



STARLETTER #87

The Official *Star Fleet Battles* Newsletter

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TASK
FORCE
GAMES™

PRIME DIRECTIVE RELEASED!

The long-awaited *Star Fleet Universe* Role-Playing Game reached the stores in mid-December. The 192-page \$20 manual covers everything you need to create characters and adventures for these elite Federation operatives! A Prime Team is sort of a commando squad, but its members also possess the abilities to negotiate treaties, conduct scientific surveys, deal with medical emergencies, and guard Federation dignitaries. Prime Directive includes more background material for the *Star Fleet Universe* than has ever been published anywhere before!

A series of adventure modules for Prime Directive are under development; the first (Graduation Exercise) will ship soon.

NEW SHIP FOR STAR FLEET BATTLES

(R2.958) FEDERATION COMMANDO FRIGATE (CFF): The Federation produced a commando variant of its FFT transport frigate able to carry an entire Marine battalion. Has 2 GAS shuttles. The 32 BPs include 3 heavy weapon squads and 2 commando squads; has 3 GCVs. Spare shuttles 1 (GAS), Y150, other data same as FFT.

F&E: Has one "G" of ground troops. Production counts against the limit in (591.23) Module P4 for substitutions and conversion.

CFF
G
2-5

SCANNERS REPORT

★ **FREE ERRATA BOOK**, listing all errata and typos for SFB, is available from TFG. Send a 9x12 envelope with 52¢ US postage to receive yours! (Canadians must provide 63¢ US postage or two IRCs. Foreigners include four IRCs.)

★ **CAPTAIN'S LOG #13** arrived in stores in December. This \$9.95 80-page book includes the best of the articles, tactics, and other information from the legendary *Nexus* magazine, as well as four entirely new SSDs, three entirely new scenarios, and complete rules for the ISC in F&E through Y185.

★ **MAIL ORDER MODULES:** Task Force is now shipping copies of three new 32-page \$5 modules which are available ONLY by mail. These include MO#1 Master Ship Chart, MO#2 Commando Manual (16 never-published SSDs, 6 new scenarios, 4 new boarding party diagrams), and MO#3 Captain's Starship Registry (all known ship names listed by race and class; all names used in scenarios listed in alphabetical order).

★ **CAPTAIN'S LOG #14 HAS GONE TO PRESS** and should be arriving in your store any day now! 80 pages, \$9.95.

★ **CAPTAIN'S MODULE S2** (50 more scenarios, including many never published before) is in the final stages of completion and should reach stores in March or April. \$11.95.

★ **GRADUATION EXERCISE**, the first module for Prime Directive, will be in stores soon! A new Prime Team suddenly finds their final exam has turned into a shooting war as Romulans and Orions pursue Cygnan scientists escaping from a super-secret laboratory! Also includes Gamemaster's screen.

TASK FORCE NEWS

⊕ **CREDIT CARDS RETURN!** Task Force Games has completed negotiations with its bank and can now accept Visa and MasterCard for your mail and phone orders!

⊕ **CRUSADE:** The Theban War is portrayed in this Starfire Campaign Module, which introduces new technology. Release is set for late February. Stock #6005. \$13.95

⊕ **CENTRAL CASTING DUNGEONS:** The ultimate dungeon construction guide for use with fantasy RPGs. Design and map out a dungeon for your game. \$17.95; 192 pages. Stock #8545.

SO YOU WANT TO PLAYTEST?

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.

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).

CL12, CL13, CL14, MO#2: All of them!

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:

➤ **ORIGINS 94** will be in San Jose California on 7-10 July. SFB, F&E championships, and Prime Directive. Info from Gama, P O Box 3100, Kent, OH 44240. or 1-800-529-EXPO.

➤ **GENCON 94**, 19-22 August. Mostly RPGs, but does include the largest SFB event outside of Origins. Info from PO Box 756, Lake Geneva WI 53147.

➤ **LONGEST-RUNNING SFB PLAY-BY-MAIL CAMPAIGN.** It began in 1985 and is now in Turn #52, Y191 in the middle of the Andro Invasion. Join us! Send a stamped self-addressed envelope to John D Berg, 1802 Cora St, Crest Hill, IL 60435.

➤ **STARLIST** (a list of known SFB players) is available from Task Force. Send \$1 and a stamped self-addressed envelope. They hopefully will have someone within driving range for you.

➤ **ARISA 94**, 21-23 Jan, Boston Park Plaza. Info 1 Kendall #322, Cambridge MA 02139. SF con with some gaming.

➤ **WINTER WAR XXI**, Chancellor Hotel, 1501 S Neil, Campaign IL, 18-20 Feb. Sanctioned SFB. Info: Donald McKinney, 986 Pomona Dr, Champaign, IL 61821.

➤ **ROUNDCON**, 25-27 Feb, University of South Carolina, Columbia, SC. Sanctioned SFB. Info: RoundCon, USC P.O. Box 80018, Columbia, SC 29225. Phone: 803-731-7764.

➤ **CON-DOR II**, 4-6 March, Town and Country Hotel, San Diego, CA. Sanctioned SFB. Info: CON-DOR, PO Box 15771, San Diego, CA 92175; 619-447-6311.

➤ **PENTECON 6**, 8-10 April, Cornell Univ. Sanctioned SFB. Info LJ Sparvero, 425 Wykoff, Ithaca NY 14850; 607-257-7045.

➤ **MAGNUM OPUS CON**, 9-12 Jun, Hyatt Regency, Greenville, SC. Sanctioned SFB event, Prime Directive. For information contact: MOC9, P.O. Box 6585, Athena, GA 30604.

