DOOMSDAY RULEBOOK RELEASED!

At last, at long *long* last, despite two changes of ownership (and location) for TFG, years of delays and excuses, problems with printers, tough financial times, two hard disk crashes, and the Second Persian Gulf War, the long-awaited Captain's Rulebook (the closest single product to the semi-mythical "Doomsday Rulebook") has been shipped to the stores.

The boxed $45 product includes 528 pages of totally revised and updated rules (the rulebooks from Basic Set, Advanced Missions, Module C1, and Module C2), along with a set of stickers to decorate your binder and ten section dividers. These section dividers have an index of the section plus the charts for the various sections. That way, if you know you need the Hit-and-Run Table, you don't have to flip through the rulebook looking for it; you can just grab the tab for Section D and a flip of the wrist will give you the table.

This product does not include the counters, maps, or SSD books from Basic Set, Advanced Missions, C1, or C2. Those items are available as spare parts (or will be as those products themselves appear). Veteran players who bought Basic Set or a Basic Set rulebook can order the Captain's Advanced Rulebook (which is identical to the Captain's Rulebook but does NOT have a copy of the Basic Set Rules) from Task Force for $30+P&H.

Before anyone misunderstands: what *doesn't* this rulebook include? It does not have: D15-16 (Mod M), J5-10 (Mod J), K1-5 (Mod K), the ships from Volume III (Mod R1-R4), some of the Volume II and III scenarios (Mod R1 and S1). All of these items are found in the subsequent products noted.

NEW SHIP FOR STAR FLEET BATTLES

(R3.936) KLINGON D5W NEW HEAVY CRUISER: The Klingon D5W is similar to the Federation NCA published in Starletter #69: a war cruiser built up to heavy cruiser size and power. The other NCAs are scheduled for publication in Module R5. The addition of a frigate engine under the boom was a mixed blessing as it blocked the cross-deck arcs of the wing phasers and the rear arcs of the forward phasers, although it was high enough that it did not block the disruptors. Two spare shuttles. The D5W retained the limited aegis rig of the standard D5. No variants.

F&E: Combat Factor 8, cost 6, convert from D5 for 3 points.

NEW SHIP NAMES

Federation CVS: NCC-1957 *Courbet*, NCC-1958 *Conti de Cavour*, NCC-1959 *Almirante Latorre*, NCC-1960 *Farragut.*

TASK FORCE NEWS

○ THE AMMO SHEET: There are never enough drone and plasma counters to go around if you have a whole fleet on the board. We are planning a sheet of 108 counters that will entirely consist of drones, plasma torpedoes, and a few shuttles. We currently plan to include this in Module T and/or in Module R1. The sheet is being designed in such a way that, with a few strokes of a read-through marker, you can tell one "Klingon Drone #7" from several others, allowing you to use as many of these sheets as you need to keep track of the battle. The sheets will be available separately as spare parts and may also be in a special package.

○ STORES WANTED: If your store does not carry SFB and other TFG products, whether it once did or never did, send TFG the name and address of the store and we'll send them information on the product line and have wholesalers call on them.

○ SUBSCRIBERS: See special sale flyer insert!

ANNOUNCEMENTS

On a space-available basis, Starletter will announce events of interest to SFB players, including conventions, local tournaments, PBM campaigns, club meetings, special store events, etc. ADB and TFG make no warranty as to the quality, reliability, or reputation of any item announced. Send your announcements to Amarillo Design Bureau, PO Box 8759, Amarillo, TX 79114. Please get them in as early as possible.

Readers should include a stamped self-addressed envelope when requesting information from listed events.

➤ ORIGINS 91, 4-7 July 1991, Baltimore (Md) Convention Center. National Wargaming Convention, hundreds of events, thousands of players, 200 dealer booths. National SFB Championships are scheduled for this convention. Info from P O Box 609, Randallstown, MD 21133.

➤ SIMCON, 22-24 March 1991, University of Rochester, NY. Patrol SFB tournament with single-elimination finals. Contact Frank Gilson, 714-998-3468 for information.

➤ LEHI-CON IV, 15-17 March, Allentown, PA. Patrol tournament with $100 in TFG gift certificates; Beginner's event; Judge will be John Hammer, "SFB Judge of the Year" award winner. Info from Box 1864, Bethlehem, PA 18016 (215-253-9131).

➤ GEN-CON 91, 8-11 Aug, MECCA Convention Center, Milwaukee, WI. Very large national SFB convention with SFB events run by ADB Judge John Berg. Info from GenCon, Box 756, Lake Geneva, WI 53147.

