



STARLETTER #84

The Official *Star Fleet Battles* Newsletter

July 1993

\$2

TASK
FORCE
GAMES™

AFTER EIGHT YEARS: NEW RACES!

The first entirely new race to be added to SFB in eight years has now appeared in Module C3. The Seltorians are here to hunt down and exterminate (or at least mightily annoy) the Tholians. They have brought with them their rapid-fire particle cannon, their secret Web Breaker and Shield Cracker, a selection of warships, and the largest mobile unit in SFB (their Hive Ship!).

Module C3 also includes two new Neo-Tholian ships, along with scenarios from the old Tholian Home Galaxy.

The Lyran Democratic Republic finally reaches formal publication in Module C3, along with several new Andromedan ships and two new Andromedan weapons (PA mine, Trans-Captor).

The WYN War of Return bursts upon the scene with the dreaded Fish Ships, including the Barracuda, Mako, Orca, and Great White Shark heavy cruiser, along with two X-ships.

C3 is in your store right now, so do not delay!

NEW SHIP FOR STAR FLEET BATTLES

(R15.91) OLD GALAXY PIRATE RAIDER: Pirate raiders of this type were the most commonly encountered "pirate" ships in the Tholian Home Galaxy. Prior to docking with a freighter, they had good maneuverability, excellent firepower, and outstanding power curves. Docking to a small freighter resulted in some loss of power efficiency, but the ship was able to reach acceleration levels that would enable it to escape. Center (wing) warp cannot be used for movement unless a freighter is docked under the wing; the engine can be used for power at any time.

This ship can dock to any freighter (C13.9) so long as the freighter and the ship are moving at a practical speed (C2.411) of 10 or less. If the freighter has a practical speed of more than 10, or the Pirate ship has a practical speed of more than 10, docking cannot take place. Both ships must be in the same hex and moving in the same direction (same heading) in the Final Activity Phase for this docking to take place. The ship cannot HET or EM while docked to a freighter. When moving with a docked freighter, add the movement costs. Use (G7.36) to govern movement by the docked units if both have warp power.

Explosion Strength = 16. Command Rating = 6. Docking Points = 10. Spare Shuttles = 1.

While players are welcome to use this ship in our galaxy, it never did appear here (nor did any locally-built copies). In the Tholian Home Galaxy, the ship carried Particle Cannons or phasers, or sometimes Shield Crackers.

SCANNERS REPORT

- ★ CARRIER WAR has been shipped to the stores!
- ★ MODULE C3 is being shipped even as you read these words and will officially debut at Origins.
- ★ CAPTAIN'S LOG #12 will be released at GenCon. It will include elements of the unpublished Early Years P-Module.
- ★ F&E SPECIAL OPERATIONS will appear this fall.
- ★ DF&E-93, the new 1993 edition, will appear in late summer with a new color computer-generated map, revised rulebook (including the errata from Captain's Logs through #12), and new improved graphics fleet charts. The new map, rulebook, and charts are available from TFG as spare parts.
- ★ MODULE S2 has been delayed. If you want it faster, playtest the scenario in this issue of Starletter!

TASK FORCE NEWS

- ☼ IMPERIAL STARFIRE is in your store right now!
- ☼ STARS AT WAR: Starfire scenario book for events of the first three Interstellar Wars. Available late August.

SO YOU WANT TO PLAYTEST?

We do not "recognize" or send playtest materials to groups until they start sending reports on published playtest materials to ADB. Don't write in and ask if you can playtest. Write in with the reports on stuff you have *already playtested*. Include a reply envelope for an evaluation of your efforts. If you are good at it, you'll find a new "unpublished" assignment in your envelope.

We still need reports on the following scenarios from P modules!

Module P1: SP64 Form Line of Battle.

Module P2: Romulan Civil War Campaign.

Module P3: SP329, SP336, SP109, SP344, SP1281, SP278, & SP233.

Module P4: SP1064, SP324, SP510, SP864.

Module P5: SP1092; It's a Lyran Civilian Base (R1.35).

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.

