

STARLETTER #62

The Official *Star Fleet Battles* Newsletter

September 1989

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 c/o TFG. Please get them in as early as possible.

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

► **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.

► **Council of Five Nations XV**, 6-8 Oct. SFB Patrol and Beginner's Tournaments. Senior Judge John Hammer will officiate. Ramada Inn Convention Center, Schenectady NY. Details from: Council of Five Nations 15; c/o Eric B. Paperman; 418 Vliet Blvd, Cohoes, NY 12047. Fleet Captain Kevin Hillock is expected to defend the crown he won at last year's Council.

► **Toledo Gaming Convention** 7. 7-8 Oct. University of Toledo's Scott Park Campus. Over 140 events including SFB. Referee David Oberheu. Info from Toledo Gaming Convention 7, 3001 N. Reynolds Rd. Toledo, OH 43615; (419) 531-5540 4-9 PM.

SCANNERS REPORT

★ **MEGAHEX** (Modules H1 and H2) provides full-color 1" counters and a suitable map for use with Star Fleet Battles. Players have reported much excitement being generated by the huge battles played with Megahex.

★ **Task Force** and ADB announced at Origins that the long-awaited "Doomsday Edition" of SFB was in the works. A release date has not been set, but Doomsday is on the front burner.

(R2.925) FEDERATION BATTLESHIP: This conjectural ship is presented for those who always wanted something that could fight a duel with a B-10 (without SFGs). More conjectural battleships may be presented in a future product, but we are NOT accepting proposals and the ships will NEVER become "real."

DATA: This is the April 89 revision. BPV = 326; crew 82; Marines 26; breakdown 2-6; size class 2; move cost 2; turn mode F; drone racks are 6xB and 3xG; shuttles are 2 MRS, 4 Admin, 6 F-15, spares: 3 admin and 1 F-15. Names: *Mars, Horus, Tyr.*

YOUR QUESTIONS ANSWERED

* *The Kzinti Tournament ship has two separate groups of shuttle boxes, but a note saying that it has one bay. What gives?* Sometimes we divide a single shuttle bay into two groups to make the SSD work out better artistically. In such cases, we include a note to clarify the situation. If there is a note, the note is correct, otherwise there wouldn't be a note.

* *Why doesn't the mobile base have phaser-IVs?* Because it is too small and fragile (remember that it is put together with velcro) to handle such large weapons.

* *The Kzinti tug has six drone racks, but can only fire one of them per turn. Why?* These are special racks. A single launcher is sitting on top of three 'magazines' of drones.

F&E MICRO SCENARIO #1

(1001.0) *THE LAST LINK*

AUGUST Y170, HYDRAN SPACE

Steven Rossi, USS California

As the Hydran defenses collapsed under the weight of the Klingo-Lyran assault, the Hydrans desperately attempted to maintain control of their capital. The Battle Station 0318 had been upgraded to a starbase to maintain a supply route from the Old Colonies to the Capital.

The Klingons launched a massive assault on the Hydran capital, with support from the Lyran Enemy's Blood Fleet. Elements of the Lyran Far Stars Fleet were assigned to destroy Starbase 0318 just before the assault on the capital.

The destruction of Starbase 0318 was the key to the collapse of the Hydran capital defenses and the subsequent destruction of the bulk of the Hydran fleet.

(1001.1) NUMBER OF PLAYERS: 2, Lyran and Hydran. The Lyran player is the phasing player.

(1001.2) INITIAL SET UP:

Hydran Forces: SB, LB, BT, RN, DG, 3HR, 3LN, CR, 3CU, SC.
Lyran Forces: DN, BC, STT, CC, 3CA, 6CW, 4DW, 2CL, 2DD, 2FF, SC.

(1001.3) SPECIAL RULES

This is an F&E "Micro-Scenario." It represents a single battle hex in F&E. The map is not needed, only the counters listed above. To play the scenario, simply go through the Combat Procedure (302.0) for as many rounds as it takes to resolve the situation.

This is a good scenario to test the Incremental Starbase Damage rules (308.8).

