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Starletter #47 contained the first four JCF review items. This issue is available for 25¢ and one stamped self-addressed envelope. Other back issues are not available.

ESTIMATED RELEASE SCHEDULE - STAR FLEET BATTLES - 1987

Released in 1987: SSD #9, Nexus #16; Reinforcements #2; Tournament Book; Miniatures: Rom SkyHawk+SeaHawk, Kzinti Tug, Orion Slaver, Andro Conquistador+Python. Nexus #17 was released 5 June and the Tactics Manual on 3 July.

AUGUST: CLog #5; **SEPT:** Nexus #18; **NOV:** F&E Total War; **DEC:** Nexus #19. You can order from Games on Call (1-800-874-7907) (In Texas, 806-358-3270), 2201 S Western #50, Amarillo, TX 79109. Ask for their free 1987 BUYER'S GUIDE.

Captain's Log #5 was scheduled for release at Gen Con (20 August), but a last-minute production problem delayed printing by about 10 days. This problem was not related to any creative element (i.e. the delay wasn't caused by ADB not getting it finished on time) and was beyond the control of Task Force or ADB. CL#5 includes three fiction stores about the day the Romulans invaded the Federation (each with its own scenario), plus an updated Star Fleet Universe Timeline, a couple of interesting scenarios, a section of Addenda, and a completely updated Master Ship Chart.

TOURNAMENT BOOK RELEASED BY ADB; UPDATES ANNOUNCED

The Tournament Book has been released by ADB as a stapled set of SSDs and rules (rather than a bound booklet). The cost is \$2.50 (US, Canada, APO, FPO; \$5 overseas-airmail). We can only accept US funds. Only ADB sells Tournament Books.

The following rules updates have been announced: Ships cannot start cloaked. The passive fire control system is used only when the rules require you to do so, not voluntarily. The ISC rear torpedoes have standard arcs. Klingons have special arcs.

Some changes to the ships are under consideration. Your comments are welcome.

- * **FEDERATION:** This ship is at a disadvantage in that it must pay two turns of overload energy on the first turn. This makes it slower than other ships, giving the initiative to the enemy. We may allow 2 points of prior turns overload energy per tube.

- * **ROMULANS:** The Romulan commander wants the cloak cost reduced to 18 to reflect the reduced power available.

- * **KZINTIS:** A real powerhouse. Reduction of drone points is being considered.

- * **THOLIANS:** Ship doesn't appear competitive, but solution remains a mystery.

- * **ORION:** Devastating ship with new tactics. Must now select weapons before start of tournament and cannot change them between rounds. May still be too powerful.

- * **ANDROMEDAN:** Can kill anything but an Orion. Solution seems to be requiring the ship to announce its panel levels and any change to those levels.

- * **LYRAN:** Uncompetitive. Will probably add 3 impulse engines.

- * **ISC:** Some concern it is overgunned. May drop 360 phaser-1s to phaser-3s.

- * **KLINGONS, GORNS, HYDRANS, WYNS:** No problems.

STARLETTER TO FEATURE PROTOTYPE RULES SECTIONS

Several new rules sections are under development. As an experiment, Starletter will present these prototype rules sections for your comment starting next issue.

JOINT CHIEFS OF FLEETS: ITEMS UNDER CONSIDERATION

Several proposed rules changes, currently under study by the JCF, were listed in Starletter #47 for purposes of public comment. Additional information about these cases is shown here. If you wish to comment on one of these cases, you may do so if your input conforms to the following specifications: It must be typed. Each case must be on a separate page with the case number at the top. No more than one page of comments can be submitted for each case. You can include suggested solutions or may limit yourself to comments on the proposals under consideration. We will make an effort to keep you up to date on the progress of these cases. Please consult Starletter #47 before sending your comments.

CASE #87-001 CLOAKING COSTS: Some have asked how the current costs were calculated. This is based on a percentage of total power, the percentage being based on size and hull form. Smaller hulls get it cheaper, and cleaner hulls pay less also. Romulan Proconsul Ronaldus Spitzerus proposes that the costs of some ships be lowered because these ships cannot reload their weapons while cloaked. His reasoning is that the Romulans might have built a prototype of a ship with such a limitation (or accepted the conversion of old ships with the problem), but having discovered it the problem would have been corrected. With something over 100 SparrowHawks produced, it doesn't make much sense that they wouldn't be able to reload while cloaked.

A complete list of the proposed changes includes: Firehawk 18, SparrowHawk 15, SkyHawk 6, SeaHawk 5, KD5R 15, BattleHawk (also BattleHawk-E, Chicken Hawk, War Hawk) 5, Pelican 4, Snipe-B 3, Snipe-A 2, ThunderHawk 20.

CASE #87-002 T-BOMB BALANCE: The purpose is to find a set of T-bomb rules which can be used as "standard rules" rather than "optional" rules. The current proposal is for each ship to have four bombs (not twelve), with bombs placed by transporter not being hidden. Bombs dropped from the hatch still would be hidden. The idea of seeking a "standard" rule may not work. The Lyrans point out that it would make their ESGs unworkable, and the Kzintis are complaining loudly about the "unfair" effects it would have on their "primary weapon."

CASE #87-003 EMERGENCY DECELERATION: Furious debate on this issue continues, although the "Tactical Awakening" created by the Tactics Manual is causing many people to re-think this and many other issues.

It should be noted that we have no plans to CHANGE Emer Decel. The only item under consideration is a plan to change who can use it. The most popular suggestion is that it should require a breakdown roll, but the Committee has already rejected that idea. The Committee has previously rejected proposals to change the power from shield reinforcement to Reserve Power. Several have commented on the "physical object" concept. Orion engine doubling is a type of engine, not just something that is done with or to an engine. Cloaking devices aren't on the SSD but certainly are an object.

A consensus seems to be building that no matter what Emer Decel is, it is clearly so valuable that other races would have copied it at some point. The only question is when this point is. Certainly it could be no more than a few years after the Federation invented it, and that would mean that it had to be copied very early in the game universe, long before the General War, and probably sometime in the "Early Years." One player in support of the "everyone" approach pointed out that the Federation was trying to keep technology restricted to its own race when it had Hydran Gatlings, Kzinti drones, and Gorn plasma torpedoes. Others have asked about BPV adjustments. The BPV formula has never included any adjustment for the presence or lack of Emer Decel, so in effect the Feds have been getting it for nothing. We won't lower their BPVs or raise the others if this change is made.

CASE #87-004 X-SHIP PLASMA TORPEDOES: The Committee and JCF have previously (and permanently) rejected any idea of revising the plasma bolt tables. Tests with improved tables have shown that no seeking torpedoes are used, and the object of the proposed changes is NOT to make seeking torpedoes obsolete.