Bill,

No problem. Happy New Year!

So based on all the discussion of taking the Tholian Capital over in Ted and Eric's game, and having never played a game where the Tholians were attacked, I was curious to see how such a pre-emptive assault on T10 would play out.

I ran through a hypothetical assault on the Tholian Capital, using only the basic set rules (as those are the ones I only ever play) and the following assumptions:

-The Tholians have, in their Capital, their Home Fleet, all PWC from T1 through T9 (as the Klingons attack on T10), and their 3rd Fleet (from the Romulan side SB), as the Klingons can prevent 2 of the 3 non Capital fleets from reacting in by moving correctly and pinning them, but the third one can get to the Capital (although the fighter squadrons from the SB probably can't). The Tholians have no command points.

-The Klingons attack on T10 with as many ships as they need to do what they want to do. They have all the Maulers in the world. They have enough fighters in the hex to be able to put an independent fighter squadron on the line every round. They have enough cruisers and D5s to do the job. They use 2 command points.

While I gave the Klingons pretty much anything they wanted to use, I also made their line reasonably realistically (i.e. it wasn't 11xC8s). The only part of the Klingon line that was not particularly feasible was that they had 12xD6Ms to go through. But not impossible.

The Tholians start with:
The Klingons used pretty much the same line the entire fight:

1xC8, 1xD6M, 1xD7C, 2xD7, 3xD5, 1xF5, 1x(6 ftr), [3xD6 out of web], [1xF5S out of web], [3xD6D out of web, bombarding].

This comes out to a 91 point battle line for most of the fight. In a couple rounds near the end, the line dropped a little bit as the Klingons ended up crippling an extra ship and leaving it in the line to avoid blowing up another ship, but at that point, it didn't make much difference.

To avoid the vagaries of die rolling, I assumed BIR5 every round, and 30% damage for each side for every round.

The rounds, compots, and damage (including minus points):
1) Tholian 264, 79 damage; Klingons 91, 27 damage
2) Tholian 254, 76 damage; Klingons 91, 25 damage
3) Tholian 244, 70 damage; Klingons 91, 27 damage
4) Tholian 234, 66 damage; Klingons 91, 25 damage
5) Tholian 224, 67 damage; Klingons 91, 26 damage
6) Tholian 214, 63 damage; Klingons 91, 27 damage
7) Tholian 204, 61 damage; Klingons 91, 26 damage
8) Tholian 182, 53 damage; Klingons 91, 27 damage
9) Tholian 155, 48 damage; Klingons 91, 25 damage
10) Tholian 130, 39 damage; Klingons 88, 26 damage
11) Tholian 114, 31 damage; Klingons 89, 27 damage
12) Tholian 86, 24 damage; Klingons 89, 27 damage

The Klingons mauled 10 fighters every round until all the fighters were gone on R11, and then mauled a DN on R12. The Tholians took damage on SIDS early to keep compot up, until they had taken 7 SIDS. They hit and killed PCs until they didn't have any extras for the line, and then started hitting PDUs. They started self hitting PDUs on R7, as they were out of extra ships or SIDS to take. The Capital was devastated on R10. R11, all the fighters were dead and
the SB got crippled. R12, the Tholian compot was lower than the Klingons, so they fought one more round and then fled under the single SID left on the crippled SB.

The Klingons self crippled the D6M every round, blew up D5s and the F5 most rounds as needed, crippled plenty of D7Cs and D7s (crippling 3 ships a round that could get pulled out), and the occasional F5S.

After 12 rounds, the Tholians escaped with:
1xDN, 2xCA, 2xDD, 2xBW, 1xPCE, 1xPC, 1xSC, 3xCPC, [4xPC]

The Tholians lost in combat:
1xDN, 10xPC, 1xPCE

The Klingons took the following casualties:
20xD5, 9xF5 killed, [12xD6M], [11xD7C], [11xD7], [3xF5S], [1xF5] crippled.

The Klingons lost 29 hulls, and got another 38 ships crippled. They spent 14.4 on drone bombardment, lost 127 EPs worth of ships, and have to pay 84 EP to repair all the cripples, for a grand total of 225.4 EPs spent to take the Tholian Capital. Taking exhaustion into account, the Klingons start to profit on T25.

The Tholians probably could have fought a bit longer by letting the CPCs see combat and possibly get killed, and losing the last few crippled PCs in there, but it seemed like a losing prospect at that point--the Tholians crippled/killed ships only so much as it let them avoid losing total compot, and fighting to burn their whole fleet would have accomplished not that much other than crippling another handful of ship once the SB was crippled.

So if the Klingons just put everything they have into taking the Tholian Capital, this would be more or less what it would take. Given that they are probably also at war with the Federation and the Kzinti and the Hydrans at this point, sending over 100 ships (including the ones needed to pin the other fleets and bases), including a dozen D6Ms and 12 fighter squadrons (18xFVs?) to take
the Tholian Capital seems possible, but unlikely.

The Romulans could have taken part as well, but it probably wouldn't have made any difference, in terms of dynamic.

Were you using pinwheels for the Tholians?

Pinwheels aren't in the basic rulebook, so no. This is only with the basic rules set.

I think all the add on rules will make it easier to take Tholia (EW and SAF's namely!).

To reduce the damage taken by the Coalition - the can always direct on just fighters 10 at 1:1 and another 7-8 say at 2:1 - means the Tholians run out of fighters alot quicker - but it does extend the life of the SB.

Also, although it makes it easier - the dice will have a much larger effect on the Coalition - a good roll early - will mean alot of self kills.

Alas - other than getting a Kzinti reserve in range - there is very little the Alliance can do to stop the Tholians pretty much dying in a single turn.

Paul wote:
>>I think all the add on rules will make it easier to take Tholia (EW and SAF's namely!).>>

Agreed. EW is brutal on the Tholians, I'd imagine. I can't for the life
of me understand how SAFs are allowed to affect the Tholians. You
can't direct on their planets. How can you drive freighters to their
planets? I think that is a significant oversight.

>>To reduce the damage taken by the Coalition - the can always
direct on just fighters 10 at 1:1 and another 7-8 say at 2:1 - means
the Tholians run out of fighters alot quicker - but it does extend the
life of the SB. >>

I considered that for the Coalition--27 damage is going to kill 10
fighters at 1:1 and then 8 more at 2:1 (and then have a point left,
which probably kills another fighter or cripples a PC for -3); it lower
the Tholian's compot faster, but also makes the fight go on
significantly longer, as then the Tholians don't need to take SIDS or
ship cripples till the fighters are dead. Might be a wash, however.

>>Also, although it makes it easier - the dice will have a much
larger effect on the Coalition - a good roll early - will mean alot of
self kills. >>

Oh, certainly--if the Tholians roll up, the Coalition can get totally
mangled early. But then again, if they roll bad, the Coalition have a
cake walk. I'll probably try this again, but giving the Klingons a
more reasonable force (i.e. limit their Maulers and fighters) and roll
dice and see what happens.

>>Alas - other than getting a Kzinti reserve in range - there is very
little the Alliance can do to stop the Tholians pretty much dying in a
single turn.>>

Well, given what it took to take them out in a single turn using just
the basic rules (100+ ships, a dozen maulers, 40 cruisers, 96
fighters factors), yeah, it can certainly happen, but I suspect that in
the grand scheme, if the Alliance is holding its own at all on T10,
doing this would cost the Coalition way too much to make it worth
it.

By Paul Edwards (Pablomatic) on Monday, February 11, 2013 - 08:07 pm: Edit
Hello there. I have some questions concerning partial supply grids and how to reclaim those economic points. My primary concern is for off map areas that have become cut off by the enemy. Rule 413.441 states that if a partial supply grid is, at some point reconnected with the main supply grid, it can, but is not required to send its remaining supplies to the capital in the economic phase. The way we had been doing it is that as soon as a partial supply grid was reconnected to the main supply grid we would immediately transfer the economic points to the capital, but rule 413.441 seems to indicate that the economic points cannot be claimed until my economic phase. It seems to me that it is possible for my opponent to cut off my off map area thus creating a partial supply grid. I could then open a path to the partial supply grid, and have to keep it open until my economic phase on my next turn. It would be possible for my opponent to again close the path before my next economic phase and me not be able to access those funds. Is this correct? I also understand rule 410.341 to mean that I could reclaim economic points that are in a partial supply grid from Orion smugglers at a 2-to-1 rate. Is this also correct? Thank you for your help here.

413.4 makes the off-map area a main grid not a partial, which might be immaterial, but all the rules bill cites are written specifically about partial grids, and do not technically apply.

You could also load the EP's on a tug/LTT (or multiples) and strat move them to your capital. This would involve first creating a satellite stockpile then moving the EP's to your capital hex.

Chris is also correct, for most empires the Offmap is a main supply grid, and I only say most as I do not know if this is true for the
Romulans and Klingons as they have some special rules about thei offmap!

By Bill Powell (Bloodybill) on Tuesday, February 12, 2013 - 02:59 pm: Edit

Would the hydran or lyran off map areas be considered a main supply grid if they where cut off from the capital? Also, how could you strategically move your EPs if your off map area is cut off?

By Paul Howard (Raven) on Tuesday, February 12, 2013 - 03:19 pm: Edit

I think the Off Map area is only the Main grid if the Capital has fallen.

If the Partial grid is connected to the Off Map Area - you can safely store the Ep's there!

By Bill Powell (Bloodybill) on Tuesday, February 12, 2013 - 03:23 pm: Edit

I see now under 413.1 that the main supply grid is a friendly capital hex or an off map area. My main question is when would the EPs be transferred from the off map area to the capital hex once a supply path is re-established with the capital hex? As I understand it I have to wait until my next economic phase to transfer my EPs from the off map area to my capital. It then would be possible for my opponent to cut off my off map area from my capital hex before my next economic phase. Thus keeping me from accessing those EPs.

By Pete DiMitri (Petercool) on Tuesday, February 12, 2013 - 06:15 pm: Edit

Hi Bill,

Your reading of the rule is correct. The EPs get transferred during the economic phase, meaning that your opponent can reblock supply and prevent you from getting those EPs.

So, your options are:

1 - Move some of the EPs to the Capital by using a tug either in
operational or strategic movement.
2 - Smuggle EPs by losing half of them.
3 - Do a Blockade run if you are using Planetary Operations.
4 - Put a bunch of hunters in the path so that supply stays open!
5 - Accumulate these EPs and try to send any conversions/repairs/construction from there to maximize your points.

Thanks for the information Pete. Looks like we have doing that part wrong all this time.

Is there a limit to the amount of EPs that can be smuggled to your capital hex by the Orion smugglers?

14, me thinks... It's right there in partial grids. Rules not w/ me.

I know that 14 is the limit to smuggle EPs into a partial supply grid, but they say nothing about the amount going from a partial supply grid. Probably is the the same though.

(410.341) Any given empire may deliver a maximum of fourteen EPs to partial grids through smuggling (costing the treasury 28 EPs).

It says grids, plural, so it is a per empire per turn total. You could smuggle 7 into one grid and 7 out of another grid, or 3 and 6 and 5 among three grids, or 14 to or from one grid.
Cool. Thanks for the help guys, I appreciate it.

Hello there. I have another question concerning maulers using their special attack abilities against ships in the formation bonus position. Maybe I'm dense but rule 308.451 states that mauler ships may not use their special ability against ships placed in the formation bonus position (308.72) exception is against slow units and cripples, But rule 308.452 states that maulers used to attack other units with the formation bonus (308.72) are discounted by 50%. I have noted the difference in the wording ships verses units used in the two rules, but example 2 uses a Federation ship in the example. What am I missing her?

It looks to me like the examples weren't updated when the ability of maulers to maul the units in the formation bonus was changed. (308.452) still reduces the mauler by 50% so a 10 Point mauler is 5 points. Which is enough to kill any small freighter based unit, like the SAV, in the formation bonus slot as you need 3 points. For a large freighter based unit like a LAV it would be enough to cripple it, with an additional 4 points total needed to kill it (1 point from the mauler plus 1*3 for the effect of the formation bonus slot).

A crippled DN (6 pts) would require a 8 points total to kill. 5 by a 10 point mauler + 3 for the remaining point needed to kill it.

Bill:

I realize that I might be too late for this to be of use in the situation you noted above, but just a note for the future: If you can get a strategic movement path open briefly, but can't keep it open to allow transfer in the economic phase, consider building a flock of APTs rather than using orion smuggling. The APTs will cost you one point per, and can transport 1EP (so effectively the same 50% cost
as orion smuggling the first round you use them), but they can be used turn after turn, and will strat for free. Since every starbase, planet, and shipyard can build one per turn, you can crank out a ton of the things in a real hurry.

Thanks for the information Thomas. I'm still confused with the, what appears to me, to be a contradiction between rules 308.451 and rule 308.452. One rule seems to say that a mauler cannot use its special ability against a ship in the formation bonus position, and the other rule says that the mauler can be used against a ship in the formation bonus position at a reduced rate. Am I missing something here?

Bill, there are times a mauler can be used against a ship in the formation box, I believe its slow and crippled units can be mauled in form (but you should check to make sure I am remembering correctly).

In those cases the mauler has reduced effect.

There might also be some difficulty with language because before the 2010 rules one could maul things in Form at the aforementioned reduced effect.

I however assure you that the rules as they exist after 2010 prevent the use of maulers against MOST things in the formation box.

Bill, (308.451) Mauler ships may not use their special effect against ships placed in the Formation Bonus (308.72) position. EXCEPTION:
Maulers may use their special effect against “slow” units (756.1) or crippled ships (301.8).

Yes Pete, I see that in rule 308.451. My confusion is in rule 308.452 that states that maulers can attack other units with the formation bonus at a 50% discount. I have to be missing something here. I’m just curious as to what it is. Thanks for all your help though.

Bill, the 50% comes into play if you maul a legal target in the formation bonus slot.

Got it. Thanks again guys. I appreciate the prompt replies to my questions. The more I play this game the more I see what I missed in the rules.

Peter bajika,
Why didn't the Tholians direct on the C8 round 1?

Also remember Tholians have 4 extra ew from PDU.

