



STARLETTER #78

The Official *Star Fleet Battles* Newsletter

July 1992

\$2

TASK
FORCE
GAMES™

NEW GAME IS "IN THE CARDS"

STAR FLEET MISSIONS is the first in a new series of card game products for the Star Fleet Universe. Players draw ships from a deck of 110 and send them on a series of missions. Each ship is rated for combat, marines, science, diplomacy, and cargo. Each mission has its own requirements for combinations of these factors. Scheduled for release in September. Learn the game in a minute; play it in an hour. Playtesting has proven that this is the first Star Fleet Game that the lady in your life WILL play, so you can bring her into the fun! Stock #5901 \$14.95.

NEW SHIP FOR STAR FLEET BATTLES

(R91.8) FRAX BATTLESHIP: With the impending release of Module R5, we felt that you would appreciate yet another battleship to use. This ship was actually used in the simulators of the Klingon War College for the original combat tests of the B10!

SCANNERS REPORT: NEW PRODUCTS!

★ **MODULE D2: TOURNAMENT TACTICS BOOK:** 32 pages of tactical advice from top aces and Fleet Captains. Stock #3552. Price \$5. (This product will not be reprinted, so grab a copy while you can!) In your store LAST MONTH!

★ **CADET TRAINING MANUAL:** The much-loved *Intro to SFB* joins the Doomsday product line with an extensively updated edition. The illustrated 48-page book provides complete how-to-learn rules in 12 progressive scenarios. Beautiful full-color map and counters bound right in. The perfect gift for teenagers or that special someone. Stock #3100. Price \$6.95. In your store NOW!

★ **MODULE R2: FED, KZINTI, ORION, & ANDRO:** 32-page rulebook including scenarios. 80-page SSD book. 216 die-cut counters. Stock #5607. Price \$17.95. In your store NOW!

★ **MODULE R3: KLINGON, HYDRAN, LYRAN, & WYN:** 32-page rulebook including scenarios. 80-page SSD book. 216 die-cut counters. Stock #5608. Price \$17.95. Shipped July 14th!

★ **MODULE R5: BATTLESHIPS:** The first major new SFB product in five years! Also includes CCHs, Space Control Tugs, NCAs, BCVs, BCSS, and more! 48-page rulebook with scenarios, 64-page SSD book. 108 die-cut counters, and a full-color SFB poster! Stock #5610. Price \$17.95. August release.

★ **CAPTAIN'S LOG #10:** 80 pages. Tactics, ships, scenarios, and more. Stock #5705. Price \$9.95. August release.

★ **MODULE P4 MARINES!** The most complete set of rules for ground combat and boarding parties. This 32-page booklet will include the complete (D15.0) Ground Combat and (D16.0) Advanced Boarding Party Combat rules, along with scenarios, commando ship SSDs, and a preview of the F&E ground combat rules. Stock #3504. Price \$5. August release.

★ **MODULE R4: ROMULAN, GORN, THOLIAN, & ISC:** 32-page rulebook including scenarios. 80-page SSD book, 216 die-cut counters. Stock #5609; Price \$17.95. September release.

★ **CARRIER WAR:** The first expansion of the popular F&E game system. Includes special "sector scenarios" that can be played in a single evening by two players! Stock #3205; Price not set at press time. Shipping this winter.

TASK FORCE NEWS

❖ **DOCTOR WHO:** Task Force will be the exclusive US distributor of the new British-produced Doctor Who role-playing game. You can play any of the 7 doctors or 29 companions!

❖ **PRIME DIRECTIVE,** the new Star Fleet Universe Role-Playing Game, may be out by this fall. Development continues.

❖ **STARFIRE:** Development of new edition continues.

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 (Fleet Captains, 128-player single elim). Patrol (all the SFB you can stand), Saturday Patrol, and Star Fleet Missions tournaments. National F&E Championships. Box 756, Lake Geneva WI 53147. Annual staff open house (see the new products!) in lobby of the Marc Plaza on Wednesday evening.

➤ **IMPACT** 2.0, 24-26 July, Omaha NE. Many events including SFB. Impact, PO Box 4486, Omaha NE 68104.

➤ **COMICON**, 13-16 August, San Diego Convention Center. Sanctioned SFB event, preview of Prime Directive.

➤ **DRAGONFLIGHT:** 28-30 August; Seattle University. SFB sanctioned Captains and Patrol. Largest convention in northwest. Dorm rooms available. PO Box 417, Seattle, WA 98111-0417.

➤ **OKLANOMICON**, 25-27 Sept, Oklahoma City Central Plaza Hotel. Sanctioned SFB event, 1992 state championships. Info: P.O. Box 7743, Moore, OK 73159

➤ **FLORIDA GAMEFEST**, 2-4 October, Jacksonville Hotel, Jacksonville FL. SFB tournament. Info 904-725-5236.

➤ **NOVAG VII:** 16-18 Oct, Leesburg (Westpark Hotel) VA, 3 SFB events. Ralph Allen, Box 122, Sterling VA 22170.