➤ TRI-CON 91, 22-24 March, North Carolina State Univ, Raleigh. Many events and speakers including SFB. Info from James Beatty, P O Box 61104, Raleigh, NC 27661.

➤ PHOENIX CON, 19-21 April, Austin TX. Includes SFB event. Info from David Ethridge, 915-689-7785.

➤ STARLETTER #69 had a minor error. The center engine of the NCA is NOT taken from a frigate.

SCENARIOS: DO YOU WANT THEM?

Drop a postcard or a note to ADB and let us know what you think about scenarios in Starletter. Do you read them? Play them? Ignore them? Or playtest them? (We know how many report; too few!) Would you rather have something else? What?

FEDERATION & EMPIRE: MORE OPTIONS

(653.1H) GENERAL: National Training Center (+12): Allows accumulation of command points in peacetime. Maximum of 3 points stockpiled, and each point is lost 4 turns after it is earned due to the planning getting stale.—*Owen Riley*

(653.5D) KZINTI: Firm Federation Alliance (+20): The Kzintis have a tight alliance/non-aggression pact with the Federation. The Marquis Fleet (except for six ships, one of which must be a CC) is divided as evenly as possible (using the capital assault procedure) between the Count's Fleet and Duke's Fleet. The other ships are released by normal rules.

SCANNERS REPORT

★ ADVANCED MISSIONS: Now expected late April 91.
★ MODULE C1: Now expected May 91.
★ MODULE C2: Now expected late May or June 91.
★ CAPTAIN'S LOG #9: Summer 91, maybe Origins.

(SP79.0) A SECOND HELPING OF HASH

(Y181)   *by Ardak Kumerian, Klinshai*

The Kzintis had conducted years of "drone raids," sending drone frigates to launch swarms of long-range drones into our operating areas, often targeting them on key logistics units. The attacks by drone frigate groups had tapered off as we had managed to hunt down the small ships, but the two Drone Cruisers still operational by Y181 remained a major nuisance. One ship in particular, the *Onager*, was infamous for its daring raids. The *Onager's* captain, however, made the mistake of becoming predictable. He always launched three successive attacks before retiring for resupply.

I studied his methods from my position as commander of the Red Fleet and discovered this pattern, despite the *Onager's* attempt to hide it by shifting firing positions and having other ships launch diversionary drone attacks. Determined to show the Emperor that I was worthy of a command more important than the fleet training school, I conceived a bold plan. I rearranged the schedule so that four new cruisers of various classes were ready for deployment to the Northern Fleet at the same time and scheduled a "graduation exercise" for them, under my nominal command, directly behind the front line. When I detected the first of a new series of attacks by the *Onager*, I sent the four cruisers into the most likely areas for its second and third attacks with confidence that one would make contact. My confidence in this plan, and in the captain I had trained, was not misplaced.

(SP79.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SP79.2) INITIAL SET-UP
KZINTI: CD *Onager* in 0505, WS–III, heading E, speed 15. See (SP79.45) for drone loading.
KLINGON: D5W in 3525, WS–III, heading F, speed max.

(SP79.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. If the Kzinti ship disengages by acceleration, it cannot launch more type–IIIXX drones for its assigned fire mission (SP79.46).

(SP79.4) SPECIAL RULES
(SP79.41) MAP: Use a floating map.
(SP79.42) SHUTTLES AND PFs: No shuttles have warp booster packs. There are no PFs in this scenario, although if used in a non-historical alternative, a PF would have packs. Either ship may purchase one MRS shuttle under (SP79.431), and such an MRS may have warp packs.
(SP79.43) COMMANDER'S OPTION ITEMS
> **(SP79.431)** Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 25 points. See (S3.2) for details and exceptions.
> **(SP79.432)** All drones are "fast," i.e. speed–32. Each ship can purchase special drones up to the racial percentages as part of the Commander's Option Items (SP79.431).
(SP79.44) The CD has the plus refit; there are no refits for the D5W cruiser class.
(SP79.45) To conduct its bombardment fire mission, all four of the B–racks are loaded with three type–IIIXX drones (explosive warheads only) each; these do not count against the cost of Commander's Options or allowable drone percentages. There are another 12 type–IIIXX drones in reload storage (for the third attack; the *Onager* was intercepted during the second fire mission); there are also 24 empty spaces in the drone storage

representing drones launched during the first fire mission. The two type–C drone racks can be loaded with whatever types of drones the Kzinti player wishes to buy under the Commander's Options and racial limits; reload storage is proportional to those two racks.
(SP79.46) The Kzinti ship's objective in the scenario is to successfully launch its fire mission against a Klingon convoy located about 1,000 hexes off of the map. This is accomplished by launching type–IIIXX drones on a ballistic "wild boar" course in direction E. The drones must successfully "disengage" from the Klingon ship (by separation or by the Klingon ship being destroyed, captured, or forced to disengage) to count toward completion of that mission.
(SP79.47) The Klingon ship's mission is to destroy the *Onager* and prevent its drone swarm from reaching the convoy.

