

Issue #2

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CONVENTION ANNOUNCEMENTS

The STAR FLEET TIMES will list any convention in this space which holds at least one SFB event. All cons MUST have SFB to be listed (after all, this is a SFB newsletter). However, cons on this list will not necessarily have a *sanctioned* tournament (and some events may cancel without notice). You should write to the address shown for a pre-registration booklet, which will tell you just what kind of SFB events you can expect. (If nothing else, this will help you decide what game materials to take!)

If you are having a convention, or know of one in your area, submit the information for it as soon as possible. If the convention is holding a *sanctioned* SFB tournament, please let us know. Deadline for publication in any issue of the TIMES is the 10th of the month in which that issue is to be published. Note that the TIMES is not published in June or December of each year, so conventions in those months will have to be announced well in advance.

EGYPTIAN CAMPAIGN 1995 (March 3-5, Carbondale, IL): Gaming convention to be held on the campus of S.I.U.C. in Carbondale. A SFB tournament is scheduled, but whether or not it was sanctioned could not be confirmed at press time. For info contact Egyptian Campaign 1995, c/o Strategic Games Society, Office of Student Development, 3rd Floor Student Center, Carbondale IL 62901-4425.

SPRING REVEL 1995 (March 16-19, Chicago, IL): Gaming convention at the Ramada Hotel O'Hare in Rosemont. Star Fleet Battles was listed on the flyer but no additional data was provided. Contact Spring Revel, c/o Keith Polster, PO Box 27, Theresa WI 53091.

NANOCON 6 (March 18, Houghton, MI): One-day con to be held on the campus of Michigan Technological University in Fisher Hall. A sanctioned SFB tournament is planned. For info contact: William A. Harris, 1701 Townsend Dr., Apt. 121 E. Wadsworth Hall, Houghton MI 49931-1196, or send E-mail to: waharris@mtu.edu or waharris@io.com.

PENTECON VII (March 31-April 2, Ithaca, NY): 47 hours of gaming fun at Cornell University in Ithaca. All day Saturday sanctioned patrol, Saturday night squadron game. Contact Kristin Mayo, 219 Willard Way, Ithaca NY 14850 (Email pentecon@cornell.edu). SFB players contact L. J. Sparvero at 219 Willard Way, Ithaca NY 14840 or Email ljs2@cornell.edu.

CAPCON (April 15-17, Columbus, OH): Gaming convention to be held at the Ohio Union on the campus of Ohio State University. SFB events planned but no details known. Write to: OSUMGA, Box 21, The Ohio Union, 1739 North High St., Columbus OH 43210.

MADISON GAMES CON 95 (April 22-23, Madison, WI): Sanctioned SFB single-elimination tournament to be held at Edgewood High School, 2219 Monroe St. in Madison. Info from Ken Rotar, 1140 Moraine View Dr. #106, Madison, WI 53719.

ORIGINS 95 (July 13-16, Philadelphia, PA): The Star Fleet Battles National Championships will again be held at this event which will take place in the Philadelphia Convention Center. For info contact GAMA, PO Box 3100, Kent OH 44240, or call 1-800-529-EXPO (in Ohio 216-673-2117).

GEN CON GAME FAIR (August 10-13, Milwaukee, WI): This convention will be held in the MECCA Convention Center in downtown Milwaukee, and features the largest SFB event outside of Origins. For info write to: GEN CON Game Fair Headquarters, PO Box 756, Lake Geneva, WI 53147.

LONGEST-RUNNING STAR FLEET BATTLES PLAY-BY-MAIL CAMPAIGN. It began in 1985 and is now on turn #60. The year is Y195 and the Andros are out to take over the galaxy. Join us! For more info send a self-addressed stamped envelope to: John D. Berg, 609 Apollo Dr., Joliet IL 60435.

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 to Agents of Gaming at the address on the last page of this newsletter.

CUSTOM DESIGN SYSTEM Q&A

When buying extra shuttle boxes under the CDS, does that include the shuttle? Yes.

If I buy a shuttle box and put a fighter in it, do I subtract the cost of the shuttle from the cost of the fighter? You cannot do this under the current rules. If you buy a shuttle box, you can only put shuttles in it. Fighter boxes can have shuttles; see (CDS6.372) for a note on this.

Do fighter boxes come with fighters? The rules are not clear. As there is nothing in the CDS which specifically states otherwise, the spirit of SFB (S2.11) must be used, which explains that the cost of a ship does not include the cost of fighters (or, for that matter, mines, MRS shuttles, SWAGS or PFs).

Concerning shields, (CDS1.22) seems to conflict with (CDS2.2). (CDS1.22) says Shield #1 is 33% larger than the "shields" value for a given hull package while shields #2-#6 are equal to that value. (CDS2.2) says that each point indicates 9 boxes. Which is correct? Sorry to confuse you. These rules are for different steps in the ship creation process. When you pick your starting hull, use (CDS1.22) to determine your starting shield arrangement. For example, an FF would have a 20-point forward shield and the other five shields would be 15 boxes for a total of 95 boxes (not 15x9=135 boxes). Then, when you start adding boxes later, under (CDS2.2) or (CDS4.3), each point on the charts indicates 9 more boxes.

Can I rearrange those initial shield boxes? No, you must begin with your shields arrayed as defined in (CDS1.22). These cannot be rearranged unless you sell them using (CDS7.0) and then buy them back (a very expensive prospect).

Is there an error in the shield values on the Planar Cruiser sample ship? Actually yes, there should be two more shield boxes. A heavy cruiser should have shields of 32-24-24-24, while the Planar has 44-35-30-30, an addition of +52 boxes, not +54 as stated in (CDS8.0).

Are there any other errors in the ship example? Yes (sigh). If you must know, the phaser-1 arc costs were horribly mangled. The four 360° phasers should have cost 16 CPV, not 12, and there are six (not four) ph-ls receiving 180° arcs. This increases the cost of the Planar Cruiser by 6 CPV.

LETTERS TO THE EDITOR

If you have any feedback on any items appearing in this issue or any other issue of SFT, send'em in! Our postal and E-mail addresses can be found on the back page. E-mail is usually answered within a day. If you'd like a response to any paper correspondence you send, be sure to include a self-addressed stamped envelope. Thanks, and keep those letters coming!

This month, John of CSRNet sent in the following Custom Design System hints (in addition to the Planar Cruiser errors mentioned above—thanks, John!):

1. Always upgrade some (but not all) hull to Center Hull. A little C-Hull goes a long way. From a statistical perspective, a ship doesn't usually need to be 100% Center Hull to be *effectively* 100%. If the player marks off his F-Hull and A-Hull before touching the C-Hull, the C-Hull will "fill in the gap." If the last box you mark off is C-Hull, your ship was effectively 100% CHull no matter how much F-Hull and A-Hull there actually was. A good rule of thumb is to upgrade about 25-33% of your hull boxes.

