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The Official **STAR FLEET BATTLES** Newsletter
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Starletter #42 through #44 began the First Generation X-ships. These are available for 25¢ each and a stamped self-addressed envelope. Other issues are not available.

ESTIMATED RELEASE SCHEDULE - STAR FLEET BATTLES - 1987

Recently released: SSD #9, Nexus #16; Rom SkyHawk+SeaHawk, Kzinti Tug.
MAY: Reinforcements 2; Tournament Book; Nexus #17; Orion Slaver, Andro Conq and Python; **ORIGINS:** Tactics Manual; **JULY:** F&E "Total War"; **AUGUST:** CLog #5; **SEPT:** Nexus #18; **OCT/NOV:** SFB Solitaire Module?; **DEC:** Nexus #19.

You can order from Games on Call (1-800-874-7907) (In Texas, 806-358-3270), Box 5752, Amarillo, TX 79117. Ask them for their free 1987 BUYER'S GUIDE game catalog.

FIRST GENERATION X-SHIP DESIGNS (Part 4 of Several)

This is the fourth installment in our series listing the provisional First-Generation X-ship designs now under study. The current working draft, which may (and probably will) include substantial revisions and changes before it is published, is being presented in Starletter for public comment and input. Your comments on these proposals are welcome, but please note that we are no longer accepting X-ship proposals. Also note that we will compile and evaluate all reports, but cannot engage in debates with individual gamers over the design of specific ships. You are, of course, welcome to use these ships in your gaming, but you are warned that there may be errors or imbalances remaining. We are interested in hearing the results of any playtesting that you do.

(R9.200) HYDRAN FIRST-GENERATION X-SHIPS

The Hydrans were unique in many ways, and their First Generation X-ships reflect this. The Hybrid Cruiser/Carrier concept was retained, as were the gatling phasers. The Hydrans originally produced both fusion and hellbore X-ships. The fusion ships (Ranger-X and Lancer-X) were devastatingly effective against non-X ships, but were at a severe disadvantage when faced with another X-ship, which could avoid closing to short range. By Y188 the Hydrans realized the fallacy of this policy and switched production to the hellbore ships exclusively.

(R9.201) LORD BISHOP COMMAND CRUISER (CCX-LB): The Hydrans elected to use only their Lord Bishop design for X-conversion rather building two parallel types. The retention of the 4+2 armament, rather than switching to the Overlord's 3+3 suite, may reflect dissatisfaction with the later arrangement. Shields 40-34-34-34; warp engines 3x14; increase each pair of forward ph-1s to three; increase batteries and lab to 5; crew 44, boarding parties 20. The hellbore arcs are improved to FA+L/R, using mounts from the Paladin-class DNs. Change fighter bays to 2 fighters, 2 launch tubes, and one admin shuttle per bay.

(R9.202) LORD ARCH BISHOP COMMAND CRUISER (CCX-LB): After Y188, the Hydrans replaced the two fusion beams on the Lord Bishop (existing ships and new construction) with two ph-1-FX and designated the ships Lord Arch Bishop.

(R9.203) RANGER-X HEAVY CRUISER (CAX-R): While not as effective as the Dragoon-X, the improved X-technology made it easier for this ship to close to

point-blank range, at least against non-X ships. The initial parallel production of Ranger-X and Dragoon-X ships was changed to Dragoons exclusively after the first two Ranger-Xs were completed. Shields 40-34-34-34; warp engines 3x14; increase each pair of forward ph-1s to three; increase batteries to 5; crew 44, boarding parties 20.

(R9.204) DRAGOON-X HEAVY CRUISER (CAX-D): The increased power resulting from the X-conversion made this ship particularly powerful. Shields 40-34-34-34; warp engines 3x14; increase each pair of forward ph-1s to three; increase batteries to 5; crew 44, boarding parties 20.

(R9.205) WARRIOR-X DESTROYER LEADER (DLX-W): Based on the very successful Warrior design, the X-refit produced a powerful ship. Shields 36-26-26-26; warp engine 22; change the two forward ph-1 to four ph-1-FX; add one emergency bridge and one auxiliary control; crew 36, boarding parties 14.

(R9.206) WARRIOR-H-X DESTROYER LEADER (DHX-W): After Y188, these ships were refitted as DHX-Ws with three hellbores instead of the 2+2 arrangement.

(R9.207) LANCER-X DESTROYER (DDX-L): The fusion version of the DDX triumvirate. As with the Ranger, production was ended in favor of the Knight/Warrior because this ship was ineffective against other X-ships. Shields 32-24-24-24; warp engines 20; add one ph-1-360°; change the two forward ph-2 to four ph-1-FX; add one bridge; crew 30, boarding parties 12.

(R9.208) KNIGHT-X DESTROYER (DDX-K): The hellbore version of the DDX triumvirate. Shields 32-24-24-24; warp engines 20; add one ph-1-360°; change the two forward ph-2 to four ph-1-FX; add one bridge; crew 30, boarding parties 12.

(R9.209) CRUSADER-X FRIGATE (FFX-CR): The only X-frigate produced by the Hydrans. Shields 26 each; warp engines 2x8; replace ph-2 with ph-1; increase batteries to 3; crew 22, boarding parties 10.

(R9.20A) STINGER-X FIGHTER: While not specifically an X-technology unit, this advanced fighter was carried by the X-ships. Non-X ships could not carry, rearm, or repair this fighter, but X-ships could carry non-X fighters. Speed 30 (packs do not increase vulnerability), Damage 10, one built-in EW pod (can carry one more), BPV 17, Available Y183, DFR 4, two chaff pods, has phaser-G (360°), hellbore (FA, one shot), fusion (FA, two shots). It cannot fire both the hellbore and fusions on the same turn.

(R9.20B) STINGER-HX FIGHTER: After Y188, the Hydrans realized the need to operate fighters against other X-ships. The fusions were ineffective in an X-environment, so the Stinger-X was modified to have two shots for its hellbore at the expense of removing the fusion beam. Otherwise, the Stinger-HX is identical to the Stinger-X.

(R10.200) ANDROMEDAN X-SHIPS (None were ever produced.)

(R11.200) LYRAN FIRST-GENERATION X-SHIPS

The Lyran X-ships showed dramatic improvements over the non-X versions, primarily because of the devastating power of the X-ESGs. It is important to note in the conversions listed below that the "p-refit" (which changed some side phasers) is not assumed, as the X-refit incorporates the same effect. Similarly, mech links are not specifically listed, although many X-ships had them.

(R11.201) COMMAND CRUISER (CCX): A drastic improvement over the CC. Shields 42-36-28-28; warp engines 2x20; change all of the phaser-llls to phaser-l; increase disruptors to six; increase batteries to 5; crew 56, boarding parties 20.

(R11.202) LIGHT CRUISER (CLX): Designed as a stable-mate to the CCX, but sometimes used by a Counts as a flagship. Shields 32-24-24-24; warp 2x16; change all ph-3s to ph-1s; increase disrs to 4; increase batteries to 4; crew 44, BPs 16.

(R11.203) DESTROYER (DDX): Designed to fill-out an X-squadron. Shields 28-21-21-21; warp engines 2x12; change all ph-2 and ph-3 to ph-1; increase batteries to 3; crew 34, boarding parties 12.