



STARLETTER #79

The Official *Star Fleet Battles* Newsletter

September 1992

\$2

**TASK
FORCE
GAMES™**

BOARDING PARTY CHART FOR SFB

Supporting the development of next year's Module M, we are taking the opportunity to provide you with the first prototype of the "real" Boarding Party diagrams that will be provided in that product. As you can see, the page includes a list of what systems are in each area, and the ship diagram is large enough to actually move counters (representing the boarding parties) around on.

SCANNERS REPORT: NEW PRODUCTS!

★ **RELEASED AT ORIGINS:** Module R5 Battleships (stock #5610, \$17.95), Captain's Log #10 (stock #5705, \$9.95), Module P4 Marines (stock #3504, \$5), Star Fleet Universe keyrings (\$6).

★ **MODULE R4** will ship during September. It brings new ships to the Gorns, Romulans, Tholians, and ISC. It has an 80-page SSD book, a 32-page rulebook, and 216 die cut counters. Stock #3508. \$18.

★ **MODULE R1**, last of the five R-modules to be released this year, will ship to the stores during November.

★ **MODULE P5** will provide an exciting preview of the Lyran Democratic Republic, one of the four sections of next year's top release (Module C3). This 32-page preview module includes complete rules, three scenarios, and 26 SSDs, most of which have never been published anywhere before! November

★ **UNIVERSE INDEX** is now in full-scale development, with lists of ship names, characters, planets, battles, scenarios, and other useful data for Star Fleet Battles players. This winter.

★ **1993 schedule:** CL11 (Jan), Carrier War, Module S2 (with many new scenarios), Module C3 (LDR, WYN Return, Seltorians, more Andro stuff), Star Fleet Marines, and several more.

TASK FORCE NEWS

Task Force Games Limited is now open for business in the UK, and effective immediately all European subscribers will be receiving their issues from the UK branch. Full details are enclosed with this issue. All correspondence concerning European subscriptions should be sent to: Task Force Games Limited, PO Box 5, Heanor, Derbyshire, DE75 7XL, England.

ANNOUNCEMENTS

On a space-available basis, Starletter will announce events of interest to SFB players, including conventions, local tournaments, PBM campaigns, club meetings, special store events, etc. ADB and TFG make no warranty as to the quality, reliability, or reputation of any item announced. Send your announcements to Amarillo Design Bureau, PO Box 8759, Amarillo, TX 79114. Please get them in as early as possible.

Readers should include a stamped self-addressed envelope when requesting information from listed events.

➤ **CAPTAIN'S LOG #11** will inaugurate a new type of Term Paper: Scenario Tactics. Send in your favorite tactic for one side in your favorite scenario, and let others follow your path to glory!

➤ **OKLANOMICON**, 25-27 Sept, Oklahoma City Central Plaza Hotel. Sanctioned SFB event, 1992 state championships. Info: P.O. Box 7743, Moore, OK 73159

➤ **FLORIDA GAMEFEST**, 2-4 October, Jacksonville Hotel, Jacksonville FL. SFB tournament. Info 904-725-5236.

➤ **NOVAG VII**: 16-18 Oct, Leesburg (Westpark Hotel) VA, 3 SFB events. Info: Ralph Allen, Box 122, Sterling VA 22170.

➤ **ENBICON IV**, 16-18 October, 92. Student Union Building, University of New Brunswick, Fredericton NB, Canada. SFB and other events. UNB Student Union, PO Box 4400, Fredericton, NB E3B 5A3 Canada.

➤ **SON OF LONDON CON 92**, 27-28 Nov, Crouch Library, 550 Hamilton Road, London, Ontario, Canada. SFB event. Info from HRGG, 119 Sackville St, London, Ontario N5Z2E5.

➤ **EURO-GENCON**, 13-15 Nov; Pontins Holiday Centre, Camber Sands, Rye, Sussex. 32-player SFB tournament, first major European SFB event. Info from Paul Stovell, 87 All Saints Road, London SW191BU.

➤ **GENCON 93**, 19-22 August. Mostly RPGs, but does include the largest SFB event outside of Origins. Info from P O Box 756, Lake Geneva WI 53147.