2. On phaser-3s: Never, never, NEVER sell back your ph-3s! You will get very few CPV points for them and will be prime Mizia bait without them as padding. Give your phaser-3s good arcs. 360° arcs only cost two points per phaser and will ensure that the ph-3s get destroyed ahead of your valuable ph-ls and ph-Gs. They will also always be in arc to blast those pesky drones and plasma torps. Seriously consider buying a third or fourth ph-3 and giving them 360° arcs too. If you really need to skimp on points, buying 3 360° ph-3s can cost a *maximum* of 12 CPV no matter what your race. This gives you the most phaser padding for your money.

THE GENIE REPORT *by Gary Fitzpatrick*

Welcome back to another report on the happenings at the Star Fleet Battles category on GENie. This month I'll go over some of the recent questions about SFB and F&E posted there, along with their official answers.

SFB Questions & Answers

These questions were posted on GENie by various players and were answered by SFB guru Steve Petrick.

Q. Can an Andromedan transport an "enemy" shuttle onboard its ship? After all, if it can transport a satellite ship into the hangar, why not something infinitely smaller such as a shuttle? Perhaps to take aboard a wild weasel (or something else somewhat harmless) for scientific research on galactic technology ... of course, it might have an application in grabbing a scatter-pack before it pops, but that would be very dangerous.

A. To quote the rulebook: (G19.45) NON-ANDRO SHIPS: There is no provision within these rules for transporting an enemy (non-Andromedan) unit into the hangar (or anywhere else, for that matter) or launching it from the hangar. While such rules may be introduced at a later time, until that time such an action is prohibited.—From Module C2

Q. If a ship stays cloaked until the end of a turn (it does not announce that it is uncloaking on Impulse #32) and does not power the cloak on the next turn, does the fade-in caused by the unpowered cloak count as the one allowed fade-in for the turn? (A person I recently played against tried to make a case that since the device was unpowered (instead of turned off) the fade-in would not count against the limit. His idea was to partially power the cloak, and then use reserve power to activate it later in the turn. This would then allow him to (theoretically): (1) Stay cloaked at the end of the previous turn; (2) leave the cloak only partially powered on the current turn (thus causing the ship to start fading in on Impulse #1); (3) later in the turn fade back out by using reserve power to cloak; (4) after that he would still have the capability to fade back in.

A. I am afraid that you have to inform your friend that a decision to not power, or to inadequately power, the cloaking device is, in effect, a decision to turn it OFF. It is his one and only fade-in.

Q. Can a ship that has lost all its labs in combat use a control space to perform emergency damage repair?

A. Yes, (G4.33) allows for one and ONLY one control space to be used for EDR if ALL labs are destroyed.

Q. If a multi-warhead drone (programmed to target its submunitions randomly on PFs) gets diverted by a wild SWAC, and the SWAC then lands on a size class 2 ship, will the MW drone release its submunitions at that ship, or will the MW drone not release its submunitions and just hit the ship? I guess the same thing could apply to a scatter-pack, too.

A. The MW drone would accept the ship as its primary target, treating the ship in all ways as if it were a PF (assuming the primary target of the MW drone itself was a PF), and at the range you set it to do so, it will release its submunitions which will function normally (i.e., each will look for a PF to attack). The submunitions will not be forced to attack the ship since they had not been released to their own tracking yet. The same applies to a scatter-pack.

Q. When announcing EM on Impulse #32 (so that they take effect on Impulse #1 of the next turn), do you have to pay for it then or during the EA phase of the next turn?

A. If you announce erratic maneuvers on Impulse #32, you have to pay for it during energy allocation of the subsequent turn in order to be erratic on Impulse #1 of that turn.

Q. When you voluntarily release a tractor over the turn break (or at some other time), can you use a different tractor box to reestablish the tractor link in the next impulse (or Impulse #1 if released during the turn break), or does this rule outlaw all attempts to tractor another vessel for a 1/4 turn if the release is voluntary?

A. (G7.332) puts a 1/4 turn delay on the re-establishment of

a tractor on any unit which was voluntarily released. Example: Two tractors, one used on Turn #1 and voluntarily released on Impulse #1 of Turn #2. You CANNOT tractor the same unit until Impulse #9 of Turn #2, using your SECOND tractor, as the first tractor has been used for its one and only one time for Turn #2. [You passed the turn break, and had to allocate and commit power to that beam during the tractor auction, (see G7.13).] To be clear, the restriction is on tracting the SAME unit. You could use a tractor beam to tractor a DIFFERENT unit during the 1/4 turn period, although not that specific tractor, of course.

Deluxe Federation & Empire Questions & Answers

These questions were posted on GENie by veteran F&E player John Wyszynski and answered by F&E expert Jeff Laikind.

Q. I have a question regarding the relationship of rules (205.7) "Reaction By Fighters and PFs" and (501.7) "Transfer or Die." Obviously fighters (or PFs) in a combat hex by (205.7) are not subject to (501.7) as this would create a pointless situation. But can you transfer fighters to a group of reaction fighters, either by choice or because their carrier was destroyed? Or are casualties in the reaction group simply non-replaceable?

A. If a carrier/PFT is destroyed, and there are insufficient carriers/PFTs in the hex to accept the fighters/PFs, the excess fighters/PFs die. They cannot be transferred to a "reaction" group to fall back at the conclusion of the combat hex.

However, by (302.351), if a "reaction" group takes casualties, additional fighters/PFs can fill in the lost slots in the ship-equivalent squadron. The fighters/PFs in a "squadron" of six don't have to be from the same carrier. Keep track of where each attrition unit comes from, as the carrier/PFT can be directed at (3:1) (302.563) and only those units from the original reaction group can leave the hex.

Q. Rule (5P.33) places no restrictions on the time when a casual PF flotilla counter can be reassigned. Can this occur between combat rounds to avoid a "transfer or die" situation?

A. Thanks for pointing this out. A casual PF flotilla should not be assigned during resolution of a combat hex. But, you can have an empty counter assigned to the fleet as a contingency.

Q. If there is a PFT and a casual PFT is in the same hex, can the PFs from the PFT be sent as a reaction force, and then the PFs from the casual PFT be transferred to the PFT?

A. The casual PFs could be transferred any time after the first combat round in the hex (501.6), or at the end of the combat phase (502.43).

Q. Relating to the above, can this transfer be done immediately, and the transferred PFs sent to react against the next group that moves? Even into the same hex the first group move into?

A. See above for when transfer would take place. The PFs cannot move by reaction.

Q. Also relating to the above, if the PFT later moves into the hex where it sent its PFs, can those PFs remain an independent unit?

A. The PFT would recover and support its PFs.

Q. Should (5P.27) be interpreted to allow two casual flotillas if one of them is Lyran (For example, one Klingon and one Lyran) or two casual flotillas if both of them are Lyran?