As per the set up I initially posted, the Klingons had infinite ships (so directing a C8 was pointless). And I wasn't using EW.

Post deleted by user
I've been reading the boards for a while, mostly reports from the front (first time poster) and hello everyone.

I noticed that in several different games the Hydrans had invested heavily in ship count to get a large numbers of ffs but never really used them, by pinning out part of the enemy fleet. in quite a few battles (a 3-4 different games) I noticed that the Klingons had like 100 ships and Lyrans had like 60ish ships. hydrans had like 120ish ships plus 200 fighters Why didn't the Hydrans try and pin out most the Lyran forces?

Kevin, first, welcome aboard. Second, please go back and edit your profile to put your full name in per board rules. Also, take this opportunity to read the board rules. They are there to keep things civil here.

Thank you - FEAR co-moderator

In the game I recently finished, the Lyran and Klingon forces stayed together near the edge of the off-map. From there they were able to pin the Hydran fleet and fight as long as they wanted to. Usually we exchanged 4-5 hydran frigates for 4-5 war destroyers or war cruisers a turn. 120 hydran ships with 200 fighters is only 153 ship equivalents. They can't get past a blockade of 160 ships.

There is definately something to the idea of using a bunch of hydran frigates to pin out a force of larger coalition ships, if the opportunity arises. After all, the Hydrans don't really want to *fight* with those frigates, so better to use them and keep some of the coalition ships out of their capital.

But as Jose said, it's often the big coalition fleet of doom that you're
facing. You'll pin out some ships, but only those that the coalition choses. They'll come in with exactly what they wanted to fight with.

By Peter D Bakija (Bakija) on Friday, May 31, 2013 - 12:58 pm: Edit

>>I noticed that in several different games the Hydrans had invested heavily in ship count to get a large numbers of ffs but never really used them, by pinning out part of the enemy fleet.>>

It often isn't possible to do that. As the Coalition have a whole lot more ships than the Hydrans (and the Alliance in general for the first 2/3rd of the war). If the Hydrans have 120 ships and 200 fighters, and then Coalition rush the capital with 160 ships, the Hydrans can push out a bunch of frigates, pin a bunch of Coalition frigates, and the end result isn't much different than if all those ships are in the Capital.

The use of having all those FFs is that the Coalition needs to worry about pinning *them*--every ship the Hydrans have means likely 2 Coalition ships needed to keep them from going somewhere. So the Hydrans build clouds of FFs to try and allow their good ships to get somewhere useful and kill things, while the Coalition are forced to keep ship numbers up at, like, a 2:1 rate.

By Kevin Fleming (Evil) on Friday, May 31, 2013 - 01:15 pm: Edit

Jose, from late September 2010 160ish coalition ships went in for a raid on the Hydran Capital. Was that one stack? sending out your FF's, DD's, some extra fighters. While still defending you PDUs and PDBs. I don't know if it was One stack of 160ish ships or 2,3,4 stacks of 160ish total.

If your using BGs might it have been worth it to block out the most of the Coalition FFs?

Have you considered building TGs and LTTs for mission W (if using that) and make us of pods, and us your FFFs to build/convert more CVs, IDs, UHs if only to use to feed fighters forward? (or build more PDUs and less PDBs?)
You recently finished a 34 turn game so you would be a great person to ask about this.

Well, bear in mind this was my first game with all the expansions.

It takes some experience to judge what is enough to hold the capital. A lot depends on what the enemy can get into the capital and what you will have left after you send your pinning fleet out. My gut feeling is that you should not risk it if the enemy can obtain greater than a 2:1 ratio over the capital after the pinning action. The danger of leaving just a few good ships to fight is that the enemy can outlast you. In that situation, the attacker can afford to let the damage fall and pick off your cruisers with maulers. You will be forced to kill your own PDUs then in order to preserve your fleet.

My early builds with the Hydrans were focused on maximizing the PDUs over the capital and building as many cost-efficient heavy hulls as I could (RN, HR). I wanted the extra paladins so I could convert them to heavy carriers when rebuilding in the old colonies. The initial tugs were used to carry carrier pods so none were available for mission W (LTTs are not available until turn 6). I did not build the UH or CV because I judged them to be too expensive.

Thing is, the Hydrans rarely seem to have enough ships in their capital to put up lines over every major planet. Sending ships out just lets more PDU die for cheap.

Let's say 200 coalition ships are coming in in two stacks (say 80 Lyrans and 120 Klingons), and you have 120 ships and 200 fighters. Send out 70 FF, one CR 9 cruiser, and and 60 fighters and the Lyrans can be pinned out.

Which is about the best you're going to do by pinning part of the
attackers, you've stopped a lot of high density ships with crappy little 2.5 ep 3-4/2 frigates.

Meanwhile the Klingons still have 120 ships and you have 60 empty bays...

This doesn't sound likely to end well. That's about 340 ComPot (480 if you self kill) that could have absorbed damage instead of PDU or valuable ships that just left the real battle to fight a meaningless pinning battle instead.

You've basically given up on putting a line up ANYWHERE except over the capital itself, the other majors all fall pretty much for free.

I'm with Peter, the purpose of those FF is that the Hydrans often have two targets in range or two routes to their target, and every FF is one more ship the COALITION needs to pin in order to pin out the Hydrans and stop them from spending their fighters.

By Kevin fleming (Evil) on Friday, May 31, 2013 - 06:41 pm: Edit

Douglas, I wasn't clear with what I was referring to. Was their any time Jose (referring to him) that he might have considered using some of those FF's, DD's (plus any fighters)maybe CWs to try and pin out a fleet. Not for nothing if I was the coalition with 200 ships attacking the Hydrans Capital Hex I would probably do as many high compot (BG to take cripples and as many 10+ compot ships on the line- killing a few ffs and CWs to maintain ship count) to cause as much Fighter damage as I can so I can take the Hex that turn.

For the example you gave, what is in that 120 ships, 50 FFs, 20 D5s, 20 D6/7 plus 2DNs and support/specialty ships (SCs, Drone ships extra) and if 60 or more of those Lyran ships are CAs or better than I think It would be worth it. And how many of those 70 FFs where you planning on using to defend your planets any way? As I said, I don't know what those fleets are made of, don't know how many cripples the coalition has from last turn. Don't know If sending out 30SE's of FF's and DDs (with any fighters that go with them) and one CC to stop 25 10 compot ships, to me
might be worth it. And Also, if he is attacking all three systems at once, what are his battle lines looking like?

And all I asked was would he (jose) have considered using some of his pin ships to try and pin out an enemy force (or part of). Jose seemed to say he didn't think of it at the time, and didn't think it would have made much of a difference if he did. I also asked about the TGs, which he seemed to say he didn't think of it and not sure if he would consider it.

By Stewart W Frazier (Frazikar2) on Friday, May 31, 2013 - 08:03 pm: Edit

Kevin, you're forgetting that some pinning will depend on WHO comes in first, if it's the Klingons, then will you try to pin some of them and let the Lyrans have free reign rather than if the Lyrans come in first and open things up for the Klingons...

By Kevin fleming (Evil) on Friday, May 31, 2013 - 09:35 pm: Edit

Stewart, the situation I was referring to gave the hydrans a little over 60 SEQs to pin out a 65 ship lyran force, mostly just asking if sending out FFs, DDs, and their fighters might be worth it. The info was just ship count nothing else. And yes I know it will not pin it all out.

IF the klingons coming first, you still have higher ship count- with PDU fighters, SEQs.

It's just whether it is worth using 40 -50 SEQs of low quality ships to block out some of the Lyran ships, if layrans have 50 ffs it might not worth it, or if he has two stacks of 33 ships only 10 ffs in each, it might be worth it to block out half his good ships.

Also is it multiple stacks or not. for example if klingons attcking with 3 stacks 40 each, first two stacks half are ffs but the third stack of 40 less than 10 are ffs rest are mostly Maulers, D6Ds, D6S, DNS and CA class ships.
I am not suggesting to send 50 seq's to pin out 50 E4s just because you can.

the situation "pin sixty quality coalition units with one good line and 40 frigates" is almost impossible. the coalition just have too many 4 and 5 point hulls in the starting order of battle. before maybe 175 any coalition fleet with enough combat power to attain its offensive objective is going to have substantial pin superiority- and an enormous willingness to trade anything like equal amounts of damage done in any random open-space battle hex.

CUs for the hydrans are a chip to be bargained away for an outer escort or maybe a war cruiser. you build them early (when you have money) so you have them in numbers when you have the carrier base to start trading them, and you make the best use of them you can while you are still trying to hold onto your capital. certainly an extra bunch of frigates can be helpful if the coalition overplay and take too much damage on their turn. but i doubt very much that systematically skipping CAs to put the funds into four CUs each is going to improve the hydrans' ability to resist being thrown off-map.

But the coalition can overrun the Hydran capital before the Hydrans can get enough good quality carriers built to make ad hoc frigates anywhere near effective. And they aren't that effective in the first place.

Using CWs as ad hoc escorts doesn't help that much and if your using the HR to do so then your probably going to see it die if the coalition wants to kill a cruiser given the chance. The HR costs 8 EP while only providing 5 points of compot. Plus it doesn't gain the escort bonus and can be directed on despite being in the middle of the group.

I'd rather you put HRs up as ad hoc escorts if your going to use
carrier lines. At least then I get something of reasonable value for my directed damage attack on it.

By Chris Upson (Misanthropope) on Saturday, June 01, 2013 - 12:54 pm: Edit

thomas

the major merit of hydran carrier lines is the spectacular inner escorts. Ad hoc inners seem to miss the point entirely.

it is true that the great CU exchanges aren't going to happen in numbers until 172 or later. the hydrans for all their technological advantages have a really awkward transition- their carriers are inefficient in bleeding the coalition as hydran space is overrun, and the cruisers are very inefficient at bleeding the coalition once hydran space HAS been overrun.

By Kevin Fleming (Evil) on Saturday, June 01, 2013 - 01:56 pm: Edit

I maybe alone but I like the idea of pinning out 4 compot ffs with crapper ships, and 4 compot ffs pinning out 6-7 compot ships with one CC, 4UH group 3 HR and 3DE/LN. I believe that would be useful when the Hydrans have 16 or more PDUs and can block out most the Lyran big ships (may have to send more DDs or CWs). If the coalition is facing over 350ish compot Hydran fleet and wants to DD ships or run you out of fighters then you got to ask yourself what does he have in that fleet so that he is willing to spend 5-6 rounds taking 120ish damage a round to run you low on fighters or low on big ships (if he is letting the damage fall 2-3 BG ships crippled a round will make even 120 fighters last a long time)

By Robert Padilla (Zargan) on Monday, June 03, 2013 - 12:12 pm: Edit

While it can have its merits, in the early game the Hydrans simply do not have the ships for this. Odds are between the Klingons and Lyrans, they have more crappy ships than the Hydrans do (and a CR-10 to boot) and can happily watch the Hydrans do this and leave behind a bunch of E4s and FFs with a CR-10 hull. Then the CR-10 hulls moves out with the rest and the Hydrnas just pinned out the
gutter trash. Not all that effective really and if you're not careful the Coalition can non-FR onto them and blow away most of those ships you just used to pin.

Not a good exchange rate.

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By **Thomas Mathews (Turtle)** on Thursday, June 06, 2013 - 04:20 pm: Edit

Reply to TML from Proposal Thread

TML, your looking at giving the Federation 40+ ships for those 3 turns plus the redeployment of the Federation Home Fleet which is another 30+ ships. These totals do not include fighters as they are actual ships not equivalents.

Losing 3 turns of Survey only delays the 3-5 provinces you would find by 3 turns. The ulimate loss at the end of the game would be 2 or 3 provinces for a real loss of 1 or 2 provinces. And those would be found after the Federation was on a 75$ economy. Again this is not really hurting the Federation or helping the Coalition that much.

Unless you can take every border province from the Gorn Border to the Kzinti border around the Federation, and all those planets in those provinces your not going to do enough economic damage to offset that 3 turn delay.

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By **Timothy Mervyn Linden (Timlinden)** on Monday, June 10, 2013 - 04:26 pm: Edit

Well, note that by turn 10 either way the Federation will have about the same number of ships. (Actually if you wait till turn 10 the federation will have less, as they can only activate 2 ships/turn on limited war). They will have a lot more deployed on the forward hardpoints though - which is the most signifcant point.

But, the coalition gets their three turns of ship builds too, which is in the 128 range (with minor yards). With one front (kzinti) down to 2 ships per turn, and the other (hydrans) not pulling all that many ships, you can easily devote 80ish ships to the turn 10 assault, and importantly a good chunk of Lyrans that mostly have to wait till turn
10 anyways. Plus whatever you can afford to ship over from the Kzinti/Hydran fronts on the somewhat more relaxed time schedule.

For the lost provinces, that is 3-ish provinces lost per turn from 10 onwards. Not a huge amount of EP, but not negligible either given the alliance does not usually have enough to build everything. Those 6 ep could be a Kzinti/Gorn ship or two per turn.

Also in terms of EP, if you attack turn 7 then on that turn the Federation would get less EP than if you wait from the provinces you disrupt/planets taken. For turn 8 you have to have done 55 EP in losses to the federation just to break even, which isn't too likely on average. Turn 9 you still only need that 55 damage which is probably reasonable, but doing lots more than that probably isn't.

EP/Ship wise I don't think waiting is a big deal to wait in terms of attacking the Federation. The forward deployment can hurt, but probably not all that much - I was worried a bunch about that but found most of the starbases could be easily killed later for cheap almost as well as cheap early when they aren't well defended.

You still in absolute terms slow down your overall reduction of the Federation's economy and delay any supply routes to the Gorns you may want to do by waiting until turn 10.

But, you are supposedly gaining a much more controllable set of Kzinti/Hydran fronts to offset that.

Overall I think choosing between a turn 7 or 10 attack is up to the players and specific game circumstances. I don't think either is significantly better than the other - it depends on what the coaliton prefers more. I'd expect that personally I'd rather finish up the Kzinti and Hydrans first and wait till turn 10 most games, but that's just me.

