

#### SUBSCRIPTION INFORMATION

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Starletter #42 through #45 began the First Generation X-ships. These are available for 25¢ each and one 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. The Reinforcements-#2 product was shipped 15 May. The Tournament Book was shipped on 15 May. The Orion Slaver and the Andromedan Conquistador/Python were shipped about 20 May. As this Starletter goes to press, Nexus #17 is being printed.

**ORIGINS:** Tactics Manual; **AUGUST:** CLog #5; **SEPT:** Nexus #18;

**FALL:** F&E Total War?, 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.

#### TOURNAMENT BOOK RELEASED BY ADB

The original plans to have the Tournament Book published as a 16-page booklet by Task Force were based on the large number of requests we had received for such a product. Despite this large number of requests, relatively few people actually placed orders. Task Force continued to delay publication waiting for enough orders, but by early May it was getting late and we still didn't have enough orders to justify a print run of 1,000 copies (the minimum for their presses). Finally, ADB took over the project and issued the book as a stapled set of SSDs and rules (rather than a bound booklet). The Tournament Book is now available only from ADB. The cost is \$2.50 (US, Canada, APO, FPO). We can only accept US funds.

#### TACTICS MANUAL NEARS PUBLICATION

The long-awaited Star Fleet Battles Tactics Manual is moving rapidly toward completion. Expert players from all races have agreed to share their secrets of combat success with you. More than sixty articles cover such subjects as overloads, Kaufman Retrograde, emergency deceleration, Gorn Anchor, erratic maneuvering, the Oblique Attack, how to attack bases, disruptors, scatter-packs, cloaking devices, monsters, tractor beams, webs, electronic warfare, and special sections on the best tactics for each race. Publication of the SFB TACTICS MANUAL is expected for Origins. It should appear in stores by mid-July. It will sell for \$10.

#### FIRST GENERATION X-SHIP DESIGNS (Part 5 of 5, Conclusion)

This is the final 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, has been 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 can submit alternative designs to ADB. The final draft is scheduled for publication in Nexus #18 next September.

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.

#### (R12.200) WYN FIRST-GENERATION X-SHIPS

The WYNs acquired X-technology, but had relatively few ships to apply it to. During the final war years, they obtained an Orion CRX and a DWX, and were able to convert some ships as listed below. In Y190, they received a gift of one Lyran DDX and one Kzinti FKX. The Aux-BC and Pocket Battleship were already at (and beyond) the design limits and could not be converted to X-technology.

**(R12.201) AUXILIARY X-CRUISER (ACX):** While seemingly unworthy of conversion, the WYNs had relatively few ships available and attempted to improve the standard cruiser with advanced technology: Shields 20 each; warp engines 2x8; replace the one ph-3 with two ph-1; add two drone racks; crew 12, boarding parties 8.

**(R12.202) WYN (KZINTI) FRIGATE (FFZX):** Another less than successful ship, but probably the best of the WYN wartime X-conversions. Shields 30-24-24-24; warp engines 3x8; increase each ph-1 in the pylons to two ph-1s; drone racks are type-Gx; crew 25, boarding parties 6. There is some indication that the Kzintis provided new hulls for one or two conversions of this type, but this is not confirmed.

#### (R13.200) ISC FIRST-GENERATION X-SHIPS

The ISC ships were tough opponent's as they were first designed, and the application of advanced technology only served to make the situation worse.

The most powerful X-squadron ever fielded was the ISC *"Echelon of Judgement"* which included on CCX, one CSX, two CLXs, and four DDXs. This squadron was able to respond more rapidly, and was called home from Klingon territory to (successfully) defend the ISC capital from an Andromedan Dominator.

**(R13.201) COMMAND CRUISER (CCX):** The most dangerous CX ever built, this combined the dreaded PPD with the feared R-torp. Shields 40-40-32-32; warp engines 2x20; replace all ph-3 with ph-1; replace S-torps with R; crew 56, boarding parties 24.

**(R13.202) LIGHT CRUISER (CLX):** Designed as a consort to the CCX and to form the second rank in the Echelon of Death. Shields 40-32-26-26; warp engines 2x16; replace all ph-3 with ph-1; replace S-torps with R-torps; crew 44, boarding parties 18.

**(R13.203) STRIKE CRUISER (CSX):** Similar to the CLX, but less successful because of the minimum range requirement of the PPD. Only one or two were built; one served in the Echelon of Judgement. Conversion is the same as CLX except as the CSX has no S-torps these are not replaced.

**(R13.204) DESTROYER (DDX):** Designed to provide a gunline for X-squadrons. Shields 26 each; warp engines 2x12; replace all ph-3 with ph-1; replace the two F-torps with one S-torps; crew 32, boarding parties 14.

#### (R14.200) LDR FIRST-GENERATION X-SHIPS

The LDR was unusual in its ships and its place in the galaxy, and their X-ships mirrored this situation. The designs are similar to those of the Lyran Empire, but make provision for the gatling phasers carried by the LDR ships.

**(R14.201) COMMAND CRUISER:** Identical to the Lyran design shown in Starletter #45 (R11.201) except that the ship has two ph-G and two ph-1 on each side.

**(R14.202) DESTROYER:** Identical to the Lyran DDX (R11.203), but with one ph-G replacing one ph-1 on each side.