A. If the Battle Force has a Lyran flagship and over 50% of the ships are Lyran and it has enough ships to support the PFs, then it can have two Lyran casual flotillas.

Well, that's it for this month. Let's do it again, same time next month. See you here!

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THE TOURNAMENT LINE

Edited by Joe Butler

Greetings, and welcome to *The Tournament Line*, a new column focusing on tournament ships and tactics. For the next few issues, we will be covering the new Tournament ships—how to kill in them, and how to fly them to victory. If you have a tactic or suggestion on how to kill a particular ship, send them to me at the address at the end of the column.

This month's column focuses on two of the newest ships, the WYN Great Black Shark and the Archeo-Tholian. These essays were written by members of my gaming group who have spent the last few months practicing with their favorite ships and learning their advantages and disadvantages.

The WYN Great Black Shark

Note: The Shark has two drone points available, a change made since its original publication in Captain's Log #15.

The Black Shark will take the title of "The Most Average Tournament Cruiser" away from the Lyran, but that does not mean that this ship is weak. The most important thing to consider when talking tactics for this ship is the option mount choices. Every option choice, except two ADDs, is very valid and can be quite effective.

Against disruptor opponents, the critical point is that the Black Shark outguns the Klingon and Kzinti, and has enough drones to make life difficult for the Lyran and Tholian, but not the LDR. Any Klingon who swaps alpha strikes at range four or two deserves what he gets (about twice as many internals). Carrying an ADD makes life hell for the Klingon and Kzinti. The Lyran deserves special attention. If the Shark has phasers in the options, then each has eight ph-ls, and four disruptors, two ph-3s for the Lyran, five for the WYN, two ESGs vs. two drones. And the Lyran has more power. In order to win the WYN MUST take advantage of his superior phaser arcs and padding phasers. Try to suck at least one ESG down on two turns worth of drones. Against the Archeo-Tholian or the LDR, you MUST hit him at range and do internals first, then the game is already half over.

Against a Fed or Seltorian, you should launch as many drones as possible to close behind, then hit him hard every turn. Think Kzinti, every Fed's worst nightmare.

Against plasma ships, play like a Klingon, but keep in mind your superior phasers. They are equal to or better than all the plasma ships, even without phasers in the wing mounts.

The Andro can be a big problem for this ship as you have neither the UIM of the Klingon nor the sheer number of drones of the Kzinti to annoy him. The best bet may be to ignore disruptors and fire only phasers for several turns, at least until you begin a turn in overload range on his rear panels.

Against a WYN AuxBC, use your drones defensively and TRY REAL HARD to stay out of his FA arcs (which often hold hellbores). If the AuxBC is using only historical WYN weapons (not likely), then you don't have much of a challenge beating him because of your superior maneuverability and firing arcs.

The Orion could be a problem depending on his options and skill. An intelligent pirate who does not waste warp and who cloaks to make your drones go bye-bye can give you fits.

Against a Hydran, play like a Klingon with better phasers (and possibly more drones to tie up gatlings). As always, kill the fighters as soon as possible. —Mike Sweet

The Archeo-Tholian TCC

Note: The Archeo-Tholian now has a breakdown rating of 5-6, a change made since the ship's original appearance in Captain's Log #15.

The best way to describe the A-T is to first compare it to its sister ship, the Neo-Tholian tournament cruiser, which most of you are familiar with by now. After this list suggestions for guard placement and finally some suggestions for going up against other tourney ships.

In comparison with Neo-Tholian T-NCA:

- There are two snares, which gives better padding of the WC.
- 11 Center Hull vs. 6 Forward Hull gives slightly better padding for the batteries, plus the low HET cost means that you can lose two batteries and still HET (when putting 1/3 point warp power into a contingent HET).
- A better phaser suite; more ph-ls and seven in the FA arc (but no padding for them from directly ahead).
- Better rear shielding (which can be a disadvantage in disguise at times...).
- Better power and maneuverability (has more power available at speeds over 15, and can HET on less power and at speed 31).
- Different disruptor arcs which minimize your alpha strike strength (assuming you have the power to arm more than three overloads). These also allow you to fire from the flanks (or at least present another weapon from the flanks which may or may not be charged).
- Only two warp engines to guard should you choose to do so.

Guardplacement suggestions:

- Web caster (obviously, it is your most versatile system).
- One of the snares (especially against the Klingon and Seltorian, which have numerous transporters); you will probably lose the other snare when a shield goes down. This will protect that valuable web caster from being lost on the second drone hit.
- Warp engines...your power is valuable in general. The 2/3 movement cost makes the warp engines even more so.
- Some of the phaser-ls, which are your most important weapon outside of the web caster. Concentrate on the ones that shoot into the FA arc.
- Other power systems...the A-T has a number of APR boxes (which tend to make good hit-and-run targets) and a good sized impulse engine.
- One or two disruptors—more to keep the enemy on his toes than out of usefulness.
- One or two control system areas—Even with six control boxes, they are evenly distributed on the DAC and a couple of hit-and-run raids on surviving boxes may leave you uncontrolled.

Fighting your opponents:

Some of your more interesting fights are with hellbore-armed ships, the ESG-equipped Lyran and LDR ships, the Seltorian and the Romulan TKE.

Ironically, hellbore-armed ships are dangerous because of the "better" shielding of the A-T ship. It doesn't take much effort to make one of the A-T's important forward shields the weakest shield for hellbores to exploit. Even the Hydran's or WYN T-AxBC's four ph-ls alone, at range 6-8 (avg. damage=9), can wear away modest reinforcement. This allows both hellbores to fire as envelopers, instead of having to use one in direct-fire mode in the first firing option phase.

Against these ships, the A-T must use cast web to avoid the opponent's FA firing arc at range five or less on the first pass. Maneuvering to get an effective shot on Turn #1 will be complicated by the Hydran's fighters or the WYN's drones. It's a tough fight against either ship.

Against the ESG ships, the A-T can make effective use of cast web and snares to minimize his exposure to ESGs, as ESGs do not extend into or through solidified web hexes. (I like using the snares for this, saving the web caster for other things.) The A-T should turn off his web passage ability on the first impulse of the battle. From there, he may:

- Approach the opponent directly, plotting speed changes where he will only move once in four impulses. This can be done while maintaining moderate speed; some examples are a 15/16, 15/19, or 15/25 splits at Impulse #5, and a 21/15

split at Impulse #19 (snares would be cast on Impulses #1 or #17 in these cases, and the A-T would then slip into the snare hexes on its next hex of movement). Even a constant plot of speed 15 would allow for this if the snare is cast on Impulse #15.

- (b) Approach the opponent obliquely and cast snares toward his ship, slipping away from and then turning into that direction on the next few hexes of movement. This allows for use of this tactic whenever the A-T will not be moving on four consecutive impulses (e.g., any time at speeds 24 or less).

