

From the Memories of the Collective

Turn 1

Borg King and supporting task force successfully escaped from Alpha quadrant. Were pursued by 24 “allied” races, but due to their slow reactions, they started elsewhere in this galaxy. Our sensors do not pick up any stars or planets at all. Sending our probes to explore in delta pattern.

Analysis of Olin’s posted victory conditions shows potential allies to be found in this quadrant. Initiated contact with three fighting factions. The Peeps and the Evil Empire returned our hail and individually agreed to a non-aggression pact as well as an exchange of information with the Collective. No reply from the active Draconians, so they are presumed hostile. We calculate that these two non-aggressions raised our chances of survival from 2% to 5.2%.

Initiated contact with Birdman race. Our records indicate a predisposition for sneakiness, so we offered to make their enemy our preferred assimilation target if they would share information with us. The Bird council is considering our offer.

Turn 2

Our first set back. Our primary ship started with 5,000 supplies that would be of great help in establishing colonies in this cluster. Out of habit, our ship had its alchemy device on and all the supplies were transmuted into 1,250 metal. The offending habit algorithm was erased, but our priority is to find a local base with a factory and to assimilate it. We see a local base with factories and are moving to intercept. Our chance of survival is now 5%.

The Bird council rejected our proposal, so we made a similar offer to the Federation. They have helped our race before. No response yet, but a Stormer initiated contact with us. He must be brave indeed, to initiate contact with us, so we listened with interest. He offered to share contact information with us if we agreed to a non-aggression treaty with him until his enemy was destroyed. We agreed to this, but only for his local enemy. We will see how things turn out before we agree to destroy all three of his enemies for just information about one area of space. After coming to an agreement, we learn that his secret enemy is the Birdman race – the same race that rejected our first offer. A phrase from some assimilated humans seems oddly appropriate – poetic justice. Since the Stormer will unilaterally be sharing data with us, we raise our chance of survival to 5.3%.

We also received an anonymous message – presumably from one of the twenty-four allies – threatening us with destruction. Since we knew this was the intent of the allies, we are confused by the purpose of this message.

We also noticed that the Observers had ships that would be very desirable to the allies (our firestorm plans and the Peep probes with a 900 light-year scanner). Since the Observers’ ship plans are not secured against spies, we expressed our concern to their leader. This factor had not crossed his mind, so he will consider scrapping them. If another race obtained the plans to the firestorm, our chance of survival would decrease.

Turn 1 (game restarted)

Temporal anomaly affected the galaxy. Time has warped and our ships have reappeared at the wormhole’s exit. Our scanning data has been lost, but we have a full

stockpile of supplies again. Repeating earlier actions, but ensuring our supplies are not transmuted to metal. Chance of survival estimated at 5.4% after considering return of supplies and the impact of 24 enemies having a second chance to fix minor mistakes. We set our probes to use both hyperspace and subspace movement since we know where the enemy minefields are.

Turn 2

Major problem. Lost two probes to minefields – each with 5500 MCs. This galaxy is different than the other galaxy. Less humanoid planets nearby and the empire 26 base we were going to assimilate turn 3 has moved hundreds of light years in the opposite direction. No wreckage from the two probes appears to have survived the minefields, but we will keep scanning. After losing one-third of our scouts and a major portion of our starting funds, our chance of survival drops to 4.1%. Enemy analysis subroutine almost placed player 30 (referee) at top of enemy list but decided against it.

Turn 3

We almost regret our non-aggression agreement with the Peeps. The Peeps have a wonderful base that we could assimilate. Not only does it have many structures we could use, it has many natives inside of it. However, we will look elsewhere.

Turn 4

The so-called allies have attacked the Peeps – empire 29. The Reptile race, empire 10 has destroyed some newly built Peep ships. The Peep government agreed to let us assimilate their local base in exchange for a stronger alliance. We have agreed to share all non-chunneling ship plans with the Peeps and will try to protect their colonies from the allies when possible. We have decided to send our only warship toward the Eastern Sector – where the aggressive allies attacked the Peeps. If they would only attack the other two active empires native to this sector – empires 27 and 28 – our chances of survival would dramatically increase.

Turn 5

We assimilated the local Peep base. We now have a pod launcher, a native spaceport, a military spaceport, and a government center. We also have the dirk ship plans – a cloaked minelayer. We will build one next turn. We only have one hyper engine and no shields, so we will only build one unit. A reminder subroutine is established to look for opportunities to upgrade the ship with a shield if it can come near an allied base.

Planetary tech is an even greater priority now as we need the ability to build hyper engines and shields. We now calculate our odds of survival at 7.3%. Empire 10 has landed over a million lizards at the Eastern Peep base. We calculate that they will capture the Peeps next turn and also have the benefit of the structures we just assimilated.

