

PBEM Variant Games Archive 2008

By **Glenn Hoepfner (Ikabar)** ON Thursday, May 03, 2007 - 11:09 pm: [Edit](#)

Sent again. The error was mine as you thought.

By **Michael F. Guntly (Ares)** ON Thursday, May 03, 2007 - 11:14 pm: [Edit](#)

Data received. Will get to work on it tomorrow night.

By **Michael F. Guntly (Ares)** ON Monday, May 07, 2007 - 03:57 pm: [Edit](#)

Glenn,
Check your e-mail.

By **Glenn Hoepfner (Ikabar)** ON Monday, May 07, 2007 - 09:29 pm: [Edit](#)

Michael,
Could you please resend, I didn't get anything today as of 1928hrs local, colorado.

Thanks.

By **Michael F. Guntly (Ares)** ON Tuesday, May 08, 2007 - 07:44 am: [Edit](#)

Send again at 0600 CDT. First message was returned....

The original message was received at Sun, 6 May 2007 21:29:22 -0500
from adsl-xx-xxx-xxx-xxx.dsl.stlsmo.swbell.net [xx.xxx.xxx.xxx]

----- The following addresses had permanent fatal errors -----
<yours>

By **Glenn Hoepfner (Ikabar)** ON Tuesday, May 08, 2007 - 02:36 pm: [Edit](#)

file received. No idea about the error message. Unless I can download the paint for windows (or equivelant) program, I'll view it at work, but having seen your work in the past, I have no doubt it is more than adequet (sp). Thank you.

By **Timothy J. Bruce (Korrah)** ON Monday, August 06, 2007 - 03:57 pm: [Edit](#)

Cat:

In regards to SH3 (I know that topic is a little dated)

SH3 is not borked, but perhaps my experiences were exceptional. I skippered the F5, while a competent captain commanded a Lyran CA in place of the Federation CA. I turned away from the CA at good speed and circled around the rock, and my opponent's first actions were to park in front of the rock and /pull/, giving the F5 point-blank overload flybys against his #4 shield (maintaining excellent speed on each pass to in case he was only faking). While the F5 was able to strip off all

the ESG's, only one of four tractors were nailed and I didn't think the F5 had enough transporters to H&R the remaining three. My third pass was a mizia attempt to knock out the remaining tractors, but on that turn he attempted pursuit. He was able to strip off some key systems, and while I had hit him harder than he me, I simply no longer had the initiative in that fight. Since the rock was still a good distance away from the planet we concluded there was nothing I could do to stop him from moving the remaining hex w/o violating the ``peaceful intentions" clause, and therefore decided the game in his favour.

Had I opted for Mizia sooner, such as splitting my second alpha over two impulses, I believe I would have retained the initiative given my opponent would be sorely deficient in tractors, power, weapons, or some combination of all three.

Had I attempted to pull the rock, I'm certain we would have traded overloads at point-blank range, wrecking the F5 in the process, since the F5 doesn't stand a chance trading broadsides with a cruiser (even if his ESG's are gone).

Had I attempted to snipe from long range I'm certain my opponent would have lugged the rock four hexes in total before engaging me since he'd have enough excess power for reinforcement.

In conclusion, SH3 is not borked, and the best thing the F5 can do is maintain speed-19 and manoeuvre for range 4 (or range 2 if possible) oblique battle passes at the cruiser's blind arcs (or #4 if substituting another race). Do not overrun; select your range, move to it, fire, disengage, and repeat. The opening move for the F5 should be speed 19 (fill the cap, ignore the disr's) and circling around the rock in directions D, E, F, A, B, C. This will maintain distance between the F5 and the CA, forcing the CA to commit to either the F5 or the rock, but not both, and thus granting the F5 the initiative. If the defender (the CA) opts to redirect the rock then he surrenders initiative to the F5 and Mizia should be entertained on the second pass if possible and erasing the CA's primary systems by weapons fire rather than H&R. If the CA attempts to engage the F5 then simply increase speed to maximum possible and survive by evasion and eventually the CA **must** cede the battle because either he will have lost all opportunity to redirect the rock, or he will be forced to intercept the rock when there is precious little time to do so and therefore will suffer mightily at the F5 skipper's hands since the CA will be forced to ignore the F5.

By **David Crew (Catwholeaps)** ON Tuesday, August 07, 2007 - 01:16 am: [Edit](#)

Tim: The first mistake of the CA is to do anything with the rock whatsoever before dealing with the F5. You have something like 7 turns before having to worry about moving the rock.