Note that these maneuver options will normally only work when just within overload range (at the closest) to allow for maximum ESG range and quick closure of the opponent. The A-T should consider putting a few points into tractors on the turn that he does this to keep the enemy from latching onto him until the web expires (and other things).

The Seltorian is a powerful ship and can complicate any Tholian's life with its web breakers. Still, the A-T can look for opportunities to cast three-hex long web which still has a 50-50 chance of remaining strength 12+ after taking one web breaker hit from range one. On Turn #1, the A-T should not close to within range 15 of the Seltorian until at least Impulse #21 in order to avoid two effective particle beam shots (from each weapon) on that turn. I would prefer to spend the first turn at range 11+ (or at least range 6+) in order to avoid a possible shield cracker shot as well. Your best bet is to get into a position to make a battle pass on the Seltorian early on Turn #2, taking advantage of the long recycle time of the Seltorian's particle cannons, compared to your own disruptors. High early Turn #2 speed for the A-T is a must.

This ship is excellent against plasma with its phaser array and web/snare casting ability. Maneuverability is the key against any plasma ship, and the A-T is pretty maneuverable. Typically, I will cast web to tackle enveloping plasma torpedoes, phaser down normal type-Gs and -Ss, and maneuver away from type-F torpedoes (which, with only one exception, are always real). This brings up the Romulan TKE, which is in my opinion, the worst of the plasma opponents for the A-T (the ISC ship notwithstanding).

The TKE has pseudo-torpedoes for the type-Fs, so you can't always assume that they are real (i.e., you can't assume, as you can with the Firehawk, that the type-Fs are real—you'll have to maneuver to take a few points of damage first). Also, the TKE's type-R cannot just be phasered down (even if it isn't enveloped). Even with the expected 26 points of warhead strength reduction from the A-T's phasers, the torpedo will nearly knock down a fresh shield. Unless you know that it is real, you really can't normally use cast web against it as an enveloping type-R might then be launched.

In general, a plasma user should look at launching standard torpedoes to keep the A-T guessing when to cast his web, and should remember that it will take more than a single type-S torpedo to keep the Tholian from closing. Also, it must be remembered that a fleeing Archeo-Tholian has strong rear shielding which reduces the effectiveness bolting torpedoes, and that the A-T might HET back after your flurry of bolts hit (even at speed 31). —*Dave Washburn*

That's all for this month from the Tournament Desk. Next month we will review the Seltorian Tournament Ship, as well as your comments and rebuttals of this month's tactics.

Send your tactics, complaints about the Tournament ships, and other tournament tidbits to:

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NOTES TO AN SFB FICTION AUTHOR

These are random notes collected from reading numerous fiction submissions to ADB over the previous few months.

ACTION! The SFB audience wants to read exciting action stories, and every story should include plenty of action. Include all of the character development and personal growth and dealing with your own inadequacies stuff you want, but these elements supplement action; they cannot replace it.

PLOT must come from character. People must act and react based on the personalities you establish for them.

WHEN AND WHERE: Every story should identify the year in which it takes place and the general location. Lots of things are possible in some years and not possible in others. Any story submitted without a year specified must have this point resolved before it can be evaluated, so do that first.

SIDESLIPS are an artifice of the hexagons on the map board. In the "real" space of fiction, you "bear left around the asteroid" rather than slipping left.

KLINGONS: We use Original Series Klingons (based on the Russians) not TNG Klingons (based on Samurai). Our Klingons have names like Ardak Kumerian and Targis Ketrick and Kronus Kerg, NOT names like Dingdong Subotai-Razmataz.

SUPERLATIVES: I'm tired of getting stories about some guy who was the first in his academy class, the honor graduate at officer training, and the youngest person to ever do this or that. The top 10% of his class will do.

RULEBOOK: Follow the rules. Everything must be legal, but you need not list every single impulse, and some details can be fuzzed up to avoid tediousness and improve readability. Fiction related to games tends to be boring and stilted, and we have tried to avoid that, mostly with success.

KLINGONESE: We are not authorized to use anything from the Klingon Dictionary, and frankly prefer for "newly invented curse words" to follow the pattern established in SFB (e.g., GRATZ!) rather than the pattern there-(Qayihl).

BEARING: Star Fleet uses a 400-degree circle with zero aimed at the galactic center. MARK refers to the "climb" or "dive" above the galactic plane. "Bearing 300 Mark 2" would be a slight climb while heading due west.

SCENE BREAKS: Please put them in, and please follow the patterns established. You need not worry about putting the 3/4 box above them or putting the "dingbats" into them. Just a row of ===== with the location below them will be enough.

SCREENS: These are not found on ships. They are *shields*.

LENGTH: Like a lady's skirt, a story must be long enough to cover the subject and short enough to be interesting. We don't care how long it is; we do care how good it is. We have room for GOOD fiction of ANY length, up to novels.

SPELLING AND GRAMMAR: We don't grade your spelling. I would rather fix the spelling in a pulse-pounding story than try to add some excitement to a boring tale that is properly syntaxed. However, it is easier to read if the major errors are gone, so get someone to check your punctuation and run the story through a spell checker first.

TASTE AND TOUCH: Your characters have at least five senses. Making sure that they use at least two of these in each scene is an old trick to liven up your writing.

READ IT ALOUD is another old writer's trick. If it sounds bad aloud, it won't read well.

SHIP NAMES: See the Registry (the AOG-4 pack). You can ask for new names to be added, but we cannot promise anything. You can also check the Ship Name Index to be sure the name you picked isn't somewhere else that year. But it's really not necessary. We can (and will) change the ship names with a quick search/replace if that proves necessary.

SPACE AND TIME: Put all distances in kilo-kilometers and all dimensions in the appropriate metric measurement, regardless of the race doing the speaking. We don't need to confuse readers with made-up units of measure. We avoid mentioning specific periods of time during battle scenes because no one really knows how long a subjective impulse is.

TFG PRODUCT SCHEDULE

5401 Star Fleet 2300 Starter Set \$14.95 (Feb)

This boxed set (with a stunning cover painting by Randy Asplund-Faith) contains five pewter miniatures: Federation CA, Klingon D7, Romulan Warbird, and two Tholian PCs!

Mail order only Starline 2200 Miniatures (Available Now!)

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Available from TFG, P O Box 50145, Amarillo TX 79159 [806-372-1266]. Minimum order \$10. Visa/Mastercard accepted. \$4 shipping & handling per order (overseas, enquire re: shipping).