➤ **COUNCIL OF 5 NATIONS 18**, 9-11 Oct 93, Washington Inn, Albany NY. SFB Patrol, Beginners, and Circle of Death by John Hammer. Info: SWA, Box 9429, Schenectady NY 12309.

➤ **CONtray 92**, 13-15 Nov 92, Ramada Hotel, West Springfield NY. SFB Patrol, Beginners, Circle of Death by John Hammer. Info: Dragon's Lair, 636 North Main St, East Longmeadow, MA 01028.

➤ **CONcoction 92**, 4-6 Dec 92, Quality Inn, Atlantic City NJ. SFB Patrol, Beginners, Circle of Death by John Hammer. Info: P O Box 222, Oceanville NJ 08231.

➤ **EAST COAST INVITATIONAL** by S&S Gaming (all SFB players are invited), 28-29 Nov, NY Hall of Science, NY City. Info: John Hammer, 79-10 Bell Blvd, Bayside NY 11364.

➤ **WHATCHAMACON III**, Sandpiper Pre-School, Phoenix AZ 24-25 Oct. Info: Ken Burnside, 56 N Extension, Mesa AZ 85201. Patrol, Circle of Death.

➤ **PENTACON VIII**, 14-15 Nov, Grand Wayne Center. Info NIGA, POBox 11174, Fort Wayne IN 46856. Patrol & other SFB.

➤ **MAGIC GAMES DAY 92**, 26-27 Sept, Taylor Hall Cafeteria, McMaster U, Hamilton Ontario. Many games.

ASK KOMMODORE KETRICK

I know that I cannot tractor my own drone to break the tractor of the target ship, but can I tractor it just to provide negative tractor energy? *Nope, there is no way to "lend" negative tractor energy to another unit. Touch a friendly drone with a tractor and it goes inert.*

Can I "target" a ballistic scatter-pack on a hex, set the munitions randomly, and then maneuver the enemy into the SP's hex so that when the SP reaches release range from the "target" hex the random drones will start in the same hex as their newly-assigned target? *Sorry, but no. While (FD7.431) is confusing in its off-hand reference to (F4.4), the latter rule is clear in that the ballistic destination hex cannot trigger release of the weapons. The weapons on a ballistic scatter-pack can ONLY be released when a valid target UNIT enters their range.*

SURVEY: WHAT DO YOU WANT?

We invite SFB players to participate in the planning of the 1993 product year. In order to keep this simple enough for us to handle with minimal manpower, your responses are limited to very few words per product. Mail a postcard or letter to ADB listing the proposed products below and your response. The first word must be either BUY or PASS; after that you can add a couple of words to clarify or emphasize your answer.

D-1A: A new master ship chart including everything in Modules R1-R5. (The charts in R1-R4 are fine, but do not include the ships of R5 and won't be replaced until R6 in 1994/5.) \$5.

D-Boom: A D-module SSD book with separate boom and saucer SSDs for Federation and Klingon ships. \$5.

D-Ship Comparison Charts. 32-page booklet. Charts list all systems for ships of a class, allowing quick comparisons when selecting or designing a ship. \$5.

NEW SCENARIO FOR STAR FLEET BATTLES

(SP69.0) THE ENEMY WITHIN

(Y171?)

by Stephen V Cole, Texas

The Federation ship had been diverted from its normal mission to Calenda-III to deliver a priority shipment of serum to the victims of a plague. Because the serum could not be sent by transporter, all four shuttles went to the surface in a convoy to deliver it, only to fall into a Klingon trap. The shuttles, loaded with Klingon warriors, returned to the ship and quickly took control of the shuttle bay, just as long-range sensors detected the approach of a Klingon cruiser!

(SP69.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SP69.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215.

FEDERATION: NCL (or any ship of the NCL hull type) in hex 2216, heading B, speed-1, standard orbit around the planet, WS-1.

KLINGON: Eight boarding parties in area E of the Federation ship, holding complete control of the area.

YEAR: Select a year for the scenario. Y171 is assumed.

(SP69.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP69.4) SPECIAL RULES

(SP69.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation ship can only disengage from the 42xx map edge; the Klingon ship can only disengage from the 01xx map edge. Any unit disengaging in an illegal direction is destroyed.

