



STARLETTER #73

The Official *Star Fleet Battles* Newsletter

September 1991

\$1

**TASK
FORCE
GAMES™**

FIGHTERS, PFs, and CARRIER WAR!

Two new products are scheduled for release this fall.

★ **MODULE J - FIGHTERS:** Softpack. \$20. Stock #5604. 80 page rulebook. 48 page SSD book. Two sheets of fighter and carrier counters, plus a third countersheet of ammunition. To be released in October.

★ **MODULE K - FAST PATROL SHIPS:** Softpack. \$20. Stock #5605. 64-page rulebook; 64-page SSD book. Two sheets of PF and PFT counters, plus an ammunition sheet. November.

★ **CARRIER WAR (TOTAL WAR PART I):** The first new major product for F&E since 1986. Early Next Year.

WARP FIVE SALE-O-RAMA!

Look what \$5 will buy from Task Force Mail order!

★ **MODULE P1:** Playtest and prototype rules (D11-12, K7 suicide PFs), a new race (the Frax), Hydran DD scout and PFT variants, six scenarios, two tournament games, Total War rules (EW, Special Attack, Kaltic Freestates, Monitors, military convoys, Auxiliary Carriers, set up charts). #3501. \$5

★ **MODULE P2:** Playtest and prototype X-ship module. Complete SFB rules for X-ships, updated list of X-ships (many new types), three scenarios plus Romulan Civil War mini-campaign, eight X-ship SSDs. Complete F&E X-rules. #3502. \$5.

★ **MODULE D1:** The complete, ultimate, all-inclusive Master Ship Chart listing every ship in the Star Fleet Battles game system, including ships from Starletter. #3551 \$5.

★ **SFB PATCH:** Beautiful six-color embroidery. Choice of white, gray, or tan background. \$5.

★ **DOOMSDAY DIVIDERS:** Ten chapter dividers printed with reference charts and a sheet of stickers for your binder. \$5

Above products available only by mail from Task Force Games or at selected conventions and stores. Minimum order is \$10. Add \$3 for shipping and handling (US, APO, FPO). Visa and Mastercard accepted. \$20 minimum order. Here are other recent releases available from Task Force Games or in your store.

NEW SHIP FOR STAR FLEET BATTLES

(R91.9) FRAX COMMAND CRUISER: One of the larger Frax ships, the Command Cruiser shows the traditional improvements over the Heavy Cruiser class. Explosion Strength 21. Command Rating 9. Other data same as CA.

The minor race known as the Frax was introduced in Playtest Module P1 and will later appear in Module C3 or C4.

(R91.1F) ANTI-FIGHTER DEFENSE SYSTEM: The phaser-3s on Frax ships are, in many scenarios run in the Klingon DSF Academy simulators, replaced with a more elaborate anti-fighter defense system. This weapon, known as the AFD, combines an ADD-12 (normal ADD reloads) with a phaser-G in a single mount, both limited to the firing arc shown. The mount can fire only one of these weapons (ADDs or phaser-Gs) each impulse, but can switch from one to the other during the turn (no delay) and can fire at its maximum rate for both. The ADD cannot use type-VI drones. It can ONLY engage size-6 or -7 targets. It is destroyed by a phaser OR a drone hit. The phaser is affected by EW; the ADD is not (i.e., normal rules apply to each). Reloading is automatic (same as ADD) if neither the phaser nor the ADD fires during a turn; power must be allocated to the phaser as any other phaser. Cost to repair is 12; hasty repair as ph-G, ph-3, or ADD. Can ONLY be used by FRAX, not by other races.

Replaces phaser-3s as AFD refit, cost 2 points per mount.

Note: Yes, this is the Soviet CADS-N1 system.

TASK FORCE NEWS

★ **COMING SOON FROM TFG:** Starfire (new edition); Columbus. Viceroy's Expansion Set 1; and King's Bounty.

★ **MODULE P3 (Playtest Scenarios)** is scheduled for release during December. Ordering information next issue!

★ **COMING NEXT YEAR FOR SFB:** Scenario Book I (Module S1, best of the Captain's Log and Nexus scenarios in Doomsday format), Tactics Manual (Captain's Edition).