We have continued to scan for the wreckage of our two scouts. Nothing has appeared, so we are writing off the 11,000 MCs and the engines. This is a significant loss. However we detected five recently wrecked ships from empire 30 within the layers of minefields from the dying empire 26. The concept poetic justice arises from our humanoid components once again. Once we can build mine-sweepers, we will investigate salvaging these ships – if empire 30 does not destroy them first.

Turn 6

Our king fully assimilated a world with hundreds of thousands of humanoids and ghipsoldals. Our hull and engine technology increased.

Our scanners are beset with unknown ships. We expect most of these belong to empire 30. We transmitted a request for their ships to communicate ship data with all the other empires so we won't inefficiently chase these neutral ships. Their leader agreed.

Turn 7

Odd turn. Our king landed on a base, but did not assimilate the humanoids and ghipsoldals. We aren't sure why, perhaps because the world also had insectoids. Our expansion and increase in vitals technologies has been slowed a turn by this.

Our only warship plowed through an ancient minefield and suffered minor damage. This made clear that our initial ships – unlike new ships – had their repairs routines shut down. We promptly activated the repair routines on all ships.

Turn 8

Our warship is fully functionally again and has spied a world of ghipsoldals. We have decided to detour to assimilate this world. This will slow down our approach on Team 2, but we do not wish to leave these resources available for others.

Our king assimilated the natives on his world and is now moving to another world.

Turns 9-12

More problems with king assimilation. Perhaps the universe was changed with a new host? Our "contact Tim" subroutine will be quite busy this turn.

Turn 13

We just build our first firestorm in this galaxy. We will use this to send our largest base toward Team 2. It is the only base we have with a pod launcher. We will use it to quickly create many small colonies to keep Team 2 busy well before they get to the core. We also made a non-aggression agreement with the third local empire – at least we think so. We have been having some translation problems with this race. Odds of survival are now at 9.4%.

Turn 14

Base arrived safely. Will build small cloaked Peep minelayers in order to harass the enemy. We lost track of Team 2's bird player who has been foolishly advancing on us with a Bright Heart. Our only warship has switched to laying active minefields instead of cloaked.

Turn 15

No sign of the Bird – we expect to spot him shortly. We obtained intelligence that the Stormer/Scavenger "allies" in Team 2 are in conflict. Assuming that the conditions here are true in each team, we raise our chance of survival to 30%.

Turn 16

Still no sign of the Bright Heart, but a Bird Swift Class Scout destroyed itself on one of our grav mines. We believe the human expression for this is "first blood." While we should regret the loss of potential resources, we are strangely pleased by this concept. Perhaps our time in the previous quadrant impacted us more than we realized.

We also now have 2 warships – we built an annihilation class cube this turn. Our plan is to concentrate on Team 2. If we can assimilate Team 2 before they have the chance to significantly harm us, our odds of survival will go up dramatically. It is odd that they fight amongst themselves, our odds of success would drop dramatically if they cooperated.

Our first and only quietus was just destroyed by 1200 fighters by empire 26. We will have to hold off assimilating this base until we are stronger. We also lost a Peep minelayer near Team 2 to another Player 26 minefield.

Turn 17

We assimilated a player 26 base complete with a base shield and merged our main base with it. This slowed down our advance on Team 2, but we think the addition of a base shield is worth it. It should provide additional defense until the enemy manages to get carriers in the area.

Team 2 is being very illogical. Earlier they wiped out a Peep base, increasing the motivation of the Peeps to ally with us. Yet they just included the Peeps in a blanket message to that identified a jumpgate over Planet Marah. Logically, the Peeps forwarded the warning to us. We will now consider the potential impact of this jumpgate in our strategy.

Turn 18

Assimilated two minor Bird bases enroute to Team 2. We expect resistance to increase as we approach the Enforcer home world, yet it will be futile. Another local race forwarded us the Team 2 warning as well.

Spotted UA ship heading toward a point in space. Sending one of our cloaked minelayers to this point to either prevent a jumpgate from being built or to mine it.

Turn 19

One of our scouts engaged and destroyed an Enforcer scout from Team 1 (player 8). Obtained intelligence from the allies – they have spotted cubes out West and carelessly assumed that they belong to us. When they eventually realize that these cubes belong to our Peep allies, we expect the ally infighting to greatly decrease. At this time, the Peeps have seven cubes, however they are virtually unarmed. We now have three, but they are heavily armed.

Each turn that passes with the allies cooperating poorly increase our odds of survival. We now estimate our probability of survival at .35.

