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Starletter #42 and #43 began the First Generation X-ships. These are available for 25¢ each and a stamped self-addressed envelope. Other issues are not available.

ESTIMATED RELEASE SCHEDULE - STAR FLEET BATTLES - 1987

Recently released: SSD #9, Nexus #16; Rom SkyHawk+SeaHawk, Kzinti Tug.

APRIL: Reinforcements 2; **MAY:** Nexus #17; **ORIGINS:** Tactics Manual;

JULY: F&E Expansion "Total War"; **AUGUST:** Captain's Log #5;

SEPT: Nexus #18; **OCT/NOV:** SFB Solitaire Module; **DEC:** Nexus #19.

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MORE NEWS FROM THE STAR FLEET UNIVERSE

* See Nexus #16 for instructions on the Opponent's Wanted Column. Send in your listing now to help make this new feature a great success!

* Task Force will send an F&E Errata Sheet for a stamped self-addressed envelope.

* Captain's Log #5 will be sub-titled DAY OF THE EAGLE and will include three fiction stories of the day that the Romulans invaded the Federation. It will also include a new Addenda section, the B-10S and B-10V SSDs, and a revised SFB Timeline.

FIRST GENERATION X-SHIP DESIGNS (Part 3 of Several)

This is the third installment in our series of provisional First-Generation X-ship designs now under study by the Joint Chiefs. The current draft, which probably will include substantial revisions before it is published, is presented in Starletter for purposes of public comment and input. Note that while we will compile and evaluate all reports, we cannot engage in debates with individual gamers over the design of specific ships.

ADDENDA TO PREVIOUS SECTIONS

(R2.205) DRONE DESTROYER (DDGX): The X-version of the DDG. Identical to the DDX except that two photons are replaced with type-Gx drone racks.

(R2.206) DESTROYER LEADER (DDLX): The X-version of the DDL. Identical to the DDX except that two photons are replaced with type-F (G?) plasma torpedoes.

(R4.205) ROMULAN FIREHAWK (FHX): The S-torps should be R-torps.

(R4.206) NOVAHAWK-X COMMAND CRUISER (NHX): Relatively few of these "Novaxe" ships were produced. The ship is identical to the FireHawk-X except for those items (other than shields) which were different in the non-X designs. This includes 3 batteries, 2 labs, 4 rear hull, 3 impulse, and 2 tractor.

(R4.207) SEAHAWK-X FRIGATE (SEX): Relatively few ships of this class were produced. Like all X-frigates they were expensive to build and easy to lose. Shields 20 each; change all ph-3 to ph-1; increase battery to 3; warp engines 2x8; torpedoes are type-G-LP/RP (or retain type-F?); Crew 21, boarding parties 8.

(R7.200) THOLIAN FIRST-GENERATION X-SHIPS

(R7.201) HEAVY CRUISER (CX): The Command Cruiser was used as the basis

for this design. Shields 40 each; warp engines 2x16; increase side ph-1s to two each; change rear ph-11s to ph-1s; increase batteries to 5; add web caster (on centerline) and replace web generators with snares; crew 50, boarding parties 20. Some of these ships were armed with photons and designated CPX.

(R7.202) DESTROYER (DDX): Based on the mass-production PC hulls. Shields 30; warp engines 2x10; add one ph-1 to nose; change each ph-3 to ph-1; increase batteries to 3; crew 40, boarding parties 12.

(R7.20A) LIGHT CRUISER (CWX): Based on the War Cruiser hull. Most races did not convert CWs to X-tech (because the limited amount of technology was better used on CCs and DDs), the Tholians did not have that option. Their DD was already at the limit of its design. The CW was modified as: Shields 36 each; warp engines 2x15; add one ph-1 to nose; change each ph-3 to ph-1; increase batteries to 4; crew 44, bps 16.

(R7.20B) NEO-THOLIAN HEAVY CRUISER (NCX): Two NCAs were converted well after the War. Shields 36 each; warp engines 2x16+1x9; add one ph-1 to nose; change each ph-3 to ph-1; add one impulse in command module; add two batteries in command module; crew 55, boarding parties 20.

(R7.20C) NEO-THOLIAN LIGHT CRUISER (NCLX): Three of the original six CLs survived the war. Two were eventually converted to X-ships (the first in Y185). Shields 30 each; warp engines 2x12+1x9; add one ph-1 to nose; change each ph-3 to ph-1; add two batteries in command module; crew 44, boarding parties 16.

(R8.200) ORION PIRATE FIRST-GENERATION X-SHIPS

Pirate X-ships were rare because of their expense. Most cartels built one (rarely two) heavy cruisers for franchise enforcement and a few X-raiders for special missions. The pirates faced another problem in that their pre-war raiders were too old, and the wartime ships were too limited, to make optimum X-conversions.

(R8.201) HEAVY CRUISER (CX): The CA was converted but suffered from relatively weak shields. Shields 30-30-24-24; warp engines 3x12; change each pair of rear ph-3s to one ph-1; increase forward ph-1s from 4 to 6; change drone racks to Gx; add OAKDISC; increase btty to 4; crew 30, bps 16. The first of this class, *Star of Orion*, was built by the Pharaoh Cartel and commanded by the illegitimate son of Deth O'Kay.

(R8.202) RAIDER CRUISER (CRX): Used by some cartels as their standard X-ship. The design was old and not entirely suitable. Only those cartels which had kept CRs in production were able to utilize this design. Shields 24-24-20-20; warp engines 2x14; change rear ph-3 to ph-1; add one forward centerline option mount; drone racks are Gx; add OAKDISC; increase batteries to 4; crew 30, boarding parties 16.

(R8.203) SALVAGE-X (SALX): The most successful Orion conversion. Many were modified for use as carriers or PFTs, while others served as cargo transports and support ships. Shields 24 each; warp engines 2x14; change rear ph-3 to ph-1; drone racks are Gx; add OAKDISC; increase batteries to 4; crew 44, boarding parties 24. The following ships, being somewhat controversial, are giving provisional numbers.

(R8.20A) SLAVER-X (SLX): Used in the traditional role of smuggler and priority transport, but more effective due to X-tech. Shields 20 each; warp engines 2x6; add one ph-1-360°; batteries to 3; increase shuttles to 3; crew 20, boarding parties 10.

(R8.20B) BATTLE RAIDER-X (BRX): Often known as the Battle-Axe class. While technically a war cruiser, it was the only ship available (or the most suitable one available) for some cartels and thus was converted. Shields 32 each; warp engines 2x16; change each pair of rear ph-3s to a single ph-1; change each pair of forward ph-1s to three ph-1s; drone racks (if carried) are Gx; add OAKDISC; crew 32, brdg 24.

(R8.20C) DESTROYER (DWX): Selected by some cartels as the most suitable ship for conversion to X-technology. Shields 20 each; warp engines 2x10; change two rear ph-3s to one ph-1; change each wing ph-3 to one ph-1; add a second forward centerline option mount; increase batteries to 3; crew 36, boarding parties 16.