TASK FORCE CATALOG (SHORT FORM): Basic Set \$30. Advanced Missions \$30. Captain's Log #8 or #9 \$10. Module C1 or C2 \$15. Captain's Rulebook \$45. Captain's SSD Pack \$25. Tournament Book 1991 \$7.

ANNOUNCEMENTS

On a space-available basis, Starletter will announce events of interest to SFB players, including conventions, local tournaments, PBM campaigns, club meetings, special store events, etc. ADB and TFG make no warranty as to the quality, reliability, or reputation of any item announced. Send your announcements to Amarillo Design Bureau, PO Box 8759, Amarillo, TX 79114. Please get them in as early as possible.

Readers should include a stamped self-addressed envelope when requesting information from listed events.

➤ **PBM Campaign, Star Fleet HQ,** longest-running SFB campaign system. Send SASE for info to John Berg, 1802 Cora St, Crest Hill IL 60435. On GENie, contact J.BERG11.

➤ **NEWSLETTERS:** If your group produces a local SFB newsletter, we'd like to hear about it. It can be arranged for you to reprint Starletter in your newsletter; send SASE for details.

➤ **CAPTAIN'S LOG #9** is out. If you notice that a scenario by you is included and you haven't gotten your free copy, we're probably looking for you, so drop ADB a line with your current address. If you did some of the art included and haven't been paid, the same thing applies. CL#8 too, for that matter.

➤ **NOVAG VI, 26-27 Oct 91, Fairfax VA.** Info (703-450-6738) 101 E. Holly Ave. #5, Sterling, VA 22170. Patrol tournament, other SFB events, other gaming.

➤ **ORIGINS 92, 20-23 August 92, Milwaukee WI:** National SFB championships. Info: Box 756, Lake Geneva WI 53147.

➤ **Council of Five Nations 17, 11-13 Oct 91, Sanctioned SFB tournament; beginners derby.** Info: Schenectady Wargamers, Box 9429, Schenectady, NY 12309.

➤ **DefCon2, 27-29 Sept 91, Sheraton Inn of East Brunswick, NJ.** SFB demo derby and convoy scenario. Info Pete Botton at (908-249-0570) 6-10pm EDT.

➤ **SANCTIONED tournaments** use the 1991 Tournament Book rules and may offer a chance to become a Rated Ace!

➤ **SOME HAVE ASKED** what constitutes "fair opponent matching" under the sanctions requirements. Various "fair" methods are used, including: randomly matching people as they sign in for each round (including the judge trying to avoid having a player play against the same race too often, or against someone from his own playing group), matching by die roll or drawing for positions on a tree, and a seeding system with players who have won previous events not required to play each other in the early rounds. Unfair matching would include deliberately giving some players easy opponents.

INSIDE THIS ISSUE:

NEW SHIP: Frax Command Cruiser.

F&E SCENARIO: They Who Would Be King.

(We'll have some variants for this F&E scenario next time.)

NEW SCENARIO FOR STAR FLEET BATTLES

(BH2.0) THEY WHO WOULD BE KING

An F&E Scenario by Bill Heim

At various times in Lyran history, the normal behind-the-scenes political maneuvering and treachery broke out into actual armed conflict. The following Federation & Empire scenario depicts one of the many such power struggles that took place within the Lyran Kingdom prior to the General War.

(BH2.1) SCENARIO NOTES

(BH2.11) THREE PLAYERS: There are three players: Lyran Foremost Duke, Red Claw Duke, Enemy's Blood Duke. During this period, the Far Stars area was not fully organized; it plays no part in the civil war. The Orders of Battle already account for ships kept on guard on the foreign borders. Each player has one repair ship.

(BH2.12) THE FOREMOST DUKE controls provinces 0707, 0306, 0609, 0107, 0105. This includes all bases and planets within those provinces. The Fleet consists of 1 CC, 3 CA, 4 CL, 4 DD, 4 FF, 1 SC, 1 TGP, 1 FRD, and 1 Resv. There is one repair ship, which begins its operation from the starbase each turn. The starbase at 0608 can produce one frigate per turn for the owning player. If the starbase is captured, the "mini-shipyard" can be transferred to any other starbase controlled by the Foremost Duke (but not a starbase in the capital).

