

STAR FLEET SUBSPACE NEWS #2

STARDATE 9406.10

The following datafiles have become available from Star Fleet Historical Research Command. They comprise data on the Frax submarines used in dissimilar combat training in the simulators of the Klingon DSF Command School.

FRAX SUBMARINES

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 submarines can fire drones (and 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. Scatter-packs cannot be launched while cloaked. Note that the drone racks have restricted firing arcs, something "real" ships do not have.

(R91.21) FRAX SUBMARINE FRIGATE (SFF): The smallest of the submarines, this ship was typically used to train small warships and police ships for convoy escort situations.

(R91.22) FRAX SUBMARINE DESTROYER (SDD): This ship, with a movement cost of 1/2, appeared in Starletter #89. This was the primary Frax submarine used in "The Frax War" (a Klingon command training exercise).

(R91.23) FRAX SUBMARINE WAR CRUISER (SCW): Large enough to give a good fight against a real warship, the SCW was the most common duel opponent. A tough opponent for a destroyer, and still a challenge for a war cruiser.

(R91.24) FRAX SUBMARINE MISSILE CRUISER (SCG): This large submarine was designed for a specific purpose: attacking bases! The huge (albeit one shot) missile wave was enough to overwhelm the defenses of a fully armed battle station.

(R91.1F) ANTI-FIGHTER DEFENSE SYSTEM (AFD): This system 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 and has the place in the priority list of the component system (phaser-G or ADD-12). 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 but not a combination. The AFD can only be used by FRAX, not other races.

(R91.1G) FRAX MISSILE RACKS: The larger Frax submarines used "missile racks" (hit on "best" drone rack) to increase their firepower. These operate like drone racks except: They only hold four type-IV drones (and cannot hold any other type of drone); they cannot be reloaded; the submarine can fire one "missile" (drone from a missile rack) every impulse (one total, not one per rack).

SUBMARINE SCENARIOS

Space limitations do not allow us to provide you with complete Frax Submarine Scenarios (one is included in Starletter #89), so we have outlined a few scenario ideas.

Since we haven't written these up yet, you might send us a copy of what you come up with (so long as you send the reports of what happened when you played it along too).

Bombard a Base: Use one or two Frax submarine missile cruisers, and see if you can get a few good hits!

Bombard a Planet: Give it a police ship for defense against one missile sub. If you want to use two missile subs, you might have to add some DefSats or ground bases.

The Drive: Hide a Frax submarine or two using (D20.0), and use other Frax ships to "drive" an enemy force or convoy into the submarines' range.

The Hunt: One player with a Frax submarine tries to cross the map (or more than one map) while another player or players tries to hunt him down. Use hidden cloaking.

Missile Defense: Turnabout is fair play! Use the Frax submarines to defend against a drone bombardment, possibly with some enemy ships along to back up the drones.

And, of course, you can play the Wolfpack scenario in Starletter #89 with various combinations of submarines.

TELL US WHAT YOU THINK!

About the Frax submarines. About Subspace News. About SFB. About anything you want to talk about! We gladly accept playtest reports on any of the playtest material published in Starletter, Subspace News, or on the various computer networks.

STAR FLEET NEWS UPDATE

CAPTAIN'S LOG #15 is now on its way to the stores with a superb cover, great fiction (Kzintis vs. Lyrans), four new tournament ships, and other great features.

PRIME DIRECTIVE, the new SFB role-playing game, is creating new excitement in the Star Fleet Universe. The boys on the Prime Team have just released the thrilling adventure UPRISING! Just before the General War, Romulan agents have infiltrated the planet Debrock (deep inside Federation Space) and are trying to convince it to remain independent and sell its dilithium to the Empire!

CAPTAIN'S MODULE X1 will be the major Origins release this year, with dozens of the most powerful ships in SFB and exciting scenarios where they can show their stuff. Many major changes have been made through the playtest process. Plasma-Ls are now "big-Fs" instead of "non-upgradable Gs" (hold for free, no shotgun or EPT). XESGs now cycle like non-X ones, but can use all 7 points in their capacitors. The Klingons got a D5X. The Gorns got a CMX after we merged the BCX and CCX. And much more!

CAPTAIN'S MODULE F1 - THE JINDARIANS will be out in late Summer or early Fall. The Jindarians are an ancient race who have been in space for 100,000 years. They build ships out of asteroids, honeycombing them with tunnels and fitting them with warp engines. The Jindarians use the Warp-Augmented Railgun, Anti-Transporter Field, and hordes of shuttles (armed with Prospecting Charges). A preview of their background is in Captain's Log #15.

MORE: CL#16 and Module Y will be along late this year, and don't be surprised if you meet a few new races soon!

