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The Official *STAR FLEET BATTLES* Newsletter
AMARILLO DESIGN BUREAU, BOX 8759, AMARILLO, TX 79114-8759

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Starletters #47 to date contain JCF review items. SL #49 included the prototype (P16.0) Comet rules. #50 included the prototype Barracks and Armor rules. #51 had the prototype F&E Total War rules for Stasis Field Generators. #52 had only JCF cases. These issues are available for 25¢ each and a stamped self-addressed envelope. Other back issues are not available; all of the material in those issues has been published in Star Fleet products. Starletter is reprinted in the Canadian Wargamer's Journal.

TASK FORCE PURCHASED BY NEW WORLD COMPUTING

Task Force Games Corporation has been acquired by New World Computing of Van Nuys, California, publishers of the smash hit computer game *Might And Magic*. New World is owned by Jon "Top Phaser" Van Caneghem (1986 SFB National Champion) and Ronald "Rolandus" Spitzer (Romulan Proconsul on the Joint Chiefs of Fleets). Amarillo Design Bureau will remain independent and will continue to design Star Fleet Universe products. TFG President Allen D Eldridge has left to manage the Games Plus retail chain which he spun off from Task Force two years ago.

This should put to rest the rumors that Task Force is out of business or that Star Fleet Battles is out of print. During the prolonged negotiations, several products ran out of stock temporarily, but most should be in stock soon.

An infusion of new blood, new ideas, and new capital into Task Force can only be good for everyone. New World expects to announce several new projects and policies over the coming weeks. Stay tuned to Starletter!

Many of you will ask what this means for the production schedule. First (and most important) it means that there *will be one*. Beyond that, we don't know yet. The new owners of TFG are even now meeting with the staff of ADB to plan where we go from here. All current products and future projects (including some never revealed to the public) are being re-evaluated based on the new situation. When we have information on this, we will advise you. Please do not write to ADB and ask about the schedule or the policies of the new owners of Task Force. We are very busy with the changeover and with getting CLog #6 finished; when we know we'll print the next issue and tell everyone.

Several questions spring quickly to mind; we'll try to deal with them here:

* Computer products: Maybe, sometime. There are several contract problems to be worked out, but New World is trying to solve them. Any questions about computer products should be refered to the New Task Force Games, not to ADB.
* Miniatures: We don't know yet. They will be available from Task Force by mail for some time while we seek a permanent solution.
* Task Force Direct: The New Task Force will probably announce something along these lines in a few weeks.
* Origins/GenCon National SFB Championships: Yes. Usual tournaments (Patrol, Fleet Captain's) and Seminars (Tactics, JCF, SF Universe), plus a new F&E tournament. For information write to: Origins 88, TSR, P O Box 756, Lake Geneva, WI 53147.

More details will be explained in Captain's Log #6.

The new address for Task Force Games is 14922 Calvert St, Van Nuys, CA 91411. The new phone number is 818–785–0315.

STAR FLEET BULLETIN BOARD MOVES TO GEnie NETWORK

The very popular Star Fleet Battles bulletin board has been moved to the GEnie computer network. This will mean lower cost and better service. GEnie is a local call from most cities and a lot of fair-sized towns. Cost is a $29 one-time sign up fee plus $5 per hour in the evenings and weekends. There will almost never be a busy signal or no answer on the GEnie system. (Plus, GEnie has hundreds of other features including on-line games and information services.) Star Fleet is Category 10 on Page 805 Menu #1.

If you are not already on GEnie, here is how to get on. Set your computer for 8 data bits, 1 stop bit, N parity, Half duplex. You can use 300, 1200, or 2400 baud. Call 1 (800) 638-8369. (If you are calling at 300 baud, wait until it answers and type HHH to signal the system.) When you get the U#= prompt, type "GENIE." From that point it is pretty much self-explanatory. You will need a credit card number. (If you don't have one, they can do it with a draft on your checking account.) They will call you 2-3 working days later to confirm things. You will be able to get a list of local numbers for GEnie when you register on the system. When you get the manual, please read it completely.

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 (one page per case) with the case number and your name and address at the top.

CASE #87-002 T-BOMB BALANCE: It now appears that a standard rule will appear, with limited numbers (2 for size 4, 4 for size 3, 6 for size 2), non-hidden if placed by transporter, and increased cost (4 points or more). It may also include a delay (2 impulses? 4?) between when the bomb is placed and when it is activated.

CASE #87–005 WEB DAMAGE: Serious opposition continues, as do Tholian complaints that they never get to play because no one will attack a triple web.

CASE #87–006 LYRAN ENERGY CRISIS: The idea of an ESG that can hold up to 10 points of power and release up to 5 points (for ESG use only) at a time seems to be the most logical solution, along with a refit for the Jaguar.

CASE #87–007 ORION ENGINE DOUBLING: Debate continues as to whether Orion ships lose their stealth bonus when doubling engines.

CASE #87–008 ALLIANCE MAULERS: This case involves the possible publication of non-historical "conjectural" maulers for the Feds, Kzintis, Hydrans, Gorns, and Tholians for use in non-historical player-designed campaigns where the technology is captured. If published, the ships will be designed by the JCF; no submissions are required or will be considered.

CASE #88–009 BATTLESHIPS: This case involves the possible publication of non-historical "conjectural" Battleships for use in non-historical campaigns. The ships have already been designed by the JCF; no submissions will be considered. All have 60 warp, B10 shields, and most have eight forward and two rear heavy weapons.

COMMENT ON CONJECTURAL SHIPS: Many gamers have expressed deep concern over just how far "this conjectural thing" is going to go. Let us set your mind at ease. Conjectural ships will never become real ships, and never have. (Sure, we once said that the B10 was never finished, but it *was* started, and anyway that was when the game stopped in Y186, a decade before it was finished.) Conjectural ships will not have fiction or scenarios about them and will not be listed in the Orders of Battle (except as conjectural alternatives). There will NOT be conjectual designs consisting of standard hulls mounting foreign weapons (e.g. Klingon ships with photons); those aren't necessary because they are covered under S3.3 and you can easily make the SSDs yourself by just pasting in a new weapons table. There will not be Andromedan PFs or X-ships because the game says that those cannot exist; the game rules already allow for alliance maulers (U7.12) and non-Klingon battleships (F&E 436.4) but don't define what they look like. (That is the problem, and the only reason for printing conjectural ships.) We are trying to solve old problems, not create new ones.