

### SUBSCRIPTION INFORMATION

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Starletter #47 through #50 contain JCF review items. Starletter #49 included the prototype (P16.0) Comet rules. #50 included the prototype Barracks and Armor rules. These issues are available for 25¢ each and a stamped self-addressed envelope. Other back issues are not available; all of the material in those issues has been published.

### ESTIMATED RELEASE SCHEDULE - STAR FLEET BATTLES

Released in 1987: SSD #9, Nexus #16 + #17, Reinforcements #2, Tactics Manual, Tournament Book, Captain's Log #5; Miniatures: Rom SkyHawk+SeaHawk, Kzinti Tug, Orion Slaver, Andro Conquistador+ Python; Nexus #18 goes to press shortly.

1988 JAN: Captain's Log #6; MAR: CL #7; 2nd Quarter: Total War, SSD Book #10.

You can order from Games on Call (1-800-874-7907) (In Texas, 806-358-3270), 2201 S Western #50, Amarillo, TX 79109. Ask for their free BUYER'S GUIDE.

The new "six-page" F&E Errata Sheet is available (from Task Force) for a stamped self-addressed envelope. ADB does not have copies of this sheet.

### THE TIMES (AND TASK FORCE) THEY ARE A-CHANGING

By now many of you have heard of some major changes going on at Task Force. To avoid any more confusing rumors than have already appeared, here's the scoop:

- Task Force will no longer sell the miniatures through stores after 1 Jan 88. This was done because the line kept getting bigger while sales slumped. Stores and wholesalers were devoting more shelf space to producing less income. There were also problems with production, which couldn't keep up with demand. The miniatures will be sold by direct mail from TFG and GoC for several months (indefinitely if there is enough demand). Seven new miniatures (B-10V, Fed BC, Klingon Starbase, Romulan FH, Kzinti CM, Gorn BDD, and large freighter) will appear soon and will be available by mail only.

- Task Force will discontinue publication of Nexus after #18 (expected momentarily). All subscribers will be given the option of refunds or merchandise. See Nexus #18 for details of this trade-in system. Don't ask ADB or TFG; it's in Nexus #18. Most SFB parts of Nexus will be transferred to Captain's Log, which will appear 3 or 4 times per year.

- Task Force will provide a special line of products which are not in sufficient demand to warrant production for sale through the stores and, as such, will be available by mail only. Included will be: the miniatures; some out of print products (Battle Damage: Code Red); and a new "Fleet Captain's" line. This will include the Master Ship Index (listing the counters, SSD, and miniature for each ship), an F&E cross-index and a Universe Index listing all characters, ship names, planets, and other terms used in SFB fiction, scenarios, or background. Most Fleet Captain's items will later be published in products. Also in this line will be the computer programs, the first being Ship's Computer for the MAC. Send TFG an SASE for their TASK FORCE DIRECT catalog.

### STEVE COLE ATTENDS CONVENTIONS

Steve Cole is scheduled to be a Guest of Honor at the New Orleans Science Fiction & Fantasy Festival, 22-24 Jan, Pallas Hotel, New Orleans, LA. Info from NOSF3, Box 791089, New Orleans, LA 70179-1089. At press time details were pending for a convention in Philadelphia on 14 Feb. We'll have details on that convention in our next issue.

### JOINT CHIEFS OF FLEETS: ITEMS UNDER CONSIDERATION

Starletter has presented ongoing rules debates for public comment since #47. Your comments are welcome but must be typed and each case must be on a separate page (one page per case) with the case number and your name and address at the top.

**CASE #87-001 CLOAKING COSTS:** Published in Captain's Log #5. Deleted.

**CASE #87-002 T-BOMB BALANCE:** Item still under discussion but bogged down in an overall discussion of optional rules and game balance. Strong opposition.

**CASE #87-003 EMERGENCY DECELERATION:** Furious debate continues. Latest Federation suggestion is that the ability to Emer Decel is somehow tied to lousy turn modes, bringing up the suggestion that their buddies the Gorns can do it too. Coalition continues to insist that they copied the technology back during the Early Years.

**CASE #87-004 X-SHIP PLASMA TORPEDOES:** See Nexus #18 for First Generation Decision. Second Generation to be resolved later but probably the same.

**CASE #87-005 WEB DAMAGE:** Strong opposition to radical rules changes at this date, but considerable interest in a "more interesting Tholian scenario."

**CASE #87-006 LYRAN ENERGY CRISIS:** One new idea from Orion commander Steve Kay (an expert on power systems) is to allow the ESG to store up to 10 points and then use up to 5 at a time. This should allow Lyran ships to have two ESG cycles built up before entering combat, and then give them four turns to accumulate enough power for a third full charge. Others continue to insist that there are no problems that can't be solved with a tactics article, a few BPV changes, and a new CW SSD.

**CASE #87-007 ORION ENGINE DOUBLING:** A new case. The Committee and JCF have been debating this issue for some time now and would like some input from the players. The basic question is this: Should the rules be changed to reflect that Orion ships which double their engine output lose the benefit of their "stealth" ECM points and/or must pay a higher cloak cost during the period that their engines are doubled? It seems logical that the higher engine output should have some effect, but the technology is vague enough that we could explain leaving it as it currently is.

**CASE #87-008 ALLIANCE MAULERS:** Another new case. The general idea is to publish a series of "conjectural" mauler designs for the Feds, Kzintis, Gorns, Hydrans, and Tholians. These would then be available for use in "free campaigns" where those races might be allied to the Romulans or might capture Romulan technology. This is NOT a call for design proposals. We've received many over the years, and if the proposal is approved, we will probably design a balanced set of mauler ships in house. Some think that these would be useful in defining a current loophole, while others fear that it would encourage even more "technology sloshing" than happens now. But then, the most often-voiced complaint from players is: "Why does everyone get everyone else's technology and by the way why don't I have a mauler?"

### PROTOTYPE RULE FROM TOTAL WAR FOR YOUR COMMENTS

#### (3L.0) STASIS FIELD GENERATORS

The Klingons (only) can build ships equipped with stasis field generators.

**(3L.1) PRODUCTION:** One ship can be converted to an SFG variant in the Spring turn of each odd-numbered year (e.g. Y179). This costs 3 points and can be done at any starbase. It can be done during construction.

**(3L.2) USE IN COMBAT:** Each uncrippled SFG-armed ship in a battle force can "freeze" one ship in the enemy battle force during each combat round. The frozen ship cannot be counted in the combat potential of the owning force, but is counted for command rating purposes (as the battle force will already have been selected at that point). The frozen ship can be attacked by Directed Damage at full effect (rather than half effect). In any combat round in which the SFG ship uses its generator, the SFG ship can be attacked by Directed Damage at full effect. Bases cannot be "frozen."

**(3L.3) AVAILABLE VARIANTS:** There are several variants with SFGs marked with an "A" in the special functions position on the counter. These include: C9A, D7A, D5A.