The 'trick key' to this scenario goes somewhat like this:

The F5 is limited to speed 11 on turn 1 and he's at WS-I. The distance between

the CA and the F5 at start is something like 20 hexes. $20+11 = 31$ so the CA can end turn 1 at range 0-1 to the F5 if he can move at speed 31 for the turn. If you aren't the Fed CA this isn't hard. You then threaten to swap alphas impulse 1 turn 2 - the F5 either concedes, or explodes. Only THEN do you go and deal with the rock. The Frigate simple can't put out enough damage to frighten the CA off from closing.

So, if you are a non-Fed CA, the frigate, whatever race it is, is dead.

A Fed CA presents some tactical choices, as it can't move so fast while holding photons. The outcome is about the same however, but it takes longer for the Fed to get in position.

For a CA that goes after the rock, and lets the frigate get moving, it can be a fun scenario (but I've never seen the frigate win even so). For a CA that goes full bore after the frigate turn 1 you may as well pick something else to play.

(...or fiddle the starting conditions - like letting the frigate go faster turn 1).

By **Tos Crawford (Tos)** ON [Wednesday, December 24, 2008 - 11:22 am](#): [Edit](#)

Star Fleet Survivor
PBEM FFA Variant Game

Draft outline, open for discussion:

- All non-optional rules are in play except as noted herein
- 16-impulse breaks, players must plot an actual course and may not plot any type of pursuit course
- Players may select any one ship they want within moderator limitations including:
 - o BPV of no more than 299 including commander's options
 - o No Interceptors, PFs, PFTs (all Lyran PFTs without special sensors are allowed, but may not field PFs)
 - o No Carriers, Carrier Escorts, Fighters (excepting Hydran), MRS or SWAC
 - o No ship with more than 6 drone racks, excluding ADD racks
 - o No more than 1 scatter pack
 - o No drogues
 - o No maulers
 - o No special crews or legendary officers
- Players are encouraged to take unusual ships, but are warned to steer clear of the BPV ceiling lest they become a target.
- 16-players split between two teams of approximately equal BPV
- The team that scores the most damage, defined as shield damage or internals on ships (not shuttles, not reinforcement) gains immunity for the turn
- The team that fails to score the most damage votes to get rid of one ship. Destroyed ships must be voted out before functioning ships.

- When there are 8 players left the game becomes a free-for-all
- The player who scores the most damage in a given turn is granted individual immunity
- Each turn the remaining players vote out one ship. Destroyed ships must be voted out before functioning ships.
- When down to the final 3 players, the last 5 players kicked out vote for the winner
- The final rules will be adapted based on the number of participants

Communications:

- Player identity will be secret.
- Each player is allowed to send one 128 character team message and one ship-to-ship message per break.
- Only the player receiving the ship-to-ship message will be allowed to read the message, but it will be public knowledge which ships sent messages where.

By **Ken Kazinski (Kjkazinski)** ON Wednesday, December 24, 2008 - 12:02 pm: [Edit](#)

Are you allowing any empire also?

By **Tos Crawford (Tos)** ON Wednesday, December 24, 2008 - 12:52 pm: [Edit](#)

In the style of FFA1, that's the theory.

By **Ken Humpherys (Pmthecat)** ON Wednesday, December 24, 2008 - 02:48 pm: [Edit](#)

As we learned from FFA, 16 impulses per break greatly favors the seeking weapon races.

Do we continue with this or move to 8 impulse per break? This will increase the number messages per turn as well.

By **Glenn Hoepfner (Ikabar)** ON Wednesday, December 24, 2008 - 03:45 pm: [Edit](#)

I like the rules. Do we have a moderator yet?

By **John Trauger (Vorlonagent)** ON Wednesday, December 24, 2008 - 03:46 pm: [Edit](#)

16 impulses is way too long. Trying to write out useful contingency orders must have been a pain.

I've played by snail mail and we kept it to 8-impulse breaks. I's STRONGLY suggest 8-impulse breaks.

Fog of War runs 4-impulse breaks.

By **Tos Crawford (Tos)** ON Wednesday, December 24, 2008 - 04:29 pm: [Edit](#)

The nearly complete FFA1 game used 16 impulse breaks and everything worked out fine. Sometimes you can't plan for everything. 16-impulses or 8-impulses is fine with me. Lets see what the moderator says.

Seeking weapons are strong, that's why I limited drones, drogues and scatter

packs. I strongly considered placing a max of 5 drone racks, which knocks out quite a few ships, but in the end didn't. Its certainly open for debate.

