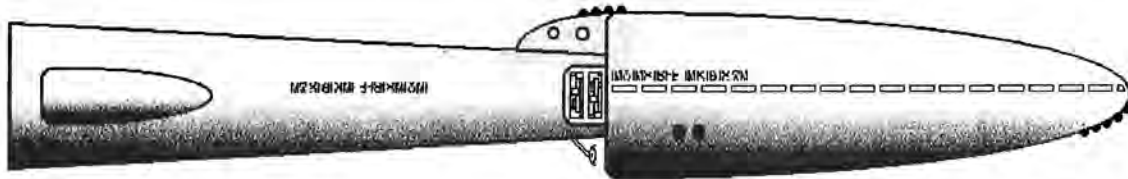




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INDIRIGANS-1



INCLUDES - THE FOLLOWING RULES:

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RULE ABBREVIATIONS

CR	Combat Rule	MR	Movement Rule
DW	Direct-fire Weapon Rule	PR	Power Rule
ER	Equipment Rule	RH	Race History
FR	Fighter Rule	SW	Seeking Weapon
HC	Historical Campaign	TR	Terrain Rule
HS	Historical Scenario	XR	X-Ship Rule

INDIRIGANS-2

If a rule is cited somewhere in this text and you cannot locate it, it might be in Indirigans-2; see the rules index on page two of this book for the exact location of a given rule.

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ON THE COVER

The cover shows the side view of an Indirigan command cruiser.

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DESIGN CREDITS

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And most of all, thanks to you, the players.

C. Henry Schulte

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PLEASE NOTE: Some of the rules mentioned above have not been published yet (see page one for a list of current products). Some rule numbers were changed from the index published in Krebiz 1-3 & Argonians 1-2. This index takes precedence over those. There are some additional expansion rules which already exist but are not listed here to prevent confusion. They will appear with future races that are not as yet defined. This index will be expanded and revised as products are added to our SFB support line.

(DW-4.0) MID-RANGE PHASERS

The mid-range phaser (PH-MR) is the primary phaser on Indirigan, Vektreat and other ships. The Indirigans discovered that heavy barion particles added to the phaser stream created a carrier wave which allowed for better damage at mid-range, but caused a diminished effect at closer ranges. They weighed the options and decided that PH-MRs were more advantageous than PH-1s. This discovery spread through the Far Side quickly and many races there adopted these phasers (and the PH-SR, PH-MP & PH-LR). These phasers are available on the same year as phaser-1s.

(DW-4.1) ARMING PROCEDURE

PH-MRs cost 1 point of power. PH-MRs have 1 point of capacitor space each. (E2.3) and (H6) apply as written.

(DW-4.2) FIRING PROCEDURE

As with other phasers simply roll a die and consult the chart for the appropriate range. See the chart in (DW-4.24) below. PH-MRs can be fired once per turn.

(DW-4.21) STANDARD RULES: (E2.2) applies as written except for low power (E2.25).

(DW-4.22) FIRING MODES: A PH-MR may only be fired as a PH-MR. It may not be fired as a PH-SR (or PH-3 or any other phaser) on low-power (E2.25) or otherwise.

(DW-4.23) RESTRICTIONS: PH-MRs may only be fired once a turn, and not within 1/4 of a turn (8 imp.) of its last firing.

(DW-4.24) CHART:

DIE ROLL	RANGE												
	0	1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	4	5	6	7	6	5	4	4	3	2
2	1	2	3	3	5	5	6	5	5	3	3	2	1
3	-	1	2	3	4	4	5	4	4	3	2	1	-
4	-	-	1	2	4	4	4	4	4	2	1	-	-
5	-	-	-	1	3	4	4	4	3	1	-	-	-
6	-	-	-	-	2	3	3	3	2	-	-	-	-

(DW-4.25) DIE ROLL SHIFTS: When a shift needs to be made on a PH-MR die roll (EW etc.) the following procedure is used: When a column shift is required shift in either direction (left or right) using the column shift which provides the lowest result. EXAMPLE: A die roll of 6 at range 5 with one shift should be shifted to the left (range 4) for actual damage of 2 points.

(DW-4.26) RANGE ADJUSTMENT: If the range is adjusted for some reason (scanner damage, fire control off, strobe, etc.) the range adjustment is applied in either direction and the worse of these two ranges is used. EXAMPLE: if the true range is 4 and a strobe causes a +5 range adjustment the two adjusted ranges are -1 and +9. Use -1 range (all 0s).

(DW-4.3) REPAIRS:

(DW-4.31) COST OF REPAIR: Each phaser-MR costs 6 continuous repair points (Annex #9).

(DW-4.32) HASTY REPAIRS: PH-MRs cannot be hastily repaired as any other phaser

(DW-4.4) OPTION MOUNTS:

The PH-MR requires one option mount (Annex #8b) and costs 1 BPV point.

(DW-4.5) BPV COST:

The BPV cost of the PH-MR on Commander's annex #6a is 2.5.

(DW-5.0) SHORT-RANGE PHASERS

The short-range phaser (PH-SR) is the defensive phaser on Indirigan, Vektreat and some other ships.

(DW-5.1) ARMING PROCEDURE

Phaser-SRs cost one-half point of power and have one-half point of capacitor space per phaser-SR on the ship. (E2.3) and (H6.0) apply as written.

(DW-5.2) FIRING PROCEDURE

Simply roll a die and consult the chart for the appropriate range. PH-SRs can be fired once per turn.

(DW-5.21) STANDARD RULES: (E2.2) applies as written except for low power (E2.25).

(DW-5.22) FIRING: A PH-SR cannot be fired as any other phaser. Only PH-MPs and PH-SRs can be fired as PH-SRs.

(DW-5.23) RESTRICTIONS: Phaser-SRs may only be fired once a turn, and not within 1/4 of a turn (8 impulses) of its last firing. Exception: PH-MPs fired as PH-SRs (DW-6.223).

(DW-5.24) CHART:

DIE ROLL	RANGE			
	0	1	2	3
1	4	4	4	4
2	4	4	4	4
3	3	4	4	3
4	2	4	4	2
5	1	3	3	1
6	-	3	3	-

(DW-5.25) DIE ROLL SHIFTS: When a shift needs to be made on a PH-SR die roll (EW etc.) the following procedure is used: When a column shift is required shift in either direction (left or right) using the column shift which provides the lowest result. EXAMPLE: A die roll of 6 at range 1 with one shift should be shifted to the left (range 0) for actual damage of 0 points.

(DW-5.26) RANGE ADJUSTMENT: If the range is adjusted for some reason (scanner damage, fire control off, strobe, etc.) the range adjustment is applied in either direction and the worse of these two ranges is used. EXAMPLE: If true range is 1 and the ship has a scanner rating of 1 (a range shift of 1) damage is generated using range 0 not range 2.

(DW-5.27) BLINDING SENSORS: A phaser-SR (or PH-MP fired as a PH-SR) will not blind the sensor channels on the firing ship.

(DW-5.3) REPAIRS:

(DW-5.31) COST OF REPAIR: Each phaser-SR costs 2 continuous repair points (Annex #9).

(DW-5.32) HASTY REPAIRS: PH-SRs cannot be hastily repaired as any other phaser.

(DW-5.4) OPTION MOUNTS:

The PH-SR requires one option mount on ships so equipped and costs -.50 BPV point on Annex #8b.

(DW-5.5) BPV COST:

The BPV cost on Cmndr's annex #6a for the PH-SR is 1 BPV.

(DW-5.6) SHUTTLES:

Ships equipped with Far Side phasers have shuttles that are also so equipped. Substitute PH-SRs for PH-3s as appropriate. All firing arcs and BPVs remain the same.

(DW-6.0) MULTI-PURPOSE PHASERS

The multi-purpose phaser was designed by the Bolaar pirate clan located in the Free Trade Zone. These phasers were designed to operate as a one-shot/turn phaser-MR or a two shot/turn phaser-SR. All other Far Side races were unable (or unwilling due to the added expense) to duplicate PH-MPs. A rare few appeared in option mounts.

(DW-6.1) ARMING PROCEDURE

PH-MPs cost 1 point of power (or 1/2 point per phaser-SR burst). There's 1 point of capacitor space per PH-MP on the ship. (E2.3) and (H6) apply as written.

(DW-6.2) FIRING PROCEDURE

As with other phasers simply roll a die and consult the chart for the appropriate range.

(DW-6.21) STANDARD RULES: (E2.2) applies as written except for low power (E2.25).

(DW-6.22) FIRING MODES: A PH-MP may be fired as a PH-MR (1 shot/turn) or a PH-SR (2 shots/turn).

(DW-6.221) The mode of fire is simply declared in direct fire with all other weapons; no advanced announcement or declaration is necessary.

(DW-6.222) PH-MR: When fired as a PH-MR the PH-MP draws 1 point of power from the capacitors. Once fired as a PH-MR it cannot be fired for the remainder of the turn.

(DW-6.223) PH-SR: When fired as a PH-SR the PH-MP draws 1/2 point of power from the phaser capacitors. It could be fired again during the remainder of the turn as another PH-SR drawing another 1/2 point from the capacitors. Once fired as a PH-SR it cannot be fired as a PH-MR during the remainder of the turn. The PH-MR can be fired a maximum of 2 times per turn as a PH-SR. These PH-SR bursts cannot be fired on the same impulse, but could be fired on consecutive impulses.

(DW-6.23) RESTRICTIONS: All restrictions of PH-MRs and PH-SRs apply to PH-MPs. A Phaser-MP may not be fired within 1/4 of a turn (8 impulses) of its last firing. **EXCEPTION:** The two PH-SR bursts can be within 8 impulses of each other, but not on the same impulse.

(DW-6.231) No more than two PH-SR bursts can occur within an 8 impulse period. A PH-MR burst (fired on a following turn) cannot occur until 8 impulses after the last PH-SR burst (of the previous turn). A PH-SR burst (fired on a following turn) cannot occur until 8 impulses after a PH-MR burst (of the previous turn).

(DW-6.24) CHART: Use the PH-MR and PH-SR charts.

(DW-6.25) BLINDING SENSORS: A phaser-MP fired as a PH-SR will not blind the sensor channels on the firing ship. For game purposes PH-SR bursts are functionally identical to PH-3 bursts except for the damage chart.

(DW-6.3) REPAIRS:

(DW-6.31) COST OF REPAIR: Each phaser-MP costs 8 continuous repair points (Annex #9).

(DW-6.32) HASTY REPAIRS: A PH-MP can be hastily repaired as a PH-MR or PH-SR for the appropriate cost.

(DW-6.4) OPTION MOUNTS:

The PH-MP requires one option mount (Annex #8b) and costs 3 BPVs. The maximum number of PH-MPs allowed in option mounts is based on the size class of the unit as follows: None for SC<4, 1 for SC-4, 2 for SC-3, 3 for SC-2 & 4 for SC-1. See also (ER-7) for percentage and racial restrictions.

(DW-6.5) BPV COST:

The BPV cost of the PH-MP on Commander's annex #6a is 3.5.

(DW-7.0) LONG-RANGE PHASERS

The PH-LR is the primary phaser used on Indirigan, Vektrean and other Far Side race's bases. The Far Side equivalent to the PH-4, the PH-LR is most effective at ranges 9 to 16. These phasers can only be used on bases with active positional stabilizers. They can never be used on ships.

(DW-7.1) ARMING PROCEDURE

PH-LRs cost 2 points of power to fire. PH-LRs have a 2 point capacitor. (E2.3) and (H6) apply as written.

(DW-7.2) FIRING PROCEDURE

As with other phasers simply roll a die and consult the chart for the appropriate range. See the chart in (DW-4.24) below. PH-LRs can be fired once per turn.

(DW-7.21) STANDARD RULES: (E2.2) applies as written except for low power (E2.25).

(DW-7.22) FIRING MODES: A PH-LR may only be fired as a PH-LR. It may not be fired as a PH-MR, PH-SR or any other phaser on low-power (E2.25) or otherwise.

(DW-7.23) RESTRICTIONS: Phaser-LRs may be fired once a turn, not within 1/4 of a turn (8 imp.) of its last firing.

(DW-7.24) CHART:

DIE ROLL	RANGE	3	5	9	12	14	17	21					
	0	1	2	4	8	11	13	16	20	22	23	24	25
1	2	3	4	6	9	12	15	12	9	6	4	3	2
2	1	2	3	5	8	11	12	11	8	5	3	2	1
3	-	1	3	4	7	10	11	10	7	4	3	1	-
4	-	-	2	4	7	9	10	9	7	4	2	-	-
5	-	-	1	4	6	8	9	8	6	4	1	-	-
6	-	-	-	3	5	7	8	7	5	3	-	-	-

(DW-7.25) DIE ROLL SHIFTS: When a shift needs to be made on a PH-LR die roll (EW etc.) the following procedure is used: When a column shift is required shift in either direction (left or right) using the column shift which provides the lowest result. **EXAMPLE:** A die roll of 6 at range 8 with one shift should be shifted to the left (range 3-4) for actual damage of 3 points.

(DW-7.26) RANGE ADJUSTMENT: If the range is adjusted for some reason (scanner damage, fire control off, strobe, etc.) the range adjustment is applied in either direction and the worse of these two ranges is used. **EXAMPLE:** If the true range is 4 but the base has fire control off (2x range, a 4 shift in this case) damage is generated using range 0, not 8.

(DW-7.3) REPAIRS:

(DW-7.31) COST OF REPAIR: Each phaser-LR costs 12 continuous repair points (Annex #9).

(DW-7.32) HASTY REPAIRS: PH-LRs cannot be hastily repaired as any other phaser.

(DW-7.4) OPTION MOUNTS:

The PH-LR cannot be used in option mounts (Annex #8b).

(DW-7.5) BPV COST:

The BPV cost of the PH-LR on Commander's annex #6a is 4. PH-LRs cannot be placed on ships.

