THREE IN A ROW

This is the third Starletter in the new format (and on the new fixed schedule). This issue returns to the "new" format with an SFB scenario and a new SSD for a Star Fleet Battles starship.

The regular schedule is making it possible for Starletter to function as a "real" newsletter. No matter what rumors or stories you hear, you can depend on Starletter to appear in the middle of the next odd-numbered month and tell you what's happening.

SCANNERS REPORT

★ CAPTAIN'S LOG #7 should be in your store by now. It includes the exciting story "What Price Victory?," the story of the Federation CA *Yorktown* under Captain Merrin Hunter, at that time Star Fleet's only female cruiser captain, and her battle with the Klingon BC *Pitiless*. Along with this story are articles explaining officer ranks in the Star Fleet Universe and the officers of a Klingon battlecruiser. Also included is the Star Fleet Universe Index (listing all planets, people, and ships found in SFB fiction, background, and scenarios). In the centerfold you will find 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). Elsewhere in CL7 are five new SFB scenarios, a new scenario for F&E, and an expanded section on Tactics. CL7 also has the usual features, such as communications, Input Guide, Why, an example of how to calculate the cost of a carrier's drone storage, and some addenda. The first Star Fleet Universe Trivia Contest is included. The new Battleforce article includes 13 fleets, each 500 points, which can be combined to create more than 100 realistic scenarios.

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. Send your announcements to ADB in care of TFG, and get them in as early as possible.

Readers should include a stamped self-addressed envelope when requesting information from the events listed below:

➤ 31 Mar - 2 April 89, I-CON VIII: Largest NE Con; many events including SFB Patrol, SUNY Stony Brook, Long Island, NY. Info from Aaron S Gorfein, ICON HQ, P O Box 550, Stony Brook, NY 11790.

➤ 11-14 April, Madison Square Garden, NY; American Games Fair (primarily a commercial exhibit) will have some gaming and tournaments including SFB.

➤ 21-23 April, POINT CON XII: US Military Academy at West Point NY. Has SFB tournament. Info from Cadet Barrick, PO Box 4879 USMA, West Point, NY 10997.

➤ 6-8 May, YEISHEA CON, Iowa State. SFB and other events. Info from Mike Miller, Room 60, Memorial Union, Ames IA 50011.

➤ 12-14 May, NASHCON 89: Nashville TN. Music City Roadway Inn. Star Fleet Battles tournament. Info from Games Extraordinaire, 109 Donelson Pike, Nashville TN 37214.

➤ ORIGINS National Convention, Los Angeles, 28 June - 2 July; info from Strategicon, PO Box 8399, Long Beach, CA 90808. National Star Fleet Battles championships, several SFB tournaments and seminars, new product releases.

➤ GEN-CON Convention, Milwaukee, 10-13 August; info from TSR, PO 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.

➤ 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 summer. If you want to be on the list of known SFB players, send a post card with name and address to TFG.

➤ Frank Lyman, 2105-F North Hills Drive, Raleigh, NC, is organizing a multi-week tournament for 500-point fleets in the Raleigh area. Send an SASE for information and study his rules (which are not standard SFB rules) very carefully before agreeing to play in the campaign.

IN THIS ISSUE

★ THE BATTLE OF ADANERG: The Federation's first squadron action just before the General War, when the era of single-ship duels was coming to an end and the era of squadron and fleet battles was about to dawn. The Feds had some problems in their "command, control, communications, and intelligence" (C^3I) system, and while they won a victory, they very nearly suffered a humiliating defeat.

★ THE KZINTI BATTLE TUG: This long-awaited unit was first listed in Update #2, and we are happy to now provide the SSD to Starletter subscribers. One note, due to the arrangement of the drone racks (which are, in fact, three magazines with a single launch system on each side of the ship), the drone rack refit changes all six to type-B. This is also the first SSD to show the Y175 refit (R5.75) with check-off boxes for the double reloads.

FEDERATION & EMPIRE NEW RULE

(308.8) STARBASE INCREMENTAL DAMAGE

(308.81) Starbases are key targets, but difficult to kill. To reflect this, the attacking player may use directed damage (302.5) to score Starbase Incremental Damage Steps (SIDS). Each SIDS costs 24 damage points and counts as the one allowed directed-damage attack for that round.

