



STARLETTER #76

The Official *Star Fleet Battles* Newsletter

MARCH 1992

\$2

TASK
FORCE
GAMES™

TASK FORCE OPENS NEW OFFICES

The explosive success of the Doomsday products, as well as other TFG products, has forced TFG to move to new and much larger offices. The new phone number is 806-372-1266.

SCANNERS REPORT: NEW PRODUCTS!

★ TACTICS MANUAL (Captain's Edition) is now in stores. Stock #5703. Price \$14.95.

★ SCENARIO BOOK #1 (Module S1) is now on the press. Includes 20x24 Asteroid Belt Map and 51 scenarios fully reformatted for Doomsday. Stock #5704. Price \$11.95.

★ CARRIER WAR: In final preparation. 648 counters, 48 pages of rules (flexible CV groups, AuxCVs, new scenarios, more), set-up charts, fleet charts. #3205. Price \$24.95. May.

★ CADET TRAINING MANUAL: This is going to be the new, revised introductory product to Star Fleet Battles. May release.

★ STAR FLEET MISSIONS (CARD GAME): Send starships on fascinating missions. Fast and fun, a card game you'll enjoy and your ladyfriend will play too! Details next issue (really). June.

★ ROLE-PLAYING GAME: In development.

★ MODULE R2 in staff review. (R1 will be *After* Module R5.)

★ TOURNAMENT TACTICS MANUAL: Final edit. May.

TASK FORCE NEWS

⊛ STARFIRE: New edition continues in development.

⊛ Task Force Games is currently on the lookout for artists to illustrate both SFB and non-SFB products in the future and invites interested parties to submit portfolios to Tim Olsen - the new TFG Product Development Manager. Tear sheets and photocopies only - do not send originals until you are asked to!

NEW SHIP FOR STAR FLEET BATTLES

(R2.953) FEDERATION HEAVY COMMAND CRUISER (CB): As with other races, the Federation sought improvements in its heavy cruiser design. The first of these improved Command Cruisers (*Gettysburg*) appeared in Y175. The new design provided a 20% increase in phaser firepower, a 100% increase in drone capability, a 25% increase in reserve power, and a 7.5% increase in warp power (resulting in a warp-capable saucer).

Explosion Strength: 20. Spare Shuttles 3. Docking 8.

F&E: Combat factor 9. Command Rating 9. Production cost 9. Replaces CA/CC as of Y175.

The ships were named for major battles in Earth history, with the general provision that no more than one battle be used from each war. Two battles were chosen from WWII as this was, effectively, two separate wars going on simultaneously. Names included: 1728-*Gettysburg*, 1729-*Kadesh*, 1730-*Thermopolae*, 1731-*Cannae*, 1732-*Alesia*, 1733-*Isandhlwana*, 1734-*Gravelotte*, 1735-*Tannenberg*, 1736-*Kursk*, 1737-*Coral Sea*, 1738-*Inchon*, 1739-*Khe Son*, 1740-*Golan*, 1741-*Alfeld*, 1742-*Austerlitz*, 1743-*Panjsheer*, 1744-*Suomussalmi*, 1745-*Rocroi*, 1746-*Poltava*, 1747-*Rosssbach*, 1748-*Gaugamela*, 1749-*Vincennes*, 1750-*Basra*.

ASK KOMMODORE KETRICK

Can fusion beams be held at WS-III? *No, they are not multi-turn arming weapons and can't be held at the start of a scenario.*

When you buy an MRS, can you buy extra T-bombs? Does loading make it a "special shuttle"? *The T-bombs carried by an MRS are taken from the ship's stores. They do not come free with the MRS and cannot be purchased for the MRS in excess of the ship's limits. An MRS loaded with mines counts under (S4.1) as a shuttle prepared for a special mission.*

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.

➤ ORIGINS-GENCON: 20-23 August, Mecca Convention Center, Milwaukee WI: National SFB championships. National F&E Championships. Patrol Tournament. Star Fleet Missions tournament. Info: Box 756, Lake Geneva WI 53147.

➤ 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.