(SW-1.0) BI-TRITIUM BOOMERANGS

This rule defines a new type of seeking weapon: The Bi-Tritium Boomerang. This weapon is used by the Indirigans (RH-3) and possibly pirates. The boomerang is a seeking weapon more similar to plasma torpedoes than to drones. It is fired at targets in the FH arc, but the boomerangs are launched out the back of the ship, or to either side, and they must curve around towards the target. This accomplishes several goals: The boomerang needs to build strength and speed before striking the target.

(SW-1.1) DESIGNATION

(SW-1.11) SSD: Bi-Tritium Boomerangs are designated 'Boomerangs' or 'Bmrngs' on the SSD and marked A, B, C, etc.

(SW-1.12) DAMAGE: It takes one torpedo hit to destroy the boomerang launch tube. Note: (SW-1.91) states that boomerangs cannot be fired after the launch tube is destroyed.

(SW-1.13) CHARTS: Each Indirigan SSD has a Bi-Tritium Boomerang Torpedo Combat Table and boomerang launching arc diagrams.

(SW-1.2) SEEKING WEAPON RULES

Bi-Tritium Boomerangs follow all the seeking weapon rules in (F2.0), (F3.0) and (F4.0). Exceptions noted in the following rules take precedence over the standard rules! If there is no exception given below then the standard rules apply.

(SW-1.3) ARMING

(SW-1.31) PROCEDURE: Each Bi-Tritium Boomerang requires two turns to arm. Energy must be allocated to the specific launch tube on each turn.

(SW-1.32) ENERGY: Each boomerang requires two points of power on the first turn of arming and 4 points on the second. If any less is applied the energy is lost and the weapon must be rearmed. Rolling Delay functions as in (FP1.221). Reserve power can be used to complete a boomerang in rolling delay. Rules (FP1.91), (FP1.94) and (FP1.95) apply to boomerangs.

(SW-1.33) HOLDING: Each boomerang requires two points of energy for each turn it is to be held. Mark an H on the EAF to avoid mix-ups with first turn arming.

(SW-1.4) LAUNCHING

(SW-1.41) PROCEDURE: An armed boomerang may be launched in the plasma step of Impulse Activity on any impulse in the turn when arming is completed or a turn in which the boomerang was held.

(SW-1.411) FIRING ARC: The target must be in the FH arc at the time of firing for the firing ship to launch a boomerang.

(SW-1.412) COUNTER: Boomerang counters will be presented on the Indirigan countersheet. Until that is available use a plasma or drone counter (or some other counter) to represent the boomerang on the map. On the impulse of launch place it in the same hex as the firing ship, see (SW-1.43) for facing.

(SW-1.413) WRITTEN DECLARATION: Write down the turn and impulse of launch, the launch tube and the counter number on a Boomerang Declaration Card (provided elsewhere in this product) and secretly record if the boomerang is fused or not on the back of the card.

(SW-1.42) LAUNCHING ARCS: The boomerang can be launched in 1 of 3 directions depending on which launch tube it is fired from. There is a Boomerang Launching Arcs Chart on each SSD showing the launch direction for each launch tube.

(SW-1.43) LAUNCHING ARC CHART:



(SW-1.431) EXAMPLE 1: If a boomerang is launched from launch tube A then it must be placed on the map facing down the hex spine between the L and LR firing arcs, i.e. it is being launched out the #5 shield.

(SW-1.432) EXAMPLE 2: A boomerang launched from launch tube B must be placed on the map facing down the hex spine between the LR and RR firing arcs, i.e. it is being launched out the #4 shield directly aft.

(SW-1.433) EXAMPLE 3: A boomerang launched from launch tube C must be placed on the map facing down the hex spine between the R and RR firing arcs, i.e. it is being launched out the #3 shield.

(SW-1.434) Examples 1, 2 & 3 are derived from the above chart. Note these charts will be different on each SSD and the chart on the SSD takes precedence over the example above.

(SW-1.44) CONTROL LIMITS: A boomerang can assume its own control upon launch or have control maintained by the firing ship or other friendly unit. To gain the benefits described in (SW-1.6112) the firing ship (or other friendly ship) must maintain control through impulse 20 of the boomerangs duration with 1 control channel (or an energized (1 point) scout channel). All Indirigan ships have six control channels unless stated otherwise on the SSD or in the ship description. Note that boomerang torpedoes have no ECCM of their own.

(SW-1.44) NON-VIOLENT COMBAT: Boomerang cannot be used for non-violent combat.

(SW-1.5) DURATION

(SW-1.51) DEFINITION: For purposes of this rule 'duration' is defined as a period of existence.

(SW-1.511) 'RANGE' NOT USED: The term 'duration' is used instead of 'range' on the Bi-Tritium Boomerang Torpedo Combat Table. This is because the boomerang will be changing speeds during its flight. Thus it could be on the map for a maximum of 35 impulses, however, it will not move 35 hexes.

(SW-1.512) FUSED: The duration is the same for standard and fused boomerang torpedoes.

(SW-1.52) PROCEDURE: Impulses are counted during the seeking weapon movement portion of the Voluntary Movement Stage. Thus the impulse of launch is effectively 0. The following impulse's movement step will be impulse 1 of the boomerang's duration. Note: Since its initial speed is only 5 the boomerang may not move during this impulse.

(SW-1.6) MOVEMENT

(SW-1.61) SEEKING WEAPONS: Bi-Tritium Boomerangs are seeking weapons and move by (F2.0).

(SW-1.611) EXCEPTIONS:

(SW-1.6111) Boomerangs cannot perform HETs except for impulses 16 through 20 (inclusive) of their duration. Rule (F2.13) is used normally during these impulses.

(SW-1.6112) If the firing ship (or other friendly ship) maintains control of the boomerang through impulse 20 of its duration rules (F2.21) and (F2.23) do not apply to the boomerangs movement. See (SW-1.44). The rest of the time they do apply. This represents the boomerang's ability to be 'thrown' around the target to strike it on any side. NOTE: An open control channel is required for this rule to be in effect.

(SW-1.6113) Rule (F2.22) Tracking Arc, never applies to boomerangs. Boomerangs have a 360 degree tracking arc.

(SW-1.62) ENDURANCE: A Bi-Tritium Boomerang will remain on the map for 35 impulses unless impacting on its target or being destroyed.

(SW-1.63) IMPACT: Rule (F2.3) defines the rules for impact of boomerang torpedoes.

(SW-1.631) PREVENTING IMPACT: The best way to prevent impact is to outrun the boomerang. Other methods include damaging the boomerang (SW-1.8) & distracting it by the rules listed in (F2.332).

(SW-1.632) EXCEPTIONS: There are several exceptions to (F2.43):

(SW-1.6321) A boomerang cannot be damaged by direct fire or seeking weapons, HOWEVER the fuser mechanism can be destroyed by 20 points of damage from any source. This has the net effect of halving (reducing it to the standard level) the potential damage of the fused boomerang. See (SW-2.4).

(SW-1.6322) A tractor beam cannot grab a boomerang.

(SW-1.6323) All other (F2.43) rules apply as written.

(SW-1.64) SPEED: A boomerang changes speed through its flight. See the Bi-Tritium Boomerang Torpedo Combat Table for the speed at different times in the boomerang torpedo's duration. Careful attention must be paid to changing the speed of the torpedo during its flight. The formal announcement of speed changes need not be made since the opponent knows that the weapon will be changing speed and when it will be changing. These speed changes must be announced in a blind scenario, where the opponent has not read these rules.

(SW-1.65) TURN MODE: The turn mode of the boomerang also changes during its flight. See the row on the Bi-Tritium Boomerang Torpedo Combat Table. All normal turn mode rules apply to boomerangs. Note: When launched the boomerang has a turn mode of 2 which will result in a short period where the boomerang has to turn around to face its target.

(SW-1.66) NOTES: The boomerang is a very unstable and somewhat unpredictable weapon. Depending on the impulse of launch (impulse zero of its duration) and the impulses when speed changes occur, the boomerang will vary in the amount of moves it will make and when it will make them. With some practice the optimum firing impulses will be learned. See the following page for a discussion of this effect.

(SW-1.7) WARHEAD STRENGTH

(SW-1.71) WARHEAD: The boomerang torpedo gains strength after it is launched reaching a peak in warhead strength from impulse 16 through 20 of its duration. It then decrease in strength until reaching a maximum duration of 35 impulses. See the Bi-Tritium Boomerang Torpedo Combat Table (SW-1.73).

(SW-1.72) SEQUENCE: The damage from boomerangs is always applied during the Seeking Weapon Impact Step of movement.

(SW-1.73) BI-TRITIUM BOOMERANG TORPEDO COMBAT TABLE

See the chart at the bottom of the page.

(SW-1.8) DAMAGING BOOMERANGS

(SW-1.81) DAMAGING: A Bi-Tritium Boomerang Torpedo cannot be damaged by direct fire, seeking weapons or any other source, HOWEVER the fuser mechanism can be destroyed by a variety of means (see (SW-2.4)). If the fuser mechanism is destroyed the boomerang is reduced to the standard strength level immediately.

(SW-1.811) Damage from asteroids (P3.24), dust clouds (P13.3), gravity waves (P9.42), nebula (P6.73), planetary rings (P2.223), pulsars (P5.33) and any other damage to mechanical devices caused by any other terrain will not affect boomerang torpedoes. In actuality there is some minor damage, but it is so minute that the boomerang torpedo is functionally unaffected. Note: These effects will cause normal damage to a fuser mechanism on a fused boomerang torpedo (see (SW-2.4) for details).

(SW-1.812) No other effect can damage boomerangs (ship explosions, mine explosions, ESGs, etc.). These may, however, damage the fuser mechanism; see (SW-2.4) for details.

(SW-1.813) Seeking weapons can be targeted on boomerangs in an effort to destroy the fuser mechanism. If the boomerang is not fused the seeking weapon will do no damage on impact. This lack of damage is not detected.

BI-TRITIUM BOOMERANG TORPEDO COMBAT TABLE

DURATION	1-5	6-10	11-15	16-20*	21-25	26-30	31-35
SPEED	10	20	30	32	30	20	10
TURN MODE	2	1	1	1	1	1	2
DAMAGE STD	5	10	15	20	15	10	5
DAMAGE FUSED	10	20	30	40	30	20	10

(SW-1.9) SPECIAL COMBAT RULES

(SW-1.91) FIRING AFTER DAMAGE: Unlike plasma torpedoes, boomerangs cannot be fired after the launch tube has been destroyed.

(SW-1.92) DISTRACTION: See (F2.332) for ways to distract boomerangs. A boomerang may accept a planet as its target (P2.33). Boomerangs cannot be distracted by chaff.

(SW-1.93) TERRAIN: Boomerangs are moved as all other units would be moved by any terrain that causes units to be moved (this includes altering facing). This movement might result in impact with the target.

(SW-1.931) DAMAGE: Damage caused by terrain will damage a fuser mechanism as it would damage a drone. The boomerang itself will not be noticeably damaged.

(SW-1.94) MINES: A boomerang cannot be damaged by a mine explosion. A boomerang will set off a mine set to SC-7 units.

(SW-1.941) MINE TARGETING: Mines will accept boomerangs as targets in the same way and with the same limits as plasma torpedoes may be accepted as targets (M2.48). Thus, only type-D phaser-captor mines and sensor mines controlling phaser-captors can accept boomerangs as targets.

(SW-1.942) INDIRECT DAMAGE: The fuser mechanism can be damaged by mines activated by some other unit if the Bi-Tritium boomerang torpedo is within the range of the mine explosion.

(SW-1.95) WEB: Boomerang torpedoes move through a web as other seeking weapons do. See (G10.52).

(SW-1.951) DAMAGE: A fuser mechanism will be damaged by entering a web hex in the same manner as a drone would be damaged, see (G10.593).

(SW-1.96) PLASMA RULES: The following plasma rules do not apply to boomerang torpedoes in any way: Enveloping, pseudo torpedoes, shotguns, bolting, feedback. Bi-Tritium Boomerang Torpedoes cannot use any of these rules or features.

(SW-1.97) OTHER SYSTEMS:

(SW-1.971) TRACTORS: Boomerangs cannot be tracted, nor can fuser mechanisms.

(SW-1.972) STASIS: Boomerang torpedoes can be placed in stasis.

(SW-1.973) TAC INTEL: For purposes of (D17.16) boomerang tubes can only be observed from the RH arc.

(SW-1.98) REPAIR: It costs 8 continuous repair points to repair one boomerang torpedo tube.

(SW-1.99) OPTION MOUNTS: A Bi-Tritium Boomerang takes one option mount & costs no BPV points. The only way to service this mount with a fuser is if the fuser is in an adjacent option mount (see (SW-2.7)).

NOTE: Such a boomerang would still be fired out the rear of the ship using one of the three launch directions (SW-1.42 & SW-1.43). Each mount's launching direction must be declared at the start of the scenario or when the weapon is mounted in a campaign game. They can be the same or different at the owning player's option. The target must be within the FH firing arc regardless of the actual firing arc of the option mount.

**THE IMPULSE CHART EFFECT:
(A tactical consideration)**

The chart below shows the number of moves a launched Bi-Tritium boomerang torpedo will make by impulse 16 and the number of moves over its entire duration. This chart helps to explain what is known as the impulse chart effect. Note how boomerangs launched on impulses 14 or 30 (bold faced type) have a greater number of movements over all other possible impulses of launch. Additionally, those boomerangs launched on impulses 4 or 20 (bold italic faced type) have less movements than any other possible impulse of launch.

The tactical implications should be more or less obvious. Some consideration should be used when choosing the impulse in which to launch a boomerang torpedo. While this may not be a tremendous difference, one or two extra (or possibly fewer) movements might be necessary to get the torpedo to its target at optimum strength.

Note: The chart refers to the impulse of launch, not the number of impulses of duration. See (SW-1.52) for an explanation.