(308.82) After six SIDS have been scored, the starbase is crippled. After three SIDS have been scored on a crippled starbase, it is destroyed. No more than one SIDS can be scored on a starbase in a given combat round.

(308.83) Each SIDS (except the sixth and ninth) has no effect on a starbase; a starbase with 1-5 SIDS still has its full combat, command, electronic warfare, fighter, and PF factors and still requires 72 points to destroy by directed damage.

(308.84) The owner of the starbase cannot voluntarily take a SIDS to resolve damage points scored against his force, but if he voluntarily cripples or destroys the starbase he must deduct six points from its value for each SIDS scored on it.

EXAMPLE: A given starbase has three SIDS steps scored on it. The attacker cannot destroy it with directed damage unless he has the full 72 points required. If the defender (possibly because he is about to retreat) decides to destroy the base to resolve damage, it counts as an 18-point unit (the original 36 minus 18 for the three SIDS). *This system was proposed by Eric Nussberger.*

(SP60.0) THE BATTLE OF ADANERG

(Y167) *by Stephen V Cole, Texas*

In Y163 a dispute arose over the Adanerg star system, located in the Neutral Zone between the Federation and the Klingon Empire. The Organians designated the Federation as the party most fit to develop the system, but the Klingons refused to accept this.

In Y167 the Klingons sent a squadron of ships to Adanerg and took possession by force. In a rare instance of *laissez-faire*, the Organians allowed the Federation to send a military expedition to restore their control over the system.

The Federation response was successful, but was widely regarded as a comedy of errors that very nearly turned into a disaster. Star Fleet had been composed of individual starships since its inception. Actual combat operations in squadron or fleet size were not practiced, being considered purely military and beyond the domain of a fleet intended more for exploring than fighting. (The lessons of previous wars had been ignored, as the Federation did not expect another war.) Some analysts point to this battle as the impetus for a new emphasis on fleet maneuvers within Star Fleet and theorize that but for Adanerg the Star Fleet would have been defeated by the Klingon invasion four years later.

(SP60.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SP60.2) INITIAL SET-UP:
There is a class-M planet (Adanerga) in 2215.
FEDERATION: CC+ *Lafayette*, CA *Saratoga*, DD *Charlemagne*, FFG *De Gaulle*, FF *Suffren*. Set up within 2 hexes of 4002, facing E, speed 10, WS–III.
KLINGON: Two cruisers and two frigates; see (SP60.46). Set up within four hexes of planet, speed 8, facing at owner's option, WS–I.

(SP60.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or captured or have disengaged.

(SP60.4) SPECIAL RULES
(SP60.41) Use a floating map. Do not use plotted movement.
(SP60.42) No shuttles have warp booster packs. There are no fighters or PFs in this scenario.
(SP60.43) All drones are type–I Medium Speed (20). Use the Commander's Option Package.
(SP60.44) The Federation CC and one FF have received the plus-refits, but the other Federation ships have not. All Klingon ships have the B-refit.
(SP60.45) FEDERATION COMMAND: Because the Federation ships are not used to operating in a fleet formation, the Federation player *must* use these rules.
(SP60.451) The Federation force is controlled by a single player. He may have one or more assistants, but he must fill out their energy forms and make all command decisions himself. He is physically aboard the Command Cruiser *Lafayette* and has absolute control over that ship (i.e. he operates it normally) or whatever ship he is aboard at the moment. Orders are given secretly to each ship as below. The Klingon player will know that orders were given, but not what they were (until they are executed). Use (G22.13) to control the position of the player (he must be in a bridge compartment to control the ship he is on). If killed, disabled, or not on a bridge, all units use the rules below.
(SP60.452) During the movement segment of each impulse, before the ships are moved, the Federation player writes down any instructions for the other ships in the squadron, such as turning or making an emergency deceleration. (If the ships are to continue moving straight ahead, no orders need be given.) Before these orders are executed, however, he must roll a die for each ship. If the die roll is 1, 2, or 3, the order is executed normally. If the die roll is 4 or 5, the order is recorded and is executed on the *next* impulse, rather than on the current one. If the die roll is 6, the order is ignored.

