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Starletters #47 to date contain JCF review items. SL #49 included the prototype (P16.0) Comet rules. #50 included the prototype Barracks and Armor rules. #51 had the prototype F&E Total War rules for Stasis Field Generators. #52 and #53 had only JCF cases. #54 had the WYN Mako War Destroyer. These issues are available for 25¢ each and a single stamped self-addressed envelope. Other back issues are not available; all of the material in them has been published in various products.

Yes, it has been a few months since Starletter #54. We have no set schedule, and held this issue until we could be sure that all three new products would be at Origins.

Look at the first line of your mailing label; the last number on that line is the last issue of your subscription. Please do not resubscribe until your subscription expires.

Starletter is reprinted in the *Canadian Wargamer's Journal*.

NEWS YOU CAN USE

The new address for Task Force Games is 14922 Calvert St, Van Nuys, CA 91411. The new phone number is 818-785-0315. All TFG products are available by mail from Task Force Games at the above address. (Sorry, no phone orders, CODs, or credit cards.) Minimum order is \$10; include 10% extra for shipping and handling in US/APO/FPO (20% elsewhere). California residents add 6.5% sales tax. All payment must be in US funds; checks must be drawn on a US bank.

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 #1. Ask your local computer dealer for info on how to register on GEnie.

SCANNERS REPORT: THREE NEW PRODUCTS APPROACHING!

The long drought is over! Three new Star Fleet Battles products are in the final stages of production and will be released by (or at) Origins.

★ **CAPTAIN'S LOG #6** is now being shipped. It is the first of the "new" Captain's Log including the former Nexus material. This issue includes the B-10 Briefing (technical drawings, history of all nine B-10s, inside diagrams of the shuttle bays, seven scenarios, revised ship descriptions, SSDs for the B-10V and B-10S, fiction of joint Fed-Klingon fleet vs Andromedans), the complete Star Fleet Battles Tournament Book (rules, 12 SSDs), Star Fleet Database (Origins 88 info, Phaser-G, Meet the New Task Force Games, Miniatures, Command the Future, Star Fleet Communications, To Ask the Question *Why?*, Example, How would you handle..?, Urgent Addenda), The Academy (Tactics Board, Term Papers, Ask Uncle Ardak), and F&E (Tactical notes, questions, major article on Using Directed Damage). Price \$6.00.

★ **SFB CAPTAIN'S MODULE A: BATTLECARDS!** will be released at Origins. This product is a card-based damage resolution system that exactly matches the DAC (there are 36 cards, each corresponding to one of 36 possible combinations of two six-sided dice). The cards also have 1D6 and 2D6 numbers on them, allowing them to completely replace dice for all purposes if you wish. Also included is *Impulse Cards*, a deck of 36

cards (one per impulse, plus 4 others) that show what ships move on that impulse and any special rules (such as no HETs on impulse #1). Playtesters at a recent convention in Amarillo declared it far superior to the old Impulse Chart. As a special bonus, you also get *Command Cards*, a set of 12 cards marked "Fire Alpha Strike" and "Sideslip" and so on. These allow you to use the previously unplayable rules requiring you to write down your fire and maneuvers simultaneously, then reveal and execute them. This eliminates "me too" firing and "No, *you* go first" maneuvering. Module A will retail for \$9.95.

★ **SFB CAPTAIN'S MODULE B: TERRAIN MAPS:** A set of six standard-sized SFB maps with terrain features printed directly on them. Included are Saturn (in full color), Asteroid Field, Asteroid Belt, Blackfoot Pass, Black Hole, and Open Space. As a special bonus, a selection of six scenarios designed specifically for these maps will be included. As another bonus, a Tholian Three-Layer Wedding Cake will be printed on the back cover. Module B will retail for \$14.95.

Check Captain's Log 6 for schedule updates. Under our new policy, products will not be announced until they are nearly ready for shipment. No more wishful thinking, smoke, mirrors, best guesses and constantly revised estimates on when new products will actually appear. All inquiries as to the upcoming schedule should be addressed to Task Force Games, *not* to ADB.

TOURNAMENT BOOK NO LONGER SOLD SEPARATELY

With the publication of the Tournament Book in Captain's Log #6, there is no longer any reason to sell it (or the Convention Pack) separately. No further orders will be accepted. Purchasers of Captain's Log #6 and convention officials have the permission of ADB and TFG to make copies of the tournament ships and rules from Captain's Log #6 for their own use and for use during tournaments. Permission is not granted to sell copies of any items from Captain's Log #6.

Two clarifications: The Kzinti TC *does* have double drone control. The Andro T-bomb (yes, they only get one) *can* be set for any size; it isn't automatically set that way.

JOINT CHIEFS OF FLEETS: ITEMS UNDER CONSIDERATION

Starletter has presented ongoing rules debates for public comment since #47. Your comments are welcome but must be typed and each case must be on a separate page (one page per case) with the case number and your name and address at the top.

CASE #87-002 T-BOMB BALANCE: The final rules were announced in CL6. In general, *transported* bombs are non-hidden and have a two-impulse delay on activation. They cost 4 points each. PFLs get 1, size-4 ships get 2, size-3 ships get 4, size-2 ships get 6, and starbases get 12; all get an equal number of fake T-bombs.

CASE #87-005 WEB DAMAGE: Discussion continues.

CASE #87-006 LYRAN ENERGY CRISIS: A formal proposal is imminent.

CASE #87-007 ORION ENGINE DOUBLING: Debate continues.

CASE #87-008 ALLIANCE MAULERS: Conjectural ships. Comments?

CASE #88-009 BATTLESHIPS: Conjectural ships. Comments welcome. Note that in 008 and 009 we are NOT accepting player submissions; all are on file already.

PROTOTYPE RULE: Comments should be typed and on a separate sheet.

(G96.0) LANDING PADS

Landing pads are used on ground bases as a means of operating Fast Patrol Ships.

(G96.1) Each landing pad is treated as one mech link for purposes of operating PFs.

(G96.2) Landing pads are destroyed on "tractor" damage points. If a pad is destroyed any PF on it must launch. If unable to do so, it is destroyed.

(G96.3) Landing pads do not function as tractor beams. They do not require energy.