IMP	MOVES BY 16	MOVES TOTAL
1	9	24
2	9	24
3	10	24
4	8	23
5	9	24
6	9	24
7	9	24
8	10	24
9	10	23
10	9	24
11	10	24
12	10	23
13	9	24
14	10	25
15	10	24
16	9	23
17	9	24
18	9	24
19	9	23
20	8	23
21	9	24
22	10	24
23	9	24
24	10	24
25	10	23
26	9	24
27	10	24
28	10	23
29	9	24
30	10	25
31	10	24
32	9	23

(SW-2.0) FUSER

The fuser is a device which was developed to strengthen the Bi-Tritium Boomerang. The fuser itself is a mechanical piece of equipment on the ship. Fuser mechanisms are small one-use mechanical devices, 'charges' if you will, which the fuser uses to enhance the boomerang.

(SW-2.1) DESIGNATION

(SW-2.11) SSD: The fuser is designated on the SSD by the word 'fuser'. It is always located near the boomerangs.

(SW-2.12) DAMAGE: It takes two drone hits to destroy the fuser (Exception: (SW-2.71)). Upon taking the second drone hit the fuser stops functioning. There is no effect after the first hit, except that there is only one box left. Boomerangs launched after the fuser is destroyed cannot be fused.

(SW-2.13) AMMO TRACKS: Fuser mechanisms have an 'ammo' type track on the SSD near the T-Bomb track. These mechanisms are allocated by size class. SC-1 gets 16, SC-2 gets 10, SC-3 gets 8, SC-4 gets 6 and SC-5 gets 4. These are included in the BPV of the ship, but any extra fuser mechanisms cost 2 BPVs each, maximum of double the original number.

(SW-2.2) ARMING

(SW-2.21) ENERGY COST: The fuser requires two energy to activate a fuser mechanism. This activated fuser mechanism will remain active for 5 turns. If it is not launched with a boomerang within 5 turns it becomes deactivated. An additional two points of power must be applied to activate the fuser mechanism again. Example: If charged on EA of turn 3 it lasts until the end of turn 7. A fuser mechanism can only be activated by reserve power on the impulse of launch.

(SW-2.22) LIMIT: At any given time the fuser can hold a maximum of 2 activated fuser mechanisms per undestroyed boomerang tube on the ship. These are not assigned to specific tubes. If a boomerang tube is destroyed some fuser mechanisms may have to be deactivated to remain at the two per tube limit.

(SW-2.23) WEAPON STATUS: Fuser mechanisms are not charged in advance at any weapon status except WS-3. At WS-3 a ship can have up to one fuser mechanism activated for each boomerang torpedo tube on the ship.

(SW-2.24) PROCEDURE: It is secretly declared in writing on the impulse of launch whether a boomerang is equipped with a fuser mechanism. If the boomerang is so equipped, it is said to be 'fused'.

(SW-2.241) The ship may only fire a number of fused boomerangs as it has fuser mechanisms.

(SW-2.242) When the weapon strikes its target the record is exposed showing the status of the boomerang. Note: Use the Boomerang Declaration Cards provided.

(SW-2.243) The fuser mechanism track should be checked off each time a fused boomerang is launched. This is secret information and need not be exposed until the end of the game.

(SW-2.25) DEACTIVATION: Active fuser mechanisms are automatically deactivated if the fuser is destroyed.

(SW-2.3) WARHEAD EFFECT

(SW-2.31) EFFECT: A fused boomerang has a warhead that is twice as powerful as a standard boomerang. This is listed on the Bi-Tritium Boomerang Torpedo Combat Table.

(SW-2.4) DAMAGE

(SW-2.41) DAMAGE: The fuser mechanism can sustain 20 points of damage before it ceases to function. This damage can come from any source including seeking weapons. Fuser mechanisms take full damage from all weapons, not half damage like plasma torpedoes.

(SW-2.411) A fuser mechanism can be damage by ADD fire in the same way that shuttles are damaged (E5.31).

(SW-2.412) Direct fire weapons fired at fuser mechanisms are affected by small target modifiers (E1.7). Use the FTR/Drone ranges. Additionally, direct-fire heavy weapons are penalized 4 ECM points similar to (FD1.52).

(SW-2.413) Unfired fuser mechanisms can be damaged by a Hit & Run raid. Determine randomly among the unfired fuser mechanisms currently held in the fuser itself.

(SW-2.414) When the fuser is destroyed, the remaining unfired fuser mechanisms (activated or not) are not destroyed and can be used if the fuser is repaired.

(SW-2.42) EFFECT OF DAMAGE: After sustaining 20 points of damage the fused boomerang ceases to be 'fused' and functions at standard levels. Thus, if the fused boomerang sustains 20 or more points of damage, then it functions as a standard boomerang from that point on.

(SW-2.5) OTHER RULES

(SW-2.51) LIMIT: There can be only one fuser on any ship. This includes ships with option mounts.

(SW-2.52) IDENTIFYING FUSED BOOMERANGS: A lab can be used to identify if a boomerang is fused or not. For boomerangs that do not reach their target (or a WW, planet, etc.) the written record is not exposed until the end of the game. If the boomerang should impact on anything then the written record is exposed. All units with a direct line of sight to the impact can detect if the boomerang was fused or not. If using (D17) the exact number of fuser mechanisms on the ship is known at Tac Intel level L. The number activated at level M.

(SW-2.53) PURCHASING FUSER MECHANISMS: A ship can purchase extra fuser mechanisms up to twice the standard amount (SW-2.13). Extras (above this doubled amount) are non-functional, are treated as cargo (2 cargo space points each) and cannot be used during the scenario.

(SW-2.6) REPAIR

(SW-2.61) CONTINUOUS REPAIR: It costs four continuous damage repair points to repair one of the two drone hits which destroyed the fuser. Note: The fuser will function even with only one drone hit repaired.

(SW-2.62) HASTY REPAIRS: In effect, repairing only one fuser box is a hasty repair.

(SW-2.7) OPTION MOUNTS

(SW-2.71) REQUIREMENTS: The fuser requires at least one option mount & costs no BPV, but it can only service boomerangs in adjacent mounts. The fuser is destroyed by one drone hit unless it is placed in two adjacent mounts; it then takes two drone hits. A number of fuser mechanisms come with the fuser as defined by (SW-2.13), extras are purchased by (SW-2.54).

(SW-3.0) BOOMERANG RACKS

The Indirigans had some difficulty building new boomerang torpedo tubes on ships constructed by their battleships and dreadnoughts after Y145. Many tribes quickly developed a boomerang rack which could be easily built and replaced both the fuser and boomerang torpedo tubes in construction. These boomerang racks were then loaded with stasis canisters containing precharged (by other ships in the tribe's fleet) boomerang torpedoes. Boomerangs from racks are still fired at targets in the FH arc and are still launched out the back of the ship (or to either side). The Tribe profiles will indicate which tribes are restricted to boomerang rack construction only. If there is no reference, then the tribe can build ships with either launch tubes or racks. NOTE: None of the tribes in Indirigans-1 are restricted to racks only.

(SW-3.1) DESIGNATION:

(SW-3.11) SSD: Boomerang racks are designated 'BM-RK' on the SSD and marked with an A, B, C, etc.

(SW-3.12) DAMAGE: It takes one torpedo hit to destroy a boomerang rack. Note: (SW-3.52) states that boomerangs cannot be fired after the rack is destroyed.

(SW-3.13) CHARTS: In addition to the Bi-Tritium Boomerang Torpedo Combat Table and boomerang launching arc diagrams the SSDs for Indirigan ships equipped with boomerang racks have ammunition tracks to record use of boomerangs fired from the rack.

(SW-3.14) TYPES OF RACKS: There is only one type of boomerang rack.

(SW-3.2) STANDARD RULES:**(SW-3.21) IDENTICAL:**

Once fired, the Bi-Tritium Boomerangs fired from boomerang racks are identical to standard (non-fused) boomerangs fired from boomerang launch tubes.

(SW-3.22) DURATION:

See (SW-1.5) for rules on the duration of boomerang torpedoes.

(SW-3.23) MOVEMENT:

See (SW-1.6) for rules on the movement of boomerang torpedoes.

(SW-3.24) WARHEAD STRENGTH:

See (SW-1.7) for rules on the warhead strength of boomerang torpedoes.

(SW-3.25) DAMAGING BOOMERANGS:

See (SW-1.8) for rules on damaging boomerang torpedoes.

(SW-3.26) SPECIAL COMBAT RULES:

See (SW-1.9) for special rules on boomerang torpedoes launched from racks or tubes. However, (SW-1.98) & (SW-1.99) do not apply to boomerang racks.

(SW-3.3) ACTIVATING:

(SW-3.31) PROCEDURE: Each boomerang in a boomerang rack is already charged and held in stasis. The only energy required is activation energy. Three points of energy must be applied to each boomerang to be activated. This energy can be allocated (to the specific rack) or applied with reserve power. Each rack can accept a maximum of three points of power per turn, i.e. just enough power for one boomerang.

(SW-3.32) UNFIRED BOOMERANGS: Each activated boomerang that is not fired will deactivate at the end of the turn unless an additional three points of power is applied to the rack holding it. If a boomerang deactivates it can be immediately reactivated by allocated or reserve power.

(SW-3.4) LAUNCHING:

(SW-3.41) PROCEDURE: Boomerangs launched from a rack are launched in the same manner that boomerangs from a launch tube are fired. Each boomerang rack on the ship can fire one boomerang per turn, i.e. if a ship has four racks it could fire up to four boomerangs on a single turn.

(SW-3.411) FIRING ARC: The target must be in the FH arc at the time of firing for the firing ship to launch a boomerang.

(SW-3.412) COUNTER: Boomerang counters will be presented on the Indirigan countersheet. Until that is available use a plasma or drone counter (or some other counter) to represent the boomerang on the map. On the impulse of launch place it in the same hex as the firing ship, see (SW-1.42 & SW-1.43) for facing.

(SW-3.413) WRITTEN DECLARATION: Since boomerangs from racks cannot be fused, it is not necessary to secretly record anything except the target of the boomerang. Also write down the turn and impulse of launch, the launch tube and the counter number of the boomerang.

(SW-3.42) LAUNCHING ARCS: The boomerang can be launched in 1 of 3 directions depending on which rack it is fired from. There is a Boomerang Launching Arc Chart on each SSD which shows the launch direction for each rack. See (SW-1.42 & SW-1.43) for more details on firing arcs.

(SW-3.43) LAUNCH LIMITS: Each boomerang rack on the ship can launch one boomerang torpedo per turn (not within 8 impulses of its last launch).

(SW-3.44) CONTROL LIMITS: A boomerang can assume its own control upon launch or have control maintained by the firing ship or other friendly unit. To gain the benefits described in (SW-1.6112) the firing ship (or other friendly ship) must maintain control through impulse 20 of the boomerangs duration with 1 control channel (or an energized (1 point) scout channel). All Indirigan ships have six control channels unless stated otherwise on the SSD or in the ship description. Note that boomerang torpedoes have no ECCM of their own.

(SW-3.45) SCATTER-PACKS: Boomerang torpedo charges cannot be loaded onto a scatter-pack.

(SW-3.5) DAMAGE ALLOCATION:

(SW-3.51) BOOMERANG DAMAGE: All the boomerangs (activated or not) in a boomerang rack are destroyed if the boomerang rack is destroyed. Reloads not loaded into the rack are not destroyed with the rack.

(SW-3.52) LAUNCHING AFTER DAMAGE: Boomerang torpedoes cannot be launched after the boomerang rack has been destroyed.

(SW-3.6) LOADING:

(SW-3.61) FULL AT START: Boomerang racks are full at the start of all scenarios regardless of weapon status. A scenario might have a special rule where the racks could be empty or partially full. NOTE: These charges are not activated at any weapons status and the appropriate power must be applied to activate them.

(SW-3.62) RELOADING: One boomerang charge may be loaded or unloaded into each boomerang rack each turn that the rack is not fired. This must be plotted in advance during energy allocation.

(SW-3.63) STORAGE:

There are several places a unit could store boomerang rack charges:

(SW-3.631) RACKS: Reloads are stored near the boomerang rack. A maximum of four reload charges can be stored in the reload facility of the rack (not shown on the SSD). Note that reloads are not destroyed when the rack is destroyed; they are destroyed with the last excess damage hit.

(SW-3.632) CARGO: Boomerang charges may be stored in cargo boxes for later use. One boomerang charge requires 2 cargo space points. One standard cargo box could hold a maximum of 25 boomerang charges.

(SW-3.6321) These boomerang charges are destroyed if the cargo box containing them is destroyed.

(SW-3.6322) These boomerang charges can be transferred to the boomerang racks during a scenario at a rate of one charge per rack per turn plotted in advance during energy allocation. This transfer requires a full turn of inactivity in the rack (no boomerang launched and no rack reload/unload activity). They can be freely transferred to racks between scenarios in campaign games.

(SW-3.6323) These boomerang charges can be transferred to a fighter box during a scenario at a rate of one charge per fighter box per 32 impulse period. This transfer requires 32 impulse of inactivity in the fighter box (no fighter launched, recovered or armed). They can be freely transferred to fighter boxes between scenarios in campaign games.

(SW-3.633) FIGHTER BAYS: A maximum of 4 boomerang charges may be stored in each fighter box of ships equipped with boomerang equipped fighters. This will be further defined in (SW-4).

(SW-3.634) SHUTTLE BAYS: A maximum of 4 boomerang charges may be held in each shuttle box. These charges must be placed here after the start of the scenario and are assumed to be removed after the end of a scenario. These charges are stored in the shuttle bay for the purposes of loading onto shuttles for transport not for long-term storage purposes. These charges cannot be stored in the shuttle bay. See Annex #7K for capacities of shuttles.

(SW-3.64) EXTRA CHARGES:

A ship can buy extra boomerang charges as part of the Commander's Options. These charges cost 2 points each. A ship cannot buy more boomerang charges than it has space to store them.

(SW-3.7) REPAIR:

(SW-3.71) CONTINUOUS REPAIR: It costs six continuous damage repair points to repair one boomerang rack.

