HAPPY NEW YEAR!

Amarillo Design Bureau and Task Force Games extend their fondest wishes to all for the New Year and hope everyone had a joyous holiday season. 1989 is going to be an exciting year for Star Fleet Battles players! Let's get started...

ANNOUNCEMENTS

On a space-available basis, Starletter will announce events of interest to SFB players, including conventions, PBM campaigns, local tournaments, club meetings, special store events, etc. ADB and TFG make no warranty as to the quality, dependability, reliability, or reputation of the items announced.

➤ OWL-CON Convention, Rice University, 17-19 March. Info from RSFAFA, P O Box 1892, Houston, TX 77251. Pre-reg $10; $12 at the door. Has many events including *Star Fleet Battles*.

➤ ORIGINS National Convention, Los Angeles, 28 June - 2 July, info from Strategicon, P O Box 8399, Long Beach CA 90808.

➤ GEN-CON Convention, Milwaukee, 10-13 August; info from Gen Con, P O Box 756, Lake Geneva WI 53147.

➤ PBM Campaign, Star Fleet HQ, longest-running SFB campaign system. Send SASE for info to John Berg, 6122 North Artesian, IL 60659. On GEnie, contact J.BERG11.

➤ PBM Campaign, multi-player, multi-race, double-blind. Races on first-come/first-choice basis. Send SASE for info to Dudley P Roach Jr, 905 W Front St Apt B, Bloomington IL 61701.

➤ Play-By-Modem Star Fleet Battles. Send in your orders to a central exchange where your First Officer will execute them and let you know how things turned out. See Topic 34, Category 10, page 805, GEnie, or contact J.HAMMER1.

➤ Task Force expects to begin operation of its player contact system this spring. If you want to be on the list of known SFB players, send a post card with name and address to TFG.

IN THIS ISSUE

Update #2 introduced many new units and revised many old ones. As a special feature, we provide you in this issue with five new or revised SSDs. These can be used in conjunction with your existing SSDs (with the proper application of tape and a copying machine) to produce revised SSDs.

• KLINGON G1N: A new unit from Update #2, found in (R3.86). Simply insert the SSD to replace the G1L on the Flotilla SSD sheet from Supplement #3.

• BOBCAT-C: A new Lyran PF design intended to be more power efficient (as it had only one disruptor). Scouts and leaders were built on Bobcat-A frames, possibly indicating that existing Bobcat-As were converted to the S and L designs after new production switched to the Bobcat-C. Remember to leave the original sensor-scanner-etc tracks when inserting this SSD.

• GORN DD: The SSD shows the power refits added during Update #2. These power refits are part of the F-refit to provide power for the weapons added.

• ORION CR: The new refit adds reserve power and shielding to allow the Raider to survive in wartime combat. The cargo is added to the basic design in Update #2.

• FED CVA: As noted in Update #2, the Fed CVA was the first big carrier and the first to carry torpedo-armed fighters. The photon reload boxes included in the SSD were not repeated in later carrier designs and have now been eliminated.

SCANNERS REPORT

★ UPDATE #2 has been released and should be in your store even now. This 64-page module retails for $7.95 and includes all of the "rules" (as opposed to "addenda") previously published in Nexus or Captain's Log; see Starletter #57. Many players have been astounded by how much entirely new material is included.

★ CAPTAIN'S LOG #7 should appear in your store by late February or early March. It is scheduled to include the exciting story "What Price Victory?," the Star Fleet Universe Index (listing all planets, people, and ships found in SFB fiction, background, and scenarios), four new SSDs (Hydran Apache medium command cruiser, Federation *New Jersey* heavy battlecruiser with six photons, Lyran Single-Tooth Jaguar War Mauler, and Klingon MD-5 War Mauler), new scenarios, articles, and tactics.

A BIT OF ADDENDA

Here is some recent addenda you may find useful. It will appear in Captain's Log #7; Starletter subscribers get to see it a bit sooner.

(D9.74) CLARIFICATION: When sufficient points have been accumulated to repair a given system, any unused points remaining for that turn can be applied toward another system. For example, on turn 3 a ship with DC-4 accumulates 4 points and spends them on a ph-1, which needs 5 points. On turn 4, the ship accumulates 4 more points and spends one to finish the phaser, the second to repair a hull box, and the other two to begin repair on a disruptor.