Turn 20

We are now having minor engagements with two of the teams virtually every turn. Empire 14's pathfinder was destroyed by one of our minefields. Our minelayer's sensors are off, but we estimate that the ship did not create a jumpgate before it was destroyed. This should severely impact the plans of Team 2 and greatly reduces their immediate threat to some of our worlds. We also assimilated a minor base of Empire 16 and destroyed an Arbitrator Class Strikeship that tried to protect it. However, now the allies know our best warship is armed with phaser gatlings. On our Western flank, a cloaked dirk with one working pulse laser managed to destroy an unarmed large freighter (player 7) before it colonized a planet. It was a tedious engagement, but the outcome was never in doubt. We estimate that our actions will force Team 1 to expend resources to guard their territory and slightly, but significantly, reduce their efforts to attack us in the core.

If we did in fact destroy the pathfinder before it could create a jumpgate, our odds of survival are now 40%. Our primary concern is contraband. The prices are rising with five of the contrabands over 10 MCs and the highest is over 30 MCs.

Turn 21

Assimilated another Bird base from race 11 and one of his cloaked ships (a Fearless) killed itself in one of our minefields. Contraband continues to rise. Spotted race 14 lifepod near where we destroyed their pathfinder, but see no reason to slow down and assimilate 24,000 colonists at this point in time. Our minelayer will be better utilized finding another key spot to lay a minefield.

Our king has finally returned to our primary base and can aid in our efforts to build a fleet.

Turn 22

We assimilated another Bird base (race 11) and successfully boarded an Enforcer scout (race 16). My initial warship is only 2-3 turns from entering Team 2's territory at full speed. If an unforeseen disaster does not befall it, we should be able to start assimilating major resources. We are risking its destruction if the enemy has hidden minefields in the area; however, we calculate the chance of capturing key resources before the allies expected us to arrive is worth the risk.

Turns 23-24

Finished crossing chasm and now have initial warship over significant base. Will remain over planet until we have assimilated the base which belongs to Empire 15. We also simply purchased engine technology these last two turns and maximized it.

Turn 25

Finished assimilating minor base. Preparing to chunnel in 90% of our warfleet. We will have six cubes assimilating Team 2 plus one quietus-class cruiser. We debate the advantages and disadvantages of two rival strategies. A concentration strategy is to keep our fleet together and to go after the biggest base near us. A shotgun strategy is to simultaneously attack five smaller bases ranging from 90k to 600k of people. If we were fighting a rational opponent such as another Borg, we would keep our forces together. However, we believe the riskier strategy will prove demoralizing to Team 2 and will reduce their effectiveness. We have trouble comprehending demoralization, but our data indicates that it works. We have one more warship approaching Team 2 from another angle – it is approaching one of the Birds' major bases.

Team 1 is definitely cooperating and acting as a team. We spotted a Bird task force belonging to empire 3. One of their ships was a Pax. Sharing ship plans is very logical for the teams and we've been perplexed as to why the allies having been doing this far before now. Team 1 is probably the most significant threat to our survival.

We also lost our first ship to the allies – empire 14 – when one of our Peep minelayers hit a grav minefield and kept going... Interestingly enough, empire 14 lost an incident to one our minefields on the same turn.

Turn 26

Our first major engagement went well. We engaged planets and ships belonging to empires 14 (UA) and 16 (Enforcers). From empire 14, we destroyed three Incidents, one Watchman, and several fighter wings. We also captured an Incident. From empire

16, we destroyed two destroyers, captured a Battalion Class Troop Carrier, and completely assimilated two bases with about 100,000 new drones from each base.

Turn 27

Interesting turn. Local group 2 is starting to get their act together. We lost many of our captured ships. The enforcer scout we captured earlier (P16) ran into an enforcer minefield and did not survive. Empire 14 also recaptured two ships (an Incident Class Utility Cruiser and a Battalion Class Troop Carrier). Both of these were so damaged when we captured them that we had ordered them to be scrapped. However they were captured before these orders were implemented.

We destroyed a judgment class cruiser (P16) and another incident (P14). More importantly, we completely assimilated a base with almost a million people on it. The extra drones will be put to good use.

We are also attempting to flank local group 2 by going after their major bird bases. We should assimilate the second and third largest empire 11 bases next turn if all goes as planned.

In addition to our assault on local group 2, we captured our first ship from the dead empire – a titus class dreadnaught. Since we are allied with the Peeps, it will be interesting to see who will capture the most ships that were located over Draconis Prime. We have decided that we will scrap the ships we capture and use their armament to make cubes.

We are concerned about the price of contraband – bloodwine is at 64 and rising rapidly and several others aren't far behind. However, since we can not afford to continually crash the market, we are not going to attempt to hurt it via exotic techs. We will attempt to keep the price down by assimilating the demand. This is difficult as these beings breed very rapidly; however, it is our best strategy. We do invest in enhanced sensors, so we can see an additional 100 light years per scanner next turn. We also maximized our large weapons technology this turn so we can build phaser gatlings as desired.

