

The Star Fleet Times

CALLING ALL READERS!

Welcome to our third issue of the STAR FLEET TIMES! This issue presents a new expansion to the Custom Design System, a new Romulan ship (the SaberHawk), and the regular assortment of articles, news and reports from the Star Fleet Universe.

We're still looking for "weird ships" for the April issue. At the time this was written, there was space for two more SSDs. We've already decided to use the ... well, on second thought, you can tune in next month to find out. No sense spoiling the surprise!

We're also assembling a campaign article as mentioned last issue. This will be the centerpiece for issue #5 of the SFT. If you've ever played in a campaign or have a set of campaign rules, send us a copy! We want to help you design the "perfect" campaign for your group, and we need all the examples we can get our hands on. Thanks!

ADB has also asked for ART! If you have any SFB art (preferably small pieces with ships, people or the like which would easily fit into a small area on a page), send them directly to ADB. The BEST submissions might appear in the Art Gallery page for Captain's Log #17!

CDS HITS THE BIG TIME!

It looks like the Custom Design System you saw in SFT #1 will be expanded into a full-fledged SFB product! Response to the CDS was so tremendous that a Ship Construction Manual has been commissioned. As part of this project I'm including the rules for Frax, Seltorians, Andromedans and WYN Fish Ships in this issue of the TIMES. Please, by all means, if you have any questions, comments or playtest reports involving the CDS, send them in as soon as you can!

One major issue at the moment is the ability to modify existing ships. The Ship Construction Manual needs to provide the means for this, but the CDS is not designed for that purpose (if you want to modify an existing SFB ship with the CDS, you have to first convert the BPV into CPV, which can take a while, and then figure in the changes). Thus, rules need to be written which resemble the old (S7.0) modification rules. Players with input on this issue should send them to AOG.

Another item which is generating some debate is that of limitations on additions to the base package. The "anything goes" side of the argument (which includes myself) believes that there should be NO limits, i.e., if you want to add 20 drone boxes to a Kzinti frigate, go ahead, if you want to pay the cost! The "let's get real" side, on the other hand, believes there should be a maximum limit imposed on various areas of the ship—number of total boxes that can be added, number of added weapons, number of added shields, and so on. This would keep things realistic—frigates can't have 100-point front shields!

It has even been suggested that rather than impose a drop-dead limit on added boxes, instead simply include a point at which any given hull "grows" to the next larger size. For example, if 30 boxes are added to a destroyer hull, it becomes a light cruiser for all SFB purposes (movement cost, etc.). Thus, if you added a bunch of hull to a DD and increased its size, you'd have to add warp boxes to counter the higher movement cost. The problem with this is that players will simply determine the most they can add and then add precisely that many boxes every time—and ship designs will no longer be quite as varied as they should be.

What do you think about these issues? Let us know! Send remarks to AOG at the address on the back of this newsletter. You can also contact me (the editor), Bruce Graw, at (513) 233-6886, or by sending electronic mail on GENIE to B.GRAW1 or across the Internet to B.GRAW1@genie.geis.com.

SMALL SHIP MISSIONS *by Alan R. Arvold* New Missions for STAR FLEET MISSIONS

One of the more prominent complaints about Star Fleet Missions is that there are so many small ships in the deck that cannot possibly win any of the missions in the game. Of course, the reason for the presence of these small ships is to prevent a greater frequency of ties in the play of the game that would occur if the small ships were replaced by larger vessels. Still, many players have a problem with this as they are often stuck with ships that do little more than provide comic relief. My solution to this is to create some missions which are more suited to small ships than big ones. After all, in not every starship mission is bigger necessarily better.

What follows is a sampling of missions designed around this concept. Additional missions in a similar vein will be presented in a future issue of Captain's Log.

Trade Treaty

A planet in the Neutral Zone wishes to open trade negotiations with one of the major starfaring powers. However, the ruling government, being pacifistic in nature, is turned off by large displays of power and weapons.

Send ONE ship to carry the negotiating team to the trade negotiations. The ship with LOWEST Space Combat rating wins. In the event of a tie, the ship with the HIGHEST Diplomacy rating wins.

Orion Treaty

A local Orion Cartel Lord has made an offer to stop raiding the shipping lanes in return for favored trade status. Negotiations are being held at his main base. However, he is sensitive about his defenses and has requested that the ships which come to the base have degraded sensors and scanners so as to limit the amount of information they can gather.

Send ONE ship to the negotiations. The ship with the LOWEST Science rating wins. In the event of a tie, the ship with the HIGHEST Diplomacy rating wins. ORION ships cannot win this mission.

Hostage Rescue

An interstellar terrorist group has taken some important government officials hostage and is holding them at their base deep in an asteroid field. They are willing to negotiate, but threaten to kill the hostages if they see any marines landing at their base or detect any ship they know to carry a large amount of marines.

Send ONE ship to the asteroid field. The ship with the LOWEST Marine rating wins. In the event of a tie, the ship with the HIGHEST Diplomacy wins.

Tiebreaking Note

The winner of each of these missions will be the one who has the *lowest* rating of the type called for by the mission requirements, with the first tiebreaker a *higher* rating as shown. If this is also a tie, only then do the tying players deploy additional ships in the normal tiebreaking procedure.

ALSO IN THIS ISSUE ...

News & Convention Announcements.....	2
GENIE Report <i>by Gary Fitzpatrick</i>	3-4
The Tournament Line <i>by Joe Butler</i>	4
ADB Update.....	5
Fog of War, Frenzy of Space scenario	6.....
Romulan Saberhawk SSD.....	7
Special Feature: Custom Design System Expansion	8-11..

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 an 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 (preferably a flyer from the con itself). 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.

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.

NORTHEAST WARS 3 (March 31-April 2, Burlington, VT): SFB event noted but no further details given. Write to Quarterstaff Games, 152 Church St, Burlington VT 05401 or call (802)863-3666.

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 or call 274-8192.

KETTERING GAME CON (April 22-23, Kettering, OH): A variety of games will appear at this semi-annual con at the Kettering Recreation Complex. Write to Bob Von Gruenigen, 804 Willowdale Ave, Kettering OH 45429.

ILLINICON (June, dates unknown, Urbana, IL): SFB will appear but no details were given. Call (217)328-8053 or write to Urbana Gaming House, 904 W. Green, Box 1801, Urbana IL 61801 (include SASE).

MOBI-CON '95 (June 9-11, Mobile, AL): A sanctioned SFB tournament will be held at this gaming & sci-fi convention to be held at the Holiday Inn in downtown Mobile. Write to: Mobi-Con, PO Box 161257, N Mobile, AL 36616.

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.

2ND ANNUAL ITALIAN SFB CHAMPIONSHIPS

The Italians do their SFB Championships in two parts: a local qualifying round held at various cities throughout the country, and the National Open and Finals, to be held 21-24 Sept 95 in Modena as part of the huge MOD-CON national gaming convention.