Out of interest, in my last game the coalition only did 30ep damage to the feds turn 10 apparently.
I've read that the Klingons now have a reason to attack the Tholians. Has anyone attacked the Tholians with the Klingons with F&E 2010? When I tried it before (DF&E + Carrier War), it went badly. In all the reports from the front I've read, no one touches on the Tholians.

TIA

Ted Fay actually took the Tholian Capital. I think it was in "First Blood".

Definitely it is a consideration with the money the Klingons get, and also SAFs work pretty nicely against the Tholians.

I have taken the Tholians in two games - in War Plan WTF and in First Blood. You must attack with overwhelming force and utterly destroy all Tholian supply points in a one turn blitzkrieg attack. This action requires somewhere on the order of 150 to 200 ships if you attack on turn 10 or 11. I have found this to be a viable strategy, as the VP bonus for keeping the Tholian capital (along with the Hydran) is an effective long term goal if you think a 3 capital knockout is not likely. The extra cash ends up being a wash in the long term, but in the short run the many more killed ships is a detriment. Another bonus is that it's easier to keep the supply path to the Roms open, and that makes it harder for the Alliance to capture the Romulan capital.

There is value in taking the Tholians - but I don't do it in every game. It just depends on what your strategy is, and you should decide that before you start the game.

Pete wrote:
>>and also SAFs work pretty nicely against the Tholians.>>
Yeah, I gotta say, that SAFs work against the Tholians is one of the most outlandish translations of "How Things Work In SFB" into "How Things Work In F+E" I can imagine (vastly more so than, ya know, Maulers...).

SAFs are a bunch of freighters full of things like explosives and troops. How, exactly, are a bunch of freighters full of explosives and troops getting through webs? To the Tholian Homeworld?

By Paul Howard (Raven) on Monday, August 12, 2013 - 03:51 pm: Edit

Peter

Thats the million dollar question - it seems when SAF's got 'detuned' - no one noticed it allowed them do direct kill PDU's!

So - SAF's basically got weaker against everyone....but massively more powerful against the Tholians 😔

By Keith Plymale (Zaarin7) on Tuesday, October 22, 2013 - 05:44 am: Edit

Somebody back aways asked about using SAF's against Tholia. I figure you can because being a Dyson Sphere it's a construct not a planet, kinda like giant SB.

There was also a discussion about the COV. Could you not convert it to something else?

Read through all the posts here over several days. Lots of great things here.

By Peter Bakija (Bakija) on Tuesday, October 22, 2013 - 02:42 pm: Edit

The problem with using SAFs against the Tholian Home World is that it is surrounded by web. The web prevents you from direct destroying PDUs on the Homeworld. Or direct attacking the SB at the Homeworld. 'Cause of the web rules.
And yet the web rules do nothing to prevent the use of an SAF (which is a bunch of freighters) from attacking the Tholian Home World. Which is completely non sensical--you can't direct damage PDUs or bases surrounded by web, and yet a bunch of freighters *can* destroy PDUs on a plant surrounded by web. Which makes zero sense.

Clearly, you should not be able to use an SAF against a planet or a base surrounded by web. It's just the the rules forgot to say this. I keep hoping someone will fix it.

One of the big issues is that it is very rare that anyone ever attacks the Tholians in a game, so only rarely does anyone notice this particular absurd interaction. But it is really silly.

Heh. I noticed it, but ironically found it isn't the best way to deal with the Tholians.

Honestly, when I take the Tholians (and I've actually done it in two games now) I don't bother with SAFs. I go for a truly massive buildup and utterly destroy all supply points (and capture the homeworld) in one fell swoop. Due to the range of Tholia to the NZ hexes you can't really do this and use SAFs at the same time. IMHO it's better to take out *everything* and deny them all supply points all at once. This way you don't have to go through the pain of webbed base assaults more than once. You also deny the Tholian of all EPs from salvage.

Usually the Tholian player will retreat a bunch of his OOS ships and then keep working towards the Feds till they can get supplied by the feds. Up to 36 Tholians can be adopted - 12 by the Feds, 12 by the Zin and 12 by the Gorn, so it's worth keeping their navy.

Anyway, this is all besides the point. I agree that it's nonsensical that SAFs work against PDUs protected by web but don't against a SB. Whatever. IMHO it would make more sense to say you get a -2 or -3 to the roll.
The Hydrans could, in theory, adopt twelve more.

That would be an epic voyage if they got that far.

In theory, yes. But if the Hydrans are ever in a position to adopt Tholian ships the Coalition has much bigger problems!!!!

Ted wrote:
>>Honestly, when I take the Tholians (and I've actually done it in two games now) I don't bother with SAFs.>>

Heh. In that recent game where you blew up the Tholians on T10 (vs Eric), you attacked the Tholian Homeworld with 4xSAFs.

That is where I noticed that this was a thing :-)

I did?!? LOL. Didn't even remember. Hmm. Looking at a generic map I see how I did it. You can't do it on turn 7, but if you wait until after you attack the Feds then you can get them in range to Tholia. So, that's probably what I did.

Anyway, bottom line is that the rule doesn't make sense to me. But there's much in F&E that doesn't make sense to me. I play it anyway. 😊

Well the aliens and faster than light travel makes sense to me. I don't know what your problem is.
Hey guys,

I'm new to the board and have only been playing F&E for about a year now with a friend of mine in Ohio. I worked up a strategy for the Hydrans that my friend had not seen yet and is not sure one way or the other if rules allow it so he asked me to post it here for more feedback.

Generally speaking, the Hydrans have three Slime Gambit/Expedition routes to take: 1) Along the Klingon "belt," 2)Along the Klingon southern border, or 3)North to Lyran MAJ Planet 0810, then turn 4 retro to Kzinti MIN Planet 1105, and then to Marquis etc etc.

I'm considering a 4th option: Path through the Klingon capitol.

Perhaps someone has already reviewed this and its either not possible or not useful, but I didn't read anything about it in Archived strategy discussions, and my friend never seen or heard of it after multiple excursions to Origins with the F&E group. So, here's my idea.

Hydrans start with Home fleet at 0617 (mandatory) and that fleet has about 19 ships it can deploy 6 hexes. Expeditionary fleet begins at 0716 (mandatory) and has about 14 ships it can deploy 6 hexes. New builds for turn 3, if you don't build PDUs, can be around 12-13 ships. If 12, you have 31 ships in 0617. Pre-war construction consists of 11 ships and can be placed anywhere. 1st Fleet has I think 15 ships plus a few auxes. 2nd fleet has around 15 as well, plus a few auxes. 1st fleet will deploy at 0915. 2nd will deploy at 0714. Pre-war construction will deploy with 1st fleet at 0915.

Typically from what I've seen Klingons do as played by a fairly experienced Coalition player, is deploy Klingon Home fleet at 1413, West fleet at 1415 (both deployed this way to stop any hope of the Belt Expedition), and a Lyran MB plus about 20 Klingon ships at Klingon Bats 1013, with generally another 10 or 20 ships in range of.
1013 via 1 - 2 reserve fleets.

Hydran movement:
1) Home fleet will move to 1013.

2) Expeditionary fleet will move north to 0714, then northeast to Klingon MAJ 1112 **Note, only if that planet is unprotected. Also, if ships are not pinned at 1013, Expeditionary fleet needs to send as many as necessary to 1013 to create the pin.

3) 2nd Fleet moves southeast to 0814, then northeast to 1212 then halt for a moment. Klingon Home fleet can now react. Also, the IWR is completely and immediately released, consisting of 30-35 ships, and can also, presumably, react. There may be important variables here that can be considered with regard to reaction movement. However, for argument's sake, we'll say the IWR stays in the capitol for defense because the Klingon player is nervous at this point, with so many Hydran methane breathers on his door step! Home fleet however will react to 1313. 2nd Fleet moves its last step to 1312 (Klingon MIN Planet). Home reacts into 1312. Klingons have around 33 ships now in 1312, Hydran's 15.

4) Hydran 1st fleet plus PWC moves north to 0914, then Northeast to 1312. IWR could react out, or not.

5) Movement ends. Hydrans conduct battle at 1013 first. They offer approach battle. If declined, retreat to 1014. If accepted, fight a round then retreat to 1014. This, if I understand rules correctly, means the fleet(s) at 1312 will be "out of supply" for retreat purposes.

***6) Hydrans conduct the battle at 1312. This is where the rule masters need to help me out and make sure this is legit. Hydrans fight a round and conduct Fighting Retreat to retreat INTO the Klingon capitol. Then a round is fought and you conduct a normal retreat into hex 1511. You are out of supply, so you presumably pick whatever hex isn't otherwise excluded by priority. Shortest path to supply doesn't work right, because you're out of supply? There would not be any fleets in 1511, so ship count does not
matter.

7) If #6 is legal, then Hydrans conduct the battle at 1112 and take a Klingon MAJ Planet (ha-ha).

Retrograde movement: Home fleet + New builds will retrograde to the capitol. If Expeditionary fleet took 1112, then he's stuck there. But there are 5 planets he can harass between Klingon and Lyran territory. Plus he can eye the Klingon capitol, on turn 3! Never you mind he only has 15 ships. However, if Expeditionary fleet also fought at 1013, then he retrogrades to either the capitol 0617, or the Starbase at 0716.

If this is all legitimate, Klingon's have to deal with 25-35 ships sitting on 1511, and if you planned for this maneuver and placed a LARGE Kzinti fleet at the Marquis Starbase at 1704, the Kzintis could support the Turn 4 Hydran push toward the Fed border by either attacking the Klingon Starbase at 1509, or simply helping pin ships along the 1610, 1710, 1709, 1808 path for the Hydran fleet at 1511.

The Klingon's will then of course have East fleet activated as well. They will need to position East fleet, plus either ships pulled from the Kzinti theatre, or the Hydran theatre, or a mixture of both, to try and stop this ridiculous fleet at 1511.

If the Hydran fleet makes it to Fed neutral zone on Turn 4, yes the Fed come in very early, but the Klingon could have 60 - 90 ships on their northeastern border. But they will be way out of position, allowing the Fed to strike at Klingon wide open southern territory, and for the 3rd fleet to maybe hit a few border bats. Kzinti reserves could be set up in Marquis area to help assist reserving to Fed area. And then the Hydran fleet is there too near the Fed 3rd fleet SB.

Then the rest of it is your normal analysis of the Expedition in general, ie, Klingon having to divide its attention and may not be able to take Hydrax.
Thanks for reading through this idea and let me know what you think. Legitimate or not, useful or not?

By Ted Fay (Catwhoeatsphoto) on Monday, November 18, 2013 - 12:51 am: Edit

Problem with the Klingon capital route is that you will instantly activate the Imperial War Reserve - several turns before those ships are otherwise available. They (30 ships or so) will likely stop the expedition in its tracks.

Search the F&E topic for "Dagger to the Heart" - I wrote a tactic for sending an expedition near the *Lyran* capital that can get you farther than you think. It can be defended against, but it could be surprising.

By Jared Black (Attrition) on Monday, November 18, 2013 - 11:20 am: Edit

Ted,

Yes the IWR is released, but how does it stop anything? Pinned ships out or not, if fighting retreat into the Capitol is legal, then hyran fleet makes it to 1511 leaving Klingon home and IWR fleets in the Capitol and not positioned well for stopping turn 4 advance to fed border. Even if it ultimately doesn't work, that's still the entire Klingon home fleet wasting 2 - 3 turns in Klingon territory, and not attacking the hydrans.

Thanks

By Richard B. Eitzen (Rbeitzene) on Monday, November 18, 2013 - 11:44 am: Edit

Well, for one thing, the Klingons probably have more SEQs in 1411 than the Hydrans have ships (the retreating fleet's fighters don't count). This would prevent the Hydrans from retreating to 1411 in your example above.

Apart from the IWR, the Klingon capital hex has three SB and 40 PDUs which is 46 SEQs of fighters. The Hydrans won't be able to go there by retreat.
It's an interesting idea but it is dependent on the Klingons setting up the way you describe. My standard setup is that I put the home fleet in 1212 and the west fleet in 1013/1214.

That setup would stop what you are attempting.

On the matter of legality of retreat, keep in mind that fighting retreat only allows you to ignore priority 4, not priority 2. The Klingons have so many units in the capital that you couldn't retreat there. In addition defender retreats first so Klingon forces in 1312 can retreat to capital if needed.

Pete and Richard,

Yes I double checked fighting retreat rules. Klingons don't build pdus typically. Are you sure 46 seqs is correct in the Capitol on fighters/pdu counts?

Also, 1st fleet at 0915 can make it into the Capitol on move 6, so it could do an out of supply forward retreat to 1511 at that point. Pinning at 1312 becomes the issue. Of course, 46 seqs of fighters puts a stop to this if that's true.

Pete,  
With that set up, how do you stop the belt expedition? You need home fleet in the other spot

Without looking at this further in depth, I think you're right that the 46 seqs in the Capitol prevent hydrams from getting to 1511 on t3. But you could still leave the 41 hydram ships at 1312 and go into the Capitol on t4, then retreat to 1511. Might be able to make it to fed space by t5 or t6, leaving Klingons unprepared. And Klingons would be having to commit ships to stopping this hydram fleet.
Or the hydran fleet at 1312 could start attacking Klingon planets, lowering Econ the klinks desperate need for repairs after presumably two Capitol assaults.

By Rob Padilla (Zargan) on Monday, November 18, 2013 - 01:37 pm: Edit

Jared,

The SR Fleet can close that gap quite nicely. There's no way you can get past it without getting pinned with Pete's setup.

And wow, 41 ships to do the Expedition? There's not much left to defend the homeworlds is there???

By Jared Black (Attrition) on Monday, November 18, 2013 - 02:07 pm: Edit

Rob,

It would leave only around 40 ships in the Capitol. That's the whole point to the expedition though: it's a gamble.

Also, southern reserve has to be on 1716. It can only pin at 1614, but then you conduct the fighting retreat to the planet at 1714. Making it unstoppable to reach Feds t4 no?

The check on seqs for the target hex is made before the retreat takes place, so SE fleet retreating first doesn't matter. Hydran attacker announces fighting retreat and check is made on the planet. Correct me if wrong. Otherwise the expedition is impossible?

