have become angry that the Tal Shiar have placed extra agents aboard to monitor Covtek and his relationship with his family, though to be a weakness to the intelligence division. Several crew members have placed themselves in tenuous positions over the past few months in an attempt to thwart the Tal Shiar operatives. Although a morale booster for the crew, many realize that it could be dangerous for the entire crew. While Covtek discourages these unauthorized actions, the interference continues unabated.





OFFICERS OF THE BATTLE HAWKS



Name: Tie

Race: Romulan

Age: 29

Rank: Sub-Commander

Position: Commanding Officer – *Vespral Hunter*

Vessel: V-9 type 3 Light Cruiser

Captain's Skill: 53

Crew Efficiency: 51

PHYSICAL DESCRIPTION

Tie is an average Romulan in every sense of the word. Without rank insignia, no one would be able to tell him from the majority of the crew. Tie has no distinguishing marks and a superior expression.

BRIEF PERSONAL HISTORY

Tie grew up on ship. His parents began a small shipping company before he was born, and by the time he was 10, they had been aboard over 20 ships and nearly a dozen ports of call. But by age 12, his parents had decided that a better life could be had by trading with the Federation. After spending a year negotiating with the Romulan Government, Tie's parents were finally allowed to buy open merchant licenses, provided they tracked every Federation

starship they could. Tie's father, and ex-Navy ship captain, agreed and they began trading with some worlds near Federation space.

By age 15, Tie's parents had had to sell over half their fleet to pay for various licenses just to cross the boarder. Disheartened, they began to consolidate their losses. Tie watched both his parents retirement dreams begin to slip away. When a Tellarite pirate vessel deliberately attacked one of his parents ships, Tie's father and mother sold the remaining fleet and retired quietly. Although still counted successful by most of their peers, Tie entered the Academy with a firm determination to thwart Federation in-roads into the Empire. He rose quickly through the ranks and was soon assigned the command of an older science ship. He has been captain of the Astral Wings ever since. Although not a tactician, Tie prides himself on his high marks in Tactical games at the academy.

PSYCHOLOGICAL MAKE-UP:

Tie is the son of failed business owners. His main goal in life to prove to himself that he is a success. Strangely, he does not care what others see as success. Not motivated by profit, Tie continues to climb the ladder of command with infinite patients. Although he does not hate the Federation, he is angry that the multitude of races have conspired to keep non military Romulan interests out of Federation trade.

Tie is patient but only to a degree. He can often appear cocky and relentless in the pursuit of a goal, especially concerning Federation concerns. He is both genteel and cheery when off duty, fraternizing with other officers, and often the crew, to create a sense of camaraderie which he enjoys. He knows he is on the way up and will take anyone with him who is willing to pledge his loyalty to Tie and the "Romulan Way".

CREW DESCRIPTION:

The *Vespral Hunter* is yet another 14th Frontier vessel with a sense of true camaraderie amongst the crew. Several small militant factions are in the crew, often voicing their opinions openly, even on the bridge. Although quizzical to the rest of the crew, Tie often listens to these crewmembers and has been know to act on their advice. None the less, he does not threaten his crew unnecessarily, and only acts when he must or is ordered to. Many of the crew know they will be transferred to better positions as their commander is promoted.



OFFICERS OF THE BATTLE HAWKS



Name: Barada
Race: Romulan/Human Hybrid
Age: 23
Rank: Sub-Commander
Position: Commanding Officer – *Stalker*
Vessel: V-20 type 2 Research Cruiser
Captain's Skill: 67
Crew Efficiency: 42

PHYSICAL DESCRIPTION

Barada is thicker than a typical Romulan, having a smaller nose, yet broader shoulders. He also has dark green eyes, an oddity among his people.

PERSONAL HISTORY

Barada has always been a prodigy. From birth, his skill's at board and strategy games immediately moved him into the spotlight, first in his town, then his province, and finally, in several planetary matches. When he entered Fleet Training, his affinity for tactics was brilliantly apparent, and he was soon promoted to the first officer of the *Stalker*, newly commissioned. He was forced to take command several months ago and remained in command of the *Stalker* after his captain returned to Romulus for medical treatment.

PSYCHOLOGICAL MAKE-UP:

Barada is still uncertain about his abilities and will often contact his mother, a starship commander herself, for advice. He knows he is capable of command and does not doubt his tactical abilities, but he is uncertain of his ability as a science ship commander. None the less, he has found enjoyment in both First Contact situations and the few exploitation missions he has been on.

Barada is quiet and observant in his manner, giving him the personality of an older individual. He is quick to see change or danger and uses his abilities with ease. He is still nervous about his interaction with the other members of the crew, especially his First Officer, who he feels should be in command. He will often take time contemplating a decision, unwilling to rush to decisions.

CREW DESCRIPTION:

The crew of the *Stalker* are mostly as young and inexperienced as their captain. All are well trained, but few have deep space experience. None the less, most are overly enthusiastic, and can be somewhat jittery when conducting missions. Despite this, the crew is all business on the few occasions when the ship has conducted military action. Most, (including the captain) will happily turn to the first officer, an officer of over 45 years service, for advice and action. With a little more seasoning, the *Stalker* will most likely become one of the most capable vessels in space.

Name: Sol'vak
Race: Romulan
Age: 48
Rank: Sub-Commander
Position: Commanding Officer - *Stormhunter*
Vessel: V-11 type 5 Battlecruiser
Captain's Skill: 54
Crew Efficiency: 48

PHYSICAL DESCRIPTION

Sol'vak is typical for a Romulan male.

BRIEF PERSONAL HISTORY

TSol'vak has been fighting a losing battle to gain a powerful command. Since graduation, he has tried to convince his superiors that he deserves a more powerful command, but has simply gained enemies along the way. He has been in command of four V-11 in the last 10 years and has become a good ground forces commander. But he has only faced limited combat situations, where his forces were evenly matched. He was recently transferred to the *Stormhunter*, and has made no attempt to hid his anger about the posting.

PSYCHOLOGICAL MAKE-UP:

Sol'vak is nearly on the verge of obsession about gaining a better command, and is not above putting the ship a unnecessary risk to damage it beyond repair. Yet he does not want the ship destroyed or his crew hurt. He views the crew as part of his plan to gain a better command, an opinion only shared by a few aboard the *Stormhunter*. When missions do not go as planned, Sol'vak will be very vocal about the failure, although his will not blame individual crew members. His vocal anger keeps him under the constant watch of the Tal Shiar.

Sol'vak can be very boisterous, and will often take out his anger on a bulk head or console. He will rarely direct his vehemence toward a crew member. He searches desperately for the one chance to break his losing streak. He knows Jarok will promote him if he can prove himself, but is nearly paranoid that his chance will never come.

CREW DESCRIPTION:

The *Stormhunter's* crew are well trained, but mixed, with those who have reserved themselves to the fact they serve on an enemy vessel, and those that desperately want to serve anywhere else. Few crew members are vocal about their dislike, though. Most know that promotions and rotation are simply a matter of time. Some have been with the ship since it was bought from the Klingons and enjoy the new capabilities of the cruiser. They are much in the minority, though, and most see the ship as a piece of Klingon junk.





OFFICERS OF THE BATTLE HAWKS



Name: Bliene
Race: Romulan
Age: 33
Rank: Sub-Commander
Position: Commanding Officer – *Hunter*
Vessel: S-11 type 5 Scout
Captain's Skill: 51
Crew Efficiency: 43

PHYSICAL DESCRIPTION

Bliene is a somewhat rounded Romulan female, having more "curves" than a typical Romulan woman.

BRIEF PERSONAL HISTORY

Bliene has lived an extremely sheltered life, never facing danger or adversity until well after entering the Romulan Navy. She grew up on a research colony near the homeworlds, being born to a scientist mother and accountant father. Bliene began studying sciences from a young age and continued to be fascinated by exploring the Astro-sciences. While she did possess the skills to enter a university, she lacked the funds and joined the Navy instead. Surprisingly, she enjoyed the challenges and rigors of military life, and was posted to a scout ship after graduation. She continued moving up the ranks, and was soon a first officer. At this point, her world changed when an away team she was commanding was attacked by natives, killing most of her team. She soon became obsessed with protecting her fellow Romulans and those under her.

PSYCHOLOGICAL MAKE-UP:

Bliene is curious by nature and seeks a deeper knowledge of the galaxy. She still pursues the sciences with vigor, often sitting in on science division staff meetings. Her recent command loss and promotion have thrown her for a loop, and she is often nervous that she can't make the right decision and will get someone killed. None the less, she is trusting of her ability and knows she is a capable commander. She tries hard to keep from letting the crew be too formal off duty.

Bliene is youthful and flirtatious, especially off duty. She is just professional enough to keep her post of commanding officer out of the prying eyes of security, and enjoys the camaraderie of the crew. She believes that her training has become instinct and will keep her and the ship out of trouble. She fears missions that do not fit the mold of her command simulations. She will twitch her knee nervously under these circumstances, but keeps command firmly in grasp, knowing that indecision can be just as deadly.

CREW DESCRIPTION:

Bliene's crew are nervous for their commander, fearing that her unorthodox loose command structure will bring her undue attention from the Tal Shier. They are capable and enjoy the atmosphere, but can not get over their paranoia, often laughing at jokes while looking over their shoulder. Only a few have realized that Intelligence does not care about their openness.

The crew has come to understand that their vessel will often be used as "back-up" during covert operations. Most do not mind the mission profile, but become agitated when they must remain hidden while their comrades are wounded. None the less, they will follow orders and wait until the proper moment to provide the escape route for vessel in trouble. The crew still prefer the science and observation missions that continue to be their main mission focus.



OFFICERS OF THE BATTLE HAWKS



Name: Valieus

Race: Romulan

Age: 46

Rank: Sub-Commander

Position: Commanding Officer – *Soaring Heart*

Vessel: T-5 type 2 Destroyer

Captain's Skill: 55

Crew Efficiency: 41

PHYSICAL DESCRIPTION

Valieus is tall and broad, even for a Romulan.

BRIEF PERSONAL HISTORY

Valieus comes from a line of diplomats, and has had dozens of contacts with numerous races. He has served in the military for just over 25 years, first on a boarder outpost, then a supply ship, hospital ship, front line destroyer, escort, and finally a V-7 cruiser. He began his career as a navigator, and was posted to *Starbase 2* as part of a research project of mapping navigational anomalies along the Triangle boarder. Most of his other assignments have been along the Federation or Klingon boarder. This is his first command, having never served as a First Officer. He has specifically requested young crew members in an attempt to train the next generation correctly.

PSYCHOLOGICAL MAKE-UP:

Valieus simply enjoys his work. He has no real aspirations of his own or for the Empire. He follows orders to the letter, and will often rely on his officers and crew the "get creative" when necessary. None the less, he is a capable officer and can often out-think enemy captains. He currently wishes to transfer to the boarder expanses, hoping to play his hand as frontier exploration.

Valieus is quiet and contemplative, often letting his men do their job unsupervised. He often seems aloof, but easily takes in everything said to him. He responds to information with a mer nod of the head, and gives orders by simply waving his hand in the general direction of the intended officer.

CREW DESCRIPTION:

The crew of the *Soaring Heart* are an untested crew, all seeking eventual promotion. They are all keenly aware that Valieus is training them to be perfect soldiers, and few begrudge him his efforts. Many still lack practical experience, though, and are often worried they are making the wrong decisions. None the less, they are eager to learn and most give the ship and mission their all

Name: Naquem

Race: Romulan

Age: 28

Rank: Sub-Centurion

Position: Commanding Officer – *Tempest*

Vessel: V-11 type 5 Cruiser

Captain's Skill: 49

Crew Efficiency: 42

PHYSICAL DESCRIPTION

Naquem has a boyish face and slim build.

