

SUBSCRIPTION INFORMATION

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Back issues of Starletter are not available. SL #39-41 included ships later published in SSD Book #9. Starletter #42 began our current series on First Generation X-ships and is available for 25¢ and a stamped self-addressed envelope.

ESTIMATED RELEASE SCHEDULE - STAR FLEET BATTLES - 1987

Recently released: SSD Book #9; Nexus #16.

Miniatures: Starbase, Rom SkyHawk+SeaHawk, Kzinti Tug.

APRIL: Reinforcements 2; **MAY:** Nexus #17; **JUNE:** F&E Expansion "Total War"; **JULY:** Tactics Manual.

You can order the products already released from Games on Call (1-800-874-7907) (In Texas, 806-358-3270), Box 5752, Amarillo, TX 79117. Ask them for their free BUYER'S GUIDE game catalog. The 1987 Edition is being printed now!

MORE NEWS FROM THE STAR FLEET UNIVERSE

* As SL#43 goes to press, Nexus #16 is expected momentarily. It includes: Next Frontier, Term Papers, Academy (ISC), Command the Future (update on projects in progress), SFB Tech Manual Preview, First and Future Shock (Fiction: ISC vs Romulan), ISC ship names (and alphabet), Hydran Expedition (new F&E Scenario), Total War Preview, Opponent's Wanted, Give Me An Example (new Feature), Why? (your favorite column), and more!. We're giving Nexus a major overhaul with more art, less Addenda, and better articles. If you haven't seen Nexus in a while, this is one you shouldn't miss!

* The new "REINFORCEMENTS-2" product will include two new countersheets and a 16-page booklet of play aids (e.g. drone control form, ready reference sheets). The counters will include the new ships from SSD Books #7, #8, and #9, and many more.

* Starletters #37-41 and Nexus #15, when combined, include the same F&E errata as the 17 Nov 86 edition of the F&E Errata Sheet. Task Force will provide a complete F&E Errata Sheet if you send them a stamped self-addressed envelope.

FIRST GENERATION X-SHIP DESIGNS (Part 2 of Several)

This is the second installment in our series of provisional First-Generation X-ship designs now under study by the Committee and Joint Chiefs. This is based on a six-month study by Frank Crull (the Project Officer X-Ships) and will ultimately be a major article in Nexus #18. The current working draft is presented in Starletter for purposes of public comment, but please note that (as a complete draft exists) we are no longer accepting X-ship proposals. (Many proposals were reviewed by Frank in preparing this draft.) If you have ideas for what the Hydran ships (or some other races not yet presented) might look like, please hold them until you receive the Starletter with that race. You are, of course, welcome to actually use these ships in your campaign or open gaming, but you are warned that there may be errors or imbalances remaining. We are interested in hearing the results of any playtesting that you do.

(R5.200) KZINTI FIRST-GENERATION X-SHIPS

(R5.201) **BATTLECRUISER (BCX):** An excellent ship fully the equal of the Klingon D7DX. Shields 40-32-32-32; warp engines 3x14; change ph-3 in forward pods to

ph-1; change each pair of ph-3 in the rear pods to one ph-1; double drone control; has six type-Gx racks; increase batteries to 5; crew 56, boarding parties 20.

(R5.202) **COMMAND CRUISER (CCX):** A conversion of the CC. Make the same changes to the CC called for in (R5.201). Crew is 60; boarding parties 24.

(R5.203) **DESTROYER (DDX):** The Kzintis faced a crisis with this class. While the BC and FF were both well suited to X-conversion, the only ships between those were the light cruiser (regarded as ineffective), the war destroyer (unsuited to X-technology), and the old pre-war destroyer design. As the destroyers had been relegated to second-line duties, four of them survived until the late war period and all were converted to X-technology. No new hulls of this class were built as it was cheaper to build another BC. Conversions of the destroyer are as follows: Shields 27 each; warp engines 3x8; change both ph-3 to ph-1; increase forward ph-1 to three; has four type-Gx drone racks; double drone control; increase batteries to 4; crew 40, boarding parties 12.

(R5.204) **DRONE FRIGATE (FDX):** The Kzintis converted some of their frigates to this X-class to provide patrol forces and fleet fire support. Shields 22-18-18-18; warp engines 3x6; replace ph-3 with ph-1; add one ph-1-FA; double drone control; has six type-Gx drone racks; increase batteries to 3; crew 30, boarding parties 8.

(R5.205) **COMBAT FRIGATE (FKX):** The Kzintis converted FFK frigates for direct combat operations. Roughly equal numbers of FKX and FDX frigates were in service. Shields 22 each; warp engines 3x6; replace ph-3 with ph-1; double drone control; has four type-Gx drone racks; increase batteries to 3; crew 30, boarding parties 10.

(R6.200) GORN FIRST-GENERATION X-SHIPS

(R6.201) **HEAVY CRUISER (CX):** A development of the BC design. Shields 40-30-30-30; warp engines 2x20; replace each forward and aft ph-1 with two ph-1 (total 12); delete the ph-3; plasma torpedoes include 2xplasma-F-LP, 1xplasma-R-LP, 1xplasma-R-RP, 2xplasma-F-RP; increase batteries to 5; crew 56, boarding parties 20.

(R6.202) **COMMAND CRUISER (CCX):** Identical to the CX except for the flag bridge. The differences between the CCX and CX parallel those between the CC and BC.

(R6.203) **LIGHT CRUISER (CLX):** The conversion of Gorn light cruisers reflects the Gorn version of the "all cruiser vs squadron" debate. The "squadron" admirals won approval for their program (a CX one year, a CLX and DDX the next) by pointing out that due to the unique structure of Gorn ships, the CLXs could later be converted to CXs if the "squadron" philosophy proved unworkable. Shields 36-24-22-22; warp engines 2x16; increase the forward ph-1 from one to two boxes each; replace ph-3 with ph-1; replace the plasma-S with plasma-R; crew 46, boarding parties 22.

NOTE: The Joint Chiefs are studying two possibilities for a Gorn First-Generation X-ship design, one based on the Destroyer and the other on the Battle Destroyer. Either, or both, designs may eventually be published.

(R6.204A) **DESTROYER (DDX):** The Gorns had planned to produce a new destroyer design for conversion to X-status, but this proved impossible in the late-war and post-war periods. The DDX is a marginally effective X-ship, based as it is on the marginally effective DD. Shields 20 each; warp engines 2x12; change ph-3 to ph-1; retain plasma-S and two plasma-F; crew 30, boarding parties 12.

(R6.204B) **BATTLE DESTROYER (BDX):** Rather than convert the inadequate destroyer, the Gorns chose the larger battle destroyer for conversion. While most "war destroyers" could not use X-technology due to their internal structure, the BDD was an exception because it was based on the conventional destroyer. Wartime construction simply added a rear bubble to the destroyer design, downgrading the central torpedo because of hull stress. As this stress was manageable in the limited number of BDLs produced, it was considered manageable in the BDX as well. Shields 24 each; warp engines 2x12; change ph-3 to ph-1; retain two plasma-F; upgrade central plasma-F to plasma-S; increase batteries to 3; crew 30, boarding parties 12.