Turn 28

We had a major setback this turn and are experiencing what our human components refer to as frustration. Our assault on one of Empire 14's worlds was very costly. To our sensors it appeared undefended, but we were met by 4 incidents, 1 hive carrier, and 2275 fighters (17 wings, ranging in size from 29 fighters to 920 fighters). While we respect our future drones' fighting prowess, that is not the frustrating part. Three of our cubes and one firestorm engaged them (link to vcr file). They quickly destroyed the enemy ships, but were overwhelmed by the fighters. They did destroy 2039 of them, but 236 fighters survived. As planned, our quietus cruiser showed up several movement impulses later, and – not expecting a fight – was instantly destroyed by the fighters. And then, as was not planned, our anti-fighter escort cube showed up late and quickly destroyed the remaining fighters (link to vcr file). If this cube had shown up – as intended – with the rest of the fleet, we probably would not have lost a single ship as this ship is optimized for destroying fighters.

Our minefields destroyed two scouts (from empires 11 and 16), a frigate (P16), an incident (P14), and damaged a pax (p16). We also assimilated almost a million birds this turn. We will have to rethink our strategy given the loss of a large portion of our warfleet. We will have to delay our assault on the Bird homeworld and chunnel in some of this fleet to resume the assault on the UA planet. We must control this space in case

we can find the wreckage from our three cubes. Unfortunately, the UA base on this world has over 50,000 MCs, so we expect to see another huge swarm of fighters next turn. At least it can't exceed 2997 fighters given their production limitations. If all goes as planned, we should have four cubes over their world next turn (including the anti-fighter cube already there). Empire 14's leader is proving to have a grasp of strategy – we look forward to adding his knowledge to the collective.

Despite the setback, we estimate our probability of survival at 40.2%. However, we must not spend too much time assimilating local group 2. Our enhanced sensors picked up several ships from local group 1 near empire 27. It looks like the allies have indeed partnered with this local empire and used their jumpgate to cross vast regions of space.

Turn 29

1100 fighters were created at the UA planet. However, this time our anti-fighter cube was with our other ships and quickly blasted them to dust. Our cubes then assimilated a million more drones. We also boarded a scout belonging to empire 11, finished assimilating one of their bases, and destroyed two ships belonging to empire 14 via our minefields (an Incident and a Watchman). The scout will be recycled.

Our Peep ally had a communication problem with his ships (the host didn't accept his turn). So his glory ships appeared in enemy space, but didn't move on the enemy. While they will still be useful next turn, the element of surprise is lost.

Contraband is still going up, we will try to get the Peeps and EE to help keep the prices down. Two of them are well above 100 MCs (135, 123) and if this keeps up the allies will have no problems making our production look miniscule. We have not yet found any wreckage from our cubes; however, we will keep searching.

The enemies foolishly built a jumpgate over one of their worlds. We asked our Peep allies to use it to join us.

Turn 30

We captured a super-gorbi from the dead empire. We renamed it the Trump of Doom and will surprise the allies with it someday. We lost over 300,000 drones in the boarding attempt, but believe the prize is worth it.

Our strategic subroutine has calculated that we are winning the battles, but will lose the war with our current assimilation strategy. For every being we assimilate in local group 2, five or more beings are produced in the other local groups. And our cubes must sit over worlds for many turns to assimilate them. If we continue this strategy, we will lose the war. Despite buying the first anti-contraband exotic tech, along with the EE, the highest three continued to rise. The Peeps also started dumping contraband, but these three went up (153, 137, and 103 MCs each).

As much as we regret the waste of potential resources, we have ordered our cubes to kill bases from orbit. We must finish off local group 2 quickly before the other groups become too strong. We will simply destroy the UA base from orbit and channel most of our ships to attack empire 11's homeworld.

Turn 31

In accordance with our new strategy of annihilation, we tried to destroy empire 11's homeworld and the UA base. The bases have been recently reinforced (host 93b) so they managed to survive, but all of their important structures were destroyed. However, this will waste another turn as we destroy the bases.

The engagement over empire 11's homeworld was an expensive battle. Before hostilities commenced, we had six cubes and four firestorms approaching the Bird homeworld. The birds had 16 deth specs, 1 fearless, 1 skyfire, 1 bright heart, and 2 resolute. Given the peculiar physics of this universe we all sat around and boarded each other before we initiated weapons fire. After the boarding, the Birds had captured a cube and a firestorm and we had captured six deth specs. In addition to wiping out their fleet – including our former cube and firestorm – we also lost one of our firestorms and 4 of the captured deth specs. We also captured a bright heart.