➤ DAMCON (Damage Control, first annual SFB-Only one-day convention), 30 June, noon to midnight, Ramada near the Convention Center, Fort Worth, Texas: Pre-Origins practice tournament by Bruce Graw, kill Steve Cole in a special F-18s vs B10 scenario, seminars on SFB, see the new products, ask Owen Riley about Carrier War. (There will be a similar event the Wednesday before at GenCon at the Hyatt.)

➤ DRAGONCON, 16-18 July, Atlanta Hilton, Atlanta Georgia. Sanctioned SFB event. Info (404) 925-0115 (8:30am - 5:00pm M-F) or write to P O Box 47696, Atlanta GA 30362.

➤ SHUTTLE CON, 6-8 August. Science fiction convention with guests from TNG and sanctioned SFB event. Information from ShuttleCon, P O Box 7621, Fresno CA 93747-9998.

➤ GENCON 93, 19-22 August. Mostly RPGs, but does include the largest SFB event outside of Origins. Info from P O Box 756, Lake Geneva WI 53147. **IMPORTANT NOTICE:** Contrary to an error in the GenCon 93 Pre-Registration Book, there will NOT be a "Gold Hat" awarded at GenCon. This was an error made by TSR; TFG and ADB have no responsibility for this error, but deeply regret that the error happened. TSR has agreed to award a special medal to the winner, which might become an annual award by TFG. Prizes, seminars, and The Two Steves!

➤ NOVAG VIII, 2-3 October, Elks Lodge #2188 at 8421 Arlington Boulevard in Fairfax, VA. Info: PO Box 729, Sterling, VA 20167. Sanctioned SFB tournament by D Gardner.

➤ HEXACON 93, 22-24 Oct, Howard Johnson's Plaza, Greensboro NC. Sanctioned SFB. Info Box 4 EUC UNGC 27412.

➤ SOONERCON 9, 19-21 Nov 93, Oklahoma City Ok. Sanctioned SFB tournament. Info from PO Box 1701, Bethany OK 73008. Or call 405-350-7009.

➤ STAR FLEET WARLORD: Agents of Gaming operates this play-by-mail strategic SFB campaign in the Greater Magellanic Cloud. Buy ships to search for (or conquer, or defend) resources needed to buy even more (and bigger) ships. For a rulebook (with no obligation to play), send \$5 for postage and handling to Agents of Gaming, P.O. Box 31571, Dayton, OH 45431-0571.

SCENARIO SECTION

Since the ship in this issue can be adequately tested with any of the existing pirates-vs.-convoy scenarios, we decided to give you something else you can use with your new copy of Module C3. This scenario was written for C3, but had to be dropped because we did not have enough playtest reports to print it. You'll need C3 to play it, of course.

(SP1925.0) REBEL REDUCTION

(Pre-Revolt)

by Steven Paul Petrick, Texas

In the long reign of the Tholian Will, more than one system would try to go its own way. No matter how small or large the world, or what its resources were, the Tholians would not allow it.

This scenario is a typical reduction of a planet that has revolted against the Tholian Will. Lacking starships of their own (only the Tholians and Seltorians had real warships), the planet would be thrown onto its planetary defenses. These systems would usually have been supplied by the Tholians to protect the planet from incursions by the occasional pirate.

The planets would generally find that their weapons were useless against the Tholians.

(SP1925.1) NUMBER OF PLAYERS: 2; the Tholian player and the Rebel player.

This scenario can be easily adapted for solitaire play. The Tholian player tackles a "robot planetary defense system" by always having the planetary weapons fire on the ship with the statistically best chance of the most internal damage.

(SP1925.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215.

THOLIAN WILL: NCA, NDD, 2x NFF; enter from any map edge on Impulse #1 of Turn #1, heading at player's option, speed max, WS-III.

REBEL: Each planetary hex-side has four Ground Based Defense Phaser-4s, WS-III. Set up not hidden.

(SP1925.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP1925.4) SPECIAL RULES

(SP1925.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Tholian Will units can disengage in any direction.

The Rebel units cannot disengage.

(SP1925.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SP1925.421) There are no MRS shuttles in this galaxy.