By Richard B. Eitzen (Rbeitzen) on Monday, November 18, 2013 - 02:20 pm: Edit

Jared, 5 majors and 8 minors in 1411, that's 24 PDU on the majors (one is the capital), 16 on the minors, and 36 fighters on the three starbases, for 46 SEQ of fighters.

Plus the IWR of course.
Richard,

Yeah that stops it. Klingons are nasty nasty things, with their silly seqs. 😊

The expedition is not impossible. It's difficult. It's also difficult to truly stop - at least before turn 7. That's the kicker. The Coalition can probably delay it, but if you don't make it by turn 6 it *may* turn out to be a big waste (as the Coalition is often attacking the Feds by turn 7 or 8 anyway).

Also, check out my "dagger to the heart" expedition tactic, it's unusual but it's more likely the Coalition player will be surprised by it. It's also somewhat harder to defend against, but the Coalition player certainly can do so with clever use of reserve fleets. See the following post in the September 2012 archive of the tactical notes topic:

By Ted Fay (Catwhoeatsphoto) on Tuesday, September 18, 2012 - 05:13 pm: Edit

A Dagger to the Heart (Revised 2)
Ted Fay
USS Texas

Mike Parker also suggested another clever way of going up the NZ hexes between the Lyrans and Klingons - don't remember the name of that tac note.

There's many different paths. All can be defended against. Sometimes all paths can be blocked in a particular game.

So, I wouldn't say "impossible". I would say "it depends." It depends a lot on how the Coalition sets up. It also depends on if the
Coalition is going for a Hydran first strategy, and how strongly. If there's a very hard push to take the Hydrans out first, then the Coalition *will* get the Hydran capital early and they absolutely *will* deny the Expedition handily. There will just be too many Coalition SEs in the area.

Then again, this level of mobilization on the Hydran front means that the Kzinti are getting a "relative" breather, and that's good for the Alliance too.

It really is a delicate balance for both sides. Like any good game you simply need to watch for openings and opportunities as they arise. In some games you might get the expedition to work; in others it won't.

My *personal* opinion, not shared by all, is that the expedition must not succeed. If it does, the game is completely hopeless for the Coalition. Seriously, even a turn 6 Fed entry is likely a death blow. Even a turn 7 Fed entry not on Klingon terms is very bad for the Coalition, and difficult to recover from. I've played many many games, including games where the expedition works. When it does work, the Coalition is doomed in my opinion. At this point in my F&E career I will immediately concede an Alliance win if the Expedition succeeds by turn 5, and I will very seriously concede an Alliance win if the Expedition succeeds by turn 6. Again, my opinion is not shared by all veterans.

I don't advocate changing the expedition rule, though. The rule puts limits on how the Coalition should deploy, and that creates an important delay that's required for game balance. However, I've even had Alliance players agree that early Fed entry would create an inevitable Alliance victory, so they don't even try the expedition for that very reason (ironically).

Anyway, as an aside, I just looked at the map. 1411 has exactly 46 SEs in PDU and SB fighters, absent any ships in the hex.

Finally, your idea isn't necessarily a bad one. You just have to pay attention to what your opponent does.
I almost got the Expedition through in the southern route with a 1 turn delay in starting at Origins last years. I missed a single die roll on a E&S raid otherwise it would have gone through on T6A.

As it turned out on T9A both the Kzinti and Hydrans managed a joint raid on Klinshai. All we could do was devastate a minor planet and kill the Lyran MB setup in the hex (what we had planned on) but we retrograded to allied held Klingon planets and were ready to come back in. Great fun.

Jared,

As Rob has pointed out, with my Southern Reserve and Home Fleet it's doable to pin the Hydran elements that can attempt the expedition from the First Fleet.

My setup for the Klingons is to maximize defense and opportunities to attack the Hydrans. If the Hydrans try to go the short route, I have ships there that will stop it.

If they go the long route, I'll need to redeploy.

But there's only so far you can go in talking out the Expedition on the board. Not all players will attempt it, so I'd suggest that setting up the Klingons for the sole purpose of stopping it may put you at a disadvantage if that's not what the Hydrans want to do.

I think it's possible for the Expedition to succeed, but I do think that even if it succeeds on turn 6, it's not a game-breaker for the Coalition if they've done all the things they needed to do otherwise. Certainly, the Hydran capital will fall a bit easier either way, and if the Klingons have a whole bunch of ships in place to stop the expedition from getting through, those could be used to attack the Feds.
But, keep in mind that I don't necessarily think the Turn 7 Klingon assault on the Federation has to destroy 3 starbases and lead to the conquest of Earth on turn 9!

By Ted Fay (Catwhoeatsphoto) on Monday, November 18, 2013 - 03:45 pm: Edit

I very much agree. This result is highly unlikely. Usually what I see is 1 or 2 Fed SBs going down on the first turn of assault, sometimes even 0. However, the Klingons have enough units that the Fed will have to withdraw from the outer regions, so all of the outer SBs (3rd, 4th, and 7th) will go down by turn 10, turn 12 max. Or else there's something very wrong or VERY right with Coalition strategy. The Coalition *will* pay a butcher bill for each SB, and that bill goes up the longer the Coalition waits. Usually.

As with everything "it depends."😊

By Jared Black (Attrition) on Monday, November 18, 2013 - 03:49 pm: Edit

Hey guys,

I agree that because of the 46 seqs in the Capitol, hyran cannot make it to 1511 on t3. However, retreating north from 1312 to 1311 puts you in a position to make it to fed neutral hex by t5 if you go to Klingon sb at 1509 on t4 and retreat east.

Also, you gotta recheck the numbers. SE fleet is not sufficient to stop the belt expedition. It can only pin ships at 1614, then those ships fighting retreat forward to minor planet 1714 putting them range for t4 or at must t5 entry to fed neutral hex.

Edit to add:
When you reach 1714 after fighting retreat, SE fleet then retreats onto 1714 with you. You conduct another fighting retreat onto the bats if east didn't stay put. If east does stay the bats, then you get to fed territory by t4, but if east makes mistake and reacts, you get to fed t3.

By Jared Black (Attrition) on Monday, November 18, 2013 - 04:06 pm: Edit

Ted,

The northern route via lyran/Klingon neutral line is very possible via retrograde slingshots to kzinti territory. However, I find that route more interesting for the attacking possibilities.

You can get 15-41 (depends) hydran ships to take that lyran maj planet bordering the ldr. That's a knife in the side of the coalition and creates some chaos to slow them down.

By Pete DiMitri (Petercool) on Monday, November 18, 2013 - 04:13 pm: Edit

Jared,

Remember that the Klingons retreat first.

They can retreat to 1714 before you and you won't be able to retreat there.

And now you've activated the Eastern Fleet.

By Jared Black (Attrition) on Monday, November 18, 2013 - 04:31 pm: Edit

Pete,

If your assessment is accurate that you accept the first offer for retreat and go to the planet, I then conduct an out of supply forward retreat and move to 1613. Hydran fleet will be at fed neutral by t5. Still enough to devastate the coalition.
You need to pin hyran fleet before 1614 to stop it from getting to fed by t6. This requires the home fleet plus SE fleet blockade.

Jared,

I don't need to accept the first option to retreat. I can use the second.

If you forward retreat to 1613, you ain't never getting to Fed Space. I won't explain how. If we play some day, bring it and I'll show you.

But talking this out is silly to some extent, because it's all theoretical.

If you want to try to do the expedition to me, I'm game. Bring on Cyberboard!

Jared, I'm realizing that you meant (I think) 1813, not 1613.

I'd advise that you read the retreat rules a little more carefully, since it sounds like you are basing a pretty significant gambit on this.

To sum up:

If Klingon forces and Hydran forces are fighting at 1714, the Klingons will have more forces.

The Klingons can accept EITHER option to retreat. The defender retreats first. The Klingons can then go to 1813, and since they have more units, you cannot use fighting retreat to go there.
1613: ...because one cannot simply ignore Priority #3...and you might even need to scuttle something or not resupply a base...

Pete,

I have no clue what cyber board is😊 Email f&e? Explain and perhaps we can play. Never played with raids or ground ships though FYI.

Chuck,

You just don't destroy the Klingon border bats when pushing forward on the belt. That puts you out of supply as the bats block your supply paths. Once out of supply, you ignore the parts of priority 3 regarding supply hex, or shortest route to supply. It specifically says the hex you choose does not matter if you are out of supply (unless that hex contains more enemy seqs). That's how you retreat forward.

Jared: HINT - (301.9)

Quote:

You have to learn why things work on a starship...

...or in a rulebook...

Jared,

Part of the issue Pete was pointing out is that the retreat *decision*
and the retreat *conduct* are completely separate and independent. That means, you go through the retreat decision sequence first. The Klingons, as the defending player, can decide to retreat on the second option, after your decision to retreat.

Now you get to *conduct* retreat. Remember, this procedure is NOT connected to the sequence of the *decision* to retreat. When you *conduct* retreat the *defender* always retreats *first*. So, that means in this case the Klingons retreat first. Priority 2 can then stop you from doing a fighting retreat over your planned target as he could outpin you after he retreats to the hardpoint you wanted to do a fighting retreat over.

Note that the Alliance gets this same advantage when they are the defender and it's the Coalition's phasing turn.

The reason why the Klingons may decide to scuttle a BATS is precisely to prevent the Hydrans from conducting a fighting retreat over one. This action *is* fairly extreme, but if it blocks or delays the expedition, it's worth it.

Don't think they can do it if it's not in the current battle hex and not the eco phase.

...or it opens supply for the Hydrans...and forces Priority #3...

Jared,

Cyberboard is a program that we use to play games over the internet. Basically it has the graphics and counters of the game, but it doesn't conduct die rolls. A bunch of us use it to play, and I'd
certainly be willing to show you the ropes if you feel like checking it out - it will really open up the world of available opponents to you. And the more you play different people the better you get.

By **Pete DiMitri (Petercool)** on Monday, November 18, 2013 - 09:17 pm: Edit

My view on the expedition is that the Southern route is the only one that has a plausible chance of succeeding against a Klingon that is awake.

By **Jared Black (Attrition)** on Monday, November 18, 2013 - 09:28 pm: Edit

Hey guys,

Yes the 301.9(edit for correct rule number) rule applies if the Klingons wish to scuttle their border bats (to ensure 1st Fleet has open lines to its own bats to keep it in supply). But Hydrans could do that as well after seeing the Klingons doing it, meaning 1st Fleet deployed at the belt would be out of supply by the time it reached 1614.

Fighting retreat is entirely not necessary if only the Southern Reserve fleet is present on the belt.

As I stated before,

1) SR pins 1st fleet at 1614, and SR then retreats on first offer to planet at 1714.

2) Hydran 1st fleet now has option to retreat as well. 1st fleet was in supply for combat (410.22), but can retreat to any hex not occupied by enemy fleets surrounding it, because those hexes are all out of supply via leaving Klingon border bats intact. The hex which units are retreating from cannot be considered a supply source for purposes of this priority (302.733) and SUB-PRIORITY-3A: "If none of the potential retreat hexes would be in supply, Priority 3 is ignored."

3) Thus, 1st Fleet retreats "forward," or in this case, north, to hex 1613, and is only 4 hexes from neutral zone.
4) East fleet is not yet active. But regardless, East fleet, Southern Reserve, even if you got Home over to the eastern front, all combined, cannot stop 1st Fleet at this point from a turn 4 or 5 entry into Fed territory. If you attack 1st fleet at 1613 on Coalition turn, I retreat after 1 round and move forward another hex. If you conduct operational movement with SR, I react and move forward 1 or 2. If you do nothing, on turn 4 Alliance I move forward to 1713, get pinned, and retreat forward 1 hex. East is now active, but irrelevant. Turn 5 I will activate the Fed.

There is another way that's even more devastating to activate the Fed if you don't place Home fleet where it needs to be at 1413, but this argument is sufficient.

The only way to stop the Expedition of 26 ships making it to the Fed is to pin them at 1515, which is only possible via Home fleet being at 1413.

And this brings me full circle to my argument for the Hydran expedition to the Klingon capitol. With Home at 1413, I can go to 1312, then north to 1311 after being pinned, with the potential of reaching Fed border by turn 5.

Klingons have to defend both, leaving them mostly defensive on turn 3, which is a huge bonus for Hydrans who are now free to attack Lyrans or Klingon border bats.

___________________________

Another thought,

If Klingons leave West fleet at 1415, it stops the belt Expedition. As far as I can see, no other fleet save Hydran 1st fleet (and PWC) can reach 1415, and that fleet combined is only 26ish ships.

However, you'll have to commit a significant amount of ships to 1013 to defend that bats.
1214 is also vulnerable because if you react West fleet, 1st fleet can make the belt Expedition. If you react Home fleet, I can pin your ships at 1013 and just go to the capitol for the 1312 to 1311 Expedition route.

Although, with regard to West at 1415, 1st could deploy at 1116 per usual, and move north then northeast out of West's reaction range via 1115, 1214, 1314, 1413 etc. If in this way Home is placed at 1212, again I win by being pinned at 1413 by Home, and then either A) Fighting retreat to MIN 1514, or if Home retreats first to this planet, I retreat forward to 1513. Again this proves you must have Home at 1413, but it like I said... leaves the Northern route open unless you commit sufficient ships to defend that line which is still a win for me because you're on the defensive.

By Pete DiMitri (Petercool) on Tuesday, November 19, 2013 - 08:06 am: Edit

Jared,

If the Hydrans are in 1613, they will NEVER get to the Federation. You are still thinking in terms of retreating forward. You won't be able to. All the Klingons have to do is put enough ships in hexes next to you that you can't retreat forward.

Keep in mind also that your ship counts are off. However many ships you crossed the border with, you won't have them after facing the Klingons in an approach battle and pursuit.

Better to play it out rather than the back and forth; I just think you are counting too much on a sleeping Klingon.

