



# Pel-Ah' Incident

The following is an introductory-level scenario using *Star Fleet Battles Volume I* rules. This is a two-team adventure. One player can play all the ships on his own side, or each ship may be played by individual players working in teams.

## HISTORICAL SITUATION

Telarak Quadrant is a disputed section of space located along the Klingon/Federation border. The planets of Telarak are rich agricultural worlds which produce vast amounts of specialty grains for export to poorer planets. Both the Klingon Empire and the Federation are attempting to woo the Telaraki into their control. Both sides have established outposts among the planets of the Telarak Quadrant. The Klingon approach, more ruthless than that of the Federation, is causing consternation among the Telaraki, but the Federation appears to be on the verge of success.

The Federation established Base Station 31 in the Agoran Star system for the purpose of supporting its colonization efforts in Telarak Quadrant. It has been in operation for four months, and represents a grave threat to Klingon interests in the planets of the inner Agoran System. Klingon emissaries have denounced the presence of the base station as a precursor to Federation invasion. As a result, tensions are high, and the Federation has dispatched a small force of starships to defend the station.

A Klingon commander, Pel-Ah' (pronounce "ah" like the German "ach"), has been dispatched to the Telarak Quadrant to handle the situation. He is known for his ruthlessness and cunning. The Federation expects trouble.

**By Jeffrey Groteboer**

## SETUP

The Agoran asteroid belt consists of 18 asteroid counters. Place them in the following hexes: 1621, 1708, 1713, 1717, 1904, 1926, 2019, 2110, 2206, 2213, 2223, 2302, 2317, 2521, 2612, 2626, 2704, 2708. A Federation base station counter is placed in hex 1303. The center of the system (in-system) is located off the A/D end of the map. Out-system is off the C/F end.

## SPECIAL RULES

The asteroids and the base station are in orbit around the star Agoran. Therefore, they move in a slow arc from top (Quadrant B) to bottom (Quadrant E). To randomize the movement pattern, the following rules will be used:

At the end of each turn, after the bookkeeping phase, asteroids and the base station are moved. Each moves only one hex per turn.

Roll one die and consult the following tables for asteroids/base stations:

Quadrants A, B, C	
Movement of	
Roll	Asteroid/Base Station
1-2	Direction E
3-5	Direction D
6	Direction C

Quadrants D, E, F	
Movement of	
Roll	Asteroid/Base Station
1	Direction E
2-4	Direction D
5-6	Direction C

When an asteroid reaches hex row 30 or 31, move it to row one of the same column. (For example, an asteroid in hex 1829 rolls a 3. It moves in direction D into hex 1830. It is immediately removed and placed in hex 1801.)

When the base station reaches row 30 or 31, or reaches column 43 (off the out-system map-edge), the game is over. The base station may rotate as specified within the rules, but may not otherwise move except as described in these special rules.

The following rules from *Star Fleet Battles Volume I* are not in effect in this scenario (unless otherwise agreed upon): C9.0, D3.6, E5.0, G6, G7.8, G12.0, J2, J3, J4, and all commander's level rules. All other rules, including advanced and optional rules, are available for play.

## FEDERATION SPECIAL RULES

The following is confidential information for the Federation player(s). In preparing for a scenario, the referee should show this information only to players of the appropriate side.

The Federation is intent on developing the planets of Telarak into full members, but the Klingons must be driven out first. The Federation intends to do this in the standard manner—by showing the citizens of Telarak that the Federation ways are peaceful and more prosperous. The Klingons are expected to take an aggressive stance against the presence of Base Station 31.

In Agoran, Base Station 31 supports freighters and cargo ships which bring supplies to Agoran and nearby star systems, and which export grains from the Telarak planets. It is only lightly

armed, with three photon torpedoes. Shields and light armor are its only defenses. It is to be protected from Klingon attack.

At the start of the game, 1D3 nonmilitary ships will be on the map. Their movements are controlled by the referee. One of the ships must be docked at the base station. The referee will determine the exact nature of the nonmilitary ships at the start of the game.

Base Station 31 is defended by a Federation light cruiser. A Federation scout will be docked at the base station for R & R.

