## WHAT'S IN MODULE C3?

(D24.0) CRITICAL HITS for Andromedan ships.
(E15.0) WEB BREAKER, Seltorian weapon.
(E16.0) SHIELD CRACKER, original mode of Web Breaker.
(E17.0) PARTICLE CANNON, rapid-fire weapon used by
          Seltorians and (in the old galaxy) by Neo-Tholians.
(G31.0) TEMPORAL ELEVATOR, Andromedan base defense.
(M10.0) PA MINE, rips 25 points out of a plasma torpedo!
(M11.0) TRANS-CAPTOR, Andro mine with a transporter and
          four T-bombs or PA mines. For base defense only.
(R7.0) NEO-THOLIAN frigate and destroyer (old galaxy).
(R10.0) ANDROMEDAN base station and battle station, small
          ground bases, four sleds (new low-warp auxiliary units),
          Missionary transport ship, Exploiter warship.
(R12.0) WYN Warships: Orca, Mako, Barracuda, Great White,
          and several variants.
(R14.0) LYRAN DEMOCRATIC REPUBLIC, Lyran breakaway.
(R15.0) SELTORIAN TRIBUNAL, New race, ships, weapons.
(S0.0) 12+ scenarios including a mini-campaign. Origins release.

## WHAT'S IN MODULE T?

Everything you need to run and play in exciting Star Fleet Universe tournaments! Complete rules for SFB tournaments (updated for 1993 and beyond), 16 tournament ships (including four new ones), judging standards, a special full-color tournament map (with hockey and racetrack marks), and sanction requirements. Six exciting tournament scenarios: Assigned Target, Captain's Round, PF Demo Derby, Dilithium Crystal Asteroid, *Tour Des Klingonez,* and the thrilling Space Hockey.

But that's not all! Module T also includes complete rules, charts, and a special map for a Federation & Empire tournament; plus a tournament for Star Fleet Missions; and even a special tournament scenario for the Prime Directive Role-Playing Game! A series of essays tells you how to run, promote, and play in an SFB scenario, and exposes the secrets of how ADB runs the huge simultaneous events at Origins. In stores NOW!

## NEW SHIP FOR STAR FLEET BATTLES

**(R12.23) WYN ORCA WAR CRUISER (CW):** The Orca was, arguably, the most superb of the WYN-Fish designs. It is the largest war cruiser in the game, having more internal volume than even the Romulan SparrowHawk. Option mounts are under Cluster Cartel restrictions and count as Orion wing mounts.
2 spare shuttles, command 6, explosion 17, docking 7.
The Orca was designed by Marc Cocherl.
SSD and counters are in Module C3.

## SCANNERS  REPORT

★  CARRIER WAR should ship before Origins.
★  SPECIAL OPERATIONS will debut this summer.
★  F&E REPRINT: The third revision will include all of the updates from Captain's Logs #8 through #12, new charts done with much better computer graphics, and a new printing of the map done in high resolution computer graphics in breathtaking color. (Nothing on the map changed!)
★  MODULE S2 has been delayed.

## TASK FORCE NEWS

○  STARFIRE: FIRST CONTACT: In stores now!
○  IMPERIAL STARFIRE: The strategic companion to the famous Starfire system. 96 pages of rules, two maps, 540 counters. $29.95. Shipping in June.

## STAR FLEET BATTLES ON CompuServe

Amarillo Design Bureau has obtained an account on CompuServe and can be contacted on that network at the Email address 71333,2123. We are answering questions in Section 10 of the Play-By-Mail Forum. Downloads can be found in the library.

We are not leaving GEnie (where we have been for several years), and the support offered on CompuServe duplicates (on a smaller scale, at least for now) that offered on GEnie. If you're picking a network for SFB, GEnie has more (like the entire SFB staff); if you're picking a network for other purposes and just want to stop by SFB now and then, CompuServe may offer more non-SFB capabilities and opportunities.

## 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 93, 1-4 July, Tarrant County Convention Center, Fort Worth, Texas. SFB National Championships. Info from GEMCO, P O Box 609, Randallstown MD 21133. All SFB events are scheduled for the Ramada Inn. See you there!

➤  GENCON 93, 19-22 August. 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.