(SP79.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2), with these changes:
> The Klingon ship receives a 150-point bonus.
> The Kzinti ship receives 20 points for every type–IIIXX drone which "disengages" from the Klingons (SP79.46).

(SP79.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SP79.61) Replace the Kzinti CD with a Federation NCD.
(SP79.62) Replace the Klingon D5W with a D7B, D6K, D6D, D5K, D5D, or D5F and use the tactical intelligence rules.
(SP79.63) For a smaller battle, replace the CD with a DF (or Federation FFD) and the Klingon D5W with an F5.
(SP79.64) Set the scenario in Y176; use speed-20 drones.
(SP79.65) Replace the Klingon ship with two smaller ships, perhaps two F5Bs or an E4V (Z–V fighters) and an E4A.

(SP79.7) BALANCE: The scenario can be balanced between players of different skill levels by the following:
(SP79.71) Change the D5W to a C7 (favors Klingons) or D5 (favors Kzintis).
(SP79.72) Allow the Klingon ship to carry one PF or two Z–V fighters with booster packs to help chase down the drones.

(SP79.8) TACTICS
KLINGON: Go for an immediate alpha-strike to damage drone racks and then concentrate on killing drones.
KZINTI: You are flying a strange ship, with lots of unusual equipment. Don't be afraid to use your type–IIIXX drones against the Klingon ship; you can reload to complete the mission. With wild/tame boar launchings, a scatter-pack, and your direct-fire weapons, it's not impossible that you could actually destroy the D5W, then complete your mission.

HISTORICAL OUTCOME: The *Onager* was destroyed, although some drones reached the convoy and damaged three freighters and an escort. Kumerian's battle management skills came to the attention of the emperor, who promised to find an opportunity for Kumerian to plan and command further combat operations.

This scenario was taken from a biographical article *(Kumerian: Tactician, Strategist, ...or Incompetent?)* published in *Proceedings of the Star Fleet Institute, January Y188*, in which this incident was suggested as the reason that the Red Fleet was deployed as a tactical formation during Operation Cavalry a year later. The article theorized that Kumerian was at his best when he could plan an action carefully in advance and deploy ships to fight their own battles (and was lucky enough to have nothing to go wrong), but was unable to deal with commanding an entire fleet in direct combat.▲▲▲

KLINGON D5W
NEW HEAVY CRUISER

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

PH-1-FX 1 2
TRAC BRDG PRB
EMER SCTY
TRAN
LAB
BTTY
WRP C
F HULL
WRP C
IMP

TRAN PH-1 5 6
PH-2 8
PH-3 10
AUX
SCTY
AFT HULL
APR
IMP
ADD
TRAC
DRONE 1 2
SHTL
R WARP
DISR-FH C D

RF R LR
PH-2 R RR
PH-3 R RR

LF L RR
PH-1 3 4
TRAN BTTY
PH-2 7 LR
PH-3 9 LR
DISR-FH A B
L WARP L

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

CNTR

SHIP DATA TABLE

TYPE =	D5W
POINT VALUE =	132
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	R3.936

TURN MODE

	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
BD 5	22-28
6	29+

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	2	1	0
3	4	4	4	1	0	0
4	4	4	3	1	0	0
5	4	4	2	1	0	0
6	4	3	1	0	0	0

ANTI-DRONE TABLE

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

CREW UNITS
* 10 20 30 40

BOARDING PARTIES 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS D D D D

PROBES 5

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	0
2	8	7	6	5	5	4	3	2	1	1	0
3	7	6	5	4	4	4	4	1	0	0	0
4	6	5	4	4	4	3	2	1	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	3	0	0	0	0	0

TYPE II PHASER TABLE

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

DRONE RACKS

| 1 | | | | B |
| 2 | | | | B |

THIS SHIP HAS DOUBLE RELOADS.