A *Constitution*-class heavy cruiser is the mainstay of the Federation forces in Telarak. Unfortunately, due to the needs of the entire system, the cruiser, USS *Saratoga*, does not begin in the Agoran System.

### Rules of Engagement

The following is confidential information for the Klingon player(s). In preparing for a scenario, the referee should show this information only to players of the appropriate side.

Federation forces are prohibited from firing the first shot. If attacked, they may return fire until enemy forces withdraw.

They may escort the enemy forces to the edge of the Agoran System.

Use of the nonviolent combat principle is mandatory unless a Federation ship/base station is destroyed. The Federation on-scene commander may remove the NVC at that point, if desired.

The order of on-scene command is as follows: heavy cruiser CO, light cruiser CO, base station commander, scout CO.

### Initial Placement of Forces

The light cruiser may be placed anywhere within quadrants A or D. The scout begins the game docked at the base station in hex 1303. The heavy cruiser begins the game in another system (off the map). One nonmilitary ship begins the game docked at the base station. The other two, if applicable, begin the game in a random location to be determined by the referee.

### Availability/Deployment of Forces

The light cruiser is ready for action. The scout will assemble its crew upon the detected arrival of two or more Klingon ships in the Agoran System. It will begin undocking procedures if the Klingons move inside the asteroid belt or upon commencement of hostilities.

The heavy cruiser, USS *Saratoga*, will come to the aid of the Agoran System if any Federation ship or station calls for aid. Federation ships may only call for aid if they are attacked. If the base station is attacked, it will call for aid automatically. It will require 2D6 turns for the *Saratoga* to arrive (the referee will roll).

Federation ships begin the scenario at the following weapons status: The base station,

light cruiser, scout and nonmilitary ships begin at Weapons Status 0.

The heavy cruiser, upon its arrival in the Agoran System, will be at Weapons Status III. All Federation vessels may change to Weapons Status I (Yellow Alert) in response to Klingon arrival in the Agoran System.

### Victory Conditions

The scenario ends when either side's victory conditions are met or when the base station reaches row 30 or 31, or reaches column 43 (off the out-system map-edge).

**Tactical Victory:** The Federation keeps the Klingons out of the Agoran System.

**Strategic Victory:** The Klingons achieve none of their Strategic victory conditions.

**Strategic Loss:** The Federation destroys all the Klingon forces but suffers no destroyed military ships.

### KLINGON SPECIAL RULES

The Humans are intent on developing the planets of Telarak into full members of the Federation. This is intolerable, and the Klingon High Command has dispatched Pel-Ah' to solve the situation. Pel-Ah' is a good commander, leading his D-7-class cruiser in numerous battles. On this mission, he commands, for the first time, a battle force consisting of two D-7-class cruisers and one E-4-class escort. The Klingon High Command will support any action he takes.

In the Agoran System, a Federation base station supports freighters and cargo ships which bring supplies to Agoran and nearby star systems, and which export grains from the Telarak planets. It is an old design, with light arms and armor. That design of the station is known to carry either three phasers or three photon torpedoes.

There is likely to be a small number of freighters in the Agoran System. The Klingon High Command would like them to be destroyed or captured if the tactical situation permits it.

The base station is believed to be defended by a Federation light cruiser. A Federation heavy cruiser is believed to be in the quadrant and may respond should a battle break out.

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### Rules of Engagement

It is believed by the Klingon High Command that the Federation will not provoke an attack. It is in the best interest of the Klingons to force a situation. A quick, decisive battle which results in the destruction of the base station is deemed appropriate.

### Initial Placement of Forces

The Klingon forces begin in the outer system, anywhere in columns 40-42.

### Availability/Deployment of Forces

The Klingon forces consist of two standard D-7 battlecruisers and one standard E-4 escort.

Klingon ships begin the scenario at Weapons Status II.

### Victory Conditions

**Tactical Victory:** The Klingons destroy or drive all Federation forces from the Agoran System, or the Klingons destroy the Federation base station.

**Strategic Victory:** The Klingons capture the base station or a Federation ship. Ω

*"Pel-Ah' Incident" was created for informal tournament play in conjunction with Trekfest '90 in Riverside, Iowa. Every year, Riverside holds a birthday party on March 22 and Trekfest on the last Saturday in June to commemorate the future birth of James T. Kirk in the year 2228.*