➤  D-CUBED 93, 5-6 June, Pensacola Civic Center, has SFB. Info 904-944-9627, AGI, Box 37186, Pensacola, FL, 32526.

➤  HEXACON III, 18-20 June, Camelview Resort, Scottsdale AZ. Info: Don Harrington at (602) 956-1344. Largest sanctioned SFB tournament in the Southwest. Patrol, Beginners, Starfire.

➤  HEXACON 93, 22-24 Oct, Howard Johnson's Plaza, Greensboro NC. Has SFB. Info Box 4 EUC UNCG 27412.

➤  ANNOUNCEMENT: John Hammer of New York has been removed from the list of ADB-certified tournament judges. No SFB event in which Mr. Hammer participates as a judge or advisor will be considered sanctioned or eligible for a Rated Ace card; he is not eligible to win a Rated Ace card himself.

➤  RULEBOOK: On 4 March 93, we received a letter which (among other things) recommended a special printing of the rulebook for a special purpose. We dismissed the idea because of low sales potential. Later, another sales opportunity for the same rulebook developed, and the idea is under consideration, but we do not remember who suggested the idea. If you are this person, contact us so we can put your name in the product (if it is ever actually published). Explain the original idea and our response in sufficient detail to establish your identity.

➤  BRITAIN: Task Force Games Ltd is moving! Following the success of our first eight months, we are moving to bigger and better premises in Suffolk and will have completed our move by the time you read this. Our new address is Task Force Games Ltd., Unit 30A, Hardwick Ind. Estate, Bury St. Edmunds, Suffolk IP33 2QH Phone: (0284) 725656, Fax (0284) 725606.

# (SP223.0) EAGLE BREAKER

**(Y183)** *by Stephen V. Cole & Steven P. Petrick, Texas*

While the Romulans were beyond any strategic offensive by Y183, they did launch several serious local counterattacks. The Goms themselves were short of ships due to the dispatch of units to assist in the Alliance offensive "Operation Cavalry" and the increasing threat of the ISC on their eastern border. In one such operation, a key Gorn base was threatened. The Gorn command ordered two newly deployed X-ships to attack the Romulan flank and threaten their supply lines in the hopes that this would disrupt the Romulan drive.

**(SP223.1) NUMBER OF PLAYERS:** 2; the Gorn player and the Romulan player.

**(SP223.2) INITIAL SET UP**
**GORN:** BCX *Basilicon* in 4001, HDX *Firebreaker'm* 4202, both at WS-III, heading E, speed max.
**ROMULAN:** FireHawk-K, SparrowHawk-A+, SkyHawk-A, SkyHawk-A all within 5 hexes of 0620, heading at option of Romulan player, WS-III, heading A, B, or C. (Ships are not required to have the same heading.)
   Two Centurion PFs are held on mech links by one of the Romulan ships (commander's option).

**(SP223.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SP223.4) SPECIAL RULES**
**(SP223.41)** MAP: Use a floating map.
   The Romulan units can only disengage in directions C, D, or E. They can disengage by any legal means.
   The Gorn units can only disengage by acceleration in directions A or B, but can disengage by distance in any direction.
   Units which disengage in unauthorized directions or areas are considered destroyed.
**(SP223.42)** SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
   **(SP223.421)** If using the optional MRS shuttles, the BCX and FireHawk each have one MRS. The Gorn MRS is an X-MRS. These count against the point totals available to these ships under (SP223.43).
   **(SP223.422)** There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.
   **(SP223.423)** The two Romulan PFs are standard Centurions and are not formed into a flotilla.
**(SP223.43)** COMMANDER'S OPTION ITEMS
   **(SP223.431)** 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.
   **(SP223.432)** There are no drone-armed ships in this scenario. In a non-historical alternative, all drones are "fast," i.e., speed-32.
   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.
**(SP223.44)** REFITS: The Romulan PFs have the shield refit. The SparrowHawk has the plus refit, and both the FireHawk and SparrowHawk have the mech-link refit.