BRIEF PERSONAL HISTORY

Naquem is an officer of moderate skill and has been serving in several positions simultaneously for nearly a year. Starting his career as a weapons specialist, he was transferred two years later to the tactical division of the V-6 *Ramelia*. When the *Ramelia* was destroyed three years later, his outspoken political views cost him the command of a front line destroyer. He was in stead posted to the *Tempest* as the Second Officer. He was suddenly thrust into command when the First Officer and Captain were killed during a spirited attack by Klingon forces. Naquem has since been pulling double duty, waiting for an officer to be promoted to fill the position of first officer.

PSYCHOLOGICAL MAKE-UP:

Naquem has wanted to take his battle to the Federation since he was young. He has requested several ship transfers to the Federation Neutral Zone in the hopes of being able to engage a Federation Heavy Cruiser, what he sees as his careers crowning glory. He has no attachments to family or friends, which allows him to keep up the break neck pace he is currently in. But he is beginning to mellow, starting to find solace in less arcane pursuits. Despite his near hot-headed nature, Naquem will not endanger the ship or his men unnecessarily, a fact that has kept some semblance of capability among the crew. Naquem is seeking political connections, so that he can further his dreams of attacking the Federation. Naquem respects the Klingons, but has contempt for the Federation and will speak of it openly. He make not doubts about his loss of face with the Tal Shiar, and will openly try to goad the secret member of Security out into discussions.

CREW DESCRIPTION:

The crew of the *Tempest* know their job and are capable enough to complete any mission. Ground troops posted on board often spend time with the crew, both groups of whom feel angered by being posted to an enemy vessel. The crew can be surprisingly efficient when faced with combat, but are somewhat lackadaisical on other missions





OFFICERS OF THE BATTLE HAWKS



Name: Corius
Race: Romulan
Age: 24
Rank: Sub-Commander
Position: Klingon Tactical Expert,
Commanding Officer – *Hawk's Eye*
Vessel: S-9 type 5 Scout
Captain's Skill: 48
Crew Efficiency: 47

PHYSICAL DESCRIPTION

Corius is average for a Romulan female.

BRIEF PERSONAL HISTORY

Corius has gained the *Hawk's Eye* command on a fluke. She began her career as an attaché after graduating with high marks for her studies in Klingon culture and society. Although she does not oppose peace with the Klingons, neither does she support it, knowing they are dangerous as both friends and enemies. Because she did not forward political views either way, she came under the watchful eye of security. Even before she graduated, her quiet yet demanding nature earmarked her for command.

But when the previous commander of the *Hawk's Eye* was transferred to the newly captured D-10, acquired in the Triangle, Corius was bumped up to command and given a crash course in starship tactics. She has since been the commander of the scout vessel, conducting nearly two dozen covert missions behind the Klingon boarder. She has only had two combat encounters with the Klingons in her two years as ship commander.

PSYCHOLOGICAL MAKE-UP:

Corius is motivated by curiosity, more than anything else. She knows she need experience, but trusts her training and her crew. Her success and capabilities are growing, and her knowledge makes her the best interpreter of Klingon military and political actions within the unit. She doubts some of her command ability, but not her interpretations. She is sometimes frustrated by her lack of political clout, unable to pull desired crew members from other commands. Although she does not speak openly of it, her command staff know her frustrations.

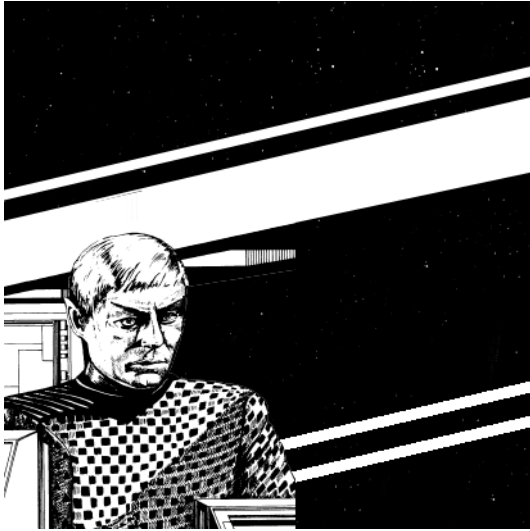
Corius' curiosity also makes her suspicious of what she does not know, almost to the point of over protectiveness. She so far has not walked away from a mission, but would do so if she felt the risks did not outweigh the benefits. This somewhat dangerous attitude is only know to her First Officer and Engineer, her closest friends on the ship. She also has no compunction about the capability of her ship, readily willing to call for back-up or re-enforcement's if she feels out numbered or out matched.

CREW DESCRIPTION:

The crew of the *Hawks Eye* are a mixed batch of inexperienced trainees, scientists, and older officers seeking a quieter pace from the military. The crew all know they need time to develop responses to each other. Some of the younger members do grumble quietly about their captains lack of aggressiveness, but few support this view.



OFFICERS OF THE BATTLE HAWKS



Name: Divlius
Race: Romulan
Age: 83
Rank: Admiral
Position: Sector Commander - Triangle Sector
Vessel: Star Base 2
Captain's Skill: 51
Crew Efficiency: 43

PHYSICAL DESCRIPTION

Bliene is a somewhat rounded Romulan female, having more "curves" than a typical Romulan woman.

BRIEF PERSONAL HISTORY

Divlius has been in charge of the Triangle Sector forces since the Romulans ended their expansionism in 2268. He was part of the Command Operations Staff, choosing which targets the Empire would attack, and one of the many who took some of the blame for mission failure. He began his career when just a boy, entering the service at the age of only 17, a year before the standard entrance age. He quickly moved into the strategic field, become first an attaché and then a division liaison. But the Romulans were not in a military expansion mode. Because of their choice to stay isolated from the Federation and Gorn forces, the Romulans continued exploration and conquest in a fairly barren portion of the galaxy.

When the plasma torpedo was finally perfected, Divlius sat in with his commanding officer on discussions of attacking the Federation. It was he who suggested sending the Praetors own flag ship to attack the Federation, a suggestion that later reduced him to the rank of Sub-Commander and transferred him to Romulan Southern Defense Complex.

Divlius would spend 10 years regaining his position as a respectable commander. He continued his main goals of planning greater conquests of planets in the Triangle and along the Federation boarder. By 2280, he had attained the newly created rank of Admiral, a rank taken from the Humans and Klingons. He was given command of the Triangle sector and has been in charge ever since.

His goals of expansion, raiding, and even alliance with lesser worlds have helped the Romulans maintain a large connection with worlds in the Triangle and along the hostile Klingon boarder. Thanks to Divlius' pollicies, and a talented command staff, the Romulans continue to import raw materials at an alarming rate, expanding the fleet and opening up several new colonies.

PSYCHOLOGICAL MAKE-UP:

Divlius is committed to making the Romulan Empire a powerful political and economic tool for the Romulan people. He has chosen Jarok and several other officers to strike at the Klingons and their allies in this sector to re-enforce the trade routes and protect Romulan interests. Divlius knows that he face a three pronged battle, and finds comfort in the challenge. Despite attacks by Klingon, The IKS, and even Orion pirates, Divlius knows that the Romulan Empire is firmly entrenched through space.

Divlius also knows that the Romulans are rappidly approaching another isolationist period in their history. He has watched the Empire expand both its covert operations and openly attacking the Federation. Divlius believes that the few political gains from this near state of war have not been sufficient to counter the comming backlash from the Federation. Divlius has also seen the Klingons not only remain a major force of contention, despit their recent catastrophe, but actually focus their agression along the Romulan/Klingon boarder, increase combat operation three fold. Divlius hopes that by striking at the massively reduced Klingon fleet, his forces can capture and hold several key worlds, moving the boarder away from key material production worlds along the boarder.

Divlius is dangerous in his middle age, and knows it. His experience gives him unique insight into the Empire as a whole, and it's ship captains in general. Divlius knows exactly what commanders are best for what missions, and is given a wide latitude in command decisions, much to his liking. Quiet and thoughtful, Divlius spends much of his time reading mundane crew reports. From these lengthy sessions with operations personnel come sweeping command changes and mission reassessments.

Divlius is a man associated with the old guard. Although easily able to send men to their deaths, Divlius values honor above all else, having quiet contempt for those of the new Empire who see personal power as a greater reward than serving the Romulan Way.





FIRST FLIGHT

A NEW ENEMY

RSS BATTLEHAWK.

Jarok sat quietly in his chair, staring at the tactical display intently. He had only had command of the Battlehawk for three months, but treated his men as if they were his for years. There was no question in his mind of trust or ability. They were a good crew.

"Fourteen minutes to the Federation boarder" his science officer announced. "Stand by to load torpedo bays" his first officer commanded. 'A good crew indeed' though Jarok. "Do you think the Hunter is at the boarder yet?" his first asked nervously.

"If not," Jarok said calmly, "this will all be for naught. Do not worry, Relar. I grew up with Tomalok. If he can't make it in front of the convoy, he will plow right through and take at least one of the freighters. He knows why we are here."

"Yes sir," Relar replied, sounding unconvinced.

"Twelve minutes. Still no accurate reading of the boarder. I am sorry, Commander, but I will not be able to get us an accurate reading on any boarder patrols until after we de-cloak." The young Centurion averted his eyes.

"Do not worry, Centurion," said Jarok formally, "if there are re-enforcements near the boarder, knowing about it will not change that fact. Besides, little brother, if you can't see them, they can't see us!"

Jarok's brother looked up and smiled. "Eight minutes," he announced.

"It is time."

And with that, the 14th Frontier Defense Unit launched their first attack as the Battlehawks.

GAME SET-UP

Lay out two **Star Trek Combat Simulator** map-sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 1 *Lenthal* Class Destroyer, Mk V (*Windslow*)
- 1 *Baker* Class Destroyer, Mk II (*Boston*)
- 1 *Larson* Class Light Destroyer, Mk VII (*Alvarez*)
- 3 *Remora* Class Escorts, Mk III (*Adora*, *Chawaz*, *T'pran*)
- 12 *Liberty* Class Freighters, Mk I
- 2 *Lotus Flower* Class Transports, Mk XX
- 16 Various Merchant Vessels

On phase 2 of turn 3, the defending force receives the following re-enforcement's:

- 1 *Wilkerson* Class Destroyer, Mk I (*Accomidator*)

On phase 1 of turn 7, the defending force also receives the following re-enforcement's:

- 1 *Durrett* Class Light Cruiser, Mk I (*Starseeker*)

Deployment

The Defending force deploys along the center of map 2 in any configuration. Re-enforcement's arrive from the top edge of map 1.

Attacker

The Attacking force consists of Alpha and Beta strike wings of the Battlehawks:

- 1 V-7 Class Cruiser, type 3 (*Astral Wing*)
- 1 V-9 Class Cruiser, type 6 (*Vespral Hunter*)
- 1 V-11 Class Battlecruiser, type 5 (*Stormseeker*)
- 1 V-30 Class Heavy Cruiser, type 3 (*Battlehawk*)

At any time after turn 3, the Attacking force may call in the following re-enforcement:

- 1 S-9 class Scout, type 4 (*Hawk's Eye*)

Deployment

The attacking force enter from the top right or left corner of map 1. All ships must enter the map on turn 1. Attackers re-enforcement may deploy, cloaked, anywhere on the board.

Victory Conditions

The Attacker wins a full victory by destroying 4 or more Liberty freighters. The Attacker wins only a partial victory by destroying any of the merchant men, and only a minor victory by destroying any of the Star Fleet escort vessels. The Attacker suffers a minor defeat by losing any of the Attacking ships. The Defender wins a minor victory by chasing off the Attacker before turn 10, and a major victory by destroying the V-30.



Special Rules

Boarding Parties: Standard boarding parties rules apply. Each freighter may use $\frac{1}{2}$ of it's crew as green troops while underway, and all of the crew as green troops if it's engines are damaged or it is otherwise unable to move.

