SPECIAL ORIGINS EDITION

This issue of Starletter was specially prepared for distribution at Los Angeles Origins 89, the national wargame convention and site of the 1989 SFB National Championships. This means that you get lots of really neat stuff this time!

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 as early as possible.

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

➤ OKcon, Camelot Inn, Tulsa Oklahoma, 14-16 July; info from OKcon, P O Box 4229, Tulsa OK, 74159. Science-fiction con with some gaming, including an SFB tournament.

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

➤ NANCON, Houston TX, 1-4 Sept, SFB Tournament. Info from: Nan's Game HQ, 2011 Southwest Freeway, Houston, TX.

➤ CALGARY GAMING CONVENTION, 22-24 Sept 89; University of Calgary, New Mac Hall, Rooms 275-278. Many events including Star Fleet Battles. Info from Canadian Wargamer's Journal, 207 Bernard Drive NW, Calgary, Alberta, T3K 2B6.

➤ UMCON Convention, Michigan Gaming Club, 17-19 Nov. SFB and other events. Info: P O Box 4491, Ann Arbor MI 48106.

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

SCANNERS REPORT

★ CAPTAIN'S MODULE H1: MEGAHEX — Full color excitement comes to Star Fleet Battles with this product. Eighty full-color 1" counters portray all of the major starship classes for all races. Also included is a huge six-panel 38x48" map with the same hex numbers as the standard SFB map and giant 1.25" hexes. Stock number is 3033. Retail price is $14.95.

★ CAPTAIN'S MODULE H2: MEGAHEX II — More full-color excitement comes your way with Megahex II. Another 240 large 1" counters are accompanied by five large full-color planet cut outs. Stock number is 3034. Retail price is $14.95.

A BIT OF ADDENDA

(S3.3) The ship modification rules are a guideline for player experimentation and not adequately developed to be considered a hard-and-fast rule. These should be used only for experiments and only with the full and willing permission of all participants, and all ship modifications should be approved 24 hours in advance by all players. Modified ships should not be used in campaigns.

(SP502.00) THE MOTHBALL MUTINY

(Y174)   *Eric Nussberger, Texas*

The Klingons used vast numbers of subject races throughout the Empire, particularly in non-combat positions such as shipyard workers. In Y174, a group of these non-Klingon workers employed in the mothball reactivation facility revolted. The revolutionaries managed to seize the two cruisers currently undergoing refit and fled toward the Lyran Democratic Republic. They knew that if they could reach this neutral enclave, they could escape Klingon justice forever. Moreover, they could sell the ships, and live like kings!

Unfortunately for them, the border was over 3000 parsecs away, and a detachment from the Western Fleet was sent to intercept the mutinous ships, catching them only hours from the border. Due to recent reverses in the war on this frontier, these were the only ships which could be detached. If the mutineers could get past these ships, they would be free!

(SP502.1) NUMBER OF PLAYERS: 2; the Revolutionary player (mutineer) and the Klingon player (loyalist).

(SP502.2) INITIAL SET UP
Mutineer Forces: 2 D6 (renamed: Revolution, Deliverance)
    Set up within 3 hexes of 4004, facing E, speed 10, WS-III.
Klingon Forces: D5K, F5B, F5D.
    Set up within 2 hexes of 0328, facing B, speed max, WS-III.

(SP502.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed, or have disengaged, or until the mutinous ships rendezvous with the LDR squadron (SP502.45), or until other Klingon forces arrive (SP502.46).

(SP502.4) SPECIAL RULES
(SP502.41) Use a floating map. Keep track of displacements due to (SP502.45).
(SP502.42) No shuttles have booster packs.
(SP502.43) The two D6s still have their original load of type-I slow drones (4 per rack, one color reloads). The Klingon ships have type-IM drones; the D5 and the F5D each have one ECM drone. The D5 has four T-bombs; the F5s each have two. Both D6s have two T-bombs. There is one dummy for each real T-bomb.
(SP502.44) The mutinous D6s have the following special rules:
(SP502.441) The mutinous ships are short on fuel and cannot exceed speed 16 or disengage by acceleration. They cannot evade by sub-light as this would keep them in the area long enough for additional Klingon forces to find and capture them. The mutineers can only disengage by separation, and only in direction F. If they disengage in any other direction, they are considered destroyed.
(SP502.442) The mutinous ships are newly activated from mothball status. They have no refits, no UIM, and no DERFACS.
(SP502.443) The mutinous ships cannot mutiny because no non-mutineers are on board. The destruction of the security stations on the ships will have no effect on the ships, other than counting as a destroyed box. They cannot self-destruct.
(SP502.444) The mutineer ships have only one third of their normal crew complement, and only one half of their boarding parties (round up). Both ships are treated as having Poor Crews.
(SP502.445) If any of the loyal Klingon ships mutiny during the scenario, the mutineer player assumes control. The ship can move

but cannot fire weapons. The mutinous crew is 'poor'.