5803 Prime Adventures #1 \$14.95 (Available Now!)

Prime Adventures is the new journal/adventure module series for players of Prime Directive! Issue #1 includes lots of fiction (four separate stories!), background on Lyrans Stalker teams, Gorn Vanguard Teams (including the never-before-published history of the Gorns!), and Klingon Dagger Teams. Also included is the first solitaire adventure for Prime Directive (you can even play it without a copy of the game!) and a complete adventure staged on the freighter *Wandering Child* (including the first complete set of deck plans of a ship and a template for the tramp steamer *Satchel Paige*), plus many new items and features for Prime Directive. Even SFB players will find this worth reading!

6200 Sky Marshal #1 \$7.95 Starfire (February)

The new regular journal for Starfire Fans. Sky Marshal #1 will include articles and features on Tournament Rules, Ship Design Techniques, Rules Clarifications, Fiction, Strategy & Tactics in the Starfire Universe, and more!

5615 SFB Module M: MARINES! (March)

Add a new dimension to SFB with Advanced Boarding Party combat rules and ground assaults. Rules, 16 scenarios, 46 SSDs (many entirely new), 216 counters, and Marine combat diagrams for every ship! The smash hit of the new year!

3208 F&E Module #2: Marine Assault (April)

Marines, Special Attack Forces, Monitors, and Prime Teams blast their way into the F&E Universe with full fury. 324 counters and 16 pages of rules, including four scenarios.

AGENTS OF GAMING SFB PACKS

Agents of Gaming will handle packs of out-of-print and revised SFB materials. Tell us what else you would like to see!

AoG-1 F&E TOTAL WAR PREVIEW: A giant 28-page pack with the preview rules and scenarios from the P-modules, Captain's Logs, and Starletter. Virtually an entire product! \$5.

AoG-2 TOURNAMENT UPDATE: Complete rules updates, plus revised SSDs for the: Seltorian, LDR, KE, ISC, Hydran, Lyrans, Black Shark, and Archeo-Tholian. \$3.

AoG-3 SSD UPGRADE: Replacement SSDs for the Romulan KDR, KDV, SPJ, FHF; Fed CVA, SCS, SCSA; and ISC DE. \$3.

AoG-4 SHIP NAME INDEX: Expanded to 60 pages, this list includes every ship by race and class, and then lists every ship again in alphabetical order with the ship's complete combat history. This is how MO-2 should have been done! Only \$10.

AoG-5 MINIATURES RULES updated to Captain's Edition and complete with turn gauges. Four pages, \$2.

AoG-6 JUDGE'S ERRATA: Official errata relating to rules used in tournament. Seven pages, \$3.

SubSpace News #5: Meet the new Triaxian race! Includes complete rules for triaxial movement and the Plasma-A, as well as two never-seen-before SSDs. Four pages, \$2.

Orders are sent by Post Office. Add \$2 shipping per order (\$3 for Canada, \$5 for overseas surface).

ADB PRESENTS: TWO ALLIANCE MAULERS

Our very popular project to provide the SSDs for conjectural Alliance Maulers for local campaign use has spanned the pages of Starletter, Captain's Log, SubSpace News, and continues in the pages of *STAR FLEET TIMES* with the publication of the ISC and Tholian Heavy Cruiser Maulers.

These are conjectural maulers for campaign use. As per the normal SFB rules (U7.12), they would come into play only if the Tholians captured a mauler or received the technology from an ally. Alternatively, they could be used in a campaign with approval of the opponents. (No unsportsmanlike pressure or coercion is allowed in obtaining such permission, of course.)

(R7.934) THOLIAN HEAVY CRUISER MAULER (CAM): The weapon is mounted in the center position, following a long Tholian tradition for extra weapons on the heavy cruiser hull. The mauler would have been used in base assaults as leverage. Once the enemy base was surrounded with web, other Tholian ships would enter the web to pound the base. If the base emptied its weapons on these, the mauler would step forward into the web to blast the base. Shock rating 17. Explosion strength 23. Other data is the same as the CA. F&E data was in CL#16.

(R13.924) ISC HEAVY CRUISER MAULER (CAM): The ISC mauler mounts the cannons in the main hull as the sponsons cannot take the shock. It would have been used to destroy belligerent bases in the soon to be neutral areas. Shock rating 17. Explosion strength 31. Other data same as the CA. F&E data in CL#16.

SFB ON COMPUSERVE

At the monthly conference held on January 7th, 12 SFBers from the US, Canada, England, and Australia discussed the need for new miniatures, the possibility of reprinting out-of-print fiction from Nexus and Captain's Logs, and the possibility of reprinting the Battle Cards set or parts of the set. Conferences are held on the first Saturday of each month.

New downloads include the Hustler Cruiser, Commander's Brief #2 (the CIS-SFB newsletter), and the Jan 7 transcript.

Currently, we have 10 Play-By-Email battles running. Our battles range from Tournament Battles to General Scenarios to playtesting the scenarios that appear in the Captain's Log. The most exciting so far is a 500 BPV tournament fleet battle (from Captain's Log #15) between the LDR and the Kzinti. The fur is flying in the fourth turn with the LDR destroying the Kzinti CC and the Kzinti decimating the LDR CWL. —*The Seeker of Knowledge*

THROUGH A SCANNER DARKLY

For months, we did not know what would be in **Module R6** (other than lots of new SSDs). We had some ideas, but none of them were strong enough of a "hook" to convince people to really buy the product in the record numbers that we saw in R5.

Now, however, we have the answer to that question in the form of the new Fast Cruisers, which have proven immensely popular. Filling out R6, we will also have the long-awaited Police Leaders and perhaps one other police variant, as well as the much demanded War Destroyer Carrier variants. But the secret weapon of Module R6 will be the new Heavy War Destroyers. These ships, built after Y180, are unique in SFB for their multi-role abilities. There are no variants of HDWs; the basic design can do absolutely everything (although not all at once).

The new **Star Fleet Warlord Boardgame** has been held up in production. The design is finished and works just swell, but we really want to do this game RIGHT (production-wise) in order to break into wider markets. A new release date has not been set.

The card game **Red Alert** is waiting for art. Competition in the card realm is fierce, and you have to have first class art, or you may as well stay on the sidelines. TFG Art Director Tim Olsen is actively seeking artists who can do work worthy of the project (and do it cheaply enough that we can do Red Alert right). Steve Cole has ruled out using his famous computer art, since the software problems of getting colors right for so *many* graphics are huge.

(SP1282.0) MON IN MOTION

(Y182)

by Bruce Graw, Ohio

After launching a routine strike against a Lyran convoy, Hydran PF Flotilla #21001 found itself cut off when its tender was forced to retire by a Lyran patrol. Abandoning their mission, the PFs made their way towards friendly lines. Desperate, the PFs made a frantic call for help from any Hydran vessel within range.