➤ HEXACON II, 13-14 March 92, Celebrity Hotel, Phoenix AZ. Contact HexaCon 2, P O Box 11743, Phoenix AZ 85061. SFB: Ken Burnside, 5038 N 55th Ave #1098, Glendale AZ 85301.

➤ POINTCON XV, 10-12 April 92, West Point. Contact Cadet Robert Williams, P O Box 3643, West Point NY 10997.

➤ PBM tournament being run by Tom Gorgas, Fleet Cmnd 2, 303 Ford City Road, Freeport PA 16229.

➤ ATLANTICON 92, 3-5 July 1992, University of Maryland, College Park. Contact AFD, P O Box 91, Beltsville MD 20704-0091. Sanctioned major SFB event with \$200 in gift certificates. New SFB products are scheduled for release. Beginner's Derby.

➤ THUNDERCON 2, 5-7 June 1992, Oklahoma City. Central Plaza Hotel, I-40 & Eastern. Info 6006 Will Rogers #112, Midwest City OK 73110. SFB tournament.

➤ CAPCON, 17-19 April, Ohio State University. SFB patrol tournament. Info from OSUMGA, Box 21 Ohio Union, 1739 North High Street, Columbus OH 43210.

➤ SIMCON 92, 19-22 March, University of Rochester, NY.

➤ ORGANIZED KAHN-FUSION IV, 20-21 June, Embers, Carlisle PA. Many events, SFB. Info from Foner's Games-Only Emporium, 200 Third St, New Cumberland PA 17070.

➤ PBM F&E Campaign. Send SASE to Vincent Burchett, 3941 Light Arms Place, Waldorf MD 20602 for information.

➤ SHIP NAMED: Federation FFG *Stand Watie*, named for the first Native American to hold the rank of general. He commanded the Indian Brigade in the Confederate Army in 1864.

➤ SANCTIONS: A "sanctioned" tournament uses the 1991 Tournament Book rules (available as a product in stores), with the current Tournament Update Sheet (available from TFG for a stamped self-addressed envelope), and must be at a publicized gaming event open to the public. Any tournament can be listed in Starletter, and its winners listed in Captain's Log; simply notify ADB with all information. To have the winner declared a "Rated Ace" you must: run a sanctioned tournament with at least 16 people, select the winner through at least three single-elimination rounds, and report the results on a Rated Ace Nomination Form (available from TFG for a stamped self-addressed envelope), which must be obtained in advance.

INSIDE THIS ISSUE:

SCENARIO: SP236 Pickett's Charge

NEW SHIP: Federation CB *Gettysburg*

FOR F&E: War Cruiser Drone Bombardment Ships.

(SP236.0) PICKETT'S CHARGE

(Y177)

by Douglas Brachman, California

During Y177, Lyrans ships took over wider sectors of the Federation-Coalition front line as Klingon ships were redeployed for an offensive elsewhere. During one local counterattack, the Federation broke through the lines, exposing the Lyrans logistical network to attack. Admiral Meade sent Captain George E Pickett in the heavy command cruiser *Gettysburg* to destroy a Lyrans repair ship. The *Gettysburg* detected approaching Lyrans forces as it roared into the attack, and Captain Pickett knew he would have only one pass at the freighter before he had to withdraw.

(SP236.1) NUMBER OF PLAYERS: 2; the Federation player and the Lyrans player.

(SP236.2) INITIAL SET UP

TERRAIN: Small moon in hex 1010.

FEDERATION: CB *Gettysburg* in 4030, WS-III, heading F, speed max.

LYRAN: Repair Freighter in 1010, WS-I, heading B, speed 2.

DW *Slammer* in 2020, WS-I, heading B, speed 12.

FF *Strongjaw* in 1515, WS-I, heading B, speed 4.

(SP236.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The *Gettysburg* is considered destroyed if it has not disengaged by the end of turn 3.

(SP236.4) SPECIAL RULES

(SP236.41) MAP: Use a floating map.

(SP236.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SP236.421) If using the optional MRS shuttles, the *Gettysburg* has one MRS.

(SP236.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns for EW fighters if desired.

(SP236.423) There are no PFs in this scenario.