(SW-3.72) HASTY REPAIRS: Boomerang racks cannot be hastily repaired.

(SW-3.73) REPAIRED EMPTY: When a boomerang rack is repaired, it is repaired empty; there are no boomerang charges in the rack. Loading can begin immediately after the rack has been repaired.

(SW-3.8) OPTION MOUNTS:

A boomerang rack takes one option mount & costs no BPV points. It cannot be serviced by a fuser. The rack comes with 4 charges plus 4 reloads.

NOTE: Such a boomerang would still be fired out the rear of the ship using one of the three launch directions (SW-3.42 & SW-3.43). Each mount's launching direction must be declared at the start of the scenario. They can be the same or different at the owning player's option. The target must be within the FH firing arc regardless of the actual firing arc of the option mount.

(SW-3.9) ARMING CHARGES:

Any boomerang torpedo tube in the tribe's fleet can arm boomerang charges and off-load them into reusable stasis containers. The boomerang rack then removes the charge from the stasis container when activation energy is applied. This procedure can only happen between scenarios of a campaign game or if special scenario rules apply.

(SW-3.91) PROCEDURE: The boomerang must be armed in the standard manner (SW-1.3). It can then be off-load into the stasis container for 1 point of energy. The boomerang charge is then treated as cargo and can be transferred to other ships per the standard rules.

(SW-3.92) LAUNCH TUBE USE PROHIBITED: Once transferred to a stasis container, a boomerang launch tube can no longer use the boomerang charge.

(SW-3.93) STORAGE: The boomerang torpedo tube cannot store boomerang charges. The off-loaded charge must be transferred to another location before the boomerang tube can begin to charge another boomerang. This is assumed to be done immediately upon completion of arming.

(SW-3.94) STASIS CONTAINERS: Tribes using boomerang tubes to arm charges for boomerang racks have a quantity of stasis containers. This quantity will be better defined for campaign use at a later time, but for general purposes it is assumed that a tribe has 8 stasis containers per boomerang rack in the fleet. This allows for the initial load and a single reload. Extra stasis containers cost the same 2 BPVs that extra boomerang charges cost. An empty stasis container still occupies two cargo space points.

(ER-5.0) INDIRIGAN NOMADS SPECIAL RULES

The following rule sections cover special situations which may arise because of the unique nature of Indirigan ships. All the standard rules still apply, however the rules listed here clarify situations not covered by those rules and take precedence over rules listed elsewhere. If there is no rule listed here, the standard rules apply. Insert this rule after ER-4 in the G section of your rulebook.

(ER-5.1) PHASER OPTION MOUNTS:

Indirigan Ships are equipped with Phaser Option Mounts. These mounts function in a manner similar to regular option mounts, except they can only accept phasers (PH-1, PH-2, PH-3, PH-G, PH-MR, PH-SR, PH-MP or other phasers added to the game at a later date, but not PH-4 or PH-LR).

Unlike standard option mounts, phaser-option mounts left empty do not decrease the value of the ship. Many Indirigan ships never added phasers in these mounts. Therefore, the BPV of the ship was set to the value of the ship with empty mounts, adding the full BPV of the phasers in the phaser-option mounts after.

(ER-5.11) BPV ADJUSTMENT: The BPV of the Indirigan ship is adjusted based on the phaser placed in the option mounts. Consult the following chart to determine the BPV adjustment: *Indicates a restricted phaser (ER-5.126).

PHASER	BPV ADJUSTMENT
Phaser-1	+4
Phaser-2	+3
Phaser-3	+2
Phaser-G*	+6
Phaser-MR	+5
Phaser-SR	+2
Phaser-MP*	+7
Phaser-___	+ ___
Phaser-___	+ ___
Phaser-___	+ ___
Phaser-___	+ ___

Blanks are for phasers added to the game at a later date or for player designed phasers.

In pick-up games commander's options must be used to pay for these phasers.

(ER-5.12) RESTRICTIONS:

Some phasers were used in extremely limited quantities (or not at all).

(ER-5.121) PHASER-G: PH-Gs were only used by Indirigan Tribes which reached the near side of the galaxy. Tribes remaining on the Far Side never used PH-Gs. The PH-G is a restricted phaser, see (ER-5.126) for restricted phasers.

(ER-5.122) PHASER-MP: PH-MPs were extremely rare (even on the Far Side). The PH-MP is a restricted phaser, see rule (ER-5.126).

(ER-5.123) PHASER-4: PH-4s could never be carried in phaser-option mounts.

(ER-5.124) PHASER-LR: PH-LRs could never be carried in phaser-option mounts.

(ER-5.125) PLASMA PHASERS: The Indirigans never acquired plasma phasers.

(ER-5.126) RESTRICTED PHASERS: Phasers described as restricted in this rules section are limited by size class as to how many can be placed in phaser-option mounts on any given Indirigan unit. The chart below shows the maximum amount of restricted phasers allowed in phaser-option mounts by size class:

SIZE CLASS	MAX. # OF RESTRICTED PHs
1	2
2	1
3	1
4+	None

NOTE: This number is the maximum amount allowed of all restricted phasers combined.

EXAMPLE: A SC-2 ship has 4 phaser-option mounts. Two of these can be restricted phasers. Thus the ship could take 2 PH-Gs, 2 PH-MPs or one of each, NOT 2 of each!

(ER-5.1261) For purposes of scenarios and campaign games no more than 10% of the phaser-option mounts can contain restricted phasers i.e. 1 mount in 10.

(ER-5.13) DAMAGE ALLOCATION:

(ER-5.131) PHASER HITS: Phaser option mounts are destroyed on phaser hits.

(ER-5.132) EMPTY MOUNTS: Phaser option mounts on Indirigan ships can be left empty. In this event they cannot be damaged. Treat them as if they were not on the SSD.

(ER-5.2) CARGO PACKS:

Most Indirigan ships have a cargo pack option. These packs usually consist of make-shift pods attached to the ship to hold the booty taken from a planet or system. When they are emptied (usually by consumption) they are dropped. New ones can be quickly built at the next system. Note: The BPV surcharge on the Ship Data Table is for both cargo packs, not just one. Indirigan ships cannot mount just one cargo pack; they must be mounted in pairs.

(ER-5.3) VICTORY POINT CALCULATIONS:

(ER-5.31) DEFENDING A POSITION: For the purposes of general scenarios occurring after Y145 in which one side is defending a stationary position, if the Indirigans are the defenders they only suffer 1/2 the victory point loss for losing possession of the position that a normal race would.

(ER-5.32) SOCIAL COMBAT: Social combat often occurred in the middle of normal encounters. In normal combat an Indirigan player receives one victory pt. for every unmarried female crew unit captured from other Indirigan players.

(ER-5.4) REFITS:

The Indirigans never refitted their ships other than by modifying them with phasers in the phaser option mounts. Many tribes could not build or modify their ships and were lucky to keep them at full readiness.

Tribes with battleships or dreadnoughts could build new ships, but no refits were ever applied to any existing ships. Several of the bigger tribes did in fact convert to X-1 technology (defined in Indirigans-2), but this was not termed a refit. The phaser-option mounts and cargo packs could, in a limited way, be considered refits, but they were never called refits by the Indirigans.

(ER-5.5) SOCIAL COMBAT:

(ER-5.51) NON-VIOLENT COMBAT: Non-violent combat is always used in social combat encounters.

(ER-5.51) UNMARRIED FEMALES: Generally there are a number of unmarried female crew units on board Indirigan ships equal to the number of regular crew units. This number may be altered by special scenario rules. In normal combat an Indirigan player receives one victory pt. for every unmarried female crew unit captured from other Indirigan players.

(ER-5.6) HUGE INDIRIGAN SHIPS:

Some explanation is required to explain why Indirigan ships are so much larger than their counterparts. There were several reasons for this and a brief mention of each is given here:

- 1- The Indirigans were located in an economically strong area of space. Additionally, Indirigan Space was totally surrounded by six occasionally aggressive races. Therefore, a large starfleet was required to defend against these potential enemies who all desired this economically strong area. The fleet had to be larger (and the ships themselves also) since the Indirigans had so many fronts.
- 2- The nomadic desires of most Indirigan citizens greatly promoted the construction of these bigger units. Every government resource was expected to go into the development of space-faring units, not terrestrial enterprises. Terrestrial improvements were to be financed by the planetary governments themselves.
- 3- 'The calling', as it became known, was probably the most important factor in Indirigan ship size. This overwhelming public desire for a non-terrestrial life caused larger and larger ships to be commissioned. In Y138 the Grand Chieftain publicly declared his intent to depart with his tribe in Y145. He stated that after the completion of the three battleship-class ships his tribe would leave Indirigan Space. That occurred in Y145.

(ER-5.7) INDIRIGAN SHIP CONSTRUCTION AFTER Y145

When the Indirigans left their terrestrial lives behind, it put a serious limitation on their ship construction abilities. It is obvious that some preparations were made in this regard since the Indirigan battleship (and variants) and dreadnought (and variants) classes had the capability of constructing some of the smaller ship classes. For campaign purposes, construction rates and guidelines are defined in this rule. Please note that these guidelines are general in nature and that more specific guidelines will be presented at another time.

(ER-5.71) BATTLESHIP CLASS: The battleship-class (of which three were constructed) could build a ship as large as a light cruiser (or variants). Each of the three battleships had different construction capabilities.

(ER-5.711) BATTLESHIP: The '*Chieftain's Pride*' was the only Indirigan battleship ever constructed. It was designed to construct ships as large as a CL. The Grand Chieftain traded these ships to other tribes, giving good deals to favored tribes and poor deals to tribes currently in disfavor.

(ER-5.712) SUPER SPACE CONTROL SHIP: The '*Invincible Indirigan*' was the sole ship of the Invincible Loner Tribe. This ship was capable of constructing ships as large as a DD, but historically built nothing but freighters. This was the choice of her captain and not a requirement for a campaign. Players in a campaign could use it to construct any ship up to a DD.

(ER-5.713) SUPERCARRIER: The sole supercarrier was named the '*Intrepid Wanderer*'. This ship could not build other ships or PFs since the huge shuttle bay replaced the hangar/construction bay. It could build fighters (defined later).

(ER-5.72) DREADNOUGHT CLASS: The dreadnought-class ships could build a ship as large as a destroyer (or variants). All dreadnought variants had the same construction capabilities unless stated otherwise in their ship descriptions.

(ER-5.73) CONSTRUCTION RATES:

SHIP TYPE	TIME REQUIRED	
	BATTLESHIP	DREADNOUGHT
CL	24 Months	NA
DD	18 Months	24 Months
FF	12 Months	18 Months
F-L	15 Months	21 Months
F-M	9 Months	15 Months
F-S	6 Months	9 Months
2xPF*	3 Months (for both)	6 Months (for both)
—	—	—
—	—	—

*Can build 2 PFs at a time.

(ER-5.74) HANGAR/CONSTRUCTION BAYS: These bays are not represented on the SSD by boxes and can be completely ignored unless the BB or DN is actually carrying a ship under construction.

(ER-5.741) DAMAGE ALLOCATION: If all the hull on a BB or DN is destroyed, the owning player may transfer further hull hits to a ship under construction in the hangar/construction bay. Additionally, excess damage hits must be scored on the ship under construction before being scored on the BB or DN.

(ER-5.742) BPV COST: The ship under construction costs 1 BPV point per box completed on its SSD. This may simply be declared as a (pick a number) point ship and no SSD actually used. Scenarios may include such ships as part of the special rules section. Additionally, Commander's Options could be used to purchase an incomplete ship.

(ER-5.743) NON-FUNCTIONAL: The ship under construction is incomplete and completely non-functional. It provides no power, shields, weapons etc. It cannot be activated or released during a scenario except by special scenario rules defined within future published scenarios.

(ER-5.744) MOVEMENT COST: The ship under construction costs extra movement. If less than half the total internals (as defined on the ship data table for that unit) are completed the BB or DN must pay 1/2 the movement cost for the incomplete ship plus its own. If half or more of the total internals (as defined on the ship data table for that unit) are completed the BB or DN must pay the full movement cost for the incomplete ship plus its own. If PFs are under construction no extra movement cost is required.

(ER-5.745) DOCKING: A ship under construction may be docked and undocked at will by the standard rules. It could even be undocked and hidden prior to an encounter.

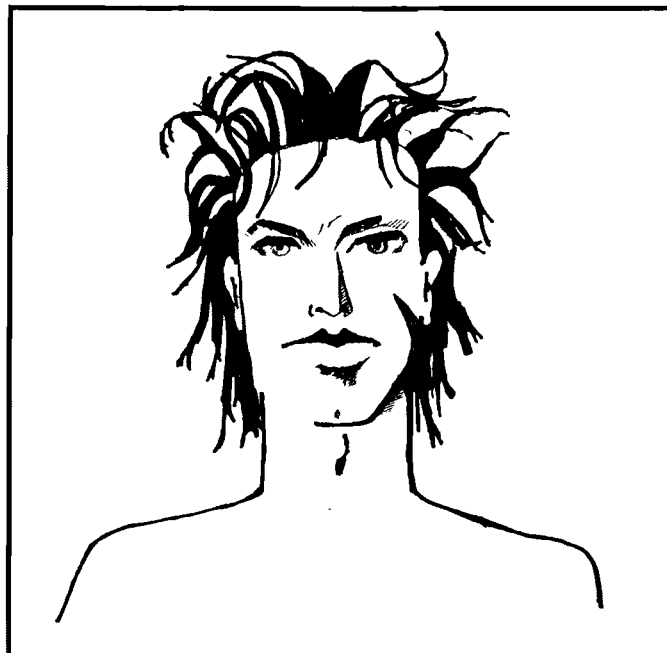
(RH-3.0) INDIRIGAN NOMADS

The Indirigans (pronounced Inn-deer'-ih-guns) are a race of extremely patriarchal humanoids who never evolved beyond the hunter-gatherer stage of societal development. While they are intelligent and quick to learn, their ideas on social development stagnated early in their history. While their society might seem abhorrent to us, it is completely natural to them, and is indicative of many details of their lives. The design of Indirigan starships is directly affected by their nomadic lifestyle and social infancy.