One promising reply came from the monitor *Iron Triangle*, currently on guard duty at a mining planet just behind the Lyran-Hydran front lines. Fortuitously, the *Iron Triangle* had been fitted with an SCS pallet, although its PFs had been appropriated by mobile fleet elements. Flotilla #21001, happy to have found such a perfect landing spot (and thanking the Flotilla's Gods for their good fortune), quickly changed course for the monitor, conserving fuel as best they could. (The PF crews knew that they could land on the planet, but they could only refuel and clear their engines and rejoin their tender if they could dock with the monitor in space.)

Unfortunately, Hydran ships were not the only ones that had picked up on the distress signal. A squadron of Lyran ships intercepted the call and headed off the PFs just before they arrived at the pick-up point.

(SP1282.1) NUMBER OF PLAYERS: 2; the Hydran player and the Lyran player.

(SP1282.2) INITIAL SET UP

MAP: Use two maps, laid side to side so that the short (42xx and 01xx) ends are aligned. The left-hand map will be called map L, and the right one will be called map R, e.g., hex 0101-L is on the left-hand map.

TERRAIN: Small airless planet in 3623-R.

HYDRAN: Monitor *Iron Triangle* with SCS pallet in 2122-R, heading F, speed 10, WS-II. It is carrying 12xSt-F (no better fighters were available for this monitor), but no PFs. No fighters are on the map at the start of the scenario.

PF Flotilla #21001 in hexes 0112-L through 0117-L, one PF per hex, speed max, WS-III, heading C. These PFs are equipped with warp booster packs (although they were turned off in preceding turns).

Small mining stations (GMS) on the planet, one facing B and the other facing E.

LYRAN: CC _____ in 0102-R, CW _____ in 0101-R, and FF _____ in 4201-L, all units heading D, speed max, WS-III. None of these units are carrying any PFs, having lost them in previous battles.

(SP1282.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP1282.4) SPECIAL RULES

(SP1282.41) MAP: Use a floating map. The Lyran ships can only disengage from the xx01 hex row (of either map L or R). Hydran units can disengage from any map edge except xx01.

(SP1282.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SP1282.421) If using the optional MRS shuttles, the CC can purchase one under (SP1282.43), but no other units may do so or, indeed, are qualified to have one. Historically, the CC did not have an MRS.

(SP1282.422) If using the optional electronic warfare rules, the Stingers may have one EW fighter in the squadron. If not using EW fighters, this is a standard Stinger-F.

(SP1282.423) The PF flotilla is of the standard organization (one leader and one scout). One of the PFs (not the leader or scout) is a Howler, while the others are all Harriers.

(SP1282.43) COMMANDER'S OPTION ITEMS

(SP1282.431) 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. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SP1282.432) There are no drone-armed units in this scenario, but in a non-historical variant such as (SP1282.62), all drones would be "fast," i.e. speed-32. Each drone-armed unit in such a variant 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.

(SP1282.44) REFITS: The Lyran CW is carrying a power pack. The Lyran CC and CW have the phaser and plus refits, while the FF only has the plus refit.

The Hydran PFs have the shield refit.

(SP1282.45) PFs: The PFs are suffering from the effects of engine degradation. Each has accumulated 38 points toward their Engine Running Total. See (K6.0) for additional information on engine degradation for PFs.

(SP1282.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Lyrans score a bonus of 50 points for each of the ground mining stations they destroy (in addition to the normal victory points for that station).

(SP1282.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP1282.61) Assume that an ion storm is sweeping across this sector of the Lyran-Hydran front and has arrived at this system just as the battle begins. Play the scenario in an ion storm.

(SP1282.62) The scenario is general enough that the ships, fighters, and PFs of any race could participate. Replace the Lyrans with a CC, CW, and FF of any race, and use the standard PFs, monitor, and comparable (class-2) fighters of another race as their opponents.

(SP1282.63) For a smaller battle, assume that the module on the monitor was simply a PF module. Remove the fighters and delete the Lyran CW.

(SP1282.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP1282.71) If the Lyran player is less experienced, remove a PF or some fighters from the Hydran side, or upgrade the FF to a DD or DW, or give the CC the mech-link refit and allow it to carry one or more PFs or INTs.

(SP1282.72) If the Hydran player is less experienced, remove the FF from the Lyran side, or add a Hunter to the Hydran forces, or allow the PFs to begin the scenario closer to the monitor.

(SP1282.8) TACTICS

LYRAN: You have five ESGs, so try to overrun the PFs and/or fighters. If you pour on the speed, you can get between the PFs and the monitor, but the fighters can beat you there. Ask yourself if you really want to be in that position! Also, keep a close eye on the monitor's speed. You can't really afford to let it get too close, but fortunately avoiding it is a simple matter.

Then again, if you can kill the monitor, you can pick up everything else at your leisure.

HYDRAN: You can't land all the PFs at once or you're asking to get overrun. Keep a couple out to keep him busy (dock the ones that roll bad for degradation on the first two turns). When you're ready to attack, send everything at him at once. If you attack with just the fighters or just the PFs, you're going to lose all of them.

SNEAK PREVIEW: SQUADRON SSDs

This issue includes the first of a new series of "squadron" SSDs, showing three Klingon D5s on a single sheet. We might produce a series of books of these (including carrier groups, a three-ship energy form, and squadron scenarios) but ONLY if YOU write in to TFG or ADB and tell us that you are interested in such products. If you want them, tell us! We'll do them!

TERM PAPERS FOR THE TIMES

Amarillo Design Bureau processes hundreds of Term Papers in a year, and only a select handful make it into Captain's Log. The papers presented here (which do not count for promotion points) were judged legal and valid by the grading panel, but did not score highly enough to make it into the tiny space available for papers. (As of 6 Feb, ADB had 52 pages of Term Papers on file, but receives almost 20 pages a year and gets to print far less than that. Publication in SFT gets more tactics into your hands!)

PROBE THE ENEMY—*Simon P. Zwart, HNIMS Holland*

In design-your-own scenarios, especially with terrain involved, it is a good idea to buy a few probe drones. You can use these to check out areas that you cannot see early in the scenario. In this way you can avoid an unpleasant surprise by discovering any hidden units that your opponent had hoped to keep concealed from you.

DECISIONS, DECISIONS—*Robert Tweedy, USS Texas*

When driving a seeking weapon using ship, time a couple of plasma torpedoes or five to six drones to meet the oncoming enemy at eight to nine hexes range. This will make the enemy decide whether or not he really wants to get into overload range. If he does, he will more than likely use up many phasers to stop the incoming torpedoes/drones, reducing the effectiveness of his attack. If he decides that "discretion is the better part of valor" and turns away, a quick burst of speed will put YOU in overload range with a shot at a flank shield.

NOT THAT SHIELD — *Richard Glover, USS California*

When using (D22.0) ENERGY BALANCE DUE TO DAMAGE and you know or suspect that your enemy has several points of energy in a certain shield, try to hit him on the shield that is not reinforced. (Some players allow you to do this to allow them to turn and do an overrun with a blazing shield.) If you hit him with everything you have and cause them to have a shortage under (D22.3), he will slow down by half and possibly stop if he allocated too much for reinforcement. This is because of the order of priority. He can only choose to get rid of the shield reinforcement AFTER reducing speed by half.