(SP236.43) COMMANDER'S OPTION ITEMS

(SP236.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard and Modified Victory Conditions (S2.2) as victory points for the enemy.

(SP236.432) All drones are "medium," speed-20.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SP236.44) REFITS: Both Lyrans ships have plus and ESG refits. The DW has a power pack.

(SP236.5) VICTORY CONDITIONS: Points are scored as follows:

Repair Freighter destroyed.....	5
Repair Freighter crippled, not destroyed.....	2
Repair Freighter has no internal damage.....	-1
Lyrans warship crippled or destroyed	1
<i>Gettysburg</i> has internal damage.....	-1
<i>Gettysburg</i> is crippled.....	-3
<i>Gettysburg</i> is destroyed.....	-6
<i>Gettysburg</i> is captured	-10

Any positive score is a Federation victory. Points can be scored for a given ship in the scenario only once.

(SP236.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP236.61) Replace the Lyrans with a Romulan SkyHawk and SeaHawk.

(SP236.62) Replace the Lyrans with a Klingon F5C and a Klingon F5 or F5D.

(SP236.63) For a simpler scenario, delete the FF and replace the CB with an NCL.

(SP236.64) Bid for the Lyrans force, with the low bidder playing the Lyrans side and buying his forces with the number of points he bid. This could be done with Lyrans or Klingon ships.

(SP236.65) Bid for the Federation mission, with the low bidder buying a single ship with the number of points he bid. This might be a Federation or Kzinti ship.

(SP236.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP236.71) Change the CB to a BC or CC.

(SP236.72) Replace the DW with an MP or CW.

(SP236.73) Add one interceptor to the Lyrans force.

(SP236.74) Add a P-refit to one or both Lyrans ships.

(SP236.75) Adjust the weapons status of the Lyrans; higher weapons status will place more power in phaser and ESG capacitors, giving them more power for movement and EW at start.

(SP236.8) TACTICS

FEDERATION: You are starting at a distance of 30 hexes from your primary target, and you can expect him to gain four more hexes on you by running away. You can also expect him to use ECM and erratic maneuvers, but fortunately he does not have a lot of power for this.

The Lyrans warships are, individually, not much of a problem. However, if they can mass their fires for one solid shot on one of your shields, or even worse manage an ESG ram, you can lose the whole battle by being unable to disengage. IT IS IMPERATIVE THAT YOU REALIZE THAT YOU HAVE TO DISENGAGE BY ACCELERATION. You do not have much chance of doing it by sublight with both Lyrans warships still around, and if you have not wrecked them, they can move fast enough to keep you from separating by distance.

The upshot is that you must decide if you are going to use your photons for one shot on the primary target, or just blow one of the warships apart and run.

LYRAN: Try to pull your ships together to hit one shield on the Fed with all you have. If successful, moving at a high speed will prevent his escape and you will gain a complete victory.

(SP236.X) DESIGNER'S NOTES: As with so many scenarios, we started with a title. What possible mission could require a cruiser to "charge" toward the enemy and "break through" their lines? Obviously, to destroy a small, valuable, and not easily maneuvered unit.

FEDERATION & EMPIRE

KLINGON D5D, KZINTI MCD (data same for both): Combat 7(4), command rating 6. Build a maximum of one per turn until Y173, thereafter maximum of two per turn. Convert from war cruiser for 3 points is only means of building. No scout capability.

FEDERATION NVH: Combat 5-7, 9 fighter factors, scout capability. Build one each in Spring Y181 and Spring 182 as substitutions for NCLs; cost = 16. Thereafter one per Spring at the higher cost of 28 points. Escorts are one NAC and one FFE or DWA.

CNTR	
------	--

[illegible]

SHIP DATA TABLE	
TYPE	= CB
POINT VALUE	= 162
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.

[illegible]

PROBES					5
--------	--	--	--	--	---

				D	D	D	D
--	--	--	--	---	---	---	---

DRONE RACK					
1					G
2					G

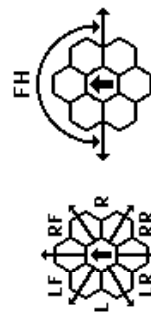
THREE RELOADS (ONE IS ENTIRELY ADDS).

