



STARLETTER #85

The Official *Star Fleet Battles* Newsletter

September 1993

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**TASK
FORCE
GAMES™**

CAPTAIN'S LOG #13: BEST OF NEXUS

While we still plan to do a new Captain's Log in Jan-Feb 94, ADB and TFG have decided that the long-awaited "Best of Nexus" compendium will be released as issue #13 of Captain's Log. While this might be slightly confusing to the gamers, it will be much easier for the stores and wholesalers to handle.

CL#13: Best of Nexus will be formatted like the recent issues of Captain's Log, but the material will come from the out of print issues of Nexus Magazine. This will include the tactics, academy, questions, F&E, and other articles that new players are desperate to get and veterans will still find useful. All of the material will be totally re-written and brought up to date.

Four new SSDs will be done for the Klingon battlecruiser variants in the old Nexus #2 article. New scenarios will be created to go along with these new ships.

NEW SHIP FOR STAR FLEET BATTLES

(YR3.4) KLINGON F4 EARLY YEARS FRIGATE: Designed as a battle consort to the D4, the F4 relied on disrupter firepower and used its phasers for defense. Boom is not separable.

F&E rules for Early Years were in CL#12.

SCANNERS REPORT

- ★ MODULE C3 has been shipped.
- ★ CAPTAIN'S LOG #12 was released at GenCon. It included playtest material for the Early Years, plus the usual features.
- ★ CAPTAIN'S LOG #13: BEST OF NEXUS will appear in November 93. #14 (new stuff) will appear in Jan-Feb 94.
- ★ F&E SPECIAL OPERATIONS is shipping now.
- ★ DF&E-93, the new 1993 edition, is shipping now with a new computer-generated full-color map, revised rulebook (including the errata from Captain's Logs through #14), and new improved graphics fleet charts. The new map, rulebook, and charts are available from TFG as spare parts.
- ★ MODULE S2 has been delayed until March. If you want it faster, playtest the scenario in this issue of Starletter!
- ★ PRIME DIRECTIVE, the SFB role-playing game, may appear as early as Christmas of this year!
- ★ STAR FLEET ACADEMY, the single-volume 12-races rulebook for beginning players and those who don't want to dive into the full rules set will be released next year.
- ★ FREE ERRATA BOOK, listing all errata and typos for SFB, will be available from TFG in October. Send a 9x12 envelope with 520 US postage to receive yours! (Canadians must provide 630 US postage or two IRCs. Foreigners provide four IRCs.)
- ★ STAR FLEET ENCYCLOPEDIA is in preparation for 1994 release. It lists: all ships (by race/class and alphabetically); all characters, planets, and terms; all scenarios (broken down by number of players, date, special features, race, etc.); term papers (by subject); timelines (wars, technology, general); and more.
- ★ 1994 SCHEDULE is still being set, but currently it appears that this will include: Captain's Logs #14 and #15, Module X1: The X-ships, Module M: Marines, F&E Civil Wars, the Star Fleet Encyclopedia, and S2. This is a guess and subject to change!!!!

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 and the Gorm-Khanate War. Shipped in late August.
- ★ STARFIRE MAP SET: Contains extra copies of the maps found in Starfire and Imperial Starfire. Shipped in 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; SP270.

Module P3: SP329, SP336, SP109, SP344, SP1281, SP278, & SP233, SP606, SP1291.

Module P4: SP1064, SP374, SP510, SP864.

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

Starletter: SP636, SP598, SP1925, SP276, SP69, SP266, SP139, SP223, SP268; F&E 1001.

CL#12: SP1320, SP224, SP225.

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 94 will be in San Jose California on 7-10 July.
- GENCON 94. Mostly RPGs, but does include the largest SFB event outside of Origins. Info from P O Box 756, Lake Geneva WI 53147.
- 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.
- 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 will send you what names they have, but no guarantees that they'll find you an opponent in the next block, or next town.
- MORNINGSTAR RISING, a small newsletter, recently claimed to have "Verbal permission" from ADB and TFG to print material "for use with SFB." This was not true, and Morningstar Rising has been warned not to claim otherwise. If you were one of those who submitted material based on their claim to have permission, we suggest you write them and ask for it back.
- SPACE-TIME CONTINUUM, the best science-fiction fanzine ever published, is available from Fan #1 Bjo Trimble at P O Box 6858, Kingwood TX 77325-6858. Cost is \$10 per year (six issues) in the US, \$12.50 in Canada, \$18 in Europe, \$20 Pacific Rim. Each issue is 24 pages of the latest news, announcements, cons, gossip, stars, space, authors, games, dinos, and more.