The local qualifying rounds are held at various conventions. While they must use the sanctioned ships and rules, the formats and prizes are at the discretion of the local organizer. Local organizers must send to the national organizer a full report on the event, plus a registration fee of 50 lira. No local event smaller than 4 players is accepted. The winner claims a chair at the national finals. For local events of 16 or more players, the top two finishers have seats in the national championships. Substitutions are allowed if the local winners cannot attend the national event, but they must have played in the local event they represent and must bring a letter from the local event organizer.

The National Open is held at Mod-Con and is open to any SFB players. It uses a Swiss-style format and will include three or more rounds. Open seats in the National Championships will be filled from the top finishers of the National Open.

The National Championships will be held with 8 (possibly 16) players in the sanctioned single-elimination format.

For more informations, contact: Enrico Ricco', Via Santa Caterina 98, 41100 Modena - 003959/251887, Fax: 211911. Or contact Marcello Missiroli, Via Puccini 53, 41100 Modena - 003959/238202 - Fax, 234270 E-mail: Fidonet 2:332/504.26, Internet 100034.2113@compuserve.com in Italian or English.

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!

Several players wrote to ask this: "I ordered some miniatures from TFG and received a page of rules for playing SFB with them, and these rules included turn gauges. Then I noticed that AOG is now selling AOG-5, which appears to be these same rules! What is the difference, if any?" Well, the rules sent with your miniatures include a set of 1" turn gauges, which will be sufficient for small battles so long as you don't do a lot of close maneuvering. AOG-5 includes a complete set of 2" turn gauges, adequate for most general games, printed on heavy paper so they will stand up better in use.

Andrew Apter sent in the following suggestion regarding miniatures play: When using the miniatures rules (on a hexless map board), mark the edges of your table in units (or leave a yardstick or tape measure there). This gives you a rectangular map grid for hidden mines. When dropping such a mine, use a notation like "20 up, 10 right" or "X-19, Y-45" to indicate location. Hidden mines are extremely difficult to play with if a system like this is not used.

SURVIVAL ADVICE *by Tom Gondolfi*

A Prime Team member was about to undertake a difficult solo scouting mission. "Have you a map and compass?" asked the Team Leader.

"Certainly."

"Have you got a deck of playing cards?"

The scout was somewhat taken aback by this. "No, what in the world do I need a deck of cards for?"

"It might save your life!" the Team Leader replied. "I always carry a deck. If you get lost, just sit down and start playing solitaire. Sooner or later some smart aleck will pop up behind you and start telling you which card to play next!"

THE GENIE REPORT *by Gary Fitzpatrick*

Welcome back to another review of the happenings and going-ons on the GENIE Information Network!

Module X2 Discussion

Although Module X2 (which will feature second generation X-ships) will not be published for quite some time—it's a distant speck on the horizon—it's starting to take shape now, and GENIE readers are helping it along.

It has been agreed that X2 should be designed from scratch, as though the old Supplement #2 second generation X-ship rules were never published. Because of this, the way is clear for new rules, systems, weapons, concepts, and history. Here are a few of the suggestions received so far:

- Unplotted decelerations in mid-turn.
- Self-regenerating shields.
- Smaller double-efficiency warp engines (e.g., a 5-box warp engine that produces 10 warp power).
- Extended overload ranges (to 10 or 12 hexes).
- Shield overflow (some damage on one shield can be absorbed by adjacent shields).
- Double-load photon, which can hit two different targets with smaller warheads.
- Phaser "groups" which individually fire as a ph-3, but can be joined together to fire as a ph-1 or (in sufficient numbers) as a ph-4.
- Phaser "coils" that can fire through emitters in various arcs, enabling ships to fire several salvos each turn through the same emitter.
- Movable shields (pay power to move a box from one shield to another or to trade two boxes on one shield for one box on another).
- Modulated shields that defend better against one type of weapon (e.g., phasers) but are less effective against others.

Note that none of these items have been definitely approved for inclusion in X2; they are still under discussion. If you have any further comments or suggestions, let me know and I'll be sure to post them on GENIE for you!

SFB Q's and A's

Q. Our group of SFBers is having a problem regarding the use of non-WW (manned or remote-controlled shuttles) to intercept and destroy plasmas. We would like to know if this is an acceptable tactic, or if illegal where would we find the rule that says it can't be done. Any help that you can give us in clearing up this situation would be a big help.

A. Where does it say that this is possible? The rules clearly provide for the use of wild weasels. The rules clearly provide the means of damaging plasmas in the FP section. There is NO RULE ANYWHERE that discusses the possibility of ramming a plasma with a manned or unmanned shuttle to destroy it. There is no rule that says ramming a plasma with a suicide shuttle will do any damage to the plasma. You cannot assume that something is possible just because the rules don't say it ISN'T possible. (Use the reverse argument: If the rules don't say it IS possible, it's a good bet it isn't!)

Q. I'm currently involved in an SFB game and a question came up with respect to electronic warfare and rule (D6.316.) Apparently you answered an EW question in the STAR FLEET TIMES, Volume II, issue #1. The scenario given was one where, on turn #1, a ship sets 3 ECM and 2 ECCM in energy allocation. Then in turn #2 the same ship sets 6 ECCM in energy allocation, and then wants to change to 6 ECM with reserve power before impulse #8 (turn #2). You replied that the 2 circuits used for ECCM in turn #1 were the only ones that could be changed. What about the 1 circuit in turn #1 that was unpowered? Can that one also not be switched according to (D6.316). Is powering a circuit considered switching it? If so, is unpowering a circuit considered switching it as well? If this is the case, it would seem that once a circuit was powered, it could not be turned off for 8

impulses. I appreciate any clarification you could provide.

A. The channel that had not been previously powered became powered at the start of the current turn. It cannot be switched with reserve power for 8 impulses. You can always cancel the EW output, but a cancellation does not beat the 8 impulse limit before a given channel can be switched to a different form of EW.

Q. Under (G7.373), if more than 2 ships are linked via a tractor beam, only two ships generate pseudo-speeds, and you ignore the other ships' movement points. Do you also ignore their movement costs as well? Example: Three movement cost 1 ships are tractor'd together. Ship A has allocated 20 movement points, Ship B 15, and Ship C 10. It has been determined that ship C's movement points are ignored. The question is whether Ship A has a pseudo-speed of 10 (20 movement points divided by a 2 movement cost) or 6 (20 movement points divided by a 3 movement cost).

A. The combined movement costs of all units are used, so the correct answer (in your example) is that the ships would have a total movement cost of 3, and Ship A's pseudo-speed is 6.

Q. What is the standard fighter compliment for a Federation Battle Station? I am concerned with the Y180 and after era but information about previous years would be very interesting. With three Hangar Bay Modules I think it is 6 F-18B+ and 6 F-III. Or is it 12 F-18B+ and 3 F-III? This is not the equivalent of what other races' BATS get which is 12 fighters and 6 PFs.

A. Fed Battle Stations: There are no F-IIIs on Federation Battle Stations. Fed BATS have 12 fighters. According to F&E-502.65, the Fed BATS go to 24 fighters when "PF Deployment" happens in steps across the galaxy. Exactly how they're doing that has never really been defined (at least I don't remember defining it). We could give them a PF module with A-20s, or we could give them a 'heavy hangar module' with 12 fighters (and let only the Feds use it). Obviously this is something for future development.