ANNEX #7-G CARRIER DATA TABLE
LDR MPV: 6 ftr, 2 admin, 2 bays, 75 drone spaces, 6 deck crews.
Fed CLS: 4 ftr, 1 admin, 1 bay, 50 drone spaces, 4 deck crews.
RULES UPDATE #2: Errata and additional information.

(D15.831) Reference to (D16.46) should be to (D16.52).

(D15.833) Further explanation: No more than one militia squad can be carried by an Admin or GAS shuttle, and that squad cannot be carried into combat. (It could be carried into an area where combat is taking place, but the squad could not be used in combat on the turn of arrival.) Two militia squads could be carried *out* of an active combat area (evacuation), but the shuttle could not land in any area with active combat. It could return to a ship, or it could land in a remote area or a GCL without active combat, unload one squad, and then carry the other into a GCL with active combat, landing them "behind the lines" where they cannot be used on that turn.

(D16.82)-(D16.83) Equipment cannot be 'used' in a disputed area, but power-producing systems are still functional and still produce power for the player controlling the base. However, equipment such as tractors, weapons, etc. in a disputed area could not be used.

(FP10.12) The arcs for D-racks firing in bolt mode are less restrictive than for other torps (FP8.35) due to the nature of the rack.

(R2.00) FED NAMES: DD-529 should be *M L King*. The *Skanderbeg* (the Albanian hero) is DD-535. FFG-326 is the *E J King*.

(R5.50) KZINTI DWE: ....racks in *its* shuttle bay...

(R6.4) GORN DD: Plus refit includes battery (+12); F-refit includes the two new APRs (+18).
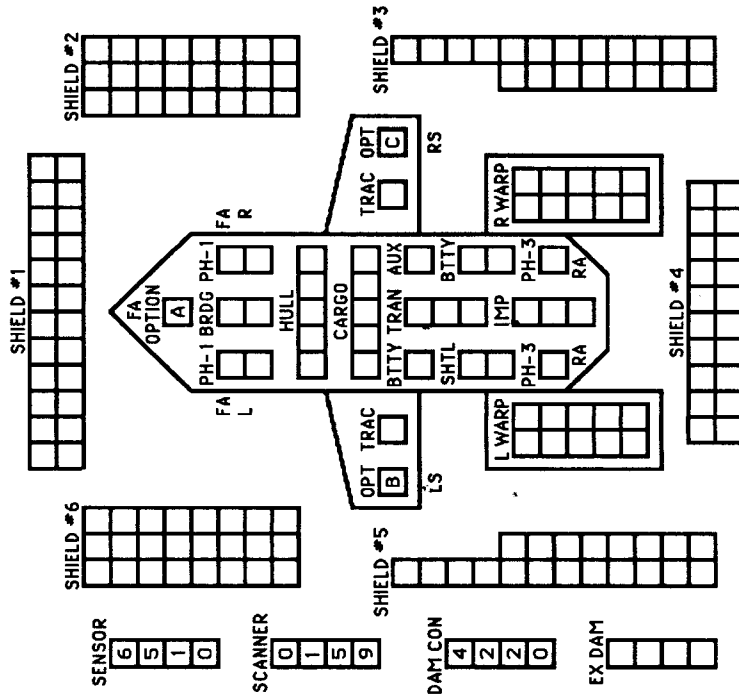
(R10.0) ANDROS: "de Medic;" should be "de Medici".

(R11.84) LYRAN Bobcat-C PF: ph-3 firing arcs should be L+RA/RA+R, not LS/RS.

LDR SSDs: Power packs cost 9 points each, not 6.