FX = L + LF + RF + R

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	NA	1-5	1-4	1-4	1-4	1-3	1-2
HIT (VlM)	NA	NA	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	NA	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLORD) 1-6	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/VlM) 1-6	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OVLD	10	10	8	8	6	0	0	0

ANTI-DRONES 1 2

PLAYTEST REPORT FORMAT

We encourage all SFB players to submit reports on new ships and scenarios. *We can't print new products without play-test reports.* Anyone can playtest; your first assignment is in this very issue! For your report to be used, it must be typed or computer printed on 8.5x11 paper. Each rule, ship, and/or scenario report must be on a separate page. Put your name, address, and a list of playtesters on every page.

If you include a stamped self-addressed envelope, we'll send you another assignment, or we'll tell you what needs to be improved in your report before you can do another one. More assignments are available on GEnie; you can report via Email.

All reports should be sent to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114 (or to ADB$ on GEnie).

REPORTS ON SHIPS

1. List the Race, Class, and Project (900) number.
2. What mission is the ship intended for? Is it suitable? Why?
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 it in fleet battles? Describe the fleets and results. Did the ship perform its mission?
5. Are there any hidden flaws? Are power, speed, and systems adequate to the mission?
6. Is the ship recommended for publication?

REPORTS ON SCENARIOS

1. List the title and the SP number.
2. How many times did you play it? How many to completion? We require at least two playings and prefer more.
3. Is the scenario unbalanced? If so, toward whom? How much?
4. Pick one: Fun, boring, one of the best, unworkable, average.
5. Is there a "trick key" that can unlock the scenario and cause it to fall apart? If so, describe it and how you solved it.
6. List any proposed changes, variants, or balance factors.
7. Assign Priority for publication: Immediately, soon, whenever, never, in a particular product.

REPORTS ON RULES

1. List the rule number and what product the rule is in.
2. Ask your questions about how it works or what it means.
3. List any conflicts with other rules.
4. Describe any changes in balance or tactics it causes.
5. List any typos or mistakes.
6. Indicate anything that should be added, deleted, or clarified.

WANT MORE PRODUCTS?

Then send in a playtest report on the ship and scenario in this issue. If you don't test them, we will have to, and that takes time away from designing more new products!

PUBLISHER'S INFORMATION

STARLETTER is written by Amarillo Design Bureau and published by Task Force Games. *STARLETTER* is Copyright © 1991 Amarillo Design Bureau. Subscriptions to *STARLETTER* cost $5 for six issues (one year) in the US, Canada, APO, and FPO. Issues are mailed First Class Mail. Overseas subscriptions are $10 for six issues 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. International Post Money Orders are also acceptable. Send subscriptions to Task Force Games, Post Office Box 50145, Amarillo, TX 79159. Make checks payable to TASK FORCE GAMES.

BACK ISSUES

Back issues #57 to date are available from TFG Spare Parts for $2 each (US). These issues included:
- #57: Romulan RoyalHawk SSD, SP463 Tang Chi.
- #58: Revised SSDs for Gorn DD, Orion CR, Fed CVA; new SSDs for Lyran Bobcat–C, Klingon G1N.
- #59: Kzinti Combat Tug SSD, SP60 Battle of Adanerg.
- #60: SP636 Mirror Image Monsters, SP598 Mating Frenzy (space dragons!), Historical Scenario Cross Reference.
- #61: Klingon F5W SSD, SP502 Mothball Mutiny†.
- #62: Federation Battleship SSD; SP1061 Taste of Fire†; F&E Micro Scenario 1001 Last Link.
- #63: Federation DW SSD†; SP1211 Scout Report†.
- #64: Federation FFB SSD†; SP1301 Interceptor Training†.
- #65: Lyran Mountain Lion SSD; SP1311 Roar of Golden Cub.
- #66: Kzinti Scout–Drone frigate SSD; SP70 Settle their hash
- #67: Romulan Flamehawk SSD; SP1201 Attrition Assault.
- #68: Kzinti First Carrier SSD and Scenario.
- #69: Fed NCA and scenario SP275 Passing the Football.

† These items have been published in Captain's Log #8.

TASK FORCE GAMES SPARE PARTS

Spare parts are available for all Task Force products. Contact Task Force for a price list. All TFG products are available by mail from TFG. Write for a catalog and price list.

SFB ON GEnie COMPUTER NETWORK

Talk to the Star Fleet Staff directly by computer modem. Star Fleet is Category 10 on Page 805 Menu Item #1. Ask your local computer dealer or club for info on GEnie. The computer system provides overnight access to the staff and the answers to your game questions. New SSDs, scenarios, and playtest modules are available for downloading. Join in ongoing discussions of new rules and ships, or propose your own. Weekly real-time conference with SFB staff. You can contact "TFG$" or "ADB$" directly via Electronic Mail on GEnie.

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