STARLETTER #65

The Official *Star Fleet Battles* Newsletter **May 1990**

THIS IS DOOMSDAY!

The long-awaited Captain's Edition of SFB (i.e. Doomsday) will appear this Summer. Or rather, will start appearing this Summer. Remember that there is a LOT of Star Fleet Battles material in the game system, and we can't possibly print (and the market could not possibly absorb) a new version of every product all at once. I (Steve Cole, the designer) would like to tell you a bit about the new edition.

The cornerstone of Captain's SFB will be BASIC SET (Stock #5501). This is similar to the old Volume I (a few advanced rules like G16 were sent elsewhere; a couple of more basic rules such as FP8 were moved to Basic Set from other areas) and is (like Volume I) a complete starship combat game system. You will need Basic Set to use any of the other products in the Captain's series. Basic Set is expected for Origins and should be in stores in July. It will be a boxed product with map, two sheets of counters, rules, and SSDs. All SSDs in the Captain's Edition will be of the "Commanders" type with all of the charts. Many improvements to the old SSD format have been added.

The primary expansion is ADVANCED MISSIONS (#5502), which includes most of the "rules" from the old Volumes II and III. Advanced Missions will expand the basic rules structure (and ship assortment) and is needed to get full use out of the various modules, although most of each module can be used with only Basic Set. Advanced Missions is expected for GenCon and should be in stores in August. It will be a boxed product with two sheets of counters, rules, and SSDs.

DOOMSDAY MODULES: The vast plethora of product-series under the Commander's Edition will be standardized into Modules. Several of these are expected in the initial releases.

Captain's Module C1: New Worlds I (#5601) will include the Lyrans, Hydrans, and WYNs, along with the rules for their unique technology (fusions, hellbores, ESGs, etc.).

Captain's Module C2: New Worlds II (#5602) will include the Andromedans, ISC, and Neo-Tholians, along with their unique technology (PPDs, web casters, satellite ships, etc.).

Both of these modules will be folio packs with a sheet of counters, a rules booklet, and an SSD book. We expect to see both of them later this year.

For veteran players, we plan to offer the Captain's Rulebook (#5500), which will include the rulebooks for the four products above. This should appear between Origins and GenCon and, with a little luck just may appear for Origins. You will need to decide which direction you are going to go in promoting yourself from Commander to Captain. You can buy the complete new products, or you can buy just the rulebooks. (If you buy the rulebooks, the SSDs and counters will be available separately.)

Captain's Module J (#5603) will deal with fighters. It is not a Supplement #1 rehash, but a new and comprehensive product with all of the advanced fighter and shuttle rules (e.g J5-J10, D11-13) and most of the carriers and fighters.

Captain's Module K (#5604) is an expanded and improved version of Supplement #3. All of the PF material has been moved here from the various other products. Other than cross references, you won't find PFs anywhere else. (This, like J, was done so that purists could ignore these units if they wish.)

Module J and K will be folio packs with two sheets of counters, a rules booklet, and an SSD book. A release schedule hasn't been set; it depends on what else needs doing first.

By now you may have realized that Modules A (#3030), B (#3031), H1 (#3033), and H2 (#3034) which are already on the market are part of the Captain's Edition.

Completing the conversion of the Commander's Edition to the Captain's Edition will be four R-modules (R1, R2, R3, R4). These will replace the old SSD books and reinforcement packs. Each will include two sheets of counters, a rules folder , and an SSD book (60-80 SSDs each). R1 will have bases, generic ships, play aids; extra drone, shuttle, and plasma counters; etc. R2 will have the Feds, Kzintis, and Orions. R3 will have the Klingons, WYNs, Hydrans, and Lyrans. R4 will have the Romulans, Tholians, Gorns, and ISC. (These will include the new ships from SSD books 7, 8, and 9; most of the ships from Volume III; and many new ships published over the last two years in Starletter and elsewhere. These should appear in 1991.

A promotional poster for the Captain's edition will be available for sale to the public this summer.

