



The Cadets Mess

“Isn’t she beautiful?” Lt Lars Brentwood nudged his friend, Kevin Duffré, pointing to the Akira class starship they were heading towards.

Kevin, who was piloting the shuttle that was taking his friend to his new ship, the USS Southern Cross, shrugged. “If you like that type of thing. For my money, you can’t go past the Giant class clipper.”

Kevin and Lars had been friends and rivals since primary school. Whether it was school grades or school athletics, they had always been evenly matched so their games, races and bets usually ended up a draw.

Even when Lars had joined Starfleet and Kevin had joined the UFP Merchant Marine, the merchant ships that kept the Federation’s economy going, they could still not agree whose job was better, whose captain was the toughest or whose ship was better.

“Well, the QE 9 is certainly a pretty ship, and certainly very luxurious, but I prefer something with sting that gets you there fast!”

Oh dear! That did it! It was just like the old days!

“Fast! That heap of junk couldn’t beat the QE 9 in a pink fit!”

“Rubbish! You’ve been piloting old clunkers too long! You’ve no idea what it’s like to be on a *real* ship!”

Kevin scowled at his arch-rival. “I’ve seen your transportation orders so I know you are going to Starbase 12 after picking up the new crew from Earth. The QE 9 is picking up passengers at New Jo’Burg and then we are making Starbase 12 our first stop on an outer fringes cruise.”

Lars’ took up the challenge immediately! “First ship to dock at Starbase 12 is the winner and the loser coughs up 3 strips of Latinum, usual rules?”

“You’re on! Someone is going to send you a big thankyou note for your Latinum!” Kevin and Lars had got into immense trouble at school about betting so they had agreed long ago to give the winnings to charity.

Lars laughed. “You can kiss your Latinum goodbye, boyo and then you can ...”

He paused for effect.

“... race me to Starbase 12!”

You are the Navigator !

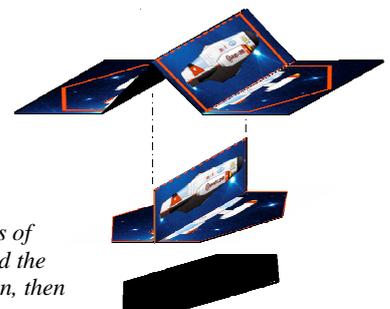
... of the USS Southern Cross or the QE 9 - the fastest clipper of the UFP Merchant Marine - as you race each other to Starbase 12 on the maiden voyage of the USS Southern Cross!

How to play

Cut out the board and the two players pieces (you could print them or glue them onto card to make them more solid). Both players roll a six-sided dice and the one with the higher score gets to choose which piece they will use or whether they will go first. Whichever they do not choose becomes their opponent's choice.

Player 1 places their piece on tile 1, the Unitia Planitia shipyard, in orbit around Mars, and rolls the dice. The result of the roll equals the power of your engines. You need full power - a six - to break out of orbit, so you have to keep on circling Mars until you achieve this. Once free of Mars orbit you return to Earth to pick up the rest of the crew then, shooting back past Mars, jump to Warp as you lay in a course for Starbase 12.

The journey is full of dangers and surprises and when you will land on tiles with special instructions, you have to follow the instructions. When you get to Starbase 12, you have to match its speed and orbit by throwing a six to finish in much the same way you started.



Cut the two parts of each marker, fold the top part as shown, then glue them together

For more information on the Giant Class star-clipper check out the exhibition at Masao Okazaki's Starfleet Museum
<http://www.starfleet-museum.org/index.htm>

