

## Archive through January 16, 2009

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By [Marcus J. Giegerich \(Marcusg\)](#) ON Monday, December 22, 2008 - 03:42 pm: [Edit](#)

I've re-read it over the course of last year on slow days at work myself.

By [Ken Rotar \(Sir\\_Krotar\)](#) ON Tuesday, December 23, 2008 - 02:19 pm: [Edit](#)

This is one of the threads I do read regularly (along with F&E, FC and SFB Tactics).

By [Timothy Sheehy \(Spydaer\)](#) ON Tuesday, December 23, 2008 - 02:42 pm: [Edit](#)

So what happened with the Fed/Klink game anyway?

By [Ken Coleman \(Eeyore\)](#) ON Tuesday, December 23, 2008 - 05:37 pm: [Edit](#)

Ted wrote about it on the RAT29 page the night we played. Basically I didn't maneuver well and was too close to the drones. He dodged early which caused the SP to bloom much later than I expected, and I got too far ahead of it. The drones eventually caught up to me, but they weren't far enough ahead of me and he pretty much avoided them and got a range 4 shot.

When he started doing speed 31 after a speed change on turn 2, it seemed to me that I couldn't prevent him from getting to range 4 (more on this below), so I went for the range 4 shot as well since I do more damage there (8dmg per OL vs. 6). I rolled well, but so did he. He jackpotted with the 16-point OLs. This combined with the fact that I was too close to the drones was the end of me. He had 6 p1s to fire at me because of my poor maneuvering.

When it came down to it, though, I think I could have prevented a range 4 shot by turning off at R8. When I saw him coming at speed 31, I knew that he couldn't keep that up for the rest of the turn. The problem was that I didn't really know how long he could keep it up for - my inexperience was working against me. Turning off at range 8 would also have made him engage my drones more - I could have basically fled under cover of drones even though I wasn't far enough behind them.

Last point I'd make on this matchup. The odds of a Fed jackpot at range 4 are about 20%, and at least for the Klingon, it's pretty much an auto-loss when it happens on turn 2. There's no way you've done enough damage to them by the time you trade fire, and you are *\*way\** down on power after 50 internals. It seems like a poor idea to pin your hopes on your opponent missing something that happens 20% of the time. Taken in that light, it hardly seems like a "jackpot" at all, to be honest.

All in all, it was a good learning experience for me, and I had a lot of fun. I'd say my most important takeaways for the game were:

1. It's a bad idea to bet the game on avoiding something that happens 20% of the time. Do everything you can to avoid giving that 20% shot.
2. Understand your opponent's power curve better.
3. Learn how to use mid-turn speed changes better, and how my opponents are likely to use them against me.

Obviously those insights are pretty standard fare for these forums, but somehow experiencing what happens when your opponent does everything right and you

make small mistakes really drives the point home.



By **Marcus J. Giegerich (Marcusg)** ON Wednesday, December 24, 2008 - 09:39 am: [Edit](#)

FYI, a well flown Fed is going to win just about every game if he jackpots at range 4. Doesn't matter what the opponent is flying.

You were correct about getting the drones out a little bit further in front of you. Take out some counters on a map and figure out how you can maneuver at various speeds to get the drones out there.

Fed power can be tough to track because you never know exactly how much power is in the photons, but I usually assume that a Fed will have them fully juiced against a Klingon. So if we're talking the 2nd turn you're looking at:

- 4 for house keeping
- 8 to hold the photons
- 26 for speed + other stuff (most likely a special shuttle or two and some tractor).

If the Fed has full batts and doesn't foresee a need to HET, he can go freaky fast for most of the turn.

By **Mike Johnson (Akira)** ON Thursday, December 25, 2008 - 08:42 am: [Edit](#)

Ken, one thing I've learned in the RATs is that small mistakes can easily result in a loss - the competition is just that good. But you've got the right attitude, learn from your mistakes to improve your game over time. And also remember what your opponent did correctly so in future you can copy him shamelessly! :-)

By **Peter D Bakija (Bakija)** ON Thursday, December 25, 2008 - 10:56 am: [Edit](#)

Marcus wrote:

>>FYI, a well flown Fed is going to win just about every game if he jackpots at range 4. Doesn't matter what the opponent is flying.>>

Yeah, that is pretty much true. It is always possible that to get the R4 shot, the Fed has to shoot down enough drones so that he doesn't have phasers left to

shoot as well, but most of the time, this isn't much of an issue (what with 2tractors, 2xp3s, and a couple P1's, say, the Klingon's SP isn't huge to overcome), but if you get to R4, fire with even 4xP1 as back up, and jackpot, that is enough damage to kill pretty much anyone except for maybe a fully loaded plasma ship that is going to catch and tractor you. But it is hard to do that to a Fed that is firing at R4.

The issue with the R4 shot is that you are more likely to hit with only 2 photons (I'm pretty sure) than hit with all 4. And hitting with only 2 photons at R4 is generally a game losing shot.

-Peter

By **Ken Coleman (Eeyore)** ON Thursday, December 25, 2008 - 03:03 pm: [Edit](#)

Peter wrote:

>>The issue with the R4 shot is that you are more likely to hit with only 2 photons (I'm pretty sure) than hit with all 4. And hitting with only 2 photons at R4 is generally a game losing shot. >>

Yes, that's true. The chances are:

4 hit - 16/81 (~20%)  
3 hit - 32/81 (~40%)  
2 hit - 24/81 (~30%)  
1 hit - 8/81 (~10%)  
0 hit - 1/81 (~1%)

By **Peter D Bakija (Bakija)** ON Thursday, December 25, 2008 - 04:45 pm: [Edit](#)

So generally speaking, when you fire the photons at R4, you have a ~40% of losing the game right there (hitting with 2 or less--a slight exaggeration, but historically speaking, not that far off), which is why the Fed will often avoid R4 firing at all.

If you fire at 8 and do worse than average (1 or 0 hits), you have enough room to run and maybe make a game of it later on. And generally, when you hit hard (3 or 4 hits), you are way ahead at that point. Firing at 4, however, leaves you in the situation where a good chunk of the time (i.e. that 40%), you just aren't doing enough damage to someone who is too close to you to not be doing enough damage to them. Which is why Feds like to aim to shoot at either 8 or at 2 or closer.

-Peter

By **Larry E. Ramey (Hydrajak)** ON Thursday, December 25, 2008 - 10:28 pm: [Edit](#)

Agree with Peter, The R4 is not a good long term strategy for the Fed.

That is small consolation for the guy on the receiving end in the short run

though...



By **Ken Coleman (Eeyore)** ON Thursday, December 25, 2008 - 11:08 pm: [Edit](#)

I definitely get the R8 idea. That said, isn't the danger with the R2 strategy the distinct possibility that the Fed will lose a tube on the way in?

By **Peter D Bakija (Bakija)** ON Friday, December 26, 2008 - 09:11 am: [Edit](#)

Well, kind of. For most opponents, if they fire at R4 and \*don't\* hit a photon and you can get to R2, you are going to totally kill them (and if the Fed can get to R2 after losing a photon, but with most of his phasers to fire, you are probably hosed too). So firing \*at\* the Fed at R4 is risky too, unless they can set up a shot where they can fire at R4 and then run away, leaving the Fed to deal with a lot of drones or something; If it looks like the Fed can get a clean shot at R2 ('cause he got around the drones, or the drones aren't on the map or whatever), firing at 3 or 4 might save you if you get lucky and hit a photon and a couple P1s, but it also might just get you killed worse.

-Peter

By **Andrew J. Koch (Droid)** ON Friday, December 26, 2008 - 09:11 am: [Edit](#)

Don't start the game saying "I am going to fire at such and such a range" You just take the best shot you can get. R8 at the end of a turn with room to run is very good. R4 at the end of a turn with room to run is very good. R2 is very good if you can vaporize someone. That doesn't usually happen though as you can lose a photon on the way in, but also because you usually will have used up or lost some phasers as well, which are needed to follow up that photon strike.

Where you are on the map (do you have lots of board to run on? a decent chance to escape?) and firing your photons at the end of a turn(only 33 impulses till reload!), is more important than the actual range if you want to win with any consistency in the Fed..

By **Ted Fay (Catwhoatsphoto)** ON Friday, December 26, 2008 - 09:50 am: [Edit](#)

Pursuing what Andy noted - I fired at 4 in this particular game because 1) I could do so with all 6 bearing phasers at the opponent ship and not deal with drones once I turned off. 2) If I got closer I \*would\* have to deal with 6 drones. 3) It was in the first half of the turn, I think, but I had PLENTY of room to maneuver after the shot and the ability to evade the drones till the following turn. 4) I \*strongly\* suspected that Ken would fire at range 4, and I figured I could get at least an even exchange.

So, I fired and as always hoped I would get lucky. And there you are.



By **Peter D Bakija (Bakija)** ON Wednesday, January 14, 2009 - 10:54 am: [Edit](#)

So I was messing around on SFBOL last night after my RAT game (Gorn vs Fed)

win over the Fed, and discovered that the Gorn can take a full, centerline, R1 shot from the Fed, and on average, keep the second tractor.

So if you can get to R1 on the Fed with tractor power, get a link (if you can't, the Fed is doing something crazy), and launch the 70 points of plasma on board and then fire all facing phasers into the Fed (and assume the Fed fires everything back):

-Gorn will take about 77 internals, after battery reinforcement, with average dice. This will leave the Gorn at about 8-10 power, with 2 torps left, and in most cases, still a tractor beam (that is stuck on the Fed).

-The Fed will take about 25 internals from the Gorn's phasers and feedback (again, average dice. And assuming the Fed doesn't spend batteries, using them for Photon OLS or saving them for the necessary HET next impulse). Next impulse (give or take), the Fed HETs and takes what is probably 70 points of plasma on an up shield for 46 more internals. If the Gorn can score another phaser hit from the surviving rear phasers, both ships will have virtually identical internals (except the Fed will have fewer weapons and a bit more power due to the multiple volleys).

This exchange seems to really favor the Gorn. Especially if the Gorn launched a couple shuttles (possibly suicide) right before shooting each other. Not that I have a real point here, but I was doing the math last night, and wanted to put this in writing :-)

It is certainly possible that if the Fed rolls up on phasers and does substantially more than average damage, the Gorn is totally hosed. But with average phaser dice, give or take, Gorn comes out ahead in the long run.

-Peter

By **Marcus J. Giegerich (Marcusg)** ON Wednesday, January 14, 2009 - 11:28 am: [Edit](#)

Sadly (for me at least), there's quite a few ships that can survive a range 1 exchange with a Fed and give back better over the next turn or two. Against a Fed in various ships I sometime strive for range 1 as most Feds will let you get as close as you want. The 16 points of feedback is like giving you your own photon that you don't have to arm and doesn't cause feedback to your ship. My concern would be the Fed getting to range 2 and plastering you with all 4 photons, which happens about half the time. Then you take almost the same amount of damage while he doesn't take the feedback. While you're good enough to make sure you can face a new shield next impulse, many players need to be careful to make sure that they can turn fresh shields themselves as the Fed could just hold back a few p1s and blow your second tractor off the next impulse.

By **Peter D Bakija (Bakija)** ON Wednesday, January 14, 2009 - 12:53 pm: [Edit](#)

Marcus wrote:

>>While you're good enough to make sure you can face a new shield next impulse, many players need to be careful to make sure that they can turn fresh shields themselves as the Fed could just hold back a few p1s and blow your second tractor off the next impulse.>>

Next impulse it is probably too late--the plasma has already hit.

Yeah, the real problem is, as you note, the Fed getting to R2 and blasting you. Shooting back at R2 is unlikely to pay off (no feedback), and you are going to lose a whole lot of phasers at R2 (if all 4 photons hit, you are only taking, like, 10 fewer internals than at R1)

-Peter

By **Marcus J. Giegerich (Marcusg)** ON Wednesday, January 14, 2009 - 01:22 pm: [Edit](#)

Peter said:

"Next impulse it is probably too late--the plasma has already hit."

As long as there is no unfortunate (for the gorn) pseudo speed funniness.

By **Peter D Bakija (Bakija)** ON Wednesday, January 14, 2009 - 04:13 pm: [Edit](#)

Marcus wrote:

>>As long as there is no unfortunate (for the gorn) pseudo speed funniness.>>

Oh, sure--that is certainly a possibility. Odds are, however, that two tractored ships that are now moving, like, 12-13 (as they are both probably moving pretty fast at this point) aren't going to move the next impulse. And if they do, the Gorn might very well be able to turn a new shield. And saving a couple phasers to try and shoot off the second tractor is a totally reasonable plan, but is only going to work occasionally (you get, what,  $3 \times 10^3$ 's in 36 rolls, so on average, you get the second tractor on 24 internals give or take. I mean, yeah, you could get it on 2 internals, but very unlikely).

But then again, the Fed might roll a couple extra 1's on an alpha volley, do an extra 10 internals, and this is all moot :-)

-Peter

By **Jonathan Biggar (Jonb)** ON Wednesday, January 14, 2009 - 11:27 pm: [Edit](#)

Before the gorn tractors, it should calculate out the pseudo speeds and see if an unplotted acceleration is in order.

By **Andrew Dederer (Drewster)** ON Thursday, January 15, 2009 - 09:35 pm: [Edit](#)

Actually Peter, with that kind of internals you may well be looking at 1 "10". 3 and 4 engined ships are easier to shoot the tractor off (due to the DAC) but the center warp protects the phasers. Two-engined ships run into the opposite effect (it only

really comes up when you're talking one of these massive damage swaps). Considering that the Gorn has 8 bearing phasers and mucho hull it is still unlikely (the TKR with 7 phasers and a about 2/3 the hull, is much more vulnerable).

Point being, don't try this in a RFH, and I wouldn't try it against a Hydran either.

Relevant Hydran damage (per a pretty standard loading and burning all bats) assuming centerline.

60 for phasers

25 for fusions (18 for 3 ship 7 for 4 fighter, you need your phasers to strip the ship)

25 for HBs (one OL).

55+25 which is in the same neighborhood, but 2 volleys (oh, and no feed-back).

Or 48+25 without the stingers.

