



STARLETTER # 8 9

The Official *Star Fleet Battles* Newsletter

May 1994

\$2

TASK
FORCE
GAMES™

X-SHIPS ARE COMING!

As this issue goes to press, ADB is engaged in the final round of editing for Module X1: The X-Ships! Watch for it in your store (and at Origins) this July! Stock #5612. \$19.95.

NEW SHIP FOR STAR FLEET BATTLES

(R91.22) FRAX SEAWOLF SUBMARINE: The Frax were designed, based on wet-navy warships, to test starship captains in the mental skills of dealing with an unknown enemy. The Frax submarine continues that testing process with a new feature, an enemy that can do something theoretically impossible: fire while cloaked! The Frax submarine can fire drones (no other weapons) while cloaked, using the passive fire control rules. All Frax drones have ATG at no cost. Drones can be controlled normally if the ship is not cloaked. Note that the drone racks have restricted firing arcs, something "real" ships do not have.

Three more Frax submarines (the Type-21 with 1/3 move cost and two "missile" subs with move costs of 2/3 and 1) are in Subspace News #2 (available late June). You cannot buy this newsletter, but you will get it free with a mail order from Task Force Games! (SSN#1, Early Hydrans, is available now.)

(R91.1F) The Anti-Fighter Defense System (AFD) combines an ADD-12 (normal reloads and reload rules, cannot fire type-VI drones) with a phaser-G in a single mount. The mount can fire either gatling or ADD shots in a given impulse, but not both, and can switch between impulses without delay. Both the ADD and phaser-G can fire at their maximum rate. The AFD can only engage size-6 or size-7 targets. It is destroyed by drone OR phaser hits. The phaser-G is affected by EW; the ADDs are not. Cost to repair is 12; can be hastily repaired as ph-3, ph-G, or ADD. Can only be used by FRAX, not other races.

SCANNERS REPORT

★ CAPTAIN'S LOG #15, another in the best-selling series. Includes a complete timeline. Also the usual great fiction, scenarios, tactics, F&E, Warlord, Missions, PD, and more! \$9.95. Stock #5711. CL#15 will be going to press any day now.

★ COMING THIS YEAR: Module Y Early Years, CL#16, Module F1 Jindarians. Prime Directive: Uprising (on Debrock!), Prime Adventures #1, Deck Plans- SAMS.

★ COMING LATER: F&E: Advanced Operations; PD: Hidden Agenda, Lost on Andor.

★ Spare parts are available for all Task Force products. Contact Task Force Games for a price list. All TFG products are available by mail from TFG. Write for a catalog and price list. All products are available from TFG mail order; include \$4 shipping and handling for all orders in the US. Task Force accepts Visa, Mastercard, and Discover Card for your convenience.

★ FREE ERRATA BOOK, listing all errata and typos for SFB, is available from TFG now! Send a 9x12 envelope with 75¢ US postage to receive yours! (Canadians must provide 86¢ US postage or three IRCs. Foreigners provide six IRCs.)

SO YOU WANT TO PLAYTEST?

We do not send playtest materials to groups until they start sending reports to ADB. Don't write in and ask if you can playtest. Send us 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.

Module P1: SP64. Module P3: SP336, SP109, SP344, SP1281 (re-test using temporal elevator), SP278.

Module P4: SP1064, SP324, SP510, SP864.

CL#12: All of them. SP225A use 3xD4 vs 4xPC. SP248 and SP225 have no T-bombs for the Tholians.

CL#13-14, MO#2: All of the SPs. CL#15: All of the SLs.

Starletter: SP221, SP266, SP273, SP276, SP268, SP1411.

TASK FORCE NEWS

★ CRUSADE, 128-page Starfire scenario book based on the Theban War, new tech systems, boarding combat. #6005 \$13.95

★ STAR FLEET 2300 miniatures are now expected to return in summer 1994; first pack has Fed CA, D7, WE, Tholian PC.

★ ARACHNIDS! A new Starfire sourcebook is under development for release this Summer. Watch for it!

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.

➤ THUNDERCON, 3-5 June 94, Century Center Hotel, #1 N Broadway, Oklahoma City, OK. SFB Tournament. P O Box 892545, Oklahoma City, OK 79189-2545. (405) 692-7035.