Deluxe Federation & Empire (DF&E)

Q: Does the Lyran CV to CVA conversion count against the CV production limit?

A: Since a CVA substitution replaces the one allowed CV substitution (711.0), any conversion to a CVA (from CV or DN) would use the one allowed CV conversion. If there's sufficient EP, a CA to CVA conversion could be performed instead (437.1).

Q: How much does it cost the LDR to rebuild its shipyard?

A: Considering the time (and assistance) it took to build and upgrade a pre-existing Lyran shipyard, about 12 years or so per (R14.0), the LDR would be unable to rebuild without the Lyrans outright giving them a new one. And since rules for these small satellite shipyards aren't available yet, they can't rebuild at all.

Q: For balance (653.110) does the Lyran need permission to use the part about trading a CW and a DW for a CA?

A: The rule reads as an option for an option. I'd recommend permission from the Alliance player, as the extra CA can be turned into too many useful ships (STT, DN).

Q: As fighters are required to have a base (of operations) at the end of each Combat Round, what happens to independent fighters squadrons after the initial round they're used (could they be held out of combat [reserve] until a later round)?

A: By "independent fighter squadrons" I assume you mean squadrons moved in by reaction movement from a CV/Base in another hex (205.7). These squadrons have their base automatically (they are considered to be flying back and forth every combat round). So they can be committed in any combat round.

Q: Does the FH/NH->SUP include the carrier surcharge?

A: The conversion includes all costs.

Q: Can a SP be double-converted into a SUP (as there ARE the SP to FH and FH to SUP conversions) or is the FH to SUP a double conversion itself? (Will double conversions included in (751.0) be marked as such?)

A: Double conversions in (751.0) aren't marked; you have to

check (437.1). According to (437.1), FH to SUP is a double conversion, and (751.0) lists a specific cost of 4EP, i.e., no discount. SP to SUP would be a triple conversion, and isn't allowed.

Q: Can an FFE be converted directly to a DWE (L/H/G)?

A: From (751.0) Gorn: DE to BDE: 2 points. The Lyran and Hydran conversions should be added: Lyran FFE to DWE: SEP; Hydran AH to DWE: 2EP.

Q: Can the Lyran CV be double converted into an SCS (CV to CVA to SCS)?

A: This should be allowed, since CA to DN to SCS is allowed. I'd guess that this is to save on the cost of the fighters.

Prime Directive: Prime Adventures #1

Prime Adventures #1 should be in your local stores right now! According to a phone call received yesterday from one of TFG's distributors, Prime Adventures #1 is the best release for PD they have seen so far ... and they have already placed a re-order!

There is a small error on page 56 concerning Gen Con, though. It says that Gen Con 1995 will take place August 18-21 when the correct dates are actually August 10-13. Sorry for the confusion!

For some reason, two words were dropped from the end of the last paragraph on page 24—these words are "use. Enjoy!" so the final paragraph SHOULD read as follows: "The table which follows isn't comprehensive in any way, so feel free to change or add any elements you want. You might even decide to make up whole new lists of your own to use. Enjoy!"

With PA#1 done, TFG is already looking ahead to issue #2. What follows is a list of some potential material which might appear in the next Prime Adventures. These notes might encourage players to submit articles, questions, suggestions, and even ideas for even more articles:

- A section "building better adventures" responding to and encouraging comments on how to make Prime Adventures better every issue. This would be linked to an Input Guide article on how to submit things in ways that make it easier for Tim to use them.
- Articles about upcoming products, in vague terms unless a complete draft exists.
- Example articles, such as "how to throw a grenade."
- "Why" questions: Why does this rule work that way? Hint: Players should send in such questions!
- Short "combat only" scenarios, one or two pages, plus a diagram or map.
- A "tactics board," perhaps on-line, reviewing how a particular scenario or adventure could be played.
- Some sort of Tactical Notes or Term Papers. No one has written one yet, and some doubt that they can be written. If they can be, they would reflect new and novel ways to use equipment and strategies to accomplish common tasks.
- Obviously, new equipment, new monsters, and new "ideas for creating your own adventure" items are very popular and Tim snaps up good ones whenever he sees them.

[Editor's note: Short articles and the like are also good material for the STAR FLEET TIMES and might appear here as the situation warrants.]

Well, that's a wrap for this month. I would like to add that if you have a question or comment that you would like to have placed on the board, then contact me at the following address and I'll do what I can to help you out. We'll meet here next month and do it again!

THE OCCUPANT
do Gary Fitzpatrick
PO Box 24372
Dayton, OH 45424
GENie: G.FITZPATRII
Internet: G.FITZPATRII@genie.geis.com

THE TOURNAMENT LINE Edited by Joe Butler

Greetings, and welcome back to another installment of *The Tournament Line*. This month, we take a look at the new Seltorian TC, as well as other questions and comments that readers have sent in.

The Seltorian TC

My initial impression of the Seltorian TC was "Sheesh. This thing exists to give the ISC something to beat up on..."

After PLAYING it a few times, we found that the Seltorian isn't BAD, but it isn't great, either. It really suffers from the fixed map. It has an amazingly durable phaser suite, and exceedingly cheap weapons to arm. (3 point overloads, that are holdable if you need them to be. Wonderful stuff.)

It has lots of degradation potential, but miserable hit probabilities. In fleet actions, the Seltorians (and PC Tholians) do fairly well. At range 15, the PCs will do an average of 12 points if you get both firing opportunities. For 12 points of power, this is comparable to the expected yield of three non-UIM overloaded disruptors at range 5-8.

Seltorian Tactics

This ship has gotten something of a bum rap in tournament play. It has some inherent advantages that make up for a few failings.

1. Speed. Live it. Breathe it. Flaunt it. This ship can maintain speed 26-28 while arming full overloads every turn. It only slows down to speed 20 when rearming phasers.
2. Drone defenses. Yes, you heard me, drone defenses. This ship is fast enough that the phaser suite can wade through drones with a little bit of work.
3. Phaser suite. The other side of drone defenses. Against somebody who doesn't have drones or seeking weapons, this ship has a fairly impressive phaser suite. (And can re-arm phasers and "trickle arm" the PCs as needed.)
4. Durability. With 102 internals (only the Kzinti has more), this ship can take damage and still come in fighting.

How to fly it: Think of it as a good phaser boat with secondary weapons that hold for peanuts. The phasers are the heavy weapon on this ship in a one-on-one duel, not the particle cannons. Dump any extra power into the PCs, and fire them when an opportunity presents itself. Ditto for the shield crackers. Dump any extra power into shield crackers and use them when an opportunity presents itself. —Ken Burnside

Fly it like a phaser boat—the heavy weapon is hard to use unless your opponent lets you chase him all turn. The shield cracker is cute; make sure you remember to use it at the proper point in the sequence of play. It will uncover whether a shield is reinforced before you unload an alpha strike on it in the fire declaration stage. This can be very important and may be the one true advantage of the Seltorian.

