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Starletter #47 contained the first four JCF review items, and Starletter #48 included additional comments on them. These issues are available for 25¢ each and a stamped self-addressed envelope. Other back issues are not available.

ESTIMATED RELEASE SCHEDULE - STAR FLEET BATTLES - 1987

Released in 1987: SSD #9, Nexus #16 + #17, Reinforcements #2, Tactics Manual, Tournament Book, Captain's Log #5; Miniatures: Rom SkyHawk+SeaHawk, Kzinti Tug, Orion Slaver, Andro Conquistador+ Python; **DEC:** Nexus #18; **FEB:** C Log #6.

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 BUYER'S GUIDE.

The new "six-page" F&E Errata Sheet is available (from Task Force) for a stamped self-addressed envelope. ADB does not have copies of this sheet.

JOINT CHIEFS OF FLEETS: ITEMS UNDER CONSIDERATION

Starletter has presented ongoing rules debates for public comment since #47. Your comments are welcome but must be typed and each case must be on a separate page with the case number at the top. No more than one page of comments for each case.

CASE #87-001 CLOAKING COSTS: Published in Captain's Log #5.

CASE #87-002 T-BOMB BALANCE: Item still under discussion. Resolution will probably await a future Captain's Log article defining the "standard rules" used to playlist and balance new ships and scenarios.

CASE #87-003 EMERGENCY DECELERATION: Furious debate continues as the Feds try to find some way to justify why they should be the only people to use this technique. Various arguments that mid-turn speed changes eliminate the need for universal decel are rejected as irrelevant as such changes would not allow WWs to be used before seeking weapons caught up with the ship.

CASE #87-004 X-SHIP PLASMA TORPEDOES: A decision on the First Generation will have to be made before Nexus #18 is published.

CASE #87-005 WEB DAMAGE: Acting Tholian Webmaster Stacy Bartley continues furious playtesting of this proposal (i.e. for weapons to damage web). It has already been decided that, if the proposal is approved, the system for adjusting web strength must be as simple as possible. This will probably involve the immediate redistribution of strength points over the entire web, rather than using a more complicated system under which this adjustment takes place over an extended period.

CASE #87-006 LYRAN ENERGY CRISIS: The big problem is that changing the ships or the ESG table would make many SSDs obsolete. The LIDS (Lyrans Impulse Doubling System) is generally regarded as a bad idea as other races would want it. A "power pack" with several APRs that could be bolted to the bottom of a Lyrans ship runs into the problem of explaining why ships that don't have a power shortage can't have them. Adding power for ESGs allows that power to be used for non-ESG purposes. One possibility is to drop the rules that mine explosions and hellbore damage which exceeds the ESG strength is automatically transmitted to the ship, but that would affect all Lyrans ships, not just those with alleged power problems. Some feel that better tactics and two or three BPV changes would solve whatever problem exists.

CHANGES ANNOUNCED FOR 1987 TOURNAMENT RULES

Following the 1987 Tournament (and others) additional changes were made in these rules, and in the ships, which are not reflected on the "April 87" SSDs. These include:

- Federation: Can have up to 8 points of overload energy in its photons from the turn before the scenario begins.
- Romulan: Cloak Cost is 18.
- Orion and WYN: Must select Optional Weapons before the tournament begins and cannot change them during the tournament.
- Andromedan: Must announce changes in the level of his Panels (off, standard, reinforced) immediately upon making them and at the start of the scenario.
- Lyrans: Add three impulse boxes (new total of six).
- Tholian: Add three impulse boxes (new total of six).
- ISC: Reduce the two 360° phaser to phaser-Ills.

Revised tournament SSDs probably will not be released until next year.

PROTOTYPE RULES: These are two of our non-controversial "clean up" rules designed to cover things that are already in the game but which don't have their own rules. Comments should be typed and each rule should be on a separate sheet.

(G94.0) ARMOR

Some of the units in the game have armor installed. This is not simply large metal plates, but a general reinforcement and toughness of construction. Armor is included in some older ships (such as the Federation light cruiser and the Romulan Warbird) and in many bases.

(G94.1) EFFECT OF ARMOR: Generally, damage points which penetrate the shields strike the armor. Each point of damage is expended in the act of destroying one box of armor. These damage points are not resolved by the Damage Allocation Chart, but automatically strike the armor. Thus, part (or all) of any volley which penetrates a shield will be absorbed in destroying the armor rather than the more valuable internal elements of the ship.

(G94.2) DAMAGE TO ARMOR: Damage points are scored on armor at a specific point in the sequence of damage.

(G94.21) Armor on ships is struck by any damage points which penetrate any shield. Armor is, in effect, omni-directional, that is, it faces in all directions at once.

(G94.22) Armor on starbases protects the central core and is damaged only by damage points that penetrate the shields and penetrate through one of the modules. This procedure is given in the rules for bases in (R1.1D). Note that the armor on starbases is divided into two groups, each with 180° coverage.

Some staff members want (G94.22) to apply to BATS and Base Stations also. Your comments on that issue are specifically invited.

(G94.23) Other rules may be established from time to time for the use of armor on various units for special purposes.

(G94.3) OPERATION OF ARMOR: There is no energy cost or crew requirement to operate armor.

(G94.4) OTHER EFFECTS OF ARMOR: Only internal damage points are stopped by armor. Damage points can result from weapons, asteroids, heat zones, gravity waves, etc. Some terrain and monsters cause crew casualties without damaging the ship; armor does not block this form of damage.

(G95.0) BARRACKS

Barracks are a special type of hull box used to transport ground units.

(G95.1) Each Barracks box holds up to the equivalent of ten boarding parties. Barracks are used on troop transports, commando ships, and barracks modules.

(G95.2) Barracks boxes are destroyed on "hull" hits. The owner of the ship may score damage on hull or barracks, but if either is available, a "hull hit" must be scored on it.

(G95.3) No energy is required to operate barracks.