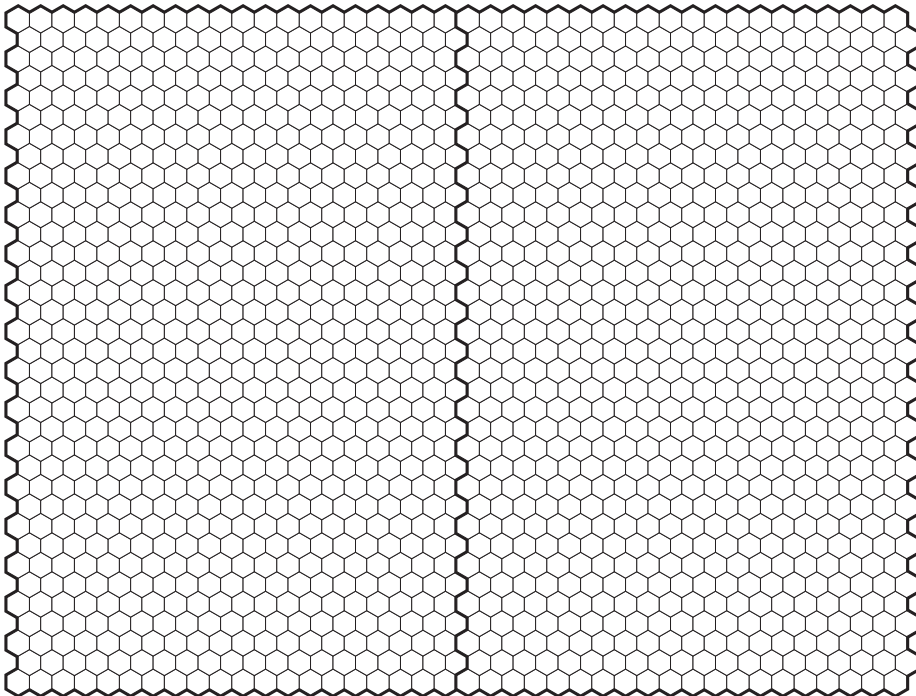
Cloaking Expertise: The three Remora Mk IV Escorts (*Adora*, *Chawaz*, *T'pran*) all receive a +15 to detect cloak rolls, due to the nature of escort missions and their captains skill in dealing with cloaked vessels.

Escape: The attacking force may escape by warping off the bottom of the combat area. The Defending force may escape by warping out along the top, left, and right side of the combat area. Any ships that leave the immediate conflict area are not considered escaped. Keep track of those ships and allow a pursuit force to intercept the ship unless they got to warp.

Explosive Cargo: The Federation freighters are each carrying Nutrolium, an extremely explosive compound. If a Federation freighter's hull is damaged by more than 8 superstructure points, the cargo will explode. For each point of damage the freighter's hull receives, 10 SCU of nutrolium will explode. Each SCU does .5 points of damage. If the freighter is destroyed, the resulting explosion should be handled like a Warp Core Breach explosion (see advanced rules). All other damage is done to any ship within the same hex or directly adjacent to the same hex as the Freighter.

Ending: The scenario ends on turn 12 due to massive Federation Re-enforcements.

Newly promoted to the rank of Commander, the ambitious commanding officer of the newly formed Battlehawks, rushed his ships into the triangle to raid Klingon and Federation interests. Within three months, he had his first convoy. But he was close to Federation space, and had not contacted his re-enforcement's in weeks. As the freighters dropped from warp at the edge of the Morning Garden System, Jarok sprang into action. It was a good test for the popular officer.





INTRUDER

UNEXPECTED GUESTS

"And that is our plan of attack. Comments?" ask Jerock.

"It would be best, Commander, if the Destroyers arrived several hours early," commented the captain of the Warhawk.

"With enough time," continued the captain of the Eagles Progeny "we would be able to move nearly to the far side of the station. If we orbit high enough, it will give us a chance to strike on their undefended side while you occupy their main force."

"Perhaps," said Jarok thoughtfully.

"It would leave us without a destroyer escort for the trip to the base," interjected his second in command.

"But it would guarantee at least a single powerful strike," agreed the captain of the Astral Wings.

Jarok turned to look at the tactical display yet again. It was a dangerous gamble, but could be a tremendous success. The comm beeped, startling him from his thoughts.

"Speak."

"My apologies Commander, but the Warlance reports three Klingon battlecruisers heading towards repair station 287."

"Well, well. It seems the Klingons have become mind readers.. Return to your ships! Helm! Set a course for the base, maximum warp!" commanded Jerock as he headed for the bridge. "Let us first deal with our unexpected guests. Then perhaps we will pay them a visit!"

GAME SET-UP

Lay out two **Star Trek Combat Simulator** map sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 1 V-9 Class Cruiser, type 6 (*Vespral Hunter*)
- 1 V-6 Class Heavy Cruiser, type 7 (*Warbird*)
- 1 V-30 Class Heavy Cruiser, type 3 (*Battlehawk*)
- 2 T-10 Class Destroyers, type 2 (*Warhawk, Eagles Progeny*)

On phase 2 of turn 6, the defending force receives the following re-enforcement's:

- 1 V-27 Class Heavy Cruiser, type 1 (*Warlance*)

Deployment

The Defending force deploys along the lower edge of the map.

Attacker

The Attacking force consists

- 1 L-24a (Ever Victorious) Class Battleships (Vicious)
- 2 D-32b (Bird of Prey) Class Cruisers (Dark Hammer, Success)

Deployment

The Attacking force deploys in formation along the upper edge of the map.

Victory Conditions

The Attacker wins a full victor if 4 or more vessels are destroyed. The Attacker wins a partial victory if the Battlehawk is destroyed. The Defender wins a partial victory if the L-24s is destroyed, and a full victory if two or more Klingon vessels are destroyed or the L-24 is successfully captured.

Special Rules

Ending: The scenario ends after turn 16 due to Romulan re-enforcements in the area.

Escape: This battle is a matter of pride for both sides. The Attacker may only leave is 2 of his ships are crippled or destroyed. They may escape only along the upper edge of the combat field. The defending force may only escape after disabling or destroying two of the Klingon vessels. If either side chooses to attempt escape, the opposing side may attempt to pursue. See warp speeds below.



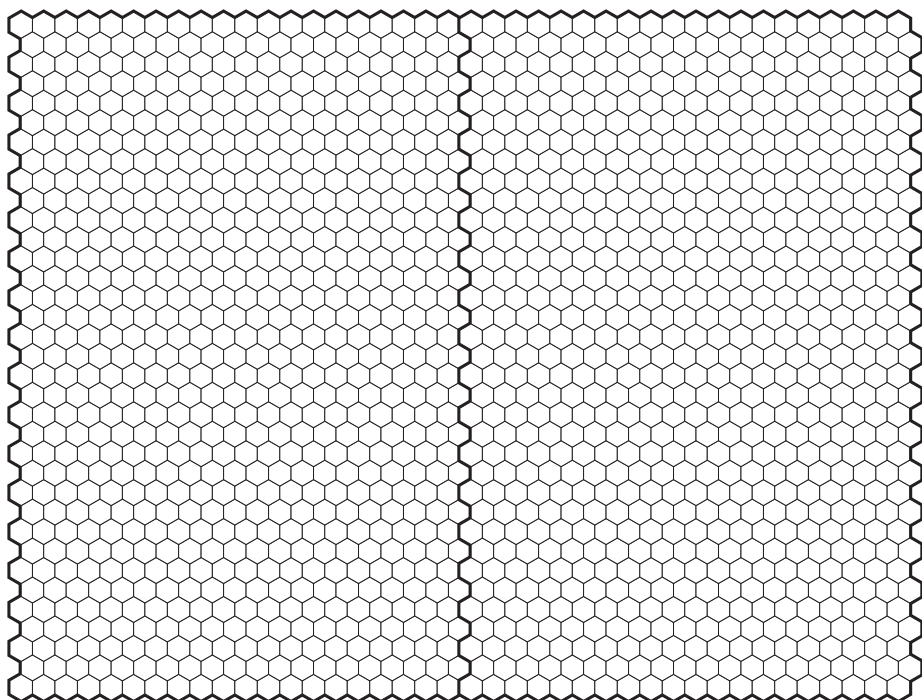
Boarding: Standard boarding rules apply for this scenario.

Repair Rolls: Both the V-9 and V-30 have had sufficient time to conduct repairs to their vessels. To simulate this, all systems are considered half repaired. Each captain may attempt to make as many repairs to his/her ship before the combat begins. Each system that is still not fully functioning may be repaired two more times. If either repair roll fails, the captain must deal with the damage to their ship.

Warp Speed: For the majority of this scenario, the combatants will be at sub-warp speed. Should the escape parameters be met, either force may attempt to pursue the other. A ship must be able to power it's warp engines to at least $\frac{1}{2}$ of their full power level to achieve the next warp level. While at warp, only photo torpedoes may be used.

As Jarok completed a briefing of his officers at their home base of Broz, a powerful Klingon squadron entered the system, in an unusual show of force. A battleship, with two heavy frigates headed for the outpost. Jarok was forced to put his plans on hold to deal with the new threat.

The surprise attack would prove trying to Jarok, leading to new plans for his unit and a new defensive posture for the Empire.





SILVER PHEASANT I

TURNED ON IT'S MASTER

"Are you certain that is what is causing the readings? One of our ships?" asked Commander Tie.

"Yes sir. It is definitely a quantum signature. I would surmise that the Orions must have found the ship adrift and have attempted to refit the vessel," said the tactical officer.

"It appears they have retrofit the weapons systems and the deflector system. I could not get an accurate reading on the engineering section before the Federation task force captured it and took it in tow," reported the science officer.

"How far away from the tug was the Avian?" asked Tie.

"I do not suspect they are in front of the convoy. They were too far away to effectively move quickly without compromising their cloaking shield." The tactical officer looked pensive. "We will have to attack from behind."

"No," Tie said, looking thoughtful. "The Federation ships were occupied with the Orions. I think the Avian would have risked it. Shes in front of the convoy."

"If your wrong, our attack will not be successful."

"We are not here to retake the battleship," announced Tie, surprising his officers. "No one of our ships is capable of towing the battleship alone, and it would be too dangerous to detail too much of our firepower. No. We will attack and concentrate on destroying some of the convoy. Contact Commander Jerock the moment we de-cloak. Inform him of the situation."

"Sir, if the Klingons are listening..."

"We are only two days from Federation space. Only an IKS ship could intercept what is left of the convoy."

"Your taking a big risk," his first officer said quietly.

"A bigger risk if we do not know what was done with our technology. We can't destroy the battleship yet."

The other nodded slightly, and the Vespr Hunter moved to attack.

GAME SET-UP

Lay out two **Star Trek Combat Simulator** map sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending Force consists of:

- 1 Kiev Class Frigate, Mk I (*Havana*)
- 1 Babcock Class Frigate, Mk V (*S'taklesh*)
- 1 Genser Class Escort, Mk II (*Oquendo*)
- 1 Thufir Class Destroyer, Mk III (*Stuart*)
- 1 Sable Class Tug, Mk II (*Astute*)

Deployment

The Defender deploys in a tight formation along the center of the combat area, with the Sable in the center.

Attacker

The Attacking force consists of:

- 1 V-9 Class Cruiser, type 4 (*Vespral Hunter*)
- 1 V-7 Class Cruiser, type 3 (*Astral Wing*)
- 1 V-20 Class Cruiser, type 1 (*Courageous*)
- 1 V-20 Class Cruiser, type 2 (*Stalker*)

Deployment

The attacking force deploys along the top and bottom of the battle area.



