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ESTIMATED RELEASE SCHEDULE - STAR FLEET BATTLES - 1987

Recently released: Nexus #15; Captain's Log #4; F&E Expansion "Fleet Pack". Miniatures: Klingon D5; Neo-Tholian DN, Neo-Tholian CA, Starbase.

JANUARY: SSD Book #9; **FEBRUARY:** Nexus #16; **MARCH:** Reinforcements 2;

APRIL: F&E Expansion "Total War"; **MAY:** Nexus #17; **JULY:** Tactics Manual.

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FEDERATION AND EMPIRE ERRATA

Some Errata was published in Nexus #15, SL #37, SL#38, SL#40, and SL #41. All of that Errata, combined with the small section in this issue, comprises (more or less) the 17 Nov 86 edition of the F&E Errata Sheet. Task Force will provide a complete F&E Errata Sheet if you send them a stamped self-addressed envelope.

(203.3) The movement points are received at the start of each appropriate phase, not at the first of the turn.

(203.85) The term "fleet" should be "stack."

(303.8) Command ratings cannot be voluntarily reduced.

(503.62) A ship moving through a Neutral Zone hex can voluntarily declare that it is not "capturing" that hex.

(510.2) The mobile base picked up could be a functioning mobile base, or a newly built one at the capital shipyard. Newly built mobile bases can be set up on their production turn within the limits of the other rules. Non-functional mobile bases can be stored at any starbase. Note that non-functional mobile bases cannot be used for any base function. A non-functioning mobile base can be destroyed only by destroying the unit (starbase or tug) that is storing, transporting, or deploying it.

FIRST-GENERATION X-SHIP DESIGNS (Part 1 of several)

The Committee and Joint Chiefs are currently engaged in a project to define the First Generation X-ships, replacing the vague (XR2.70) X-refits. Starletter will, over the next several issues, present the current working draft of the X-1 Design Article (as prepared by Frank Crull) for your experimentation and comment. *This is a working draft;* the actual presentation (Nexus #18?) may be somewhat different.

(R2.200) FEDERATION FIRST-GENERATION X-SHIPS

(R2.201) **HEAVY CRUISER (CX):** See (R2.55) in Volume III.

(R2.202) **DESTROYER (DDX):** Heavily modified version of destroyer hull. Shields 26 each; warp engines 2x12; increase each group of two phaser-ls to three, delete phaser-3s; increase batteries to 3; replace four lab with AWR; crew 30, boarding parties

12. One of the first conversions after the CX, the DDX conversion drastically improved the destroyer class. This design was second in stature only to the CX in Star Fleet. There were small numbers of DDGX and DDLX conversions.

(R2.203) **FRIGATE (FFGX):** Modified version of the FFG. Shields 24 each; warp engines 2x8; change the ph-3 on each side to ph-1; double drone control; has two Gx drone racks; increase btty to 3; crew 24, boarding parties 10. This was an effective X-frigate, but like most races it was rare to install X-technology on such small hulls.

(R2.204) **GALACTIC SURVEY CRUISER (GSCX):** Improved version of GSC. Shields 32 each; warp engines 2x20; replace all four ph-3 with ph-1; double drone control; change ADD and drone rack to type Gx; crew 60, boarding parties 16.

(R3.200) KLINGON FIRST-GENERATION X-SHIPS

(R3.201) **D7X BATTLECRUISER (DX):** See (R3.40).

(R3.202) **F5X FRIGATE (FX):** See (R3.41).

(R3.203) **F6X DESTROYER:** Conversion of the F6. Shields 40-32-26-26; warp engines 3x10; increase front phasers to 4xph-1, rear phasers to 4xph-1; double drone control; change drone racks and ADDs to Gx racks; increase batteries to 4; crew 34, boarding parties 16. F6 conversions were limited to the supply of X-technology gear in excess to what the DX conversions required.

(R3.204) **D7DX BATTLECRUISER:** Concurrently with D7/DX conversions, the unconventional D7D was also converted to X-technology. Shields same as DX; warp engines same as DX; increase wing phasers two 2xph-1; replace four drone racks with six type-Gx drone racks; batteries, crew, boarding parties same as DX.

(R4.200) ROMULAN FIRST-GENERATION X-SHIPS

(R4.201) **SPARROWHAWK-AX (SpH-AX):** One of several attempts to produce an X-ship, the SpH-AX (Sparrow-Axe) was not very successful. Shields 40-30-30-30; warp engines 3x10; change all ph-3 to ph-1; increase btty to 5; crew 46, BPs 16.

(R4.202) **SKYHAWK-AX (SkH-Ax):** One of the more successful destroyer designs, the Sky-Axe was one of the few ships where the addition of X-technology made a dramatic difference in performance. Shields 26 each; warp engines 2x12(10?); change each pair of ph-3 to one ph-1; increase forward phasers to 2xFA+L and 2xFA+R; change the F torps to non-upgradeable G-torps; crew 30, boarding parties 12.

(R4.203) **K7RX BATTLECRUISER:** Yet another CX design, this was superior to the FH-X, but the supply of K7 hulls was extremely limited. Shields 40-30-30-30; warp engines 2x20; change rear ph-2 to ph-1; increase wing ph-1 to two on each side; plasma torps include 2xR and 4xF (LP/RP); increase btty to 5; crew 54, boarding parties 24.

(R4.204) **KF5RX FRIGATE:** Two of the three surviving KF5R frigates were converted to X-technology, but the ship was too small to make effective use of the improvements. Shields 34-22-22-22; warp engines 2x12; increase each forward ph-1 from one to two; increase rear 3xph-2 to 4xph-1; has plasma-S-FP, plasma-F-LP, plasma-F-RP; increase batteries to 3; crew 30, boarding parties 12.

(R4.205) **FIREHAWK-X HEAVY CRUISER (FHx):** The "Fire-Axe" was the most numerically significant Romulan X-ship, since hulls of this type were in production and it was large enough to make full use of the technology. The powerful K modules were used, but could not be improved by technology because they were already at the design limits. The FireHawk-X was less powerful than the K7RX, but had the advantage of unlimited production. Shields 46-40-32-32; warp engines 4x10; change all ph-3 to ph-1; increase the rear ph-1 to two; torpedoes include plasma-F-LP, plasma-S-LP, plasma-S-RP, plasma-F-RP; crew 54, boarding parties 24.