(SP1925.422) There are no fighters in this galaxy.

(SP1925.423) There are no PFs in this galaxy.

(SP1925.43) COMMANDER'S OPTION ITEMS

(SP1925.431) There are no Commander's Option Items in this scenario.

(SP1925.432) There are no drones in this galaxy.

(SP1925.44) REFITS: There are no refits available to any units in this scenario.

(SP1925.5) VICTORY CONDITIONS: The Rebels win if they have one or more ground bases undestroyed at the end of the Scenario. They win an amazing victory if they destroy the NCA in addition to not losing all their bases. Any other outcome is another day of rebel reduction for the Tholians.

(SP1925.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP1925.61) Replace the Rebels with Seltorians by adding one web breaker base to each hex side. In this variation, the Tholians win if they destroy more than half the bases and disengage the NCA intact. (Other forces will finish the job.)

(SP1925.62) Experiment with electronic warfare by adding three small ground warning stations to the planet, one facing hex-side A, one facing hex-side C, and one facing hex-side E. Add a Tholian Scout to the Tholian Will forces. None of these units exist in the old galaxy, of course.

(SP1925.63) For a smaller and faster battle, delete one Ground Based Defense Phaser-4 from each hex side of the planet and one NFF from the Tholian force.

(SP1925.64) Replace the two FFs with Seltorian FFs, and require the Tholian player to conduct a ground attack on a Ground Combat Location (pick one by non-secret die roll) to capture the royal family of the Rebel planet. This will be considered accomplished if the GCL is captured. The GCL has 10 BPs and 3 defense turrets.

(SP1925.65) Assume that the Rebel planet had managed to cobble together some space forces. Add two small phaser-armed freighters and a large disruptor-armed freighter to the Rebel forces, and add a second NDD to the Tholian Will's enforcement squadron.

(SP1925.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP1925.71) Change one or more NFFs to an NDD or PC.

(SP1925.72) Replace the NCA with an NCL or NDN.

(SP1925.73) Delete or add Ground Based Defense Phaser-4s to or from the planet.

(SP1925.8) TACTICS

THOLIAN: Careful use of your web casters should result in a relatively bloodless (for you) victory. (Hint: Cast a free-standing web adjacent to the planet to block their fire. Then cast a web five hexes wide between two of your ships and three hexes from the planet. A careful pattern of regular sideslips will make it impossible for any damage to be done to any of your ships, including the anchor ships. Then use your phasers to destroy one ground base at a time.)

REBEL: Hope that the Tholians make a mistake.

FEDERATION & EMPIRE

SHIPS FROM MODULE R5

KLINGON BBs			ROM	ORION	KZINTI	THOL
B11	B10V	B10S	K10R	BC	TSC	CWH
4	12	6P	4		6♦P	
21	18-20	18-20	20	9	8	8
B11	B10V	B10S	K10R	BC	TSC	CWH
2	6	3P	2			
10	9-10	9-10	10	5	4	4

B11 can replace B10 at date from the fifth Klingon battleship built.

B10V can be converted from B10 from Y184 for 2 points + ftrs.

B10S converted from B10 from Y186 for 5 points + ftr & PFs.

K10R can be converted from B10 for 6 points.

Orion BC replaces CA in production from Y175.

Kzinti TSC pod: cost 6 plus fighters and PFs, limit 1, Turn #31.

Tholian CWH replaces one CW/turn in production from Y180.

ADMINISTRATIVE SHUILES

[illegible][illegible]

SHIP DATA TABLE	
TYPE	= OGR
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R15.91

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

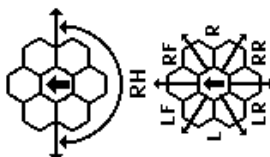
TYPE III DEFENSE PHASER									
DIE RANGE		4- 9-			4- 9-				
ROLL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

NO FREIGHTER	
TURN MODE	SPEED
B 1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