By Jared Black (Attrition) on Tuesday, November 19, 2013 - 09:41 am: Edit

Pete,

Explain Cyberboard and we can try this out. You are right that it's just talk against you. I've only had one real opponent, but he's pretty experienced.
If I'm at 1613, how do you propose to surround that fleet with ships? Any operational movement in that area will give me a reaction move toward the neutral zone. If you strat ships to one of the bats it won't matter, because on my turn I will move another hex toward the neutral zone. You'll pin, but there will be open hexes to retreat forward into.

As an aside, you'll probably win regardless lol. Never used all rules in one game. No idea how to implement raids or ground ships effectively.

Jared,

I can e-mail you the stuff for cyberboard.

In terms of rules used, we could do basic F&E or bring in the other rules, not a problem either way.

In terms of the ships in 1613, if Klingon forces move from 1714 to 1613, there is no reaction opportunity for the Hydrans to react forward. You are then pinned.

All that is necessary is to have superior numbers in 1612, 1713, 1714, and then the Hydrans would have to retreat backwards. As the ships would be out of supply, their operational movement would be limited to 3.

Except for possibly a diplomatic ship or things supplied by the supply tug, of course.

Pete,
Edited to add: Yeah email me the stuff on Cyberboard please.

Edited to add: oops I misunderstood fighting retreat. I thought the target of the fighting retreat had to be a base, or planet. It apparently does not: "and retreat into any available hex at the end of priority 3." Priority 3 is ignored being out is supply, so I only need to consider priority 2, meaning as long as you don't have 26 ships in all of the hexes in front of me, I can go there. Also, I would be defending player on your turn and would retreat first anyways.

If you're only using SR to pin at 1613, you'll need at least 26 seqs, probably 2 more from fighter seqs. So, 28 guessing. SR starts with 33ish? Sav too I think, so 34? Leaving 6 ships left in SR. You then use those to cover all hexes except the one where I retreat backwards.

However, you have nothing on the planet now, so I use fighting retreat to get to the planet. Or if SR retreats first back into the planet, I just stay in 1613. Again, you'll need Home fleet to complete this blockade. Or maybe new builds.

You can do all sorts of squirrelly positioning, but I can still get to the fed neutral from that point. Will it be a close call? Yes.

By Paul Howard (Raven) on Tuesday, November 19, 2013 - 03:07 pm: Edit

Jared

Sorry I arrived late for the discussion.

Fortunately, you have been talking to some of the F&E Players 'who know their stuff'!

However, saying that, it is always possible for a new player to spot something, which veteran players have missed (and with rule changes or new expansions - this does actually occur on a fairly regular basis!) - so well done for trying.
As Chuck, Pete and Ted have pointed out - the Expedition can succeed - but against a good Coalition player - the chances are much reduced.

Also, without actually playing the Expedition, it does make it difficult to 'assume this or assume' that - but activating the IWR early - is probably a bad idea - even if the Expedition is successful (on a later turn than 6).

As Pete mentioned - although the Coalition need to do, is pin the Hydrans - and then 'block' the retreat hexes (with more ship equivalents) than the Hydrans have - which forces them back - and then are in-between the Hydrans AND the Federation - and so can pin them when the move forward.

As this may take a lot of ships to do (Ted's done that to me in our current game!), it may be worth it - even if it fails - but with probably 40% of the force needed released via the IWR - it probably becomes a nil some result (20 less Hydrans ships in Hydran space means 20 less Coalition ships needed etc).

So - avoid 1411 like the plague - unless your certain you will succeed - which is difficult to know when you plan the invasion 😊

Good luck, if you try it!

By Ted Fay (Catwhoeatsphoto) on Tuesday, November 19, 2013 - 03:13 pm: Edit

I'll add to what Paul said. He tried the expedition in an old game of ours. I trapped him so that he would have no choice but to retreat to a hex right next to 1411 (and activate the IWR). Paul killed every single ship in the hex rather than see that happened, including very good ships.

I'll add that he won that game anyway, but it's an indication of just how important it is not to activate the IWR early.

By Jared Black (Attrition) on Tuesday, November 19, 2013 - 05:22 pm: Edit
Ted and Paul,

With regard to my northeast Expedition idea, it very well could be bust. Activating the IWR is a big risk, but I think it can be done. Regardless, the chaos it creates is nearly worth it by itself.

However, regarding the belt expedition: if you are contending the Coalition only requires SR fleet to stop it, you're mistaken I'm afraid. Fighting retreat, plus out of supply retreat, used together, mean you need to pin the Expedition earlier than 1614.

Now if you're saying you just need SR to pin at 1614, then will bring other fleets over to out up a 26 ship picket along the border, then yeah that's possible. But you're committing 50, 60, 70 ships to this picket? That works for me. Less in Hydran space.

Glad to discuss this stuff with vets though

Jared, it's not a question of SR alone stopping the expedition. It's a combination of West, SR, Home, and East (which can react to events outside of its territory without leaving its territory). Also, don't forget new Coalition construction.

As Pete indicated above, a Southern expedition can work - particularly if the Klingon does not send an exorbitant number of ships to stop you. However, no matter what you do, he will slow you down - probably to the point where he's going to attack the Fed anyway on turn 7. It's that clock that harms the Hydran's attempt, as it could make the whole effort futile.

However, if the Coalition gives you an opening, take it. If the Coalition appears to be taking the tact of capturing BOTH the Zin and the Hydran but turn 10 while delaying attacking the Fed until then, then the expedition may put time pressure on the Coalition. If the expedition succeeds on turn 8, but the Coalition is not ready for Fed entry, then it can still be deemed successful.
Ironically, Paul and I switched sides and are playing a game right now (The Empire Strikes Back) where I'm the Alliance - and I'm attempting a southern expedition. It's likely to fail, but it's costing him 45 SEs to do it and unless he's careful it could force Fed entry before he's ready (I *sincerely* doubt he's going to attack the Feds on turn 7 - he's just not setup for it. He seems to be going for a double Zin/Hydran capture before turn 10 gambit).

I guess what all of us vets are getting at is that you need to think flexibly. Know what your options are, know how the rules work, and search for weaknesses in the opponent's position - and then exploit them.

While things look very rough for the Alliance at first, believe it or not it takes an exceptionally skilled Coalition player (or Alliance blunders) for the Coalition to win handily. In fact, in my early Coalition days I used to think the Coalition had no chance in the long run! I don't think this anymore (having eat quite a bit of crow along the way complaining about balance).

The Federation is HUGE and maintaining supply through all that huge space is tough for the Coalition. The game is reasonably well balanced, but us vets are constantly evaluating that balance all the time.

Pete is a GREAT player. He will teach you well, so have fun playing! And welcome to the crew! We need you! 😊

By Ted Fay (Catwhoeatsphoto) on Tuesday, November 19, 2013 - 05:50 pm: Edit

Jared,

Here's the *typical* Coalition strategies that get selected from. These assume that it is not possible to take both the Kzinti and Hydran capitals at once - the forces are just not present to do so (absent Alliance blunder). This list is NOT exhaustive. Combinations are possible.
1) Kzinti first. Take the Kzinti capital by turn 4 or 5.

2) Hydran first. Take the Hydran capital by turn 5 or 6.

3) Use 1 or 2 and then attack the Fed on turn 7 while containing the other Alliance capital you didn't take.

4) Use 1 or 2 and then attack the Fed on a later turn with a better consolidated position. After turn 10 the Fed can attack you.

5) Take BOTH the Hydran and Kzinti capitals by turn 8-10. Then fight the Fed.

6) When the Roms come in, concentrate on the Fed and blunt the Gorn.

7) When the Roms come in, concentrate on the Gorn and blunt the Fed.

8) Take the Tholian capital - but this of necessity must be done early to be of any use and that means not hurting the Fed as bad. This helps secure the southern route and scores 100 VPs if you hold the Tholian capital at the end.

9) ("The Mudslide Attack") Take *neither* the Hydran nor Kzinti capitals. Contain both and do economic damage, but limit the damage done to your fleets. Build as much as possible. On turn 7 leave only enough behind to contain the Zin and Hydrans, and throw everything else against the Fed.

At first, Alliance play is *reactive*. You need to react to what the Coalition player does. Later, you will be able to become more proactive. However, to be reactive you need to understand typical Coalition strategies, try to identify them by what he does, and respond accordingly.

-T
There is always the danger that the Coalition will be able to trap the Hydran expedition and slaughter it to the last ship over a number of turns, and in the end, it is probably worth it for the Coalition to do this.

Jared, some thoughts on Zin first versus Hydran first. This issue is complex and is debated back and forth among vets all the time, so there's no right answer really.

Zin first is good as the Zin become very dangerous later in the game, particularly because they can be supported by the Fed with near impunity (possible 1 turn delay through offmap area). Stopping Zin production for 6 turns right off is important. You also can take their capital faster since you attack them first. Usually makes taking Marquis SB on turn 7+ a bit easier too.

The problems with Zin first are manifold. First, their capital is right off of the offmap area. That means you *cannot* keep them out of 1401, so *holding* 1401 is difficult. You can't just put junk in the fleet to pin them out of the capital, like you can do against the Hydran. Also, if you DON'T take the Zin then they have to defend 1401 - meaning that it's easier to contain them. Once their capital goes offmap they can come at you from any one of the 7 hexes adjacent to their offmap zone. Dangerous.

The advantage to Hydran first is that you *can* absolutely deny 617 to the Hydran with sheer pinning advantage. Late in the game this is not enough, but it *will* buy you enough time to build a double starbase (Klingon/Lyran) over 617. In addition, IMHO Hydran fleets are *the best* in the game. They can put up absolutely massive compot lines and take little damage in return given their huge fighter advantage. Taking out their capital limits their ability to build a scary fleet. Further, you can fight more of a 1 front war, instead of a 2 front war (sort of, the Hydrans will always be a pain in your zotchkiss). Plus, if you pick Hydran first then it's
much easier to flatly deny the Expedition.

The disadvantages are also manifold. First, its costly. Hydran lines are huge, especially over the capital. Second, you can't even start attacking the Hydrans until turn 4, and every delay is good for the Alliance. Third, redeploying from the Hydran to the Fed front takes at least 2 turns, whereas you're already there almost when you're fighting the Zin. Fourth, if you don't force the Hydran to defend 617, then they can threaten the LYRAN capital!!! Yes, that's right, I've seen it happen. If the Coalition is not careful the Lyran capital might be in danger of a Hydran assault. Even if the Hydrans get cut off, making it back to the unassailable offmap area is not really that hard.

Anyway, Coalition play is full of choices, and they are hard choices. Knowing what they're thinking about makes your reactions more effective. For example, if it's clear the opponent is going for a Hydran first strategy, then build up the Hydran capital defenses. If he's only going to contain the Hydran, then concentrate as building as many ships as you can - the more ships the Hydrans get the fewer the Coalition will have to fight the Fed.

Hope that helps a little. I could go on for a long time, and other vets may have plenty more to say on these subjects - but at least this is a primer.

By Jared Black (Attrition) on Tuesday, November 19, 2013 - 06:42 pm: Edit

Hey guys,

Thanks for the info. The guy I play with you might know or might not, not sure: Jeff Tiel. He was at Origins 2013 so I assume some of you know him.

At any rate, the back and forth over Coalition long term strategies I understand, and the concepts of what the Coalition must consider.

My only argument here is that by placing West on 1013, Home on 1212, and SR at 1716 (mandatory), it just seems near impossible to
stop the slime. Obviously I can be missing something 😁

That being said, if you do commit West, Home, East, and SR from the above starting positions to trapping Hydran 1st fleet and it really does stop the slime, then look at what you've done. You've moved your fleets from your aggressive starting deployment, to a defensive deployment that I stated should be your initial set up anyways which would save you a much needed tempo. But a Coalition loss in tempo is fine by me. If 26 Hydran ships can keep 90 Klingon ships tied up from turn 4 through turn 5 or 6, or even 7, then Hydrax isn't falling in a cost effective way. And if you didn't take Kzinti capitol first you're in real trouble.

Now, frankly I'm not experienced in late game so maybe you guys know how to turn the tide for Coalition later with such a slow start, but it seems to me if the Fed gets a basically uncontested build up for Turn 7 - 10, and Klingon facing 3 fronts while trying to invade Fed... just doesn't seem plausible.

But you guys have been playing a long time so you very well may see something that I do not. I'll be brainstorming on this Friday and Saturday so maybe I'll see the light then lol

By Pete DiMitri (Petercool) on Tuesday, November 19, 2013 - 07:17 pm: Edit

I'll follow up and thank Ted for his nice comment:

I'm a strong advocate of the Hydran first strategy for the Coalition. Yes, I realize the irony of this since in my game with Ted, we took the Kzinti Capital. But to be honest, that was more of a response to an opportunity that the Kzintis presented us - it wasn't the original plan! Now it can be told.

By Ted Fay (Catwhoeatsphoto) on Tuesday, November 19, 2013 - 08:41 pm: Edit

Jared, see my game in Against All Things Ending. There I took both the Zin and Hydran capitals. I'm knocking at Earth's door, having stripped most of the PDUs from the Federation capital planets. I've pressed deep into Gorn space.
That game is FAR from over. Gary has plenty of fight left in him - but in this game I *did* wait till turn 11 to attack the Federation!

Ted,

How do I view your game? Sounds interesting.

As an aside, I'm crossing my fingers to meet some of you at Origins 2014. At least in person we can shake hands after I win 😊

Edit: Nevermind. I found it.

Jared

One brief comment to what Ted has said - early on, the Coalition have ACTUAL strength - if they want hex X - they can have it.

The Alliance early on has a POTENTIAL/THREATEN strength - they can't say 'I want hex X' - but they can do is say 'I want hex Y or Z - which are you going to defend?'

Plus - often the threat might be worth it - one good example (by Ted) is to attempt the Expedition on Turn 4 - you put the Expeditionary Supply Tug, Diplomat and 10 good ships in a strong reserve position on Alliance turn 3 - and leave a few Hydran ships dotted on the Hydran/Klingon border (ideally just inside the Klingon border) - now if the Coalition goes to kill those ships - you can reserve the new Expeditionary Fleet to it - and with the special supply tug - can make a turn 4/5 rush across Klingon space a lot easier.

