

anywhere on the East map-edge any time before game turn 10. He also only has four torpedoes left.

Scenario 3: 1520 19/10/42. S2 (Unbroken): U class, B Efficiency, Lt.A. Mars. Enters anywhere on the East map-edge any time before game turn 10. Carries a full complement of torpedoes.

Scenario 4: 2200 19/10/42. Allied Air Attack (optional). Roll die and consult table below.

Die roll	Damage code
1,2	-
3	F6
4,5	T6
6	F6,F10

Key: The letter denotes the type of ship damaged and the number denotes the column to use on the damage table to establish the number of durability points lost. Damaged ships may either turn back or go on to the next scenario at the surface player's option.

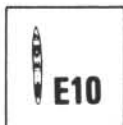
Scenario 5: 0100 20/10/42. S3 (United): U class, B Efficiency, Lt. T.Barlow. Enters anywhere on the West map-edge before game turn 10. Carries a full complement of torpedoes.

Scenario 6: 0520 20/10/42. S4 (Safari): S class, A Efficiency, Cmdr.B. Bryant. Enters on the North map-edge East of the 0008 hexrow on game turn 1. For "Safari" amend 11.23 as follows:- For SrS read 4 instead of 3, for Gun read 4 instead of 3 and for Tubes read 6B, 1S instead of the external Tube. "Safari" carries her full complement of torpedoes having come direct from Malta. Scenario 5 only takes place if the convoy speed is 2 as a result of damage carried forward from Scenario 4.

During day scenarios all submarines enter the map at depth level 1.

During night scenarios all submarines enter the map at depth level 0.

Submarines may exit the map at any time except in scenario 1.



12. Surface Vessels (Italian):

Convoy Ships:

The convoy is composed of four slow freighters and one slow tanker which move together as a convoy until reduced to less than two ships, with ships being permitted to drop out of the convoy on receiving damage. However, the tanker has a durability of 20 (historically it survived 3 hits) and is only reduced in speed by one point for every five damage points received. Similarly the freighters are only reduced by one in speed for every three damage points received.

Escort Vessels: Eight Soldati class destroyers (this is a guesstimate but the speed and quality seem about right and there were 19 vessels in the class), B Efficiency. They commence the campaign with only 20 depth charges each as a result of their habit of occasionally lobbing D.C.s over the side to ward off enemy submarines on becoming nervous or bored. The Surface player also has the four Cant seaplanes during day scenarios.

How Surface Vessels Enter the Map.

During each of the five submarine scenarios the surface vessels enter the North edge of the map at speed 3 (unless damage precludes this),

facing either SE (50% chance) or SW (50% chance) and the centre of the convoy i.e. the tanker must pass through hex 0123. All surface vessels must enter a distance apart from each other equivalent to the speed of the convoy. The entry schedule is as follows:-
 Game Turn 1: 2 Destroyers, 2 Seaplanes.
 Game Turn 2: 2 Destroyers, 2 Freighters.
 Game Turn 3: 2 Destroyers, 2 Seaplanes, 1 Tanker.
 Game Turn 4: 2 Destroyers, 2 Freighters.
 Any vessels which have been sunk or turned back and are not available for a scenario are merely omitted from the O.B. in the most convenient manner possible which maintains a balanced convoy.

13. Campaign Game Victory Conditions:

1. Total the initial durability value of all convoy vessels at the start of the game i.e. 60.

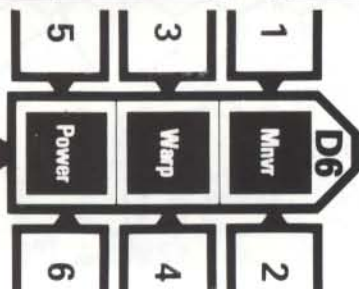
2. At the end of the game the surface player records double the remaining durability value of all convoy vessels that make it to Tripoli and adds to this half of the remaining durability value of all convoy vessels which turned back successfully.

3. From the total derived in 2 is subtracted the durability value of all destroyers sunk.

4. To the total derived in 3 is added five points for each point of damage inflicted on a British submarine.

5. Finally subtract the total calculated in 4 from that calculated in 1 and apply the result to the standard convoy victory determination table in 10.23. (Italian destroyers are not convoy vessels only affecting victory determination as stated in 3).

VECTOR 3 Reviewed by Paul King



Laser Operator Khan stared intently at the green 3-D battle display, two red dots indicated the intruders; two blue dots, his own ship and that of his wingman, Jor. He smiled, content in the fact that his own lasers could travel twice as far as those of the enemy. Rapidly the red dots sped towards their separate targets, but they suddenly veered towards him, and fired at twice their normal range. One beam hit a laser pod, the others ripped through his ship destroying the power plant and all manoeuvrability. Khan could only hope to escape by warping out of the area. By now the red dots were converging on Jor; just before he departed Khan watched the other blue dot wink out of existence. Now Khan must warn the others of the threat. So ends the Learning Scenario of S.P.I.'s new Microgame Space Capsule, **Vector 3**.

Up to the present, microgames have been the domain of Metagaming, with such classics as **OGRE** and **G.E.V.** These are, as the name suggests, small games with approximately 100 counters, and are quick, fun games. S.P.I. have ventured into this field with four games, and have outdone Metagaming in some respects; the counters are colourful as are the various playing aids, the rules can be read and play started within ten minutes. Once started, the action is fast and furious.

Vector 3 has three types of ship, with a variety of weapons such as lasers, guided torpedoes and even exotic tractor-pressors and space mines. The counters show weapons "pods" which can be fitted to the ships of your choice on a display card. A Vector 1 ship has space for two weapons pods, a Vector 2 ship has room for four such pods, and the mighty Vector 3 carries six pods.

As for the playing map, it consists of two square grids, one to show horizontal-sideways movement, the other for horizontal-vertical movement. A player simply draws in a ship position on the two grids, and effectively provides a three-dimensional plot. Motion is by varying acceleration rate, actual speed is related to the technology of the ships. The map and movement are the same as for the Tactical Game of S.P.I.'s **Battlefleet Mars**, which was reviewed by John Evans in Phoenix 19.

The beauty of **Vector 3** is that you design your own ships, the armament, and how good it is. This is related to the scenario, each one giving a points value to be spent in buying weapons and technology. Quality would be a better word for the latter, for both sides might have lasers, but one side may have better lasers which fire further, whereas the other guy might think speed more important.

Combat involves firing lasers, or detonating torpedoes/mines. For the former, ranges must be worked out by Pythagoras — fortunately a simple table means you do not need a ships computer for this. Another table is consulted for hit probability, and an actual hit on a ship is determined randomly; presumably at the ranges involved combat cannot be too accurate. Torpedoes are moved like ships, and can be detonated within a square or two of the target, again this depends on technology and hits are scored in the same random manner as laser hits.

A game develops quickly as the ships speed towards one another, and once the idea of three-dimensional movement represented on two flat grids is understood, tactics develop just as rapidly.

For the science fiction buff the game is a must. For a gamer who fancies something different, it is worth having — the only limiting factor is your imagination, and lets face it we must have good imaginations or we would not be in this hobby.

One point of errata — the movement example given in the rules is incorrect, and should read "A ships velocity is -4, -2, 3. During the movement phase, the ship is moved on the 'X,Y' section four squares to the left and two squares 'up' the grid. The mark is moved on the 'X,Z' section four squares to the left and three squares towards the positive end of the 'Z' axis."

Well, Khan is going back with a couple of Vector 2 ships for the next scenario, armed with guided torpedoes, lets see if he can beat the hell out of those nasty Vector 1 laser ships. Mind you, their technology might have improved by now