Captain's Log and Starletter will continue as before.

A new edition of the Tactics Manual should follow the Captain's Rulebook by a few months.

F&E will continue. The list of things to be included in Total War has grown so long that we may divided it into two or three products, the first of which should appear in 1991. By the way, Fleet Pack and Folio Pack were held up due to a production glitch and should reach the stores soon.

We have many other modules on the "someday" list, ranging from nearly complete drafts to titles without products. We are considering other possible products such as miniatures, books, calendars, coffee mugs, RPGs, buttons, badges, caps, patches, etc. Drop us a line and tell us what you would be interested in. When we have hard information on these items, *you'll hear it in Starletter first!*

AGAIN: A NEW TASK FORCE GAMES

In order to concentrate its efforts on its computer game lines, New World Computing (which acquired TFG in April 1988) sold the company to TFG President John Olsen on 26 April 1990.

President (and now Owner) John Olsen said in a recent exclusive interview with *Starletter* that TFG would concentrate its efforts on the Star Fleet Universe, giving it the time and support it needs to develop the new Captain's Edition. He went on to say: "Doomsday is my First priority."

ANNOUNCEMENTS

On a space-available basis, Starletter will announce events of interest to SFB players, including conventions, PBM campaigns, local tournaments, club meetings, special store events, etc. ADB and TFG make no warranty as to the quality, dependability, reliability, or reputation of the items announced. Send your announcements to ADB in care of TFG. Please get them in as early as possible.

Readers should include a stamped self-addressed envelope when requesting information from one of the events listed here:

➤ ORIGINS: 28 June - 1 July 1990, Atlanta Georgia. SFB events will include Fleet Captains (National Championships), two Patrol tournaments, F&E, seminars, beginners tournament. Contact Origins 90, Box 47696, Atlanta Georgia, 30362.

➤ GEN-CON: 9 - 12 August 1990, Milwaukee. SFB events will include Fleet Captains (using the new rulebook), two Patrol tournaments, beginners, F&E, seminars. Contact GenCon Game Fair, P O Box 756, Lake Geneva WI 53147.

➤ PBM Campaign, Star Fleet HQ, longest-running SFB campaign system. Send SASE for info to John Berg, 6122 North Artesian, IL 60659. On GEnie, contact J.BERG11.

NEW SHIP FOR SFB

(R11.916) LYRAN MOUNTAIN LION: This was a unique ship resulting from an emergency situation. When a Kzinti counter-attack caused serious concern, it became impossible to withdraw the Tiger-class heavy cruiser *Golden Warrior* from the front for conversion to a DN. The central section had already been built in preparation for this conversion. As no other Tiger was available, it was decided to deploy the core-section as a ship by making minor internal modifications and adding two small wing sections with weapons. The resulting *Golden Cub* was used for local defense around the homeworld for several months, then was sent to the Kzinti front in Y178, where it operated in various roles. The superb firing arcs made it an excellent escort for carriers and other ships. The Federation gave it the code name "Mountain Lion" to reflect its origins and stature. The *Golden Cub* was recalled to be used in a DN conversion in Y183 (after brief consideration for conversion to a PFT) but was destroyed in action while completing its final assignment. One spare shuttle.

PLAYTEST RULE FOR *Federation And Empire*

3J- COMBAT ELECTRONIC WARFARE

The use of scouts in combat in the basic F&E rules is covered under rule (308.5). Within TOTAL WAR scouts are treated in considerably more detail.

Each scout is rated for its EW capability. Its EW factor is not printed on the counter, but is listed in Annex (761.0). These EW factors are based on the number of special sensor channels that the ship has in the *STAR FLEET BATTLES* game system.

Each side in a given battle hex may include one or more scouts or units with scout capabilities within its battle force. To determine the EW effect on a given battle, total the EW factors of the scouts for each side's battle force. Subtract the smaller factor from the larger one. (If neither side has scouts, or if the result is zero, this section can be ignored for that combat round.)