If you want to trick the Seltorian on reinforcement levels it will be hard because he will probably fire the shield cracker on the impulse he intends to fire the other weapons, and you won't be able to raise the reinforcement on that shield until next impulse when the shield segment comes around again in the boarding party part of impulse activity. Thus, he will get a shot at the unreinforced shield if he wants it. —Chuck Davis

That's all for this month from the Tournament Desk. Next month we will review both new Romulans (TKE and TKR) 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:

Joe Rutler
P.O. Box 223
McCordsville, IN 46055-0233
GENie: J.butler45
Internet: jwbutler@indy.net

PRODUCT SCHEDULE

Mail order only Miniatures (Available Now!)

Andro Intruder + 3 Sat Ships \$7.95 Battle Station \$5.95
Lyran CW + DD \$5.95 Hydran Paladin + Lancer \$6.95
Romulan SkyHawk & SeaHawk \$5.95 Gorn CL+DD \$6.95
Freighter + Orion Raider \$5.95 Klingon D5 + F5 \$5.95
New Production Pewter: Fed NCL \$5.95; Thol PC(2) \$5.95
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).

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

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!

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

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: STAR FLEET MARINES! (April)

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-May)

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.

A Glimpse into the Future

June: CL#17. July: Module C4. Aug: Module R6. Summer: Ship Construction Manual, Warlord Boardgame, GIA Sourcebook, PD Hidden Agenda, Squadron SSD Book, CL#18 Classic Fiction. Module C4 will have enough ships for the new races to use them in battle, and will be followed by C4R (with all of the SSDs you'll need to use them in campaigns) and C4X (X-ship rules, SSDs).

Alas, Gone forever

Captain's Log #8, the first of the "doomsday" issues, has sold out and will not be reprinted. TFG has also announced that current stocks of the "Captain's Rulebook" and "Captain's SSD Pack" are gone, and these "temporary" products will not be reprinted.

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, Lyran, 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: 60 pages, includes every ship by race and class, and then again in alphabetical order with the ship's complete combat history. Only \$10.

AoG-5 MINIATURES RULES updated for Captain's complete with 2"-scale turn gauges. Four pages, \$2.

AoG-6 JUDGE'S ERRATA: Official errata relating to rules used in tournaments. 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, \$10 overseas airmail).

ADB PRESENTS: SABERHAWK!

(R4.89) SABERHAWK (SAB): The Romulan SaberHawk was typical of the class of Heavy War Destroyers which came into service about Y180. They were intended to increase the production of what effectively were light cruisers and preserve the ability to deploy many different variant ships.

The various "option" boxes reflect the ability of the fleet to reconfigure ships for variant roles more easily than with a general overhaul, but less efficiently than with the modules used by the SparrowHawk and SkyHawk classes.

As with all of the HDWs, the ship carries two fighters for additional firepower and is treated as a "casual carrier".

SSD and counters are in Module R6.

OPTION BOX RULES FOR HDWs: There are, in effect, three different types of option boxes for these ships:

APRs: The four-box group of APRs (some ships have other than four boxes) can be converted to cargo, barracks, repair, or shuttle, but all four must be the same thing.

OPTs: Free option boxes, these can hold any system in Annex 8B. Note that weapons are limited to those in common use by the owning race. These are the only option boxes on the ship able to hold weapons (which have an RA or AP arc) or special sensors. For a carrier variant, these will have to be used for fighters in order to deploy a full squadron.

NWOs: Non-Weapon Options, cannot hold any weapon or any power system. They can hold shuttles including fighters. For a PFT, install four tractor beams, put repair in APR, sensors in OPTs.

SFB ON COMPUSERVE

After some restructuring of the Play-By-Mail forum, Star Fleet Battles now has its own section for all SFB-related discussions. It is Section #13 of PBM/Board/Card games. Type GO PBMGAMES from any prompt. You can also FIND STAR FLEET. The growing SFB community on CIS held two conferences in February, one on tactics and the other on product development. (The ideas for Modules R7, R8, and R9 developed in discussions on CIS; those guys on GEnie found out about it only later!) New in the library are four new scenarios, plus report forms, conference transcripts, and the history of the Gorn race. CompuServe is now hosting the first-ever PBM tournament for SFB, with 20 players. We also have about 10 non-tournament battles going on, including a 500-point squadron battle in which the Kzintis just dragged an LDR MP across the map for a private audience with the Crown Prince. The British players are hosting a fleet battle vs the Yanks! —Seeker

THROUGH A SCANNER DARKLY

MEET THE QARIS: The Qaris are a simulator race invented by the Feds. They have several new items of technology:

KINETIC CANNON: This weapon fires four shots per turn (4 impulses apart), but each ship has only one cannon. The shots can use explosive shells (which do 8 points of damage out to range 12) or kinetic penetrators (which do only a few points, but which skip four out of five shield boxes). These are TURRET MOUNTED weapons with a 120° firing arc; the turret can turn 60° every four impulses. Initial playtesting has shown them to be the champion retrograde ships of the galaxy!

SCUD MISSILES: Huge ballistic drones (24 points to kill, built in self-defense jammers, built-in negative tractor) with gigantic 96-point warheads, but are inaccurate as all heck. Each launcher holds only one missile (the ship has two reloads per launcher). Only one ship per fleet (two in base assaults) can have scuds. The T73 has six, the T83 has eight. It uses tame boar targeting, but can only lock onto a target one hex away and cannot change course from its ballistic program.

SUBSPACE GUIDED MISSILE: Your basic type-I drone, but totally under your control. Steer it where you want, and assign it a target in mid-flight.

TRANS-MORTAR: Fires a 5-point M-bomb which damages EVERY target in a hex, but doesn't arrive until several impulses after you fire it! Used only by special fire support destroyers.

(SP897.0) THE FOG OF WAR, THE FRENZY OF SPACE

(Y161)

by Scott Wochholz, Michigan

During the closing stages of the fifth Lyran-Hydran War, a Lyran combat group was inserted behind the Hydran front lines. The mission of this group was to disrupt supplies and draw off reinforcements for the Hydran front line units, enabling the Lyran Empire to launch a major offensive.

The Hydrans were initially caught off guard, but managed to assemble a force to counterattack the Lyran group. The Hydrans chose to mass their ships near a star which was known to be unstable because the wildly fluctuating radiation patterns would mask their ships. The Lyrans, learning of the concentration of Hydran ships, moved into the stellar system to engage and disperse this reserve before it got large enough to pose a significant threat.

As the two forces closed to engage, the unanticipated happened! Mother Nature unleashed her ultimate fury, and the star suddenly became a supernova.

(SP897.1) NUMBER OF PLAYERS: 2; the Hydran player and the Lyran player.

(SP897.2) INITIAL SET UP

TERRAIN: Supernova (P12.0) along the entire xx01 map edge.

HYDRAN: Lord Marshal in 3116, heading E, speed 10, WS-III.

Dragoon in 3115, heading E, speed 10, WS-III.

Ranger in 3216, heading E, speed 10, WS-III.

Knight in 3114, heading E, speed 10, WS-III.

