SADDAM SINKS BINDERS!

The Persian Gulf Crisis has driven up the price of oil, and of all oil products. Vinyl-covered binders are an oil product, and their price has jumped 33% in the last month. Task Force was faced with raising the price of the binder edition of the rulebook from $50 to $55 to cover this increase, and made what we all feel is a courageous decision: Remove the binder and lower the price of the Captain's Rulebook to $44.95. (You can buy an identical binder locally for less than $5, but with transportation and dealer markups, it would cost us $15 to give you the same thing, and we would lose money on it!) The Captain's Rulebook will include stickers for your own binder.

TASK FORCE NEWS

✪ ART: Task Force plans to use a lot more art in future products. If you are an artist, drop us a line with samples.

✪ STARFIRE! A new revised and updated edition of this classic game is expected in early 1991. Current plans are to combine the old Starfire, New Empires, and Gorm-Khanate War into one boxed set.

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.

➤ GAMEMASTER 90, 20 Oct 90, Student Union BSU, Boise ID. Many events including SFB. Gamemasters Guild, 1511 Bergeson, Boise ID 83706. (While we received this notice too late for this year, you might drop them a line to ask about next year.)

➤ PRAIRIE CON 13, 8-10 Feb 91, Brandon MB Canada. Info from Box 1731, Brandon MB R7A 6J3 Canada.

➤ 3rd ANNUAL SFB EAST COAST INVITATIONAL: 5-6 Jan 91, American Martyrs School, Union Turnpike at Bell Blvd, Bayside, Queens, NY. Judge John Hammer. Patrol prelims all day Saturday; best 4 play in finals on Sunday. Circle of Death will run on Sunday. First place gets $50 TFG certificate, also gift certificates for 2nd and 3rd. Many rated aces always attend these events. Info from John Hammer, 79-10 Bell Blvd, Bayside, NY 11364. 718-479-8088.

➤ SIMCON XIII, 22-24 March 91, Univ of Rochester (NY). Patrol-style prelims Friday and Saturday, best records enter finals Saturday night, finish Sunday. Info: Simcon XIII, CPU 277146, Rochester, NY 14627-7146 Attn: Frank Gilson.

➤ PBM Campaign, Star Fleet HQ, longest-running SFB campaign system. Send SASE for info to John Berg, 6122 North Artesian, Chicago, IL 60659. On GEnie, contact J.BERG11.

STILL WORKING ON IT

The products of Doomsday Phase II continue toward release. We have had some delays (cover art not ready on time, a hard disk crash, the Persian Gulf Crisis diverting designer Steve Cole into his other job as an intelligence analyst, etc.), but progress continues to be made.

SCANNERS REPORT

★ CAPTAIN'S RULEBOOK: The "big rulebook" should be out in Jan 1991. The box includes the rulebooks for Basic Set, Advanced Missions, Module C1, and Module C2. There will be no binder (see above). Price $44.95. Stock #5500.

★ ADVANCED MISSIONS: The second boxed volume of the Captain's Edition, out in Feb 1991. Price $29.95. Stock #5502.

★ CAPTAIN'S MODULE C1 – NEW WORLDS I: The Lyrans, Hydrans, and WYNs are presented in this module, which should appear in Feb/Mar 1991. Price $14.95. Stock #5601.

★ CAPTAIN'S MODULE C2 – NEW WORLDS II: The Andromedans, Inter-Stellar Concordium, and Neo–Tholians arrive to make life miserable for the galaxy in Mar 1991. Price $14.95. Stock #5602.

★ CAPTAIN'S SSD PACK: This product will contain the SSD books from Basic Set, Advanced Missions, C1, and C2. Price $19.95. Stock #5556.

★ CAPTAIN'S ADVANCED RULEBOOK: Same as Captain's rulebook, but without the Basic Set rulebook. Price $24.95. Stock #____. Available only by mail from TFG.

★ CAPTAIN'S MODULE S1 – SCENARIO BOOK #1: Work continues on this book, which will include dozens of scenarios from the out of print issues of Nexus and Captain's Log.

★ CAPTAIN'S LOG #9: First half of 1991?

★ TOTAL WAR I – CARRIER WAR: 1991.

NEW SHIP FOR STAR FLEET BATTLES

(R5.924) KZINTI FIRST CARRIER (DDV): The Kzintis had begun testing fighters during the Fourth Klingo-Kzinti War. At first, they had tried to use them in the same fashion as the Hydrans, from whom they had gotten the idea and the attack shuttle engine design. The Attack Shuttle had proven unsatisfactory, due to drone control limits that were not a factor for the Hydrans. The Kzintis developed a module that allowed fighters to control their own drones, allowing more fighters to be carried, but needed a ship to test the new AAS fighters in full-squadron strength.