By **Andy Vancil (Andy)** ON Thursday, January 15, 2009 - 11:48 pm: [Edit](#)

Here is the mean number of hits in a single volley to knock both tractors off a TCC:

Ship	Hits
Fed	87
Klink	82
Rom TFH	66
Rom TKR	79
Rom TKE	81
Kzinti	79
Gorn	83
Archaeo	74
Neo	84
Orion	64*
Hydran	83
Lyran	87
WYN Aux	80*
WYN Shark	86*
ISC	85
LDR	67
Selt	72

\*Values will vary depending on option mount selection, but not much.

One of these days, I'll get around to submitting the full results of my damage

analysis, where I inflicted about 20 million internals with my analyzer program.

By **Andrew J. Koch (Droid)** ON Friday, January 16, 2009 - 07:57 am: [Edit](#)

Did the ship blow up?

By **Mike Johnson (Akira)** ON Friday, January 16, 2009 - 08:27 am: [Edit](#)

Kind of makes you wonder how many internals have been done over the history of SFB.

Hey, that could be the new corporate motto for ADB: "Over 20 million internals served"

By **Peter D Bakija (Bakija)** ON Friday, January 16, 2009 - 08:29 am: [Edit](#)

Andrew wrote:

>>Actually Peter, with that kind of internals you may well be looking at 1 "10".>>

Well, kinda--every phaser the Fed holds back on the initial volley means that many more phasers to soak up the first 10 in the second volley. On 77 internals in a single volley (assuming centerline and previously undamaged), the Gorn usually had a couple phasers left anyway. If that 77 internals becomes 67 internals due to holding back a couple P1s, there will very likely be a few phasers to soak up 10's.

-Peter

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By **Andy Vancil (Andy)** ON Friday, January 16, 2009 - 11:34 am: [Edit](#)

I blew up each TC 6000 times, 2000 each of single massive volleys, multiple medium volleys, and many small volleys. I recorded how many internals it took to reach various conditions, such as all hull gone, or the first battery hit, or last tractor hit, or various percentages of weapons and power hit, etc.

I would estimate that in actual games, OL or FTF, I have inflicted something like 25,000 internals over the years of playing this game.

By **Marcus J. Giegerich (Marcusg)** ON Friday, January 16, 2009 - 11:46 am: [Edit](#)

That's an awful lot of death on your head, Andy.

By **Andy Vancil (Andy)** ON Friday, January 16, 2009 - 02:05 pm: [Edit](#)

25,000 internals = 2500 dead crew units, or 25,000 dead beings, not to mention the occasional ravaged planetary surface and all those dead fighter pilots. And yet, my conscience does not bother me.

By **Ken Burnside (Ken\_Burnside)** ON Friday, January 16, 2009 - 02:25 pm: [Edit](#)

Think about how many dead entities F&E players inflict...

By **Steve Petrick (Petrick)** ON Friday, January 16, 2009 - 08:02 pm: [Edit](#)

Andy Vancil:

Technically 25,000 internals is not 25,000 dead beings as under (G9.231) 12,500 of there were only wounded. (Yes, I know it is an optional rule.) And a Legendary Doctor might be somewhere in the mix to help a few more survive.

By **Jim Davies (Mudfoot)** ON Friday, January 16, 2009 - 08:44 pm: [Edit](#)

A typical CA has about 100 internals and about 40 crew. So if a ship is destroyed, it loses many more crew than the 1:1 above.

OTOH, how many of those internals were on Tournament ships? They don't have crew at all except BPs.

By **Andy Vancil (Andy)** ON Sunday, January 18, 2009 - 01:58 am: [Edit](#)

SPP,

Well, I guess I'll have keep on plugging. Added another 300 internals today...

By **Jeff Williams (Jeff)** ON Tuesday, January 20, 2009 - 02:46 pm: [Edit](#)

I'm just picturing starships filled with crash-test dummies being run through endless cycles of damage and destruction.

By **Brett W. Johnson (Bjohnson)** ON Monday, February 09, 2009 - 12:59 pm: [Edit](#)

Generally when I make a suggestion, I get overwhelmed with "It's a bad idea and will never work..." but here goes (again)...

One key constraint I believe is not to change the flavor of the ship. That being said, any change like "Give the Fed PLAS-F," violates this key constraint and is objectionable.

Personally, I like the idea of changing the P-3's on the Fed to P-1's. This gives the Fed better phaser fire power, but no padding. Thus it will only typically get 1 shot with the extra P-1's. After the first damage, they will almost certainly be repaired as P-3's.

Other changes are possible, but more radically alter the standard tournament rules. Another thing that could help is to reduce the repair cost for photons such that they could be repaired in 1 turn. Alternatively (significant rules change) allow photons to be fired up to 8 impulses after destruction, similar to plasmas.

V/R - brett

By **Brett W. Johnson (Bjohnson)** ON Monday, February 09, 2009 - 02:07 pm: [Edit](#)

Another idea that falls into the interesting, but significant rules change category, is to allow normal/OL photons to be fired as proximity rather than have to specifically load proximity.

This is similar to how PLAS can be bolted whether loaded as STD or EPT.

And just like with PLAS, it would give the Fed an additional option against a fleeing opponent.

V/R - brett

By **Marcus J. Giegerich (Marcusg)** ON Monday, February 09, 2009 - 02:58 pm: [Edit](#)

Ship changes discussion, dude.



By **Ike Baker (Cloudmasters)** ON Monday, February 09, 2009 - 05:41 pm: [Edit](#)

Well a Fed armed with 10 PH1s, and Photons that can fire 8 impulses after you destroy them. Would require some new tactics for my Klingon. ;-)

By **Brook J. Villa (Brookie)** ON Monday, February 09, 2009 - 08:46 pm: [Edit](#)

Good!!!



By **Brett W. Johnson (Bjohnson)** ON Tuesday, February 10, 2009 - 11:56 am: [Edit](#)

I wasn't entirely serious about the 8 impulses and I suspect a 10P-1 Fed w/ Photons that could fire for 8 impulses after destruction would be close to unbeatable.

I was mostly just brainstorming different ideas.

Even being able to fire photons for 1 impulse after destruction would have significant value.

These would be huge rules changes that I doubt would be considered.

-brett

By **Brett W. Johnson (Bjohnson)** ON Wednesday, February 11, 2009 - 07:54 am: [Edit](#)

I know this is totally the wrong forum, but the "Tournament" Forum is locked and does not allow posts. Umm why???

Total Confusion is next week in Mansfield MA.

Historically, this has had 16+ in attendance for SFB Rated Ace tourney.

Hope to see some of you there...

-brett

By **Andrew J. Koch (Droid)** ON Saturday, February 14, 2009 - 02:54 pm: [Edit](#)

Things I learned today, and shall never forget:

1) delayed movement is cancelled if the tractor link is broken, even over a turn break.

2) a ship under weasel can launched manned shuttles without voiding the weasel

By **Marcus J. Giegerich (Marcusg)** ON Tuesday, February 17, 2009 - 04:04 pm: [Edit](#)

Expanding on point 2 - The surprise Hydran fighter launch!

By **Brook J. Villa (Brookie)** ON Tuesday, February 17, 2009 - 10:48 pm: [Edit](#)

friggin' hydrans & their fighters.



By **Patrick Hill (Dread\_Lord)** ON Tuesday, March 17, 2009 - 04:11 pm: [Edit](#)

So I have been playing with the Klingon lately because I enjoy how active the Klingon can be; every turn you have the opportunity to do "something" (although I have noticed that there are plenty of times when it is best to leave the Disrs empty and run away from the bad man you wants very much to mug you)

But one thing that I have been struggling with is the best time to deploy the scatterpack. Is the modern doctrine still to deploy it on the first turn? That seems like a good general strategy, but it does mean that you need to make that first turn really count, and it also means that you use one of your best tricks when the opponent is best able to deal with it.

What have Klingon players had success with?

By **Peter D Bakija (Bakija)** ON Tuesday, March 17, 2009 - 06:13 pm: [Edit](#)

Most of the time, I see the Klingon launch the SP on T1 to give them the opportunity to blast someone late T1 or early T2 and then run away through 6 drones. It works pretty well a lot of the time.

-Peter

By **Andy Vancil (Andy)** ON Wednesday, March 18, 2009 - 02:16 am: [Edit](#)

There are a few opponents where the Klink would deviate from the standard strategy. The Kzinti and TKE are the most glaring examples.

Against the Kzin, the SP is probably best used as a counter drone wave. Against the TKE, the SP is just going to make him cloak. Making him cloak could be a good thing, but you need to get the timing and position right. Otherwise, you might as well unload it (at least partially) so that you can have some reload drones.

But in general - as long as the SP is on your ship, it's your problem figuring out

when best to use it, and if you don't launch it turn 1, you have the risk that it could get blown up in the bay, or shot down after launch. Once you launch it, it's the other guy's problem.

By **Kenneth Jones (Kludge)** ON Wednesday, March 18, 2009 - 09:47 am: [Edit](#)

A counter for Andy.

It is your problem to deploy. But it is the other guys problem as well. he has to reserve firepower to deal with it as long as you keep it in the bay. Since it's MUCH easier for him to kill off a shut than 4-6 drones. Which is why I like to toss out some decoy shuttles to complicate his decision making.

Of course then he has to think is that real or is it fake?

By **Marcus J. Giegerich (Marcusg)** ON Wednesday, March 18, 2009 - 10:50 am: [Edit](#)

Your opponent won't need to reserve anything for the scatter pack drones if he does not mind ramming them.

By **Andy Vancil (Andy)** ON Wednesday, March 18, 2009 - 11:55 am: [Edit](#)

Hey, there's always the "No brain, no pain" method for dealing with drones.

With drone racks, holding the drones to threaten a later launch can be quite effective. If he holds fire all turn waiting for you to launch, then the drone saved you from getting shot with a phaser, and you didn't even have to launch it.

With the SP, holding it to threaten a later launch can work, but is much more tricky. After the first half of turn 1, you are likely going to be at a range where he can easily shoot down a shuttle, or get to a range where he can easily shoot down a shuttle within the next 9 impulses. Decoys can work, but do use up your shuttles, and there's always the chance he can guess right.

I guess it comes down to your overall strategy. Do you want to allocate your mental energy to a fancy drone strategy, or just launch the things, let your opponent invest the energy in dealing with them, while you focus on maneuver and punching holes in him with UIM disruptors.

By **Stefan Lenfest (Himosan)** ON Sunday, April 19, 2009 - 06:51 am: [Edit](#)

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**Quote:**

Out of some morbid curiosity, why are the Gorn/Aux, and Kzinti bad opponents in which to launch an R EPT?

I mean, those 3 ships only have two solutions to an R EPT hitting the board.

1) Run away

## 2) Not run away

Perhaps I don't understand the problem.

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I guess the problem is them running away doesn't seem to improve the TKE's outcomes.

Sure it looks like he's cornered the opponent but with only 20+20 on board he can't threaten an overrun, or force a ww or even mess up the Zin's shields without taking worse in return. The end result is on T4 neither ship has much damage and the TKE is arguably in a worse position than at the start of the game. If it's not a worse position then maybe he should have cloaked on T1 when all his torps were up.

With only 1 heavy torp I think the TKE needs to score significant shield dmg or force a ww every time he fires the real one. A 1.16 EPT takes at most 11 boxes on 2.10 (after 6 p3 at R2 on 1.32 so they cycle for your T2 F's or to degrade the EPT again). Some alternatives:

Play chicken. Use the extra 7 power for speed and/or brick up front (say 4 HK, 2 torp, 1 shtl, 9 reinfo and 21 moves (say 20-29-14)). The Zin should fire and turn off at R8 to avoid being fed 90. That trades 1/3 to 1/2 of your #1 for either a centerline R5 bolt on rears (take it: 14+ int 81% of the time) or he turns all the way around and gives you a superior 1.32 launch position (21 moves should guarantee a hit in the 25pt bracket; using bttty to go 31 instead of 14 guarantees a hit in the 35pt bracket). Both 50+ on 1.32 and no launch keep open the threat of a T2 EPT or overrun meaning in addition to rearming P1's and bttty he launches more drns at the end of T1 than he wants to and pays more for WW, tracs and discr than he would normally on T2. A real R on 1.32 drives him way into the corner and with the followup F-torp takes 25-30 shield boxes. A fake R means the followup launch is 50/70 or 100 and almost certainly weaseled.

A slightly more conservative option is to launch 50+ (real or fake) around R8-9. Might work well vs slow-fast as slow engagement will ensure the R can't be taken on T1 without internals (DF on same shield also a threat and he's probably used 4 bttty and the 360s to shoot you). You still threaten the bolt, a 1.32 launch (which could even be an EPT) and the T2 followup launches and overrun.

Or you could just take center map slowly with reinfo like Sir Hood's Gorn and the additional threat of cloak to deter 2-turn drone waves.

Finally I guess you *\*could\** start by cloaking all of T1 to prevent any drones from

hitting the map, take the center, uncloak without getting crippled (always the tricky part =)) and then chase him around for a mid-late T2 corner launch.

I'm not claiming any of these are dominant strategies but they seem viable and require more accurate play from your opponents on T1-3. Putting 100 on the table basically let's your opponent play on autopilot for the next 45-70 impulses.

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By **Peter D Bakija (Bakija)** ON Sunday, April 19, 2009 - 09:32 am: [Edit](#)

The trick is that the Kzinti can't really put any drones on the map against the TKE unless the Kzinti knows they are going to hit or get shot down, as the TKE can, and will, cloak. If the TKE launches the EPT on T1 (which isn't really the best option, IMO, but more on that later), if the Kzinti has launched any drones, then they are wasted, as the Kzinti (or anything, really) needs to run away. So it runs away, and the TKE runs off and reloads, and comes back with 60 plasma on T3 (F/F/Fastload) if it wants to fight close in or a cloak on T3 if the Kzinti put a bunch of drones on the map. And the sub hunt on the TKE is a lot more difficult due to the low cloak cost.