(1001.4) VICTORY CONDITIONS

LYRAN VICTORY: The Lyran player must destroy the starbase to win. If this is achieved, the level of Lyran victory is determined by counting the remaining Lyran ships. Ships with a command rating of 10 count as two ships. Lyran CLs count as three ships. Crippled ships count at half value. The resulting number determines the level:

0-13 = Lyran defeat
14-15 = Lyran Marginal Victory
16-17 = Lyran Tactical Victory
18+ = Lyran Decisive Victory

HYDRAN VICTORY: The Hydrans must defend the starbase to win the scenario. If the Hydran starbase survives but is crippled, the Hydrans win a tactical victory. If the starbase survives but is crippled, the Hydrans win a Decisive Victory. If the starbase is destroyed, the Hydrans are defeated.

(1001.5) BALANCE AND VARIANTS

(1001.51) Use (308.6) Scouts; this will give an edge to the Hydrans.

(1001.52) Replace the Lyran force with an equivalent Klingon force: C8, D7C, D6M, 3xD7, 3xD6, D6D, 6xD5, 2xF5Q, 3xE4, F5S.

This is the first of a new type of F&E scenario. We hope that you enjoy it, and plan to present more micro-scenarios for F&E.

(SP1061.0) A TASTE OF FIRE

(Y174)

by John D Berg, Chicago

The Klingons, with larger wartime academy classes, found that there were too many cadets for assignment of one per ship. To help rectify the situation, the Klingons devoted entire ships for advanced cadet training. Up to 50% of the officer positions were filled by cadets, and even more cadets replaced parts of the crew. All of the cadets rotated through the various officer positions for training. These ships would be sent on easy missions in order to quickly learn the fine art of starship operation during combat. This was called "giving the cadets a taste of fire." As this operation progressed, it soon became a means of minor punishment for the experienced Klingon officers fallen from favor, just a Slidarian's scale away from a penal ship.

One of these cadet training ships was the D6B-6 *Anarchy*, commanded by Captain Ky. On his last "taste of fire" cruise, the *Anarchy* led the only Klingon squadron in position to exploit a recent breakthrough in the Kzinti lines, and the fleet commander ordered Ky to break into the Kzinti rear area and raise havoc among the support and supply echelons. Ky came upon a well-defended Kzinti convoy. He considered avoiding the convoy and looking for easier prey, but he knew that doing so would expose him to charges of cowardice from his political enemies. At the least, that would earn him another tour of the wretched "nursery school" duty; at worst it would see him executed. Ordering the cadets to battle stations, Ky turned his squadron to engage.

Unknown to Ky, his first officer was in the pay of one of his worst political enemies. The young and ambitious Commander Kryle was looking for the opportunity to seize command of the ship on the grounds of Ky's supposed incompetence. He knew that Ky's enemies in fleet command would support the move if he had adequate justification — or even if he didn't.

(SP1061.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SP1061.2) INITIAL SET UP:

KLINGON: D6B *Anarchy* in 0524, heading B, speed 20, (As these cadet-manned cruisers always had a preparedness problem, it is at WSII).

F5CVL and E4B set up anywhere in the D6B's RA arc, heading B, speed 20, WSIII.

KZINTI: CL+, AuxCVL, Pol-FF, Large Freighter, Small Freighter, Small Armed Freighter, set up within 3 hexes of 2406, heading C, speed 10, WSII.

(SP1061.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured, destroyed, or disengaged. Any Klingon units on the map at the end of turn 10 are considered destroyed. Kzinti reinforcements are on the way.

(SP1061.4) SPECIAL RULES:

(SP1061.41) Use a floating map.

(SP1061.42) The F5CVL has 8 Z2 fighters. The Aux-CVL has 12 SS fighters. No fighters have boost packs. No MRS shuttles.

(SP1061.43) All Klingon drones are type-IM. The D6B has one type-IM-ECM drone. The Kzinti may have any drone type for the period up to their racial limits.

(SP1061.44) Use the "new standard" T bomb rules in CL6. The freighters, except the Small Armed Freighter, do not have any T-bombs.

(SP1061.45) The D6B has a poor crew and one UIM. If the D6B loses all security stations, it automatically mutinies and will immediately disengage. If the D6B disengages, then all other Klingons must also disengage.

(SP1061.46) The F5CVL, its fighters and the E4B, collectively referred to as the "escorts", are under strict orders to let the D6B see combat first. To reflect this use the following rule. The escorts may not move out of the D6B's RA arc until the D6B takes at least one point of shield damage caused by enemy fire. When the D6B takes this shield damage, all restrictions are lifted from the escorts. In

addition, during the time the escorts are under the restriction they may only fire or launch seeking weapons at enemy drones, fighters, or shuttles that come within 8 hexes of their ship. Any escort that is hit and receives shield or internal damage by enemy fire is immediately released from the restrictions.

