



STARLETTER #75

The Official *Star Fleet Battles* Newsletter

January 1992

\$2

**TASK
FORCE
GAMES™**

THE BEST YEAR WE EVER HAD

It is no exaggeration to say that 1991 was the best year that Star Fleet Battles and Task Force Games ever had. We released more than a dozen new products and brought most of the old Commander's Edition up to Captain's speed.

We intend for 1992 to be even better!

FEDERATION & EMPIRE

THE FEDERATION CVA was converted to a DN variant in Module J. You can convert a DN, DN+, or DNG to a CVA (the ship) for 2 points (plus 1 point per escort). Maximum of one CVA can be built per year whether by construction or conversion.

The CVA can be "unconverted" to a DN (not a DN+ or DNG).

The combat and fighter factors did not change.

THE KLINGON D7W has 9 combat factors and is otherwise identical to a D7C. As of Spring Y175, all D7 and D7C production is replaced by D7Ws. Use D7C counters and production cost. D7s can be converted to D7Ws for the same cost as converting them to D7Cs.

SCANNERS REPORT

★ TACTICS MANUAL; CAPTAIN'S EDITION: Now at the printers! The 1992 revision of the classic book on how to win at Star Fleet Battles. The most-requested update of the entire Doomsday series. All of the articles have been revised, updated, and expanded. Sixteen pages and dozens of new tactics have been added. Stock #5703. Price \$14.95.

★ SCENARIO BOOK #1 — CAPTAIN'S MODULE S1: Dozens of scenarios from the previous edition, reformatted for Doomsday rules and ships. Book format, 80 pages. Includes 20x24 Asteroid Belt Map. Stock #5704. Price \$11.95. Release date will be March 1992.

★ CARRIER WAR — TOTAL WAR PART #1: Now entering full-scale development. Major playtest sections available on GENIE and in Module P1 and Captain's Log #9. Other sections include pods for tugs, Light Tactical Transports, and "Design your own" carrier group rules. Six sheets of counters, rulebook, book of set-up charts. Mid-War scenario. Stock #3205. Price \$24.95.

★ CADET TRAINING MANUAL: This is going to be the new, revised introductory product to Star Fleet Battles.

★ STAR FLEET MISSIONS (CARD GAME): Send starships on fascinating missions. Fast and fun, a card game you'll enjoy and your ladyfriend will play too! Details next issue.

MINIATURES PLAYERS, ATTENTION!

One of major obstacles confronting us in the re-release of the miniatures is a bill currently in Congress. This bill would outlaw lead in toys (and by accident outlaw lead wargame miniatures).

Due to the efforts of GAMA (Game Manufacturers Association), the bill has been amended to allow miniatures and collectibles. If the amended bill is passed, then we have nothing to worry about. If not, it will be time to write to your congressman.

However that turns out, we are continuing our efforts to bring back the miniatures in 1992. We will keep you informed.

NEW SHIP FOR STAR FLEET BATTLES

(R3.928) KLINGON D7W HEAVY COMMAND CRUISER: The Klingons, like all of the major races, found the "arms race" of the General War driving cruiser designs to more and more powerful warships. The D7W combined features of the D7C and D7D and replaced the D7 and D7C in production as of Y175. Curiously, it was NOT fitted for double seeking weapons control.

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-GENCON 20-23 August, Mecca Convention Center, Milwaukee WI: National SFB championships. National F&E Championships. Patrol Tournament. Info: Box 756, Lake Geneva WI 53147.

➤ PBM Campaign, Star Fleet HQ, longest-running SFB campaign system. Send SASE for info to John Berg, 1802 Cora St, Crest Hill IL 60435. On GENIE, contact J.BERG11.

➤ NEWSLETTERS: If your group produces a local SFB newsletter, we'd like to hear about it. It can be arranged for you to reprint Starletter in your newsletter; send SASE for details.

➤ TOTAL CON-FUSION 6, 21-23 Feb 92. Best Western, Marlboro Mass. Contact Wes Carpenter, P O Box 1463, Worcester MA 01607. Sanctioned SFB Tourney, beginner derby.

➤ HEXAGON II, 13-14 March 92, Celebrity Hotel, Phoenix AZ. Contact HexaCon 2, P O Box 11743, Phoenix AZ 85061. SFB: Ken Burnside, 5038 N 55th Ave #1098, Glendale AZ 85301.