LYRAN MINEROLLER CLEARS PATH TO VICTORY

— *Jim Steward, HMCS Nova Scotia*

Lyran ships, when approaching a mine-belt, should all stack together and move slowly. Each ship in sequence will activate two ESGs for each hex of movement set at radius two (DNs and BCs can use four ESGs), minimizing the damage as only the ship with ESGs up will take any excess mine damage instead of the whole squadron, and no ship should encounter enough mines to be overwhelmed. Note that the minefield should be carefully scanned before the penetration in order to try to find the weakest part and minimize the possibility of one ship triggering multiple NSMs with its ESGs.

PLASMA TORPEDO—*Geoff Pinello, USS America*

It happens quite often. You don't have enough power to comfortably energize every system you think you will need over the next turn. This can be for a number of reasons: damage, ship design, tractor auction, need-for-speed, etc. A ship with empty plasma tubes should consider arming all heavy tubes with 1 unit of power as type-F's. With empty batteries, the 1 point of freed energy per tube can fill the perceived shortage of power.

ANTI-DRONES VERSUS FIGHTERS (AGAIN)

— *Simon P. Zwart, HNIMS Holland*

To use ADDs against fighters effectively, you need to be able to take multiple shots. To this end, it is critical to control the closing speed of the ADD-equipped ship and the fighters. Sometimes this can be accomplished by having the ADD-equipped ship move away from the fighters at a slow speed, but you must be careful or you could be caught by the fighters using warp packs or fast drones/plasma torpedoes.

SHARING THE HELLBORE — *Phil Ralph, HMS Lancaster*

One of the ploys used in fighting hellbore-armed ships is to minimize the number of shields that are weak. Care must be taken in this as, if all shields are equal, phaser and fusion fire can weaken one to allow penetration. A better strategy is to look at the amount of damage the hellbores might do at each range, and tune all the non-facing shields to be able to take that much. The point here is that even if the facing shield is battered with direct-fire weapons before the hellbores are fired, it might not become the weakest shield (especially with some discretely applied reinforcement) because the others are already voluntarily weakened, and this may gain you a turn or two when the hellbores are empty to close and defeat the Hydran ship.

DRONE SPEEDS — *Steven Rushing, USS North Carolina*

Select your drones to fit the mission. A multi-warhead drone can be used for many tasks. For close drone defense the carrier can be speed 8, but the type-VI drones must be at least speed 20. To keep fighters at bay, the bus could again be speed 8, but the sub-munitions must be speed 32. Swordfish drones used for plasma defense can be speed 8, fired the two impulses before the plasma will strike.

ISC COUNTER-ANDROMEDAN TIPS

— *Dave Weidner, USS Massachusetts*

When fighting Andromedans equipped with displacement devices, fire your PPDs at a range no closer than 16 hexes. If you fire any closer, the Andromedan can easily displace himself into your myopic zone. If that happens, you will get to see first hand what a nasty thing a tractor-repulsor beam is at such close range.

ANTI-ANDROMEDAN TACTICS

— *Rusty Smith, USS California*

If at all possible, engage each Andromedan with more than one ship (greater concentration of fire for you, less dispersal for the Andromedan). Close to within transporter range, fire all weapons, and if you get a chance and he cannot avoid them, drop T-bombs for even more damage. Try to keep turning new shields to his weapons so that you can stay close enough to kill him, barring displacement. It is best to attack from the rear, but in all cases try to avoid the centerline front or rear of an Andromedan ship, since this will reduce the total number of weapons he can fire at you without turning. Try to turn before he can turn to bring his offside weapons into arc to hit your weakened shield.

GROUND COMBAT STRATEGIC DEFENSE

— *John Berg, USS Illinois*

In BP actions using (D15.0) on a class M planet, drop T-bombs, set for SC5, adjacent to the planet. This will discourage your opponent from using fighters and shuttles for support. Naturally, you should only do this if you are outnumbered or already have your own shuttles on the planet's surface. If you are alone (no friendly ships left), make this tactic the last the ship does before it leaves or the first it does before it engages the enemy.

DAMAGE CHOICES — *Kenneth Burnside, USS Wisconsin*

When forced to choose between a drone rack and an ADD for DAC hits, lose the drone rack. The ADD is a much more flexible system. First, it can kill shuttles and fighters, which may prevent more damage. Second, it can kill drones, which will prevent more damage. Third, it can fire every impulse, which will aggravate your opponent. Fourth, it can launch dogfight drones, which can hurt your opponent or, if targeted on his SP, hurt his plans. And fifth, a drone rack is marginally less expensive to repair and can be reloaded much more quickly.

THE BEST MOVES — *Allen F. Treschler, USS California*

If you are certain that your shield can withstand the enemy's volley, hold your own fire until you can reach a closer range to maximize the value of your own weapons. Remember that the shield you are exposing to this punishment should not be your number one shield, as you may need it later.

**THOLIAN
CRUISER MAULER**

		*			

SHIP DATA TABLE	
TYPE	= CAM
POINT VALUE	= 140
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SPT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.934
SNARE REFIT	= +6

BOARDING PARTIES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	T-BOMBS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
									10		D	D	D	D
PROBES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5					

TYPE I OFFENSIVE PHASER TABLE												
DIE ROLL	RANGE		6-		9-		16-					
	0	1	2	3	4	5	8	15	25			
1	9	8	7	6	5	5	4	3	2			
2	8	7	6	5	5	4	3	2	1			
3	7	5	5	4	4	4	3	1	0			
4	6	4	4	4	4	3	2	0	0			
5	5	4	4	4	3	3	1	0	0			
6	4	4	3	3	2	2	0	0	0			

TYPE III DEFENSE PHASER	DIE RANGE		4- 9- 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

[illegible]

MAULER RANGE ADJUSTMENT CHART	
RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX															
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Standard	1	2	2	3	4	4	4	5	6	7	8	8	9	10	10
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10

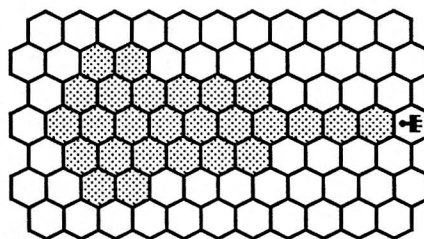
⑥ = ERRATIC MANEUVER WARP COST

CNTR

Diagram illustrating the layout of a ship's deck, showing various compartments and equipment. The layout is divided into sections labeled FA, PH-1, L, TRAC, BRDG, BATTERY, LAB, IMPULSE, SHTL, R WARP, TRAN, and RX. A central corridor runs through the ship. Various equipment and personnel are indicated by numbers and labels. The diagram also shows various shields (SHIELD #1 to #6) and sensors (SENSOR #1 to #6) around the ship's perimeter.