(SP1061.47) To simulate the power struggle between Ky and his unloyal 1st officer, do the following: An officers rebellion (which is different from a mutiny) will occur sometime during the scenario. To determine when the rebellion occurs, roll one die each turn (except turn 1) after Energy Allocation. If the die roll is equal to or less than the turn number, the rebellion starts on that turn. If not, roll on the next turn. Once the rebellion starts, do not roll for rebellion again.

(SP1061.48) Once it is known on what turn the rebellion will start, you must determine when during the turn this will happen. Roll one die immediately. If the result is 1-2, the rebellion occurs at the start of the turn. If not, roll again at the start of impulse 8, at which point a die roll of 1-4 indicates the start of the rebellion. If not, a rebellion is automatic at the start of impulse 16.

(SP1061.49) EFFECTS OF REBELLION: When the rebellion actually occurs, the ship is then considered "uncontrolled"; see (G2.0). The ship stays uncontrolled until Ky puts down the rebellion (eliminates all rebellious units). During the fight the bridge was damaged; to reflect this mark one bridge box as destroyed; it does not count towards Kzinti victory conditions. To resolve the rebellion use the combat system in (D16.0). Captain Ky has control of nine boarding parties and all control spaces in the boom. First Officer Kryle has five boarding parties and all control spaces in the aft section.

(SP1061.491) Ky has control of sections A and B (on the boarding party diagram) of the *Anarchy*. Kryle has control of section C. Captain Ky is considered the defending player.

(SP1061.492) If a number of Kzinti boarding parties greater than or equal to the number of Kryle's rebels board the *Anarchy*, Ky and Kryle will make a temporary ceasefire (i.e. they may not fire on each other) in order to deal with the Kzinti threat. Remember to keep track of which units, Ky's or Kryle's, are lost in combat. After the Kzinti boarding parties are reduced to less than the number of Kryle's boarding parties, he will again start the rebellion. There may be Kzinti boarding parties left, and you will need to use the three way combat rules in (D7.31).

(SP1061.493) Whenever Ky generates militia, assume that Kryle does the same. If Ky doesn't generate militia, Kryle will at the maximum rate. Note that rule (D15.831) must not be violated.

(SP1061.494) For boarding parties lost because of internal damage or for boarding parties that have left the *Anarchy* before the rebellion, use random determination for whether they are Ky's or Kryle's. Roll a die after the boarding party is destroyed or transported; 1-4 it was loyal to Ky, a 5-6 to Kryle.

(SP1061.495) Guards: One of every four guarding boarding parties (assigned prior to the rebellion) are loyal to Kryle. No more than one Kryle BP will be on guard duty. When the rebellion occurs roll randomly to see which guard is Kryle's. Note that (D16.31) forces guards to be in specific parts of the ship.

(SP1061.496) If the crew of the *Anarchy* mutinies, then they join Kryle and follow (SP1061.45).

(SP1061.497) The escorts, which are loyal to Captain Ky, cannot place friendly boarding parties or crew units on the D6B before the rebellion takes place.

(SP1061.5) VICTORY CONDITIONS: Use modified victory conditions. However, if the D6B is crippled, the Kzinti automatically receive a tactical victory; if the D6B is destroyed, the Kzinti automatically receive a decisive victory.