➤ POINTCON XV, 10-12 April 92, West Point. Contact Cadet Robert Williams, P O Box 3643, West Point NY 10997.

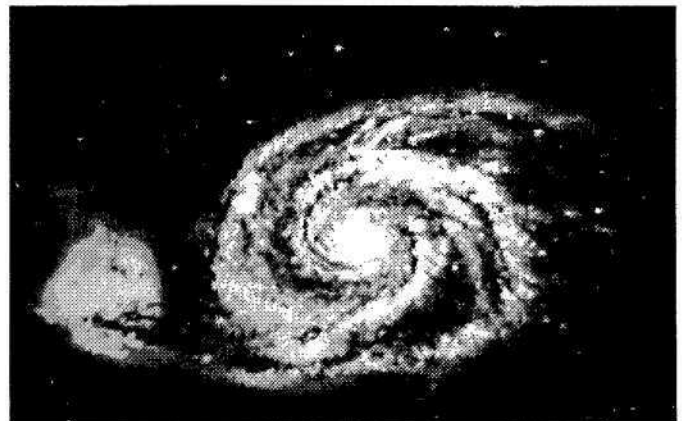
➤ PBM tournament being run by Tom Gorgas, Fleet Cmnd 2, 303 Ford City Road, Freeport PA 16229.

➤ ATLANTICON 92, 3-5 July 1992, University of Maryland, College Park. Contact AFD, P O Box 91, Beltsville MD 20704-0091. Sanctioned major SFB event with \$200 in gift certificates. New SFB products are scheduled for release. Beginner's Derby.

➤ THUNDERCON 2, 5-7 June 1992, Oklahoma City. Central Plaza Hotel, I-40 & Eastern. Info 6006 Will Rogers #112, Midwest City OK 73110. SFB tournament.

➤ SIMCON 92, 19-22 March, University of Rochester, NY.

➤ DUNDRACON, 14-15 Feb 92, San Francisco Bay Area.



INSIDE THIS ISSUE:

SCENARIO: SP280 Here there be Demons!
NEW SHIP: Klingon D7W Heavy Command Cruiser
FOR F&E: New Federation CVA rules.

(SP280.0) HERE THERE BE DEMONS

(Y179)

by Steven Paul Petrick, Texas

Y179 was a good year for the Federation as they were able to drive the weakened Klingon formations back to the original borders. Here, however, a new problem was encountered. While it was obvious that offensive action was necessary to force the Klingons to the peace table, there were no reliable sources of information on just what the best routes into the Empire were. It was obvious that the few known routes (mostly those used by the "Federation Express" company before the war) would be heavily defended. The Federation resorted to sending a series of probing forces to locate weaknesses in the Klingon defenses that could be exploited to outflank the major defenses and to find areas within their defensive sphere where logistics points could be established to support future operations. Because the areas behind the Klingon borders were "unknown" territory, a Federation intelligence officer had labeled them in accordance with the standards applied by ancient map makers on virtually all worlds. Many of the Federation probing forces would find that demons did indeed dwell there.

(SP280.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SP280.2) INITIAL SET-UP

TERRAIN: Asteroid field (P3.1), the center hex of each cluster of asteroids contains one large asteroid (P3.4).

FEDERATION: NCC *Clancy*, and NCL+ *Minas Gerais* enter the map on turn #1 from the 42xx map edge, heading E or F, speed 6, WS-III as modified by (SP280.45).

KLINGON: D7W *Demonstalker*, F5K *Fire Demon*, 2x G1 set up in accordance with (SP280.46), heading at player's option, speed 0, WS-III.

(SP280.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of turn #20.

(SP280.4) SPECIAL RULES

(SP280.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Federation units can only disengage from 42xx map edge.

The Klingon units can disengage from any map edge, including the 42xx map edge.

(SP280.42) SHUTTLES AND PFs: No shuttles have warp booster packs; the Klingon PFs have warp booster packs.

(SP280.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SP280.431).

(SP280.422) If using EW fighters in a variation of this scenario where fighters are used, one fighter in each squadron of eight or more fighters can be an EW fighter. If not using EW fighters, it is a standard fighter.

(SP280.423) The two Gts are standard GIs and were brought to the area by the D7W.