(SP69.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. There are no MRS shuttles, EW fighters, or PFs in this scenario. If added in a variant, use the standard deployment patterns.

(SP69.43) COMMANDER'S OPTION ITEMS

(SP69.431) The NCL can purchase additional or special equipment as Commander's Option Items (except extra marines, commandoes HWS) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SP69.432) All drones are "medium," speed-20, unless the selection of a scenario year requires a change. Standard rules on drone-armed ships buying special drones.

(SP69.44) REFITS: The ships have whatever refits the players care to use subject to the year of the scenario.

(SP69.45) Use the (D16.0) boarding party combat system. The Federation ship has one boarding party each in areas B, C, and D. Two were lost in the initial fight with the Klingons. The remainder are in Area A. The Klingons completely hold area E.

(SP69.46) A Klingon D5 war cruiser will arrive in hex 0101 on impulse #1 of turn #5, speed max, WS-III, heading C.

(SP69.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SP69.6) VARIATIONS:

(SP69.61) Replace the Klingon ship with a Lyran CW or a Romulan Sparrowhawk.

(SP69.62) Use any ship for which you have a boarding party diagram. Note that the ship must be one that has all warp engine access through a single area.

(SP69.7) BALANCE:

(SP69.71) Adjust the number of Klingon boarding parties.

(SP69.72) Adjust the arrival turn of the Klingon ship.

(SP69.73) Replace the Klingon ship with a smaller or larger one.

(SP69.8) TACTICS: The boarding party rules actually work against the Klingon Marines, who are the "attackers" (even though they need only defend area E to win the scenario).

(SP69.X) DESIGNER'S NOTES: The page at right is the current prototype for Star Fleet Marines. We wanted you to have a chance to see and comment on this format, and there wasn't room for samples in Module P4. Of course, you can find a copy of rule (D16.0) in either P4 or the old Update #2.

SEND PLAYTEST REPORTS: We get only 2-3 reports per Starletter. Every report counts! Don't await a reply to send more!

FEDERATION & EMPIRE

SHIPS FROM MODULE R5

FED	KLING	ROM	GORN	ORION	HYD	LYR
BTV 6 12	TSC 6 8	SUN 6 10	CVS 6 10	CV 6 8	CHY 3 7-8	DND 6
BTV	TSC	SUN	CVS	CV	CHY	DND
		3			1	
0-4	4	5	5	4	4	3

Fed BTV: Tug with one CVL and one Battle Pod.

Klingon TSC pod: Cost 6 plus fighters and PFs, limit 1, turn #32.

Rom SUN: Cost 12+fighters, carrier limit, turn #28.

Gorn CVS: Cost 12+fighters, carrier limit, turn #14.

Orion CV: Cost 10+fighters, one per turn, turn #14.

Hydran CHY: Cost 10+fighters, replace IRQ or MHK, turn 16.

Lyran DND: Build for 4 instead of 1 CA-> DN convsn, turn #18

PRIME DIRECTIVE

Peltier followed his Prime Team into the transporter room and watched as they took their places on the pads. Giving Chief Bellancourt a quick nod, he joined the team and they were beamed down to the planet, materializing in what appeared to be a temple courtyard. It was hot — hotter than the summers on Peltier's home planet by at least 30° — and the skirmish gear they were wearing did not help the situation. The party began to spread out, looking for signs of the missing archaeologists, as Peltier took time to reset his transporter beacon. He had a personal stake in this mission, a fact hidden from all the others ... except Massing. He had found that he couldn't hide anything of a personal nature from her, and that bothered him at times. Dr. Pasternak, the leader of this illicit expedition, had been his mentor on Earth before Peltier had decided that Star Fleet, not the University, was where his future lay. He remembered with a smile the heady argument he had received at Pasternak's hands when he had dropped the bombshell about Star Fleet Academy. It still seemed incongruous that his old friend should be mixed up in this, but he had to accept that time changed people ... and time *had* passed since their last meeting. His reminiscing was disturbed abruptly by a call from Sgt. Massing.

"Sir, you had better take a look at this," Massing said as she directed her tricorder towards a dark patch on the worn marble steps. "It's human blood ... and there's a lot of it."