CONVENTIONS: ADB will be running the usual array of SFB and F&E events (Fleet Captain, Patrol, Saturday Patrol) at both Origins and GenCon this year. Also, *Team Prime* will be holding a tournament at Origins and the first-ever Prime Directive National Championships at GenCon.

FRAX SUB-FF

[illegible]CMTR

SHIP DATA TABLE	
TYPE	= SFF
POINT VALUE	= 60
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 5/1
REFERENCE	= R91.21

BPV INCLUDES CLOAK

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
	4	20-26
BD	5	27+

[illegible][illegible]

SENSOR

6	5	1	0
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[illegible]

SHIELD #5

DAM CON 220

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[illegible][illegible]TRANSPORTER BOMBS

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**HIT & RUN
CLOAK** ☐

**ALL RACKS ALWAYS HAD DOUBLE
RELOADS. NO REFIT.**

**RACKS #1 AND #2 CAN ONLY
LAUNCH DRONES AT TARGETS IN**

THE FA ARC. RACK #3 CAN ONLY
LAUNCH DRONES AT TARGETS IN
THE RA ARC.

**THIS SHIP INCLUDES THE
AFD SYSTEM IN ITS DESIGN.**

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

TYPE I OFFENSIVE PHASER TABLE

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

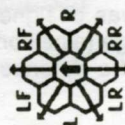
TYPE III DEFENSE PHASER

DIE RANGE		4- 9-	
ROLL	0 1 2 3 8 15	4 3 8 15	9 1 0 0 0 0 0
1	4 4 4 3 1 1	4 3 1 1	1
2	4 4 4 2 1 0	4 2 1 0	0
3	4 4 4 1 0 0	4 1 0 0	0
4	4 4 4 3 0 0	4 3 0 0	0
5	4 4 3 2 0 0	4 2 0 0	0
6	3 3 3 1 0 0	3 1 0 0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4*
HIT*	-	1-2	1-3	1-4	-

ANTI-DRONES

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

WARP ENERGY MOVEMENT COST - 1/3 ENERGY POINT PER HEX

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

WANK ENERGY INPUT COST = 175 ENERGY POINT PER YEAR		WANK ENERGY POINT PER YEAR																													
		5										6										7									
		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
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	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{3}{3}$	$\frac{3}{3}$	$\frac{3}{3}$	$\frac{4}{3}$	$\frac{4}{3}$	$\frac{5}{3}$	$\frac{5}{3}$	$\frac{5}{3}$	$\frac{6}{3}$	$\frac{6}{3}$	$\frac{6}{3}$	$\frac{7}{3}$	$\frac{7}{3}$	$\frac{7}{3}$	$\frac{8}{3}$	$\frac{8}{3}$	$\frac{8}{3}$	$\frac{9}{3}$	$\frac{9}{3}$	$\frac{9}{3}$	$\frac{10}{3}$

FRAX SUB-CW

[illegible][illegible]CMTR

SENSOR

6	6	5	1	0
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SHIP DATA TABLE	
TYPE	= SCW
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 15/2
REFERENCE	= R91.23
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 ROLL	RANGE		4- 9-		3 8		15		
	0	1	2	3	4	5	6	7	
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			

MISSILE RACKS			
1			
2			

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

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	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						

[illegible]TRANSPORTER BOMBS

D	D	D	D

**HIT & RUN
CLOAK** ☐

[illegible]

THIS SHIP INCLUDES THE
AFD SYSTEM IN ITS DESIGN.

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

DIE ROLL	RANGE						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	3	1	0	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

TYPE I OFFENSIVE PHASER TABLE

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

ANTI-DRONE TABLE

ANTI-DRONES

CNTR

SHIP DATA TABLE	
TYPE	= SCG
POINT VALUE	= 150
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4
REFERENCE	= R91.24

BPV INCLUDES CLOAK

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

THIS SHIP INCLUDES THE
AFD SYSTEM IN ITS DESIGN.

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

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

MISSILE RACKS	
1	
2	
3	
4	
5	

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

ADMINISTRATIVE SHUTTLES

[illegible]

TRANSPORTER BOMBS

**HIT & RUN
CLOAK** ☐

[illegible]

**ALL RACKS ALWAYS HAD DOUBLE
RELOADS. NO REFIT.**

RECORDS: NO REPLY.
RACKS #1, #2, #3, AND #4 CAN
ONLY LAUNCH DRONES AT TARGETS
IN THE FA ARC. RACKS #5 AND #6
CAN ONLY LAUNCH DRONES AT
TARGETS IN THE RA ARC.

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	3	3	2	0	0	0	0	0
5	5	4	4	4	3	3	2	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4*
HIT*	-	1-2	1-3	1-4 -

ANTI-DRONES

[illegible]

SENSOR

6	6	5	3	1	0
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