NEW SCENARIO FOR STAR FLEET BATTLES

(Y0.0) EARLY YEARS RULES

The Early Years are period of Y80 to Y120. This is an extract of the complete rules, which are in Captain's Log #12. Anything not listed either does not apply to the ship presented in this issue or is not changed from the basic game rules.

(YC12.0) CHANGING SPEED IN MID-TURN: No more than three speed changes per turn. No speed change can be within 12 impulses of the previous change.

(YD2.0) FIRING ARCS: Klingon F4 has the arcs in (D2.33).

(YD6.31) The maximum amount of energy which a ship can put into ECM and ECCM combined is four points or the current sensor rating, whichever is less.

(YD6.5) UIM: This device is not available.

(YD8.0) CRITICAL HITS: The number of damage points (D8.1) which can trigger a critical hit is 15 in Early Years.

(YD17.0) TACTICAL INTELLIGENCE: All ships receive Tactical Intelligence at two levels lower than normally apply.

(YE2.11) Type-1 phasers are not available for ships during the Early Years. All ships have phaser-2.

EXCEPTION #1: Tholian ships apparently arrived in this galaxy with phaser-1 technology and use this type of phaser.

EXCEPTION #2: Bases have ph-1 instead of ph-4.

(YE3.5) No overloaded disrupters can be used in Early Years.

(YE3.6) UIMs and DERFACS are not available in Early Years.

(YE4.3) Proximity photons are not available in Early Years.

(YE4.4) No overloaded photons can be used in Early Years.

(YE5.0) ANTI-DRONES: Not available in Early Years.

(YF3.0) The maximum range at which seeking weapons can be guided (F3.31) is only 25 hexes in Early Years.

(YFD2.0) TYPES OF DRONES: Drone types (II, IV, V) were in service in Y77. See (YFD10.0) for more drones.

(YFD2.222) Extended range became available in Y93.

(YFD3.0) TYPES OF DRONE RACKS: Drone rack types A, B, C, D, and F were in service in Y65.

(YFD7.0) SCATTER PACKS: First used in combat in Y81.

(YFD8.0) MULTI-WARHEAD DRONES: Not available.

(YFD9.0) ECM DRONES: Not invented until Y150.

(YFD10.0) DRONE CONSTRUCTION: Type-II and type-V drones were limited availability (FD10.65) items until Y100, then became restricted availability until Y120, after which they were general availability items. Type-III drones entered service in Y83 and remained limited availability through the Early Years period.

Swordfish, Spearfish, Starfish, and Stingray drones are not available. Armored and Slug drones ARE available.

(YG4.1) RESEARCH: To reflect the lower efficiency of lab equipment during the Early Years, add 2 to the effective range of all objects of scientific research.

(YG4.2) SEEKING WEAPON IDENTIFICATION: To reflect the lower efficiency of lab equipment during the Early Years, add 2 to the effective range to all seeking weapons being investigated.

(YG5.11) Probes in EY have a maximum range of four hexes.

(YG7.6) EXTENDED RANGE: Tractor beams cannot be used at extended range (i.e., beyond 1 hex) during the Early Years.

(YG8.14) Maximum range of transporters in EY is three hexes.

(YG12.12) The F4 boom cannot separate.

(YJ2.13) Administrative shuttles did not have phasers until Y125.

(YJ2.2211) The maximum power that can be applied to a suicide shuttle is six points, no more than two points per turn.

(YJ3.0) WILD WEASELS: No changes.

(YJ4.0)-(YJ13.0) FIGHTERS: There are no fighters, SWACS, or MRS shuttles in the Early Years period.

(YM2.35) The maximum detection radius is zero during Early Years. The target must actually enter the mine's hex to have any chance of detonating it. The development of radius-1 mine triggers in Y160 radically altered the course of mine warfare.

(YM3.0) TRANSPORTER BOMBS: Size 3 ships can have no more than two; size 4 ships can have no more than one.

(SP248.0) DUEL ON THE ROCKS

(Y84)

by Stephen V Cole, Texas

The Klingons were determined to rid their territory of the newly arrived Tholians and dispatched squadrons of warships whenever isolated Tholian units could be found. This is just one such incident.

(SP248.1) NUMBER OF PLAYERS: 2; the Klingon player and the Tholian player.

(SP248.2) INITIAL SET UP

TERRAIN: Standard asteroid belt.

KLINGON: Three F4s enter the map on Turn #1-Impulse #1 from the 01xx map edge, speed max, WS-III, heading C.

THOLIAN: Two PCs set up first anywhere within 10 hexes of 2215, heading optional, WS-I, speed 4.