(SP60.453) During the direct-fire segment of each impulse, before the ships fire their weapons, the Federation player writes down any instructions for the other ships in the squadron, specifically listing which weapons are to be fired and at what targets. (If the ships are not to fire, no orders need be given.) Before these orders are executed, however, he must roll a die for each target of each ship. If the die roll is 1, 2, or 3, the order is executed normally. If the die roll is 4 or 5, the order is recorded and is executed on the *next* impulse, rather than on the current one. If it is then impossible for those orders to be carried out, any weapons unable to engage the designated target will not fire (their orders are cancelled and can be reprogrammed later). If the die roll is 6, the orders to fire are ignored.
(SP60.454) During the seeking weapon launch segment of each impulse, before any drones are launched, the Federation player writes down any instructions for the other ships in the squadron, specifically listing any drones to be launched and their targets. (If no drones are to be launched, no orders need be given.) Before these orders are executed, however, he must roll a die for each ship. If the die roll is 1, 2, or 3, the order is executed normally. If the die roll is 4 or 5, the order is recorded and is executed on the *next* impulse, rather than on the current one. If the die roll is 6, the order is ignored.
(SP60.455) Certain conditions apply to orders:
(SP60.4551) The following orders are always executed correctly without die roll: Launch wild weasel.
Fire weapons at a drone within two hexes of the firing ship.
(SP60.4552) Orders *cannot* be made conditional on the date of their execution. For example, it would be illegal to state that an order should be ignored if delayed, even if the resulting delay meant that the ship which turned late collided with the planet.
(SP60.4553) Delayed orders must be legally possible or they are ignored. An order to fire weapons at a target that is out of arc, or out of maximum range, or which has been destroyed, will not be executed. However, a delayed order to fire on an enemy ship which has, since the order was given, been captured or surrendered, *will* be executed.
(SP60.4554) Delayed orders may be countermanded (i.e. you can send a second order telling that ship to ignore the first order) or replaced (i.e. you can send a second order changing the first order to something else). These orders must also be rolled for, and if a countermand or replacement order is delayed or ignored, the original order *will* be executed, subject to the other restrictions and conditions above.
(SP60.4555) Note specifically that orders to all Federation ships are written at the same time. Those to the flagship (the ship the player is on board), however, run no risk of delay. It is not possible for the Federation commander to wait and see if another ship executed its fire order before deciding whether or not to fire the flagship's weapons on the same impulse.
(SP60.46) To simulate the Tactical Intelligence problems of the Federation commander, use (D17.0). The Klingons can select two cruisers (D7C, D7B, D7, D7D, D7V, D6, D6B, D6D, D6V, D6J, D5, D5C, D5D, D5E, D5J, D5S) and two frigates (F5, F5B, F5D, F5E, F5L, F5V, E4, F5J, F5S). No more than one can be carrier; any carrier has Z–2 fighters. No more than one can be a command cruiser. No more than one F5L. No more than one Penal ship.

(SP60.5) VICTORY CONDITIONS: Use the Standard Victory Conditions to account for the variable Klingon forces. No points are received for firing on the planet.

(SP60.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SP60.61) The changeover to medium-speed drones was in progress at the time of this encounter, and both forces were given priority to receive the improved weapons. Assume, however, that this was not the case, or that insufficient quantities were available. The drones in the racks are type–IM, but those in reload storage are standard type–I-slow weapons. Players may not switch drones between racks and reloads before the scenario begins.
(SP60.62) Replace the Klingon force with a Romulan force consisting of a King Eagle, a War Eagle, a Snipe-B, and a Snipe-A.