(SP502.45) A squadron of LDR ships is located in a hex which is 500 hexes in direction E from the original hex 4004. The Klingons cannot enter any hex within 15 hexes of the LDR squadron. Any mutinous ship (either of the D6s or a Klingon ship that mutinies during the scenario) which moves within 10 hexes of the LDR squadron is safe and cannot be attacked, although any seeking weapons en route can complete their movement. (In the context of an imaginary gigantic map with three-digit hex numbers, the LDR squadron would be in hex 010-254 and the mutineer start position is in hex 510-004.)

(SP502.46) Other Klingon forces are racing to the scene, but cannot arrive in time if the mutineers take a direct route to freedom. Beginning on turn 40, each surviving mutineer ship rolls one die at the start of each turn. If the result is a "1" another Klingon ship has arrived and is placed 30 hexes from the mutineer ship in direction B; roll again next turn. Roll to determine type of Klingon ship:
1 = D7B; 2 = F5B; 3 = G2; 4 = D5; 5 = E3; 6 = Small Freighter

(SP502.5) VICTORY CONDITIONS: The victory conditions are based on the success of the Klingons in capturing the mutineers without losing their own ships.

The Mutineer wins a dramatic victory if both D6s escape and a substantial victory if any one mutinous ship escapes. He wins an incredible victory if both D6s escape and if one Klingon ship mutinies and escapes. He wins a Pyrric victory if both D6s are destroyed or captured but a Klingon ship mutinies and escapes. If no mutinous ships escape, the mutineer player cannot win.

Klingon victory is evaluated on a point basis. The Klingon player (only) scores points as follows:

Each D6 which escapes*	‡-9
Each D6 destroyed	-3
Each D6 damaged but recaptured	-1
Each F5† destroyed	-4
Each F5 crippled	-2
Each F5 with internal damage	-1

* The only means of escape is to rendezvous with the LDR squadron or escape by separation in direction F.

† Points for the D5 are double those for an F5.

‡ All points are negative since nothing good can come of this.

The number of points determines the level of Klingon success.
(-2) points: Brilliant Klingon success
(-3) to (-8) points: Significant Klingon success
(-9) to (-17) points: Acceptable Klingon success
(-18) to (-25) points: Unacceptable Klingon outcome
(-26) to (-33) points: Unconscionable Klingon fiasco
(-34) points: Total Klingon Disaster

(R3.926) KLINGON F5W WAR DESTROYER: As the General War continued, all races found their frigate designs increasingly inadequate, and even the Klingon F5 eventually found itself outpaced by history. The Klingons developed the F5W as a new design based on the original F5 and switched most new frigate production to the F5W design in Y177 (prototypes had seen combat two years earlier). It is not an F5 variant, and standard F5s cannot be converted to the F5W. More powerful engines (equal to those on other war destroyers) were installed. The disruptors had a range of 22 hexes and were mounted on the engines as in larger Klingon ships using the same wide-angle mountings as the F5. Phasers were installed in the original disruptor positions. Drone racks are type-B with double reloads; ADD has 12 rounds. There is a leader (F5U) with ph-1s replacing the ph-3s, range 30 disruptors, and UIM standard. Few other variants were built as it was simpler to convert existing F5s and replace them with F5Ws. Design by Steve Cole & Steve Petrick.

YOUR QUESTIONS ANSWERED

In a tournament, let's say that ship A is destroyed, but it has previously fired a plasma torpedo at ship B. As that torpedo does not need guidance, it continues to move and ultimately destroys ship B. Who won? Was it a draw? Player B won because he destroyed ship A before his own ship was destroyed. However, this is a very close match, and player A would go on the wild card list (i.e. would be called to replace a player who failed to show up for the next round).

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The Office of Strategic Studies is evaluating a "package" of revised rules that may be incorporated in a future overhaul of the Star Fleet Universe strategic game system. The following is an outline of the changes under playtest at this time. Your comments are welcome, but please remember that these are prototype rules and are probably not complete, so use them at your risk. We encourage your questions (Please send them!) but may not be able to answer them until the playtest program is complete.