The race developed starships and warp technology, and in the ultimate of nomadic spirits left their planets behind to lead a completely nonterrestrial existence. This departure occurred in Y145. The abandoned homeworlds of the Indirigans are located on the far side of the Milky Way Galaxy (as viewed from Earth). What was once Indirigan space became a huge free trade zone for the surrounding races when the Indirigans left their homeworlds behind. These worlds were stripped of most things Indirigan. What remained were four planets, the inhabitants of which were of many assorted races. These worlds eventually became the trade meccas of the newly formed Free Trade Zone. The Indirigans never returned to these worlds.

LOCATION: The Indirigans were located on the 'far side' of the Milky Way Galaxy until Y145. In Y145 they decided to abandon their terrestrial lives and become the first nomadic culture living in exclusively space. Each of the various tribes established different goals and purposes (see the tribe profiles on page 15).

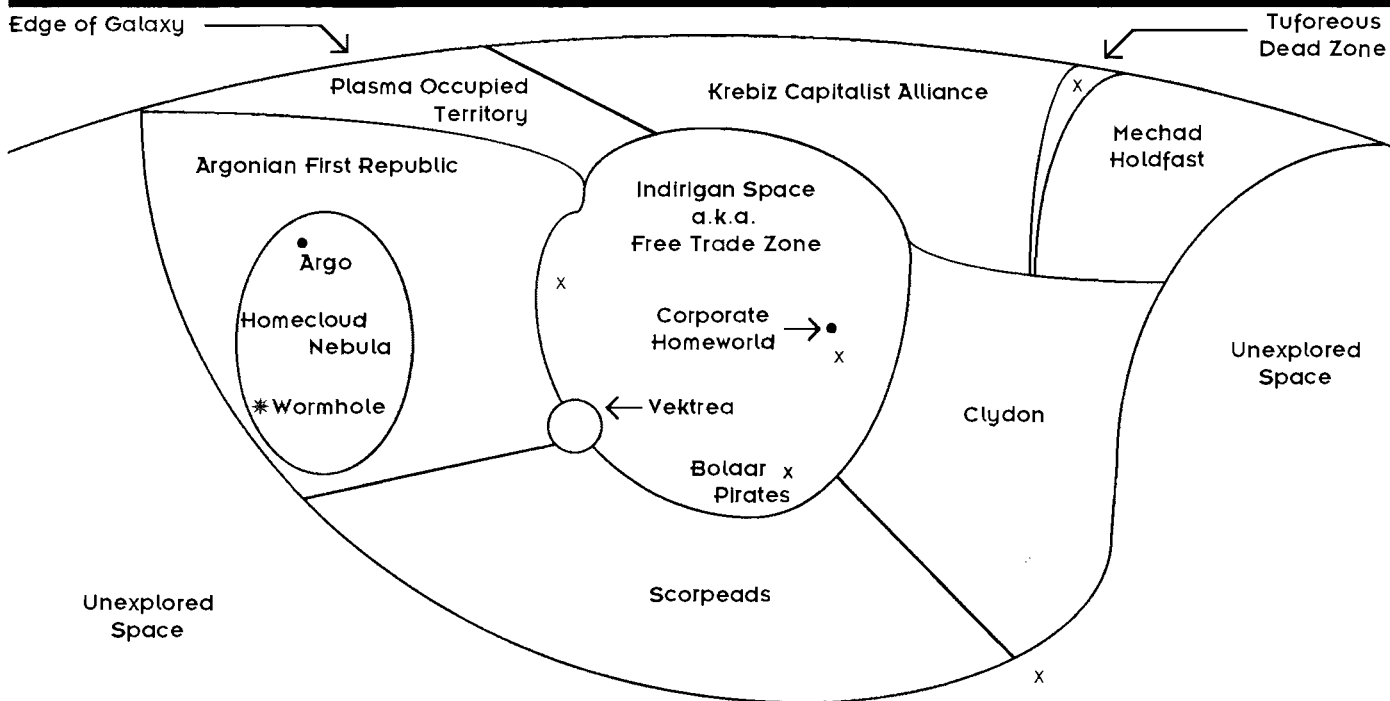
The map below shows the political layout of the Far Side. After the Indirigans abandoned Indirigan Space the vast area became a Free Trade Zone used by all the nearby races. For more details on the races mentioned on the map see Argonians-2 pages 3 & 4.



APPEARANCE: The Indirigans are humanoids of approximately one and one third meters in height and of slender muscular build. They are light red skinned and most have red hair, although blond, brown or even greenish hair is not completely uncommon. Their hair is usually long, coarse, spiked and unkempt, yet it is not disheveled.

Indirigans have rather large club-like hands and feet, but they are not clumsy. Their fingers are long and dexterous. In marine combat this stealth makes up for what they lack in size.

Females are generally several centimeters taller than males reaching 1.4 meters. Males usually remain under 1.2 meters. Both sexes are equally muscular and rugged. Individuals are generally in good physical condition, partially due to the Indirigan practice of letting the weak and infirm die.



x = Independent Pirate Strongholds

GOVERNMENT: The tribe is the only form of government the Indirigan Nomads have. A tribe consists of a chief (roughly equivalent to an admiral in a starfleet) and several sub-chiefs (captains). Each tribe wanders space in from one to ten starships, with perhaps an additional five to ten freighter-type ships.

There have been tribes as small as one ship, usually a despondent or outcast sub-chief going his own way. This is rare, however, as most often the sub-chief would simply be replaced with someone more compliant and/or loyal.

NOMADIC LIFESTYLE: Indirigans wander space for the sake of wandering. When a system is encountered many Indirigans will attempt to occupy it and strip it of its value. If a prominent show of force is displayed they will eventually back down and depart from the system. Only a stupid chief will destroy his home for a 'stationary' system or planet. Remember that while other fleets are used to defend homes, the Indirigans' homes are their fleets.

If an opportunity to overwhelm a solar system presents itself many Indirigans will ruthlessly scavenge everything the system has to offer. The phaser-option mounts represent this scavenging drive. Note, however, the Indirigans could only place phasers in their option mounts.

There were several tribes that did not use aggressive tactics, using legitimate trade instead. These tribes were usually referred to as 'Indirigan Merchants' while the more aggressive tribes were often called 'Indirigan Gypsies' or 'Indirigan Marauders'. Indirigan merchants specialized in low-tech goods, ore, food stuffs etc.

Indirigan ships also had large numbers of HTS shuttles, used to transport the system's resources from the surface to the waiting ships. Indirigan merchants used them to transport goods.

The Indirigans did not build bases, defense satellites, monitors or other such stationary type equipment. Their base of operations was always the flagship, or most appropriate ship, in the tribe's fleet.



SOCIAL STRUCTURE: A chief's political strength is determined by how many ships are in his fleet and by how many (and of what quality) Indirigan females he and his tribesmen possess.

The Indirigans believe that the possession of females is not slavery, but a means of promoting healthy reproduction. When two tribes cross paths, they engage in combat over their females. Hit & run raids are never performed for the sake of causing damage, but to capture as many females as possible. Note the number of transporters, shuttle bays and boarding parties on the Indirigan ships. The raids are a means of preventing societal problems such as inbreeding and to improve the entire reproductive process.

Indirigan males are not interested in females of other races. In fact most captives are either eaten or dropped off at a nearby planet after combat ceases.

On rare occasion two or more tribes will ally to conquer a valuable or strong system. This alliance, however, usually degenerates into a squabble over females within several weeks. It would be extremely rare if this feuding did not occur. Note that Indirigans never trade females for the females would not permit it!

SOCIAL COMBAT: Many times, when a chief found himself low on prized females he would engage another chief in social combat. This was initiated by dropping the shields upon approach as an invitation to the chief of the other tribe to drop his shields allowing immediate boarding party action to begin. Hit & run raids are then used to 'rescue' females from an 'obviously inferior' tribe. This became a common and obvious tactic, so much so, that chiefs with plenty of females would simply ignore this invitation, until the challenging chief sent transmissions of the most desirable females he had as an enticement.

It was considered unacceptable, even uncouth, to fire weapons on these down shields without giving a warning that social combat was not desired and that true combat would be substituted. This warning was followed by an appropriate waiting period (always long enough for the shields to be brought back up (a minimum of 8 impulses)). See (HS-17) & (HS-18) for scenarios regarding this common Indirigan encounter. Social combat was always non-violent (ER-5.5).

INDIRIGAN FEMALES: The more ambitious females will often seek to be (or even facilitate being) captured by a powerful male as a method of gaining a greater societal status. Usually unmarried females are the only ones taken captive by the raiding males. Most married females are tattooed for identification and to discourage raiding males, but many such markings have been tattooed over, several times. Unmarried Indirigan females don't have such tattoos.

Indirigan females outnumber Indirigan males by nearly four to one. It is not uncommon for an Indirigan male to possess more than one wife. Generally it is the female who decides if a male can own her. If she does not desire the proposed marriage she simply declines the tattoo offered by the male and remains in the pool of unmarried females waiting capture by a more acceptable male. Rejecting one male means she is rejecting the entire tribe, therefore, she cannot express interest in another male in the same tribe (unless captured by another tribe and then recaptured). The male must still provide for her until such time as she is captured by a male from another tribe. It is not uncommon for such females to be recaptured by another male in the first tribe whom she did find acceptable, but could not simply go on her own.

TRIBE FORMATION: When the Indirigan terrestrials (as those who actually lived on planets were called) left their planets approximately ten groups formed. These groups were the pre-tribes. They consisted of forty to sixty ships each. Obviously, fleets this large were impossible to organize, control and orchestrate. Within a year all of the pre-tribes broke down into smaller groups, the size of the current tribes. These tribes consisted of from one to ten ships, plus several freighters. See page 13 for profiles on some of these tribes.

(RH-3.1B) TRIBE PROFILES:

After the breakdown of the pre-tribes, there were nearly seventy five different Indirigan tribes. Each tribe consisted of from one to ten ships. Obviously, a tribe could not possess one or more of every ship type. A 'Tribe Profile' is simply a listing of the ships owned by a specific tribe, possibly names of some of the more important members of that tribe and perhaps names of the ships. For now, eight tribe profiles are given below. More will be presented at another time.

Definition of terms:

Tribe Name: Tribe names are earned/given in a variety of ways. They are usually of some significance to the tribe.

Ships: The ships owned by the tribe.

Freighters: The freighters.

Touring Speed: Approx. speed for normal touring.

Primary Activity: Nomad, Merchant, Gypsy, etc.

Secondary Activity: Other activities of the tribe.

Travel Mode: Travel pattern of the tribe.

Hostility Level: How aggressive is the tribe.

Crew: Any information available on the tribe's crew.

The Vacaters of Bolaar V

The Vacaters of Bolaar V consisted primarily of Indirigans who were occupying Bolaar V when the 'calling' came to abandon Indirigan Space. This tribe traded in Indirigan Space for some time before it went through the wormhole in the Homecloud Nebula in Y158 causing all kinds of trouble on the near side of the galaxy.

Vacater Ships: 1-DN, 1-BC, 1-CA, 2-DD, 1-SC, 3-FF.

Vacater Freighters: 1-FL, 1-FAL, 2-FM, 2-FS, 1-FAS.

Touring Speed: Warp-1.5.

Primary Activity: Merchant

Secondary Activity: Low-Tech Manufacturing

Travel Mode: Non-linear, Many stops, Erratic

Hostility Level: Low to Moderate

Crew: The Chief of the Vacater Tribe was Urvill son of Weasall. He was a fairly effective leader and negotiated all the trade of the goods manufactured by the tribe. He was succeeded by his son Wevile who made the decision to go through the wormhole. Wevile was also more aggressive and initiated several planetary occupations on the near side.

Andromeda Bound

This tribe, known only as 'Andromeda Bound' cut through the Krebiz Capitalist Alliance and exited this galaxy bound for the galaxy of Andromeda. It totally ravaged a Krebiz Capitalist Alliance core world before leaving the Milky Way.

Andromeda Bound Ships: 2-DN, 1-BC, 2-CC, 1-FSC.

Andromeda Bound Freighters: 4-FL, 3-FAL.

Touring Speed: Warp-6.

Primary Activity: Nomad

Secondary Activity: None

Travel Mode: Linear, Stops only to resupply

Hostility Level: High

Crew: No data.

The Vicious Six

One of the most aggressive Indirigan tribes, the Vicious Six would ruthlessly ravage any planet in their path. After departing Indirigan Space in Y145 this tribe chose a spiraling path, starting in Clydon territory, which enabled them to strike every major race on the Far Side before entering unexplored space near the Mechad Holdfast.

Vicious Six Ships: 1-DN, 1-CC, 1-CA, 2-DD, 1-FSC.

Vicious Six Freighters: None.

Touring Speed: Warp-3.

Primary Activity: Marauder/Pirate

Secondary Activity: Scavenger

Travel Mode: Spiraling path, Many stops for raiding purposes

Hostility Level: Extremely High

Crew: The Chief of the Vicious Six was Murinca. Murinca was a savage and most of the men in his tribe were too. The Vicious Six referenced the six ships in his fleet. All six were painted black with blood red accents. This tribe had no freighters.

Murinca's men usually killed the crew or occupants of the planet or ship being raided. They would even kill Indirigan males from other tribes during social combat.

After an encounter with the Mechad (in which the Vicious Six became the Vicious Five, losing the CC) the Vicious Six was not heard from again on the Far Side.

The Propagationists

The Propagationists sought to spread Indirigan settlers throughout the galaxy. A fair portion of Indirigan people did not want to leave their terrestrial lives, but were forced to. Later, many chiefs realized that this was not a good decision. The chief of the Propagationists decided to make good this initial error by dropping off these settlers on various planets throughout the galaxy. After 40 percent of his tribe elected to go terrestrial, he instituted a law that each male must produce at least five children with each of his wives before being allowed to settle.