➤ FAN FAIRE, 9-12 June, sanctioned SFB, Holiday Inn, I385 @ Roper Mountain Rd. Info from Box 1801, Greenville SC 29602.

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

➤ KING CON II, 8-10 July, Saint John NB. Contact: Timothy Walton, 100 Wright St #1, Saint John, N.B., E2K 3Z2, CANADA.

➤ DEXCON 3, 21-24 July, Holiday Inn Jetport, Newark NJ. Sanctioned SFB, full captain's event. Info: Dexcon 3, PO Box 3594, Grand Central Station, New York, NY 10163.

➤ GENCON 94, 18-21 August. Mostly RPGs, but does include the largest SFB event outside of Origins. Prime Directive National Championships. Info from PO Box 756, Lake Geneva, WI 53147. (They promised a better room this year, with lights!)

➤ CONQUEST, 4-6 Nov, Santa Maria CA. SFB and PD. Info PO Box 1854 Santa Maria, CA 93456-1854

➤ OCTACON, 4-6 Nov, Holiday Inn East, Indianapolis IN. SFB, PD. Info: The Dragon's Claw, 9842 E 21st Street, Indianapolis, IN 46229, (317) 897-8231.

➤ RUCON V, 5-6 Nov, Lock Haven Univ PA. Sanctioned SFB. Info: PUB Box 150 LHU, Lock Haven PA 17745.

➤ 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. Agents of Gaming has just released a new rulebook; all current players will receive it. Others may inquire to AoG.

➤ 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.

➤ 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.

(SP1707.0) WOLFPACK

(Y174)

by Steven Paul Petrick, Texas

Ship captains must be prepared to encounter the unexpected. Even routine convoy missions hold the potential for surprise. This scenario, drawn from the files of the ISF, was designed to keep prospective command students on their toes.

(SP1707.1) NUMBER OF PLAYERS: 2; the Klingon player and the FRAX player.

(SP1707.2) INITIAL SET UP

KLINGON: 2x E3, 2x G2, 4x F-L, 2x F-S, all within 3 hexes of 2115, heading A, speed 6, WS-0.

FRAX: 3x SUB, set up cloaked after all Klingon ships (including freighters) have been set up anywhere not within 10 hexes of any Klingon ship, heading at player's option, speed max, WS-III.

YEAR: Players should select a year for the scenario as this will define refits, drone speeds, and other options available to each side. Y174 is assumed if no year is chosen.

(SP1707.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP1707.4) SPECIAL RULES

(SP1707.41) MAP: Use a floating map.

The freighters can only disengage by distance in direction A. The Klingon non-freighter units can disengage in any direction by any means. The FRAX units can disengage in any direction by acceleration or distance only. Units which disengage in unauthorized directions or areas are considered destroyed.

(SP1707.42) SHUTTLES AND PFs: All shuttles and PFs will have warp booster packs if the year selected allows this.

(SP1707.421) 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 (SP1707.431).

(SP1707.422) There are no fighters in the basic version of 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.

(SP1707.423) There are no PFs in the basic version of this scenario. They might be added as a balance factor or in a variation.

(SP1707.43) COMMANDER'S OPTION ITEMS

(SP1707.431) 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.

(SP1707.432) All drone speeds are available subject to the year selected for the scenario. If no year is selected, 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.

(SP1707.44) REFITS are available subject to year selected for the scenario.

(SP1707.5) VICTORY CONDITIONS: The Klingons win a decisive victory (S2.3) if they successfully disengage all of the freighters in direction A by distance. The Klingon victory level is reduced by one for each freighter that is destroyed (large freighters count as two freighters for this purpose). If the Klingons disengage all the freighters uncrippled, their victory level is raised

to Astounding. The Klingons gain one victory level for each FRAX submarine that is destroyed.

(SP1707.6) VARIATIONS

(SP1707.61) Replace the Klingon G2s and E3s with three Federation POL+s.

(SP1707.62) Use an Asteroid Field Map, allowing the FRAX to use hidden deployment before the scenario begins.

(SP1707.63) For a smaller and faster battle, delete two of the F-Ls and both of the G2s from the convoy and use only one FRAX submarine. In this variation, each freighter counts double (i.e., an F-L counts as four freighters) for victory purposes.

(SP1707.7) BALANCE

(SP1707.71) Change one of the E3s to a G2.