That being said, the most effective game I saw vs a TKE (my Kzinti vs Bill S's TKE) was he came in at high speed, launched 70 plasma (R+ in arc F) at about R10. I turn out, he chases me in, gets R5 on my #3, bolts everything, hits with R+F, does 25-30 internals, and HETs and runs away. Dicey (literally; if the R misses, it doesn't work real well). Kzinti is fighting up hill for the rest of the game, and loses out after the sub-hunt fails to kill him and the R comes back eventually.

By **Leslie Richardson (The\_Geek)** ON Sunday, April 19, 2009 - 10:31 am: [Edit](#)

The TKE is ... annoying. It really can't win against anyone playing intelligently ... but it takes a long, long time.

The EPT T1 is perhaps a poor choice for the TKE. It says - unequivocally - REAL!!!

My response in most ships is to get as close as possible, let loose with lots of DF, then run. T2, a 4/14 plot with weasel. Given one EPT every three turns, that means 4 weasels gives you 13 turns of plinking. Which also translates as a minimum of 4 shots on each front shield.

Two F torps are a bit of an overrun deterrent, especially combined with the cheap cloak, but that's it ... a bunch of P-3s, some batts, and no internals.

The non-EPT R T1 is more effective. Could be pseudo. Takes a lot less energy. And if someone charges through the R, you can give them the real one.

I'm sure there's one or two matchups that the TKE is not quite as severely crippled in as most.

But it's possibly the Hydran taken to the extreme - best weapon in the game, but even more of a !@# eggshell. And way less options to start with.

By **Ken Burnside (Ken\_Burnside)** ON Sunday, April 19, 2009 - 11:38 am: [Edit](#)

I think I still have the fastest SFBOL RAT win, flying the TKE.

Anchored Sheehy's Hydran on 1.20 at range 2, off centerline, upgraded the held S to an R when the anchor held, had 3 batteries left to brick, since my 14 allocated tractors, plus 2 batteries, were enough to hold Tim.

He shot everything he had, using the phaser-Gs on the R torp, which was a mistake.

30 points of shield plus 3 reinforcement plus 10 armor put a pretty big dent on his firepower; no internals until the hellbores (one of which missed, IIRC, so I got lucky, too), which was not overloaded, and I took negligible internals.

Torps hit for around 75 (45 in) on 1.23, and I fired phasers one at a time from 1.23 through 1.31, stripping all his weapons other than the non-bearing phaser-G and the unlaunched Stingers.

He conceded, since even if I didn't keep the tractor going, I'd have 4 phaser 1s up by impulse 3.

I won't say my strategy was brilliant. It wasn't. It worked because it was something that was completely outside of what Tim was considering as a possibility: Nothing runs up to range 2 from the Hydran without a death wish!



I don't think he'd make the same mistake again.

By **Peter D Bakija (Bakija)** ON Sunday, April 19, 2009 - 11:53 am: [Edit](#)

And yet, I'm pretty sure he died the exact same way to Jason't TKR in the semis of Council of 5 last year (i.e. his Hydran got tractored on T1 and fed a lot of plasma).

: -)

By **Peter D Bakija (Bakija)** ON Sunday, April 19, 2009 - 11:57 am: [Edit](#)

Leslie wrote:

>>The TKE is ... annoying. It really can't win against anyone playing intelligently ... but it takes a long, long time. >>

Yeah, see, I don't think this is actually true. The TKE isn't, like, the best ship in the game or anything. And probably in the bottom 5 of ships (but not by a ton).

It having only 1 big plasma \*is\* a significant problem in a lot of match ups, but it can fix a lot of the problems that come from that by virtue of aggressively cloaking. Which means that games go on forever. Especially vs other big plasma ships.

But it certainly can win against intelligently played opposition. I mean, yeah, ok, it is going to have a lot of trouble vs, say, the Archeo Tholian. But against big plasma and disruptor/drone ships? It is going to do fine.

-Peter

By **Carl-Magnus Carlsson (Hardcore)** ON Sunday, April 19, 2009 - 02:57 pm: [Edit](#)

The thing is that it has 90 pts. of plasma but only one heavy launcher. This suggest that rather than the ballet, which it doesn't have the necessary number of heavy torps for, it must find other ways to win. Someone likened the ship to a Gladiator, and that implies close combat really. Why not? As Peter show it is possible, and would be so even if the opponent were more carefull.

Oh, as for drones; not launchng any at all is a huge mistake. But if you worry the KE will cloak use medium speeds until he get real close and dangerous.

By **Timothy Sheehy (Spydaer)** ON Monday, April 20, 2009 - 12:46 am: [Edit](#)

The interesting thing is, I don't think the EPT on turn 1 is all that bad against the Kzin, I mean, what's he going to do....run?

You guys are scoffing at the 2 F torps that the TKE has, but are some how forgetting that with just those F torps, the TKE outguns the Kzin. The Kzin is outgunned, massively, by the TKE, (and actually every ship except the Andro), and has to make up that difference by use of his drones. You guys are thinking the Kzin cleverly doesn't use his drones, and that this somehow makes him a winner. I don't see that at all.

I think you are giving the Kzin in your mind way more firepower and staying power than you are used to, because normally an opponents firepower is greatly degraded by the Kzin's drones. 4 Disr that are range and dice dependant don't do all that much. I mean, pick a range....absolutely presume you will have that range....how much did you do?

And every turn you are doing that thinking, you have to guess if the TKE picked that turn to anchor you...ballet you....cloak against you.

If you choose right everytime, sure, this game is easy. Ken in the game he mentioned chose right, and I chose poorly. It happens. If I guessed right every time, I'd never lose, laugh....nor would anyone else.

But, in my mind, 3 Plasma torps and a ship with unbelievable drone defense looks pretty dang good to me against a ship with 4 Disr.

By **Leslie Richardson (The\_Geek)** ON Monday, April 20, 2009 - 12:25 pm: [Edit](#)

>And every turn you are doing that thinking, you have to guess if the TKE picked that turn to anchor you...ballet you....cloak against you.

Standards ... and speed (moderate to high). Given a decent speed plot, you can keep out of range three. That simple. It also deal with the ballet. And, if he cloaks, you go hunting, safe from the fear of him popping up, by the combination of speed and drones.

There's no guessing this way. Yes, that is a serious concern with some other ships. But against the TKE, the dreaded tractor is rarely effective ... if he doesn't chuck a big one, you can get O/Ls and phasers in (say, range 4 or 5), and turn off, denying range 3. If he does toss big plasma, he's got nothing (except Fs) to stop you from coming back after you run it out. Expect Fs late the following turn, or cloak. Either way, there isn't any real guessing required.

By **Timothy Sheehy (Spydaer)** ON Tuesday, April 21, 2009 - 09:12 am: [Edit](#)

This here is showing the exact problem...

You are going to stay out of range 3, using standards and speed moderate to high.

You are going to turn off from the TKE, whether he launches or not, and avoid range 3 or less. Meaning, in my mind, a super late EPT launch, maybe even Imp 32. This is not a bad deal for the TKE.

And, if you are completely buried, and you are clearly just going to 4/14 the EPT next turn, bolting the R on the rears and daring the Kzin to Het back and munch the two F's is good news as well. At absolute worst, the Bolt missed, and the Kzin has 12 point rear and is about to have a shield caved in and will be chasing the 6 rear firing p3's with a down front shield. At best, (and more likely) the Kzin has 2 down shields, took 10 internals last turn, and his inept alpha strike got weaker when he lost a disr and p3 to the ints, used 4 more p3's to stave off 7 damage from the F launches, took 3 more ints and has absolutely no chance of equalizing for a long time, if ever, as it still chases the 6 rear firing p3's with a down front shield. (While having to deal with weapons that cost more to arm, and possibly/likely missing 2-3 power from fires raging on the ship)

Doesn't seem that simple for the Kzin to me.

By **Leslie Richardson (The\_Geek)** ON Tuesday, April 21, 2009 - 12:58 pm: [Edit](#)

You're quite correct - the Kzin generally needs to threaten somehow.

A Kzin with stds and a pair of weasels has got 24 pts left.  
That could be a nice 31(13)/16(27)/26 plot.  
Or O/L a pair to start, and slow down on 6 instead.

There's always the SP T1. Which can \*just\* be dealt with by the TKE. If he doesn't launch, and chooses to deal with the drones, you feed him an alpha - at slightly greater than 3 - and some fast drones. Preferrably including some IVs. Which can pretty much force the TKE to turn off.

Starting a turn, with at least 2 disruptors in arc, within O/L range, is also slightly threatening.

There have been games against Roms where I've done the (laughable) Kzinti Alpha at 4 (2 O/Ls, 2 Stds, 4 P1s), turned off, then fed them another 2 O/Ls and 3 P1s i1 of the next turn. Admittedly, those Roms didn't have armour, but I scored some decent internals, with the drones doing what they're supposed to - sucking back phasers.

Bolting an R is a valid, sometimes necessary tactic. Keeping in the 6-10 bracket really reduces the risk of getting bolted.

And there won't be any phasers added in - they should be negated by drones.

The cheap cloak is scary. But a single bolted R on the rear, even if successful, followed by a pair of Fs on a front shield - assuming some P3s and/or range 5-10) is still just shield damage, not internals.

If, by Hetting, I'd get an overrun opportunity, and had to sacrifice a second shield (#2/6), I'd probably take it.

I'd much rather fly Hydran against the TKE, anyway!

By **Peter D Bakija (Bakija)** ON Tuesday, April 21, 2009 - 05:25 pm: [Edit](#)

Leslie wrote:

>>There's always the SP T1. Which can \*just\* be dealt with by the TKE. If he doesn't launch, and chooses to deal with the drones, you feed him an alpha - at slightly greater than 3 - and some fast drones. Preferrably including some IVs. Which can pretty much force the TKE to turn off.>>

If you launch the SP, the TKE launches a plasma R and turns off. What is the Kzinti going to do? Run into a plasma R for 50 damage? The Kzinti has to turn off (he could be manly and eat the R torp, lose a shield, take some internals, eat a couple F torps, and then watch the TKE cloak, skunking all the drones anyway). Leaving the TKE plenty of time to deal with the SP drones either with phasers or cloaking.

>>Bolting an R is a valid, sometimes necessary tactic. Keeping in the 6-10 bracket really reduces the risk of getting bolted.

And there won't be any phasers added in - they should be negated by drones.>>

The trick is launch 70-90 points of (fake) plasma. Make the Kzinti turn off. Chase the Kzinti. Bolt at the Kzinti at R5 with R+F and 4xP1. If the R hits, the Kzinti is fighting uphill for the rest of the game.

I've played this game as the Kzinti. A lot. And I'm a pretty good Kzinti. It isn't, like, impossible or anything, but it is a more difficult game for the Kzinti than (often) the TFH--the strong flank shields, the 10 points of armor, the long range of the R torp, the low cloak cost, the t-bomb, and the plentiful P3's all add up to a much harder game for the Kzinti than one would generally assume.

-Peter

By **Stefan Lenfest (Himosan)** ON Tuesday, April 21, 2009 - 08:18 pm: [Edit](#)

As before, I do think the TKE has a good game here. However...

I don't think he outguns the ZIN with 2 F's up and I don't think he wants to try and anchor the ZIN with 2 F's up.

I don't think the TKE can ballet effectively except when using PPTs and that has a short clock.

I don't think the TKE drone defenses are that exceptional either. Cloak is great but only does so much (mostly limiting prior turn launches to 2 or so). Even after taking a drone hit, the ZIN can overwhelm the TKE's defenses from any shield facing at Range 1.

By **Timothy Sheehy (Spydaer)** ON Friday, April 24, 2009 - 12:53 pm: [Edit](#)

Hey, I was also thinking about something completely unrelated....well, I guess 2 things.

1) Option mount difference. I was thinking about the fact Orions get 2 choices, and the Wyn Aux only gets one. Why is that, and how much does that even matter in the scheme of things. I mean, I like the idea of having more packages, but how often is that other package even used anyway? What would be worth sacrificing off of your ship if you got to choose a completely different package every round based on knowing what your opponent was flying? Is it worth a p3? Is it worth 1/2 power? 9 rear shield boxes?

2) How much is a p3 worth? If someone said they were going to add a FX/RX/LS/RS/360 p3 (whatever), and that you got to add shield boxes to your ship to compensate, what would be fair? The idea being, no matter what you chose, the opponent could than reverse and take the shield boxes, so you can't just say 100 per baby!!

So...thinking out loud personally, I debate the usefulness of the option mounts,

and it is a hard thing to quantify. Knowing the Orion or Wyn could take some strange packages to compensate, I am inclined to say a p1. That may be too much, but I don't think a p3 is enough.

Likewise, it is really hard to think about how many shield boxes makes another p3 fair. I think 9 boxes on the #1 would be reasonable, or 6 apiece on the #2/#6, or all 18 to equalize the rears would be close.

By **Jim Davies (Mudfoot)** ON Friday, April 24, 2009 - 07:23 pm: [Edit](#)

As far as the P3 goes, it very much depends on your ship and the opponent's ship. On a Fed facing a Kzinti, a P3 is worth a lot. On a Kzinti facing a Fed, it's worth almost nothing. The same argument applies to pretty much any mod with the possible exception of shield boxes or hull.

By **Marcus J. Giegerich (Marcusg)** ON Friday, April 24, 2009 - 09:48 pm: [Edit](#)

I'll take a stab at question 1.

For all tourney ships I consider there to be 2 weapon types: Shock weapons and non-shock weapons.

Non-shock weapons are weapons that don't cause significant damage. p3s, p2s, and ADD are non-shock weapons.

All other weapons (including p1s and drones) are shock weapons.

Once you divide them up this way, you see that the Wyn AUX has the potential to have up to 12 shock weapons (4 p1s, 4 drones, 4 options) while the Orion can have at best 9 (4 p1s, 5 options). To mitigate that, the Orion gets 2 sets of packages. Allowing only 1 package choice would leave the Orion at a disadvantage against many ships unless everybody flew all-phaser packages, which would be super boring. Straight up, any Orion is going to be out-gunned by his opponent, so allowing the 2nd option package at least allows him to endure that firepower discrepancy on their own terms in addition to using all the built in goodies the Orion comes equipped with.

On the other hand, the AUX will have it's bad matchups (Tholians, Orions) regardless of it's weapons package due to crappy maneuverability.