In other news, two of our probes saw action. One destroyed a watchman (p14) that should help reduce the information available to group 2. The other was surprised by a deth spec (p3) and destroyed.

The birds have not given up. A white falcon is fleeing north carrying life pods with 800,000 birds.

Our peep ally destroyed the local jumpgate within local group 2. This will stop the other groups from sending in reinforcements. They also started the Shokazul Pulse. The high contrabands got higher (blood wine passed 200 MCs), but the low ones are falling.

Turn 32

We finished assimilating the UA base and killed one of their pathfinders. Despite hitting the Bird homeworld (empire 11) with four cubes set to attack it, it still survives (it took over 20,000 PPC hits and is still there). After the attack and assimilation of 1.25 Million new drones, the base now has about 700k Birds on it. We also killed an empire 6 watchman. Given the durability of bases, we will be investing in superlaser technology and start building a few ships based upon the super-gorbi plans we hacked.

Turn 33

We finally finished assimilating the Bird base. We also assimilated another empire 15 base. To our surprise, the scavenger tribes have increased their planetary technology to a level sufficient to build a base shield. While the value of these is questionable, we are glad to freely add a second base shield to our collection. While it has no shipbuilding structures, it has 20 PPCs, 25 transwarps, and 3 good shields. We suspect that they must have scavenged from the wreckage of at least one of our destroyed cubes.

These creatures breed very quickly and we haven't yet reached their largest base – which also has a base shield now. We must increase our effort against group 2, the other groups are growing very quickly. We have spotted two jumpgates in group 1's territory. These were probably created as offensive devices, but they shall pay dearly for their creation.

Turn 34

We are damaging so many ships across the galaxy via minefields, we are no longer going to record these. We build a fleet of quietus cruisers (65) to start assimilating the Draconian homeworld. We are going after two key worlds next turn amidst group 12. We're sending two super-gorbis by themselves to the Lizard (empire 10) homeworld. It has almost six million people, many natives, and is the base that the Lizards captured from the Peeps. It has a base shield, but our ships have super-lasers and will simply destroy it. It is a waste of resources, but we need to destroy group 2 quickly and start seriously engaging the other groups. We are also sending our fleet to the Scav Tribes main base (empire 15). Since they have over 12 million people and a baseshield, we'll

also send our two Dread Stars there and see how quickly a combination of solar gamma rays and assimilation can capture this base.

Turn 35

Our two super-gorbi class ships quickly destroyed the lizard fleet (empire 10) guarding their main base and then used a superlaser to destroy the base. Our fleet managed to knock the Scavenger Tribes (empire 15) main base from over 12 million people to 4.4 million people via assimilation and solar gamma rays. However they know have well over a 1,000 fighters on the base, so next turn should be interesting. We are also planning to engage the main Federation world (empire 9) and another world where a collection of group 2 races has gathered to increase their odds of resisting assimilation.

Turn 36

A combination of an exploding minefield, a probe, and a few recently built fighters surprised a bird Pax (empire 3). That should slow down their advancement as it was close to a fleet of deth specs... At group 2, we destroyed countless fighter wings and engaged the main federation (p9) world. We overwhelmed the resistance (some fighters, a destroyer, two missouris, a diplomacy cruiser, a survey cruiser, and two arkham frigates) and reduced the base to 1.6 million colonists. Also a bird (p11) swiftie has been annoying a minor base for the last few turns. This turn one of the deth specs we captured from them arrived and eliminated this nuisance. We also blew up another planet with over a million lizards on it (p10). This was their last major base.

[The referee changed the unplayed Draconian empire's orders and killed my main base. So this obviously impacted the entire strategy of the game. An open letter to all DB2 players is copied below.]

Your Borg opponent is much weaker today. My strategy had been unfolding as I planned and other than a few tactical mistakes of mine (and some bright moves by certain opponents), the game had been going better than I expected. When I started the game, I gave myself a slim chance of survival, but recently thought my chances had passed 50%. So I emailed the referee asking him to change the rules to give the allies a better chance. I gave him several options (all of which included making the allies truly allies – instead of rivals). He responded that he did “not like changing rules in the middle of a game.” and then told everyone to start being more aggressive via a gamemail.

Concurrently to this, I had established a base on the unplayed Draconian homeworld (P26). Since the Draconian homeworld had well over 90 million people on it, I was very careful to investigate it. Once it was clear that the P26 base was not set to attack, I channeled in my homebase and had been assimilating his base the last few turns. My homebase was quite well stocked last turn (over 500,000 MCs, earning interest, LOTS of metal, engines, weapons, shields, over 10M Siliconoids, about 40 million colonists, pretty much everything you could ever want in a base – including captured structures – base shield, government center, pod launcher, etc.).