(SP1707.72) Replace one of the F-S with an FA-S.

(SP1707.73) Delete or add a FRAX submarine.

(SP1707.8) TACTICS: The purpose of the scenario is to allow you the opportunity to face a new challenge.

MONSTERS IN F&E

1	2	3	4	5	6
JUG	PC	SA	ME	CC	SD
20	30	12	8	8	9
JUG	PC	SA	ME	CC	SD
10	15	6	4	4	5

ALL: Roll one die at start of each turn to determine which monster appears. Then follow instructions to place monster. Monsters move first each turn, but do not move on turn of arrival. All monsters fight like starships. All crippled monsters are automatically repaired at the start of the next turn. Monsters reduce the economic output of the province they are in (including planets) to zero. [There are many more monsters in SFB which will be added to this rule; this is just a first taste of the idea.]

JUGGERNAUT, PLANET CRUSHER: Roll one die to determine first digit of hex of entry (treat 6 as 0), then two dice to determine the second digit (treat 10 as 0, 11 as 1, 12 as 2). Last two digits are always 19. Juggernaut moves 3 hexes per turn, Planet Crusher moves 2 hexes per turn; all movement in direction 1. Can be pinned by equal Combat Potential battle force.

SPACE AMOEBA, COSMIC CLOUD: Roll one die to determine first digit of hex of entry (treat 6 as 0), then two dice to determine the second digit (treat 10 as 0, 11 as 1, 12 as 2). Last two digits determined by rolling 2D6. Monster moves 1 hex in random direction each turn. Each turn a Space Amoeba is on the map after initial placement, place a second Space Amoeba on top of it and move the two independently. A Space Amoeba will never enter the hex of another Space Amoeba; roll again if random movement causes this; don't move if impossible to do so. Ships "destroyed" by Cosmic Cloud are returned to the nearest base (if the ship was in supply) as crippled ships.

MORAY EEL: Placement same as Cosmic Cloud. Each turn it will move up to 3 hexes toward the nearest ship, stopping if it enters the hex of a ship, but ignoring ships in the hex where it begins the turn. If two or more are equidistant, use a die roll.

SPACE DRAGON: Placement same as Cosmic Cloud. Each turn it will move up to 5 hexes toward nearest planet (cannot be pinned), stopping if it enters the hex of a planet, but ignoring planets in the hex where it begins the turn. If two or more planets are equidistant, use a die roll. This is the adult dragon; the ancient dragon is a 10/5.

FRAX SUBMARINE

CNTR

[illegible][illegible][illegible][illegible]

SENSOR

6	5	1	0
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SCANNER

2 2 2 0

EX	DAM
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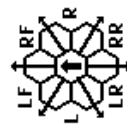
SHIP DATA TABLE	
TYPE	= SUB
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 6/1
REFERENCE	= R91.22
BPV INCLUDES CLOAK	

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

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

DIE RANGE		6- 9- 16- 26- 51-	
ROLL		0 1 2 3 4 5 8 15 25 50 75	
1	9 8 7 6 5 4 3 2 1	1	1
2	8 7 6 5 4 3 2 1	1	0
3	7 5 4 4 4 3 1	0	0
4	6 4 4 4 3 2 0	0	0
5	5 4 4 4 3 1 0	0	0
6	4 4 3 3 2 0 0	0	0

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

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

BOARDING PARTIES	
	6

TRANSPORTER BOMBS

D	D
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HIT & RUN
CLOAK

[illegible]

ALL RACKS ALWAYS HAD DOUBLE
RELOADS. NO REFIT.
RACKS #1, #2, AND #3 CAN ONLY
LAUNCH DRONES AT TARGETS IN
THE FA ARC. RACK #4 CAN ONLY
LAUNCH DRONES AT TARGETS IN

THIS SHIP INCLUDES THE
AFD SYSTEM IN ITS DESIGN.

THIS SHIP CAN CONTROL A
NUMBER OF SEEKING WEAPONS
EQUAL TO ITS SENSOR RATING

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

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

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BACK ISSUES #73 to date available from TFG for \$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.

#87: Federation command FF, scenario; unusual F&E ships

#88: Lyran DWV carrier and scenario.

Issues before #73 are no longer available.

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. SFB discussions can be found in Section 11 of PBM Games. Downloads can be found in the PBM library.

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