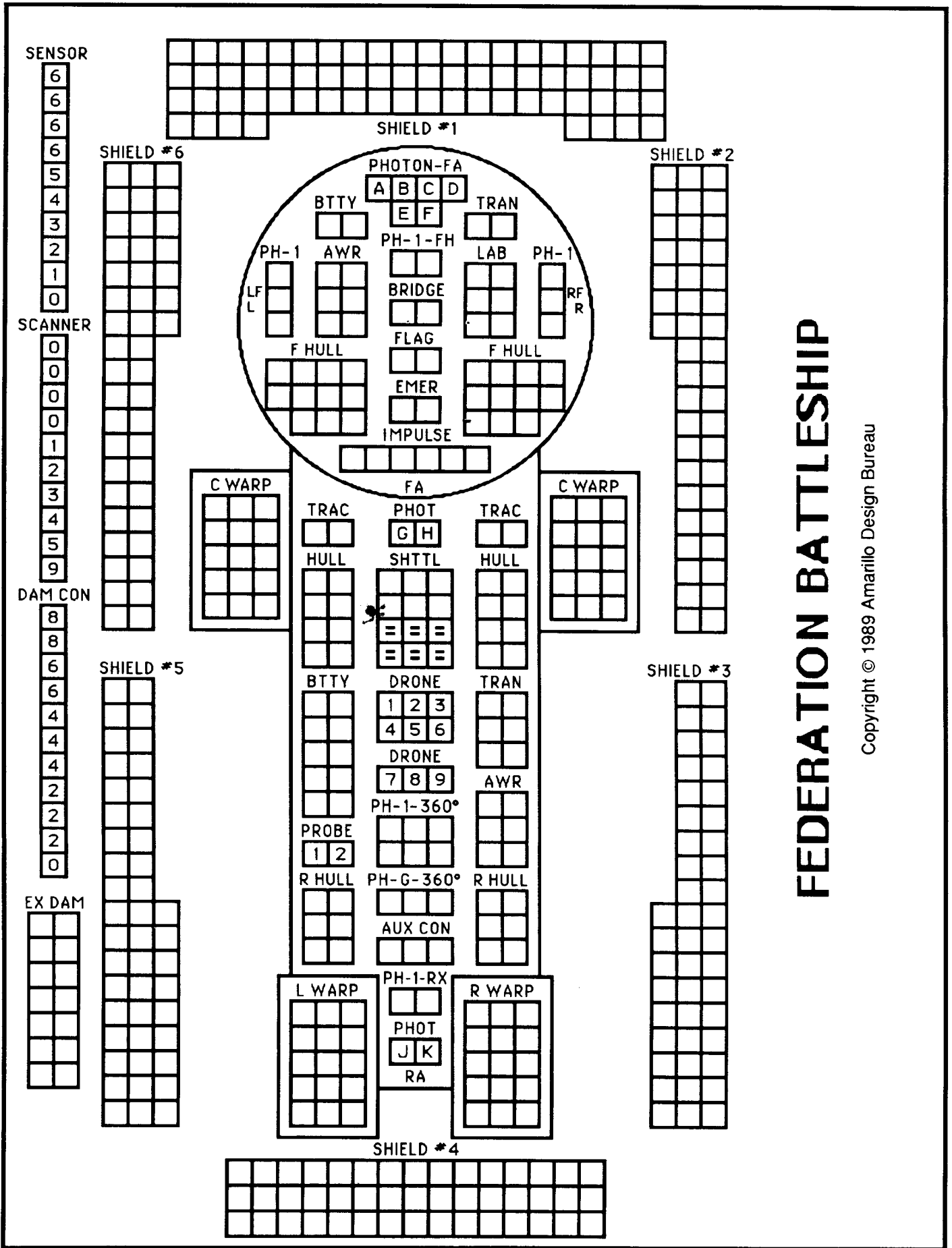
(SP1061.6) VARIATIONS

(SP1061.61) FEDERATION CONVOY: Escorts include: CL, Aux-CVL or Pol-CV carrying F8 fighters, and a Pol or FF.

(SP1061.62) HYDRAN CONVOY: Escorts include two Gendarms and a Lancer; all fighters are Stinger-1.

(SP1061.63) PENAL: Replace the D6B with a D6JB.

(SP1061.7) BALANCE: Replace the F5CVL or Kzinti CL with a smaller or larger ship. Use better fighters or more option points.



FEDERATION BATTLESHIP

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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 (Can be used for existing rules)

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-Nov 1989, bringing you more exciting material for the Star Fleet Universe.

PUBLISHER'S INFORMATION

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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 #57 to date (four-page format) are available from the TFG spare parts department for \$2 each (US funds). Earlier back issues are not available. These issues include:

- #57: Revised rule (G7.9), Romulan RoyalHawk SSD, Playtest Scenario SP463 Tang-Chi (Kzinti fighters vs Klingons).
- #58: Revised SSDs for Gorn DD, Orion CR, Fed CVA; new SSDs for Klingon G1N, Lyran Bobcat-C.
- #59: Kzinti Combat Tug SSD, Playtest Scenario SP60 Battle of Adanerg, F&E rule (308.8) Starbase Incremental Damage.
- #60: Playtest Scenarios SP636 Mirror Image Monster and SP598 Mating Frenzy (dragons!), F&E rule (308.7) Formations, SFB Historical Scenario cross-reference grid.
- #61: Klingon F5W War Destroyer SSD; Playtest scenario SP502 Mothball Mutiny; F&E Playtest Rules Package.

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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