**(SP223.5) VICTORY CONDITIONS**
**GORN:** Decisive: Both Gorn ships disengage uncrippled in direction E.
   Substantive: One Gorn ship disengages uncrippled in direction E, the other disengages uncrippled in any other direction.
   Tactical: One Gom ship disengages uncrippled in direction E; the other disengages (crippled) in any direction.
   Draw: One Gom ship disengages uncrippled in direction E, and the other Gom ship is destroyed.   •
   Defeat: Neither ship disengages uncrippled in direction E.
**ROMULAN:** The Romulan player evaluates his victory under the Modified Victory Conditions, but scores no points for Gorn ships which disengage in direction E.

**(SP223.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:
**(SP223.61)** Replace the Romulans with an ISC squadron consisting of a CC, CS, DD, FF, FF.
**(SP223.62)** Allow the Romulan to select any non-PF tender module for his three modular ships. This will allow the Romulan some chance to surprise the Gorns. Note that SparrowHawk-Fs are not modular.
**(SP223.63)** For a smaller and faster battle, delete the BCX from the Gorn side, and the FireHawk and one SkyHawk from the Romulan side.

**(SP223.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:
**(SP223.71)** Change the BCX to an HDX.
**(SP223.72)** Replace the SparrowHawk with another FireHawk-K.
**(SP223.73)** Delete or add a SkyHawk to the Romulan force.

**(SP223.8) TACTICS**
   **GORN:** Basically blow through them. Fast load one or two torpedoes with your batteries after the main salvo, but get going and keep going. Use the LS/RS arcs of the side plasmas to keep firing to the rear once you are through. Remember to use your phasers in overload mode as gatlings to defend against the Romulan torpedoes.
   **ROMULAN:** You cannot afford to fall out of effective range, but your only real chance is to hit one Gorn ship with all you have, and then chase the other with concentrated phaser fire, and possibly plasma bolts.

# FEDERATION & EMPIRE

## BATTLE CARRIERS FROM MODULE R5 (#83)

| FED | KLIN | KZINTI | GORN | HYD | LYRAN | |
|-----|------|--------|------|-----|-------|------|
| BCV | C7V | BCV | BCV | OS | BCV | TSC |
| 8 | 6 | 6 | 6 | 9 | 6 | 6◆P |
| 10 | 10 | 10 | 12 | 11-10 | 11 | 8 |
| BCV | C7V | BCV | BCV | OS | BCV | TSC |
| 4 | 3 | 3 | 3 | 4 | 3 | 4 |
| 5 | 5 | 5 | 6 | 5 | 5 | 4 |

In the case of BCVs, the cost is the same as that of the corresponding BCH plus fighters. Conversion from BCH costs 2 plus fighters. All have a command rating of 10.
Fed BCV: Replace BC from Y183.
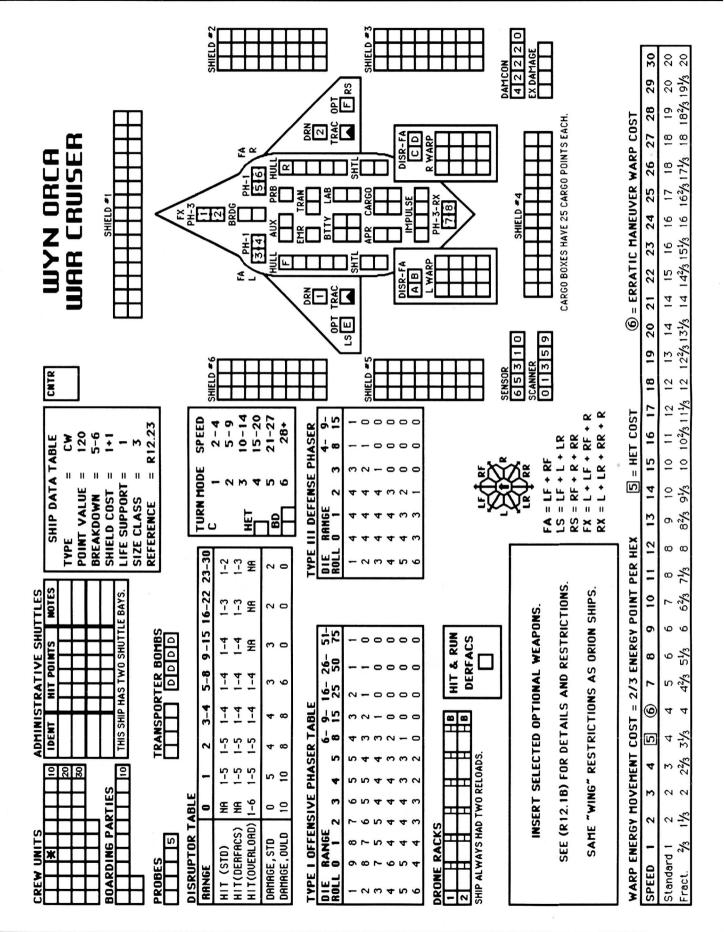Klingon C7V: Replace C7 from Y182.
Kzinti BCV: Replace BCH from Y181.
Gorn BCV: Replace BCH from Y181. Conjectural unit.
Hydran OS: Replace OV from 182.
Lyran BCV: Replace from Y181.
Lyran TSC pod: Cost 6 plus fighters and PFs, limit 1, Turn #32.