Lancer in 3214, heading E, speed 10, WS-III.

Lancer in 3316, heading E, speed 10, WS-III.

Lancer in 3317, heading E, speed 10, WS-III.

Historical note: All of the Hydran fighters had been deployed for battle when the star initially went nova. None survived at the point the scenario begins.

LYRAN: CA in 1115, heading C, speed 10, WS-III.

CA in 1116, heading C, speed 10, WS-III.

CL in 1016, heading C, speed 10, WS-III.

CL in 1114, heading C, speed 10, WS-III.

DD in 0916, heading C, speed 10, WS-III.

DD in 0917, heading C, speed 10, WS-III.

DD in 1014, heading C, speed 10, WS-III.

SC in 1015, heading C, speed 10, WS-III.

(SP897.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP897.4) SPECIAL RULES

(SP897.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

Ships, irrespective of whose side they are on, can only disengage by moving off the map edge in direction D.

Ships which disengage by any means other than exiting the map in direction D are considered destroyed.

(SP897.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SP897.421) If using the optional MRS shuttles, the Lord Marshall and one Lyran CA each have an MRS.

(SP897.422) There are no EW fighters in this scenario.

(SP897.423) There are no PFs in this scenario.

(SP897.43) COMMANDER'S OPTION ITEMS

(SP897.431) 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 Victory Conditions (S2.2) as victory points for the enemy.

(SP897.432) There are no drones in the basic version of this scenario, but in a variation where drone using units are used

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

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SP897.433) The Lord Marshal, Dragoon, and both Lyran CAs have Prime Teams on board.

(SP897.44) REFITS: At the time of this incident, no refits of any type had been installed on any of the ships present.

(SP897.45) SPEED: Due to the destabilizing effects of the Supernova combined with the star's previous radiation fluctuations, no ship or other unit can exceed a speed of 20 during the course of the entire scenario. Ships cannot disengage by acceleration as a result.

(SP897.46) DAMAGE: All ships were hit by an initial "Pulsar" burst from the Supernova on Impulse #32 of Turn #0 before the scenario actually begins. This burst is figured as per (P5.22) with an assumed die roll of 6. None of the shields struck were reinforced, though players can assume that any batteries were used at the instant the damage was scored, beginning the first Energy Allocation Phase with empty batteries as a result.

(SP897.47) OPTIONAL: Use (D22.0) Deceleration Due to Damage.

(SP897.5) VICTORY CONDITIONS: Victory is determined by how much damage you receive as well as by how much you inflict. Add the BPVs of all your ships which have survived the scenario (i.e., have left the board) as adjusted by the Standard Victory Conditions and (S2.21) where any internal damage on your ships gives you 90% of the BPV for that ship and 10% for your opponent if he scored any of that internal damage. (You do not receive points for any damage scored on your opponent by terrain.) To the total of BPVs earned from your ships which survived, add those earned from any of your opponent's ships which you damaged, captured, or destroyed. No points are available for disengagement of your opponent's ships. Level of victory is determined by (S2.3). Note that it is critical to keep an accurate account of damage scored by the enemy on each ship as opposed to that caused by terrain.

(SP897.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP897.61) Replace the Lyran Group with a Klingon Group of a D7C, D7, two D6s, F5C, two F5s, and an F5S.

(SP897.62) Assume both sides exchanged one volley of weapons fire before the sun went nova. Allow each ship to fire all of its bearing weapons at one or more target ships in the opposing squadron during the last impulse of a previous turn. Note that the range would have been too great for any of the Hydran fighters to have been a factor.

(SP897.63) For a smaller and faster scenario, delete the Dragoon and two Lancers from the Hydran force, and one each CA, CL, DD, and Scout from the Lyran force.

(SP897.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP897.71) Change the Lord Marshal to a Ranger.

(SP897.72) Replace one of the Lyran CLs with a DD.

(SP897.73) Delete or add a small ship from or to one side.

FEDERATION & EMPIRE: ISC SPECIAL UNITS

MONITORS: Begin with three Monitors, can build more.

COMMANDO SHIPS: The CCL is converted from a CL for 2 points. The CDD is converted from a DD for 2 points.

CCL	CDD
G	G
4-8	2-5

The command rating is the same as the base hull type.

The Home, 2nd, 3rd, and 5th Fleets each have one CDD as initial forces. The 4th has one CDD as initial forces, adding one CDD and two CCLs as PWC, losing one of each to the 6th fleet in Y181.

Other data for commando ships follows F&E2: Marine Assault.

CDS Andro/Frax/Seltorian/WYN Expansion

By Bruce Graw and the Dayton Starfleet Council

© 1995 Amarillo Design Bureau

PURPOSE

This expansion adds the Andromedans, Frax, Seltorians, and WYN Fish Ships to the Custom Ship Design System presented in STAR FLEET TIMES #1. You must have that issue to utilize this expansion. Back issues of SFT can be ordered from Agents of Gaming for \$2 (\$3 overseas air mail; no shipping required in either case).

This product adds the charts and tables needed to include the above races in a CDS scenario. Due to space requirements, these charts are not combined with the charts from the CDS version 1.1 (see SFT#1) except as necessary. However, a consolidated series will be presented in a future Task Force Games product, the SHIP CONSTRUCTION MANUAL, scheduled to appear later this year.

Andromedan ships proved extremely difficult to balance under this system, as evidenced by the tremendous amount of modifications to the base hull package. In designing the Andro

rules the following tenets were adhered to:

1. Andros do NOT get seeking weapons. If Andromedan ships have drones or plasma torpedoes, all balance factors are thrown out the proverbial window. This was learned some years ago in a campaign where custom-built ships were allowed, and one player created a race of plasma-armed Andros which could never be damaged, much less defeated.

2. Andromedan "weird" technology (PA panels, displacement devices, etc.) cannot be used on Galactic ships. TR beams, which are just another direct-fire weapon, were allowed (at a high cost). On the flip side, shields, shuttles and PFs were not allowed on Andromedans.

3. The prices of Andromedans were kept deliberately high, as they are in SFB.

Reports on CDS-designed Andromedans (and, indeed, any of the other CDS materials seen so far in SFT) are welcome. Send'em to Agents of Gaming. Thanks!