To this end, the DD *Long-Lean* was taken into a shipyard and re-configured as the first true carrier. After initial trials, the Kzinti sent the ship to the Lyran border near the WYN Cluster for a combat trial of the AAS fighter and the carrier concept.

After a year of combat trials, the ship was relegated to pilot training and deck landing qualifications. It was destroyed late in the war in a battle with the Lyran CV *Red Claw Glory*, to be presented in another scenario (on file) in a future product.

The ship had no spare shuttles due to lack of space.

F&E: There is one DDV in the Barony Fleet. No more can be built or converted. Ship is a 3-6(6)/1-3(3). There were no formal escort groups in this period.

(SP0273.0) THE FIRST CARRIER

(Y163)   *by Steven Petrick, Florida*

The Kzintis sent their first carrier, the DDV *Long–Lean,* to the Lyran border for combat trials. It was employed in one of the routine operations to recover a freighter that had just exited the WYN Cluster.

(SP0273.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyran player.

(SP0273.2) INITIAL SET UP
KZINTI: DDV *Long-Lean* (12xAAS) and FF *F78* set up within two hexes of 4201, both at WS–III, heading E, speed max.
LYRAN: CL *Pouncer* and FF *Slammer* set up within two hexes of 0130, heading B, speed max, WS–III.

(SP0273.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP0273.4) SPECIAL RULES
(SP0273.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Lyrans may only disengage through the 01xx hex row; the Kzinti may only disengage through the 42xx hex row.
(SP0273.42) SHUTTLES AND PFs: No warp booster packs.
 (SP0273.421) If using the optional MRS shuttles, the DDV may have a disruptor–MRS shuttle.
 (SP0273.422) At the time of this scenario, EW fighters had not been developed; MRS shuttles were used for EW.
(SP0273.43) COMMANDER'S OPTION ITEMS
 (SP0273.431) The four warships have two T-bombs each. No items can be purchased under (S3.2). The DDV might have an MRS under (SP0273.421).
 (SP0273.432) All drones on the Kzinti FF are "slow;" speed 8. All drones on the Kzinti DDV are type-II and type-V drones (speed 12), with extended range. No special drones.
(SP0273.44) Refits: None.
(SP0273.45) There is a large freighter in hex 2215. This freighter exited the WYN Cluster (off map in direction D) under full power, but has run out of fuel. It is at speed 0 with all shields down and no power. Neither side can fire on the freighter until one of its ships has been crippled, and then only if a ship of the enemy side has not also been crippled.
(SP0273.46) The Lyrans cannot fire on the fighters unless there are more than four on the map or more than 12 drones are present on the map at one time (more than 6 drones if one Kzinti ship is destroyed or disengages during the battle). This is because the Lyrans do not know that the Kzinti fighters can now control their own drones. Placing T-bombs or ramming with ESGs is allowed at all times against the fighters.

(SP0273.5) VICTORY CONDITIONS: Victory is determined by possession of the freighter at the end of the scenario. Dragging the freighter off your edge of the map counts as possession. This only counts if the side who is still on the board is capable of towing the freighter [repairs under (D9.7) and (D14.0) may be attempted after the normal conclusion of the scenario to determine if this is possible]. If the freighter cannot be towed off by the side who nominally won the scenario, treat it as destroyed and resolve victory as below.

If the freighter is destroyed, the Lyran player wins if a Kzinti fighter is captured during the battle and aboard a Lyran ship that survives the encounter. This only applies if the Kzinti have at any point had more than 12 drones on the board.

If the freighter is destroyed, the Kzinti player wins if he destroys one of the Lyran ships or cripples both and forces them to disengage without losing one of his own ships as this will prove the fighter carrier concept.

(SP0273.6) VARIATIONS
(SP0273.61) Replace the Lyrans with a Klingon F5C and E4.
(SP0273.62) Before play begins, allow the Kzinti player to substitute a real DD for the DDV at his option. The Kzinti records this fact in writing. The Kzinti DD will have one of its shuttle boxes configured to carry an AAS fighter and will have the type-II and type-V drones with extended range of the DDV. The Lyran player will not be able to detect this switch until the Kzinti player reveals the fact by performing some function the DDV cannot, such as firing disruptors or firing the 360° phasers as phaser–1s.
(SP0273.63) Use only the DDV and its fighters and the Lyran CL. Note that this does mean that more than six drones on the board will allow the Lyran player to fire on the fighters.