TYPE I OFFENSIVE PHASER TABLE												
DIE ROLL	RANGE			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
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASE	DIE RANGE		4-9-15				
	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	3	1	0	0	0

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

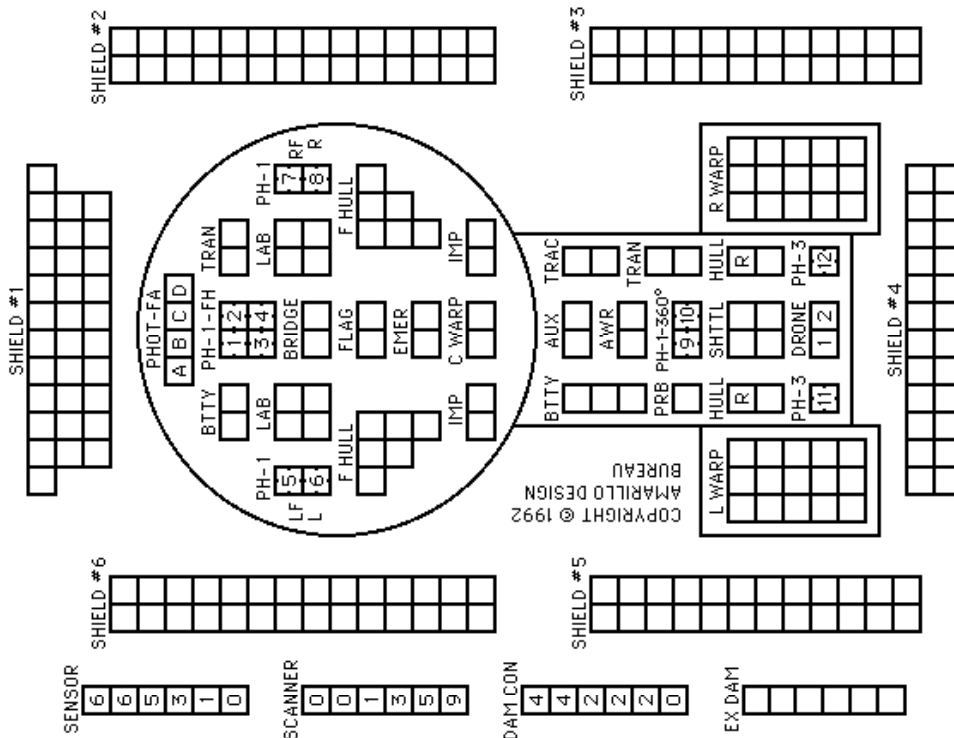


PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMG, OVERLOAD	-----	VARIES	-----	-----	NA	NA

$$FA = IF + RF$$

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP. THE PHASER-3'S ON THE REFIT ARE 360°.

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.

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.

PUBLISHER'S INFORMATION

STARLETTER is written by Amarillo Design Bureau and published by Task Force Games. *STARLETTER* is Copyright © 1992 Amarillo Design Bureau. Subscriptions to *STARLETTER* cost \$5 for six issues (one year) in the US, Canada, APO, and FPO. Issues are mailed First Class Mail. Overseas subscriptions are \$10 for six issues sent by Air Mail. 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 available from TFG for \$2 each (US).

- #57: Romulan RoyalHawk SSD, SP463 Tang Chi.
- #58: Revised SSDs for Gorn DD, Orion CR, Fed CVA; new SSDs for Lyran Bobcat-C, 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, Kaltic Freestates.
- #72: Neo-Tholian Battleship, SP1353 *Sword of the Holdfast*; Hydran options for F&E.
- #73: Frax CC SSD, F&E Scenario *They Who Would Be King*.
- #74: Lyran CCX SSD and scenario, options for *TWWBK*.
- #75: Klingon D7W CCH and scenario, Fed CVA for F&E.

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

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 or call GENie Client Services at 1-800-638-9636 (Voice Only). 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.

TASK FORCE GAMES
POST OFFICE BOX 50145
AMARILLO TX 79159-0145

7 6