(SP248.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP248.4) SPECIAL RULES

(SP248.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Klingon units can only disengage from the 01xx map edge. The Tholian units can only disengage from the 42xx map edge. Units which disengage in unauthorized directions are considered destroyed.

(SP248.42) SHUTTLES AND PFs: No shuttles have warp packs. There are no PFs, fighters, or MRS shuttles in Early Years.

(SP248.43) COMMANDER'S OPTION ITEMS

(SP248.431) 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.

(SP248.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones. 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.

(SP248.44) REFITS: None in Early Years.

(SP248.5) VICTORY CONDITIONS: To win, the Klingons must destroy both Tholian ships or force them to leave the map. Any other result is a Klingon defeat.

(SP248.6) VARIATION: Replace one of the PCs with a Neo-Tholian frigate. (There are rumors that one or two such ships were with the original Tholian forces but were lost in combat.)

(SP248.7) BALANCE: Add a PC, or replace one F4 with a D4.

FEDERATION & EMPIRE

SHIPS FROM MODULE R5 (#85)

ORION		HYD		ISC		
DN	CV	CNT	ERL	BB	BCV	BCS
	6	2		3●	6●	3P●
14	8	5-6	7	20	12	12
DN	CV	CNT	ERL	BB	BCV	BCS
	3	1		1●	3●	1P●
7	4	3	4	10	6	6

Orion DN available from Y175.

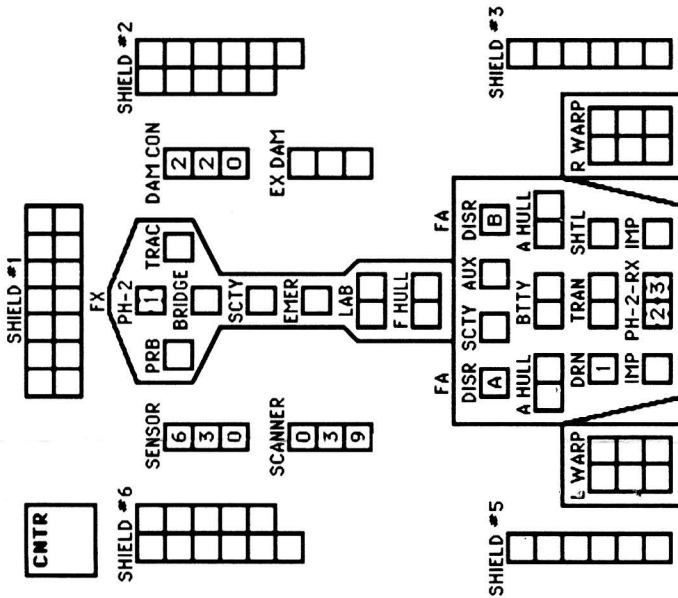
Orion CV replaces or converted (2+Ftr) from CA in Y175+.

Hyd CNT replaces one Lancer in Y173+, convert for 2 points.

Hyd ERL replaces one Knight in Y173+, convert for 2 points.

ISC Data is not available. ● indicates a ship with a PPD.

KLINGON F4 FRIGATE



THE FORWARD PHASER CAN
FIRE INTO THE ROW OF HEXES
EXTENDING DIRECTLY BEHIND
THE SHIP. SEE (D2.33).

SHIP DATA TABLE	
TYPE	F4
POINT VALUE	48
BREAKDOWN	4-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	VR3.4

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

DRONE RACKS
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



FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

DISRUPTOR TABLE	
RANGE	0 1 2 3-4 5-8 9-15
HIT	NA 1-5 1-4 1-4 1-4
DAMAGE	0 5 4 4 3 3

CREW UNITS	
IDENT	HIT POINTS
10	20

ADMINISTRATIVE SHUTTLE	
IDENT	HIT POINTS
10	20

BOARDING PARTIES	
IDENT	HIT POINTS
10	20

TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-50
ROLL	0 1 2 3 8 15 30 50
1	6 5 5 4 3 2 1 1
2	6 5 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	5 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL	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

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.	1/2 1 1 1/2 2 2 3/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9 9 1/2 10 10 1/2 11 11 1/2 12 12 1/2 13 13 1/2 14 14 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. 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).

- #62: F&E Micro Scenario 1001 Last Link.
- #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: Battleship factors for F&E.
- #82: Seltorian Preview.
- #83: WYN Fish Ships Preview.
- #84: Old Tholian Galaxy Raider (new ship and race).

TFG will no longer keep Starletters in stock indefinitely. Issues #59, 60, 61, 63, 65, and 68 are out of stock and will not be reprinted. 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 contact ADB at 71333,2123. We are in Section 11 of Play By Mail games.

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