As far as frequency of package use, I say of all the package sets I've used as an Orion (and there have been quite a few!) I use both of them almost evenly against a typical field of opponents. 60/40 is the biggest difference for me. Now I know there are a few guys that like to use 1 package almost exclusively and have a 2nd package that they use against only a couple of ships. But I think the majority of Orion players use a roughly even mix between their package sets.

By **Stefan Lenfest (Himosan)** ON Saturday, April 25, 2009 - 04:07 am: [Edit](#)

Interesting questions.

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**Quote:**

Why is that?

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Racial flavor I'd guess. The Orion Pirates are offensive whereas the Wyn are defensive in nature.

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**Quote:**

What would be worth sacrificing off of your ship if you got to choose a completely different package every round based on knowing what your opponent was flying?

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I guess what you're asking is "what would a balanced TBR look if it only got one package?" Or less importantly (due to racial restrictions) what would a balanced aux look like if it got 2 packages.

In the RPS threads there are some ratings for Orion high power packages. The mean is 97 pts, down from the consistent mid-100s for the two package Orion ratings. Losses come mainly vs the Fed, Zin, Gorn, ISC and TKE.

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**Quote:**

Is it worth a p3? Is it worth 1/2 power? 9 rear shield boxes?


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Well against some ships it's not worth it since you wouldn't change from the better package. Against others it is since it fundamentally changes the encounter and these things don't. How do you balance a major gain against 4-5 opponents vs a minor gain vs 10 opponents.

The best way to answer this might be to ask: in addition to limiting the Orion to 1 package, what changes would we make so that it has an RPS chart most similar to the current 2 package Orions?

How about: reducing the cloak cost to 10. Against opponents where you cloak this is like adding 2-4 power, allowing you to cloak and arm the higher power

package you will have. Against opponents where you don't cloak well no effect. Against opponents you might cloak well it makes it a little more attractive and powerful, can't have everything I guess .

Another idea along the same lines might be to make the Orion a bit less overwhelming doubling both and a bit more efficient doubling 1/none. Something like: replace 4 Warp with 6 AWR. That's +2 power no doubling, -2 doubling both and no change doubling 1. Protects Scanner too I guess /twirls finger...

Perhaps both changes (AWR for Warp and lower cloak cost) if cloak cost is somehow linked to warp power (I have no idea but it's 12 vs 24 and I'm too lazy to look at my other SSDs).

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Quote:

How much is a p3 worth?

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Obviously varies by ship but I'll guess 3 boxes per shield on average. Your opponent should be using different shields on consecutive fire trades and that means it fires into a different one each time. Sometimes for 4 or 3. Sometimes it frees up a p1 to be used on offense. Occasionally it won't do anything when fire is exchanged at longer range and there are no SW to shoot at. On the whole I think 2 boxes a shield feels too weak and 4 seems too strong.

By [Leslie Richardson \(The\\_Geek\)](#) on Monday, April 27, 2009 - 01:55 pm: [Edit](#)

>The trick is launch 70-90 points of (fake) plasma. Make the Kzinti turn off. Chase the Kzinti. Bolt at the Kzinti at R5 with R+F and 4xP1. If the R hits, the Kzinti is fighting uphill for the rest of the game.

The bit with the fakes is what I first said. EPTs reduce your options. Not sure I'd launch the Fs, though ... just due to their short life.

>If you launch the SP, the TKE launches a plasma R and turns off. What is the Kzinti going to do?

How about running? 

If the TKE turns off, you've got your sniping in. And hopefully no return fire (P1s), due to your drones. If you're running from the R, you should always be able to get 6 P3s into it, 9 if you downfire some P1s. That's 4.5 pts of energy for ~17 off. If you can run it out to >15, that's a measly 8 pts, mitigated by batts. The more you forced the early launch T1, the less you have to run T2. Then turn back in.

Worst case is the TKE does not turn off. You can't ID the plasma (assuming non-EPT) till it's gone at least 15. So you have to run, on the chance it's real, or the chance it's fake and he's going to bolt. This is, however, the perfect time for fast drones. The TKE cannot deal with 10 drones T1, short of cloaking/weaseling.

By **Stefan Lenfest (Himosan)** ON Tuesday, April 28, 2009 - 01:04 pm: [Edit](#)

TKE will just run and cloak T2, waste of SP really.

There's little need for the ZIN to use the SP defensively in this fight. Try and launch it when the TKE has committed to closing or uncloaking, even if you are at relatively close range. Sure he can kill it with 2+ p1 but that leaves him severely unable to defend ship launched drones and shtls from point blank.

If I'm launching the SP on T1, chances are he's launched 50 without turning and I have an aggressive allocation (speed and tractors) that allows me to punish fake R -> EPT with an overrun.

By **Leslie Richardson (The\_Geek)** ON Wednesday, April 29, 2009 - 01:20 pm: [Edit](#)

Shock and non-shock? Interesting way of categorizing them.

I'm not sure I'd put drones in either of those groups. The main puposes of drones are to suck back enemy phaser fire, and to affect their movement. Yes, they can kill - I guess that's the shock value. And they tend to be game enders when they hit. But that's after 90% of the game when they've been fulfilling these other two roles.

I used to fly the pig with the HHDD combo. Lots of damage, but a bit high on the energy. Replacing one disruptor - your shock group - with a drone seems to have crossed a psychological threshold ... opponents run scared of 5 drones, far more than 4. And the lost damage from the (offside) disruptor seems to be more than offset by taking an opponents P1 (or pair of P3s) out of the picture.

I'm not convinced (yet) that dropping the second hellbore is a good idea, but a number of people like replacing it with a gat. You've put P3s in your non-shock group. Gats ... like drones, are used for non-offensive purposes until the end-game. Smacking someone with 15 or 16 points every turn for one point of energy ... is shocking!

By **Andrew J. Koch (Droid)** ON Wednesday, April 29, 2009 - 01:50 pm: [Edit](#)

5 drones are nothing to fear Leslie. They are inconsequential. One need not even pay attention to them.

By **Peter D Bakija (Bakija)** ON Wednesday, April 29, 2009 - 02:07 pm: [Edit](#)

Leslie wrote:

>>How about running?>>

Sure, which is what the Kzinti has to do. But if he already launched the SP, all he

is doing is losing the SP, as the TKE can now deal with it with phasers or T bomb or cloak at his leisure.

>>If the TKE turns off, you've got your sniping in. And hopefully no return fire (P1s), due to your drones. If you're running from the R, you should always be able to get 6 P3s into it, 9 if you downfire some P1s. That's 4.5 pts of energy for ~17 off.>>

Oh, sure, it is easy to shoot the R and run from it. But the point at hand was if the Kzinti launches the SP early, the Kzinti is just going to lose the SP for nothing, as it is going to have to run away from plasma.

>>Worst case is the TKE does not turn off. You can't ID the plasma (assuming non-EPT) till it's gone at least 15. So you have to run, on the chance it's real, or the chance it's fake and he's going to bolt. This is, however, the perfect time for fast drones. The TKE cannot deal with 10 drones T1, short of cloaking/weaseling.>>

So it cloaks and/or weasels. If the Kzin launches the SP, the TKE can launch enough plasma to make the Kzinti run away. If the TKE pursues and the Kzinti launches more drones, the Kzinti needs to keep running away and the TKE can happily turn off and separate, cloaking out from the 10 drones on the map. Which is a much better trade for the TKE than the Kzinti, as the Kzinti was going to have to run from plasma even if it launched no drones at all.

-Peter

By **Peter D Bakija (Bakija)** ON Wednesday, April 29, 2009 - 02:13 pm: [Edit](#)

Leslie wrote:

>>I'm not convinced (yet) that dropping the second hellbore is a good idea, but a number of people like replacing it with a gat.>>

Heh, yeah, I think that the gat is completely essential for both option mount ships (the only possible exception is for a totally secondary package on the Orion, specifically to deal with some perceived problem matchup. But even \*then\* I'd still use a gatling :-). Every game ends up at R1-2 at some point, and the gat is simply too effective to not have at that point. That it is usually the last weapon on your ship to get killed is just more of a bonus.

>>Gats ... like drones, are used for non-offensive purposes until the end-game. Smacking someone with 15 or 16 points every turn for one point of energy ... is shocking!>>

Exactly. 1 power for 15 damage in the endgame is huge. Early on, it is great for defense and overrun deterrent (or incentive for you), Late game, during the "Wrath of Kahn" phase, the Gatling is often a game winner in and of itself.

With the WYN, taking the gat means that you only get 1 other non local weapon, which is usually a HB, Photon, or Plas F. So with the gat reducing the heavy weapon output of your ship, you can round out with a disruptor or two for the heavy DF punch.

By **Timothy Sheehy (Spydaer)** ON Wednesday, April 29, 2009 - 02:24 pm: [Edit](#)

The gat thing bothers me as well. It is just so good, that I can't with any kind of good conscience say any package that is without one is any freaking good, cause it doesn't HAVE the freaking gat.

This is kind of a ship change comment, but I would make the gat hit before any ship could take a p3 as a phaser hit. If a person wants to burn a p1 to defend it, fine, but p3's don't stop them in any way. Sounds harsh and all, but this is the very issue Hydrans and the LDR face right now...no p3 padding.

Oh...I'd make the R torp a 3 spacer so an Orion could have one if they wanted as well...that would be coolness.

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, April 29, 2009 - 03:28 pm: [Edit](#)

The Gat is overrated. It is effective from range two only, and at that range a Photon hit on 1-5.

if i could have one in the wings (orion) i would consider it, but on the center line it simply weakens my allready weak heavy weapon punch further (three slots only you know). PGP11 is nothing anyone is afraid of. PPP11 otoh...

The Gat has only one advantage: it is cheap to arm. But the Orion (and Wyn) have power enough unless they play into the opponents hands and drag out the game.

By **Stephen McCann (Moose)** ON Wednesday, April 29, 2009 - 03:40 pm: [Edit](#)

The Gat is overrated????

Really? Is that really what you think? I guess the 2 gat Orion wasn't really a problem then, or the G1G1 Aux.

Well, I beg to disagree with your assessment.

The gat is, quite simply, the best weapon in the game, bar none. No other weapon converts energy to damage as well. It can be used extremely effectively on the offensive or defensive side, and just the threat of it has a major effect on your opponents play.

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By **Timothy Sheehy (Spydaer)** ON Wednesday, April 29, 2009 - 03:44 pm: [Edit](#)

Well, I realize this is kind of a joke, (I hope it is, anyway), but I'll respond.

1) If all we did was compare the damage of a fully overloaded photon at range 2, we are talking about expected damage of 13.333 of the Photon versus the expected damage of 12 of the gatling. Now, Paul Scott would mention that the Photon expected damage of 13.33 is meaningless as it can't be any value other than 0 or 16. This is actually a strong point in the gats favor.

2) The ability of a photon to destroy even ONE drone isn't all that spiffy, let alone 4 which a gatling could conceivably do. At an absolute minimum, a gatling can kill 2 type IV's EVERY time, or 2 shuttles, every time. A fully overloaded photon could kill, at the absolute best, 1, and a somewhat common result is that it will kill 0.

3) A fully overloaded photon costs a ludicrous 8 points to arm, and than 2 more to hold if it is held. A gatling costs 1...ONE....and it not only can be 'held' for 0, it can actually use power 'held' by a different phaser and use that.

4) Ok...so you take the photon and hit and do 16. The pansy gatling only does 12, and is clearly WAY behind. The next turn, the photon user will elect not to fire, since, you know...he can't. The gatling dude, however, will be firing that gatling again if he feels so inclined.

5) As Peter mentioned, on an option mount ship, you know what weapon is the most survivable? It in no way should be...but the freaking gatling is going to be the last weapon left....dang near every time. Good thing to, because when both ships are burning hulks and low on power....guess what you want to arm?

On any ship with options, if the first thing you did was just max how many gatlings you could take, you are well on your way to leetness.

By **Peter D Bakija (Bakija)** ON [Wednesday, April 29, 2009 - 04:58 pm](#): [Edit](#)

Carl wrote:

>>The Gat is overrated. It is effective from range two only, and at that range a Photon hit on 1-5.>>

Heh. True. It is only effective at R2 (although I took 4 damage from a Gat at R4 in my last RAT, and that probably cost me the game...). But there is always going to be an opportunity to shoot something at R1-2. Drones. Shuttles. Plasma. Your opponent. I can't think of a single game of tournament SFB I have ever played that wasn't, at some point, at R2 or closer. Especially when one of the ships involved is the Orion. The gat gives incredible overrun potential. Every turn. The gat can't miss. The gat costs 1 power. The gat never dies. Even as a mid range sniping weapon (which you would use a P1 for anyway if it were a P1 instead), it isn't that bad. Compare to a P1:

R1: Gat avg ~15/P1 avg ~6

R2: Gat avg ~12/P1 avg ~5

R3: Gat avg ~4/P1 avg ~4

R8: Gat avg ~1/P1 avg ~2  
R15: Gat avg ~1/P1 avg ~1

At longer ranges, yeah, the P1 is higher (R15 is actually, like, .66 vs 1) but at closer ranges, the Gat is vastly higher. So if your plan is "take a P1 instead of a gat for midrange sniping games", the P1 isn't even actually helping that much--it gains you fractional points of damage at most ranges outside of 2, and loses you a significant chunk of damage inside of R2.

>> if i could have one in the wings (orion) i would consider it, but on the center line it simply weakens my allready weak heavy weapon punch further (three slots only you know). PGP11 is nothing anyone is afraid of. PPP11 otoh...>>

Well, here is the thing--if your plan with PPP is to fire at R1 or R2, then the gat is going to do just as much damage as the 3rd photon, for 1 point of power instead of 8. At R1, damage is virtually identical, but the photon does 4 feedback. If your plan is to fire at R4 or R8 with PPP, yeah, if you get lucky, the 3rd photon is gold. But the rest of the time, you are better off with the gat (i.e. when you don't get lucky). And on the rearm turns, the 3rd photon is a serious power drain. And often dead. Where the gat never dies, only ever costs 1 power, and fires every turn.

I mean, don't get me wrong--PPP isn't a horrible offense, as Orion packages go. But for my money, I'd take PGP over PPP every day of the week.