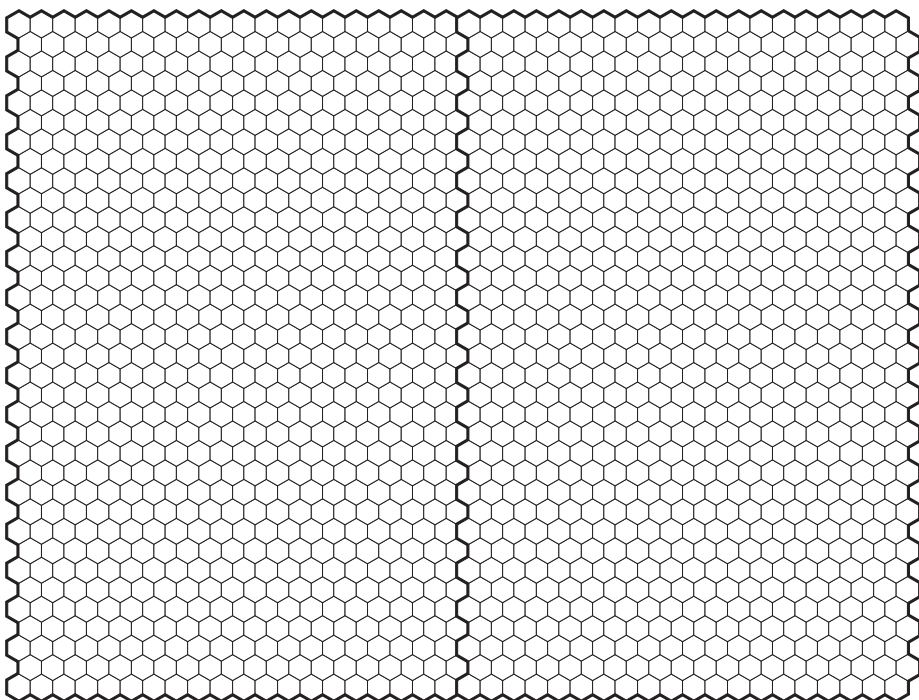
Special Rules

The Silver Pheasant: The Silver Pheasant is a Nova Mk I battleship that was nearly destroyed in a battle with the Klingons several years ago. The crew was able to escape after setting the self-destruct. Surprisingly, although the engines exploded, the ship was not destroyed. The Orions recently found it adrift and have been modifying the ship ever since. At the beginning of combat, the warp drive system, new installed weapons, shields and most other internal components are not functioning. To bring any one system on line will require 4 turns with no damage done to the Battleship and no enemy boarding parties beamed over. The ship is not under its own power and has few sections that are not exposed to space.

Boarding: The Silver Pheasant is mostly exposed to space. Space suits will need to be used if a squad wishes to move from one section of the crippled battleship to another. All of the vital areas of the ship (engineering, fire control, bridge, etc.) are protected by transporter inhibitors. At the start of combat, the Federation has 2 squads of troops and 3 squads of engineers that are considered moderately trained troops.

Escape: The Federation must keep the Silver Pheasant in a tractor beam and go to warp. This will require 5 turns for the tug, unmolested by the Romulans. Should the tug be damaged, the Silver Pheasant can not escape the board during the conflict. Float the board should the Silver Pheasant move off any edge. The Romulans may escape moving off the bottom, left or right edge. They do not need to go to warp but can not return to the battle once they leave.

Ending: The scenario ends after turn 6 due to orders for the Romulans to disengage.



While on a scientific investigation of the anomalies in the triangle, elements from the Battlehawk move to the edge of a system believed to be controlled by elements of the Orion Syndicate, a newly formed union of the Orion pirate families. Forced to unite in the face of Ferengi traders, who were still unknown to the Federation, the Orion Syndicate had captured a prototype Z-1 battleship that was thought to have been lost several years earlier to the Klingons. But in reality, the battleship had been salvaged by the Orions. The syndicate immediately began upgrading the powerful ship with elements from the Federation, Klingons, Breen, and other races. As the modifications neared completion, the Federation sent a powerful task force to prevent the battleships completion, and capture the vessel if possible. The various Orion families sent ever ship they had to defend the dock yard and their new battleship, but the Federation would not back down. Finally able to wrestle the massive ship for the Orions, the Federation left a rear guard to hold off the Orions remaining ships as they towed the ship from the system.

But the battle did not go unobserved. Realizing that the federation task force would soon be clear of the system and be able to jump to warp, the Romulan commander was forced to attack. Outgunned and out-manned, the Romulans hoped to provide enough time for their comrades to mount a larger strike to capture the new ship.



SILVER PHEASANT II

GRASPING AT STRAWS

"SIR! Still no sign of the other ships! I fear we have over taxed ourselves." Zirien coughed the acrid smoke from his lungs. He had been rerouting power system for over ten minutes now. He was running out of circuits. He stepped from the console preparing to head to engineering. Surely the battle was over.

"STAY AT YOUR POST!" Jarok sneered. "I will not loose this prize." Carefully he examined the tactical display. He was in over his head. And sinking fast. His unit was past the outer defense ring, but he knew it was now a race. If the tow vessels made it into range of the starbase, he would be helpless. And with sudden hope, he saw his other unit stream into the system, weapons blazing. Now was his chance.

"Order the Tempest to move in and board the battleship. And tell them to hurry!" Jarok watch in tepid fascination as the tug changed course without missing a beat and headed for the semi-safety of the smaller outpost.

"Well, well," said Jarok in surprising quiet. "for a civilian, this one is smarter than I though. So it is a fight no matter what. Ah well."

GAME SET-UP

Lay out four **Star Trek Combat Simulator** map sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 5 *Scorpio* Class Light Corvettes, Mk II
- 1 *Brenton* Class Heavy Cruiser, Mk V (*Astoria*)
- 2 *Genser* Class Escorts, Mk II (*Quendo*, *Stuart*)
- 1 *Loknar* Class Fast Attack Frigate, Mk V (*Proxima*)
- 1 *Badcock* Class Frigate, Mk V (*Havana*)
- 1 *Alamo* Class Defense Platform, Mk I (*Outpost 117*)
- 1 *R-1 Invictus* Class Station, Mk I (*Defense Outpost 1051*)

On phase 2 of turn 6, the defending force receives the following re-enforcement's:

- 5 *Epsilon* Class Cutters, Mk II
- 2 *Fenlon* Class Monitors, Mk II
- 1 *Wilkerson* Class Destroyer, Mk I (*Tigershark*)

Deployment

The defending force deploys in several places. The *Scorpio* Corvettes and *Wellington* cruiser deploy parked next to the *Alamo* Station. The station is located in orbit around the planet located in the of map 1 and 2. The *R-1* is in orbit around the nearby moon, in the left-center of map 3. The other ships deploy in formation near the center of maps 3 and 4. Re-enforcements arrive from the left edge of map 1.

Attacker

The Attacking force consists

- 1 *V-7* Class Cruiser, type 3 (*Astral Wing*)
- 1 *V-6* Class Heavy Cruiser, type 7 (*Warbird*)
- 1 *V-30* Class Heavy Cruiser, type 2 (*Battlehawk*)
- 3 *V-11* Class Battlecruisers, type 5 (*Stormseeker*, *Stormhunter*, *Tempest*)

Second Attacking Force

- 1 *V-9* Class Light Cruiser, type 6 (*Vespral Hunter*)
- 1 *T-10* Class Destroyer, type 2 (*Warhawk*)
- 1 *V-20* Class Cruiser, type 1 (*Courageous*)
- 1 *V-20* Class Cruiser, type 2 (*Stalker*)

Deployment

The Attacking force deploys along the bottom edge of map 3 & 4. The second attack force enters from the far right edge of map 2.

Victory Conditions

The Attacker must capture the *Silver Pheasant*. If the *Silver Pheasant* is captured, data from the ships computer may be transferred. This requires the attacking force to be in control of the battleship for 3 phases (1 turn). Capturing the *Silver Pheasant* is considered a minor victory. Transferring the data is considered a victory. Escaping with the battleship is considered a major victory.

Special Rules

Boarding: Standard boarding rules apply. The *Silver Pheasant* is now air tight, so there is no need for space suits. There are 5 squads of troops and 8 squads of engineers aboard the silver pheasant at the beginning of combat.



Asteroids: Create an Asteroid field along the center of the bottom two maps as shown. Each asteroid has 15 superstructure points. If an asteroid collides with a ship, it does 12 points of damage. A ship may move through the asteroid field at a maximum speed of 2 hexes per phase (i.e. 6 hexes per turn). Each hex crossed has a 20% chance of a collision, with an additional 20% collision chance per hex speed over 2 per phase. Each collision involves a number of asteroids equal to the number of hexes moved (ie 3 hexes equals 3 hits). Any vessel that tries to navigate the field cloaked increases their chance to be damaged by 30% per hex crossed.

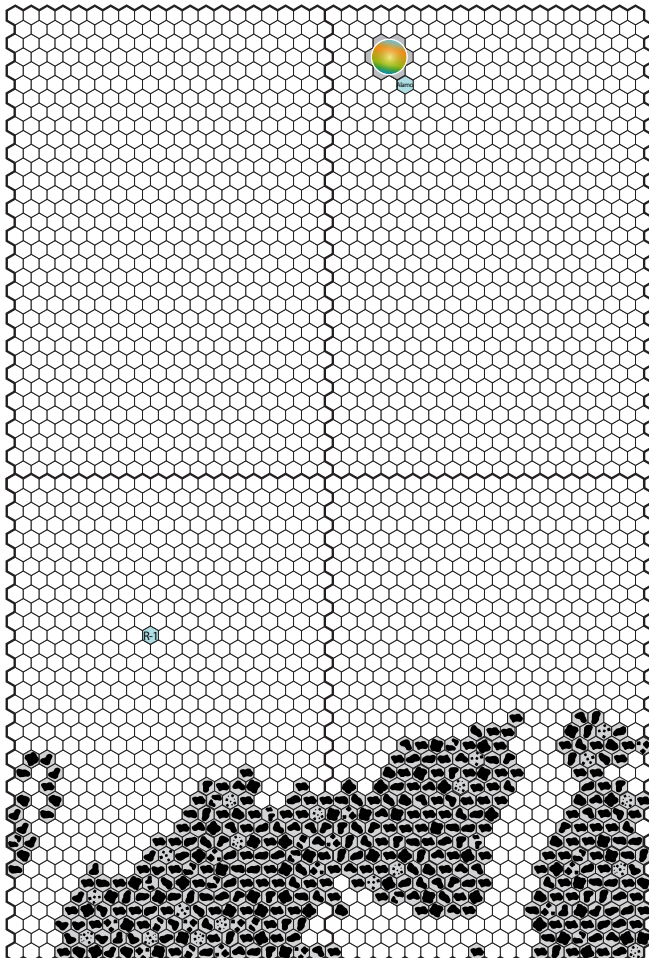
Cloaking Expertise: The R-1 and Alamo base both have a +85% cloak detection within 10 hexes.

Firing on the Planet: The planet has 12 bases (4 per arc) that can fire at a ship in orbit. (Use FH-4's, 1 per base). Each base has 500 superstructure points. The moon has 1 base per arc.

Repair Rolls: The V-9, T-10 and both V-20s may make 5 repair rolls before combat begins.

Escape: The Romulans may only escape back through the asteroid field. No other vessels may leave the combat area.

Ending: The game ends on Turn 12 due to massive Federation re-enforcements from star base 12.



When scouts from the Romulan empire finally caught up with the Federation task force, they quickly determined that the Romulan Z-1 was semi-operational and significantly more powerful. Knowing that he would not be able to capture the battleship, his scout were able to determine that full specs of the modifications were in the main computer. Unfortunately, they were unable to down load the specs before the Federation vessels chased them off.

Jarok quickly made plans to board the ship while conducting a static defense. Hoping that the other elements of his force were not far off, Jarok quickly moved into the system.