(SP0273.7) BALANCE
(SP0273.71) Change the Kzinti FF to a DF.
(SP0273.72) Replace the Lyran FF with a DD.
(SP0273.73) Delete or add T-bombs to the Lyran force. Note that only two T-bombs can be added and only to the CL.

(SP0273.8) TACTICS:
 KZINTI: While it will give away the fact that you have fighters that can control their own drones, get a lot of drones in flight as fast as you can. Build a wall of them to keep the Lyrans away from the freighter while you close in to tractor it and drag it away. This means landing fighters to rearm them while some are still launching drones. Timing is critical.
 LYRAN: Fire on the FF first simply because you can disable it faster. As soon as you can, start killing fighters. Try to cripple one close to your ship so that you can tractor it and drag it into the shuttle bay where your marines can overwhelm the pilot and capture it for later study by Lyran scientists.

HISTORICAL OUTCOME: The *Long-Lean* survived an inconclusive battle, but the concept of true carriers was validated. In this and subsequent battles, it was realized that the carrier needed its own heavy weapons. This resulted in a series of new conversions designed to combine warship firepower with the ability to carry fighters.

ROMULAN OPTIONS FOR DF&E

By Tony Zbaraschuk

(653.4-G) More Romulan Carriers (+20): The Roms get 6 free fighter factors per turn. Romulan carrier production is limited only by the following (and, of course, the amount of money they have): No more than two carrier groups per turn. No more than one CVA group per year. They may produce one SKB, SEB, or SUP per turn in addition to these limits.
(653.4-H) No King Eagles (-10). The KE was never built. All KEs are WEs, and no KEs can be built/converted.
(653.4-I) Peace with Tholians (+10): The Roms have an ironclad nonaggression pact with the Tholians. All ships of the Patrol Detachment, except 1 WE and 3 SN (customs patrol), are transferred to the West Fleet. The Romulans may not enter Tholian space.
(653.4-J) No Rom Carriers (-20): The Roms never built any carriers. Replace the carriers given at start with their equivalent warship hulls, and disallow all carrier group builds or conversions.

KZINTI FIRST CARRIER
K.H.S. *LONG-LEAN*

SHIELD #1

#2

#3

RS

PH3 [4]
DRN [2]

PH-1-FX [1-2] LAB
LAB   BRIDGE EMER
PRB   F HULL

DRN [4]

TRAC SHTL TRAC
TRAC TRAN BTTY
            HULL R
            PH-3-360° [5-6]
            IMP APR
R WARP
C WARP

SHIELD #4

DRN [3]
AUX
HULL R
DRN [1]
PH3 [3]
L WARP

LS

#6

#5

EX-DAM

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

ERRATIC MANEUVER WARP COST

19	20	21	22	23	24	25	26	27	28	29	30
10	10	11	11	12	12	13	13	14	14	15	15
9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

CNTR

CREW UNITS
| 10 |
| 20 |
| 30 |

[✱]

ADMINISTRATIVE SHUTTLES
IDENT	HIT POINTS	NOTES
		THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES
| 10 |

TRANSPORTER BOMBS
| D | D |

DECK CREWS
| 12 |

PROBES
| 5 |

SHIP DATA TABLE
SHIP DATA TABLE
TYPE = DDV
POINT VALUE = 80/65
BREAKDOWN = 5-6
SHIELD COST = 1/2 + 1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R5.924
SHIP NEVER REFITTED

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

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

LF RF
L R
LR RR

AAS FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8

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

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

DRONE RACKS
1		A
2		A
3		A
4		A

SHIP HAD TYPE-A DRONE RACKS
(ONE RELOAD)

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX
SPEED	1	2	3	4 [5]	[6]	7	8	9	10	11	12	13	14	15	16	17	18
Standard	1	1	2	2	3	3	4	5	5	6	6	7	7	8	8	9	9
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½

[5] = HET COST   [6] = ERRATIC MANEUVER

PLAYTEST REPORT FORMAT

We encourage all SFB players to submit reports on new ships and scenarios. *We can't print new products without playtest 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

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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 The Golden Cub.
  #66: Kzinti Scout–Drone frigate SSD; SP70 Settle their hash
  #67: Romulan Flamehawk SSD; SP1201 Attrition Assault.

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. Soon, you will be able to order TFG products directly from TFG through GEnie.