>>The Gat has only one advantage: it is cheap to arm.>>

Well, that and:

- It can't miss at R0-2.
- It is usually the last weapon to get shot off the ship.
- It fires every turn.
- It is incredibly flexible, in that it kills drones, shoots plasma, kills shuttles, and also does a lot of damage to your opponent.
- It fires every turn.

>> But the Orion (and Wyn) have power enough unless they play into the opponents hands and drag out the game.>>

The way the the Orion and the WYN play short games is generally by overrunning their opponents. Which is where gatlings are most effective.

Did I mention that it fires every turn?

: -)

By **Ken Burnside (Ken\_Burnside)** ON Wednesday, April 29, 2009 - 05:03 pm: [Edit](#)

I fly Aux packages without gats.

I do so because I figure that there's a slim chance that some day, someone will decide that the gat needs nerfing in option mounts. And, hey, because they're fun. I don't expect to advance in a tourney with 'em.

I've even had decent success with those packages.

I've played Orions without gats. I die in them about as reliably as I do in packages with gats.

This merely shows that I'm so bad at flying Orions that even a gatling phaser doesn't give me a chance of winning.

By **Peter D Bakija (Bakija)** ON Wednesday, April 29, 2009 - 05:10 pm: [Edit](#)

Heh--sure, like, you can do fine without a Gatling in an option mount ship. But I suspect in the long run, *\*every\** option mount selection can be improved by a gatling being one of the weapons.

By **Ken Burnside (Ken\_Burnside)** ON Wednesday, April 29, 2009 - 05:18 pm: [Edit](#)

Peter, I'm one of the oddballs in that I don't assume the Aux has three option mounts and a gatling as a default.

I never claimed that any package I flew without a gat was better than one with a gatling. I just said that I've had decent success without it.

As opposed to the Orion, where I suspect you could give me five gatlings, the full stealth bonus and 15 box warp engines on the same movement cost...and I'd still

get killed because I put the reinforcement on the wrong shield.



By **Andy Vancil (Andy)** ON Wednesday, April 29, 2009 - 05:19 pm: [Edit](#)

I'm flying a HHDD WYN in WL. I figure a power-heavy package is good because I never put the reinforcement in the right spot anyway.

I've noticed that, without the gat, you have to be smart with your drones or you are vulnerable to the overrun, and range 2 can be tricky. Drone defense is still fine, but your options against plasma are diminished. But I think the second HB is important for speeding up the HB clock on your opponent - one HB is a nifty gimmick, but having two puts the pressure on.

By **Marcus J. Giegerich (Marcusg)** ON Wednesday, April 29, 2009 - 05:24 pm: [Edit](#)

Gats are not all that bad at range compared to a p1. Ranges 4-5 are where there's a big difference.

I usually make a point of including only 1 gat between both my option packages because it's so easy to use one in both. OK, I'm partially lying because I like to futz around with options and including a gat in all option sets "limits" the potential for variety. To be honest, I would not complain if the Orion was limited to just 1 gat between both it's options. But until we come to the point where the Orion is breaking the tournament environment, I see no need to do that.

To go back to the shock weapon statement, drones certainly are shock weapons. Sure there are a million ways to deal with them. But if you are willing to tractor, shoot, or fly around it to avoid the 12+ damage it has influenced you. How often does a p3 influence anybody on that level?

By **Peter D Bakija (Bakija)** ON [Wednesday, April 29, 2009 - 05:28 pm](#): [Edit](#)

Ken wrote:

>>Peter, I'm one of the oddballs in that I don't assume the Aux has three option mounts and a gatling as a default.>>

Agreed.

>>I never claimed that any package I flew without a gat was better than one with a gatling.>>

Which is good, as I never thought you did :-)

>> I just said that I've had decent success without it.>>

Also agreed. As noted, one can do fine without a gatling in either the WYN or the Orion. Lots of packages work fine. Heck, the PPP11 (or PPP1f, which I'd probably take instead, even if not using that gat on principal) Orion is a totally viable ship--get to R4, shoot, get lucky, HET and run. Wins all the time (I think my buddy Conroy won Saturday Patrol with that one year). But, as noted, if one were to go into any particular game with a package with a gat or a package without the gat, I'd bet on the gat package, all other things being equal.

>>As opposed to the Orion, where I suspect you could give me five gatlings, the full stealth bonus and 15 box warp engines on the same movement cost...and I'd still get killed because I put the reinforcement on the wrong shield.>>

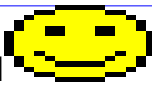
Stinking Orion :-)

By **Andy Vancil (Andy)** ON [Wednesday, April 29, 2009 - 05:29 pm](#): [Edit](#)

As for replacing one disruptor with a drone rack on the HHDD pig, I've tried it, but I don't like asymmetrical packages. I've also found that the 5th drone doesn't get you much. While 4 drones versus 5 is significant, I would much rather make my opponent deal with 8 in one turn. Arranging 8 is not too hard, but upping that to 9-10 is tricky due to the timing required.


I've also found that a second disruptor is nice when your opponent gets on your tail. Having 2xOLD to fire straight back gives you options.

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, April 29, 2009 - 06:18 pm: [Edit](#)

I didn't say the Gat was bad, just overrated  The weapon certainly gives flexibility but that comes at the expense of decent damage at range. I feel that I should use the resources all ready on the ship for defensive purposes, otherwise the ship loose its offensive edge. I mean; being very good at killing drones and shuttles is not going to win me the game. There are other drawbacks: Having the Gat would probably mean i will be tempted getting too close just so that I can use it on my opponent. For the PPP11 package the preferred range is 4 I think. range 2 is only under favourable conditions. I had a similar problem when I tried a HPP11 package. That lone HB did affect my play to the worse.

I would pick the Gat if I built an assault package; for example FFgff (or perhaps FFg11. Fusions are quite tricky to get any use out of. And they cost energy to arm). In other words; it is a close combat weapon, and is best used for that strategy.


By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, April 29, 2009 - 06:26 pm: [Edit](#)

Andy, the HHDD seems nice. If only you could have a 5th B-rack too!  I won't tell you about the virtues of a 5th rack, you know them well, but I can add that it is makes it harder to fly against the pig (personal experience of course). Making things easier by trying to shoot one rack off your boat is not really an option either.

But it is not so much the virtues of 4 vs 5 racks. HHDB or HHDD is quite different in style. You flies a DF boat rather than an assault Aux.

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, April 29, 2009 - 06:29 pm: [Edit](#)

Peter, I tried the PPPf1 first, but got so little use out of the fusion I thought I go all ph-1s in the wings. But I am a tricky guy; I did the crazy thing of moving from

the TFH to the TKR too   
It works for me^^ (guess I found My boat in the Orion then; it is INSANE)

By **Ken Burnside (Ken\_Burnside)** ON Wednesday, April 29, 2009 - 06:53 pm: [Edit](#)

I have had decent luck with this one:

HFB1 (Hellbore, F torp, Drone B, ph-1) and HF11.

The trick with the WAX is that most of its firepower points towards the stern, and people will go to great contortions to stay out of the hellbore arc.

I've also had better than expected results from this:

PpBD (PPD, Drone B, Disruptor).

Surprisingly, it turns into an anchor ship.

You want to set it up so that you've launched drones around impulse 25-27, and hit range 8 right around impulse 30-31.

Fire OL disruptor, OL PPD off of batteries; PPD has pulses going over the turn break. Maybe fire phasers if there aren't too many drones inbound.

Your opponent now has 5 drones and a WAX coming in, with PPD damage spread out over the first 3-4 impulses of the turn.

You plot 17-12 as a split. Put two into the PPD to start re-arming it, leave the disruptor empty. Refill the phasers if you shot them.

Rest into tractor (which will usually be about 12-14 points).

If the opponent goes slow and bricks, run in behind the turn 1 drones and anchor him.

If the opponent stops and weasels, turn out (sacrifice PPD pulses if need be) and spend the batteries to boost speed and to finish arming the PPD.

If the opponent comes charging at you, use the batteries to overload the disruptor, and anchor.

It's not perfect, and it's a package that's more fun for "What the HELL?!" play than anything you'd expect to advance in in a tourney.

By **Stephen McCann (Moose)** ON [Wednesday, April 29, 2009 - 10:28 pm](#): [Edit](#)

Carl, the fact that you underrate the Gat does not make it so. The gat is a great weapon. I fly only one Aux package without a gat (FFDD) and that is just for fun, not competitively. I can't speak to the Orion, as I don't fly it very often, but I do know that I would rather see one without a gat, as that means I can close with less fear of eating that damage, turn after turn, in the knife fight.

By **Stefan Lenfest (Himosan)** ON [Thursday, April 30, 2009 - 01:52 am](#): [Edit](#)

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Quote:

I'm not sure I'd put drones in either of those groups. The main puposes of drones are to suck back enemy phaser fire, and to affect their movement.

Yes, they can kill - I guess that's the shock value. And they tend to be game enders when they hit. But that's after 90% of the game when they've been fulfilling these other two roles.

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Nah, you can threaten kills with drones right off the bat. I realized this from Hohn Cho's article and adopted it as my normal Zin strat:

5 Spd 20's from 1.18 SP

maybe some T1 spd 20's

Ship

maybe some fast drns

Enemy Ship

By **Carl-Magnus Carlsson (Hardcore)** ON Thursday, April 30, 2009 - 04:49 am: [Edit](#)

Stephen, I speak really about Gats and Orions. The Aux otoh, with its drones and durability, is built from the start as an close combat boat. That is what it does best and putting a Gat on it is just fine therefore. Note that this requires your other options also have close combat weapons.

Ranged weapons and Gat is not really that optimal, unless you count on your opponent making the mistake Ken tells about in his latest post. Still, maybe you feel you can afford this in exchange for flexibility.

By **Carl-Magnus Carlsson (Hardcore)** ON Thursday, April 30, 2009 - 04:52 am: [Edit](#)

Ken, surprising your enemy is a good way to get him killed. The PPD package gives your opponent problems that he is not trained to handle.

I'll take that advantage over a Gat any day



By **Stefan Lenfest (Himosan)** ON Thursday, April 30, 2009 - 05:38 am: [Edit](#)

A gat on a hyper manueverable Orion is what makes the thing really scary on reload turns tho. It can be the difference between the Orion giving about as good as he gets (meaning non-gat packages are not overrun threats on reload turns) and winning the game.


By **Tom Carroll (Sandman)** ON Thursday, April 30, 2009 - 08:09 am: [Edit](#)

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**Quote:**

Ken, surprising your enemy is a good way to get him killed. The PPD package gives your opponent problems that he is not trained to handle.


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More like, hey my Aux opponent decided to penalize himself by taking a crappy package. 

By **Scott Moellmer (Goofy)** ON Thursday, April 30, 2009 - 08:15 am: [Edit](#)

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One reason i took FFF11 vs FFg11 in current RAT is as mentioned above, 60 plasma has implications that 40 doesn't. But i agree FFg is overall stronger.

I fly to have fun. 

By **Carl-Magnus Carlsson (Hardcore)** ON Thursday, April 30, 2009 - 09:36 am: [Edit](#)

Tom, sounds like the majority of Wyn aux packages to me 

By **Marcus J. Giegerich (Marcusg)** ON Thursday, April 30, 2009 - 09:51 am: [Edit](#)

Carl said:

"Ranged weapons and Gat is not really that optimal"

Concerning the AUX you may have a point. Concerning the Orion, the gat compliments a hellbore package and hellbores are one of the best ranged weapons in the game. A 2 hellbore Orion with a gat means that he has that ranged firepower and can also pose a threat on the reload turn. Or he can just shoot down lots of seeking stuff.

I'll go back to the PPP11 Orion package that you're using. This is a ballsy package to play for an Orion, but the power drain from loading those photons means that you need to double an engine on turn 1 just to OL those suckers. You basically have 4 turn 1 options with this package.

1 - Iou only double 1 engine on turn 1 and are closing with your opponent with the potential of a turn 1 exchange. If that's the case, you may get the worst of it as you are probably investing 15 points of your available 39 power into overloading the photons alone. Add housekeeping and 1 special shuttle and that leaves you with 19 power for movement, reinforcement and perhaps tractors. If you have a brick, it will be a small one indeed.

2 - You double one engine and avoid range 8. This sets up the attack for turn 2, but you need to make sure you can catch your opponent at range 4 by the end of

turn 2 or you'll be down 3 engine boxes by the time you engage. This is probably what I would do with this package.

3 - You double both engines on turn 1 and your opponent is likely to corner dodge. If this occurs, I wouldn't be surprised to see him park and weasel a bit on turn 2 and photons are just awful weapons on an Orion for dealing with a parker.

4 - You double no engines and corner dodge. If you want full OLs, you'll actually need to burn some batts to power other stuff. This assumes 10 power for a 16/17/16 plot or whatever. So you save an engine box, but you are down some power from your batts at the start of turn 2. I would never do this. Maybe in a 2 photon Orion, but never a 3 photon version.

2 big issues and 1 little issue exist with the PPP11 package.

Big issue 1 - Photons are insanely thirsty on the reload turn.

Big Issue 2 - The Ship does not have much fight on it's reload turn.

Small issue - This package is a poor cloaker.

All that being said, it's still a viable package. I assume you use it against Hydrans, Lyrans, LDR, Selts, and Tholians?

By **Carl-Magnus Carlsson (Hardcore)** on Thursday, April 30, 2009 - 11:21 am: [Edit](#)

Marcus, you have covered it all I think.

The optimal T:1 plot varies actually. Since my opponents can't fire before I do I actually have the initiative; an T:1 engagement with one engine doubled is therefore possible (maybe r:8 alpha). So options 1 and 2 are what are reasonable.

As for issue 1 remember I can choose when/if I want to add the O/L energy. So first turn after engagement I can pay 6 points only should I choose to. As little as two HBs. On the final turn of arming I can pay 12 pts and get 12 pointers if i want to keep the same power curve as with HBs 😊

The ship is built around the engine doubling, and the Photon package especially demands that. But IMO not double is like having shields at minimum to conserve energy. The trick is to keep a balance between burning engines and your progress in the game.