KZINTI COMBAT TUG

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

DISR FA — C D — R WARP

DISR FA — A B — L WARP

DRN 4 5 6

DRN 1 2 3

PH-1-FA

PH-3

PH-3

BTTY

LAB

BRDG

AUX

F HULL

A HULL

EMER

CARGO

APR

PRB

SHTL

TRAC

CARGO

IMP RA

RA IMP

TRAN

ADD 1

POD

POD

CREW UNITS
* 10 20 30

ADMINISTRATIVE SHUTTLES
HIT POINTS	NOTES

BOARDING PARTIES
10

TRANSPORTER BOMBS
D D D D

PROBES
10

TYPE I OFFENSIVE PHASER TABLE
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	5	4	4	3	3	2	0	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

DRONE RACKS (INCL REFITS)
| 1 |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |

TYPE III DEFENSE PHASER
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	1	1	0
3	4	4	3	1	0	0
4	4	3	0	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

ANTI-DRONE TABLE
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

ANTI-DRONES
1

SHIP DATA TABLE
TYPE	=TUG-C
POINT VALUE	= 120
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.53
DRONE REFIT	= +7.5
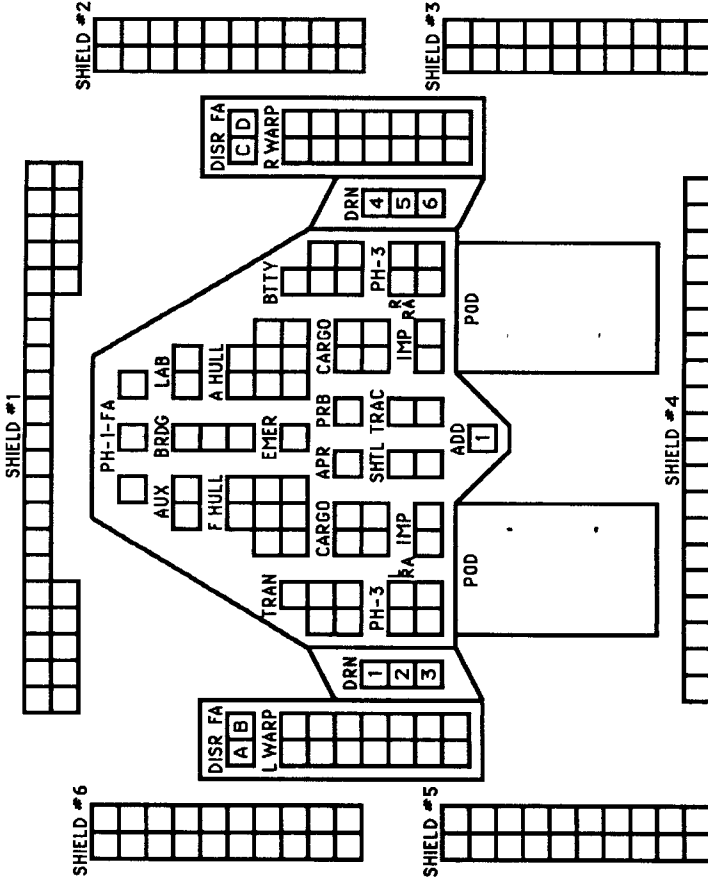
EX DAM

DAM CON 4 4 2 2 0

SCANNER 0 1 3 5 9

SENSOR 6 5 3 1 0
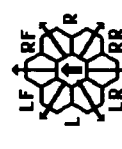
MOVEMENT COST = 1

MOVEMENT COST WITH CVA PODS = 1+1/2

WITH 0 OR 1 POD
TURN MODE	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

WITH 2 OR 3 PODS
TURN MODE	SPEED
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

LF RF
L R
LR RR

FA = LF + RF
RA = LR + RR

THIS SHIP CAN FIRE
ONE DRONE FROM EACH
BANK OF THREE RACKS
EACH TURN.

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?
6. 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 (Do not use 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-May 1989, bringing you more exciting material for the Star Fleet Universe.

SUBSCRIPTION INFORMATION
Subscriptions to Starletter (mail check or money order to TFG at the above address) 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.

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. Four-page issues of Starletter available from TFG Spare Parts Department:
#57: RoyalHawk SSD, Revised G7.9, Scenario SP463.
#58: Revised SSDs for Gorn DD, Fed CVA, Orion CR+; new SSDs for Klingon G1N and Lyran BobCat-C.

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.