(SP280.43) COMMANDER'S OPTION ITEMS

(SP280.431) 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 Standard and Modified Victory Conditions (S2.2) as victory points for the enemy.

(SP280.432) All drones are "medium," speed-20. "Fast" speed 32 drones 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.

(SP280.44) REFITS: The F5 has the K refit; the D7W has the mech-link refit. The Federation NCL has the plus and AWR refits. All units have received their applicable Y175 drone rack refits. Note that the G1s have NOT been refitted in any way.

(SP280.45) PROBING: The Federation is conducting this mission to find a suitable area to establish a logistics point in some future operation. As they are not expecting immediate contact, they operate under the following restrictions:

(SP280.451) The Federation ships believe that they have not been detected by the Klingons. For this reason, the Federation ships cannot initially have overloads or begin loading overloads or have any shuttles prepared for "special missions" (suicide, scatter-pack, wild weasel) until they contact a Klingon unit under the provisions of (D20.2). They have detected a Klingon force moving in their direction, but intend to be done and gone before it arrives.

(SP280.452) To determine a suitable logistics site, they must gain 10 points of lab information on each large asteroid in the field. Probes and probe drones cannot be used for this function. Admin shuttles (but not fighters) can be used, but can only gain the necessary information by physically moving into the large asteroid's hex, at which point they automatically collect 10 points.

(SP280.46) AMBUSH: The Klingons are aware of what the Federation is attempting to accomplish from prior operations of this sort. They arrived in this area of the field before the Federation ships and established themselves in ambush using hidden deployment (D20.0). The Klingon player determines within which cluster he will set up by the following procedure:

(SP280.461) The Federation player will prepare two cups, one holding six chits numbered 1-6 and the second holding 3 chits numbered 1-3. The Klingon player will draw one chit from each cup, keeping the drawn chits until the end of the scenario. If a 1 is drawn from the first cup, he will set up in map section A, 2 is map section B, 3 is C and so on. The Klingon player then randomly selects a *chit* from the second cup; this will determine which of the three asteroid clusters in that section he sets up in.

(SP280.462) The Klingon player can set up in any hex covered by the asteroid cluster selected with any initial facing.

(SP280.463) At his option, the Klingon player can place up to three stationary ballistic scatter-packs, two from the D7W and one from the F5K. These shuttles must be within 10 hexes of at least one Klingon unit and are also hidden under the conditions of (D20.0). Note specifically that the 10-hex limit does NOT require these to be in the same asteroid cluster as the Klingon ships.

(SP280.464) At his option, the Klingon player may place up to 6 transporter bombs on the map within 10 hexes of his ships. These T-bombs must be purchased under the Commander's Options. Note that these bombs are NOT required to be in an asteroid hex as they are hidden by their very nature, and that more than one can be in any single hex. Dummy T-bombs cannot be deployed at start, but can still be beamed out during combat to confuse the Federation.

(SP280.5) VICTORY CONDITIONS

The Federation player wins if he can successfully collect the necessary information on all 18 large asteroids and disengage with both ships. Any Federation unit still on the map at the end of turn #20 is destroyed by Klingon reinforcements.

The Klingon player wins if he prevents a Federation victory.

(SP280.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP280.61) Replace the Klingons with a Romulan FireHawk-K, SkyHawk-A, and two Centurion PFs. Note that this Romulan force can also employ two hidden NSMs initially as well as 6 T-bombs, but cannot employ scatter-packs.

(SP280.62) Allow the Federation player to select any two NCL variants (he cannot use two NCCs). The Klingon player will not learn the nature of these opposing ships until he activates his fire control and engages.