Propagationist Ships: 1-CC, 1-CM, 2-DD, 2-TTA, 4-TTL.

Propagationist Frtrs: 3-FTTL, 1-FAM, 1-FTTM, 2-FTTS, 2-FS.

Touring Speed: Warp-6.

Primary Activity: Nomad

Secondary Activity: Propagation (Ahem)

Travel Mode: Random, Stops to resupply or drop off settlers

Hostility Level: Moderate

Crew: The name of the captain was never ascertained, but was believed to be Vesperas (actually Vesperas-1 through Vesperas-?). There were many Vesperas's in this tribe and it is believed that Vesperas named over 60 male children (from more than 12 wives) after himself in chronological order. After his death in Y169, several of his sons assumed command at different times.

The Invincible Loner

This tribe consisted of only one ship, the SSCS *'Invincible Indirigan'* (SSCS found in Indirigans-2). The *'Invincible Indirigan'* primarily sought out ship combat, engaging freighter convoys to resupply, other tribes for social combat, and fleet ships for the challenge of it.

Invincible Ships: SSCS.
 Invincible Freighters: 1-FL, 1-FAL, 2-FAM, 2-FS, 1-FAS.
 Touring Speed: Warp-1.
 Primary Activity: Nomad
 Secondary Activity: Freighter convoy attacks
 Travel Mode: Random, Resupply by attacking freighters
 Hostility Level: Moderate
 Crew: Noaha, the *'Invincible Indirigan's'* captain, was a gambling man. He often engaged in unnecessary combat for the fun and challenge of doing so. Having a huge ship didn't make it that easy on his opponents.

The Scientists

The Scientists consisted of a fleet of science ships on a survey mission when 'the calling' came. This tribe now wanders the Galaxy in search of interesting points of study. They generally do not attack (except for social combat), but sell any interesting findings to the local powers that be in exchange for supplies.

Scientist Ships: 1-BC, 3-SC, 2-FSC, 2-FF, 1-SCF.
 Scientist Freighters: 1-FL, 1-FAL, 2-FS, 1-FAS.
 Touring Speed: Warp-2.
 Primary Activity: Research
 Secondary Activity: Nomad
 Travel Mode: Generally in direction of nearest unstudied point
 Hostility Level: Very Low
 Crew: No data.

Lone Wolf's Tribe

Wolf was the Chief of Indirigan Security Forces when the 'calling' came. He was unable to leave his law enforcement beliefs behind to assume nomadic (and often criminal) ways. He therefore took to defending various worlds from marauding Indirigan Tribes.

Lone Wolf Ships: 1-DN, 1-BC, 1-CC, 2-DD, 1-FSC.
 Lone Wolf Freighters: 1-FPL, 2-FPS.
 Touring Speed: Warp-3.
 Primary Activity: Marauder interception & prevention
 Secondary Activity: Police cruiser construction
 Travel Mode: To nearest planetary assault attempt
 Hostility Level: Defensive but Extremely High
 Crew: Wolf accumulated most of the tribe profiles given here (and many others) to keep tabs on the various tribes. He was able to determine when and where one would strike and occasionally be there just beforehand.

He used the construction facilities on the DN *'Lone Wolf'* to construct a police cruiser and light police cruiser of his own design. These two ships were based on the DD and FF and are presented in Indirigans-2.

The Grand Chieftain's Touring Fleet

This tribe was the tribe of Grand Chieftain Marchias. Marchias was the leader of the Indirigans and lead the first pre-tribe from Indirigan Space. His tribe simply toured the galaxy collecting taxes from many of the other tribes whenever he encountered them. He managed to keep his fleet in funds rather easily.

Marchias had one added advantage: He could exchange one of his own ships for one ship from any tribe he encountered. The ship he offered had to be near the strength of the ship he choose to take (maximum of 15% lower BPV). If he choose to take a ship from an encountered tribe then that tribe was not charged taxes during that encounter. There were several other rules that applied, such as never taking the flagship of the other fleet, but this will be defined better in (HC-6) The Indirigan Touring Game.

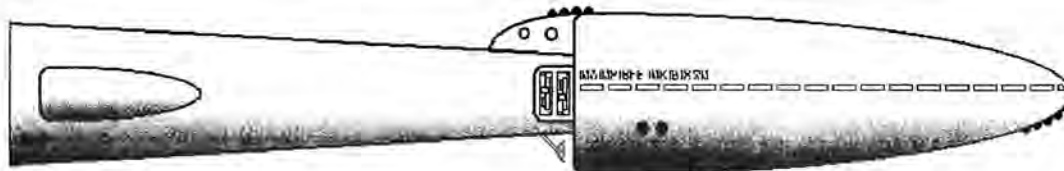
Grand Chieftain Ships: 1-BB, 1-DN, 2-BC, 1-FSC.
 Grand Chieftain Tradable Ships: 1-CC, 2-CA, 2-CM, 2-CL, 3-DD, 3-FF, 1-SC (Changed occasionally).
 Grand Chieftain Frtrs: 2-FL, 1-FAL, 2-FM, 1-FAM, 3-FS, 3-FAS.
 Touring Speed: Warp-1.5.
 Primary Activity: Nomad
 Secondary Activity: Tax Collecting, Ship Construction
 Travel Mode: Random
 Hostility Level: Moderate

Crew: Tribes could (and did) engage the Grand Chieftain's Touring Fleet in social combat, however, they never engaged it in actual combat. Grand Chieftain Marchias (and his descendants) were revered by the general Indirigan populace. There were very few that felt any disrespect for him. Marchias was cautious and only took a ship from another tribe when he felt that tribe's chief needed a 'slap on the wrist'. It was rare for him to take a ship just because he desired it. He occasionally used trades to give a loyal tribe a newly built ship, often for a ravaged hull.

The Grand Chieftain's fleet was the only tribe that could construct ships larger than a DD.

Many of Marchias's sons were chiefs of their own tribes, Wolf and Noaha for example. There is no exact record of how many sons Marchias had and Wolf's files did not show patriarchal records often.

Marchias lived for nearly 200 years, well into the second generation X-Ship era. He slowly lost a slight amount of power as new chiefs took control of widely spreading tribes. However, there was never a dispute over his right to levy the taxes that he did.



INDIRIGAN STARSHIPS

(RH-3.2) BATTLESHIP (BB)

The Indirigans constructed three movement cost 3 battleships. Two of these were converted to other designs (an SSCS and CVA) in construction. The third was completed as shown on the SSD. This was the Grand Chieftain's Flagship. Its completion marked the end of terrestrial ship construction for the Indirigans. The BB '*Chieftain's Pride*' was the last ship built in the conventional manner.

After the '*Chieftain's Pride*' was completed in Y145 the Indirigans removed their technology from their bases, space docks etc. and sold them to the Corporate Homeworld (who usually ran the facilities anyway). They then began a totally nomadic lifestyle.

The battleship has a huge hangar bay designed into its aft hull for use in constructing smaller Indirigan ships. See (ER-5.6) for more details. This hangar could also be used to repair a docked ship. To do this, however, the ship becomes inactive when docked.

The Indirigans were years ahead of their neighbors when it came to the construction of huge ships, due mainly to their nomadic desires and near totalitarian funding for their space program. This gigantic ship (nearly two miles long) could wreak havoc on a neighboring race when it passed through their territory as many Indirigan tribes did, but for the most part the Indirigans were interested in wandering and not conquering.

This is a real ship, it is not conjectural. It can never HET; the breakdown boxes are for web collisions or other purposes. The T-Mine rack is correct as shown on the SSD.

DATA: 6 spare Admin., 2 spare HTS, F&E Command Rating 10, cannot dock internally. The SSD is in Indirigans-1.
VARIANTS: SSCS, CVA.

(RH-3.3) DREADNOUGHT (DN)

The dreadnought was the flagship for most of the larger tribes. There were eighteen constructed, counting variants. The DN first appeared in Y140. It was the main force that kept the surrounding races from encroaching on Indirigan Space before 'The calling' to depart took place

DATA: 4 spare Admin., 2 spare HTS, F&E Command Rating 10, cannot dock internally. The SSD is in Indirigans-1.
VARIANTS: SCS, CVM.

(RH-3.4) BATTLECRUISER (BC)

The Indirigan battlecruiser first appeared in Y135. Note that unlike most battlecruisers it is movement cost 1.5. When the design was first drawn its designer named it a BC not a DN (which did not exist on the Far Side at that time) and the class name stuck.

DATA: 3 spare Admin., 1 spare HTS, F&E Command Rating 10, Docking Points 10. The SSD is in Indirigans-1.
VARIANTS: SCSL, CVL.

(RH-3.5) COMMAND CRUISER (CC)

The command cruiser functioned pretty much as CCs from other fleets prior to Y145. It is structurally larger than most other CCs, but does not have a greater offensive potential. In Y135 the first CC was converted from a damaged CA. Medium sized tribes usually had a CC as the flagship.

DATA: 1 spare Admin., 1 spare HTS, F&E Command Rating 8, Docking Points 9.
VARIANTS: This ship is a variant of the CA.

(RH-3.6) HEAVY CRUISER (CA)

The heavy cruiser appeared in Y105 as the flagship design of the Indirigan fleet. Obviously a sound and sturdy design that proved itself repeatedly. This ship helped the Indirigans conquer much of Indirigan Space during their conquest phase of Y100-Y120.

DATA: 1 spare Admin., 1 spare HTS, F&E Command Rating 7, Docking Points 9. The SSD is in Indirigans-1.
VARIANTS: CC, CVS, FSC, CX.

(RH-3.6a) TOURNAMENT CRUISER (TCA)

This ship is balanced for play in the standard tournament. Consult a judge to confirm if the Indirigans are allowed in the tournament in which you will be playing. Since the Indirigans are an 'unofficial' race they probably won't be allowed in most tournaments. See the SSD for additional restrictions. Note: the six batteries are correct. The SSD is in Indirigans-1.

(RH-3.7) MEDIUM CRUISER (CM)

The medium cruiser is a variant of the CL. The first conversion occurred in Y135 parallel to the CC conversion of the CA. A significant improvement on the CL, most new construction after Y135 was of this design rather than the CL. The CM is too large to be constructed in the BB's construction bay and therefore no new CMs can be constructed after Y145.

DATA: 1 spare Admin., F&E Command Rating 6, Docking Points 8. The SSD is in Indirigans-1.
VARIANTS: CMS, CMX, CMV.

(RH-3.8) LIGHT CRUISER (CL)

The light cruiser was the mainline cruiser for the Indirigans prior to Y105. It first appeared in Y95 (with the DD & FF). This ship was a successful design that remained in construction even after the Indirigans departed Indirigan Space, since the BB was designed with construction facilities capable of producing CLs. It had functions and assignments similar to CLs of other fleets. Small tribes might have this ship as the flagship.

DATA: 1 spare Admin., F&E Command Rating 6, Docking Points 7. The SSD is in Indirigans-1.
VARIANTS: CM, CVSL, SC, CLX, CLR, SCR.

(RH-3.9) DESTROYER (DD)

The destroyer appeared in Y95 as part of the original (non-early years) Indirigan fleet. This ship was the primary fleet support ship for most tribes. It (and all its variants) could be constructed by the BB or DN class ships in their construction bays. Some very small tribes had DDs as their sole ship or flagship, but most of these tribes perished or were assimilated by larger tribes.

DATA: 1 spare Admin., F&E Command Rating 5, Docking Points 6. The SSD is in Indirigans-1.
VARIANTS: DDL, DDE, DDV, DDX, DDR, SV.

(RH-3.10) FRIGATE (FF)

The frigate was a remnant of the original Indirigan fleet. It provided many support roles and often acted as a tactical scout leading the tribe by several light-hours. Additionally, frigates would act as liaison ships to other tribes. Both the BB and DN could construct this ship and its variants.

DATA: No spare shuttles, F&E Command Rating 5, Docking Points 6. The SSD is in Indirigans-1.
VARIANTS: FFL, FFE, FFX, FFR.

(RH-3.11) SCOUT (SC)

A variant of the light cruiser, the Indirigan scout needed to be a sturdier design than the 1/2 movement cost scouts of many other fleets. Indirigans used their scouts for exploration, pre-assault planetary study, research and other forms of study and investigation. Additionally, the scout was an excellent fleet support unit. Can be built by the BB only.

DATA: 1 spare Admin., 1 spare HTS, F&E Command Rating 8, Docking Points 7. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the CL.

(RH-3.12) FLEET SURVEY CRUISER (FSC)

Also termed a heavy scout or galactic survey cruiser, the fleet survey cruiser performed the functions of the scout to extreme proportions. The FSC cannot be built after Y145 due to its larger size.

DATA: 2 spare Admin., F&E Command Rating 8, Docking Points 9. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the CA.

(RH-3.13) LARGE FREIGHTER (F-L)

While similar in design, the large freighter is not a variant of the DD, but a design of its own. From Y95 on, many large freighters were constructed. Most were in Indirigan operation, but some were owned and operated by independent merchants. These ships remained in construction indefinitely as the BB and DN could construct them. Note that the F-L (and some other Indirigan freighters) are capable of 31 speed, a requirement of nomadic tribes.

DATA: 1 spare HTS, F&E Command Rating 1, Docking Points 6. The SSD is in Indirigans-1.

VARIANTS: F-AL, F-PL, F-QL, F-RL, PAC.

(RH-3.14) LARGE ARMED FREIGHTER (F-AL)

Essentially a large freighter with added weaponry, the F-AL supported many tribes in both commerce and combat. All freighters and their variants can be built by the BB and DN.

DATA: 1 spare HTS, F&E Command Rating 1, Docking Points 6. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the F-L.

(RH-3.15) MEDIUM FREIGHTER (F-M)

The Indirigans constructed medium freighters. Essentially an improved F-S, the F-M was widely used by many tribes and independent operators.