DRONE RACK REFITS: See (R2.75), (R3.74), (R5.75), (R8.72), (R12.71). Those ships which already had advanced drone racks receive the double-reload portion of this refit without additional cost.
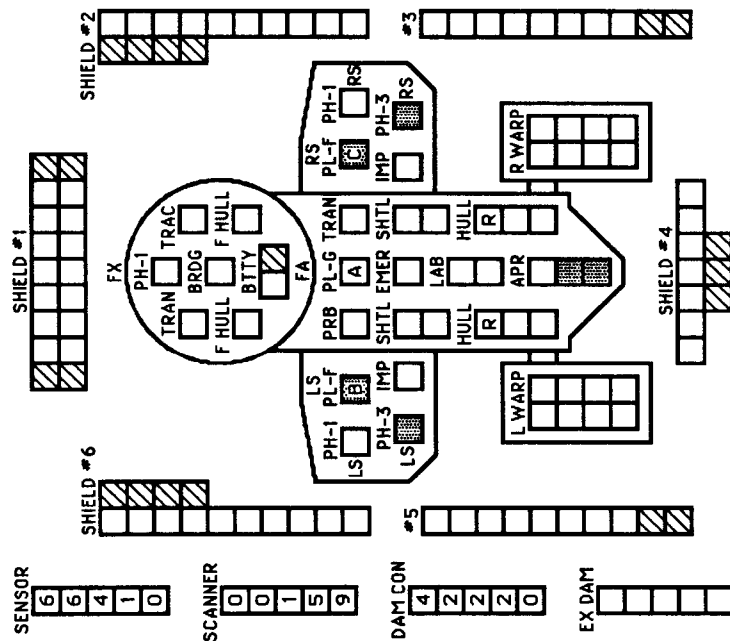
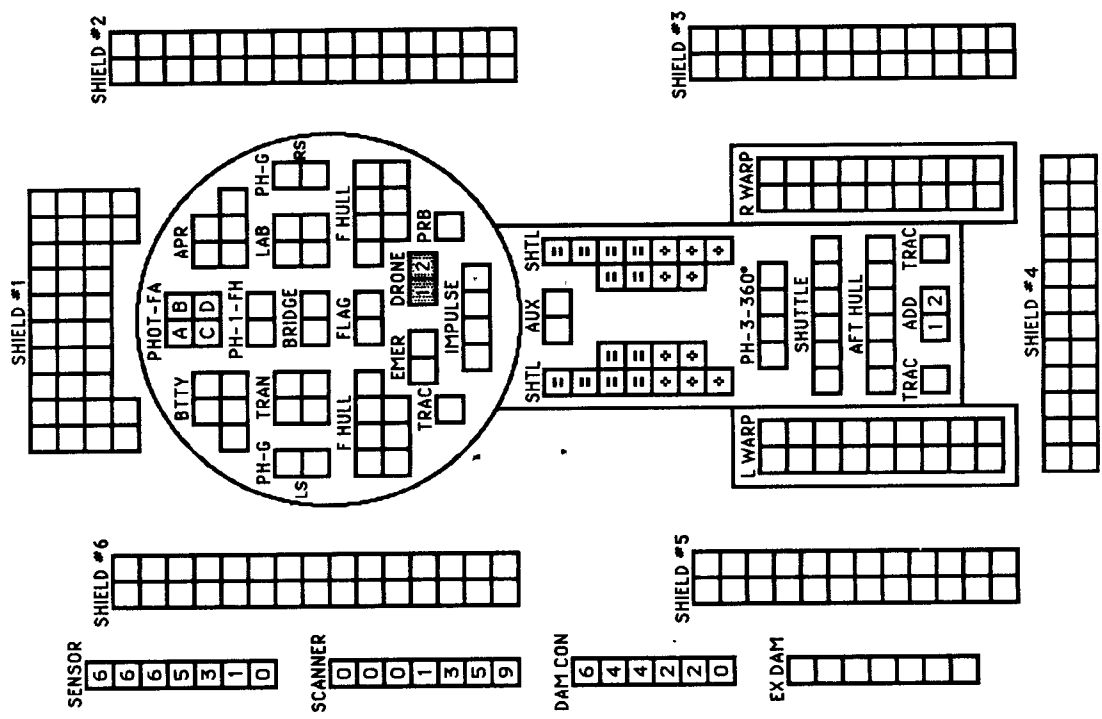**(SN3.2)** ...after the *Q-ship* has fired...