As for opponents that I use PPP11 against... Well those you mentioned seem like candidates. I would use it vs most others too actually. Like the Disr ships. I think PPPff against BP as a way to get inside their rearm cykle and kill them. Could perhaps be PgPff. Yeah, that sounds better.

By **Peter D Bakija (Bakija)** ON Thursday, April 30, 2009 - 12:44 pm: [Edit](#)

Carl wrote:

>>As for opponents that I use PPP11 against... Well those you mentioned seem like candidates.>>

Yeah, when Dave won (? maybe? He might have come in second), he was playing PPP1f, and played, like, 8 games in 10 hours or something. The game was all about get to range 4, shoot, get lucky, HET and run. And games were often over in 40 minutes. It isn't a bad package.

By **Carl-Magnus Carlsson (Hardcore)** ON Thursday, April 30, 2009 - 01:32 pm: [Edit](#)

Jesus! That was quite impressive!

By **Stephen McCann (Moose)** ON Friday, May 01, 2009 - 12:28 pm: [Edit](#)

The Aux does quite well with the LIIT package, which is a HB and a Drone up front, a disr right side and a gat left side. It has decent midrange punch, 5 drones to tie up phasers and threaten an overrun, gat for knife fighting or defense and a HB which is very well protected and just gets better as the game goes on. It is not too power hungry, and the two heavy weapons can be overloaded from batteries, allowing for more flexible energy allocation. It also fights pretty well to the rear with 4 p-1s, a disr and 7 p-3s bearing to the rear. That allows it to punish attempts to get on it's tail and chase it. This is the best balanced Aux package and has many ways to kill an opponent. Just because the Aux takes a gat does not mean it has to arm itself totally for close range fighting.

By **Carl-Magnus Carlsson (Hardcore)** ON Monday, May 25, 2009 - 07:41 am: [Edit](#)

Feedback needed on this package: PPPBB

By **Andrew J. Koch (Droid)** ON Monday, May 25, 2009 - 08:22 am: [Edit](#)

Carl,  
you'll need to go to range 1 if you want feedback in that package.

By **Peter D Bakija (Bakija)** ON Monday, May 25, 2009 - 09:29 am: [Edit](#)

Photon, Photon, Photon, drone, drone? Not horrible. I'd consider a fusion instead of one of the drones (for obvious reasons). Anything with 3xPhotons isn't going to be horrible--get to R4, shoot, HET and run. The fusion is good in case someone catches you when you are trying to reload, and ya know, save a photon. And you can still have 2x type IV drones in a single drone rack.

By **Jeremy Gray (Gray)** ON Monday, May 25, 2009 - 09:29 am: [Edit](#)

If I was going to using a three photon Orion, I'd go all the way and use PPPff. And I would actually consider using the cloak on the turn after I fired (particularly if I missed), and I almost never cloak in an Orion. The fusions would offer a bit of a damage pad for the photons, and give you a reasonable chance of firing all three

a second time. Plus, unlike phasers, you don't need to take a fusion hit on the weapon facing the bad guy.

My two normal Orion packages: HHgBB, PPgff. No matter how much I like the idea of a PPPff, I cannot talk myself out of a gatling in serious tourney play.

By **Carl-Magnus Carlsson (Hardcore)** ON Monday, May 25, 2009 - 02:51 pm: [Edit](#)

My thinking on the subject:

The main package is currently the PPP1f. But considering I might not want to fight turn one, when loading photons, I will only get 3.5 or 2.2 damage (average damage at r:5 and 8 ofc.) from the wing phaser-1 on T:2 when i attack.

Compare that to having 4 drones in flight T:2 (the racks are 360x unlike the wing phasers).

That could be good vs a Fed, or other ships with Df but lacking in sw defence. Perhaps something to use vs the ATC.

My main concern is to get enough separation. I want my opponent to shot down drones before I reach range 4 to him.

By **Peter D Bakija (Bakija)** ON Monday, May 25, 2009 - 03:18 pm: [Edit](#)

If you are gonna corner dodge on T1, then it is easy to get the drones out ahead of you. But then getting the second pair out in front is going to be difficult, as you'll probably be attacking at speeds faster than the drones. So you can make your opponent deal with 2 drones, but 4 is harder.

By **Carl-Magnus Carlsson (Hardcore)** ON Tuesday, May 26, 2009 - 06:54 am: [Edit](#)

Tested this yesterday versus Cap'n Ron.

He flew the ATC, which I haven't fought often so it was good practice.

I turned left and moved at speed 19 all of T:1. This took me too far to the left and I need to figure out a better plot and movement.

Drones work well, but need to be launched earlier (Imp 25 latest) so that I can launch imp 2:01 again.

Due to too old version of the client Ron couldn't save, so we will probably call it a draw and play again sometime.

By **Marcus J. Giegerich (Marcusg)** ON Tuesday, May 26, 2009 - 09:49 am: [Edit](#)

Personally, I think the PPPBB is a horrible package. Mixing drone and torp hits is usually not great and photons + drones just don't compliment each other well.

Plus, you need more direct fire if you're going to feature a direct fire weapon as your chief money maker. Even at range 4, 3 photons and 4 p1s are not going to hurt much. PPP1f or PPP11 are much better IMO.

By **Stefan Lenfest (Himosan)** ON Tuesday, May 26, 2009 - 12:27 pm: [Edit](#)

Agree 100% with Marcus. I would also add:

Why are you looking at R5/8 dmg? This package only expects 1 internal after btt reinforcement at R5. In that case 3.5 dmg basically quadruples your chance of every weapon hit. Even at R4 the 40% increase over 9 internals is pretty

significant for hitting weapons.

If you are going to go with unprotected torps consider replacing 1 Phot with 1 PI F. Part of what makes the Orion great is the R4 no fire bluff -> overrun. You're much worse at that than a ship with a fusion or Plasma to give.

By **Carl-Magnus Carlsson (Hardcore)** ON Tuesday, May 26, 2009 - 04:20 pm: [Edit](#)

...because the damage increases most between R5/8. Actually it should be from R8 to R4 because I don't fire at R:5. I can expect to do at least 47 dam. at R:4. An extra ph-1 push that up to 50-51. In other words; i count on doing internals. The exact number is quite unimportant as I know it is not a crippling blow in any case.

OTOH, if I can tied up the opponents phaser with drones I can get closer, maybe even R:2 on a rear shield. There i would be guaranteed 32 pts from photons and have good odds to get 48. Phasers would do 19 + 9.

By **Marcus J. Giegerich (Marcusg)** ON Tuesday, May 26, 2009 - 04:52 pm: [Edit](#)

A main problem I'd have with that package is that it's probably the package you'd use against Hydrans and Lyrans. Even a 4 drone wave is a joke against either of those ships.

By **Carl-Magnus Carlsson (Hardcore)** ON Tuesday, May 26, 2009 - 04:59 pm: [Edit](#)

No, I wouldn't use it against the Hydran. Against the Lyran, maybe. I would try neutralize one ESG by killing it, but wether or not my first attack would be a R:8 on the front shield I don't know. I haven't play tested it vs the Lyran yet.

By **Marcus J. Giegerich (Marcusg)** ON Wednesday, May 27, 2009 - 09:26 am: [Edit](#)

So... you'd be using some sort of hellbore package against the Hydran instead?

By **Ken Burnside (Ken\_Burnside)** ON Wednesday, May 27, 2009 - 12:44 pm: [Edit](#)

Nah, he'd be using the 2xADD, 1xDisruptor, Ph-1, Drone package.

\*grin\*

By **Stefan Lenfest (Himosan)** ON Wednesday, May 27, 2009 - 01:00 pm: [Edit](#)

Well it could be Hellbores or he could be using a phaser or plasma package. Some talk on this subject a few years ago on the [RPS Board](#)

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, May 27, 2009 - 01:15 pm: [Edit](#)

It is no secret my main package is PPP1f. Or maybe PPPf1. Not sure what is optimal:P

By **Stefan Lenfest (Himosan)** ON Wednesday, May 27, 2009 - 10:38 pm: [Edit](#)

Well then all the calls to change PPPBB to something like PPP1f seem pointless.

Personally I don't see how PPPBB or PPP1B helps the Orion much in the matchups it's weaker against with PPP1f: DF crunch races (esp Fed/Hyd) where the damage

carries past the brick and SW heavy races (esp BP) that grind and outlast your engines. Plasmas help with the former and HB with the latter.

By **Timothy Sheehy (Spydaer)** on Thursday, May 28, 2009 - 09:12 am: [Edit](#)

Forget this how the fusion offsets the torp hit, or how PPP1f is possibly not as good against raceX as the PPPBB or whatever.....

None of them have a Gat, so, they all suck.

By **Carl-Magnus Carlsson (Hardcore)** on Thursday, May 28, 2009 - 10:32 am: [Edit](#)

Stefan, my game plan vs BP is not to try outlast my opponent. I really see no point in that.

I go fast and threatens my opponent with R:8 or closer with a 3xPhotons to force him to launch early. Then I try take advantage of my opponents arming cycle.

Vs the Fed and other Df (selt, Tholians etc. but not the Hydran) I want to use drones to tie up the phasers. I have more use of 4 drones in flight T:2 than an extra Ph-1.

I could even use it vs the Kzin. as the drones would force him to use his ph-3s defensively. (with O/Ls he won't be outrunning my medium speed drones) Phasers that fire at drones makes my brick much stronger.

There is a funny twist to the HB package I think; it help the Orion player to last longer, but also mean it will take longer for him to win vs. BP. That should play into the hands of an opponent who WANT long games. I fought an Orion once that choose not to double now and then. I was very confused by this but today i would simply switch tactic and go for an anchor.

By **Stefan Lenfest (Himosan)** on Thursday, May 28, 2009 - 06:20 pm: [Edit](#)

Of course your plan is not to outlast plasma. Your ability to enforce your plan with 2/3 of the Fed's firepower is what I'd question. I'd also argue that taking the R8 shot puts you in an outlast game since you will do minimal internals (if any) and will be playing defensively and giving up map for the next turn and a half.

Spd 20's can soak some power/phasers but basically 4 spd 20's will have no effect on the R4 alpha of the ships you mentioned. Closing behind drones may also constrain the Orion's ability to pick his opponent's shield.

By **Carl-Magnus Carlsson (Hardcore)** on Thursday, May 28, 2009 - 06:51 pm: [Edit](#)

If I fire at R:8 it is because 1) it the best shot I can get (IOW the opponent is running away and I will fire at rear shields) or 2) I want to crush an important shield. In the later case it is the #1. I would consider both to be a less common scenario however, and rarely would I do it vs plasma.

Wether or not 4 sp. 20 will reduce an opponents alpha is what I wonder. I'll see if I can do a playtest this weekend before signing up for the Rat. (Can't do wrong

with a playtest



I agree with the maneuver constraints. The solution is probably to simply launch imp 25, again on 01, get a few hexes separation and then fly like they didn't existed.

Still better than a Ph-1;)

By **Stefan Lenfest (Himosan)** ON Sunday, May 31, 2009 - 03:03 pm: [Edit](#)

As a Fed (pretty much the worst DF ship for Drone defenses) here is what I have at my disposal before I have to start watering down my alpha:

- (1) Phasers. 2 offside P1's and 2 360 P3's.
- (2) Tractors. Good chance both will survive your R4 shot, and 1 is guaranteed.
- (3) Shtls. Can help in any role -- Admin, SS or WW.
- (4) Shields. Taking 12 on a separate shield from direct fire against an Orion with no gat/fus/p1 OPTs should be fine.
- (5) Run away. Drones that don't close before exchange of fire can be outrun with some combination of speed, clever movement and/or HET.

There's a reason people prefer the BB, B1 and Ba shark -- because 2+2 drones isn't sufficient to overwhelm the standard defenses ships have.

And B-racks get even worse on the reload turn when you should be feeding the Fed 20+ internals through a rear shield. Instead you play into his inability to use his phasers offensively against your brick by letting him shoot down your drone(s).

By **Carl-Magnus Carlsson (Hardcore)** ON Sunday, May 31, 2009 - 04:01 pm: [Edit](#)

Yes, good point on attacking him on the reload turn. It is part of my plan vs plasma, but i forgot about it vs the Fed.

By **Jim Davies (Mudfoot)** ON Sunday, May 31, 2009 - 07:10 pm: [Edit](#)

---

Quote:

prefer the BB, B1 and Ba shark

---

Does anyone really take an ADD in a Shark, unless they know they'll be fighting a droner? Against most opponents, it's almost useless except for casual sniping at shuttles.

By **Peter D Bakija (Bakija)** ON Sunday, May 31, 2009 - 08:46 pm: [Edit](#)

Nah, a few people take the ADD in one wing all the time (i.e. they go blind into a

tournament with Ba as their options). It really isn't that bad. You get to shoot down drones against Klingon, Kzinti, WAX, another GBS, many Orions; it is good against Hydran fighters; everyone has shuttles it can shoot. I mean, like, I probably wouldn't take the ADD, but I can see the argument for it.

By **Carl-Magnus Carlsson (Hardcore)** ON Monday, June 01, 2009 - 06:48 am: [Edit](#)

Besides, it IS a drone hit.

By **Stefan Lenfest (Himosan)** ON Monday, June 01, 2009 - 07:00 pm: [Edit](#)

I would say about 65% of shark players use BB, 20% use B1, 10% Ba and 5% 11. Never seen aa or a1 (mmm steak).

By **Jim Davies (Mudfoot)** ON Monday, June 01, 2009 - 07:19 pm: [Edit](#)

Sounds to me like they take it just for the variety, simply because it's listed as an option. After all, who takes an ADD in an Orion or WAX? The arguments for the WAX should be similar.

By **Peter D Bakija (Bakija)** ON Monday, June 01, 2009 - 08:53 pm: [Edit](#)

Well, you wouldn't take an ADD in an Orion, as it would be taking the place of an important weapon (i.e. HB or gat or Plas F or photon). I have seen at least one person who regularly used an ADD in a WAX, and they did pretty well. If an Orion could take an ADD in a wing mount, it seems likely that they would show up occasionally, especially as the Orion gets two packages (taking an ADD instead of a single drone rack to protect a HB if available on, like, a HgH1+drone Orion? \*totally\* reasonable).