What is more likely to happen, is the Coalition will attempt to pin the Reserve - or avoid creating combats which will bring that fleet too far forward.
So the mere potential of a Expedition, might alter the Coalitions attack.

Jared,

Consider this as a "typical" Klingon setup for the HTO:

All of West Fleet on 1214.
Most of Home Fleet in 1212.
SR as you say is all stuck on 1716.
East Fleet deployed on 1811, 1813 and/or 2014.

That right there is over 143 ship equivalents, or more than the entire Hydran navy and then some (143 vs 102). Granted you can focus all of the Hydran navy at 1013/1214 but you'll be facing pretty even numbers SE-wise. So if you'd want to punch through at 1214 you'll have the following scenario:

2nd Fleet sets up in 714 (19 SE)
1st Fleet sets up in 1116 (20 SE and change)
PWC sets up in 1116 (13.5 SE)
Home (25 SE and change, not countin the LAV as it can't move far enough) and Exp Fleets (20.8 SE again not counting the LAV as it can only reach the NZ) are restricted to their single hexes (617 and 716).

Assume 1214 contains the whole West Fleet (34 SE), 1813 contains the whole East Fleet (33 SE) and 1212 contains the entire Home Fleet (42 SE).

Home Fleet attacks 1214. West Fleet still has 9 SE unpinned.
Exp Fleet attack 1214. 9 SE from Exp pins the hex, leaving 11.8 to continue moving. But given there's noting one hex further from 1214 they stop there.
At this point the Klingon Home Fleet would react in. This allows 30 SE from the West Fleet to continue to cover 1013 and 1415 BATS.
2nd Fleet attacks 1214. 2nd Fleet gets pinned, leaving 11 SE from West Fleet free to still react.
1st Fleet+PWC now makes it's "run".
1st Fleet enters hex 1215. 11 remaining SE from West Fleet react in. Hydran Fleet goes from 33.5 SE to 22.5 SE.
1st Fleet enters hex 1315. BATS fighters from 1415 react in. Hydran fleet is now at 21.5 SE.
1st Fleet continues to move to 1414 and 1514. 1514 will require another ship left behind, so down to 20.5 SE.
1st Fleet enters 1613. At this point any East Fleet ships on 1813 can react (which is why it's the best place to put them). East Fleet react into 1713.
Wanting to avoid the SR Fleet, the Hydran fleet engages the Klingon East Fleet in 1713 and ends it's movement.

Things are looking good for the Hydrans so far.

We have the following Battle Hexes:

1214 (major fleet elements on both sides are present)
1215 (minor pin battle)
1315 (very minor pin battle)
1514 (another minor pin battle)
1713 (Expeditionary Fleet versus the Klingons)

The Klingons are guaranteed to have a reserve set in 1716. It's also very possible that the Home Fleet had a reserve marker too, but since it reacted it cannot be used. So we'll just assume a full SR Reserve Fleet of 11 ships.

Right of the bat the Hydrans cannot fight 1713 first, or they'll get forced to retreat backwards (supply path exists to BATS 1116). And for giggles let's say the Hydrans do not want to destroy BATS 1214.

So after fighting 1214, 1215 and 1315 we'll have the following:

Klingon ships in 1214 and 1114.
Klingon BATS fighters in 1315 would have taken at least 1 fighter in
damage and had retreated to it's BATS in 1415. Hydran ships in 1215.

After resolving 1514 it's not going to be unreasonable to see a Hydran ship in hex 1414. It could suicide itself on the planets's PDUs though.

That leaves 1713 to fight. Let's assume it's a 1 round fight and retreat. The Hydrans sit and look at their retreat options, and will be dismayed to realize they must retreat to either 1613 or 1714 as both are exactly six hexes to supply. This is because the BATS in 1415 took some fighter damage and no longer has a full ship equivalent to block supply with. The Klingons, also realizing this, would of course retreat to 1714.

So at the end of the turn we'd have:

Hydran Expedition in hex 1613.
Klingon West Fleet in 1714 (including the SR reserve fleet).
Klingon fleets in hexes 1214 and 1114.
Remaining Hydrans would probably retrograde to various bases as able.

At the start of Coalition T4, the Hydran fleet will NOW be out of supply and is 4 hexes from it's goal. Odds are it has taken some losses from the one turn fight, so let's say it's down to 17 SE even.

At this point it's over for the Expedition. While it looks like you might be able to pull it out, you won't be able to. What happens next is this:

Home and or West Fleet attacks the expedition from behind. Through hex 1514 most likely. Hydran fleet is pinned. Klingons then make sure to place 18 SE in hexes 1714, 1713, 1612 and 1614. Then the Klingons dogpile the Expeditionary Fleet.

After one round of combat, the Hydran fleet will be weaker again and now be in either 1514 (FR) or 1513. To save ships (and not be forced to retreat even farther away, they go to 1513. We'll say
they're down to about 13 SE now.

Klingon fleets retrograde to 1611 and 1811 (enough to pin the Hydran ships). The rest can go back to the Hydran border.

So we now have:
18 SE Klingon fleets in hexes 1614, 1714, 1713 and 1612.
Slightly smaller Klingon fleet on 1611 and 1811.
Hydran Expeditionary Feet in hex 1513 (now 5 hexes from the Feds).

When Hydran T4 comes, the Expeditionary Fleet is in a bad way. Moving North to 1512 will not help it get any closer. Same with South to 1514. So it pretty much has to move to 1612, where it gets immediately pinned. And as it gets pinned, the ships in 1811 react into 1712, NOT to the battle.

So now there is a wall of Klingons in 1712, 1713 and 1714. Hydrans fight one round in 1612 and gets force to either 1613 or back where they started in 1513. They go to 1613, as it's one hex closer to the Feds. Again the fleet would take losses, so it's probably down to 10 SE by now.

When Coalition T5 comes, the Klingons already have their wall in place, so they do the same thing and hit the Expedition from behind and make sure it must retreat a hex backwards.

Rinse, lather and repeat until all Hydran ships are dead, noting that the force required to do so gets lesser every time.

And this block didn't require a single ships added to any of the fleets. If you were to deploy the Tholian Border Squad and some new construction, the Klingons can just stop this cold right at the border.

Granted once the Hydran fleet got that deep the Klingons needed about 100 ships to stop it, but it's 100 ships they HAVE. And loosing 1/4 of the Hydran fleet to tie up 100 Klingon ships is a very good trade for the Klingon.
Rob,

Edit: I found 411.32 and you're right about the fighters on the bases and how they block supply. If you lose any of them supply opens back up, so it is very wise to sacrifice them. If they can react to any target one hex away and not be limited to reacting to an equal SE, then you're right that this works. I wonder if scuttling the Hydran border bats stops this effectively though?

Another Edit: If I leave a small ship, like a frigate, on 1514 Minor and then fight it until it gets destroyed (retreating it creates a supply path), doesn't that block 1st Hydran Fleet off from supply in 1713 regardless of the movements of your Bats fighters from 1415? There are 2 SEs of fighters on the PDUs at the Minor. I suppose its possible that the Frigate could take out 7 fighters though. Perhaps I leave a PTR or something smaller that is legal to pin, something that cannot attack as well as a FF? Actually, the Hydran SC is probably weak enough to not do more than 1 damage per combat round, and would get destroyed by the 2 PDUs at the minor planet before it could take out 7 fighters I think. Maybe.

Interesting post. I must be misunderstanding the base fighter reaction rules. They can react to pin themselves on a larger force? What's the rule number? I thought they could only react to pin equal ship elements.

I must also be misunderstanding how Bats block supply with regard to fighters and SE's. Can you direct me to the rule number? This changes my thoughts obviously if you're right.

Presumably to get around this, Hydran's could scuttle Bats at 1217 and 1116? They are the only supply source to 1713 in the above scenario. If supply exists to the Hydran fleet at 1713 then I of concede this does not work easily at all.

Another question: How is East fleet reacting out of its starting zone when it is not active? Yes it can react to 1713 cause that is its
starting deployment zone + its released anyways once Hydran navy reaches there. But it cannot react when Hydran fleet hits 1613 as its not released yet, no?

Thanks

By Rob Padilla (Zargan) on Wednesday, November 20, 2013 - 12:36 pm: Edit

OK, in order:

Quote:

Edit: I found 411.32 and you're right about the fighters on the bases and how they block supply. If you lose any of them supply opens back up, so it is very wise to sacrifice them. If they can react to any target one hex away and not be limited to reacting to an equal SE, then you're right that this works. I wonder if scuttling the Hydran border bats stops this effectively though?

It can help, but at the same time the Klingons could scuttle 1415 on Turn 2. So I saw this as a wash in the end since both sides have a counter that puts us right back where we started.

Quote:

Another Edit: If I leave a small ship, like a frigate, on 1514 Minor and then fight it until it gets destroyed (retreating it creates a supply path), doesn't that block 1st Hydran Fleet off from supply in 1713 regardless of the movements of your Bats fighters from 1415? There are 2 SEs of fighters on the PDUs at the Minor. I suppose its possible that the Frigate could take out 7 fighters though. Perhaps I leave a PTR or something smaller that is legal to pin, something that cannot attack as well as a FF? Actually, the Hydran SC is probably weak enough to not do more than 1 damage per combat
round, and would get destroyed by the 2 PDUs at the minor planet before it could take out 7 fighters I think. Maybe.

No, as PDU fighters only block supply in the hex they are in, and I was never counting on that ship anyway. But you are correct about that Hydran being able to help OPEN supply for the Hydran fleet, so you need to be careful. So in this case planet 1514 ONLY blocks supply going through hex 1514.

Quote:

Interesting post. I must be misunderstanding the base fighter reaction rules. They can react to pin themselves on a larger force? What's the rule number? I thought they could only react to pin equal ship elements.

Thanks! BATS fighters (And SB, BS, etc any base) can react a hex to engage enemy forces. It's right in 205.142. So as long as you have 6 fighters, or a smaller number of fighters and a ship, they can react.

Quote:

I must also be misunderstanding how Bats block supply with regard to fighters and SE's. Can you direct me to the rule number? This changes my thoughts obviously if you're right.
Presumably to get around this, Hydran's could scuttle Bats at 1217 and 1116? They are the only supply source to 1713 in the above scenario. If supply exists to the Hydran fleet at 1713 then I of concede this does not work easily at all.

Yes they can. However there are only certain points it can be done at:

End of the Shipyard Phase
End of the Troop Action Interphase (for a battle-hex only)
End of the Final Activity phase

But BOTH players get chances at these points, NOT just the phasing player, so careful Klingon scuttling can nullify the effect.

Another question: How is East fleet reacting out of its starting zone when it is not active? Yes it can react to 1713 cause that is its starting deployment zone + its released anyways once Hydran navy reaches there. But it cannot react when Hydran fleet hits 1613 as its not released yet, no?

It can react to threats outside of it's deployment zone, as long as it does not LEAVE it's zone. 600.311
Also note this was without ANY extra ships on the Hydran border, just what is present at the start of Turn 3. Most Coalition players are going to send some more ships down there, and as you can see it only takes about 20 to lock this route down 100%.

You could also try going closer to the SR SB and avoiding the West Fleet, but then you loose the support of the Home and 2nd Fleets so it doesn't really become any easier.

By Rob Padilla (Zargan) on Wednesday, November 20, 2013 - 12:38 pm: Edit

And as an aside, hex 1413 is a great defensive spot for the Klingon Home Fleet as well. It looses the ability to cover 1013, but what it gains the Klingon player is a solid block on the 1st Fleet Expedition route. The only Hydran fleets that can penetrate that deep are the 1st and the PWC.

By Jared Black (Attrition) on Wednesday, November 20, 2013 - 01:35 pm: Edit

Rob,

I agree with your post about 1413 being an excellent defensive position for Home fleet. That was my original point. My argument here was against the placement of Home at 1212 and West at 1013, and no ships at 1214, 1415, 1417 etc.

My apologies, I did not read yet how to quote...

To your point on scuttling Klingon BATs: If 1116 Hydran BATs is scuttled, and Hydran 1st fleet makes it to 1713, it is out of supply whether or not you scuttle the Klingon BATs. No Hydran BATs or SB is within 6 hexes of 1713 other than 1116.

On the scuttling order, when is "End of Shipyard phase" exactly? After builds, but before Operational movement? If so, and the Klingons do not do this ahead of time, then the Hydrans can scuttle 1116 before Klingons can scuttle theirs anyways yes?

Now, with regard to West at 1214 and Home at 1212. I do as you said and send Home, Exp, and 2nd to 1214 to pin West. Home
reacts in. I need another 10 SEs maybe from 1st? I do that. Then I send the SAS fro 1st to 1415 via 1316 NZ. The SAS is 0-2 and does count as a ship for pinning right? It will do 0 damage to the 1415 BATS fighters and itself be destroyed. Meaning the fighters from 1415 will block 1315 which is the vital supply hex and thus blocking off 1st fleet from supply when it reaches 1713. 1st Fleet can drop off a Frigate or Scout at the minor planet 1514 and fight to the death so it does not re-open hex 1315.

If 1st fleet is in 1713 and you react East fleet onto it on Turn 3, being out of supply at this point, it will either fighting retreat onto BATS 1813, or conduct a normal "forward" retreat to 1812.

If you do not react, and instead wait until Turn 4 and then Pin it with SR fleet, you'll need to get around 20 SE's into hex 1812 and 1813 and 1712 and 1714. If you can do that, it would force a retreat to 1613 or 1614 I believe. But can you get that many ships there in time?

You'll need 80. 10 left over from SR, 33 from East, 66 from West and Home, and 15ish from new builds... Yeah the count is there. Turn 4 however, Hydrans could send EXP and 2nd Fleets up the belt to assist though. Not sure if it'll work.

Thanks for the help btw.

Hey--so here is a question, strategy wise: How are G units good?

Like, I'm using the Ground Combat rules, in theory, in the current game of 4PW I'm playing with Richard. But in general, it seems like trying to use the G ships to do things is too much trouble for what it is worth, so the G units mostly seem to go ignored.