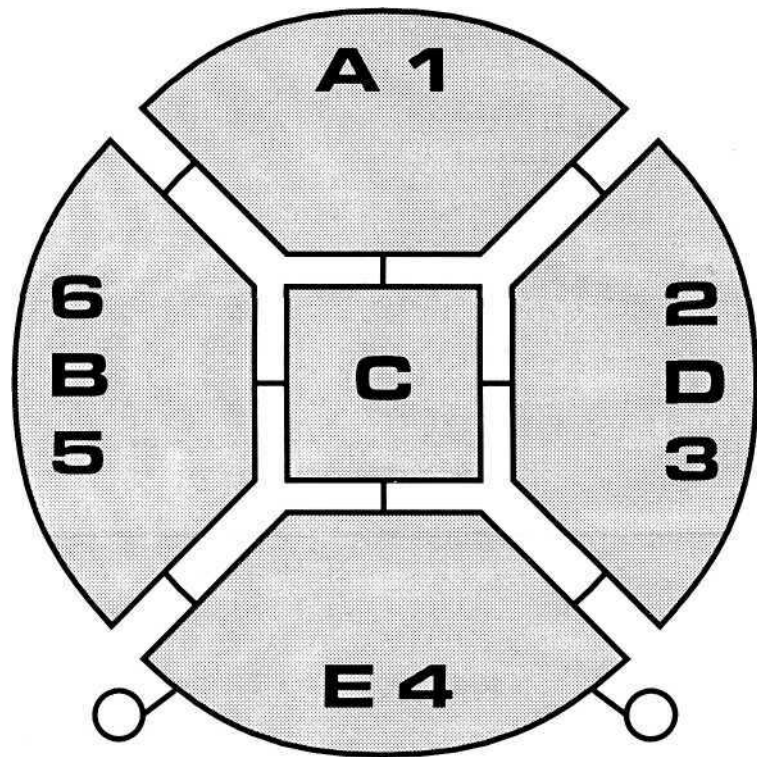
The team swiftly converged on the scene, instinctively forming a defensive perimeter. Peltier frowned. This mission had just taken an abrupt change in direction! —*Timothy D. Olsen and Mark Costello*. Concluded in

FEDERATION NEW LIGHT CRUISER

R2.18 NEW LIGHT CRUISER
 R2.19 NEW SCOUT CRUISER
 R2.20 NEW ESCORT CRUISER
 R2.30 NEW MINESWEEPER
 R2.35 NEW LIGHT CARRIER
 R2.36 NEW DRONE CRUISER
 R2.37 COMMAND LIGHT CRUISER
 R2.38 LIGHT TACTICAL TRANSPORT
 R2.56 NEW HEAVY FIGHTER CARRIER
 R2.56A CONJECTURAL PF TENDER
 R2.59 NEW AEGIS CRUISER
 R2.60 NEW STRIKE CARRIER
 R2.957 NEW COMMANDO CRUISER

NOTES: Area E has virtually all of the power.
 Command facilities spread between areas B, C, and D except for the LTT.

Phaser-3 refit is shown in *italics*.