Racial Modifications to Base Hull Packages

Movement Cost	0.33	0.5	0.67	1.0	1.33	1.5	1.67	2.0
Andromedan	+2 Warp -1 Imp -2 APR -2 Hull +2Btty -1 Aux -1 Emer -1 Trac -2 Lab -1 Sen -3 Scn -5 Crew +7 PA	+2 Warp -2 APR -2 Hull +2 Btty +1 Brdg -1 Aux -1 Emer -1 Trac -1 Tran -61 Sen -8 Crew +7 PA	+4 Warp -2 Imp -2 Hull +2 Btty -1 Trac -6 Sen -0 Scn -16 Crew +1 Repr +10 PA +1 SS +50 CPV	+2 Warp -2 Hull +3 Btty +1 Emer -1 Trac +2 Lab -6 Sen -0 Scn -21 Crew +2 Repr +7 Cargo +14 PA +3SS +100CPV	+2 Warp +1 Imp -2 Hull +3 Btty +1 Flag -2 Trac +2 Lab -42 Sen -6 DamCon -22 Crew +4 Repr +8 Cargo 4 SS +150CPV	+3 Warp +3 Imp -2 APR -2 Hull +4 Btty +1 Flag -3 Trac +2 Lab -42 Sen -35 Scn -6 DamCon -26 Crew +8 Repr +9 Cargo +21 PA +6SS +200 CPV	+3 Warp +3 Imp -4 Hull +4 Btty +1 Brdg -3 Trac +1 Tran +2 Lab -42 Sen -35 Scn -6 DamCon -28 Crew +10 Repr +9 Cargo +24 PA +8SS +250 CPV	+4 Warp +4 Imp -8 Hull +4 Btty +1 Flag -4 Trac +1 Tran +2 Lab -42 Sen -35 Scn -8 DamCon -30 Crew +12 Repr +9 Cargo +28 PA +9SS +300 CPV
Frax	+1 Tran	+1 Tran	+1 Tran	+1 Tran	+1 Tran	+1 Flag +1 Tran	+1 Bridge +1 Tran	+1 Control +1 Tran
Seltorian	+2 Hull +2 Tran +2 GAS +2BP +10CPV	+2 Hull +2 Tran +2 GAS +2BP +10 CPV	+2 Hull +3 Tran +2 GAS +4BP +15 CPV	+2 Hull +3 Tran +2 GAS +6BP +15 CPV	+2 Hull +3 Tran +2 GAS +8BP +15 CPV	+2 Hull +3 Tran +2 GAS +8BP +15 CPV	+2 Hull +4 Tran +2 GAS +12 BP +20 CPV	+2 Hull +4 Tran +2 GAS +12 BP +20 CPV
WYN Fish	+2 Warp +1 Btty -1 Emer +1 Trac -1 Probe -2 Lab +4 Cargo +20 CPV	+2 Warp +1 Btty -1 Emer +1 Brdg +1 Trac -1 Probe +4 Cargo +4 Cargo +25 CPV	+2 Warp +1 Btty +1 Aux -1 Probe +4 Cargo +25 CPV	+2 Warp +1 Btty +2 Flag -1 Probe +2 Fighter +25 CPV	+2 Warp +1 Btty +2 Flag -1 Probe +1 Trac +2 Fighter +4 Cargo +30 CPV	+2 Warp +1 Btty +1 Flag -1 Probe +2 Trac +2 Fighter +4 Cargo +30 CPV	+2 Warp +1 Btty +1 Brdg +1 Probe +2 Trac +2 Fighter +4 Cargo +30 CPV	+2 Warp +1 Btty +1 Flag -1 Probe +3 Trac +4 Fighter +4 Cargo +40 CPV

(CDS2.4) All tractor beams provided in the base package on Lyran and WYN Fish ships (up to a maximum of six) have mech links at no additional cost. Tractors purchased above and beyond the base package will have to be outfitted with mech links individually.

(CDS2.7) In the case of modifications to the sensor, scanner or damage control tracks, the amounts shown above indicate boxes

to be removed from the base package. For example, an Andromedan DN has "-42 Sen" which means to subtract a "4" and a "2" box from the sensor track.

(CDS2.8) Andromedans do not have any shields or shuttles. Instead, power absorber panels and hangar bays are listed. See the special Andromedan rules and restrictions in (CDS3.7).

Base Weapon Packages by Race

Movement Cost	0.33	0.5	0.67	1.0	1.33	1.5	1.67	2.0
Andromedan	1 TRL	2 TRL	2 TRH	3 TRH	3 TRH	4 TRH	5 TRH	6 TRH
	4 P2	4 P2	8 P2	8 P2	12 P2	16 P2	18 P2	20 P2
	7 PA	7 PA	10 PA	14 PA	18 PA	21 PA	24 PA	28 PA
			2 DD	2 DD	4 DD	4 DD	5 DD	6 DD
			1 SS	3 SS	4 SS	6 SS	8 SS	9 SS
Frax	2 Dish5	2 Disr22	3 Disr30	4 Disr30	5 Disr30	6 Disr40	8 Disr40	9 Disr40
	2 DmB	2 DmB	2 DmB	2 DmB	4 DmB	4 DmB	4 DmB	6 DmB
	2 P1	3 P1	4 P1	8 P1	8 P1	9 P1	12 P1	15 P1
	2 P3	4 P3	4 P3	4 P3	6 P3	8 P3	8 P3	8 P3
Seltorian	1 PC	2 PC	3 PC	4 PC	5 PC	6 PC	8 PC	10 PC
	1 WB	1 WB	2 WB	2 WB	3 WB	3 WB	3 WB	4 WB
	3 P1	4 P1	6 P1	8 P1	9 P1	12 P1	14 P1	16 P1
	4 P3	4 P3	4 P3	4 P3	4 P3	4 P3	4 P3	4 P3
WYNFish	2 Disr15	2 Disr22	4 Disr30	4 Disr30	5 Disr30	6 Disr40	7 Disr40	8 Disr40
	2 DmB	2 DmB	2 DmB	2 DmB	2 DmB	2 DmB	4 DmB	4 DmB
	4 P1	2 OptL	2 OptL	2 OptL	4 OptL	4 OptL	4 OptL	6 OptL
	2 P3	4 P1	4 P1	6 P1	6 P1	8 P1	9 P1	10 P1
		3 P3	4 P3	5 P3	6 P3	7 P3	8 P3	9 P3

(CDS3.5) WYN: WYN ships are considered to be either "auxiliary" hulls or "fish" hulls depending on which package you chose to start with. Once the base package has been assembled, the remaining rules are very similar, except for option mounts and the cost of a few system types.

(CDS3.51) Option mounts on WYN auxiliary base packages are considered "centerline" mounts (CDS3.41). They are limited to WYN racial selections, unless your local or campaign rules allow otherwise.

(CDS3.52) Option mounts on WYN fish base hulls are listed as "OptL" types. These are limited to phaser-1/2/3, drone racks A/B/C/E/G, or ADDs; see (R12.1G). Option mounts purchased as add-ons under (CDS5.0) must follow these restrictions, but note that they are cheaper to buy.

(CDS3.7) ANDROMEDANS: Andromedans have a number of special rules which apply throughout the CDS.

(CDS3.71) Andromedans do not have shields, and cannot purchase shield boxes for their ships. Power absorber panels are shown above and elsewhere in these rules as "PA." Non-Andromedan ships cannot buy PA panels under the CDS.

(CDS3.72) Andromedans do not carry shuttlecraft or PFs, and the CDS does not provide rules for them to do so. Andromedans cannot buy mech links for their tractor beams.

(CDS3.73) Andromedan hull is always center hull at no additional cost; this is an exception to (CDS4.41). Players could, if desired, change it to forward or aft hull if they wish. No points would be received for doing so, however, and as center hull is more desirable tactically, such a change would be foolish.