With an unannounced change in the game, the referee accomplished what no rival has ever managed to do to me in over a year of playing Planets. I lost my primary base when he flipped the Draconian base from Peaceful to “Kill Kill Kill.” My now largest base has much less than 10% of the MCs of my former base and a new king was programmed at a dinky base over 2,500 light years away from the core. So allies, enjoy your good fortune. You now have a good chance again – other than Group 2; for you resistance is still futile ;-).

And for all of you who host/initiate/referee games – consider any mid-game changes carefully in future games and let your players know about any changes BEFORE you implement them. I understand that it is very hard work to set up a game and I have no ill will toward the referee. The referee of this game did send me an apology when I contacted him, but that is slim solace when the accumulation of several months of playing are lost. I'm making this a public post in the hopes of preventing another such problem in the future.

Ecnal the Doomed

Turn 37

Interesting turn. We sent out two of our super-gorbis. One had an accompaniment of fighters and quickly trashed the remaining defenders of empire 14 (5 Incidents and countless fighters) and then blew up their world. The other ship went after empire 14 without a fighter escort. It destroyed a Deliverance, 2 Inanortas, a Forgotten Class Junk, and a Phoenix. However, a swarm of their fighters destroyed our ship. Apparently EE ship plans do not function well when controlled by us as many of the enemy fighter attacks bypassed our shields and armor and scored direct internal hits. Our strategic subroutines have added this information to our database and will either produce alternative ships or ensure these ships have large fighter escorts.

We completely assimilated empire 16's homeworld and captured their defending ships. We captured a cruiser, frigate, and a Pax jumpship. The Pax is the real prize – we are sure the knowledge that we now can combine Pax jumps and chunneling must really demoralize the allies. Our next goal is to capture a Loki if possible. We actually destroyed one this turn (empire 9), but will try to obtain one.

An update of what we can see of group 2. Empire 9 has 13 bases left, two large ones. Empire 10 has been destroyed – only one base left of under 2,000 lizards. Empire 11 is down to one minor base; however they have a ship fleeing north carrying 800,000 birds. Fortunately, they approached the Federation (p9) for protection and their Lokis enabled me to spot their ship again. Empire 12 has 7 major worlds – since they are goodlife and have shared information with us for quite some time, we are postponing their assimilation. We can no longer spot empire 13, but they may be out of our sensor range. Empire 14 has 12 bases, but the largest one has less than 2,000 colonists. Empire 15 is down to 4 worlds, but some are large (including the one with the large fighter squadrons). Empire 16 is down to 3 large worlds and will be a priority target for assimilation.

Turn 38

Empire 24 launched a daring surprise attack on one of the major Peep worlds and blew away the Peep fleet. We have a base on the Peep world (Insurance Policy) and watched the battle. Unless the Peeps can regain orbital control this turn, the Enforcers will be able to easily destroy our base and the Peep base. At any event, we will have to give special attention to Empire 24 when we move against Group 3.

We used the captured pax to jump to another group 2 Enforcer (P16) base and completely assimilated it. This ship is going to greatly increase our efficiency. We also finished assimilating a Federation (P9) base. It looks like the Birds (P11) formed a new base with their fleeing colonists (both pods of 400k colonists). They are on the same planet with the other major Federation base. We will make the base a priority and these resources to our empire. We are grateful that the Federation Lokis are lighting up the Bird base, we should be able to eliminate this threat soon. We've spotted the Group 2

Crystal (P13) homeworld and will send one of our two gorbis there to destroy it. It should arrive in two turns.

Turn 39

Our new king is now established and being productive at Secundus. We completely assimilated the last empire 11 (Bird) base and captured a Federation Loki. We believe empire 11 is down to a few small ships and will turn our attention to other races. We assimilated the last major Enforcer base (empire 16). Our Peep ally somehow managed to start a battle with the Draconis Prime base and it used ion cannons to destroy the foolish Peep ships along with 95% of our fleet of quietus class cruisers. We lost well over 50 ships. Since we lost our primary base at Draconis Prime, it has continued to bleed our drones for no gain. The Peeps have a plan for destroying the base with a captured Vicky. If they fail, we'll just blow up the planet. At least eliminating over 90 million Draconians should reduce the contraband growth pressure. All contraband prices are now below 100 MCs. We believe this has two causes: 1) The EE is helping us most turns by buying the inexpensive anti-contraband exotic tech. 2) The contraband consuming population is actually decreasing every turn thanks to our efforts and the Peep's S-pulse.