(BH2.13) THE RED CLAW DUKE controls provinces 0404, 0101, 0301, 0402, 0604. This includes all bases and planets within those provinces. The Fleet consists of 1 CC, 2 CA, 3 CL, 3 DD, 3 FF, 1 SC, 1 FRD, 1 TGC, and 1 Resv. (The remaining ships are considered to be guarding the border and not available). There is one repair ship, which begins its operation from the starbase each turn. The starbase at 0404 can produce one frigate per turn for the owning player. If the starbase is captured, the "mini-shipyard" can be transferred to any other starbase controlled by the Red Claw Duke (but not a starbase in the capital).

(BH2.14) THE ENEMY'S BLOOD DUKE controls provinces 0310, 0109, 0312, 0111, 0711. This includes all bases and planets within those provinces. See (BH2.9). The Fleet consists of 1 CC, 2 CA, 3 CL, 3 DD, 3 FF, 1 SC, 1 FRD, 1 TGC, and 1 Resv. (The remaining ships are considered to be guarding the border and not available). There is one repair ship, which begins its operation from the starbase each turn. The SB at 0411 can produce one FF per turn for the owning player. If the starbase is captured, the "mini-shipyard" can be transferred to any other starbase controlled by the Enemy's Blood Duke. (but not a starbase in the capital)

(BH2.15) MAP Only the western map is used. The units in the scenario can only move within Lyran territory. Ships cannot enter the off-map area.

(BH2.16) SHIP CLASSES: Delete all DN, BC, CW, DW, STT, CV, and CVL units from the game. Additionally, no fighters, PFTs, SCSs, or PFs will be used. None of these units can be built by any means.

(BH2.17) ECONOMICS: Each Duke maintains his own economic records, produces ships, pays for repairs and conversions, and provides supplies. Supply must be traced to a source within the player's original territory. The maximum income of any one Duke during his turn is 15 EPs, any other income going to support general operations of the Empire. Assume wartime economy. Orion ships cannot be hired.

(BH2.18) PERIOD: As the last Lyran Civil War was before Y157, the pre-General War rules apply. Supply range (411.6) is 4 hexes, and it takes two turns to set up a MB (510.22).

(BH2.19) LDR: The status of the LDR depends on which of the several civil wars is being played. In most, the LDR is simply part of the Enemy's Bloody Duchy, and its special status is ignored. If playing during the last civil war, when the LDR was semi-independent, simply assume that its ships are among those assigned to border duty, that it provides no EPs to the EB Duchy, and that no Lyran unit can enter that province at any time for any reason (except to accept internment for the duration of the scenario).

(BH2.2) SCENARIO OPERATION

(BH2.21) TURNS: The scenario is played in turns, each consisting of two or three player-turns. The movement order of the players within the turn will vary from turn to turn.

(BH2.22) THE THRONE: Whoever controls the capital hex (0408) at the end of each game turn is, at the start of the next game turn, the King. The EPs from the capital are not paid to any player, but are used for general operations and to pay for ships built by the capital shipyard.

(BH2.221) The King controls the shipyard, which produces one CA, one CL, and one DD per turn. These ships are produced, however, ONLY when the King takes his player-turn. If the King has lost control of 0408 by that point, the shipyard produces nothing for that game turn. Note that under (BH2.23) the King can choose to move first, guaranteeing that he will receive the production.

(BH2.222) The shipyard is also the only place where a 4-point conversion can be made.

(BH2.23) SEQUENCE: Each game-turn is played in steps:

(BH2.231) KING DETERMINATION: At the first of each game-turn, the players determine who is currently the King. The King then decides if he will take his player-turn first or last within the game-turn.

(BH2.232) ALLIANCE DECLARATION: The other players, in the order Foremost, Enemy's Blood, and Red Claw, then declare if they remain independent or offer an alliance with a player prior to them in the sequence. (Note that, as one of the three dukes will be king, he won't participate in this declaration.) An offer of alliance can be accepted or rejected. If rejected, the player becomes independent. (No player can declare neutrality within the game definition, although any player can refrain from attacking.) Allied players conduct their movement and combat phases together during a single player-turn. If two players are allied, there will be only two player-turns; if none are, there will be three player-turns. If all three players are allied, the scenario is over and whoever is currently the King wins. No alliance can hold the throne. The player with the most combat factors of ships in the capital hex is the King.