(CDS3.74) Andromedan batteries hold 5 points of power; see (D10.55) and (H5.5). This applies only to Andromedans; there is no way to put an Andro battery on a non-Andro ship.

(CDS3.75) Andromedans have hangar bays on cruiser and larger ships (frigates and destroyers cannot have them). Each hangar space is shown as one "SS" (satellite ship space) on the chart above and elsewhere in the CDS rules. Each SS box holds 1 medium-sized satellite ship; see (G19.21). Non-Andromedan ships cannot be held in hangar bays.

(CDS3.76) Andromedan ships of FF, DD or CL packages can be designated "satellite ships." Satellite status is not possible if the ship has a hangar bay of its own (this avoids the "ship within a ship within a ship" complication). If a CL is declared to be a satellite ship, its base package hangar bay must be sold.

(CDS3.761) CLs declared to be satellite ships are considered heavy destroyers (HDDs) and are reduced from size class 3 to size class 4. They must sell the hangar bay (CDS3.76) and cannot buy more hangar boxes. In addition, all TRHs on the ship

must be reduced to TRLs using (CDS5.7), as size class 4 units cannot use TRHs.

(CDS3.762) The size of a satellite ship is dependent on the base package it was built on. Frigates are "small" satellite ships, destroyers "medium," and heavy destroyers are "large." Sizes can also be modified by adding boxes, as described below.

(CDS3.763) If more than 10 boxes are added to a FF, its size is upgraded to "medium." If more than 30 boxes are added, its size goes to "large." If more than 50 are added, it can no longer be considered a satellite ship.

(CDS3.764) If more than 10 boxes are added to a DD, its size is upgraded to "large." If more than 30 boxes are added, it can no longer be considered a satellite ship.

(CDS3.765) If more than 10 boxes are added to a CL hull, it can no longer be considered a satellite ship.

(CDS3.766) The above are net changes. If a ship buys 15 boxes and sells 5 others, its size as a satellite ship does not change.

(CDS3.767) Ships cannot sell boxes to reduce their satellite ship size (the hull framework is still just as large as before).

CPV Cost for Additional Systems

		Andro	Frax	Selt	W-Fish
Warp	1-2	5	4	4	4
	3-6	10	8	8	8
	7+	20	16	16	16
Imp	1-2	4	3	3	4
	3-4	8	6	6	8
	5+	16	12	12	16
APR	1-2	3	2	2	2
	3-4	6	4	4	4
	5-6	9	8	8	8
	7-8	12	12	12	12
	9+	15	12	12	12
Shields	1-2	N/A	2	2	2
	3-4	N/A	4	4	4
	5-6	N/A	8	8	8
	7+	N/A	12	12	12
Hull	1-3	2	2	1	2
	4-6	3	3	2	4
	7-9	4	6	4	8
	10+	6	10	8	12
Cargo	1-4	3	3	3	2
	5+	5	6	6	4
Armor	1	N/A	6	6	6
	2-5	N/A	3	3	3
	6+	N/A	6	6	6
Battery	1-2	4	2	2	2
	3-4	8	4	3	4
	5+	12	8	6	8
Ctrl (any)	1	5	5	6	6
	2	10	10	12	12
	3+	20	20	24	24
Trac	1	6	3	3	2
	2-3	12	6	6	4
	4+	24	12	12	8

		Andro	Frax	Selt	W-Fish
Tran	1-2	5	3	2	3
	3-4	10	6	4	6
	5+	20	12	8	12
Shuttle	1	N/A	3	4	3
	2	N/A	6	8	6
	3-4	N/A	12	12	12
	5+	N/A	12	12	12
Shuttle bay	1	N/A	5	5	5
	2	N/A	10	10	10
	3+	N/A	20	20	20
Fighter	1	N/A	8	8	6
	2-4	N/A	3	3	2
	5-8	N/A	6	6	4
	9+	N/A	12	12	8
Probe	1	8	8	8	10
	2+	12	12	12	15
Lab	1-2	4	4	4	6
	3-4	8	8	8	12
	5+	16	16	16	24
Sen+6	1	6	5	5	8
Scn+0	1	6	5	5	8
Dam+4	1	6	5	5	3
Dam+6	1	10	8	8	6
Bar-racks	1	16	16	8	16
	2+	8	8	4	8
Repr	1	6	8	8	8
	2-4	3	4	4	4
	5+	6	8	8	8
PA	1-2	8	N/A	N/A	N/A
	3-4	16	N/A	N/A	N/A
	5+	24	N/A	N/A	N/A
SS	1	10	N/A	N/A	N/A
	2-3	20	N/A	N/A	N/A
	4+	30	N/A	N/A	N/A

CPV Cost for Additional Weapons—New Weapon Types

		Fed	Kli	Rom	Kzi	Grn	Thl	Orn	H-Fus	H-HB	Lyr	WYN	ISC
TRH	1	20	20	20	20	20	20	24	24	24	20	20	24
	2	32	32	32	32	32	32	36	36	36	32	32	36
	3+	48	48	48	48	48	48	52	52	52	48	48	52
DisDev	1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
AFD	1-2	14	14	16	14	16	16	16	14	14	16	14	16
	3-4	28	28	32	28	32	32	32	28	28	32	28	32
	5+	42	42	48	42	48	48	48	42	42	48	42	48
WB	1	10	10	10	10	10	10	12	10	10	10	10	10
	2	20	20	20	20	20	20	24	20	20	20	20	20
	3+	32	32	32	32	32	32	32	32	32	32	32	32
PC	1	10	10	10	10	10	10	12	10	10	10	10	10
	2	20	20	20	20	20	20	24	20	20	20	20	20
	3+	32	32	32	32	32	32	32	32	32	32	32	32

(CDS5.11) ANDROMEDAN PHASERS: Andros cannot buy phaser-1s, but can convert existing ph-2s to ph-1s for a cost of 5 CPV per phaser converted; however, this must be done for every phaser on the ship. See (CDS6.343) for phaser arcs.

(CDS5.12) FRAX PHASER-3s: Frax ships (and only Frax ships) may convert any of the phaser-3s on their base package to AFDs for 4 CPV per change. If converted, they are still considered phaser-3s for all later purposes (e.g., selling back boxes). Phaser-3s added to the base package under (CDS5.0) cannot be converted to AFDs; instead, AFDs must be bought specifically.

(CDS5.7) TRACTOR-REPULSOR BEAMS: TRHs can be used only on CL and larger ships. FFs, DDs and HDDs which purchase TRHs must downgrade them to TRLs. Subtract 33% from the price of the TRH (round fractions of 0.5 or more up, 0.49 down).

(CDS5.71) CL and larger ships cannot buy TRLs.

(CDS6.111) Andromedan FFs, DDs, HDDs, CLs, and CAs have a breakdown rating of 6, DLs and DNs have a 5-6, and BLs and BBs have a 4-6.