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2. WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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


ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCHITECTURE.

ISC HEAVY MAULER

CNTR

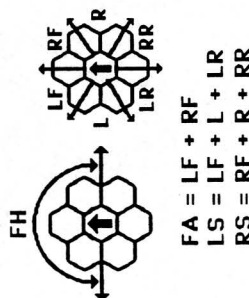
SHIP DATA TABLE	
TYPE	= CAM
POINT VALUE	= 197
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.924

[illegible][illegible]

DIE ROLL	RANGE		6- 9- 16- 26- 51-			6- 9- 16- 26- 51-					
	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	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

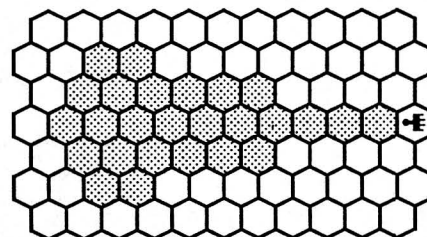
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASE									
DIE RANGE		4- 9-			4- 9-				
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			

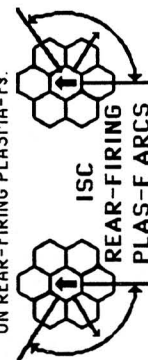


PLASMA TORPEDO WARHEAD TABLE				
RANGE	0-5	6-10	11-12	13-14 15
TYPE F	20	15	10	5 1
ROI T	1-4	1-3	1-2	

MAULER RANGE ADJUSTMENT CHART	
RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged



ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D3.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.



SENSOR SCANNER DAM CON EX DAM

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

KLINGON WAR CRUISER SQUADRON

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLORD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-3
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	1-5	1-5	NA
DAMAGE STD	0	5	4	4	3	3	2	2
DAMAGE OULD	10	10	8	8	6	0	0	0

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	0	1	2	3	4	5	6-9	10-15	16-25	26-30	31-50
ROLL	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	4	3	2	1	1	1
2	8	7	6	5	4	3	2	1	1	0	0
3	7	6	5	4	3	2	1	0	0	0	0
4	6	5	4	3	2	1	0	0	0	0	0
5	5	4	3	2	1	0	0	0	0	0	0
6	4	3	2	1	0	0	0	0	0	0	0

TYPE II PHASER TABLE

DIE RANGE	0	1	2	3	4	5	6-9	10-15	16-30	31-50
ROLL	0	1	2	3	4	5	6	7	8	9
1	6	5	4	3	2	1	1	1	1	1
2	5	4	3	2	1	0	0	0	0	0
3	4	3	2	1	0	0	0	0	0	0
4	3	2	1	0	0	0	0	0	0	0
5	2	1	0	0	0	0	0	0	0	0
6	1	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	4	5	6-9	10-15
ROLL	0	1	2	3	4	5	6	7
1	4	4	4	3	1	1	1	1
2	4	4	4	2	1	0	0	0
3	4	4	4	1	0	0	0	0
4	4	4	3	0	0	0	0	0
5	4	3	2	0	0	0	0	0
6	3	3	1	0	0	0	0	0

SHIP DATA TABLE

TYPE	= D5D
POINT VALUE	= 111
REFERENCE	= R3.50
K REFIT	= +2
V175 REFIT	= +2
1 UIM STANDARD	

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

PROBES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

T BOMBS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

DRONE RACKS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

ANTI-DRONES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	

SHIP DATA TABLE

TYPE	= D5C
POINT VALUE	= 126
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.49
V175 REFIT	= +0
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5L
POINT VALUE	= 132
REFERENCE	= R3.57
V175 REFIT	= +0
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5
POINT VALUE	= 110
REFERENCE	= R3.23
K REFIT	= +2
V175 REFIT	= +2
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5
POINT VALUE	= 110
REFERENCE	= R3.23
K REFIT	= +2
V175 REFIT	= +2
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5
POINT VALUE	= 110
REFERENCE	= R3.23
K REFIT	= +2
V175 REFIT	= +2
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5
POINT VALUE	= 110
REFERENCE	= R3.23
K REFIT	= +2
V175 REFIT	= +2
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5
POINT VALUE	= 110
REFERENCE	= R3.23
K REFIT	= +2
V175 REFIT	= +2
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5
POINT VALUE	= 110
REFERENCE	= R3.23
K REFIT	= +2
V175 REFIT	= +2
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5
POINT VALUE	= 110
REFERENCE	= R3.23
K REFIT	= +2
V175 REFIT	= +2
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5L
POINT VALUE	= 132
REFERENCE	= R3.57
V175 REFIT	= +0
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5L
POINT VALUE	= 132
REFERENCE	= R3.57
V175 REFIT	= +0
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5L
POINT VALUE	= 132
REFERENCE	= R3.57
V175 REFIT	= +0
1 UIM STANDARD	

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REFERENCE	= R3.57
V175 REFIT	= +0
1 UIM STANDARD	

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REFERENCE	= R3.57
V175 REFIT	= +0
1 UIM STANDARD	

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TYPE	= D5L
POINT VALUE	= 132
REFERENCE	= R3.57
V175 REFIT	= +0
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5L
POINT VALUE	= 132
REFERENCE	= R3.57
V175 REFIT	= +0
1 UIM STANDARD	

SHIP DATA TABLE

TYPE	= D5L
POINT VALUE	= 132
REFERENCE	= R3.57
V175 REFIT	= +0
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REFERENCE	= R3.57
V175 REFIT	= +0
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- #74: Lyran CCX SSD and scenario, options for *TWWBK*.
- #78: Frax BB and scenario.
- #80: Gorn Fast Carrier Resupply Ship & 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).
- #85: Klingon Early Years F4 SSD and scenario.
- #86: Tholian CWV.
- #87: Fed commando FF, scenario; unusual F&E ships.
- #88: Lyran DWV carrier and scenario.
- #89: The original Frax submarine and scenario.
- #90: Jindarian DD, railgun preliminary rules.
- #91: Fed mauler *Velikovsky* and scenario.
- #92: Kzinti CMXD X-Drone Cruiser SSD and scenario.

Subspace News:

- #1: Early Years Hydrans (early cruiser and frigate); rules for Nova Cannon.
 - #2: Frax Submarine SSDs: frigate, war cruiser, missile cruiser.
 - #3: Flivver simulator race. Includes Flivver CA SSD, plus rules for hoverwarp and hyperdrones.
 - #4: Alliance conjectural maulers. SSDs included for Tholian MCW, Kzinti MCM, Hydran MCL, Gorn MHD.
- STAR FLEET TIMES :
- #1: Gorn, Rom fast cruisers; Custom Ship Design System.

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