(BH2.233) PLAYER-TURNS: The three (or 2) player-turns are conducted.

(BH2.234) FINAL PHASE: The player controlling the shipyard becomes King for the next game turn.

(BH2.3) VICTORY CONDITIONS

A player can become King by one of three means:

Eliminate all of the other players at the end of any given game-turn. A player is temporarily eliminated (from consideration for King, not from the scenario) if all of his ships are crippled OR his starbase is captured. The second condition does not apply if that player holds the capital.

Hold the throne in three consecutive Final Phases AND have more total combat (attack) factors (counting only ships) than both opponents combined.

If no player has won by the end of the seventh turn, the war is over and the player who is King at that time is the winner. If no player controls the capital, all players lose.

(BH2.4) SPECIAL POLITICAL RULES

While all of the Dukes want to be King, none are stupid and all know that destroying the infrastructure of the Empire will doom them all.

(BH2.41) SHIPS: Ships cannot be destroyed by Directed Damage; they can be crippled. Ships cannot be destroyed to resolve casualties until that is the only way to resolve the last damage point. Ships can be crippled and repaired. There are no pursuit battles.

(BH2.42) STARBASES cannot be attacked or destroyed, but will surrender if there is a force of ships in the hex which is larger than the friendly ships in the hex by at least 37 points. Captured starbases cannot conduct repairs or production.

(BH2.43) BATTLE STATIONS are, during this time period, base stations. They are neutral to the civil war and concerned only with border security. They will not fire at Lyran ships. They are loyal to the player with the most ships in their hex and will repair ships of that Duke.

(BH2.44) PLANETS cannot be devastated. Their PDUs will not fire at ships and cannot be fired at. Planets are captured by eliminating all unfriendly ships from the planet's hex. Disputed provinces produce one point for each player. Planets and provinces will produce full economic benefit for the capturing player.

(BH2.45) NON-SHIP UNITS: No convoys can be built. FRDs cannot be destroyed but will surrender if in a hex with enemy ships and no friendly ships.

FRAX COMMAND CRUISER

CNTR[illegible]SHIELD #2

SHIFT #3

SHIELD #6

5 131H5

CHIEF D #4

SENSOR

6	6	5	3	1	0
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SCANNER 001359

DAM CON

4	4	2	2	2	0
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EX	DA	MA	MA	MA	MA
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The diagram illustrates the main deck payload bay configuration of the Space Shuttle Challenger. It features a central section with two rows of equipment racks. The left row includes racks labeled FA, L, PH-3, FX, DISR, A/B, 1/2, 3/4, BRIDGE, LAB, APR, FLAG, SHTL, PH-1-RX, AUX, TRAN, TRAC, DRN, RA+R, R WARP, IMP, C/D, 12, PH-3 DISR-RX, L WARP, and L-RA. The right row includes racks labeled FA, R, PH-3, EM, BITTY, CHULL, TRAN, TRAC, DRN, RA+R, R WARP, IMP, C/D, 12, PH-3 DISR-RX, L WARP, and L-RA. The payload bay is also equipped with various support structures and wiring harnesses.

SHIP DATA TABLE	
TYPE	= CC
POINT VALUE	= 153
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R91.9
Y175 REFIT	= +0
AFD REFIT	= +8

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER									
DIE RANGE		4- 9- ROLL 0 1 2 3 8 15							
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RA} &= \text{LR} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$
[illegible]

TRANSPORTER BOMBS

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PROBES

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HIT & RUN
DERFACS

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

	B	R
1		
2		

THIS SHIP HAS ONE RELOAD PRIOR TO THE
Y175 REFIT. TWO RELOADS THEREAFTER.

[illegible]

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, QULD	10	10	8	8	6	0	0	0

[illegible][illegible]

PROBES 5

PLAYTEST REPORT FORMAT

We encourage all SFB players to submit reports on new ships and scenarios. *We can't print new products without playtest reports.* Anyone can playtest; your first assignment is in this very issue! For your report to be used, it must be typed or computer printed on 8.5x11 paper. Each rule, ship, and/or scenario report must be on a separate page. Put your name, address, and a list of playtesters on every page.