CLASS	A	B	C	D	E
R2.18 NCL 8 Boarding Parties	4xPhot, 2xPh-1, 2x Btty, 2x Tran	<i>Ph-3</i> , 2xPh-1, SxHull, 1xTrac, 2xAux	2xBridge, 4xLab, 4xAPR/AWR	<i>Ph-3</i> , 2xPh-1, 5xHull, 1xTrac, Emer	4xShuttle, 4xImp, Probe, Drone
R2.19 NSC 8 Boarding Parties	4xSEN, 2xPh-1, 2x Btty, 2x Tran	<i>Ph-3</i> , 2xPh-1, SxHull, 1xTrac, 2xAux	2xBridge, 4xLab, 4xAPR	<i>Ph-3</i> , 2xPh-1, 5xHull, 1xTrac, Emer	4xShuttle, 4xImp, Probe, Drone
R2.20 NEC 8 Boarding Parties	4xDrn, 2xPh-1, 2x Btty, 2x Tran	2xPh-G, SxHull, 1xTrac, 2xAux	2xBridge, 4xLab, 4xCargo	2xPh-G, 5xHull, 1xTrac, Emer	4xShuttle, 4xImp, Probe, Drone
R2.30 NMS 8 Boarding Parties	2xTrac, 2xPh-1, 2x Btty, 2x Tran	<i>Ph-3</i> , 2xPh-1, SxHull, 2xMine, 2xAux	2xBridge, 4xLab, 4xAPR	<i>Ph-3</i> , 2xPh-1, 5xHull, 2xMine, Emer	4xShuttle, 4xImp, Probe, Drone
R2.35 NVL 8 Boarding Parties	2xPh-1, 2x Btty, 2x Tran	<i>Ph-3</i> , 2xPh-1, SxHull, 1xTrac, 2xAux	2xBridge, 4xLab, 4xAPR	<i>Ph-3</i> , 2xPh-1, 5xHull, 1xTrac, Emer	14xShuttle, 4xImp, Probe, Drone
R2.36 NCD 8 Boarding Parties	4xDrone, 2xPh-1, 2x Btty, 2x Tran	<i>Ph-3</i> , 2xPh-1, SxHull, 1xTrac, 2xAux	2xBridge, 4xLab, 4xCargo	<i>Ph-3</i> , 2xPh-1, 5xHull, 1xTrac, Emer	4xShuttle, 4xImp, Probe, 2xDrone
R2.37 CLC 12 Boarding Parties	4xPhot, 2xPh-1, 3x Btty, 3x Tran	Ph-3, 3xPh-1, 5xHull, 1xTrac, 2xAux	2xBridge, 4xLab, 4xAWR, 2xFlag	Ph-3, 3xPh-1, 5xHull, 1xTrac, Emer	4xShuttle, 4xImp, Probe, 2xDrone
R2.38 LTT 8 Boarding Parties	2xBridge, 2x Btty, 2x Tran, 2xAux	<i>Ph-3</i> , 2xPh-1, 5xHull, 1xTrac, 2xLab	16xCargo PodAccess.	<i>Ph-3</i> , 2xPh-1, 5xHull, 1xTrac, 2xAPR	4xShuttle, 4xImp, Probe, Drone. Pod access.
R2.56 NVH 8 Boarding Parties	2xPhot, 2xPh-1, 2x Btty, 2x Tran, 2xSensors	Ph-3, 2xPh-1, 5xHull, 2xAux	2xBridge, 3xLab, 3xAWR, 4xCargo	Ph-3, 2xPh-1, 5xHull, Emer	2xShuttle, 4xImp, Probe, 6xMech Tractor
R2.56A NPF 8 Boarding Parties	2xPhot, 2xPh-1, 2x Btty, 2x Tran, 2xSensors	Ph-3, 2xPh-1, 5xHull, 2xAux	2xBridge, 3xLab, 3xAWR, 4xRepair	Ph-3, 2xPh-1, 5xHull, Emer	2xShuttle, 4xImp, Probe, 6xMech Tractor
R2.59 NAC 8 Boarding Parties	2xPhot, 2xPh-1, 2x Btty, 2xTran, 2xDrone	2xPh-G, 5xHull, 1xTrac, 2xAux	2xBridge, 4xLab, 4xCargo	2xPh-G, 5xHull, 1xTrac, Emer	4xShuttle, 4xImp, Probe, Drone
R2.60 NVS 8 Boarding Parties	2xPhot, 2xDrone, 2xPh-1, 2x Btty, 2x Tran	Ph-3, 2xPh-1, 5xHull, 1xTrac	2xBridge, 3xLab, 3xAWR	<i>Ph-3</i> , 2xPh-1, 5xHull, 1xTrac	16xShuttle, 4xImp, Probe, 2xAux
R2.957 NCC 32 Boarding Prts	4xCargo, 2xPh-1, 2xBtty, 2xAux	<i>Ph-3</i> , 2xPh-1, 4xHull, 1xTrac	2xBridge, 3xLab, 3xBar, 4xTran	<i>Ph-3</i> , 2xPh-1, 4xHull, 1xTrac	8xShuttle, 4xImp, Emer, Probe

PLAYTEST REPORT FORMAT

We encourage all SFB players to submit reports on new ships and scenarios. *We can't print new products without playtest reports.* Anyone can playtest; your first assignment is in this very issue! For your report to be used, it must be typed or computer printed on 8.5x11 paper. Each rule, ship, and/or scenario report must be on a separate page. Put your name, address, and a list of playtesters on every page.