➤ **ENBICON IV**, 16-18 October, 92. Student Union Building, University of New Brunswick, Fredericton NB, Canada. SFB and other events. UNB Student Union, PO Box 4400, Fredericton, NB E3B 5A3 Canada.

➤ **EURO-GENCON**, 13-15 Nov; Pontins Holiday Centre, Camber Sands, Rye, Sussex. 32-player SFB tournament, first major European SFB event. Info from Paul Stovell, 87 All Saints Road, London SW19 1BU.

➤ **TEXICON 92:** Marriott-Westheimer, SFB captains. Greater Houston Gaming, P O Box 631462, Houston TX 77263-1462. Date?

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

➤ **CAPTAIN'S LOG #11** will inaugurate a new type of Term Paper: Scenario Tactics. Send in your favorite tactic for one side in your favorite scenario, and let others follow your path to glory!

➤ **SFB group meets Saturday 11-6** at The Armory on Amos Ave in Pikesville Md. All levels of players; playtesting.

➤ **TOURNAMENTS:** An update sheet for the 1991 Tournament Book is available from TFG for a stamped self-addressed envelope. These are the updated rules used at all sanctioned tournaments. If the tournament doesn't have this sheet, it's not sanctioned. If you don't have it, you're *doomed*. **Current** sheet dated 30 June 92. Changes from 29 Feb 92 sheet:

Ballistic Targeting (F4.0) can be used in the tournament.

Note that the ship would not be able to use reserve power to move in reverse of its previous direction unless it risks a breakdown due to the constraints of (C12.37) if this is done within 8 impulses. Hitting the barrier counts as emergency deceleration for purposes of a WW, but the 16-impulse delay in (C8.4) does not apply, and the ship can resume normal operations at the start of the next turn.

(SP268.0) FLYING FORTRESS

(Y184)

by Steven P. Petrick, Texas

This scenario was a training exercise for PF flotilla and division commanders at the Klingon War College.

(SP268.1) NUMBER OF PLAYERS: 2; the Frax player and the Klingon player.

(SP268.2) INITIAL SET UP

TERRAIN: Whatever the players feel is appropriate.

FRAX: Battleship (or other large ship) in 2215, WS-III, heading A, speed max.

KLINGON: A number of PFs enter the map from the xx30 hex row on turn 1, speed max, WS-III, heading A. See (SP268.45).

YEAR: The scenario assumes Y184, but players can set the scenario in other years. This may affect available PFs, refits, and weapons.

(SP268.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP268.4) SPECIAL RULES

(SP268.41) MAP: Use a floating map.

(SP268.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SP268.421) If using the optional MRS shuttles, the Frax ship has two MRS. None of the Klingon ships have an MRS.

(SP268.422) The battleship has eight Demon-3 fighters, one of which is an EW fighter. If another ship is used, use the standard fighter deployment pattern for that ship.

(SP268.423) The Klingon PFs are formed into standard flotillas, each including one leader and one scout.

(SP268.43) COMMANDER'S OPTION ITEMS

(SP268.431) 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 PFs are extremely limited in what they can use points for.

(SP268.432) All drones are "fast," speed-32. 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.

(SP268.44) REFITS: The PFs might or might not have the shield refit, at the mutual option of the players. The Frax ship might or might not have AFDs at the mutual option of the players.

(SP268.45) After deciding on a year, the status or absence of shield refits and AFDs, whether or not EW will be used, and which G1 variants will be allowed, each player bids a number of PFs he will use to destroy the Frax ship. The maximum bid is 18 unless players agree to a higher number. The player who bid the lower number becomes the Klingon player (using the number of PFs that he bid), and the other player the Frax player. The 1st, 7th, 13th, etc. PFs are leaders; the 4th, 10th, 16th, etc. PFs may be scouts at the option of the Klingon player.

(SP268.5) VICTORY CONDITIONS: This is a battle to the death. The only acceptable result is the total destruction of the enemy force. Any unit which disengages is considered destroyed.

(SP268.6) VARIATIONS:

(SP268.61) Use fighters (earlier year), but limit the speed of the battleship to two points less than the top speed of the fighters.

(SP268.62) Use another race's PFs or another race's battleship.

(SP268.63) For a smaller and faster scenario, use a DN or BCH.

(SP268.7) BALANCE: The scenario is self-balancing.

PLAYTEST SCENARIO UPDATE:

Module P1: All are still open (i.e., we are accepting reports).

Module P2: All are still open.

Module P3: SP66, SP109, SP135, SP142, SP233, SP278, SP279, SP329, SP336, SP344, SP436, SP606, SP1281, SP1291, SP1533, and SP1536 are still open. SP191, SP813, SP1063, SP1250, SP1442, SP1531, & SP1538 were published.