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# WYN ORCA WAR CRUISER

## SHIP DATA TABLE

| | |
|---|---|
| TYPE | = CW |
| POINT VALUE | = 120 |
| BREAKDOWN | = 5-6 |
| SHIELD COST | = 1+1 |
| LIFE SUPPORT | = 1 |
| SIZE CLASS | = 3 |
| REFERENCE | = R12.23 |

**SHIELD #1** · **SHIELD #2** · **SHIELD #3** · **SHIELD #4** · **SHIELD #5** · **SHIELD #6**

DAMCON 4 2 2 2 0
EX DAMAGE

SENSOR 6 5 3 1 1 0
SCANNER 0 1 3 5 9

CNTR

Ship diagram labels: FX PH-3 1/2, PH-1 5/6, PH-1 3/4, HULL R, HULL F, BRDG, PRB, TRAN, LAB, EMR, AUX, BTTY, APR, CARGO, IMPULSE, PH-3-RX 7/8, SHTL, DRN 2, DRN 1, TRAC OPT F RS, TRAC OPT E LS, DISR-FA C D / R WARP, DISR-FA A B / L WARP, FA R, FA L

CARGO BOXES HAVE 25 CARGO POINTS EACH.

## CREW UNITS
*

## ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| 10 | | |
| 20 | | |
| 30 | | |

THIS SHIP HAS TWO SHUTTLE BAYS.

## BOARDING PARTIES
10

## PROBES
5

## TRANSPORTER BOMBS
D D D D

## 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 (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 | NA | NA | NA |
| DAMAGE, STD | 0 | 5 | 4 | 4 | 4 | 3 | 2 | 2 |
| DAMAGE, OVLD | 10 | 10 | 8 | 8 | 6 | NA | NA | NA |

## TURN MODE TABLE

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

## TYPE III DEFENSE PHASER

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

## TYPE I OFFENSIVE PHASER TABLE

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

## DRONE RACKS

1
2

SHIP ALWAYS HAD TWO RELOADS.

## HIT & RUN DERFACS
B B

## INSERT SELECTED OPTIONAL WEAPONS.

SEE (R12.1B) FOR DETAILS AND RESTRICTIONS.

SAME "WING" RESTRICTIONS AS ORION SHIPS.

Direction key:
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

⑤ = HET COST
⑥ = ERRATIC MANEUVER WARP COST

## 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 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 3 | 3 | 4 | 5 | 5 | 6 | 7 | 7 | 8 | 9 | 9 | 10 | 11 | 11 | 12 | 13 | 13 | 14 | 15 | 15 | 16 | 17 | 17 | 18 | 19 | 19 | 20 |
| 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 | 10 2/3 | 11 1/3 | 12 | 12 2/3 | 13 1/3 | 14 | 14 2/3 | 15 1/3 | 16 | 16 2/3 | 17 1/3 | 18 | 18 2/3 | 19 1/3 | 20 |

# 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

BACK ISSUES #57 to date available from TFG for $2 each (US).
- #60: SP636 Mirror Image Monsters, SP598 Mating Frenzy (space dragons!), Historical Scenario Cross Reference.
- #61: Klingon F5W SSD.
- #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: Romulan Tournament Eagle, Tournament Scenario, and Battleship factors for F&E.
- #82: Seltorian cruiser and background.

All issues are in stock (BUT WON'T BE FOREVER); this list includes only recent issues and those older issues containing material which has not been formally published.

## 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.