(304.4) The attacker can voluntarily increase the battle intensity by 1 point (max 10) after every 4th combat round involving non-ship units (756) in one battle hex (or system, or planet).

(308.1) CARRIER INTERMEDIATE DAMAGE STEP: The current rules don't accomplish the original intent. The test package allows 2-1 directed damage (kill or cripple, use C or D counters) on the smallest escort (crippled or not) in the carrier group instead of the abstract IDS. If a carrier group escort is destroyed, the group still counts as the original number of ships for command, and repairing the group requires a replacement ship of an equivalent or larger hull. This can be a ship already in the same hex as the group, or you can borrow a ship from the next turn's production (paying for it immediately). A 2-point surcharge is required for conversion to escort type.
FED: CVA 10-12, CVS 7-8, ECL 4-6, DE 5-6, FFE 4-5.
KLINGON: C8V 11-13, D7V 7-8, F5V 5-5, AD5 5-7, E4 2-4, E3 3.
ROMULAN: CNV 9-13, SuB 9-10, SpA 7, SpB 6-7, SkE 4-5.
KZINTI: CVA 12, CV 10, CVL 8, CVE 7, CM 7, FF 4.
GORN: CV 2-8, HDV 5-7, CL8, HDE 5-7, BDE 5-6, DE 4.
THOLIAN: CVA 8, BW 0-4, PC 4.
HYDRAN: ID 12-15, CV 4-9, UH 3-7, DE 4-7, AH 2-4.
LYRAN: CV 9, CVL 6-7, CW 7, FF 4.

(308.8) STARBASE DAMAGE: Use the system in Starletter #59, but the test is experimenting with 8 increments of 9 points each or 9 increments of 8 points each. An alternative is to use 72 1-point increments but have no limit on how many can be hit in one round.

(309.3) DRONES: Bombardment cost is 0.1 points/factor.

(432.2) CARRIER COST: To reflect the true cost of carriers and their fighters, the fighter factors on carriers will cost 2 points (per fighter factor) for carriers, 1 point for bases and Hydran Hybrids, and 0.5 points for PDUs. (A defense battalion costs 7 points including fighters.) There are NO pools of fighter production from destroyed carriers or bases; the cost above reflects the average cost of all fighters that would be lost by a carrier for an average career.

(433.1) The Federation and Klingon capitals can make two large (4+ point) conversions per turn. All races can purchase one (and only one) extra large (4+) conversion for per turn for a surcharge of 5 points (total cost 9+). Each conversion must have its own starbase and all must be done in the capital.

(511.5) CAPITAL ASSAULT RULES: ADDED TO STEP 5: The attacker then designates (for each system he is attacking) which specific planet within the system he is attacking. Only the bases of that planet can be attacked by DirDam. Players must designate which planet any bases in the capital are defending.
STEP 7: INSERT after "...from the ships in that system." the following: The battle force will include the PDUs of the planet designated in Step 5 and any bases associated with that planet, but will NOT include the PDUs and bases of other planets within the system. The fighters and PFs from those other planets may be used in the battle force, but they are treated under 205.7 Reaction. (The range of a ph-IV does not extend from Earth to Mars.)

(703.0) KLINGON PRODUCTION: Spring D6 should be D7.

(703.0) KLINGON IMPERIAL WAR RESERVE: This special group of ships was held in the capital for use only in the event of "total war". These ships are released immediately when war with the Federation, Kzintis, and Hydrans occurs. (Historically, on turn 7.) It can move and fight immediately; they do not require activation. It includes: 3xD7C, 12xD7, 3xD6D, 3xF5S. Also, six D6s are added to the mothball reserve upon release of the IWR.

(704.0) The Romulans can substitute one Falcon for one WE per turn. The Klingons and Lyrans can produce no more than two maulers of any type per turn; the Romulans no more than three.

(754.0) Fed CVS, CVB = 9; Klingon BT = 10; Kzinti CVS = 9.