If you include a stamped self-addressed envelope, we'll send you another assignment, or we'll tell you what needs to be improved in your report before you can do another one. More assignments are available on GENie; you can report via Email.

All reports should be sent to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114 (or to ADB\$ on GENie).

REPORTS ON SHIPS

1. List the Race, Class, and Project (900) number.
2. What mission is the ship intended for? Is it suitable? Why?
3. How many times did you test the ship in one-on-one duels?
What ships did you test it against? What were the results?
4. How many times did you test it in fleet battles? Describe the fleets and results. Did the ship perform its mission?
5. Are there any hidden flaws? Are power, speed, and systems adequate to the mission?
6. Is the ship recommended for publication?

REPORTS ON SCENARIOS

1. List the title and the SP number.
2. How many times did you play it? How many to completion? We require at least two playings and prefer more.
3. Is the scenario unbalanced? If so, toward whom? How much?
4. Pick one: Fun, boring, one of the best, unworkable, average.
5. Is there a "trick key" that can unlock the scenario and cause it to fall apart? If so, describe it and how you solved it.
6. List any proposed changes, variants, or balance factors.
7. Assign Priority for publication: Immediately, soon, whenever, never, in a particular product.

REPORTS ON RULES

1. List the rule number and what product the rule is in.
2. Ask your questions about how it works or what it means.
3. List any conflicts with other rules.
4. Describe any changes in balance or tactics it causes.
5. List any typos or mistakes.
6. Indicate anything that should be added, deleted, or clarified.

PUBLISHER'S INFORMATION

STARLETTER is written by Amarillo Design Bureau and published by Task Force Games. STARLETTER is Copyright © 1992 Amarillo Design Bureau. Subscriptions to STARLETTER cost \$5 for six issues (one year) in the US, Canada, APO, and FPO. Issues are mailed First Class Mail. Overseas subs are \$10 for six issues sent by Air Mail. All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers. International Postal Money Orders are also acceptable. Send subscriptions to TFG, P O Box 50145, Amarillo, TX 79159. Make checks payable to TASK FORCE GAMES.

BACK ISSUES #57 to date available from TFG for \$2 each (US).

- #60: SP636 Mirror Image Monsters, SP598 Mating Frenzy (space dragons!), Historical Scenario Cross Reference.
- #61: Klingon F5W SSD, SP502 Mothball Mutiny.
- #62: F&E Micro Scenario 1001 Last Link.
- #71: Hydran DW, SP276 Coming Thunder, Kaltic Freestates.
- #73: Frax CC SSD, F&E Scenario *They Who Would Be King*.
- #74: Lyran CCX SSD and scenario, options for TWWBK.
- #75: Klingon D7W and scenario; new Fed CVA for F&E.
- #76: Federation CB and scenario (both in R5).
- #77: Lyran Battleship and scenario (both in R5).
- #78: Frax Battleship and scenario.

All issues are in stock (and will be indefinitely), but this list includes only recent issues and those older issues containing material which has not been formally published.

TASK FORCE GAMES SPARE PARTS

Spare parts are available for all Task Force Products. Contact Task Force for a price list. All TFG products are available by mail from TFG. Write for a catalog and price list.

SFB ON GENie COMPUTER NETWORK

Talk to the Star Fleet Staff directly by computer modem. Star Fleet is Category 10 on Page 805 Menu Item #1. Ask your local computer dealer or club for info on GENie or call GENie Client Services at 1-800-638-9636 (Voice Only). The computer system provides overnight access to the staff and the answers to your game questions. New SSDs, scenarios, and playtest modules are available for downloading on page 1020. Join in ongoing discussions of new rules and ships, or propose your own. Weekly real-time conference with SFB staff. You can contact "TFG\$" or "ADB\$" directly via Electronic Mail on GENie.

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