SPECIAL CLOSEOUT!

After selling the last copies of Volume II, Supplement #1, Volume III, Reinforcements #1, etc, TFG had a considerable quantity of counters left over for a variety of SFB products. They have packed them into bundles of 10 assorted (different) sheets and are offering these for the incredibly low price of $5 per bundle. Include $2 per order for Postage and Handling.

YOUR QUESTIONS ANSWERED

* *The Kzinti Tournament ship has two separate groups of shuttle boxes, but a note saying that it has one bay. What gives?* Sometimes we divide a single shuttle bay into two groups to make the SSD work out better artistically. In such cases, we include a note to clarify the situation. If there is a note, the note is correct, otherwise there wouldn't be a note.

* *Since AWR is hit on "center engine" on a base, is it also hit on center engine on a ship? On a ship with no center engines?* No, AWR on ships is hit on APR. As bases don't have engines, AWR is hit there on those units only.

* *Why doesn't the mobile base have phaser-IVs?* Because it is too small and fragile (remember that it is put together with velcro) to handle such large weapons.

* *The Kzinti tug has six drone racks, but can only fire one of them per turn. Why?* These are special racks. A single launcher is sitting on top of three 'magazines' of drones.

* *Why don't you use 12-sided dice for the DAC?* Because we want some results to be relatively common and some to be relatively rare, and the equal probabilities of a single die could not provide that.

* *Why did the Kzintis waste time building FDXs when they had plenty of non-x drone ships?* Because a non-X drone ship could not keep up with a fast-moving X-squadron.

* *Why bother putting crew units on the SSDs?* Some people use the crew rules, some don't. Removing them from the SSD would force everyone to not use them, and some people want to.

(SP1311.0) ROAR OF THE GOLDEN CUB

(Y180) *by Ted Costas, Georgetown*

After the battle of Zamyan (against the Kzintis), the main Lyran fleet maneuvered to attack the planet itself. The light cruiser *Ripping Fang* had been badly damaged and was sent to the rear, escorted by the undamaged *Golden Cub.*

The Kzintis, desperate to destroy the *Riping Fang* before it escaped to a shipyard (no doubt to return as a battlecruiser), had few forces in position to pursue. The only option was to round up the fighters that fought in the Battle of Zamyan, rearm them as quickly as possible, and dispatch them in a last-ditch effort.

(SP1311.1) NUMBER OF PLAYERS: 2; the Lyran player and the Kzinti player.

(SP1311.2) INITIAL SET-UP

LYRAN: CL *Ripping Fang* in 2215, WS–1, heading E, speed 10.
DND *Mountain Lion* within 5 hexes of CL, WS–3, heading at option of Lyran player, speed max.

KZINTI: See (SP1311.46) below.

(SP1311.3) LENGTH OF SCENARIO: 10 turns.

(SP1311.4) SPECIAL RULES

(SP1311.41) MAP: Use a floating map.

(SP1311.42) SHUTTLES: All fighters have warp packs. There are no MRSs. If using EWFs, the 5th, 17th, and 29th Kzinti fighters to arrive are EWFs (fighters arrive in squadrons of 12).

(SP1311.43) OPTIONS: The *Golden Cub* has two T-bombs. All drones are "fast;" i.e. speed–32. No special drones are available. No other Commander's option items.

(SP1311.44) The CL has the plus refit, but not the p-refit.

(SP1311.45) The CL has been badly damaged. Each warp engine has only four working boxes; the impulse engine has only one. The shields are 10 boxes each. One APR and one battery have been lost, as have all hull boxes, one tractor, one ESG, one bridge, and one transporter. The left disruptor and ph-1s were destroyed, as were the two left ph-3s. Repairs under (D9.7) have not begun. The CL must move in direction E for at least 20 impulses of each turn.