If you include a stamped self-addressed envelope, we'll send you another assignment, or we'll tell you what needs to be improved in your report before you can do another one. More assignments are available on GENie; you can report via Email.

All reports should be sent to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114 (or to ADB\$ on GENie).

REPORTS ON SHIPS

1. List the Race, Class, and Project (900) number.
2. What mission is the ship intended for? Is it suitable? Why?
3. How many times did you test the ship in one-on-one duels?
What ships did you test it against? What were the results?
4. How many times did you test it in fleet battles? Describe the fleets and results. Did the ship perform its mission? -
5. Are there any hidden flaws? Are power, speed, and systems adequate to the mission?
6. Is the ship recommended for publication?

REPORTS ON SCENARIOS

1. List the title and the SP number.
2. How many times did you play it? How many to completion? We require at least two playings and prefer more.
3. Is the scenario unbalanced? If so, toward whom? How much?
4. Pick one: Fun, boring, one of the best, unworkable, average.
5. Is there a "trick key" that can unlock the scenario and cause it to fall apart? If so, describe it and how you solved it.
6. List any proposed changes, variants, or balance factors.
7. Assign Priority for publication: Immediately, soon, whenever, never, in a particular product.

REPORTS ON RULES

1. List the rule number and what product the rule is in.
2. Ask your questions about how it works or what it means.
3. List any conflicts with other rules.
4. Describe any changes in balance or tactics it causes.
5. List any typos or mistakes.
6. Indicate anything that should be added, deleted, or clarified.

TEST THE FRAX CC AGAINST TOURNAMENT SHIPS

and tell us the results! Use standard tournament rules.

Frax TCC: Has AFD, no type-IV drones, no UIM, shields 30-30-24-24, 12 marines, no T-bombs, no other modifications.

PUBLISHER'S INFORMATION

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All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers. International Post Money Orders are also acceptable. Send subscriptions to Task Force Games, Post Office Box 50145, Amarillo, TX 79159. Make checks payable to TASK FORCE GAMES.

BACK ISSUES from #57 to date are available from TFG Spare Parts for \$2 each (US). These issues included:

- #57: Romulan RoyalHawk SSD, SP463 Tang Chi.
- #58: Gorn DD, Orion CR, Fed CVA; Lyran PF, Klingon G1N.
- #59: Kzinti Combat Tug SSD, SP60 Battle of Adanerg.
- #60: SP636 Mirror Image Monsters, SP598 Mating Frenzy (space dragons!), Historical Scenario Cross Reference.
- #61: Klingon F5W SSD, SP502 Mothball Mutiny.
- #62: Federation Battleship SSD: SP1061 Taste of Fire; F&E Micro Scenario 1001 Last Link.
- #63: Federation DW SSD; SP1211 Scout Report.
- #64: Federation FFB SSD; SP1301 Interceptor Training.
- #65: Lyran Mountain Lion SSD; SP1311 Roar of *Golden Cub*.
- #66: Kzinti Scout-Drone frigate SSD; SP70 Settle their hash
- #67: Romulan FlameHawk SSD; SP1201 Attrition Assault.
- #68: Kzinti First Carrier SSD and Scenario.
- #69: Federation NCA and SP275 Passing the Football.
- #70: Klingon D5W NCA and SP79 Second Helping of Hash.
- #71: Hydran DW, SP276 Coming Thunder, Kaitic Freestates.
- #72: Neo-Tholian battleship and scenario; F&E Hydrans.

All issues are in stock, but don't wait too long!

TASK FORCE GAMES SPARE PARTS

Spare parts are available for all Task Force Products. Contact Task Force for a price list. All TFG products are available by mail from TFG. Write for a catalog and price list.

SFB ON GENie COMPUTER NETWORK

Talk to the Star Fleet Staff directly by computer modem. Star Fleet is Category 10 on Page 805 Menu Item #1. Ask your local computer dealer or club for info on GENie. The computer system provides overnight access to the staff and the answers to your game questions. New SSDs, scenarios, and playtest modules are available for downloading. Join in ongoing discussions of new rules and ships, or propose your own. Weekly real-time conference with SFB staff. You can contact "TFG\$" or "ADB\$" directly via Electronic Mail on GENie.

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