Starletter: SP139, SP276, SP598, SP636 are still open. SP60, SP70, SP79, SP236, SP250, SP280, SP273, SP275, SP463, SP502, SP1061, SP1201, SP1211, SP1301, SP1311, and SP1353 have been published.

FEDERATION &

NEW HEAVY CRUISERS FROM MODULE R5

FED	KLING	KZINTI	ORION	HYDRAN		LYRAN
NCA	D5W	NCA	BRH	IRQ	MHK	NCA
8	8	8	8	1 8	4 6-8	8
NCA	D5W	NCA	BRH	IRQ	MHK	NCA
4	4	4	4	2 4	3-4	4

Each race (of those which have NCAs, see above) can replace one CW with an NCA each turn starting in Y175. (Hydrans replace TR with IRQ and HR with MHK.) Conversions can be done starting in Y175; it costs 2 points to convert a CW into an NCA. (Hydrans can only convert HRs into MHKs and TRs into IRQs, not vice versa.) All NCAs have a command rating of 8 except the Lyran, which has a command rating of 9.

Gorn CM, Tholian CWP/CHP, and Romulan FH are not NCAs within the meaning of this article.

PRIME DIRECTIVE

At 0730 sharp, Briefing Officer Kosov and Prime Team Leader Peltier entered the dayroom and the briefing began.

"The disks gave you all the general information. Are there any specifics you need answered?" Kosov asked them as he took his place behind the podium and, seeing the Vulcan rise, motioned for T'Pon to speak.

"Sir, why is this a Code 3? Have diplomatic parties not been sent to Sentria? Can we not simply request the return of the archaeological party?" The Vulcan stood firmly to attention as she posed her questions.

"The diplomatic sorties which were sent to Sentria by the Federation have not yet evaluated the Sentrian entry question, and therefore there are no diplomatic channels for us to follow," Kosov answered." So, that makes this a Code 3 as the indigenous population are not yet aware of our existence. Their ruling council, the Velstrya, calls us the 'others from the stars'...I think the Diplomats are trying to find out why we are the 'others'?"

"We will be in transporter range in 17 hours. Once beamed down, you will have 4 days to find the missing party, without making yourself known to the Sentrian population, before we return. Set your beacon to X3 once you are planetside, Peltier. Breeze it." He left the podium and the room as the team members began to talk amongst themselves.

"Let's get ready, guys. I want full gear lists in my hands by 2330. Hit it!" Peltier watched as they all filed out of the room. He just hoped this was one he could breeze.—*Timothy D. Olsen and Mark Costello*

Continued in PRIME DIRECTIVE

[illegible]

SHIP DATA TABLE	
TYPE	= BB
POINT VALUE	= 350
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R918
Y175 REFIT	= +0
AFD REFIT	= +16

TURN MODE	SPEED
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

TYPE III DEFENSE PHASER	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

DEMON-III FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 8
SPEED = 15

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

[illegible]

5 = HET COST ⑥ = EM WARP COST

WARP ENERGY MOVEMENT COST = 2																														
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
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

CREW UNITS						ADMINISTRATIVE SHUTTLES			
	*					IDENT	HIT POINTS	NOTES	
					10				
					20				
					30				
					40				
					50				
					80				
						TWO SHUTTLE BAYS - NO TRANSFERS.			

[illegible]

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	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

Diagram illustrating the layout of the ship's drone racks and associated directional labels:

- Drone Racks: 1, 2, 3, 4, 5, 6
- Directional Labels: LF, L, LR, R, RF, RR
- Formulas:
 - $FA = LF + RF$
 - $RA = LR + RR$
 - $FX = L + LF + RF$
 - $PY = L + P + RF$

DISRUPTOR TABLE												
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40			
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2			
HIT (DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2			
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA			
DAMAGE, STD	0	5	4	4	3	3	2	2	1			
DAMAGE, QVLD	10	10	8	8	6	0	0	0	0			

WARP ENERGY MOVEMENT COST = 2

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.

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 subs 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 Postal Money Orders are also acceptable. Send subscriptions to TFG, P O Box 50145, Amarillo, TX 79159. Make checks payable to TASK FORCE GAMES.

BACK ISSUES #57 to date available from TFG for \$2 each (US).

- #60: SP636 Mirror Image Monsters, SP598 Mating Frenzy (space dragons!), Historical Scenario Cross Reference.
- #61: Klingon F5W SSD, SP502 Mothball Mutiny.
- #62: F&E Micro Scenario 1001 Last Link.
- #71: Hydran DW, SP276 Coming Thunder, Kaltic Freestates.
- #73: Frax CC SSD, F&E Scenario *They Who Would Be King*.
- #74: Lyran CCX SSD and scenario, options for *TWWBK*.
- #75: Klingon D7W and scenario; new Fed CVA for F&E.
- #76: Federation CB and scenario.
- #77: Lyran Battleship and scenario.

All issues are in stock (and will be indefinitely), but this list includes only recent issues and those older issues containing material which has not been formally published.

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 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.

SEE YOU AT GEN-CON ORIGINS!

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