The Shark can only have a P1, a drone, or an ADD in the wing mounts. Taking an ADD instead of a drone rack isn't completely out of the realm of reason--it isn't keeping you from taking another significant weapon like it is on a WAX or an Orion; it is 360 arc (unlike the phaser); it still takes a drone hit; the GBS only controls 6 drones, so launching 3 and then 3 over a turn break maxes your drone circuits anyway; it gives the GBS an important edge in some match ups it has trouble with (i.e. Kzinti and Klingon, both of which are popular ships).

Is it the best plan every in all situations? Of course not--if you take B/a and then randomly get matched against only plasma ships and Tholians? Yeah, you'll feel dumb. But against an average field of opponents, the ADD is going to be very helpful in some matches, reasonably useful in a few more, and not much of a hinderance in the rest.

By **David Cheng (Davec)** ON Monday, June 01, 2009 - 10:43 pm: [Edit](#)

We once were talking about how useful ADDs are in a tournament. We took a look at the ship entries for Council for a few years.

If my memory serves me correctly (big if), 60% of the ships had drones.

And then add in the numerous, popular Hydrans, who hate ADD racks.

The conclusion we're comfortable with is that an ADD rack is very often pretty darn useful.

-DC

By **Carl-Magnus Carlsson (Hardcore)** ON Tuesday, June 02, 2009 - 06:41 am: [Edit](#)

17 of 39 ships in the world league were drone users, or Hydrans. If we also count Orions, who use drones in Hellbore packages, the number is 19.

By **Peter D Bakija (Bakija)** ON Tuesday, June 02, 2009 - 10:23 am: [Edit](#)

In the last RAT (30), of 41 ships, 15 are drone users (well, 14 and an Orion with a drone rack in one of its packages) and then 5 Hydrans. So approximately 50% of the feild in the last RAT was ships for which an ADD would be specifically a bonus. Seems like a reasonable gamble to me.

By **Ken Burnside (Ken\_Burnside)** ON Tuesday, June 02, 2009 - 04:32 pm: [Edit](#)

Now the counter argument.

Statistically, if you get perfect shots each time, an ADD rack can kill 8 drones on average.

One B-rack can kill 6 drones and requires that the enemy do something to keep their drone rack.

Where the ADD shines is that it can kill those 8 drones over roughly 10-12 impulses, and it might very well kill 12.

Where the drone rack shines is that it's good for huggie-muggie tactics at "I can smell what you had for breakfast" distances.

By **Carl-Magnus Carlsson (Hardcore)** ON Tuesday, June 02, 2009 - 06:10 pm: [Edit](#)

So, with only a few days left before the RAT start, and little time for playtest, I will have to pick a second package with no idea how it will work... Good thing I have confidence in the viability of the #1 package:P

Let's apply some Romulan Logic to my selection process. Incidentally the result could also be of help to my friend Anders Granström who intend to sign up too. (His primary package will be PPPff)

My Primary is PPP1f. While I can use this vs any opposition it might be less optimal vs some ships. What would the problems be and what are the options?

By **Jim Davies (Mudfoot)** ON Tuesday, June 02, 2009 - 07:40 pm: [Edit](#)

---

Quote:

Where the ADD shines is that it can kill those 8 drones over roughly 10-12 impulses, and it might very well kill 12.

---

Even if they're all at R3, the chance of getting 12 is 0.77%. Realistically, given that you'll have to shoot a few times at R1 or R2, 6 is a more likely result, and that's very unreliable. Likewise against Stingers, the 1d6 damage [if you hit] isn't something you can build a strategy on - it's too variable.

IME, the ADD is good for clearing a few incoming drones (especially when you're running away) so you can save your phasers for the enemy ship. However, it's useless in the knife fight where drones and suicides are launched at R0-1, can end the game right there and you absolutely must kill them immediately. But I suppose you might have emptied it into the SP drones on T1-2 anyway, so by then it's a free hit.

By **Andy Vancil (Andy)** ON Tuesday, June 02, 2009 - 07:56 pm: [Edit](#)

The ability to kill 6+ drones in one turn for no power is HUGE. A B-rack can theoretically kill 6 drones (or be used offensively), but it would take 6 turns to do that, and in most games you will take at least one drone hit long before then. A p1 is nice, but it takes power and can still only kill one drone per turn.

And, yes, the best use is early in the game to kill a SP or Kzinti double wave. Being able to get rid of that many drones while still maneuvering, without using phasers, can really change the game tempo.

Of course, every time I fire an ADD, I roll a '5'.

By **Alan Trevor (Thyrm)** ON Tuesday, June 02, 2009 - 08:07 pm: [Edit](#)

Again with the negative waves, Moriarty!

By **Marcus J. Giegerich (Marcusg)** ON Wednesday, June 03, 2009 - 10:39 am: [Edit](#)

Hey Carl, here's my 2 cents worth on the PPP1f package. Note that while I've played the Orion forever, I've never actually flown that exact package so my opinion may not mean that much.

Good against:

Hydran - Blast him at range 4

Lyran - See above

LDR - See above

Selt - See above

Tholians - Blast him at range 4 or closer. Preferably closer.

Andro (any flavor) - Please!

Bad against:

Kzintis - sucky drone defense and 1 blast may not hurt him enough to keep him

off your back during your reload

WYN Aux - See above

WYN Shark - See above

Fed - Sure, go ahead and try to out-fed a Fed...

All plasma except \*maybe\* the Gorn - Photons suck against the cloak and suck up too much power that's better used for reinforcement against the ISC

Could go either way:

Klingon

So you'll need to come up with something for that second group. Normally I'd suggest a Hellbore package like HHg1B. Hellbores are awesome weapons against the cloak and must be accounted for after the first pass. The gat really helps against drones and you can use your own drone rack to launch counter-drones. The only drawback is that a Hellbore package kinda sucks against the Fed, but that match up sucks no matter which package you choose. F torps are great against the Fed and are surprisingly useful against the drone users, but suck against other plasma ships due to their short range and the fact that cloaks and wild weasels exist. An all-phaser Orion is always an option, I just find them boring.

By [Jason Gray \(Sir Hood\)](#) ON [Wednesday, June 03, 2009 - 11:32 am](#): [Edit](#)

Hoods Top 7 Fed Tactics for players new to flying the Fed-

#1 Maneuver in a manner that allows you to exchange fire late in a turn!

If you fire your Photons on imp-32 it's only 33 impulses till they can unleash terror again! Fire them on impulse-1 and it's a long, long 64 impulses before they'll see any further action.

#2 Arm Weasels no matter what enemy ship you are fighting!

Reloading Photons is a nightmare! If you don't win the battle with your first volley of Overloads then coming to a stop to reload at some point is just about essential! With two or three (even four is not unreasonable) Weasels a Fed at speed 0 is a good chance to survive an enemy overrun.

#3 If you stopped to reload and are expecting to be overrun consider putting something like 6-12 power in tractor!

An enemy ship attempting an overrun on an empty Fed is often a bit short of power, sometimes if the opponent is moving a bit too slow or doesn't keep power for tractors the Fed can grab the enemy ship at close range absorb the close range punishment and finish off the opponent with a full alpha strike on impulse-1 of the following turn!

#4 Against ships with a B or C turn mode fly at speed 24 or 25, don't go speed 26! It just gives your opponent more control during movement.

#5 When fighting Plasma ships always try to control the centre of the map! If the enemy ship is fully loaded with plasma and you are already in the centre of the map consider going speed 4!

The plasma ship will have to turn off rather than get too close, then with well timed reserve power you can box the plasma ship into the corner and blast him!

#6 Against Drone using ships nearly always pre-allocate power to tractors (2 power is good, 3 or 4 power is often much better!).

This seems obvious but I have seen plenty of cases where the batts are used for tractor and then later in the turn the game is lost for want of a point or two of reserve power!

#7 When you fire 4 Fully Overloaded Photons in a single volley make sure you PRAY harder than your opponent!

Self-explanatory.

-Jason G

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, June 03, 2009 - 07:02 pm: [Edit](#)

Marcus, I'll post more tomorrow, but for now I can say I would fly the Fed using the same tactics as when flying Photon orion (vs the BP that is).

In short; power to speed first, power to photons second. Then go straight ahead and force BP to launch early and far from the middle of the map.

Holding torps and spending 26-28 on movement is not unreasonable. The plasma will have to ask himself; " Do i want the Fed to get to Range 8 or closer?" He need to launch eventually and the more painfull will it be if he wait.

BP and Fed play the same game: control over the center of the map. The Fed must use speed and the threat of O/Ls to achieve this.

Corner diving T:1 and arm all photons is Fed behaviour I like to see when playing Rom.

By **Peter D Bakija (Bakija)** ON Wednesday, June 03, 2009 - 07:18 pm: [Edit](#)

Carl wrote:

>>Holding torps and spending 26-28 on movement is not unreasonable. The plasma will have to ask himself; " Do i want the Fed to get to Range 8 or closer?" He need to launch eventually and the more painfull will it be if he wait.>>

26-28 movement isn't all that reasonable for the Fed on T1:

- 2: OL1
- 2: OL2
- 1: Std1
- 1: Std2
- 4: Ship

So 28 is certainly possible, but then you have no weasels, HET, or a remotely

reasonable T1 alpha. You could go 26, and fire 3xOL, 1xStd with batteries and have a couple weasels. The plasma ship (assuming an EPT opening) will be able to get R12-13, launch an EPT, and turn off, denying R8 without eating a full EPT, and if you get R8, you are firing a questionable alpha.

You are probably better with:

- 2 OL1
- 2 OL2
- 5 OL3
- 1 Std1
- 4 ship
- 2 Weasels
- 22 moves

As the plasma ship can only move 23-24 with an enveloper anyway.

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, June 03, 2009 - 07:49 pm: [Edit](#)

Peter, Ken Burnside once wrote about plasma " The threat is more important than the execution", the same holds true for Photons. Therefore the Big Plasma will indeed deny me R:8, because he will not allow me to get lucky at range 8, or closer.

The speed of the BP is largely irrelevant. The important thing is that my reach, and threat, is equal to my hexes moved the first half of turn #1 plus 8 hexes. A speed 30 / 26 split is possible and maybe a late slowdown to 17 to save a point.

By midturn my reach is 22-23 hexes, and the map is only 30 deep.

Not only will BP be forced to launch from a bad position, but also early. This is what disrupts plasma ballets.

BTW, the aggressiveness will also confuse some players who are used to another style of FED-BP play. (IE. the corner dodging Fed)

That I have no ww is no problem, as my opponent will not try go for an anchor on turn 2. (since he launched to keep me from R:8 I still have all torps, and he is short a heavy).

That I have no pts to HET is no problem since I probably will not be centerlining my opponent. Besides he will launch before I get to range 8 anyway, so I can turn away with no problem.

By **Peter D Bakija (Bakija)** ON Wednesday, June 03, 2009 - 07:55 pm: [Edit](#)

Carl wrote:

>>eter, Ken Burnside once wrote about plasma " The threat is more important than the execution", the same holds true for Photons. Therefore the Big Plasma will indeed deny me R:8, because he will not allow me to get lucky at range 8, or

closer.>>

Sure. But then he avoids R8 and the Fed can either:

A) Eat a full enveloped S, and still not get R8 on T1,

or

B) Turn off

At which point the plasma ship turns in and gets the center of the map anyway. If the Fed eats the enveloper, he loses 44-60 shields and then on T2, there is a game with the Fed behind a lot.

>>That I have no ww is no problem, as my opponent will not try go for an anchor on turn 2. >>

???

As the Gorn, I pretty much always try for an anchor on T2 if I think I can get it. If the Gorn and Fed exchange tractor R1 alphas on T2 (kind of my goal), the Gorn wins on average against an undamaged Fed. If the Fed already ate a 44-60 point enveloper...

-Peter

By **Peter D Bakija (Bakija)** ON Wednesday, June 03, 2009 - 07:57 pm: [Edit](#)

(for demonstration purposes, go see:

<http://www.starfleetgames.com/discus/messages/12031/22186.html?1232154127> )

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, June 03, 2009 - 08:00 pm: [Edit](#)

Marcus, I have been thinking of a PPH1f package before I read your post. The HB has the advantage of accuracy. In a way a compensation for the reduced punch. It would also make turn one cheaper: 13 pts to arm photons and HB. If I ever wanted to overload there is batts enough for one HB. Unless i hit with all torps (the HB improves the odds for that) the HB would be usefull mostly on my second pass.

The package is much the same thing as PPP1f I guess, but it has the ability to strip more weapons.

By **Jason Gray (Sir\_Hood)** ON Wednesday, June 03, 2009 - 08:07 pm: [Edit](#)

I agree with Carl, I have used the following T1 plot to good effect vs Big Plasma.

-26: Speed 31 slowing to Speed 17 on Imp-21

-4: Ship  
-2: OL1  
-2: OL2  
-1: Std1  
-1: Std2  
-2: Weasels

You rush towards the centre of the map forcing the plasma ship to launch early or enter Range 8, then on impulse 21 you assess what speed you want to finish the turn at by using batts, in one game I won I spent the whole of turn 1 at speed 31!!

-Jason G

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, June 03, 2009 - 08:24 pm: [Edit](#)

Peter, I read the discussion and it was interesting. The moral is: Don't wait to shot when the Gorns go for an anchor!

You assumed in the analysis the Fed would fire at R:1 and noted there was a problem if he fired at R:2. I agree. \*I\* would certainly fire before you do in order to kill phasers, torps and tractors!

The trick is to do it in a way that i can do mizia. I want to breach your #1, then Sideslip and fire more wepons.

Should be possible to arrange, if a bit scary when so close to a Gorn!

By **Peter D Bakija (Bakija)** ON Wednesday, June 03, 2009 - 08:44 pm: [Edit](#)

Carl wrote:

>>>You assumed in the analysis the Fed would fire at R:1 and noted there was a problem if he fired at R:2. I agree. \*I\* would certainly fire before you do in order to kill phasers, torps and tractors!>>>

Oh, sure. But if the Fed fires at R2, there is a good likelihood that there are only 6xP1 in arc, and only 3 photons will hit. And that the Gorn is getting to R1 (or tractoring you at R2) anyway.