But the attack would not be easy. Knowing the Romulans were not far behind, the Federation task force quickly proceeded through the only two opening the massive and dense astroid field surrounding Carwile's World. Fearing they did not have time to reach the safety of the planet, the escorting convoy took up position near the R-1 defense outpost near the larger exit point in the field. Knowing it was a prime focal point, Jarok marshaled his force in a large open pocket of the astroid field. When the tugs finally felt it was safe enough to procede, they dashed for the Alamo defense base.

The Battlehawks emerged from the astroid field and the Federation forces moved quickly to intercept. With his only escape quickly being cut off, it appeared that the Battlehawks would surely loose this battle. Suddenly, Jarok's remaining forces rocketed past the R-1, pinching the Federation forces between the two Romulan fleets. Victory, once again, was with-in his grasp. But at what cost . . .



STORMRUNNING

STICKS & STONES

"It is difficult to tell, commander, but there are definitely two Federation ship approaching the asteroid field. Estimated . . . three minutes before they enter the outer edges."

Jarok began to slowly recite every curse he knew. "How long until we may leave," he asked in a growl.

"The Tempest is ready, as is the Storm-seeker and Astral Wing. But the Stormhunter will not be ready for another 10 minutes," announced his communications officer.

"DAMN!" shouted Jarok, using the strange human expression. "Cease radio communications." He began to tap his command desk quietly, thinking hard.

"We may be able to hide. With all this rock and dust, it should provide enough distraction that we can stay hidden," suggested his first officer.

"Not with the engine damage of the Hunter. Even cloaked, it must be leaking plasma and energy like a sieve." Grumbled Jarok.

"The Federation would not send two cruisers into an empty system if they weren't looking for us," chimed in his tactical officer unhappily.

"If they do seek us, we could make a dash for the boarder. There are re-enforcement's that must have picked up our distress call."

Jarok stared steadfastly at the view screen, watching the distorted images being filtered by the computer. "Perhaps. But the Stormhunter has the information in it's computer banks. We can not afford to loose it."

"oh Elements," gasped his science officer.

"What!" demanded Jarok.

"Sir, I've cleared up more of the inter . . . there's a third Federation vessel. All three are Cruisers or larger. Oh fire . . . we're out gunned," she gasped nervously.

"Today is not your time to die, Centurion. But you'll have to work for the privilege. Battlestations! Set an attack course for the largest vessel. This had best be worth it," he commented last, to no one in particular

GAME SET-UP

Lay out two Star Trek Combat Simulator map sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the Graduate Starship Tactics Course rules in this scenario.

Defender

The Defending force consists of:

- 1 V-30 Class Heavy Cruiser, type 3 (*Battlehawk*)
- 1 V-7 Class Cruiser, type 3 (*Astral Wing*)
- 3 V-11 Class Battlecruisers, type 5 (*Stormseeker, Stormhunter, Tempest*)

On phase 2 of turn 6, the defending force receives the following re-enforcement's:

- 1 Z-1 Class Battleship, type 1 (*Nova*)

Deployment

The Defenders deploy within the asteroid field, uncloaked. Re-enforcements arrive from the bottom of the board.

Attacker

The Attacking force consists

- 1 *Chandley* Class Frigate, Mk IV (*Wellington*)
- 1 *Brenton* Class Heavy Cruiser, Mk V (*Kovix*)
- 1 *Northampton* Class Frigate, Mk III (*Devonshire*)

Deployment

The Attacking force deploys in formation along the upper edge of the map.

Victory Conditions

The Attacker wins a full victor if the *Battlehawk* is destroyed. The Defender wins a partial victory if any of the Federation vessels is destroyed.

Special Rules

Asteroid Field: Use the Asteroid Creator to build an asteroid field that spans both boards. Standard asteroid field rules apply.

Cloaking Expertise: The Enterprise class cruiser has a +15% modifier to detect cloak vessels, and the Northampton frigate has a +10% modifier.

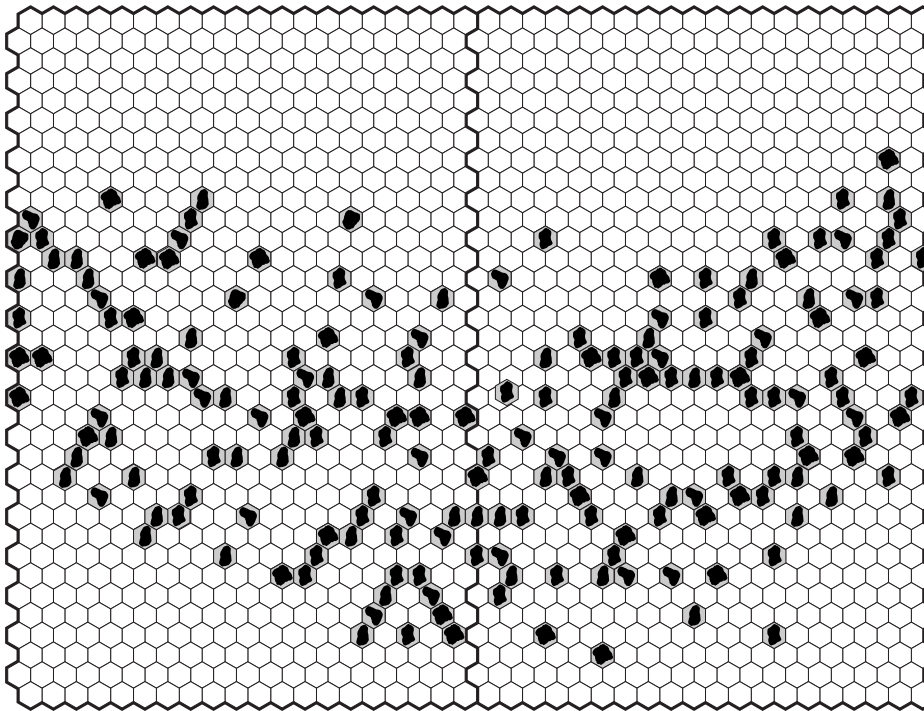


Escape: The attacking force may escape off the top, left and right edge of the combat area. The defending force may only leave the combat area along the bottom of the field. Any ship that leaves the combat area is gone and may not come back.

Repair: The V-30 may make 2 repair rolls before combat. The V-7 and all three V-11's may only make 1 repair roll each..

Ending: The scenario ends on turn 14 with the Federation vessels leaving the combat area.

After successfully obtaining the plans for the upgraded Silver Pheasant, Jarok and much of his force were badly damaged. Forced to scatter, Jarok and several of his ships were unable to return to Romulan space. Signaling their intent to conduct repairs in the Currie system, Jarok and his ships moved into an asteroid field in an attempt to hide from possible prying eyes. Unfortunately, they did not remain hidden for long.





SURPRISE ATTACK

DINING BY STARLIGHT

Martok-suti-Veska watched the data on the front screen with such intensity, he jumped when one of the green dots suddenly moved. Spinning his command chair, he eyed his science officer.

"They're moving off," she said in a stunned whisper. "All of them except the command cruiser!" She looked up and smiled viciously at her commanding officer.

"Keep your place," he said, smiling back. But he continued to watch her reactions.

Finally, she looked up again, grinning like a targ. "Better than warp 6. Back on their patrol routes."

"Good," commented Martok smiling. He lackadaisically turned his command chair back to face the screen. Give them a good hour to be well out of reach. Then we'll move in."

"Yes, my lord," replied his helm officer.

"Revenge, children, is a dish best served cold," announced Martok to the cadets in his crew. "And it is colder than Rura Pentea where I'm sending you, Jarok." Martok said the last so viciously, even his hardened veterans looked up from their stations to stare at their leader. But Martok never once took his eyes from the remaining green dot that marked his prey.

GAME SET-UP

Lay out two Star Trek Combat Simulator map sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the Graduate Starship Tactics Course rules in this scenario.

Defender

The Defending force consists of:

- 1 V-30 Class Heavy Cruiser, type 2 (*Battlehawk*)
- 1 F-2 Class Repair Station, type 2 (*Repair Base 371*)

On phase 1 of turn 9, the defending force receives the following reinforcement's:

- 1 V-7 Class Cruiser, type 1 (*Astral Wing*)

Deployment

The Repair Base is in orbit around the planet, with the V-30 docked. Reinforcements arrive from the top of the board.

Attacker

The Attacking force consists

- 1 L-42b (Bird of Prey) Attack Frigate (Feklaar)
- 2 D-32b (Bird of Prey) Cruisers (Pounder, Eliminator)

Deployment

The Attacking force deploys in formation along the bottom edge of the map.

Victory Conditions

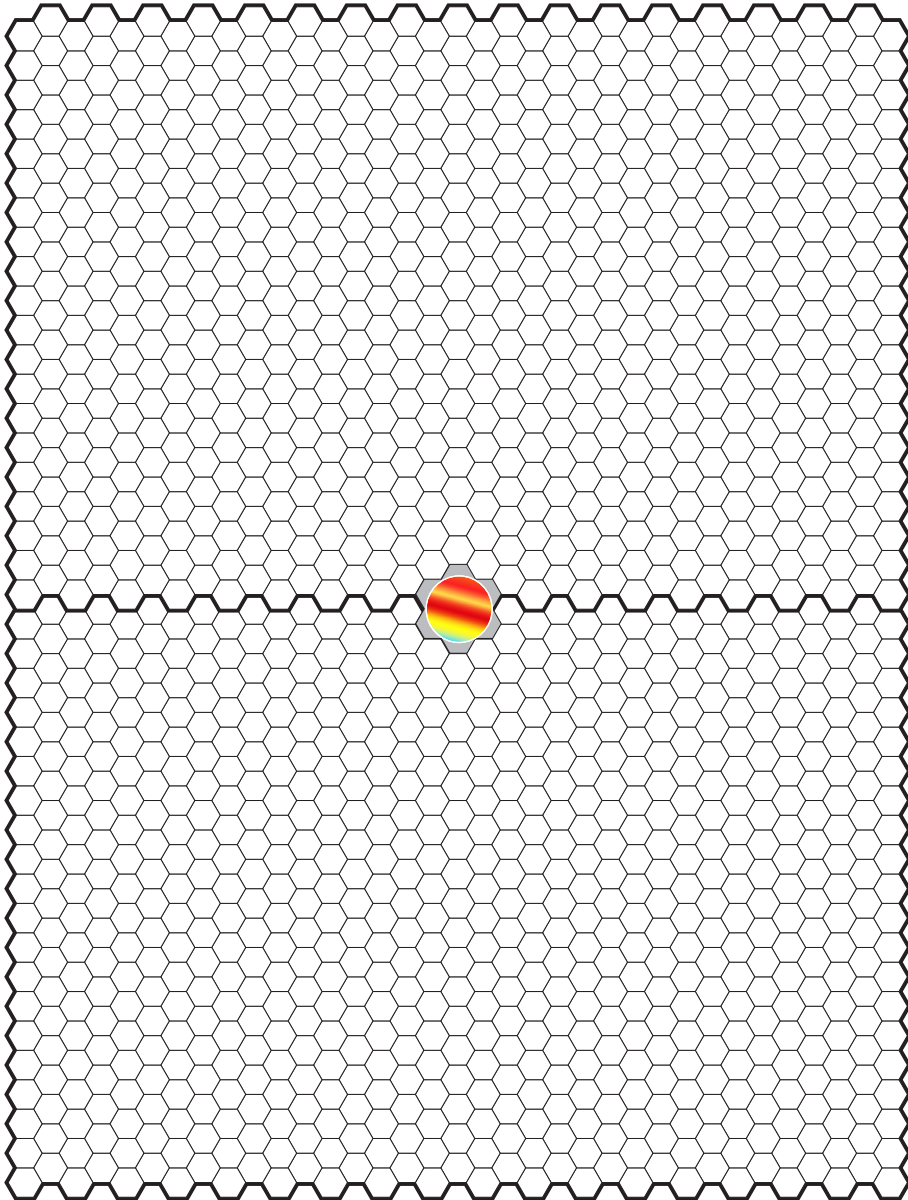
The Attacker wins a full victor if the Battlehawk is destroyed. The Defender wins a full victory if all of the Klingon vessels are destroyed.