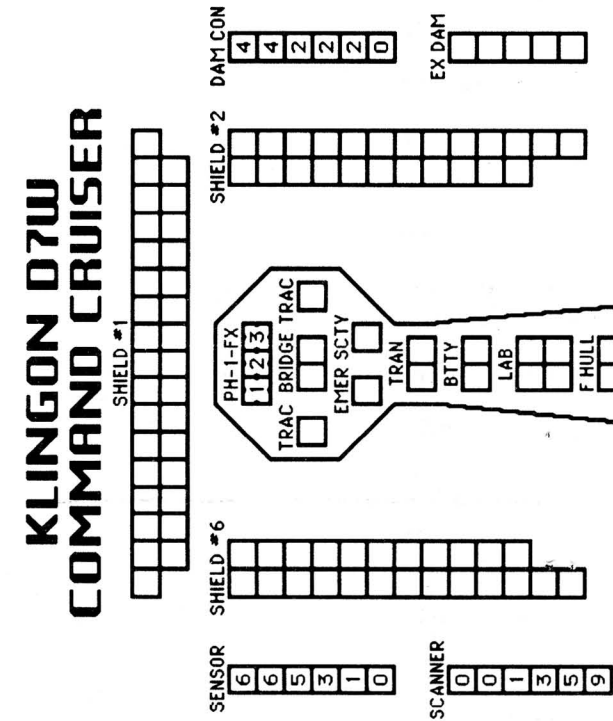
(SP280.63) For a smaller and faster battle, use only the D7W, allowed to have two SPs and a maximum of 4 T-bombs deployed, and the NCC.

(SP280.7) BALANCE: The scenario can be balanced between players of different skill levels by changing the NCC to an NCL+ or CC+. You could add or delete a Klingon PF (add a mech link to the F5).

(SP280.8) FEDERATION TACTICS: Remember that you do not have to fight to win this one. Evading contact is a viable option. This is an intelligence gathering mission, and so long as you get the data, you win. Try to approach each asteroid cluster from a direction other than the one your opponent may have set up to receive you, but watch the time. Twenty turns seems like a lot of time, but a quick check of the chart in (G4.11) shows that with four labs and average rolls you need to be within 5 hexes of the hex you want to study to succeed.

KLINGON: You have to try to get in a good first salvo, and then try to force them away from areas that they have not examined yet.

KLINGON D7W COMMAND CRUISER



SHIP DATA TABLE

TYPE = D7W
 POINT VALUE = 161
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = R3.928
 1 UIM STANDARD

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|-------|------------|-------|
| | | |
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ONE BAY

BOARDING PARTIES

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ANTI-DRONES

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TRANSPORTER BOMBS

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PROBES

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DRONE RACKS

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ANTI-DRONE TABLE

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

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

| DIE RANGE | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 9-16 | 26-51 |
|-----------|---|---|---|---|---|---|---|------|-------|
| ROLL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 9-16 | 26-51 |
| 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 II PHASER TABLE

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

HIT & RUN

UIM

DERFACS

DISRUPTOR TABLE

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

FA = LF + RF
 FX = L + LF + RF + R
 MOVEMENT COST = 1
 HET COST = 5
 EM COST = 6

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
 WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

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.

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.

PUBLISHER'S INFORMATION

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BACK ISSUES from #57 to date are available from TFG Spare Parts for \$2 each (US). These issues included:

- #57: Romulan RoyalHawk SSD, SP463 Tang Chi.
- #58: Revised SSDs for Gorn DD, Orion CR, Fed CVA; new SSDs for Lyran Bobcat-D, Klingon G1N.
- #59: Kzinti Combat Tug SSD, SP60 Battle of Adanerg.
- #60: SP636 Mirror Image Monsters, SP598 Mating Frenzy (space dragons!), Historical Scenario Cross Reference.
- #61: Klingon F5W SSD, SP502 Mothball Mutiny.
- #62: Federation Battleship SSD: SP1061 Taste of Fire; F&E Micro Scenario 1001 Last Link.
- #63: Federation DW SSD; SP1211 Scout Report.
- #64: Federation FFB SSD; SP1301 Interceptor Training.
- #65: Lyran Mountain Lion SSD; SP1311 *Golden Cub*.
- #66: Kzinti Scout-Drone frigate SSD; SP70 Settle their hash
- #67: Romulan FlameHawk SSD; SP1201 Attrition Assault.
- #68: Kzinti First Carrier SSD and Scenario.
- #69: Federation NCA and SP275 Passing the Football.
- #70: Klingon D5W NCA and SP79 Second Helping of Hash.
- #71: Hydran DW, SP276 Coming Thunder, Kaltic Freestates.
- #72: Neo-Tholian Battleship, SP1353 *Sword of the Holdfast*; Hydran options for F&E.
- #73: Frax CC SSD, F&E Scenario *They Who Would Be King*.
- #74: Lyran CCX SSD and scenario, options for *TWWBK*.

All issues are in stock, but don't wait too long!

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. 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.

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