CPV Cost for Additional Weapons—New Races

		Andro	Frax	Selt	W-Fish
P1	1-2	N/A	4	4	5
	3-4	N/A	8	8	10
	5-6	N/A	16	16	20
	7+	N/A	24	24	24
P2	1-2	3	4	4	4
	3-4	6	8	8	8
	5-6	12	16	16	16
	7+	18	16	16	16
P3	1-2	3	2	2	2
	3-4	6	4	4	4
	5-6	12	8	8	8
	7+	18	12	12	12
PG	1	16	8	8	8
	2	16	12	12	12
	3-4	24	24	24	24
	5+	32	24	24	24
Drone	1	N/A	3	8	4
	2	N/A	3	8	4
	3	N/A	6	16	8
	4+	N/A	12	24	16
Phot	1	20	10	10	10
	2	20	20	20	20
	3+	40	32	32	32
Disr	1	20	6	10	6
	2	20	12	20	12
	3+	40	24	32	24
PIF	1	N/A	10	10	10
	2	N/A	20	20	20
	3+	N/A	32	32	32
PIS/G	1	N/A	24	24	24
	2	N/A	48	48	48
	3+	N/A	64	64	64
PIR	1	N/A	36	36	36
	2	N/A	72	72	72
PID	1	N/A	10	10	10
	2	N/A	20	20	20
	3+	N/A	32	32	32
WC	1	N/A	32	32	32
	2	N/A	64	64	64

		Andro	Frax	Selt	W-Fish
Opt	1	N/A	N/A	N/A	6
	2	N/A	N/A	N/A	12
	3+	N/A	N/A	N/A	24
Fus	1	18	10	10	10
	2	18	20	20	20
	3+	36	32	32	32
HB	1	36	20	20	20
	2	36	40	40	40
	3+	72	64	64	64
ESG w/cap	1	N/A	20	20	20
	2	N/A	40	40	40
	3+	N/A	64	64	64
PPD	1	48	32	32	32
	2	96	64	64	64
SFG	1	72	64	72	72
	2	96	96	96	96
Special Sensor	1	40	40	40	40
	2+	60	60	60	60
Web gen	1	N/A	16	16	16
	2	N/A	32	32	32
	3+	N/A	48	48	48
Mine rack	1	24	24	24	24
	2+	12	12	12	12
TRH	1	10	20	20	20
	2	20	32	32	32
	3+	32	48	48	48
DisDev	1	12	N/A	N/A	N/A
	2	18	N/A	N/A	N/A
	3+	32	N/A	N/A	N/A
AFD	1-2	N/A	8	16	14
	3-4	N/A	16	32	28
	5+	N/A	24	48	42
WB	1	16	10	5	10
	2	24	20	10	20
	3+	32	32	20	32
PC	1	20	10	6	10
	2	20	20	12	20
	3+	40	32	24	32

(CDS6.17) Andromedans are assumed to have two panel banks, forward and aft. At least 25% (round fractions up) of all PA boxes must be placed in the forward bank and 25% in the rear bank. The rest can be divided between the two banks as the player sees fit.

(CDS6.171) At this time, rules do not exist to create more than two banks, banks which face arcs other than FH/RH, or banks of any size other than 180°. (If a ship had, for example, a LS/RS set of panel banks, this creates complications if weapons fire hits the ship from the hex row directly ahead of or behind it.)

(CDS6.343) Phaser-2s on Andromedan ships (either those in the base package or those bought as additional items) have 180° arcs at no cost. Further expansions cost the amounts shown on the chart. Phasers converted to ph-1s using (CDS5.11) retain the 180° arc; however, all such conversions must be made *before* calculating arc improvement fees.

Example: An Andromedan ship converts a phaser-2 to a phaser-1 and then improves its arc to 360°. The price to convert it to a ph-2 is 5 CPV (CDS5.11). This phaser-1 is already 180° (CDS6.343), so improving it to 360° costs 3 additional points, for a total of 8 CPV.

(CDS6.344) Frax disruptors in their base package have 240° arcs at no additional cost; this cannot be sold to earn points. Disruptors bought as added items begin as 120° weapons and must pay for the extra arcs at the rates shown.

(CDS6.35) PROHIBITED ITEMS

(CDS6.351) The following items may not be used in this version of the CDS: Maulers, X-technology, computer control, balcony and track launching systems, MCIDS, items not listed or explained elsewhere in this supplement, or any item which requires a rule not provided in SFB.

(CDS6.352) The following types of units may not be created using this version of the CDS: X-ships, bases, monsters, conglomerate ships, pinwheel-capable ships, shuttles, fighters, interceptors, PFs, submarines, Jindarians, Sharkhunters, Barbarians, Qaris, Triaxians, Deltans, custom races, or any race added to SFB after this CDS rules revision was published.

(CDS6.361) Andromedan Energy Modules fall under this rule. Their CPV cost is equal to double their listed BPV. Energy modules may be carried only in the hangar bays of Andromedan ships and cannot be used by other races. Energy modules cannot be modified under the CDS.

PUBLISHER'S INFORMATION

STAR FLEET TIMES is written by Agents of Gaming under special license with ADB and Task Force Games. The TIMES is copyright © 1995 Amarillo Design Bureau .

Subscriptions to STAR FLEET TIMES cost \$15 for ten issues (one year) in the USA, including APO and FPO boxes. Canadian subscriptions \$16; overseas \$22 (Air Mail). All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers (make checks payable to Agents of Gaming). International Postal Money Orders are also acceptable, as are credit card orders (MC/Visa only; minimum order \$10). Send subscriptions to Agents of Gaming, PO Box 31571, Dayton OH 45437-0571. Do not send subscription requests to ADB or TFG. Subscriptions can be purchased for only one year at a time.

NETWORKS & ELECTRONIC MAIL

GENie: On this network, SFB is category 10 of page 805 (menu item #1). For information on GENie call Client Services at 1-800-638-9636 (voice only). SFB services include questions & answers, playtest material, ongoing discussions, weekly real-time conferences, and overnight access to the staff. On GENie contact Amarillo Design Bureau by sending electronic mail to ADB\$, Task Force Games by sending to TFG and Agents of Gaming by Emailing B.GRAW1.

CompuServe: SFB has established a new and growing presence on this network. Call 1-800-848-8990 for information on CompuServe. To contact ADB, send Email to 71333,2123. TFG can be reached at 76443,3031.

Internet: Internet users can send Email through the GENie gateway. ADB: ADB\$@genie.geis.com or Steve.Cole@genie.geis.com. TFG: TFG@genie.geis.com. Agents of Gaming: B.GRAW1@genie.geis.com.

SFB CLEARINGHOUSE

Agents of Gaming is authorized to act as a clearing-house for some out of print TFG material. Chief among these are back issues of Starletter, Star Fleet Times and Subspace News, all of which are available for \$2 each; \$3 each for overseas customers.

Star-letters:

- #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: Lyrans 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 Sub 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.
- #5: Triaxian simulator race. Includes all rules needed for play, plus Triaxian CA and DD SSDs.

STAR FLEET TIMES:

- #1: Gorn, Rom fast cruisers; Custom Ship Design System.
- #2: Tholian, ISC maulers; D5 squadron SSD; monitor scenario.

AGENTS OF GAMING
PO BOX 31571
DAYTON OH 45437-0571

03