By **Michael F. Guntly (Ares)** ON Thursday, December 25, 2008 - 01:41 am: [Edit](#)

Comments on - Star Fleet Survivor PBEM FFA Variant Game

Tos,

"No fighters except Hydran"

What about Souldra, where fighters (shards) are as integral as Hydran fighters?
What about ships such as a heavy destroyer or WYN fish ship which might come with a couple of fighters in standard configuration?

"No ship with more than 6 drone racks, excluding ADD racks"

What about SC2 Kzinti, some of which, as I recall, sport 8 drone racks + ADDs?
Will this be applied to option mounts (e.g. Orion, WYN fish) limiting total drone racks on board to 6 max?

Will this be applied to Omega ships mounting Tachyon Missile racks, even to those ships which can only fire one TM per turn per pair of racks?

"Other"

Will Drex be allowed, but Drex supercomputers be banned? No change in BPV?

This message brought to you by your local Omega thorn-in-the-side

By **Jeff Laikind (J_Laikind)** ON Thursday, December 25, 2008 - 12:19 pm: [Edit](#)

o BPV of no more than 299 including commander's options
Wow, that's basically DNH class ships.

By **Tos Crawford (Tos)** ON Thursday, December 25, 2008 - 01:54 pm: [Edit](#)

The Souldra don't get fighters because I don't know what a Souldra is. Now that I know the Souldra have integrated shards, Souldra Shards are now on the approved list, provided the moderator is willing to moderate for a Souldra.

To allow the 2xCasual Fighters on an HDW would be fine with me, but the moderator may feel he already has enough on his plate. The limitations are designed to give the moderator a chance.

No ship with more than 6 drone racks, excluding ADD, means some Kzinti, Klingon, Fed CAD and certain Orions/WYN can't play. These are just draft rules. If the moderator makes it max 5 drone racks, a whole bunch more ships can't play.

I don't know what a Drex supercomputer is. That will be up to the moderator. If you would like to write some bullet points pertaining to all things Omega, be my guest.

Jeff: Some players will choose DNH class ships. Those players will be the hero for the first third of the game, then they will become the target. I'm thinking the

sweet spot will be about 200 total BPV. Big enough to be helpful in the beginning, not too much of a threat at the end. YMMV.

By **Tos Crawford (Tos)** ON Thursday, December 25, 2008 - 01:58 pm: [Edit](#)

The moderator could generate a list of max BPVs between 150 - 299 and assign them to players. This may work out better.

The problem I'm trying to avoid is everyone gets the same BPV so everyone picks from the same few ships.

By **Glenn Hoepfner (Ikabar)** ON Thursday, December 25, 2008 - 02:15 pm: [Edit](#)

I respectfully request the ability to play a ship that I designed and rarely get to play (printed in SFTimes). It is over-priced but I don't care. That's part of the fun.

By **Tos Crawford (Tos)** ON Thursday, December 25, 2008 - 11:06 pm: [Edit](#)

Granted (until the moderator objects). As of this day, 25th December, in our Lord's year of 2008, all players participating in FFA PBEM battles may play ships that Glenn Hoepfner has had published in Star Fleet Times.

By **Jon Berry (Laz_Longsmith)** ON Friday, December 26, 2008 - 12:42 am: [Edit](#)

I'm in for this. I already know what ship I'm gonna fly.

By **Glenn Hoepfner (Ikabar)** ON Friday, December 26, 2008 - 01:13 am: [Edit](#)

TOS, you are truly a son @& * &# ^%!, and I love it! Have a great Christmas! Seriously. Do.



By **Brad Bellows (Gambit)** ON Saturday, December 27, 2008 - 01:21 pm: [Edit](#)

I'm in. Just look for the tricked out Klingon Battletug. Seriously, what if someone finds the perfect ship to do the maximum amount of damage per turn and always gains immunity? Are Magellanics included in this list?

Also, I'd rather keep the breaks to 16 impulses, lower impulse breaks make it easier to make alliances with the effective doubling of the comm rates. If you do decide to lower the breaks to 8 impulses, I'd also decrease comm capability to one 128 character comm, can be to team or an individual ship. Unless you want alliance building.

Glenn, where can we mortals find copies of the ships you had published in Star Fleet Times?

By **Tos Crawford (Tos)** ON Saturday, December 27, 2008 - 03:53 pm: [Edit](#)

Brad, everyone gangs up on him until he blows up.

Remember, the first half of the competition is teams, the second half is FFA.