Turns 40-42

[On vacation. Just did quick turns from other computers while traveling. Wiped out all major Group 2 bases except goodlife Stormers. Peep ally wiped out Draconis Prime base with worldcrusher on turn 42. Unfortunately, most of their MCs were destroyed, but at least the elimination of about 90 million Draconians will help reduce contraband pressures. Enforcer race 8 is sending a fleet toward the core via a pax. We are assimilating our ships to invade Group 1 soon. We are also building some off-world colony ships now that we have hacked the pax plans.]

Turn 43

We captured a minor Bird fleet (empire 3) with a maneuver they obviously did not expect. We boarded and captured a Bright Heart, a White Falcon, A Skyfire and 4 Deth Specs. We also captured a lifepod with 400,000 birds.

[Our king is no longer at our main base. Apparently when we captured a Federation ship last turn, we captured one of their highguards. It became our king and we'll have to get him back to our main base.]

We are consolidating our forces and will engage Group 1 in earnest now.

Turns 44-48

We started our engagement against Group 1. We have assimilated three large bases (lizard, scavenger, and enforcer). The lizard base – empire 2 – was guarded by a nice task force that included a Rex. We captured all of them and idly destroyed the one new ship that was built. We also note that the Birds (empire 3) have just built a brand new Darkwing G complete with a superlaser. We will use our Pax to jump to it on Turn 49 before it can cloak. We also note that the Federation World (empire 1) has over 11 million people on it, but doesn't seem heavily defended. We'll risk our Super-Gorbi and go for a quick kill.

Our Peep ally has engaged the goodlife Stormers. This has had the regrettable effect that they are no longer sharing information with us. We greatly benefited from this information and it will be sorely missed. However, our survival is not threatened by this occurrence.

We invested the time to look at our empire and built approximately 20 king's palaces on our worlds. On turn 49, we'll have to turn them all on since defective software causes them to be built in a mothball state. All contrabands are below 50 MCs. Enough colonists have been assimilated/destroyed that the upward pressure on contraband is very small.

After adding the Pax to our ship lists, our probability of surviving is now at 99.99997%. The only real question is whether or not we will achieve our victory conditions before the Peeps achieve their conditions. We think the odds of this are 62.3%. Either way, we are pleased with our performance.

Turn 49

Our boarding attempt was a complete success! We added a dozen or so ships to our fleet, including a top-of-the-line Darkwing G. If we did not a pax in our arsenal, the allies would have a very good chance since they had time to develop all of this. We have almost completely assimilated Bird empire three's home planet. Our fleet will finish the job this turn, but some cubes will branch out to more quickly assimilate the nearby worlds. Our super-gorbi also surprised the Federation Empire 1 and destroyed the planet where their home base stood.

The referee felt bad about his earlier inadvertent destruction of our homebase and 1 million MCs from him landed in one of our bases this turn. We appreciate the gesture, but at this point it will have zero impact on our plans. It won't even earn interest as when we captured the Bird fleet we captured a highguard. It became our new Borg king...

Turn 50

We finished assimilating Empire 3's homeworld and most of his smaller worlds.

[Player 3 contacted me this morning and suggested conceding the game to the Borg and Peeps. I agreed, but am willing to play if the survivors want to continue. I sent the following note to the VGA Board as an open letter to all Doomed Borg 2 Players:]

Andreas, the host of Saarland Outpost and the late empire three player, asked me if I thought we should continue Doomed Borg 2. From his perspective (Empire 3) the game was over in favor of the Borg and Peeps.

In the allied vs. Borg war I agree. Out of the original 24 allies, 13 are listed as killed in action. Out of the 11 still listed as alive, there are several with decent fleets. There are also two with no ships and one with no base... If any ally thinks they still have a chance, simply say so and I'll be glad to continue. Or if you just want to use the fleets you built up, I'll be glad to continue ;-) However, if you see no way out, I see no reason why you should have to continue.

If it helps you make your decision, I have all the alien ship plans I would ever want, including the following:

- * Peep dirk*
- * Peep offworld colony*
- * Stormer Vicky*
- * Fed Loki*
- * Enforcer Pax (which sealed the game IMO)*

*My crew report is:
Totals For Our Empire*

Colonists:	144,709,594
Troops:	4,465
High Guard:	1
Crew:	14,531,475

In the civil war game (Peeps, Draconians, EE), I have no idea. The Peeps are obviously the biggest - by far - but at least the EE player probably has a semi-decent chance. So only their three opinions should matter for this part. As most of you figured out, I made cooperative/non-aggression agreements with all three and won't attack any of them.

At any event, thank you all for the challenge. I've enjoyed the game. If anyone is interested, I will be glad to post my notes from the game after it is officially over.

*Ecnal the not-so-doomed Borg
aka Admiral Quixote*

[After some discussion, the referee ended the game with this.]