To be fair, it is a 4PW game. And PDUs are much less effective. And there are no maulers. I suspect that if, say, you are attacking a Homeworld, and you have a line with a Mauler and then an escorted G assault ship, you get to Maul some PDUs and then (theoretically)
make a G attack, and force the defender to choose between directing the Mauler and the G units (where if they kill the Mauler, the G unit might kill more PDUs over the 4 the Mauler is getting, and if they kill the G unit, the Mauler lives to possibly Maul again). But in general, it seems like they aren't worth the hassle for attacking planets and bases with. I realize that they also have benefits in, like, capturing ships and ground assault Raids. But in terms of attacking PDUs/Bases, is what I posted above with the Mauler in the equation about the jist of them?

Jared,

Auxes cannot pin. If they have fighters than their fighters can pin but auxes themselves do not.

I'll respond more in detail later to the rest.

Peter,

Well others might disagree but I think your correct. They allow you to cause an extra PDU casualty in a round, or do a SIDS to a SB, I suppose a BATS too but usually you don't need to use G ships for that you just compot up and swing for the fences against a BATS.

Ted Fay would be the guy I know that does the most with G-Ships. I should also say using an MMG I have upon occasion used a high compot G ship (such as the JGP-G) to just plain add compot to a line. While I have never done it I suppose the Gorns using a MMG to add that beast of a DN with 4xG's as an extra unit would be nice!

Jared,

In doing the sort of thing with pinning a BATS and hoping not to kill
any of its fighters…. the Hydran Hunter-G is your friend! I will leave the details to the reader!

By Mike Parker (Protagoras) on Wednesday, November 20, 2013 - 05:57 pm: Edit

Peter,

One other thing, while you might not have the damage points to do it, attacking with G ships the other side can direct on these G ships with additional Dir Dam's without using his one alloted. So you could hit the Mauler as well as G ships, I have done this a few times DD Kill the mauler and DD cripple the G ships (most G ships lose all G's when crippled and I rarely have enough damage to kill the G's and a mauler. You also add a bonus for crippling any G ships like the D6G that tries to attack the turn it was crippled).

By Kevin Howard (Jarawara) on Wednesday, November 20, 2013 - 06:22 pm: Edit

How to use G-ships?

Damage sponges!

Why have a frigate absorb only 5 pts to cripple, 8 if I self kill, when I can get you to dirdam it for 16 pts?
(or else suffer a G attack)

Only use if your BIR is already a 4. You should never use a G-ship if you unwilling to accept casualties. Do not attempt to operate heavy equipment when G-shipping. Do not use a G ship if pregnant, a carrier, or are thinking of becoming carrier. Always G responsibly.

By Peter Bakija (Bakija) on Wednesday, November 20, 2013 - 06:52 pm: Edit

Mike wrote:
>>One other thing, while you might not have the damage points to do it, attacking with G ships the other side can direct on these G ships with additional Dir Dam's without using his one alloted. So you could hit the Mauler as well as G ships, I have done this a few times DD Kill the mauler and DD cripple the G ships>>

Oh, yeah. Huh. That makes them seem even worse. I mean, yeah, someone has to direct them. But on the up side, you get to direct
multiple ships that round--so over a Capital, you can direct the Mauler, and then the G ship/group/whatever, and still probably have damage left over. So the one instance where G ships seemed like a good plan, they seem like a less good plan. Hmm.

I think G ships are extremely useful, but they can't be used as an afterthought.

If your opponent wants to direct cripple or kill a G ship over his capital, cooperate in this objective.

The worst thing he can do to you is normally to let the damage fall or to direct something big and important (like a 4 point scout, D6D, DN, or carrier). Directing on a G ship is relatively harmless by comparison.

Your D5G costs 5 EP, and absorbs 22 damage to DD over a capital, which gives you 1.5 EP in salvage. So you are spending 3.5 EP to take 22 damage in a situation where you might well self-kill if he weren't directing. How is this bad?

If he direct cripples then it's even better, 14 damage to cripple something that repairs for 1.5 EP, yes please.

G ships are not bad for mopping up secondary targets, but that's not a reason to build one- you start with plenty for that purpose.

their primary use over hard-points is damage absorption. you don't want to blow command points in many starbase or major planet assaults, and having an extra 5 or 7 factor damage sponge (courtesy of the MMG) is actually pretty handy. a high offense G ship (JGPG, LTT) can occasionally present itself as a higher priority target than a more expensive specialty cruiser.
Jared,

Sent you the Cyberboard stuff but haven't heard from you.

Did you get it?

Jared,

Quote:

I agree with your post about 1413 being an excellent defensive position for Home fleet. That was my original point. My argument here was against the placement of Home at 1212 and West at 1013, and no ships at 1214, 1415, 1417 etc.

OK, I didn't realize that. But if the Klingons setup that way, they are just begging you to *do* the Expedition, as they basically cleared the way for you.

I would also point out that the Klingons do not *have* to fight you in 1713. They could just let you enter the hex and NOT react in for a fight. Then you stay in 1713. And again, they'll come at you and pin from behind and puch you back a hex AND put ships in front of you to block your forward line of attack as they'll still have enough room to do so. It' just a bit trickier but still 100% doable.

Quote:

To your point on scuttling Klingon BATs: If 1116 Hydran BATS is scuttled, and Hydran 1st fleet makes it to 1713, it is out of supply
whether or not you scuttle the Klingon BATS. No Hydran BATS or SB is within 6 hexes of 1713 other than 1116.

True.

Quote:

On the scuttling order, when is "End of Shipyard phase" exactly? After builds, but before Operational movement? If so, and the Klingons do not do this ahead of time, then the Hydrans can scuttle 1116 before Klingons can scuttle theirs anyways yes?

Yes, but the rules are very clear, both players can scuttle at that point (and at the other points too). So if the Hydrans blow up a BATS, the Klingons can just say "me too".

Quote:

Now, with regard to West at 1214 and Home at 1212. I do as you said and send Home, Exp, and 2nd to 1214 to pin West. Home reacts in. I need another 10 SEs maybe from 1st? I do that. Then I send the SAS fro 1st to 1415 via 1316 NZ. The SAS is 0-2 and does count as a ship for pinning right? It will do 0 damage to the 1415 BATS fighters and itself be destroyed. Meaning the fighters from 1415 will block 1315 which is the vital supply hex and thus blocking off 1st fleet from supply when it reaches 1713. 1st Fleet can drop off a Frigate or Scout at the minor planet 1514 and fight to the death so it does not re-open hex 1315.
As I mentioned before, Auxes cannot pin. Also my original example the ship left in 1514 was not even part of getting supply to 1713, it just happened to be there. But I agree if you leave it alive it can open supply.

BUT....

One of the chances to scuttle a base (or PDUs) is in the Combat phase, so they can blow the PDUs in an attempt to keep your ship alive.

**Quote:**

If 1st fleet is in 1713 and you react East fleet onto it on Turn 3, being out of supply at this point, it will either fighting retreat onto BATS 1813, or conduct a normal "forward" retreat to 1812.

If you are out of supply this is true. But as I said earlier, the Klingons can opt NOT to react into your hex, thus denying you the ability to retreat forward.

**Quote:**

If you do not react, and instead wait until Turn 4 and then Pin it with SR fleet, you'll need to get around 20 SE's into hex 1812 and 1813 and 1712 and 1714. If you can do that, it would force a retreat to 1613 or 1614 I believe. But can you get that many ships there in time?
1714 and 1813 have some help already in the form of about 5 SE of fighters. So those 80 SE becomes 75 and between the SR and East Fleet alone they are about that many. And 1713 is in range of the Home Fleet and the West Fleet as well as any ships that may be sitting at 1509 area. And they build about 30 ships a turn and can place a pair of POLs as well. Yes they can get enough there to stop you in time.

---

Quote:

You'll need 80. 10 left over from SR, 33 from East, 66 from West and Home, and 15ish from new builds... Yeah the count is there. Turn 4 however, Hydrans could send EXP and 2nd Fleets up the belt to assist though. Not sure if it'll work.

---

Yup I think we worked this out above 😊

Remember too, the Lyrans sitting over 411 and 413 aren't just going to be watching you. They are going to be killing the 2nd SB for free, destroying all the BATS on that side of the map, probably taking 416 and can threaten 617. I don't think you would want to send the rest of the fleet up the "belt", as then you;d be giving away the homeworlds for essentially free. Even if you brought in the Feds, loosing 617 for a song will probably loose you the game.

I think the bottom line is this:

Your plan for the Expedition to succeed is 100% dependent on the Klingon player deploying in the worst possible way AND not sending a single new ship or the TBS to the area.

The "typical" setup for the Klingons is West in 1214, Home in 1413 and SR on 1716. while this setup isn't going to threaten 617 on
Turn 4, it CAN hit the 1st SB and take out all the BATS, leaving a TON of ships in range of 617 for Turn 5. Placing West on 1013 and Home at 1212 is more aggressive as now you can hit the Exp SB and the 1st SB, but being able to attack one more SB isn't worth the gaping hole it places in the Klingon defenses for the Expedition.

Stepping back for a second, what then would be a generally good set up to help prevent a successful Expedition?

Rob,

I agree with most of that. Thanks for pointing out too that Auxes don't pin. That alters the plan to Hydrans must scuttle 1116 in order to ensure being out of supply, which is necessary.

As to sending Exp and 2nd fleet up the belt on Turn 4, that's also a big risk yes, and I'd have to look further into doing this, but then the Expedition is a gamble regardless. Also, with Home fleet which now consists of about 30 SEs at the capitol, I'm not really worried about Lyrans on Turn 4. Turn 5? Maybe, maybe not. Lyrans in general don't concern me when acting alone.

Chuck,

My point originally about Klingon Turn 3 setup against the Hydrans is that the most logical placement of fleets is West at 1415 and Home at 1413. It completely blocks any hope of a belt Expedition, and Home can still react defensively to 1214. Klingons place new builds on 1013, and keep reserve fleets in range of 1013. Maybe put the Lyran reserve on MAJ planet 0810, in range of both Klingon 1013 and Lyran 0413.

After evaluating it further, I think West fleet is more critical to blocking the Expedition than Home fleet. With West on 1415 it is out of range of every Hydran fleet except the 1st Fleet, and has
virtually the same SEs. You can't get past as far as I can see, unless you go south, but that's different.

So my argument is that Klingons turn 3 must have West on 1415, and Home either on 1413 or 1313. Because if they are placed aggressively on 1013 and 1212, Hydran player will go for the Expedition on the belt, forcing you to retreat those fleets anyways and losing a tempo while you're at it.

Edit to add: I still think I can make the Expedition work more often than you think is possible after reviewing some stuff. But it just needs tested.

Pete,

Yes I received your email, but I don't get a lot of time to actually PLAY F&E lol. I'll look into Cyberboard this weekend *fingers crossed*

Also, this discussion proves my earlier point that SR fleet is not sufficient to stopping the Expedition. Rob demonstrated that 80 (maybe actually 110+) SEs are required to blockade the Hydran fleet once it gets to 1713.

Although, you guys definitely taught me some stuff. I misunderstood a number of rules, and didn't see a few maneuvers. I appreciate the education!

Well I'd say that you proved that the expedition could be talked through the center of the Klingon Empire.

But played is a different thing. There are so many ways for the Klinks to stop it on that route.

Take your time with the Cyberboard. I just wanted to make sure you got it. Feel free to ask any questions.
Oh, and a belated welcome to the board. Always good to have a new victim, err player.

By Mike Curtis (Nashvillen) on Thursday, November 21, 2013 - 12:23 pm: Edit

Jared, feel free to contact me, also, by email. Jeff and I are in communication often, a lot about your ideas... 😊

By Ted Fay (Catwhoeatsphoto) on Thursday, November 21, 2013 - 12:39 pm: Edit

Jared, if you want to see my games let me know when you get Cyberboard and I can email you my game files for your perusal.

By Michael Tisdel (Jtisdel) on Thursday, November 21, 2013 - 02:12 pm: Edit

On the G-ship attack, they are useful for BATS busting - the G attack to drop the BATS another SID. Hitting an isolated BATS with a G-ship means your BATS busting force can be smaller (I think - I'll have to crunch the numbers later as I don't have the SIT to check COMPOT).

By Ted Fay (Catwhoeatsphoto) on Thursday, November 21, 2013 - 02:14 pm: Edit

G ships are very useful during starbase and capital assaults. The opponent often has to direct on them or accept additional SIDS or PDU losses. Damage absorption is good. Additional SIDS or PDU losses good - so either way you win out.

By Jared Black (Attrition) on Thursday, November 21, 2013 - 02:36 pm: Edit

Mike,

You're the Mike I keep hearing about eh? I added you to my email contacts. What's the trick/strategy to getting a wife more on board with F&E? Jewelry right? lol

By Ted Fay (Catwhoeatsphoto) on Thursday, November 21, 2013 - 02:45 pm: Edit

Quote:
Mike,

You're the Mike I keep hearing about eh? I added you to my email contacts. What's the trick/strategy to getting a wife more on board with F&E? Jewelry right? lol

Abject begging and grovelling helps. As does offers to go to chick flicks, doing dishes and house projects she wants, etc. At least, these things work with WifeWhoWhipsHusband of CatWhoEatsPhotons. 😊

By Jared Black (Attrition) on Thursday, November 21, 2013 - 04:16 pm: Edit

I definitely do a bit a groveling, but it always seems like a fighting retreat with her BIR at 10 and mine at 0. I get to where I wanted to go, but it hurt... and parts of me do not get replaced. 😊

By Rob Padilla (Zargan) on Thursday, November 21, 2013 - 05:19 pm: Edit

I had to agree to take my son with me for Origins next year to go. But I've always wanted to go, so it's a small price to make it happen. I'll probably just make sure he gets setup to play Magic for most of the time. 😊

By Mike Curtis (Fear) on Thursday, November 21, 2013 - 05:32 pm: Edit

Rob, my son will play CCG with yours! Also, he can get him hooked on FedCom at the same time.

By Rob Padilla (Zargan) on Thursday, November 21, 2013 - 05:58 pm: Edit

Sweet!

How old is your son Mike? Mine is 12.

By Mike Curtis (Fear) on Thursday, November 21, 2013 - 07:25 pm: Edit

John will 14 at Origins this year. Should work out well. He has been two other times.
Wow.