DATA: No spare shuttles, F&E Command Rating 0, Docking Points 4. The SSD is in Indirigans-1.

VARIANTS: F-AM, F-PM, F-QM, F-RM, PAC-M.

(RH-3.16) MEDIUM ARMED FREIGHTER (F-AM)

Additional weaponry added to the F-M.

DATA: No spare shuttles, F&E Command Rating 0, Docking Points 4. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the F-M.

(RH-3.17) SMALL FREIGHTER (F-S)

The small freighter was less efficient than the F-M. Many larger tribes sold or left these freighters behind (especially since they were incapable of speed 31).

DATA: No spare shuttles, F&E Command Rating 0, Docking Points 2. The SSD is in Indirigans-1.

VARIANTS: F-AS, F-PS, F-QS, F-RS, PACL.

(RH-3.18) SMALL ARMED FREIGHTER (F-AS)

The addition of a boomerang torpedo tube increased the offensive potential of the F-S. However, many of these units were still left behind or sold by larger tribes desiring the ability of maximum warp speed.

DATA: No spare shuttles, F&E Command Rating 0, Docking Points 2. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the F-S.

(RH-3.19) RACK-EQUIPPED SCOUT (SCR)

After the Indirigans abandoned Indirigan Space, they had some difficulties building new boomerang launch tubes for new ships constructed by the BB and DN and for replacements on existing ships. The solution was the boomerang rack. Racks were used instead of launch tubes by many tribes on new builds after Y150. The rack equipped scout had four boomerang racks replacing the launch tubes and unnecessary fuser. Can be built by the BB only.

DATA: 1 spare Admin., 1 spare HTS, F&E Command Rating 8, Docking Points 7. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the CL.

(RH-3.20) RACK-EQUIPPED LT. CRUISER (CLR)

Essentially a CL with boomerang racks instead of launch tubes and fuser, the CLR was the result of the same solution applied to new built ships by many tribes. Can be built by the BB only.

DATA: 1 spare Admin., 1 spare HTS, F&E Command Rating 8, Docking Points 9. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the CL.

(RH-3.21) RACK-EQUIPPED DESTROYER (DDR)

The DDR is a DD equipped with boomerang racks.

DATA: 1 spare Admin., F&E Command Rating 5, Docking Points 6. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the DD.

(RH-3.22) RACK-EQUIPPED FRIGATE (FFR)

The FFR is a frigate equipped with boomerang racks. Other data as the FF.

DATA: No spare shuttles, F&E Command Rating 5, Docking Points 6. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the FF.

(RH-3.23) PLANETARY ASSAULT CRUISER (PAC)

The standard operating procedure of many Indirigan tribes was to assault planets and ravage them for all things useful to Indirigans. In Y150 several tribes developed this design simultaneously. It is unknown if they communicated with each other or worked independently. The 'rack packs' as they were called were hard welded to a large freighter hull to create the design.

DATA: 1 spare Admin., F&E Command Rating 1, Docking Points 6. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the F-L.

(RH-3.24) LIGHT PLANETARY ASSAULT CRUISER (PACL)

A similar design to that of the PAC, the light planetary assault cruiser had 'light rack packs' welded to the light freighter.

DATA: No spare shuttles, F&E Command Rating 0, Docking Points 2. The SSD is in Indirigans-1.

VARIANTS: This ship is a variant of the F-S.

Insert these scenarios at the end of the SH section of your rulebook behind (HS-20) from Krebiz-2.

(HS-21.0) SOCIAL ENCOUNTER (Y148)

by C. Henry Schulte

This scenario depicts an average social combat encounter between two Indirigan tribes. Generally, the two chiefs would negotiate which ships from each side would enter melee. The remaining ships would take up stationary positions around the combat site as protection from an outside assault.

Each tribe's representative fleet would enter the social combat zone with down shields and weapons at full readiness (WS-3). The intent: to capture as many females from the opposing tribe as possible.

(HS-21.1) NUMBER OF PLAYERS:

Two Indirigan tribes; The Vacaters of Bolaar and the Propagationists.

(HS-21.2) INITIAL SETUP:

TERRAIN: Since the players represent the chiefs of the two tribes, they could mutually agree to social combat in some sort of terrain. If no agreement is made use open space.

VACATER TRIBE: 1-BC, 2-DD. Vacater ships enter from the XX01 hex row, heading any, speed 10, WS-III.

PROPAGATIONISTS: 1-CC, 1-CM, 2-DD. Propagationist ships enter from the XX30 hex row, heading any, speed 10, WS-III.

(HS-21.3) LENGTH OF SCENARIO:

The scenario continues until one of the tribes has captured 50 crew units (females) and all its ships have disengaged from the map in the direction from which they came. A ship which leaves the map is considered disengaged.

(HS-21.4) SPECIAL RULES:

(HS-21.41) MAP: Use a fixed map. Ships cannot disengage until the disengagement conditions in (HS-21.45) are met.

(HS-21.42) SHUTTLES AND PFs: Administrative and HTS shuttles only. No fighters or PFs.

(HS-21.43) COMMANDER'S OPTION ITEMS: Each tribe could purchase Commander's Options up to 20% of the BPV of each ship. PH-OPTs could be filled with Cmdr Options.

(HS-21.44) NON-VIOLENT COMBAT: Both ships must use non-violent combat. Note that (SW-1.45) states that boomerangs cannot be fired under non-violent combat, but they could be armed.

(HS-21.45) DISENGAGEMENT CONDITIONS: One of the following conditions must be met for a ship to disengage:

- 1- The ship is crippled.
- 2- The tribe has captured a total of 50 crew units (females).
- 3- The other tribe has declared that social combat will end, see (HS-21.46).

(HS-21.46) DECLARATION: Either player may declare that social combat has ended and that standard combat will ensue or simply that he intends to disengage (forfeit of the scenario). This can occur on any impulse during impulse activity. Note that a time warning must be given (minimum of 8 impulses). If a player declares standard combat, all ships outside the scenario can enter on impulse one of the next turn.

These ships enter on the appropriate side of the map for their tribe at WS-3, speed 0 on the previous turn, facing any. If standard combat is declared then standard victory conditions will determine the winner rather than (HS-21.5). Note that it was rare for a tribe to do this, but this rule is presented here because there was always that slight possibility. Players could agree to waive this rule prior to the start of the scenario.

(HS-21.47) FEMALE CREW: Each tribe has an extra 50 crew units on board its representative ships (spread out between them). This represents the unmarried females from the rest of the ships in the tribe.

(HS-21.48) FEMALE LOCATIONS: Each player must secretly declare in writing where the unmarried females are located and in what quantity. They can be placed in F Hull, C Hull or A Hull on any of the ships (limit of 5 per hull box). When a boarding party raids a ship by H&R raid, entering one hull box on the ship automatically reveals how many unmarried female crew units are in all the hull boxes of that connected group on that ship. The boarding party can capture one crew unit if there are unmarried females in that group of hull boxes. Note if there are two separate banks of a hull type then it counts as two different groups.

(HS-21.49) GUARDING: Generally, Indirigans did not guard their unmarried females, but players could mutually agree to allow guarding prior to the start of the scenario. One BP could guard one group of hull boxes for this purpose.

(HS-21.5) VICTORY CONDITIONS:

The first tribe to capture 50 unmarried female crew units and disengage with all their ships wins. Players could compare their numbers of captured crew using (S2.3) to determine levels of victory. Players could also agree to a time limit (perhaps 10 turns) and determine the winner by who has the most unmarried female crew units at the end of that turn.

(HS-21.6) VARIATIONS:

This scenario can be played (and did occur) many times under different conditions by changing the representative ships of each tribe. Players should select a BPV total for each side or simply chose agreeable ships.

(HS-21.7) BALANCE:

There are several balancing methods:

(HS-21.71) Add or subtract a DD from one tribe.

(HS-21.72) Add or subtract some of the extra unmarried female crew units.

(HS-21.73) Change the speed or WS of either side.

(HS-21.8) TACTICS:

Both tribes should consider the same tactics.

Either spread out the extra females on all the ships or try to hide them on one ship. Use NVC to possibly cripple one of the opponent ships. Consider shuttle raids by standard rules. Energize and use your transporters every turn.

(HS-21.9) HISTORICAL OUTCOME:

The historical outcome is basically the same for all of these encounters. A number of unmarried females were exchanged in a very macho male oriented way. On some occasions these scenarios degenerated into standard combat, see (HS-22).

(HS-22.0) ANTI-SOCIAL BEHAVIOR

by C. Henry Schulte

(Y146)

During a normal social combat encounter, the Vicious Six suddenly turned the tables by initiating standard combat without the socially accepted practice of the 8 impulse warning. This encounter took place shortly before the Andromeda Bound tribe left the Milky Way.

Each tribe's representative fleet was engaged in the social combat zone with down shields when the Vicious Six raised their shields and began firing with standard combat rules. They were notorious for their aggressive behavior, but this went beyond aggression: The Vicious Six had violated the Indirigan social code.

(HS-22.1) NUMBER OF PLAYERS:

Two Indirigan tribes; Andromeda Bound and the Vicious Six.

(HS-22.2) INITIAL SETUP:

With such an assault in mind prior to the encounter, the Chief of the Vicious Six persuaded the Andromeda Bound Chief to use all the ships from both tribes in social combat. The Andromeda Bound Chief quickly accepted this offer since he had a larger fleet.

TERRAIN: Since the players represent the chiefs of the two tribes, they could mutually agree to social combat in some sort of terrain. If no agreement is made use open space. Historically this event occurred in open space.

ANDROMEDA BOUND TRIBE: 2-DN, 1-BC, 2-CC, 1-FSC. Andromeda Bound ships enter from the XX01 hex row, heading any, speed 10, WS-III.

VICIOUS SIX: 1-DN, 1-CC, 1-CA, 2-DD, 1-FSC. Vicious Six ships enter from the XX30 hex row, heading any, speed 10, WS-III. All boomerangs charged.

(HS-22.3) LENGTH OF SCENARIO:

The scenario continues until all of the ships from one of the tribes have been captured, destroyed or have disengaged from the map in any direction.

(HS-22.4) SPECIAL RULES:

(HS-22.41) MAP: Use a fixed map until the Vicious Six player uses standard combat, then use a floating map. Ships cannot disengage until the disengagement conditions in (HS-22.45) are met.

(HS-22.42) SHUTTLES AND PFs: Administrative and HTS shuttles only. No fighters or PFs.

(HS-22.43) COMMANDER'S OPTION ITEMS: Each tribe could purchase Commander's Options up to 20% of the BPV of each ship. PH-OPTs could be filled with Cmdr Options.

(HS-22.44) NON-VIOLENT COMBAT: Both ships must use non-violent combat until the Vicious Six player fires weapons in standard mode or launches boomerang torpedoes. Note that (SW-1.45) states that boomerangs cannot be fired under non-violent combat.

(HS-22.45) DISENGAGEMENT CONDITIONS: One of the following conditions must be met before any ship can disengage:

- 1- The ship is crippled by non-violent combat.
- 2- The tribe has captured a total of 50 crew units (females).
- 3- The Vicious Six player has initiated standard combat, see (HS-22.46).

(HS-22.46) STANDARD COMBAT: The Vicious Six player can initiate standard combat on any impulse of the scenario by firing weapons in standard mode or by launching boomerang torpedoes. The Andromeda Bound player can use standard combat and raise shields on the following impulse. If the Vicious Six player uses boarding parties to destroy systems on Andromeda Bound units it is considered standard combat and the Andromeda Bound player can use standard combat 8 impulse later.

(HS-22.47) EXTRA CREW: (HS-21.47) through (HS-21.49) may (and probably should) be used until the Vicious Six player initiates standard combat. Use 100 additional unmarried female crew units for the purposes of this scenario.

(HS-22.5) VICTORY CONDITIONS:

Use the modified victory conditions (S2.201). Neither player gets any points at the start of the scenario (or on turn 2) except for Commander's Options purchased by the other player. Each player receives one victory pt. for every unmarried female crew unit captured from other player.

(HS-22.6) VARIATIONS:

This scenario can be played under different conditions by exchanging the Andromeda Bound fleet with another tribe. The Vicious Six was the only tribe to ever violate Indirigan social combat procedures. Players could select a BPV total for each side giving the Vicious Six side 1/3 less BPVs.

(HS-22.7) BALANCE:

There are several balancing methods:

(HS-22.71) Add or subtract a ship from one tribe.

(HS-22.72) Add or subtract some of the extra unmarried female crew units.

(HS-22.73) Change the speed or WS of either side.

(HS-22.8) TACTICS:

VICIOUS SIX: Get to range 5, use transporters for damaging systems, fire PH-MRs in standard mode, back away and launch boomerangs. You have to do enough damage to outweigh your BPV disadvantage.

ANDROMEDA BOUND: Spread out if he assigns ship on ship tactics, stay close if he tries to destroy a single ship. You're stuck playing the waiting game until he attacks. Keep power to the shields so you can raise them the impulse after his attack. Have some wild weasels ready.

(HS-22.9) HISTORICAL OUTCOME:

The Andromeda Bound tribe managed to prevent the loss of any ships. The Vicious Six went after one of the DNs unsuccessfully. Andromeda Bound was able to defend the injured DN with its remaining ships. The Vicious Six eventually disengaged and the encounter ended in a draw. After repairing most of the damage the Andromeda Bound tribe left the Milky Way.

(HS-23.0) NOT YOUR AVERAGE PLANETARY ASSAULT (Y161)

by C. Henry Schulte

Many Indirigan tribes resorted to raiding planets for supplies, food, equipment etc. In Y161 Murinca, chief of the Vicious Six was preparing to assault an outlying Scorpead system.

Lone Wolf's tribe happened to be nearby when one of his informants advised of the impending raid. Knowing of Murinca's extreme brutality, Wolf dispatched most of his fleet to intercept the Vicious Six upon their arrival at the Scorpead planetary system.