Having allowed their petty differences to divide them the allies fail to exterminate the last the dreaded Cyborg. Faced with the ever growing Cyborg fleet, and little hope of survival they flee the Zeta Galaxy taking what little remains of their shattered forcing in to the depth of the void hoping beyond hope to reach an adjacent star cluster a scant 5,000 light-years away, and hope that they may find refuge there. The Cyborg King honors his deal with the New Peoples Republic and leaves, chunneling his vast empire to only the gods know where.

With the interlopers gone, and Admiral Zarr long dead, and his Draconian forces scattered, and the loyalist to the dead Emperor assimilated, the Republic turns their attention to Prince Palpituis' forces. After a prolonged negotiation an armistice is signed, the prince acknowledges the Republic are the governing force of the galaxy; but retains his title as ceremonial monarch, spending the rest of his days officiating parades, and cutting oversized ribbons at the grand opening of new mini-malls.

Faraway the Mis-fin traders are content that they gods have been entertained; but, they are also disappointed, for all their efforts to set up this show for the gods, it did not quite live up to expectations. The heavy cooperation between the Republic and Cyborg was not expected they will need to be reprimanded for this. But that can wait, let them celebrate their little victories while they can; for soon the gods will be bored again and need new sport.....

And thus, after 50 turns the Borg and Peeps end victorious.

Conclusions, Suggestions, and Parting Remarks

First of all, let me thank the referee for scripting such an interesting game. I signed up because I like a challenge and didn't think the referee should have to be on the hotseat two games in a row. It was probably the most challenging game I've finished to date. Despite the additional challenges you posed – such as the surprise destruction of my main base – I enjoyed playing the underdog position.

I'd also like to thank the allies for playing. It was a very tough fight at the beginning. I think there were several key points that led to my victory. My purpose in mentioning them here is to help other players learn for future games.

- 1) When I started the game, I thought my best chance was to **go on the offensive as soon as possible**. So instead of using my starting cube to help me consolidate the center, I sent it toward one of the local groups – towing one of my two firestorms – immediately. This allowed me to engage Group 2 before they were ready.
- 2) Group 2 was on its own and the **three groups did not cooperate** with each other. Group 2 almost destroyed my entire initial fleet. I was able to defeat them, but if the other two groups had reinforced them by building jumpgates – I would have lost. This lack of cooperation amongst the groups, and even between some groups, was one of the key downfalls of the allies. When I was developing my strategy, I expected to see enemy Paxes headed my way with Pathfinders (for jumpgates). Fortunately for me, this never happened.
- 3) When I got the upper hand on Group 2, I managed to **capture a Pax**. In my opinion, the game's outcome was finalized that turn. When I started engaging the other groups, I could move my entire fleet vast distances in one jump. I ceased fighting major battles and simply boarded any enemy fleets within range. Without this ship, the other two groups would have grown too fast for me to assimilate/destroy them all.

In addition, allying with the Peeps and obtaining contact information from the goodlife stormers helped a great deal. I don't think either of these changed the eventual outcome of the game, but they certainly sped the process along. I would like to thank the Peeps for being very cooperative and the goodlife Stormers for being creative with their victory conditions. I'd also like to thank the allies who initially attacked the Peeps and hacked them off. I'm not sure if the Peeps would have been open to a Borg alliance otherwise. Finally, I would like to thank the other two civil war players for their neutrality and especially the EE for helping me keep contraband prices at reasonable levels.

If there is a Doomed Borg 3, I would make the following changes.

- I think the allies and borg starting resources were fine. **No changes here.**
- I think the civil war players actually started with too much, especially the Peeps. I suspect the referee gave the Peeps more because they were all spread out. If so, he didn't anticipate I would ally with the Peeps and give him firestorms so he could consolidate his holdings. **In any event, I would not have any civil war players in DB3.**
- This size of the map is nice since the allies need time to grow. However, there are way too many planets. **I suggest using either the Yale Lite or the Starburst maps for DB3.**
- The allies have an overwhelming advantage over the Borg, but they have to cooperate. Most of them seemed to be so worried about their secret enemy, they squandered their advantages. **Eliminate the secret enemies in DB3.**

- If the civil war players are missing and the allies are cooperating, the Borg will need some help. **Let a Privateer player start in the galaxy as a Borg ally (or enter the galaxy with the Borg).**
- **Drop the old empire idea.** I think the game would be more challenging if there were no other races involved other than the allies, the Borg, and a Privateer.

If the referee does not wish to host DB3, I will be glad to set it up myself. However, since the referee started the idea of the DB series, he should get first option to script the next one.

This was my third game as the Borg. This is the most I have played any race and I announce my retirement as a Borg leader. It has been fun. I hope my notes provide some insight to others on how to play/fight the Borg.

Ecnal the Doomed (or not so doomed after all)

aka Admiral Quixote