My fiancée WANTSS me to do my "geek stuff" because she knows it makes me happy. She even went to Gen Con with me to attempt to learn more about my world. She admits readily that she has no clue (or interest) with SFB/F&E, but she does want to play D&D/Pathfinder with my group.

If you are in a relationship where you can't be yourself, it's not worth it. And THAT is why I have an EX-wife.

Ted,

I got Cyberboard functioning now after Pete got me set up with Dropbox. Now I just need to figure this thing out. If you want to send me your game files go ahead and I'll have me a looksie 😊

@ Randy: I don't have that luxury even if I felt I could leave morally. Not with very young kids.

@Ted - My kids were young, too. It was better for everyone in the long run.

Back on topic:
I have been reading Jared's approach to the Hydran Expedition, and the commensurate back and forth, with great interest. I am wondering how the additional rule sets make/break his thesis?
So after thinking a bit more on my first idea of the northeast (Capitol) Expedition for the Hydrans (originally shot down by Klingon capitol SE's...) where the fleets get pinned on 1312, then retreat north 1 hex to 1311, I've realized that I had not considered that the Klingons would simply use ALL of their fleets to blockade. I thought tying that many ships up to push around one Hydran fleet would be unwise and so I missed it. Many here think otherwise, so in that regard, if I were at 1311, on Coalition turn 4, you could easily blockade and force a retreat of the Expedition.

The already established Expedition route of going north via neutral zones is still a viable option, and I wonder about ignoring the Retrograde "slingshot" and instead moving 1st and 2nd Fleets directly to Klingon BATS 1009 (after necessary pins at 1013), with the goal of on Alliance turn 4 aiming at Klingon Minor 1407.. using the FCP too?

Actually with 1st and 2nd Fleets at 1009, you have about 40 ships, roughly 50 SEs in the Klingon/Lyran breadbasket. It might be better to start targeting small planets if possible, while at the same time tying up Coalition fleets.

As to other Expedition routes, if the Coalition player puts West on 1415, one could also decide to scuttle Hydran BATS 1116, 1217, and 1219, deploy 1st Fleet (plus PWC) on 1217, and aim for the Southern Reserve SB at 1706 via route 1318, 1418, 1518, 1617, (SR reacts to 1717), 1717 Battle Hex. SR could decline retreat option, but 1st Fleet retreats to 1816 (no supply from BATS). If SR decides to accept his retreat option on first offer, Hydran fleet also retreats and again goes to 1816.

Is there enough in range from New builds, Home fleet at 1212, West at 1415, and Southern reserve to fully blockade and stop 1st Fleet using an FCP? I may not even understand the FCP properly.

C4: Home to 1816 PIN, New builds to 1815, West to 1716, SR to 1916. Forces 1st Fleet to retreat to 1917.

A4: 1st Fleet moves to 2216 via 2017, 2117, 2216. Conducts
fighting retreat to BATS 2215. Retreats forward to NZ. Fed activated Alliance turn 4 with Klingon Home, West, and C4 New Builds in the 1716 region, and East somewhere in the 1812 - 2215 zone.

Yay or nay?

By Paul Howard (Raven) on Friday, November 22, 2013 - 06:37 am: Edit

Jared

On C4 - your forgetting all those forces in 1816 which fought and pinned the Hydrans, can retrograde (and assuming the Coalition failed to keep you out of 1917)

On retrograde/Strat Moves with what wasn't used (or pulled from the north) - Klingons put Equal Ship equivalents in 1916 and 2216 (or marginally more).

So on A4 - the Hydrans would get pinned in 2016 or 2117.

Coalition retreat back to 2216 (and have more equivalents - hence 1 or 2 more ships to ensure poor dice in 2117 doesn't allow the Hydrans to equal them in Ship Equivalents!) - so Hydrans retreat to 2116 or 2117.

On C5 - Coalition again pin from a fleet coming from behind - and ensure no forward retreat is possible.

A5 - might allow Hydrans to wiggle through - but as long as the Coalition stop the Hydrans retreating from 2115 or 2215, into 2214 - the Feds are not yet activated - as the Hydrans have to enter Fed Space.

C6 - Hydrans will need probably 5 ships in the Neutral zone to allow 1 ship to react into Fed Space (E&S mission might get 1 ship crippled, Drone Raid and Normal raids another 2 ships - and normal combat 1 ship).

Randy has raised a good point - how the rules and expansions have
altered the Expedition.

Fast Ships - make it a lot easier (namely being able to move 7 hexes or 4 if out of supply).

Hydran Supply Tug - massively easier now!!

Diplomats - More difficult - Coalition know the route will take - a Hydran force without a Diplomat can be ignored....

New Small Scale Combat - various people initially commented on how the Hydrans avoid killing 1 Fighter, so the 6 Fighters from the BATS would block the supply - with the new table - it's probably impossible to achieve this now - and it's all down to the dice.

A good roll from the Hydrans will get 2 casualties - or poor roll might get 0 or 1 casualty (so the fighters retreat). Putting a poor ship against the BATS increases the chance of getting less than a net 8 - but a roll of 12 (as best differential you can get is -4 I think).

...although I have thought of one thing - is it legal to send say a single fighter from a Base (BATS for example) and accept an Approach Battle - even if the Base had more than 1 fighter available. (If the Base had previously lost fighters and had been unable to replace them - clearly it would be legal to send 1 to 5 fighters, if that's all they had to accept an approach battle!)

That might may the Hydrans chance of getting two casualties even more likely!

By Rob Padilla (Zargan) on Friday, November 22, 2013 - 08:11 am: Edit

Chuck,

Quote:

Stepping back for a second, what then would be a generally good set up to help prevent a successful Expedition?
Generally speaking it would be:

West on 1212  
SR on 1716  
Home at 1413  
East at 1714

This should pretty much shut down and run across the Klingon "belt". It does lave the North NZ route open, but that can be fairly easily denied by making sure to capture and hold 1105 and to take down 1304 (and the BATS). Without the retrograde point, once the Hydran fleet drives up the spine to 0911 or so they'll either be OOS (or have the supply tug and maybe get a bit further, but with no way to retrograde to a Kzinti supply point this route is simply too long to be effective.

Going up the spine it *is* possible to get as far as 1008, but to do that you'd not have the supply tug therefore Klingon BATS 0906 and 1107 will also need to be destroyed by the Kzinti, and they'll need to be holding 1105 or 1304 to be able to retrograde on that turn. Otherwise they'll be OOS and not be able to retrograde.

Paul,

I honestly don't know if you can do that never thought about it! I suppose a counter to that (the second time I encountered it) would be to put 2 Hydran Cruisers and a HNG there, that is enough compot to choose normal combat, the HNG becomes the third flagship, the 2xCA are discounted as unchosen flagships so only the HNG goes to the line. Choose BIR=1 and your assured to score 0 no matter the rolls. But its a very good idea, and to 100% counter it you need to use two extra ships to push the o-compot over 14 and force normal combat resolution!
Mike

2 things

1 - Using 2 Cruisers may not be a good idea (normal lack of hulls) - but you are right in that it doesn't risk either.

2 - Small Scale Combat is decided on after forces are revealed (last step in 3) - so if the Hydrans use the HNG - it will be SSC - if they use 3 ships, it will be normal combat.

3 (ok, three things) - if it's normal combat, the Hydrans will kill at least 2 fighters - and so supply would go through the hex - which the Hydrans don't want.

So adding more ships - doesn't help!

By Mike Parker (Protagoras) on Friday, November 22, 2013 - 11:56 am: Edit

Before you begin the battle at all you look at the forces present. If the forces present are allowed to use SSC then you use SSC otherwise you use normal combat. In this case with 2xCA and a HNG you would say "Oh I have more than 14 O-Compot so I choose not to use SSC" then you enter normal combat. In normal combat you use the HNG only. Now I could be wrong and maybe by the SOP your correct BUT if so I have never played it that way nor seen it played that way. It is always a determination before the battle begins as to if SSC or Normal combat is to be used, then once that is determined you use whichever method.

You seem to be saying you choose the battleforce THEN determine if SSC or Normal is to be used.

By Ted Fay (Catwhoeatsphoto) on Friday, November 22, 2013 - 12:00 pm: Edit

Don't forget the expedition that goes straight through the heart of Lyran space. If the Coalition does not deploy carefully, a chain of 3 FRs can give 9 hexes of movement to the Hydrans in one turn, and make reaching into Zin space quite doable.
Just looked at the SOP to verify

5-3B ... Prior to the initial combat round only, determine if small-scale combat Battle Force size restriction (310.11) apply...

5-3C (establish escorts and such)

5-3D (set Flagships etc)

5-3E Players secretly select units to be in the Battle Force, including drone bombardment...

So you find out if your using ESSC or normal combat FIRST, then you select flagships and determine a battle force. So in my example you would use 2xCA + HNG to force normal combat instead of SSC then put up the HNG to do no damage.

Isn't there a rule now that if you do 3 Fighting Retreats your whole force dies horribly? Or is it "more than 3"???

Mike - I read the rule section which refers to after the first lines are revealed - not the SOP at the front of the rules - Doh!

(Thinking about it - that could cause a few problems - if you do an Approach battle at a SB with very few defenders - the SB is pretty useless - lets say 1 x Pol and the SB Fighters - it forces the defender to decline!!)

Rob - 3 Retreats and Death - Although it was threatened and promised (IIRC) - it was never actually added in the rules! Not sure why it wasn't added??
Paul,

I'm guessing here, but that might not have been added because the whole point of fighting retreat is to enable large fleets to push through single FF blockades. Three fighting retreats through a 3 deep single FF blockade won't kill a Hydran fleet I'm pretty sure

Edit: the bir 10 vs 0 balance is added to prevent a continuous fighting retreat. If the defending fleets have enough compot, they will effectively stop the fighting retreat after a few consecutive attempts.

By Mike Parker (Protagoras) on Friday, November 22, 2013 - 04:23 pm: Edit

It is my understanding that while it was not added to the rules the FR overload ruling is in effect. You get 3 Fighting Retreats then if you choose it a 4th time your fleet implodes!

I could very well be wrong about this, I frequently am, I blame it on all the darn cranberry juice I snort!

By Rob Padilla (Zargan) on Friday, November 22, 2013 - 04:37 pm: Edit

I agree with Mike. I'm pretty sure it was a SVC mandate, but I have been unable to locate it.

By Mike Parker (Protagoras) on Friday, November 22, 2013 - 04:58 pm: Edit

Yeah it was a pretty unequivicable SVC statement somewhere in the forums here about FR. I cannot imagine he was joking given my memory of how serious he sounded, and I cannot imagine its been rescinded without some major announcement!

By Ted Fay (Catwhoeatsphoto) on Friday, November 22, 2013 - 05:46 pm: Edit

FR auto-kill didn't make it into the rules. However, IIRC it is retreat a 4th time and blow up.

By Mike Parker (Protagoras) on Friday, November 22, 2013 - 06:21 pm: Edit
Ted,

I could be mistaken on the protocol, but every ruling before F&E2010 came out was not either covered by 2010 or annulled as I understand things. If F&E2010 is silent on the issue I would think the SVC mandate stands, but as my usual caveat I am frequently wrong on such things much to my chagrin!

By Ted Fay (Catwhoeatsphoto) on Friday, November 22, 2013 - 06:28 pm: Edit

Mike, I dunno. All I know is that F&E2010 is silent on auto destruction of fleets on the 4th FR (or 3rd or whatever). On the plus side, AFAIK my "Dagger to the Heart" tac note was not rejected as illegal - and it relies on 3 FRs.

By Mike Parker (Protagoras) on Monday, November 25, 2013 - 08:19 am: Edit

Well the very good thing about the auto-destruct on 4th FR is that FR is ALWAYS voluntary, so you would have to choose to do a 4th FR. In essence the ruling says

Okay three times of fighting retreat and you cannot do it again your options are retreat as normal or destroy your fleet.

As for Dagger... yep its legal even if 4th FR=dead is in effect.

By Pete DiMitri (Petercool) on Monday, November 25, 2013 - 02:38 pm: Edit

Looks like all this talk of an expedition has inspired my opponents in Prepare for Unforeseen Circumstances... stay tuned for developments.

By Mike Parker (Protagoras) on Monday, November 25, 2013 - 04:58 pm: Edit

Are you poking us with a stick like we were a beehive Pete!

By Jared Black (Attrition) on Wednesday, November 27, 2013 - 02:10 pm: Edit
What's your strategic personality? Whether you play Alliance or Coalition, are you 1) Aggressive 2) Conservative or 3) A healthy mixture of both? Ie, Flexible.

When I first started last year I was conservative, way too conservative (new player woes!)

I'm much more aggressive in play now, but I think I lack flexibility that better players probably have. Though in f&e it really seems to be almost always true that a good defense is a good offense.

What about you guys?

Jared

The easy answer - is a healthy mixture.

The Coalition has to be aggressive - even under the 'mudslide' strategy (i.e. avoid taking heavy damage anywhere) - as otherwise, the Alliance will grow quicker than they will.

The Alliance has to be aggressive - but much more tempered and precision (being too Conservative - called 'turning turtle' destroys the single Alliance advantage early on - Fighters - the Alliance needs to burn as many fighters on both the Coalition turn AND the Alliance turn - if they don't attack - they can't do that!).

The only thing the Alliance has to, is be very careful not to overextend themselves, and get significant forces either unable to retrograde, or unable to retrograde to the right position.

A good example of this is a strong Kzinti attack into Lyran space on turn 1 - it's likely, those forces will be unable to retrograde to 1304, 1504 or 1401, to help protect the Kzinti Capital.

So - the Coalition is more like a Great Sword - huge and unwieldy - the Alliance need to be more Foil/Sabre like!!
Paul,

So what you're saying is the Alliance needs to *Foil* the Coalition's plans? 😊

Every play I've had as been as the Coalition so I was aggressive. You have to make hay while your economy is still good and before the Federation comes in. You also must have a firm overall strategy in mind (Kzin or Hydran first) and a pre-determined turn to attack the Federation.