Special Rules

Escape: The attack force may escape by warping off any side of the board. The defender may escape by Warping off the top, left or right side of the combat area. Float the map should any vessel leave without warping off the board.

Ending: The scenario ends when one side or the other is destroyed or crippled. The attacker may not pursue escape pods or shuttlecraft.

Repair: The V-30 may make 5 repair rolls before combat begins.



With nearly a dozen military miracles, Jarok returned to his home port for some much needed rest. The *Battlehawk* was damaged, as were many of the ships under his command. Jarok looked forward to rewarding his commanders for the tremendous stride they had made for the empire. Before even docking for repairs, medals were ordered, service records updated and R&R was ordered for officers and crew alike. The R&R facilities just two light years away would refresh everyone. Even as the commendation ceremony ended and the ships of the *14th Frontier* headed out, Jarok himself prepared for some quiet time while his ship was repaired.

But as was so often his luck, others would have a different idea for the battle hardened veteran.



NO REST FOR THE WEARY

UNCERTAIN ENEMIES

Jarok looked around his bridge as the last of the consoles were closed. He could still smell the cleaning solvent used to remove the black carbon scoring from the overloaded circuit boards.

"All systems report ready, sir"

Jarok just shook his head quietly. There was no malice for the damage done to his ship. Simply regret at having lost so many lives. And, he admitted to him self, regret at having to kill so many Klingon warriors in the depths of space, and not face to face on the battlefield. But such was technology.

He activated his comm panel. "Engine Room. Report."

It took a few seconds, but Jarok finally heard the responding click. "Well," announced his Chief engineer. "the singularity is stable and fully functional, but I'm not sure about the ion membrane system. I can't guarantee how much adjusting we'll need to do until we're actually in space."

"Cantankerous as a human," commented Jarok under his breath, or so he thought.

"I'm still the best engineer in the fleet!" grumbled his Chief Engineer. Several of the bridge crew chuckled after hearing the exchange, as they ran tests on their systems.

"All right, old man. You'd think I didn't give you enough to do down there," retorted Jarok.

"The way you fly this thing, it's only by the grace of the Elements that I even get a chance to answer when you demand my attention!" Jarok smiled at this and did his best to sooth his old friend.

"We'll head out to the edge of the system. We need to check up on the sensor buoys. Will that be sufficient?" asked Jarok mockingly.

"I'll tell you if all goes well. Otherwise, no. It won't be sufficient." His chief engineer closed the channel.

"Sir," interrupted his communications officer. "Message from the repair yard Operation center. Three vessels approaching. Two Klingon cruisers, and . . ."

"What?" asked Jarok.

"A Federation Frigate."

"Intercept course. Call for re-enforcement's." And in the back of his mind, Jarok began to formulate a plan, if the Federation had truly joined forces with the Klingons...

GAME SET-UP

Lay out one **Star Trek Combat Simulator** map sheet in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

1 V-30 Class Heavy Cruiser, type 2 (*Battlehawk*)

Deployment

The Defenders deploy in the center of the board.

Attacker

The Attacking force consists

1 Loknar Class Frigate (*Slave of Justice*)

1 D-10d (Riskhad) Class Heavy Cruiser (*Stolen Vengeance*)

1 D-7m (Bringer of Destruction) Class Battlecruiser (*Revenge*)

Deployment

The Attacking force deploys on the bottom of the map.

Victory Conditions

The Attacker wins a full victor if the *Battlehawk* is destroyed. The Defender wins a partial victory if they are able to build up sufficient power to warp from the field of battle. The Defender wins a full victory if they can destroy one or more of the IKS vessels and still escape.

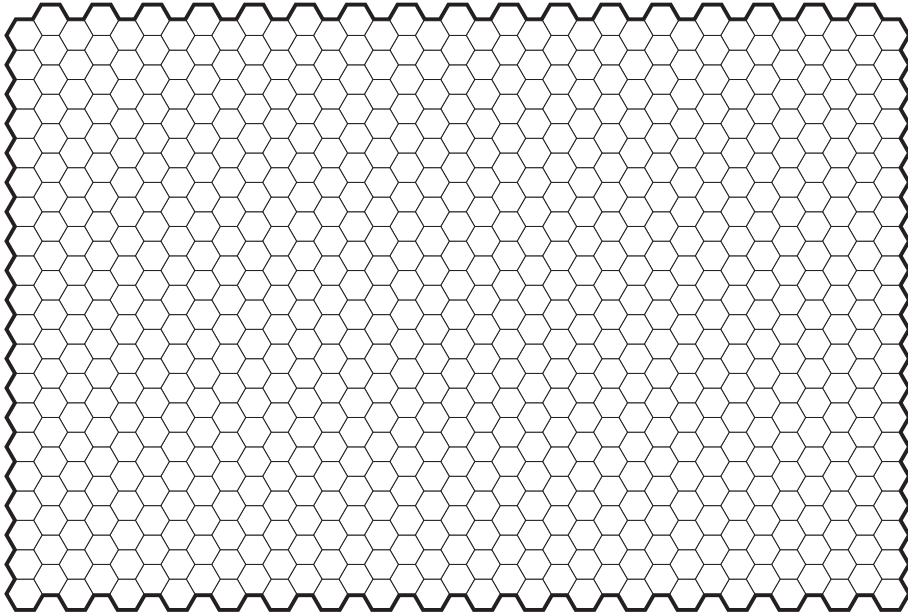
Special Rules

Float the map to accommodate any movements off the edge of the combat area.

Boarding: The *Battlehawk* is in a system with high ionization levels, so inter-ship beaming is not allowed.

Repair: The V-30 may make 2 repair rolls before combat begins. She may make 1 repair roll for each turn she is undamaged by enemy fire. The *Battlehawk* may only go to warp once 90% of the engines original power is restored.

Ending: If any of the Klingon vessels receive damage equal to 50% of their superstructure points, they will withdraw. Otherwise, combat continues until the *Battlehawk* warps out in any direction. The *Battlehawk* may only go to warp once 90% of the engines original power is restored. On Turn 12, the *Battlehawk* may use Impulse power to supplement the warp drive. If sufficient power is available, the Romulans may withdraw. If there is not sufficient power, a large contingent of Romulan reinforcements is detected and the Klingons withdraw on phase 3 of Turn 12.



K'Ire, newly promoted captain of the "Slave of Justice" had spent nearly a month in space, hiding and lurking towards the one thing he knew would bring him honor in the eyes of his fellow Klingon outcasts. Jarok was well known as the man who launched over a dozen battles to take valuable resources from the IKS. He was as far up on the IKS's list of most wanted as he was on the Imperial Klingon list of most wanted.

K'Ire's patience and cunning had gotten him right into the heart of Romulan space. And he wanted blood.



SMUGGLERS & THIEVES

TAKING WHAT'S TAKEN

"Come on! Why risk the ship on this! It's just one freighter. There's a whole convoy less that two days away. Forget this," Olorid pleaded with his cousin.

"Be QUIET!" grumbled Digray. "Have you seen the profit sheet lately?!? The Ferengi are putting us out of business. Most of the other clans are joining into that stupid single syndicate. I'm not turning over my ship to anyone!"

"Digray's right!" grumbled Polduk from the navigator station. "Two Klingon cruisers to guard one beat up freighter? Something's not right. There has to be something very valuable on board. Imagine if it's dilithium! We could easily retire on a ships full of dilithium."

"It's not full of Dilithium!" snarled Digray. "Stop your incessant dreaming. But it is full of something valuable. And I want it!"

"It just doesn't feel right," winced Olorid. "I can feel it in my bones!"

"Well, sit you damn old bones back in that chair and give me a line to the others. We are taking that ship, and maybe even those Battlecruisers!"

GAME SET-UP

Lay out two **Star Trek Combat Simulator** map sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 2 V-11 Class Battlecruisers, type 5 (*Stormseeker, Tempest*)
- 1 G-3a (*Captured*)

Deployment

The Defenders deploy within the asteroid field, uncloaked.

Attacker

The Attacking force consists

- 2 *Lightning* Class Blockade Runners, Mk I
- 1 *Wanderer* Class Blockade Runner, Mk II
- 1 D-11d (One Wing) Class Destroyer (Orion Variant)

Deployment

The Attacking force deploys within the asteroid field.

Victory Conditions

The Attacker wins a full victor if the G-3 is captured in tact. The Attacker wins a partial victory if the G-3 is boarded or more than 60 SCU or cargo are captured. The Defender wins a full victory if they destroy the attacking force. The Defender wins a partial victory if the freighter is not captured.

Special Rules

Asteroids & The Asteroid Field: Place the appropriate large asteroids as indicated on the map. Each asteroid has 130 superstructure points.

Boarding: Standard boarding parties rules apply.

Taking Cargo: The Orion ships must be within 1 hex and lower a shield to beam any cargo off the G-3. Each turn that the Orions and the G-3 has it's shield lowered, 20 SCU of cargo may be captured. If the G-3 is captured, then an additional 50 SCU per phase may be transferred until the Orions cargo holds are full. They are empty at the start of the combat.

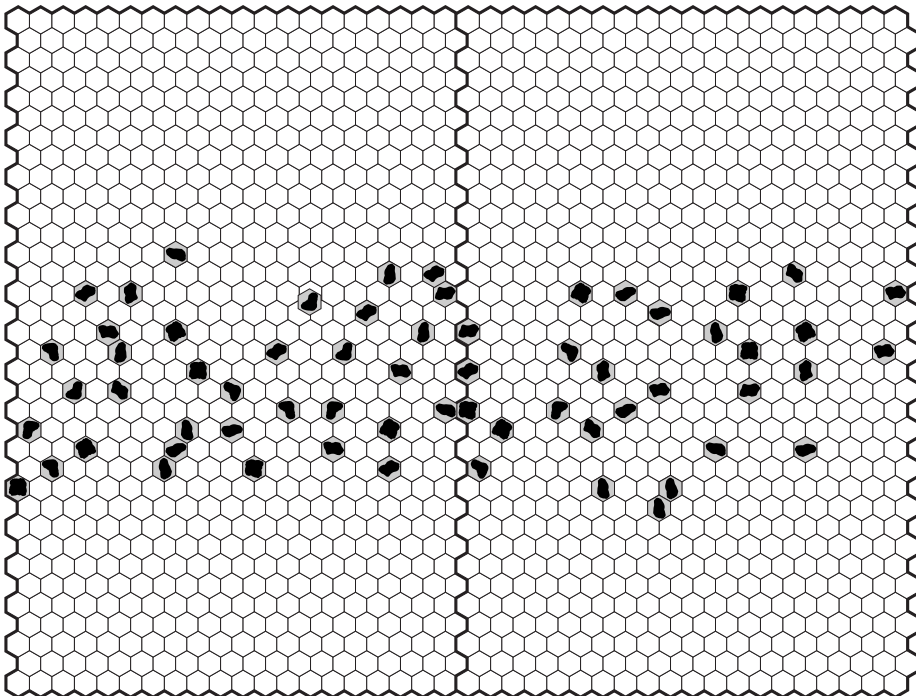


Escape: Either force may escape by warping off the field in any direction. Float the map for all other movement off the combat area.

Repair: Each V-11 may make 4 repair rolls before combat begins. The G-3 has lost $\frac{1}{2}$ it's total power and can not warp from the field of combat without assistance from the V-11s or Orions. It will take 3 consecutive successful repair rolls to re-activate the warp drive and allow the G-3 to move to speed. After the repairs have been made, and if 50% power is still available, the ship may warp from the area after two turns.