If the Fed fires at R4, it has a much better chance to escape a tractor, but also has a much better chance of only hitting with 2 torps, which probably isn't enough.

By **Carl-Magnus Carlsson (Hardcore)** ON Wednesday, June 03, 2009 - 09:28 pm: [Edit](#)

If the Fed let you get to range two it is because he want to get two good salvoes. When first he get to R:2 he should fire two torps, 6 phasers-1s and 1 ph-3s for between 51 - 67 damage (I count on average from phasers).The next imp he sideslip and fire the last two Photon and one ph-3s for 19 - 35 more.

Not sure of the odds of getting two tractor hits are good enough however. But at R:2 photons hit well, and I expect at least three hits. So there could be either 21 + 35 ints, or 37 + 19, or at best 37 + 35.

I guess it could be calculated, but I lack the skill for that.

---

By **Peter D Bakija (Bakija)** ON Thursday, June 04, 2009 - 09:12 am: [Edit](#)

Carl wrote:

>>If the Fed let you get to range two it is because he want to get two good salvos.>>

I don't know that it is a matter of "let"--the plasma ship has more power, and consequently, is faster. If the Fed is avoiding R2, it is by firing at 4-8 and possibly by HETing. As the plasma ship is faster, it means the plasma ship is catching up anyway or being able to tractor at longer ranges. Mostly.

>>When first he get to R:2 he should fire two torps, 6 phasers-1s and 1 ph-3s for between 51 - 67 damage (I count on average from phasers).The next imp he sideslip and fire the last two Photon and one ph-3s for 19 - 35 more.>>

Except he is probably on a different shield--when operating at that range, it is incredibly easy to change shield facings with a slip. I mean, if that plan works perfectly, the Fed wins. But it is a hard plan to pull off. And more likely will result in the Fed splitting fire over two shields, and getting tractored anyway.

>>I guess it could be calculated, but I lack the skill for that.>>

Tractor is hit on the second 10 (of which you should hit 3 on every 36. Or more specifically you should hit a tractor in 24 internals.) So two volleys of ~24 have a good chance of getting both tractors. Meaning the Gorn is gonna do everything it can to avoid that :-)

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By **Marcus J. Giegerich (Marcusg)** ON Thursday, June 04, 2009 - 09:43 am: [Edit](#)

Well I have 2 replies for Carl.

Concerning Fed vs plasma:

I never corner dodge T1 vs any plasma. I prefer 3 OLs and 1 standard myself, leaving me with 24 for speed and shuttles. This way I can either OL the 4th photon from batts or perform an HET. Or do neither if I don't need to.

PPH1f Orion:

THis is a ballsy package for any Orion player to take. If you take a single drone hit, you lose your best weapon. So you basically have to decide if it's more important to protect the hellbore (PPH1B) or the photons (your PPH1f) as PPHBF may be silly. There is still going to be a significant power drain with this package, but as you said it will be a bit better on t1. Your alpha can be strong and you'll get internals from range 4 if 2 of your 3 heavies hit. The advantage over the PPP1f is that you don't need to get on the same shield for your next attack run to

threaten internals. Are you thinking of replacing your PPP1f package with this? While it has it's weaknesses, I think it's an interesting loadout and it can be lots of fun. Not that the PPP1f sucks or anything ;)

By **Carl-Magnus Carlsson (Hardcore)** ON Thursday, June 04, 2009 - 12:38 pm: [Edit](#)

Peter, a Fed that got the cool it takes to wait for a Gorn is "letting" him getting closer:P

Was poor choise of words there only.

But you are right and we seem to agree. Good thing I never played the Fed so I

can test this



By **Carl-Magnus Carlsson (Hardcore)** ON Thursday, June 04, 2009 - 12:53 pm: [Edit](#)

Marcus, I actually tried the PPH1f once, but found having two different heavies meant it affected my style of play. If I can think of the HB as just another Photon and fire them all together I should do fine.

I am not so worried about internals because I always try fly like it is JFF. I have found it to be an advantage to live up to the ship name "Maniac"; you don't end up play conservatively.

I am thinking of the PPPff vs plasma and Fed (for the second strike ability). PPH1f could well be the primary. Maybe I can get a playtest game going today.

By **Stefan Lenfest (Himosan)** ON Friday, June 05, 2009 - 10:31 pm: [Edit](#)

Carl again my thoughts are PPPxf should be decent vs everyone except:

Fed

Hyd

BP, esp RFH/RKR

Against the Fed I'd suggest gat, plasmas and fusions. Against the Hydran I'd say HBs, p1's and maybe plasma are good, proly the only fight where a gat is not optimal. Against the Romulans I think HBs, gat, p1's.

I'm not sure there is one package that excels vs all of these and you may just have to write off some of them but if I was looking for a compromise package I might try something like gHFx1 or HFFx1. I would not be overly concerned with protecting the HB by taking a B rack.

By **Carl-Magnus Carlsson (Hardcore)** ON Saturday, June 06, 2009 - 06:44 am: [Edit](#)

now that the we are past the RAT deadline I can reveal my packages:

PPH1f, and PPPff.

The HB is potentially a hidden gem. Since photons means one salvo of internal on each pass you need two or usually three to win. The HB help do this in a shorter

time which mean you can double both engines with less fear of the cocaine effect.

Otherwise I will fly it like an all photon boat. The punch is reduced, but HB hits better which at least help my average damage output.

The Fed could be tricky, and I would use PPPff against it. If any appear in the tourney.

By **Peter D Bakija (Bakija)** ON Saturday, June 06, 2009 - 09:36 am: [Edit](#)

Why not PPPbf? The one extra P1 is unlikely to make \*that\* much of a difference (especially as it won't even be in arc a lot of the time), an extra drone in flight is better than an out of arc P1 for killing other drones, 2 extra drones in flight is good for an overrun, and that stray lucky drone hit through your minimally reinforced shields (10 power to torps on your first attack run; upwards of 14 on the second+) is killing the HB right off, and the HB is the weapon you want for the long run.

By **Peter D Bakija (Bakija)** ON Saturday, June 06, 2009 - 09:38 am: [Edit](#)

Heh. Ironically, just after I posted this, I went and looked at the SFBOL RAT31 thread. And we get to fight round 1! Woot :-)

By **Carl-Magnus Carlsson (Hardcore)** ON Saturday, June 06, 2009 - 10:56 am: [Edit](#)

It's a crazy world: ^)

By **Peter D Bakija (Bakija)** ON Saturday, June 06, 2009 - 01:43 pm: [Edit](#)

Carl, did you get my e-mail about maybe playing tomorrow?

By **Ken Coleman (Eeyore)** ON Saturday, June 13, 2009 - 10:40 pm: [Edit](#)

Is the pre-2003 content of this topic archived anywhere? I've found the archives of the non-tournament tactics topics, but not this one.

Thanks in advance for any help/advice!

By **Carl-Magnus Carlsson (Hardcore)** ON Sunday, June 14, 2009 - 07:30 pm: [Edit](#)

What would a formula for calculating the odds of hitting with "hit-and-miss" weapons look like?

It would be nice to have tool to figure out likely effect of mixed Photon HB packages too.

By **Michael C. Grafton (Mike Grafton)** ON Sunday, June 14, 2009 - 09:03 pm: [Edit](#)

Carl,

First you'd have to do the hit % curve at every range. Easier for D6 rather than 2D6 to hit weapons.

Second you input the damage output.

Chart it in excel.

You can divide by the power input to get "throughput."

I have actually done this for phasers so I could develop my own flavors for the Collective.

1) Its not the pure damage that is important when designing the weapon, it is the special stuff like holding, rolling, overloads, myopic zones and such.

2) If anyone has the latest version of Excel I can share my elaborate worksheet for P1, 2 and 3 with SVCs permission. What I pasted in below is for the Phaser 1 and is PART of that single worksheet page. Also there bar charts for a more visual examination of the curve.

3) I also included outputs for EW shifts of +1 in favor to -3 (or so).

Phasers damage actually describe a crude curve. You could actually smooth them out quite a bit if you wanted there to be a different phaser chart for EVERY range... A pain in the arse yes I know.

Die Roll	0	1	2	3	4	5	6	7 to 8	9 to 12	13 to 15	16 to 20	21 to 25	26 to 30	31 to 50	51 to 75	76 to 100
0	9	9	8	7	6	5	5	5	4	4	3	3	2	2	1	0
1	9	8	7	6	5	5	4	4	3	3	2	2	1	1	1	0
2	8	7	6	5	5	4	3	3	2	2	1	1	1	1	0	0
3	7	5	5	4	4	4	3	3	1	1	0	0	0	0	0	0
4	6	4	4	4	4	3	2	2	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	1	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0
7	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0
8	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0
9	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0
Modifier		Average Damage Scored at Range with DRM														
	0	1	2	3	4	5	6	7 to 8	9 to 12	13 to 15	16 to 20	21 to 25	26 to 30	31 to 50	51 to 75	76 to 100

-1	7.33	6.17	5.67	5.00	4.50	4.00	3.00	3.00	1.67	1.67	1.00	1.00	0.67	0.67	0.33	0.00
0	6.50	5.33	4.83	4.33	3.83	3.50	2.17	2.17	1.00	1.00	0.50	0.50	0.33	0.33	0.17	0.00
1	5.67	4.50	4.17	3.67	3.33	2.67	1.50	1.50	0.50	0.50	0.17	0.17	0.17	0.17	0.00	0.00
2	4.83	3.83	3.50	3.17	2.50	2.00	1.00	1.00	0.17	0.17	0.00	0.00	0.00	0.00	0.00	0.00
3	4.17	3.33	3.00	2.50	1.83	1.33	0.50	0.50	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

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By **Carl-Magnus Carlsson (Hardcore)** ON Sunday, June 14, 2009 - 09:53 pm: [Edit](#)

Tnx, Michael, but I was looking for something simpler than Excel, which I don't know.



(Never had a need for it )

By **Michael C. Grafton (Mike\_Grafton)** ON Sunday, June 14, 2009 - 10:14 pm: [Edit](#)

Well, you COULD do all the calculations by hand. And that would be a HUGE pain.

By **Michael C. Grafton (Mike\_Grafton)** ON Sunday, June 14, 2009 - 10:17 pm: [Edit](#)

So the formula for a weapon output is

Average damage at range X = D  
Chance to hit is C

$C * D =$  output from a hit.

And then you get the lovely issue of calculating it with EW. And then throughput. And then messing with all the special issues like wrap around damage, 2D6 hit #s are more EW resistant than D6, mypoia, special damage rules like shield crackers, down firing, overloading efficiencies...

By **Peter D Bakija (Bakija)** ON Monday, June 15, 2009 - 08:01 am: [Edit](#)

Carl,

What are you actually trying to figure out? Like, what do you mean by "odds for hitting with hit or miss weapons"?

By **Peter D Bakija (Bakija)** ON Monday, June 15, 2009 - 08:01 am: [Edit](#)

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What are you actually trying to figure out? Like, what do you mean by "odds for hitting with hit or miss weapons"?


By **Andrew J. Koch (Droid)** ON Monday, June 15, 2009 - 09:00 am: [Edit](#)

Carl...Peter really wants to know what you're trying to figure out.

By **Peter D Bakija (Bakija)** ON Monday, June 15, 2009 - 09:20 am: [Edit](#)

Whoah. I have no idea what happened there...

By **Carl-Magnus Carlsson (Hardcore)** ON Monday, June 15, 2009 - 10:48 am: [Edit](#)

Well, if he want to know it that badly I better make good attempt at writing in this language called English 

What I ultimately want is to have a nice chart where I can see the odds for different of outcomes when firing my torpees. IIRC Vince Weibert had one such in the FED tactics article he wrote.

It didn't only showed the odds for hitting with everything , but also what the odds were for hitting with 1, 2, and 3 torps.

Good things to know if you have a photon package, But even more when flying a PPH1f package, which make it more complex as HBs use two dice.

By **Michael C. Grafton (Mike Grafton)** ON Monday, June 15, 2009 - 06:56 pm: [Edit](#)

Carl, have you had descriptive statistics? Or probability theory? (said the science geek wanna be)

FIRST you figure out the chance of getting ONE hit with one weapon. Then you apply the rules of probability to the chances of each additional outcome.

Say you need a 1 on a D6 to hit with a given weapon and you have several of them.

So fire one and you have a 1/6th chance of a hit.


Fire 2 and you have 1/36th chance of both hitting, 10/36b chance of 1 hit and 25/36th of 2 misses...

It really helps if you do a event tree analysis.

Email with geek graphic sent. Thanks symbolic logic, statistics and event tree failure analysis classes!

Mike

By **Carl-Magnus Carlsson (Hardcore)** ON Tuesday, June 16, 2009 - 04:10 am: [Edit](#)

Michael, got none of those skills. / \* + - is what I know how to use  (was too long since i went to school).

I got your E-mail, and opened it in OpenOffice. But it was empty (puzzling that).

By **Michael C. Grafton (Mike Grafton)** ON Tuesday, June 16, 2009 - 08:59 pm: [Edit](#)

Carl look at it this way. You have 2 weapons that hit  $1/6$ th of the time.

$1/6$ th of the time the first one hits.

So  $1/36$ th of the time both hit; but  $5/36$  of the time the first one hits and the second misses. That comes out to  $1/36$  2 hits,  $5/36$  1 hit.

$1/6$  of the time after the first one misses the second one hits (which gives you  $5/36$  for 1 hit),  $25/36$ ths of the time both miss.

Combine the two sets of probabilities:

$1/36$  2 hits (about 3%)

$10/36$  1 hit (about 30%)

$25/36$  0 hits (about 68%)

Find someone with the absolute newest version of MS word to open that attachment and you'd get a "tree" diagram showing how the logic works...

I tried saving it as a .pdf and remailed it so maybe that'll get 'er done. Remember if this works, you have to get any Swedish girls vacationing in Charleston to do "the brick dance" for me... I fyou don't get the reference, watch weeds and <http://www.youtube.com/watch?v=qtIEIBLg354>