

THIS IS THE LAST OF THE "OLD" STARLETTERS

This is the last issue of Starletter that will be published in the current format (which dates back to #5 in Dec 1982). Starting with #57, the following changes will be made:

- Starletter will be published by Task Force Games (rather than Amarillo Design Bureau). It will appear on a regular bi-monthly schedule. The first issue in the new format (#57) will be mailed in mid-November. The next (#58) will be mailed 15 Jan 88. ADB will continue to write Starletter, while TFG takes over production and mailing. All subscriptions, resubscriptions, address changes, etc. should be sent to TFG, not ADB.

- Starletter will be expanded to four pages. A typical issue will include a complete new scenario in playtest format and the SSD for a new ship. All Starletter subscribers will be invited to submit playtest reports on this new material; most material that appears in Starletter may eventually appear in other products.

- The subscription price will be increased to \$5 for 6 issues for US, Canada, APO, and FPO; all will be sent first class. Overseas airmail will be \$10 for 6 issues. All payments must be in US funds drawn on a US bank. Checks must have the magnetic code numbers on the bottom. International postal money orders in US \$ are acceptable.

- All current subscriptions will be fulfilled on a one-for-one basis.
- These changes take effect immediately. Resubscription orders received at the old rates will be returned unfilled. If this is your last issue, you should send your resub at the new rates directly to Task Force Games.

- Task Force will take over the sale of back issues. Starletters #47 to date contain JCF review items. SL #49 included the prototype (P16.0) Comet rules. #50 included the prototype Barracks and Armor rules. #51 had the prototype F&E Total War rules for Stasis Field Generators. #52 and #53 had only JCF cases. #54 had the WYN Mako War Destroyer. #55 had the G96 Landing Pad rules. Back issues #47-#56 are available for 25¢ each and a single stamped self-addressed envelope (one first class stamp per four back issues ordered). Other back issues are not available; all of the material in them has been published in various products. Back issues in the new format will cost more.

NEWS YOU CAN USE

The new address for Task Force Games is 14922 Calvert St, Van Nuys, CA 91411. The new phone number is 818-785-0315. All TFG products are available by mail from Task Force Games at the above address. (Sorry, no phone orders, CODs, or credit cards.) Minimum order is \$10; include \$2 for shipping and handling in US/APO/FPO (20% in Canada and 33%-ground and 50%-airmail elsewhere). California residents add 6.5% sales tax. All payment must be in US funds; checks must be drawn on a US bank.

The very popular Star Fleet Battles bulletin board has been moved to the GENie computer network. Star Fleet is Category 10 on Page 805 Menu #1. Ask your local computer dealer for info on how to register on GENie.

SCANNERS REPORT: TWO NEW PRODUCTS IN EXTREME RANGE!

Two new Star Fleet Battles products are in development:

- ★ UPDATE #2 will be a compilation of material previously published in Nexus and Captain's Log, including: FD10-15 Drone Module, FP8-10 Plasma Module, R14 Lyran Democratic Republic, D22 Energy Balance due to Damage, D15 Ground Combat, D16 Advanced Boarding Party Combat, UN1 Bargaintine Campaign, all of the Nexus scenarios, and the ship rules from SSD Books #7, #8, and #9. All material will be updated with the latest addenda. This will assist new players who can't find the necessary back issues of Nexus and Captain's Log, or who don't want to buy 48 pages

of magazine for 2 pages of rules. Price and delivery date were unavailable at press time.

- ★ CAPTAIN'S LOG #7 should appear in December or January. Contents and delivery date were unavailable at press time.

A BIT OF ADDENDA MAKES THE DAY GO BETTER

Here is some recent addenda we thought you might find useful. All of it will appear in Captain's Log #7; we just wanted you to have it a little sooner.

CL6 TOURNAMENT RULES: The Kzinti TC *does* have double drone control. Andro T-bombs *can be* set for any size; they don't have to be set for all sizes. Orion ships can have fusion beams in the wing mounts. The reference to C13.311 should be to C12.311. Delete the reference to passive fire control under the EW section.

(G7.54a) The shuttle must have an opportunity to make an HET breakaway maneuver (G7.55) before it can be destroyed. If the ship is scheduled to move, the shuttle can make the breakaway out of the normal Order of Precedence.

(G23.5a) The rule in CL6 assumes that the ship is outside of the ESG headed into it. If the ship is inside the ESG headed out, the shield away from the generating ship takes the damage.

(S4.32a) Photon torpedoes may have up to 2 points of overload energy at WS-III.

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 #87-005 WEB DAMAGE: To recap, the Tholians complain that their triple-web base defense is so invulnerable no one will attack them and they never get to have any fun. One idea is to allow weapons to fire at the web and weaken it. Another idea is to allow some percentage of weapons fire (perhaps 100 - 2xStrength) to "burn through" the web and hit the Tholian ships behind it. Another idea is to have the maintenance cost of web go up based on how many ships are stuck in it and how much energy they are expending against it. A fourth idea is to leave the rules alone and tell the Tholians that they aren't, after all, a major race.

CASE #87-006 LYRAN ENERGY CRISIS: A formal proposal is now in playtest: ESGs received a "capacitor" in Y168, replacing the original arming system. This capacitor can hold up to 7 points of energy, and can release up to 5 points at a time. Energy can be added to the capacitor by allocation or reserve power at any point, even while the ESG is operating. Hellbore fire will be changed as follows: take all hellbores fired at a given Lyran ship in a given volley; resolve them sequentially (one at a time) scoring them as automatic hits until the ESG goes (or ESGs go) down, then resolving them against that ship by the normal die rolls. Mine interaction with ESGs will also be changed. When several mines are struck by a single ESG on a single impulse, they are detonated one at a time in a random order. Once the ESG goes down, any further mines are ignored unless the ship itself has to roll for them. Finally, during the impulse in which an ESG strikes an object, the ship generating the ESG can ignore all ECM of the target for direct-fire weapons purposes. Effect on cloaks is unchanged.

CASE #87-007 ORION ENGINE DOUBLING: Debate continues.

CASE #87-008 ALLIANCE MAULERS: Conjectural ships. Comments?

CASE #88-009 BATTLESHIPS: Conjectural ships. Comments welcome. Note that in 008 and 009 we are NOT accepting player submissions; all are on file already. The Fed battleship SSD is available on GENie and may appear in a later Starletter.

CASE #88-010 FUSION BEAMS: Debate on GENie has resulted in a consensus that this weapon needs a minor improvement. The working proposal is that normal fusion beams can be held for 1 point of power per turn. (The Hydrans are campaigning for 1/2 point.) Held beams can be overloaded by allocated or reserve power, but overloaded beams cannot be held. Hellbores cannot be held.