ORION RAIDER CRUISER+

SHIELD #2

SHIELD #3

SHIELD #1

FA
R

OPT
C
RS

TRAC

FA
OPTION
A

PH-1 BRDG PH-1

R WARP

HULL

CARGO AUX

BTTY

FA
L

PH-1 BRDG PH-1

BTTY TRAN

PH-3 RA

SHTL IMP

PH-3 RA

OPT TRAC
B

L WARP

LS

SHIELD #4

SHIELD #6

SHIELD #5

SENSOR | 6 | 5 | 1 | 0

SCANNER | 0 | 1 | 5 | 9

DAM CON | 4 | 2 | 2 | 0

EX DAM

GORN DESTROYER

SHIELD #2

#3

SHIELD #1

RS
PL-F PH-1
C
RS

IMP PH-3

FX

TRAC
PH-1
BRDG
F HULL
TRAN
F HULL
BTTY
FA

PL-G TRAN
SHTL
HULL
R

PRB EMER
LAB
APR

SHTL IMP
HULL
R

R WARP

SHIELD #4

LS
PL-F
B
IMP

PH-1
PH-3
LS
LS

L WARP

SHIELD #6

#5

SENSOR | 6 | 6 | 4 | 1 | 0

SCANNER | 0 | 0 | 1 | 5 | 9

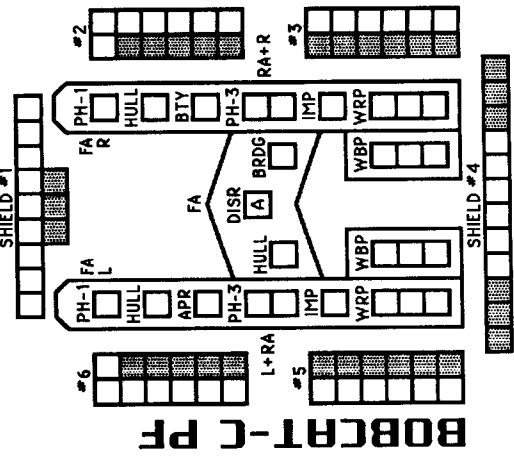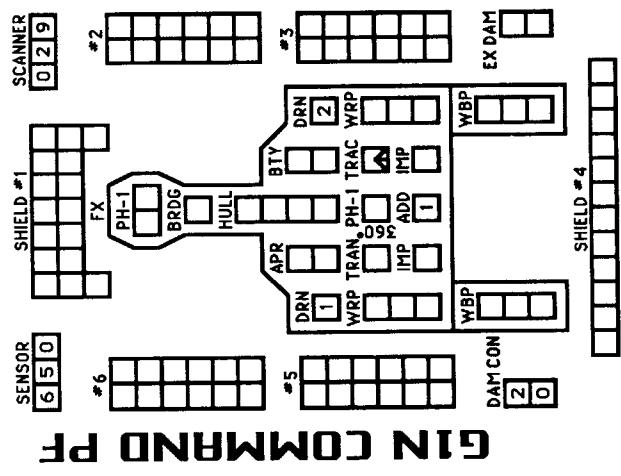DAM CON | 4 | 2 | 2 | 2 | 0

EX DAM

ON THE DD+ REFIT, CHANGE THE PL-G TORPEDO TO PL-S (FP)
AND ADD THE STRIPED BOXES.
ON THE DDF REFIT, ADD THE SHADED BOXES TO THE DD+.