(SP1311.46) Kzinti fighter arrival. The Kzinti player has 36 TAAS shuttles. Each turn, the Kzinti player rolls a die (before energy allocation) and receives a number of fighters equal to the die roll up to the maximum number of 36. These are placed anywhere 30 hexes in direction B from the nearest Lyran ship. Each fighter has two type–I and two type–VI fast drones. EW pods can replace type–I drones.

(SP1311.47) Due to extreme range, each Kzinti fighter (except the EWF) can remain in the battle only three turns. After these turns are exhausted, the fighter immediately adopts evasion plot and continues until it is 35 hexes from the nearest Lyran unit, at which point it disengages.

(SP1311.5) VICTORY CONDITIONS: If either Lyran ship is destroyed, the Kzintis win. If the *Golden Cub* is crippled, the Kzintis win a tactical victory. If any internal damage is scored on the *Ripping Fang*, the Kzintis win a slight victory. Any other result is a Lyran victory.

(SP1311.6) VARIATIONS: Use Hydran fighters, but give the Hydran fighters two more turns of endurance.

(SP1311.7) BALANCE: The scenario can be balanced by adding or deleting Kzinti fighters.

(SP1311.8) TACTICS: Lyran: repair warp boxes and RUN.
Kzintis: Gather fighters into waves for concentrated attacks.

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LYRAN MOUNTAIN LION DESTROYER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DND
POINT VALUE	=	90
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.916

UIM STANDARD

CNTR

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

1					5
2					5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

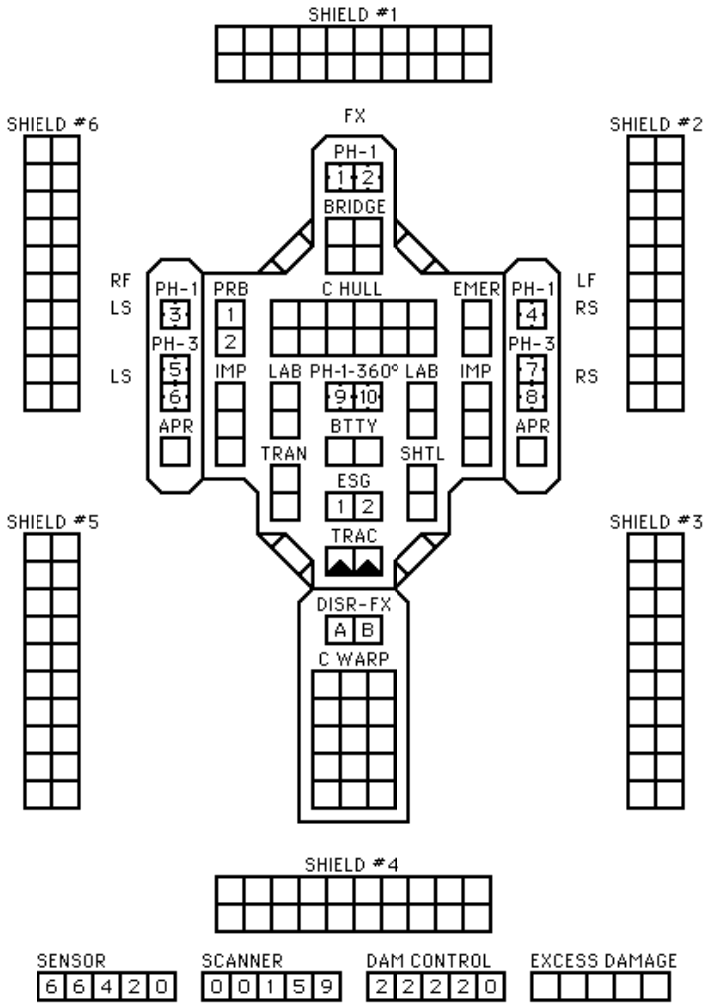
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

THE 360° PHASERS CANNOT FIRE INTO THE ROW OF HEXES DIRECTLY TO THE REAR.

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



SENSOR	SCANNER	DAM CONTROL	EXCESS DAMAGE
6 6 4 2 0	0 0 1 5 9	2 2 2 2 0	

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15