Ending: The scenario ends when one force is able to escape.

As the Federation continued to expand, many worlds soon found they were out of touch with the new frontier. Dozens of new races were interacting with members of all the major powers, some mutually exclusively. Ferengi merchantmen, totally oblivious to the Federation and others in the Alpha quadrant, quickly invested massive amount of funding into distant enterprises in the Orion systems and even as far as the Triangle. Orion pirate families soon found them selves loosing money and prestige to a race none had even met. Most joined the massive union of Orion pirate's collectively known as the Orion Syndicate. But some chose to hold out, believing the Ferengi to be a small, week race that would soon be out of money. When the goods were counted, though, many hold out families found their once easy targets were guarded by massive military convoys. When an opportunity presented it self, Captain Diggray of the Orion raider Darkwind though his luck was turning. He made a tragic mistake.





HOMeward BOUND

RETURNING TO THE NEST

"Still no sigh of the others, sir." Sobel'ta tapped nervously on her knee, leaning forward to review the tactical readouts. The Courageous was approaching the boarder fast, but not fast enough.

"The Hunter?"

"Still with us I believe. Wait." The science officer of the Courageous studied his instruments carefully. Three vessels directly ahead. Small . . . scout class. They appear to be blockade runners."

"Here? This far from Orion territory?" Sobel'ta turned her mind inward. No, this isn't right. Why would Orions travel this far from protected systems? "What cover is near us that we could use?"

"There is an uncharted system about 10 minutes away on course 358 Mk 10. Another system a little over 10 minutes along our current course, sir."

"Any sign of the boarder patrol?"

"No sir. If their cloaked, though. . ."

"HmMMM. Head for the more distant system. We can claim they are in violation of treaty."

"Sir, I have the three smaller contact aft. Definitely gunboats. KLINGONS!"

"Well, well. I would venture to guess that our alliance with the IKS is at an end. What other readings."

"Unknown, sir. Until we drop out of warp, we are simply guessing."

"Very well. Plot all you 'guesses' and prepare for combat once we enter the system."

GAME SET-UP

Lay out two **Star Trek Combat Simulator** map sheet in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

1 V-20 Class Cruiser, type 1 (Courageous)

1 V-9 Class Cruiser, type 6 (Vesperal Hunter)

On phase 3 of turn 6, the defending force receives the following re-enforcement's:

1 V-27 Class Heavy Cruiser, type 2 (*Warlance*)

1 T-10 Class Destroyer, type 1 (*Eagle's Progeny*)

Deployment

The Defenders deploy in the center of the board. The V-7 enters from behind the second attacking force, fully armed.

Attacker

The First Attacking force consists of:

2 *Lightning* Class Blockade Runners, IKS Mk I (*Silent Strike, Night Hand*)

1 *Wanderer* Class Blockade Runner, IKS Mk I (*Blade of Truth*)

The Second Attacking Force consists of:

1 *D-7c* Battlecruiser (*Vengeful Fist*)

1 *D-18b* Destroyer (*Brothers Truth*)

3 *K-4b* Gunboats (*Viper, Claw, Blade's Edge*)

Deployment

The Attacking force deploys along the escape edge of the map.

Victory Conditions

The Attacker wins a full victor if both the V-20 and V-9 are destroyed before escaping. The Attacker wins a partial victory if any single Romulan ship is destroyed. The Defender wins a partial victory if one or more Klingon ships are destroyed and a full victory if the entire IKS force is destroyed.



Special Rules

Boarding Parties: Standard boarding rules apply.

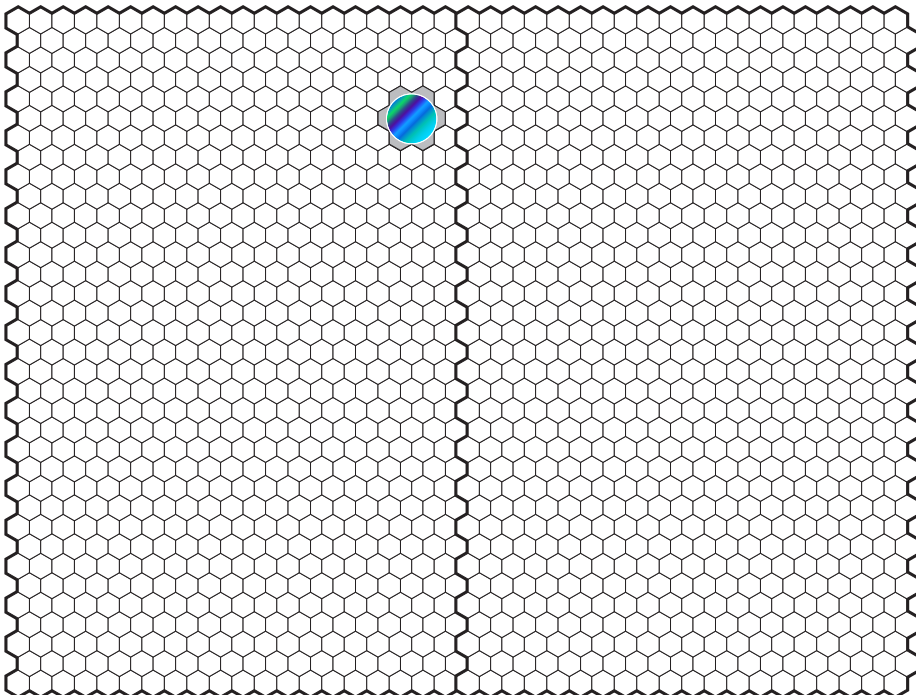
Cloak Expertise: The D-7c has a +5% to all cloak detection rolls.

Escape: The Attacking force may escape from the bottom, left or right by warping out. The Defending force may only escape from the top of the map by warping out. Float the map for any vessels that attempt to move off the field.

Repairs: The V-20 has 2 repair rolls, while the V-9 has 4 repair rolls.

Ending: This scenario ends when one side of the other leaves the battle

After a surprisingly profitable exploratory probe into the triangle, units from the 14th Frontier began the long journey back to Romulan space. After several meeting with Romulan aligned starships and a quick rendezvous with a local space station commander, the Commander of the RSS Courageous began the final leg of the journey. Approaching IKS territory, there was no immediate concern. With a semi-truce in place, and both parties gaining from each other, there should be no trouble. But Klingons will be Klingons, and the captain of the Courageous played a hunch, that would ultimately save their lives.





POWERPLAYS

SCHOLARS & DIPLOMATS

Jarok sat in his quarters going over the specifics of his grand scheme. He knew this unit was part of the defense fleet for Geisling. But his scout ship was still following the Klingon fleet heading for Ganarra. If the Klingons established permanent relations with the planet, they would build a base in no time. If he guessed correctly, he could intercept the Klingon fleet, and win a tremendous victory. If he was wrong ...Geisling would be defenseless. But a visible enemy was a better target than phantoms.

"Bridge, set a course for Ganarra. Contact the Warlance and have them break from their current assignment and meet us there." Jarok closed the comm channel and continued to stare at the galactic sector map.

GAME SET-UP

Lay out three **Star Trek Combat Simulator** map-sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 1 *L-24a* (Ever Victorious) Class Battleship (*Kapla*)
- 3 *D-7m* (Bringer of Agony) Class Battlecruisers (*Venerable, Powermonger, Smasher*)
- 1 *L-6i* (Defender) Class Frigate (*Spiteful*)
- 2 *D-20d* (Death Rite) Class Cruisers (*Severer, Expulsion*)
- 1 *D-10g* (Riskadh) Class Heavy Cruiser (*Targ's Claw*)
- 2 *D-18b* (Gull) Class Destroyers (*Keeper, Watchful*)
- 2 *K-23f* (Little Killer) Class Escorts (*Wasp, Dak'tag*)

Deployment

The Defenders deploy in formation along the center of the first map.

Attacker

The First Attacking force consists of:

- 1 *V-30* Class Heavy Cruiser, type 2 (*Battlehawk*)
- 1 *V-6* Class Heavy Cruiser, type 7 (*Warbird*)
- 1 *V-7* Class Cruiser, type 3 (*Astral Wing*)
- 1 *T-5* Class Destroyer, type 2 (*Soaring Heart*)
- 1 *T-10* Class Destroyer, type 2 (*Warhawk*)

The Second Attacking Force consists of:

- 1 *V-27* Class Heavy Cruiser, type 2 (*Warlance*)
- 1 *S-11* Class Scout, type 1 (*Hunter*)
- 3 *V-11* Class Battlecruisers, type 5 (*Stormseeker, Stormhunter, Tempest*)

Deployment

The Attacking force deploys along the edge of the third map.

Victory Conditions

The Attacker wins a full victor if the L-24 is destroyed and a partial victory if four or more Klingon ships are destroyed. The Defender wins a full victory if the L-24 can be saved and a partial victory if two or more Romulan ships destroyed.



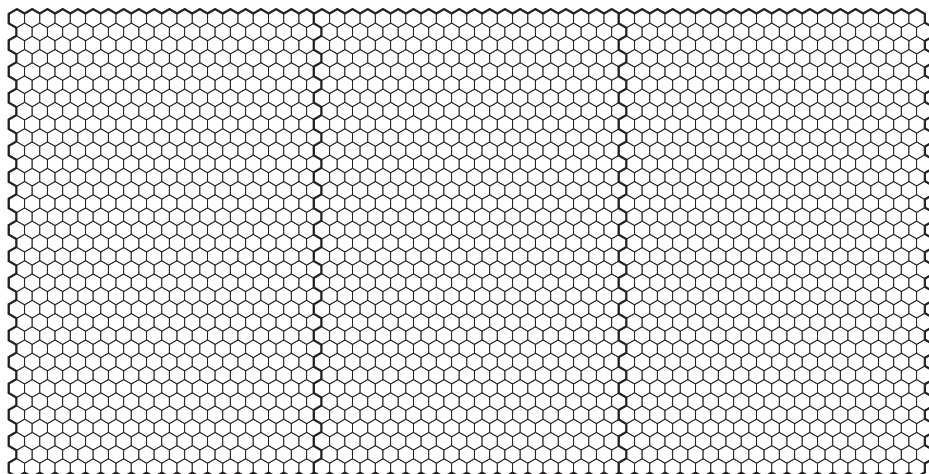
Special Rules

Boarding: Standard boarding rules apply.

Repair: Any damaged Romulan ship receives 6 repair rolls before combat.

Escape: Any ship may leave the area of battle by warping out. Once gone, a ship may not return. Float the map to accommodate any ships that move off the board. The attacking force may escape along the top, left or right side of the combat area. The Defending force may escape off the Bottom, left or right side of the combat area.

Ending: The scenario ends on turn 12 because of Klingon re-enforcements. Any Romulan ship that can not warp away during the last phase is considered lost. Crew may evacuate any time during turn 12.



On stardate 9991.1, the Klingon Empire sent one of it's most successful fleets towards the neutral world of Ganarra III. If the Empire could secure the planet, they would be within striking distance of 4 major Romulan worlds, and could attack over a dozen established convoys. The Klingons mobilized rapidly, launching before many in the Tal Shiar even knew they had left port. When finally detected, only a few hours from Ganarra, the Klingon Fleet was a shock to front line commanders. Forced to make a reactionary decision, with no intelligence on other possible targets, Jarok pooled his forces quickly and moved to engage the Klingons, hoping to gain the upper hand.



A BREAK IN THE LINE

CRACK IN THE WALL

"...and that's all we've seen so far. If they sent a second attack wing in this direction, they must have turned back. We picked up extra supplies for you from the supply run. We should be at the rendezvous point in about 5 minutes," related captain Tie of the Vesperal Hunter.