FEDERATION HEAVY CARRIER

SHIELD #2

SHIELD #1

SHIELD #3

PHOT-FA
A | B
C | D

APR
PH-G
LAB
RS
F HULL
PRB

BTTY
PH-1-FH
BRIDGE
FLAG
DRONE
1 2
IMPULSE

PH-G
TRAN
EMER
TRAC
F HULL
LS

SHTL
AUX
SHTL

PH-3-360°
R WARP
SHUTTLE
AFT HULL
ADD
TRAC
1 2
TRAC

L WARP

SHIELD #6

SHIELD #4

SHIELD #5

SENSOR
6 | 6 | 6 | 5 | 3 | 1 | 0

SCANNER
0 | 0 | 0 | 1 | 3 | 5 | 9

DAM CON
6 | 4 | 4 | 2 | 2 | 0

EX DAM

SHADED BOXES ARE THE CVA+ REFIT.
MOVEMENT COST = 1

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G1N COMMAND PF

SCANNER
0 | 2 | 9

#2

#3

EX DAM

SENSOR
6 | 5 | 0

SHIELD #1

FX
PH-1
BRDG
HULL
BTY
DRN
2
WRP
TRAC
IMP
PH-1
360°
ADD
1

APR
DRN
1
WRP
TRAN
IMP

WBP

WBP

SHIELD #4

#6

#5

DAM CON
2 | 0

BOBCAT-C PF

#2

#3

RA+R

SHIELD #1

FA
R
PH-1
HULL
BTY
PH-3
IMP
WBP
WRP

FA
DISR
A
BRDG
HULL

FA
L
PH-1
HULL
APR
PH-3
IMP
WRP
WBP

L+RA

#6

#5

SHIELD #4

PLAYTEST REPORT FORMAT

For your report to be useful, it must be typed (computer graphics are ok) and in the following format. Put each ship (or scenario, or rule) on a separate 8.5x11" page. List your name, address, and phone number on every page. List all playtesters who played the scenario or ship at least once.

REPORTS ON SHIPS
1. List the Race, Class, and Project (900-series) number.
2. What mission is this ship intended for? Is it suitable for that mission? Why or Why not?
3. How many times did you test the ship in one-on-one duels? What ships did you test it against? What were the results?
4. How many times did you test the ship in squadron or fleet battles? Describe the fleets or squadrons used. Did the ship perform its intended mission adequately?
5. Does the ship have any hidden flaws? Are power, speed, shields, and weapons appropriate? Is the Sensor/Scanner track typical for that race? Is the ship recommended for publication?

REPORTS ON SCENARIOS
1. List the title and SP control number (e.g. SP601).
2. How many times did you play the scenario? How many times did you play it to completion?
3. Is the scenario unbalanced? To what extent, and toward whom?
4. List any of these terms that apply to the scenario: fun, boring, predictable, stupid, silly, one of the best, just another scenario.
5. Is there a "trick key" that can unlock the scenario and cause it to fall apart? If so, describe it, how it happens, why that is bad, and what you suggest we do about it.
6. List any proposed changes you think should be made.
7. Should this scenario be published? Immediately? Whenever there is space? In conjunction with something else?

REPORTS ON RULES (Never used for scenarios)
1. List the rule number and the issue of Starletter it was in.
2. Ask any questions about how it works or what it means.
3. List any conflicts with other rules.
4. List any game balance effects or changes in tactics that will be caused by this rule.
5. List any mistakes or typos you found in it.
6. Indicate anything that could be made more clear by an example or further explanation.

NEXT ISSUE OF STARLETTER
The next issue of Starletter will be mailed in mid-March 1989, bringing you more exciting material for the Star Fleet Universe.

SUBSCRIPTION INFORMATION
Subscriptions to Starletter cost $5 for six issues (one year) in the US, Canada, APO, and FPO. Issues are mailed by First Class mail. Overseas subscriptions are $10 for six issues and are sent by Air Mail. All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers on the bottom. International Postal Money Orders are acceptable.

BACK ISSUES
Back issues #47-#56 are in the older 1-page format. They will be available until 1 July 1989 for 25¢ each, plus a stamped self-addressed envelope with one first class stamp for each four back issues ordered. Postage to Canada is 30¢ for each four back issues. Overseas airmail postage is 45¢ for one back issue or 90¢ for each four issues. No foreign stamps, please. (All prices are in US funds.)
All of these issues have JCF cases, plus:
- #49: Prototype (P16) Comet rules.
- #50: Prototype (G94) Armor and (G95) Barracks rules.
- #51: Prototype F&E Stasis Field Generator rules.
- #54: WYN Mako War Destroyer SSD
- #55: Prototype (G96) Landing pad rules.

Earlier back issues are not available. All material in those back issues has been published in later Star Fleet products or dropped. Back issues #57 to date are in the current 4-page format and are available through TFG's spare parts department.

TASK FORCE GAMES SPARE PARTS
Spare parts are available for all Task Force products. Contact Task Force at the above address for a price list. All TFG products are available by mail directly from the company. Write and ask for a catalog of available products.

SFB ON GEnie
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 item #1. Ask your local computer dealer for info on how to register on GEnie. The computer system provides overnight access to the staff and rapid answers to SFB rules questions. Available for downloading are new SSDs, rules, and scenarios. Ongoing discussions of new rules proposals give you a chance to express your feelings before the product is printed.

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