(HS-23.1) NUMBER OF PLAYERS:

Two; The Vicious Six player and the Scorpead/Lone Wolf player.

(HS-23.2) INITIAL SETUP:

TERRAIN: The Scorpead system is a twin planet system consisting of two one-hex class-M planets. They are located in hexes 1405 and 2812. On impulse 32 of every turn the planet in 1405 will move one hex in direction D.

SCORPEAD DEFENSES: There are 6 ground-based PH-LR stations on each planet, 1 on each hex side (use the SSD for the ground-based PH-4s substituting PH-LRs for the PH-4s). Additionally, there is a standard commercial platform (substitute PH-SRs for the PH-3s) orbiting each planet in a clockwise direction starting in hexes 1206 & 2914.

VICIOUS SIX: 1-DN, 1-CC, 1-CA, 2-DD, 1-FSC. Vicious Six ships start within 5 hexes of 4201, heading any, speed 10, WS-III.

LONE WOLF'S TRIBE: 1-BC, 1-DD, 1-FSC, 2-F-PS (use 2-F-AS until Indirigans-2 is published). Lone Wolf ships start within 5 hexes of 0130, heading any, speed 20, WS-III.

(HS-23.3) LENGTH OF SCENARIO:

The scenario continues until all of the ships from one side have been captured, destroyed or have disengaged. If the scenario has not ended by turn 12 it ends on turn 12.

(HS-23.4) SPECIAL RULES:

(HS-23.41) MAP: Use a fixed map.

(HS-23.42) SHUTTLES AND PFs: Administrative and HTS shuttles only. No fighters or PFs.

(HS-23.43) COMMANDER'S OPTION ITEMS: Each tribe could purchase Commander's Options up to 20% of the BPV of each ship. PH-OPTs could be filled with Cmdr Options.

(HS-23.44) CARGO: Each commercial platform has 100 spaces of cargo. Additionally, there are 250 spaces of cargo on each hex facing of each planet. Use the standard combat cargo transfer rules for cargo transfer.

(HS-23.45) DISENGAGEMENT CONDITIONS: Neither tribe can afford to lose any ships, therefore, whenever a ship is crippled it must immediately disengage, retreating to a 'safe' waiting area. On the impulse following the damage that caused the crippled status the ship must move in the direction of the closest map edge. It can fire weapons, use transporters etc. until it leaves the map and is removed from play. Seeking weapons that have not hit prior to the ship leaving the map lose their tracking and are removed from the map.

(HS-23.46) CARGO PACKS: All Vicious Six ships have cargo packs, all Lone Wolf ships do not. Lone Wolf ships could purchase them as part of the Commander's Options.

(HS-23.5) VICTORY CONDITIONS:

Victory is determined by how many cargo space points are taken by the Vicious Six.

Cargo Points	Vicious Six	Lone Wolf
<100	Devastating Defeat	Astounding Victory
100-149	Crushing Defeat	Decisive Victory
150-199	Brutal Defeat	Substantive Victory
200-249	Tactical Defeat	Tactical Victory
250-299	Marginal Defeat	Marginal Victory
300-399	Draw	Draw
400-449	Marginal Victory	Marginal Defeat
450-499	Tactical Victory	Tactical Defeat
500-549	Substantive Victory	Brutal Defeat
550-599	Decisive Victory	Crushing Defeat
600+	Astounding Victory	Devastating Defeat

Additionally, points are added to the above total for each Lone Wolf ship forced to disengage and subtracted from the above total for each Vicious Six ship forced to disengage. The amount of points for each ship is determined by the movement cost of the ship as follows: Points = MC x 50. Example: If the Vicious Six DN is forced to disengage 100 points (2x50) would be subtracted from the total cargo points before determining victory levels.

Additionally, each player receives one victory pt. for every unmarried female crew unit captured from other player.

(HS-23.6) VARIATIONS:

This scenario can be played under different conditions by substituting ships from other tribes.

(HS-23.61) Delete all Lone Wolf ships except a DD and use a CL and DD for the attacking fleet. Use 3 PH-LRs per planet. Halve cargo victory conditions.

(HS-23.62) Substitute equivalent Vektreen, Argonian or Krebiz ships for Lone Wolf's Tribe.

(HS-23.7) BALANCE:

There are several balancing methods:

(HS-23.71) Add or subtract a ship from one tribe.

(HS-23.72) Subtract some of the ground based PH-LRs.

(HS-23.73) Change the speed or WS of either side.

(HS-23.8) TACTICS:

VICIOUS SIX: Get close to a planet so the PH-LRs are less effective. Use one planet to block the PH-LRs of the other planet. Consider using some ships to engage the Lone Wolf tribe while other ships raid the planet(s).

LONE WOLF: Obviously, the more ships you cripple, the less ships he has to steal cargo with. If you have a ship that is nearly crippled drop it back to a safe distance to make it harder for him to cripple it and give it time to repair itself.

(HS-23.9) HISTORICAL OUTCOME:

The historical encounter resulted in a draw. Lone Wolf's tribe followed the Vicious Six for several months just to 'keep them in line'. The Scorpead planets lost 2 ground based PH-LR stations each in addition to the stolen cargo. They were, however, pleased since the situation could have been much worse.

(HS-24.0) DEFENDING THE WORMHOLE (Y163)

by C. Henry Schulte

When Wevile took control as chief of the Vacaters of Bolaar Tribe he decided to take the tribe through the wormhole in the Homecloud Nebula before it closed permanently.

When the Argonian First Republic heard of the tribe's intent, they decided to block the attempt at the wormhole itself. The Argonian Republic (on the other end of the wormhole) was in no condition to handle a raiding tribe of Indirigans. The First Republic decided that if they couldn't prevent the Indirigan ships from going through at least they would damage them. Damaged Indirigan ships would be less capable of causing harm on the other side of the wormhole.

(HS-24.1) NUMBER OF PLAYERS:

Two; the Argonian and Indirigan.

(HS-24.2) INITIAL SETUP:

TERRAIN: The entire map functions as a nebula. Place a black hole or other counter in hex 2215 to represent the wormhole.

ARGONIAN SHIPS: 1-CC, 3-CA, 3-CL-W, 1-SC, 1-DD, 2-FF. Argonian ships start within 8 hexes of the wormhole, heading any, speed 10, WS-III.

VACATER TRIBE: 1-DN, 1-BC, 1-CA, 2-DD, 1-SC, 3-FF, 1-F-L, 1-F-AL, 2-F-M, 2-F-S, 1-F-AS. Vacater ships enter from any map edge, each ship is at least 5 hexes from any other ship, heading any, speed 10, WS-III.

(HS-24.3) LENGTH OF SCENARIO:

The scenario continues until all of the ships from one side have been captured, destroyed or have disengaged. Indirigan ships can only disengage through the wormhole. Argonian ships cannot disengage.

(HS-24.4) SPECIAL RULES:

(HS-24.41) MAP: Use a fixed map.

(HS-24.42) SHUTTLES AND PFs: Administrative and HTS shuttles only. No fighters or PFs.

(HS-24.43) COMMANDER'S OPTION ITEMS: Each ship could purchase Commander's Options up to 20% of the BPV. PH-OPTs could be filled with Commander's Options.

(HS-24.44) WORMHOLE: In Y163 the wormhole was extremely unstable. At the beginning of each turn roll one die to determine if the wormhole is open or closed for that turn. A 1-2 indicates that the wormhole is open, a 3-6 indicates that it is closed.

(HS-24.441) Due to its unstable nature there must be eight impulses between ships that enter the wormhole hex. If a ship enters during the 8 impulse waiting period it is 'thrown' a distance equal to 5 dice totaled. It takes a number of internal hits equal to this total and must make a breakdown roll. Tractor links are broken if one of the linked ships is 'thrown'.

(HS-24.442) On turns when the wormhole is closed, ships are not thrown; they merely pass through the hex as if nothing is there.

(HS-24.443) If two or more ships attempt to pass through the wormhole on the same impulse determine randomly which ship goes through. The others are thrown.

(HS-24.444) Example of open wormhole operation: On turn 1 a die roll determines that the wormhole is open. On impulse 18 an Indirigan freighter enters the wormhole hex and is removed from play having gone to the other side of the galaxy. Impulses 19-26 are no-entry impulses. Any ships that enter (or are pushed) are thrown per (HS-24.441). On impulse 27 another ship enters and is transported to the other side of the galaxy. Impulses 28-32 are no-entry impulses. If the die roll on turn 2 indicates that the wormhole is still open then impulses 1-3 of turn 2 are also no-entry impulses. If the wormhole is closed on turn 2 then it functions as empty space for all of turn 2 including impulses 1-3.

(HS-24.45) ONE WAY: The wormhole is one-way for the duration of the scenario. All ships that pass through are removed from play.

(HS-24.46) Argonian ships cannot voluntarily enter the wormhole hex when it is open. They could be pushed in by tractor beams from Indirigan ships.

(HS-24.5) VICTORY CONDITIONS:

Victory is determined by the number of internals scored on Indirigan ships by the Argonian player (including wormhole damage).

Damage Points	Argonian	Indirigan
<100	Devastating Defeat	Astounding Victory
100-199	Crushing Defeat	Decisive Victory
200-299	Brutal Defeat	Substantive Victory
300-399	Tactical Defeat	Tactical Victory
400-499	Marginal Defeat	Marginal Victory
500-599	Draw	Draw
600-699	Marginal Victory	Marginal Defeat
700-799	Tactical Victory	Tactical Defeat
800-899	Substantive Victory	Brutal Defeat
900-999	Decisive Victory	Crushing Defeat
1000+	Astounding Victory	Devastating Defeat

Additionally, add a number of points equal to the BPV of each Indirigan ship captured or destroyed. Subtract a number of points equal to the BPV of each Argonian ship captured or destroyed. Argonian ships which involuntarily pass through the wormhole do not affect victory levels.

(HS-24.6) VARIATIONS:

To play a smaller scenario use the following forces: Argonian: 1-CC, 2-CL, 2-FF. Indirigan: 1-BC, 1-DD, 1-FF.

(HS-24.7) BALANCE:

(HS-24.71) Add or subtract a ship from one side.

(HS-24.72) Increase the 8 impulse no-entry period to 16 impulses. Favors Argonians.

(HS-24.73) Wormhole is open on a 1-4. Favors Indirigans.

(HS-24.8) TACTICS:

ARGONIAN: Cause damage, use tractors to push Indirigans into the wormhole on no-entry impulses.

INDIRIGAN: Use reinforcement and anti-tractor.

(HS-24.9) HISTORICAL OUTCOME:

The Vacaters of Bolaar got through the wormhole losing one DD and one FF. Many of their ships were heavily damaged. They were unable to cause damage to the Argonian Republic and had to flee immediately.

BI-TRITIUM BOOMERANGS

COUNTER
TURN OF LAUNCH
IMPULSE OF LAUNCH
LAUNCH TUBE

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COUNTER

□	□	□	□
□	□	□	□

STANDARD
FUSED

BI-TRITIUM BOOMERANGS

COUNTER
TURN OF LAUNCH
IMPULSE OF LAUNCH
LAUNCH TUBE

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COUNTER

□	□	□	□
□	□	□	□

STANDARD
FUSED

BI-TRITIUM BOOMERANGS

COUNTER
TURN OF LAUNCH
IMPULSE OF LAUNCH
LAUNCH TUBE

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COUNTER

□	□	□	□
□	□	□	□

STANDARD
FUSED

BI-TRITIUM BOOMERANGS

COUNTER
TURN OF LAUNCH
IMPULSE OF LAUNCH
LAUNCH TUBE

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COUNTER

□	□	□	□
□	□	□	□

STANDARD
FUSED

BI-TRITIUM BOOMERANGS

COUNTER
TURN OF LAUNCH
IMPULSE OF LAUNCH
LAUNCH TUBE

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COUNTER

□	□	□	□
□	□	□	□

STANDARD
FUSED

INDIRIGANS-1

INCLUDES - THE FOLLOWING RULES:

FAR SIDE PHASERS: Four all new types of phasers used primarily on the Far Side of the Milky Way Galaxy. Carried by the Indirigans and many other races, these phasers provide and require new and different strategies. The four types are Mid-Range, Short-Range, Multi-Purpose and Long-Range phasers.

BOOMERANG TORPEDOES: The Bi-Tritium Boomerang Torpedo is a new type of seeking weapon carried on Indirigan Nomad ships. The boomerang is more similar to plasma torpedoes than to drones. It is fired at targets in the FH arc, but the boomerangs are launched out the back of the ship and they must curve around towards the target. This accomplishes several goals: The boomerang needs time to build strength and speed before striking its target.

FUSER MECHANISMS: The fuser is a device which was developed to strengthen the Bi-Tritium Boomerang. The fuser itself is a mechanical piece of equipment on the ship. Fuser mechanisms are small one-use mechanical devices, 'charges' if you will, which the fuser uses to enhance the boomerang. The net effect: Fused boomerangs are twice as strong as standard boomerangs.

BOOMERANG RACKS: Boomerang racks are specially designed racks used to carry up to 4 ready to use boomerang torpedoes.

INDIRIGAN SPECIAL RULES: This rules section provides rules for Phaser-Option mounts. Cargo packs, Huge Ships and special Ship Construction rules used by a race with no bases or shipyards.

INDIRIGAN HISTORY: The Indirigan Nomads left their terrestrial lives behind in Y145 when they abandoned their planets and assumed a completely non-terrestrial existence. The many Indirigan Tribes wander space in from 1 to 10 starships plus several freighters.

SCENARIOS: Four unique scenarios are presented displaying various Indirigan encounters. They include: Social Encounter, Anti-Social Behavior, Not Your Average Planetary Assault and Defending the Wormhole.

SSDs: 24 companion SSDs display Indirigan Units from the Huge MC-3 Battleship to the lowly small freighter. A tournament cruiser is also provided.

PLAY AIDS: Photocopyable Boomerang Declaration Cards and a Boomerang Tracking Chart are presented to improve playability.



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