MOVE COST = 2/3

SMALL FREIGHTER	
TURN MODE	SPEED
D 1	2-4
2	5-8
HET 3	9-12
4	13-17
5	18-24
BD 6	25+
MOVE COST = 1	

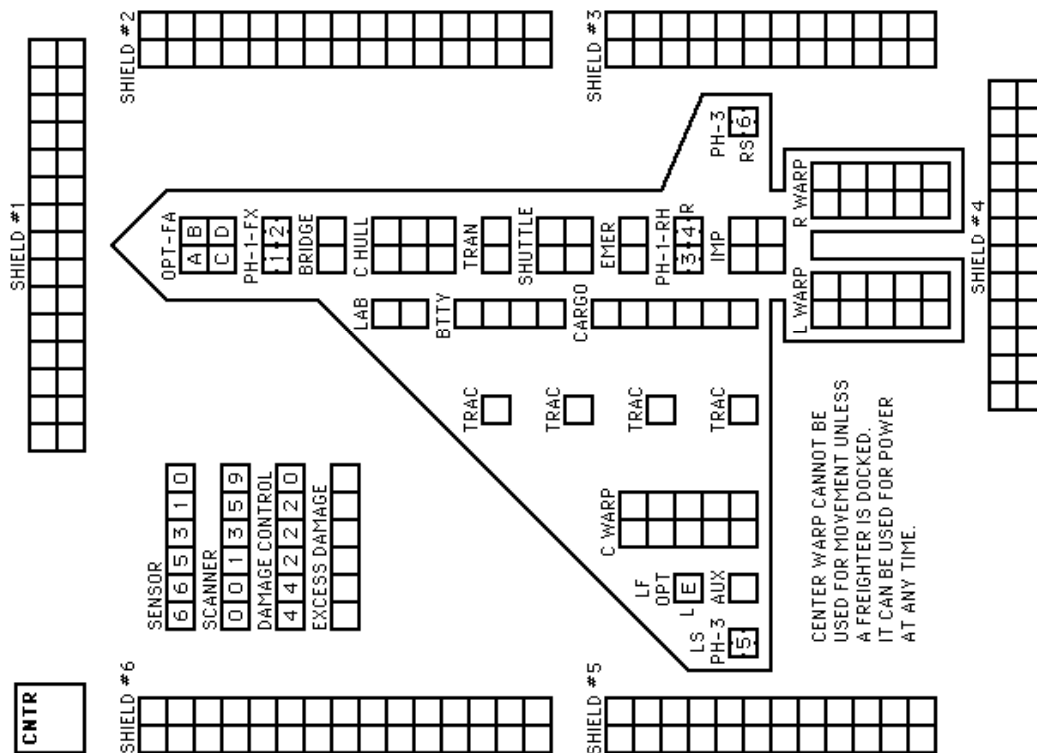
LARGE FREIGHTER		
TURN	MODE	SPEED
E	1	2-3
	2	4-6
	3	7-10
HET	4	11-14
	5	15-20
BD	6	21-29
	7	30+
MOVE COST =		1.167


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \end{aligned}$$

THIS SHIP CAN LAND BY THE GRAVITY
LANDING SYSTEM (P.2.432).

INSERT OPTIONAL WEAPONS

SEE SPECIAL RULES FOR OLD GALAXY PIRATES.



WARP ENERGY MOVEMENT COST = 2/3 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	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20				
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20				

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 © 1993 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, SP598 Mating Frenzy (dragons!).

#62: F&E Micro Scenario 1001 Last Link.

#73: Frax CC SSD, F&E Scenario *They Who Would Be King*.

#74: Lyrax CCX SSD and scenario, options for *TWWBK*.

#78: Frax BB and Scenario.

#79: Fed NCL boarding diagram & scenario. F&E ships.

#80: Gorn Fast Carrier Resupply ship and Scenario. F&E.

#81: Battleship factors for F&E.

#82: Seltorian Preview.

#83: WYN Fish Ships Preview.

TFG will no longer keep Starletters in stock indefinitely. Issues #59, 61, 63, and 68 are out of stock and will not be reprinted. Stocks on #60 and #65 are very low and will not last out the summer. Other old issues probably will not last out the year.

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 on page 1020. 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.

COMPUSERVE users can contract ADB at 71333,2123.

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