➤ **FAN FAIRE**, 9-12 Jun, Greenville, SC. Sanctioned SFB event. For information contact: Fan Faire, 716 Zimacrest Dr. #216, Columbia, SC 29210.

➤ **HEXACON 4**, 17-19 Jun, Mesa Sheraton and Centennial Hall, Mesa, AZ. Sanctioned SFB. P.O. Box 62613, Phoenix, AZ 85082-2613; (602) 954-0374.

➤ **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.

(SP221.0) KRIPNEY AT WAR

(Y167)

by Steve Cole & Steve Petrick, Texas

As tensions built up around the Neutral Zone planet Adanerg, the Klingons decided (early that year) to attempt to seize it with a minimum-force assault. The F5G commando frigate *Senior Sergeant Korl* was sent to eliminate the Federation colony. The Federation, detecting the attack and wanting to respond with a similar force, sent the commando frigate *Kripney*.

(SP221.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SP221.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215. There is a small Agro station on the planet, on hex sides A.

FEDERATION: CFF in 4210, heading E, speed max, WS—III.

KLINGON: F5G in 1914, heading B, speed 20, WS—III.

(SP221.3) LENGTH OF SCENARIO: The scenario continues until all forces (including ground units) belonging to one side have been destroyed, captured, or have disengaged. If two complete turns (starting at Impulse #1, and after Turn #6) pass without any casualties at the GCL, the scenario is over.

(SP221.4) SPECIAL RULES

(SP221.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Federation units can only disengage from the xx01 and 42xx map edges. The Klingon units can only disengage from the xx30 and 01xx map edges. Units which disengage in unauthorized directions or areas are considered destroyed.

(SP221.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SP221.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SP221.431).

(SP221.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SP221.423) There are no PFs in this scenario.

(SP221.43) COMMANDER'S OPTION ITEMS

(SP221.431) 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.

(SP221.432) All drones are "medium," i.e., 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.

(SP221.44) REFITS: The Klingon F5G has the B-refit. The Federation CFF has the Plus-refit.

(SP221.45) PLANET: There is only one Ground Combat Location (where the Agro station is). Any troops landed elsewhere are ignored for all purposes. The GCL has three control stations but no defense systems. The Agro station has no transporter artillery.

(SP221.5) VICTORY CONDITIONS: The only basis to determine victory in this scenario is possession of the GCL. The player controlling the GCL when the scenario ends wins. If both players control one (or two) control stations at the end of the scenario, it is considered a draw.

(SP221.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP221.61) You can replace the commando ships with ships from any two opposing races.

(SP221.62) Replace one commando ship with a standard frigate of the same hull type. It will have fewer Marines but will have the upper hand in space combat.

(SP221.63) Replace BOTH commando frigates with standard frigates of the same hull types. In this case, the limit on militia units formed (D15.831) is ignored, but ships cannot reduce themselves below a minimum crew. The limit on the rate of formation of militia squads is not changed.

(SP221.64) For a larger battle, add a standard frigate of the same hull type to each side. Alternatively, add a police ship to each side.

(SP221.65) For more Marines, replace the commando frigates with commando war cruisers.

(SP221.66) Give both ships Prime Teams.

(SP221.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP221.71) Add extra ground troops to the Federation Agro station, or delete the boarding parties already there.

(SP221.72) Replace one of the GAS shuttles on one ship with an Admin shuttle.

(SP221.73) Delete or add option points to one ship.

(SP221.74) Give one ship a Prime Team.

(SP221.8) TACTICS: The Federation should reinforce his garrison, then use drones to distract Klingon firepower while wrecking the F5G with phaser-1s. The Klingons should land as many troops as possible and try to keep the Federation away from the planet so that he cannot reinforce it. Use transporter artillery if you have the chance.

UNUSUAL SHIPS IN F&E

FED	KLINGONS			ROM	KZINTI	THOL
FFB	F6 S	E5	RKL	KDR	FH S	TK5
6	7	5	7	7	5	7
FFB	F6	E5	RKL	KDR	FH	TK5
3	4	3	4	4	3	4

FFB: One substituted for FFG each turn from Y175, max four.

F6: One substituted for F5 each turn from Y176, max four.

E5: One substituted for F5 each turn from Y172, max three.

RKL/KDR: In Spring Y174, if the Klingons and Romulans have a strategic movement route, automatically replace the three D5s nearest the Romulan capital with KDRs and the three SPs nearest the Klingon capital with RKLs. No cost or further production.

Kzinti FH: Replace one FF in Home Fleet with FH; can substitute one FH for one FF each year.

TK5: Tholians can substitute this for a PC once per game, but only after a Klingon F5 is destroyed in combat with the Tholians.

F6 and FH suffer shock only on a die roll of 6.

SPACE TIME CONTINUUM

The best SF fanzine ever published, STC is available from Fan #1 Bjo Trimble at PO Box 6858, Kingwood TX 77325-6858. Cost is \$15 per year (six issues) in the US, \$17.50 in Canada, others please write for current rates. Includes news of cons, shows, movies, actors, books, and everything else.

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, or written on a report form. 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 before you can do another one. More assignments are available on GENie or CIS; 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 to completion 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 © 1994 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*, \$2 each (US).

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

#74: Lyran 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: Tournament Scenario, Battleship factors for F&E.

#83: SP223 Eagle Breaker (Gorn X-ships vs Romulans)

#84: Old (Tholian) Galaxy Raider; SP1925 Rebel Reduction.

#85: Klingon Early Years F4 SSD and scenario.

#86: Tholian CWV, SP396 Fed Battle Pod vs Klingon PFs.

*TFG cannot keep Starletters in stock indefinitely. Issues #59–61, 63, and 68 are out of stock and will not be reprinted. Stocks on #65–66 are very low. Others 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 contact ADB at 71333,2123.

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