"Ok. Keep on the look out, though. I know that scout ship detected the base at R'Limam. They'll want to hit it before we start starship production, I'm sure of it." Replied Covtek.

"Then you're right. Vigilance is the answer. I just hope we are not here chasing dust."

"Sir," chimed in the Astral Wings' science officer. "I believe we have found our space dust," she reported.

"I though so. Tie. Get here as fast as you can. I want to deal with the ships and inform the Commander."

"We're doubling our speed now. We'll be there in just under 2 minutes," replied Tie.

"Good. INTERCEPT COURSE! BAT-TLE ALERT! Let us fix the crack in the wall."

GAME SET-UP

Lay out two **Star Trek Combat Simulator** map-sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 1 V-27 Class Heavy Cruiser, type 2 (*Warlance*)
- 1 V-20 Class Cruiser, type 1 (*Courageous*)
- 1 V-20 Class Cruiser, type 2 (*Stalker*)

On phase 1 of turn 4, the defending force receives the following reinforcement's:

- 1 T-10 Class Destroyer, type 2 (*Warhawk*)
- 1 V-9 Class Cruiser, type 6 (*Vesperal Hunter*)

Deployment

The Defenders deploy in rendezvous formation along the center of the first map, uncloaked.

Attacker

The First Attacking force consists of:

- 1 L-9f (Saber) Class Frigate (*Longsword*)
- 2 D-20d (Death Rite) Class Cruisers (*Mangler, Violator*)
- 2 D-14b (Stinger) Class Destroyers (*Venomus, Dragon's Tooth*)
- 2 D-11d (One Wing) Class Destroyers (*Thrust, Nightwing*)

On phase 3 of turn 6, the defending force receives the following reinforcement's:

- 1 K-15f (Unseen Creeper) Class Scout (*Invisible Blade*)

Deployment

The Attacking force deploys along the bottom edge of the map.

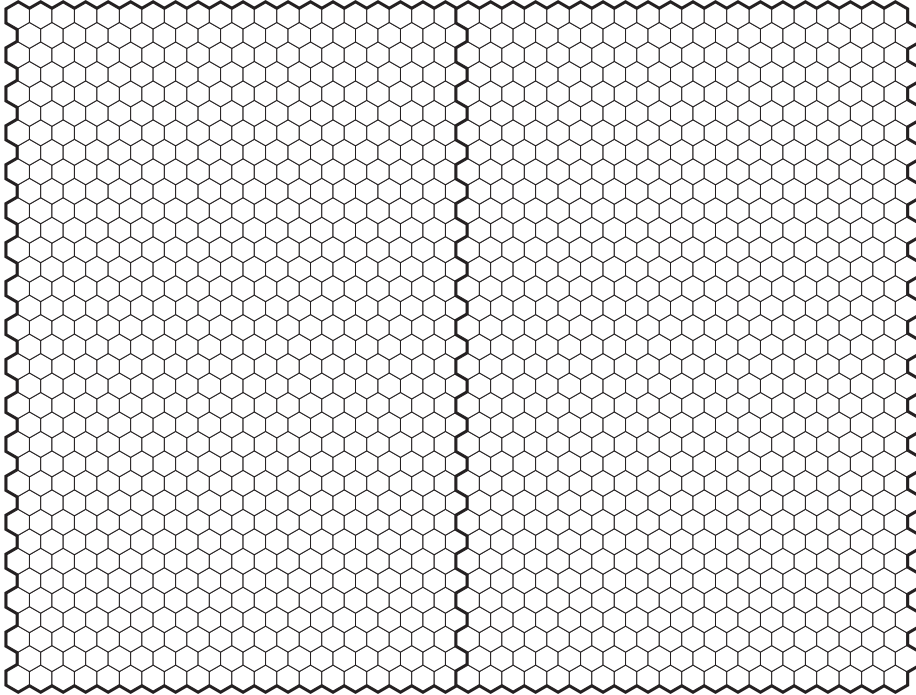
Special Rules

Boarding: Standard boarding rules apply.

Cloak Expertise: The L-6 has a +10% to all cloak rolls.

Ending: The scenario ends on turn 11 due to Romulan reinforcements.

Escape: The attacking force may escape by moving off the left side of the combat area. The Defending force may escape from the top, bottom or right side of the combat area.



As Romulan Engineers put the finishing touches on the repair base at R'Limam, Klingon agents soon discovered the true nature of the small base. Fearing that the Romulans would have a major production facility at R'Limam, the decision was made by the Klingon High Council to set up a listening post near-by, allowing the Klingons a chance to detect new ship construction and attack the base. But the near-by system of Chak has to be secured first. And such security would not be easy.



FATAL MOVES

A FINAL GRASP

"You were correct, Covtek. They are trying to take the new base." Jarok sat facing his officers, wondering at the strategy the Klingons had adopted. He stared off into the distance thoughtfully.

"No. This is too much firepower for just a probe. This is a final grasp. If we stop them here, they will be too weak to put up much resistance when we strike back. Covtek. You will stay here and finish your repairs. Keep the Stormbirds with you. When your finished, cloak and come in to starboard. Hit the command ship and the frigate; ignore the cruisers."

"Yes sir," replied Covtek. He quickly beamed from the Battlehawk to his ship to finish the last minute repairs.

"Meanwhile, my friends, we have an invasion to stop."

GAME SET-UP

Lay out two **Star Trek Combat Simulator** map-sheets in the configuration shown. This represents the area of space where the conflict takes place. All vessels start the game at sub-warp speed. Use the **Graduate Starship Tactics Course** rules in this scenario.

Defender

The Defending force consists of:

- 1 V-30 Class Heavy Cruiser, type 2 (*Battlehawk*)
- 1 V-27 Class Heavy Cruiser, type 2 (*Warlance*)
- 1 R-4 Class Escort, type 5 (*Protective*)
- 1 T-10 Class Destroyer, type 2 (*Eagle's Progeny*)
- 1 S-9 Class Scout, type 4 (*Hawk's Eye*)
- 1 F-2 Class Repair Station, type 2

On phase 2 of turn 5, the defending force receives the following re-enforcement's:

- 1 V-7 Class Cruiser, type 3 (*Astral Wing*)
- 2 V-11 Class Cruisers, type 5 (*Stormseeker, Tempest*)

Deployment

The Defenders deploy in orbit around either planet. Re-enforcements enter from behind the attacking force.

Attacker

The First Attacking force consists of:

- 1 L-13d (Fat Man) Battleship (*Malestrom*)
- 1 L-42b (K'Vort) Frigate (Claw)
- 1 L-9f (Saber) Class Frigate (*Blade of Honor*)
- 2 D-7m (Bringer of Agony) Class Cruisers (*Strangler, Butcher*)

The Second Attacking force consists of:

- 1 L-42b (K'Vort) Class Frigate (Blackclaw)
- 2 D-32c (Greater Bird) Class Cruisers (*Eliminator, Targ*)
- 2 D-7m (Bringer of Agony) Class Cruisers (*Pummeler, Battleheart*)

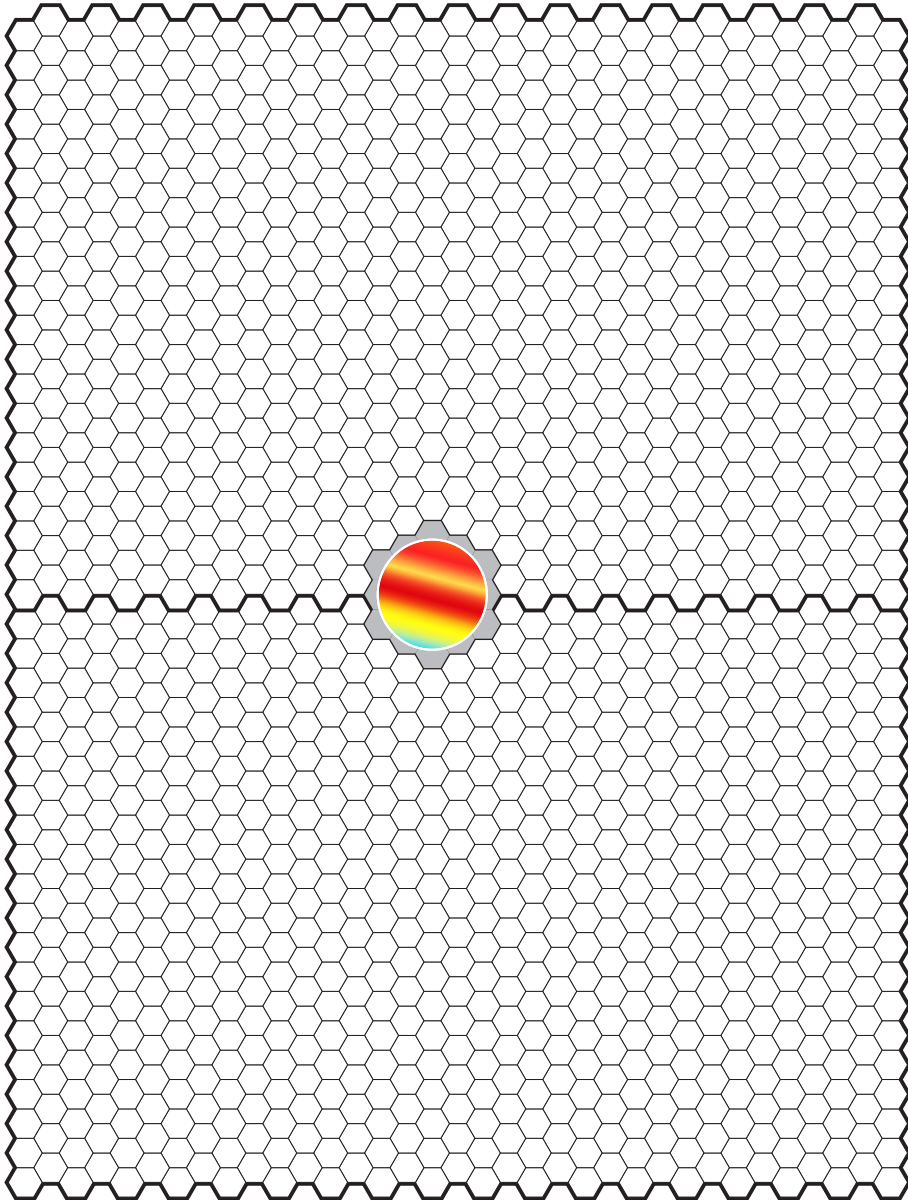
Deployment

The Attacking force deploys behind any moon or planet the Defending force in not currently in orbit around.

Special Rules

Cloaking Expertise: The V-30 had a +10% modifier to all cloak detection rolls.

Escape: The attacking force may escape along any edge of the map. The defending force can not leave



Once their plans to monitor and attack the new Repair base at R'Limam we discovered, the support elements intended to help secure the Chak system changed course and began to head for the Borz system. The Klingon commander felt that the Romulans were spread too thin, and hoped that an attack on the base would destabilize the entire region. But the Romulan had detected elements of the first invasion force. If the Klingons were to capture the repair base, they would have a toe hold in the Battlehawks home system. Once established, the Klingons would be that much harder to extract.

STARSHIP COMBAT SCENARIO PACK



FOR THE EMPIRE

Like great Birds of Prey, our ships swoop down on the enemies of the Empire, destroying all those who oppose our rightful place on the Road to the Stars...

Battlehawks is a scenario pack for the Star Trek Starship Combat Game which details the battles of the Romulan 14th Frontier Defense Force. This Romulan Battle Group patrols the ever volatile Triangle boarder where pirates, intrigue and battle are common. Included are unit history, organization, personalities and combat readiness, as well as 12 scenarios pitting the Battlehawks against Klingons, the Federation and Drions in a series of deadly encounters.

A supplement for use with
STAR TREK
STARSHIP TACTICAL COMBAT SIMULATOR

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