KLINGON F-5W
WFR DESTROYER

SHIP DATA TABLE

TYPE	= F5W
POINT VALUE	= 104
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.926
K REFIT BPV	= 107

TURN MODE

TURN MODE	SPEED
1	2-6
2	7-12
3	13-19
4	20-26
5	27+

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

CREW UNITS
* 10 20

BOARDING PARTIES

DRONE RACKS
1
2 — 12

ANTI-DRONES
1 — 12

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ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

TRANS BOMBS: D D
PROBES: 5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	4	3	2	1	1	1
2	8	7	6	5	4	3	2	1	1	1	0
3	7	6	5	4	4	3	2	1	1	0	0
4	5	5	4	4	3	2	1	1	0	0	0
5	4	4	4	3	2	2	1	0	0	0	0
6	4	4	3	2	2	1	0	0	0	0	0

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	0
2	6	5	4	4	2	1	1	0
3	5	5	4	4	2	1	0	0
4	4	5	4	3	1	0	0	0
5	4	5	4	3	1	0	0	0
6	3	3	3	2	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-9	9-15 16-22
1	4	4	4	4	2	1
2	4	4	4	3	1	0
3	4	4	4	3	1	0
4	4	4	4	3	1	0
5	4	4	2	1	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (OVERLOAD) 1-6	1-5	1-5	1-4	1-4	NA	1-4	NA
DAMAGE, STD	0	5	4	4	3	3	2
DAMAGE, OVLD	10	10	8	8	6	0	0
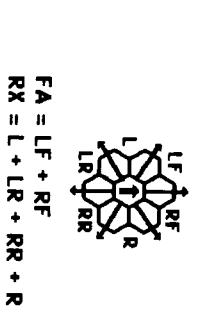
FA = LF + RF
RX = L + LR + RR + R

LF RF
L · R
LR RR
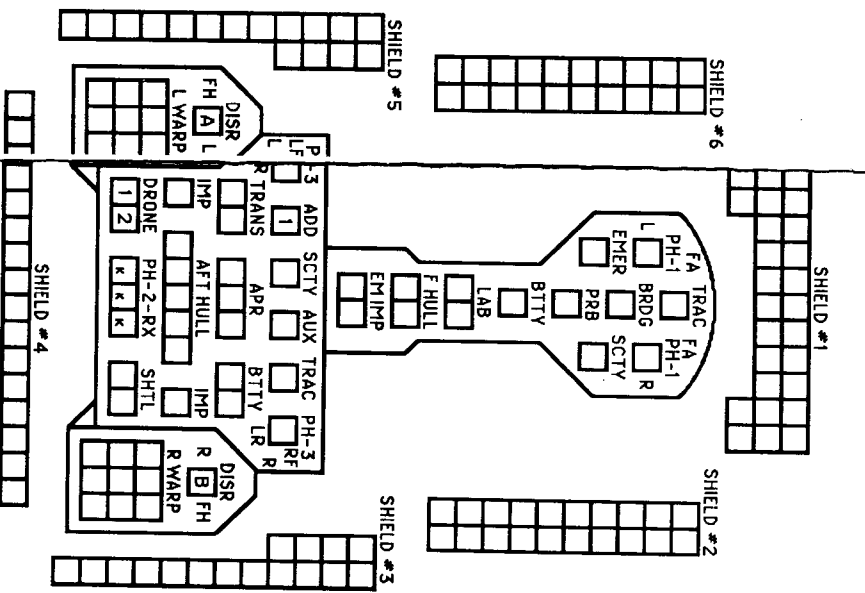
FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.

PH-2s MARKED "K" ARE PH-1s WITH THE K-REFIT

SENSOR 6 5 3 0
SCANNER 0 1 3 9
DAM CON 4 2 0

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

DISR L WARP
DISR R WARP
FH A L
R B FH
PH-3 ADD SCTY AUX TRAC PH-3
TRANS IMP APR AFT HULL BTTY
DRONE PH-2-RX SHTL IMP
FA TRAC FA
PH-1 L R PH-1
EMER BRDG SCTY
EM IMP PRB
F HULL
LAB
BTTY
EX DAM

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	Standard	Fractional
1	1	1/2
2	1	1
3	2	1½
4	2	2
5	3	2½
6	3	3
7	4	3½
8	4	4
9	5	4½
10	5	5
11	6	5½
12	6	6
13	7	6½
14	7	7
15	8	7½
16	8	8
17	9	8½
18	9	9
19	10	9½
20	10	10
21	11	10½
22	11	11
23	12	11½
24	12	12
25	13	12½
26	13	13
27	14	13½
28	14	14
29	15	14½
30	15	15

PLAYTEST REPORT FORMAT

For your report to be useful, it must be typed (computer dot matrix is 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 (such as the F5W)
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. SP902).
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 (Can be used for existing rules)
1. List the rule number and where the rule appears.
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-Sept 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 August 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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