



# STARLETTER #77

The Official *Star Fleet Battles* Newsletter

MAY 1992

\$2

TASK  
FORCE  
GAMES™

## NEW SHIP FOR STAR FLEET BATTLES

**(R11.915) LYRAN CAVE LION BATTLESHIP:** The design staff felt that the Lyrans would use a conversion similar to that of the Lion-class DN, with an enlarged center section, similar to the conversion used for the NCA. The two engines are above the hull, blocking a larger section of the rear firing arc for the 360° phasers, but allowing that mount to fire directly to the rear. Note the enlarged shuttle and command facilities. This ship is conjectural. Might have been built Y182. No refits are provided; it has everything, including the ESG capacitors and (effectively) power packs. This ship is a true PF tender. PFs can be repaired on the center mech links only. The claws, tail, and eyes have no game function. Explosion strength 42, 2 spare shuttles; docking points 36. UIM: Three sets, standard, included in BPV.

F&E: Command Rating 10; see (436.4).

## SCANNERS REPORT

★ **MODULE D2 TOURNAMENT TACTICS BOOK** is now at the printers and will be shipped during May. \$5. Everything you need to know to fight and win under the special tournament rules. Provides tactical insights for non-tournament gaming. #3552.

★ **MODULE R2 FEDERATION, ORION, KZINTI, ANDRO:** 216 counters, 80-page SSD book, 32-page rulebook (including new scenarios), \$17.95, to ship during June. Stock #5607.

★ **MODULE R3 KLINGON, HYDRAN, LYRAN, WYN:** 216 counters, 80-page SSD book, 32-page rulebook (including new scenarios), \$17.95, to ship during June. Stock #5608.

★ **MODULE R4 ROMULAN, GORN, THOLIAN, ISC:** 216 counters, 80-page SSD book, 32-page rulebook (including new scenarios), \$17.95, to ship during July. Stock #5609.

★ **CAPTAIN'S LOG #10:** Release this Summer. Usual assortment of swell articles, scenarios, etc. \$10. Stock #5705.

★ **MODULE R5: BATTLESHIPS.** Battleships for most of the galactic races, New Heavy Cruisers, Heavy Command Cruisers, Battle Control Ships, etc. Origins Release. Stock #5610.

★ **MODULE R1 BASES:** Will be released this fall. We've held this product until after R2-5 so that it can have a complete and updated set of annexes. Stock #5606.

★ **MODULE P4 MARINES:** A preview of Star Fleet Marines. 32-pages. Stock #3504. \$5. Ship in July. Includes updated D15-16 rules, new rule E91 Transporter Artillery, additional boarding party diagrams, commando ship SSDs, scenarios.

★ **CARRIER WAR (F&E):** Rescheduled for this fall. #3205.

★ **PRIME DIRECTIVE:** Role-Playing Game in development.

★ **CADET TRAINING MANUAL:** An updated version of the old *Introduction to SFB* manual. Stock #3100. \$7. June.

## ASK KOMMODORE KETRICK

Rule (F3.42) seems to imply that a ship can re-establish control over a seeking weapon it released, in that it says no OTHER unit can gain control. Is this correct? *No, it is not. Once a weapon is released, no one, not the originally-controlling unit or any other unit, can establish control over it, as the basic rule in (F3.4) clearly states.*

## TASK FORCE NEWS

🔗 Task Force Games is currently on the lookout for artists to illustrate both SFB and non-SFB products in the future and invites interested parties to submit portfolios to Tim Olsen - the new TFG Product Development Manager. Tear sheets and photocopies only - do not send originals until you are asked to!

## 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.

➤ **CONDUIT 2, 15-17 May, Quality Inn, Salt Lake City UT.** Guests Zelazny, Stackpole, Danforth, others. \$24 at door. Gaming including SFB. Intermountain Gaming, South Towne Center, 10450 South State St, Suite 2232B, Sandy UT 84070.

➤ **THUNDERCON 2, 5-7 June 1992, Oklahoma City.** Central Plaza Hotel, I-40 & Eastern. Info 6006 Will Rogers #112, Midwest City OK 73110. SFB tournament.

➤ **ORGANIZED KAHN-FUSION IV, 20-21 June, Embers, Carlisle PA.** Many events, SFB. Info from Foner's Games-Only Emporium, 200 Third St, New Cumberland PA 17070.

➤ **LONDON CON 92, 3-4 July, Crouch Library, London, ONT, Canada.** Many events including SFB. Info from LC92, 119 Sackville St, London Ontario N5Z 2E5.

➤ **KING CON 92: July 2-5, 1992, Dayton, Ohio.** SFB sanctioned tournament. Info: 224 Morton Ave, Dayton, OH 45410.

➤ **WESTERCOLT .45, July 2-5, Omni Adams Hotel, Phoenix AZ.** Western region SF convention with an SFB event. Info from WesterColt .45 Gaming, c/o Don Herrington, 3505 E Campbell #14, Phoenix, AZ 85018 (602) 956-1344.

➤ **ATLANTICON 92, 3-5 July 1992, University of Maryland, College Park.** Contact AFD, P O Box 91, Beltsville MD 20704-0091. Sanctioned major SFB event with \$200 in gift certificates. New SFB products are scheduled for release. Beginner's Derby.

➤ **NANCON XIV, Houston Tx, SFB demo event.** Nan's Games & Comics, 2011 Southwest Freeway, Houston TX 77098.

➤ **III-KHAN, 10-12 July, Colorado Springs.** Events including SFB. MW Guild, 7040 S Hwy 85-87, Fountain CO 80817.

➤ **IIMPACT 2.0, 24-26 July, Omaha NE.** Many events including SFB. Impact, PO Box 4486, Omaha NE 68104.

➤ **ORIGINS-GENCON 20-23 August, Mecca Convention Center, Milwaukee WI:** National SFB championships (Fleet Captains, 128-player single elim). Patrol (all the SFB you can stand), Saturday Patrol, and Star Fleet Missions tournaments. National F&E Championships. Box 756, Lake Geneva WI 53147.

➤ **TEXICON 92: Marriott-Westheimer, SFB captains.** Greater Houston Gaming, P O Box 631462, Houston TX 77263-1462.

➤ **FLORIDA GAMEFEST, 2-4 October, Jacksonville Hotel, Jacksonville FL.** SFB tournament. Info 904-725-5236.

➤ **EURO-GENCON, 13-15 Nov; Pontins Holiday Centre, Camber Sands, Rye, Sussex.** 32-player SFB tournament, first major European SFB event. Info from Paul Stovell, 87 All Saints Road, London SW19 1BU.

➤ **TOURNAMENTS:** An update sheet for the 1991 Tournament Book is available from TFG for a stamped self-addressed envelope. These are the updated rules used at all sanctioned tournaments. If the tournament doesn't have this sheet, it's not sanctioned. If you don't have it, you're *doomed*.

➤ **PBM F&E Campaign.** Send SASE to Vincent Burchett, 3941 Light Arms Place, Waldorf MD 20602 for information.

### INSIDE THIS ISSUE:

SCENARIO: For Want of a Sword  
NEW SHIP: Lyran Battleship  
FOR F&E: Hydran Fighter Pallet

## (SP250.0) FOR WANT OF A SWORD

(Y180)

by Stephen V Cole, Texas

In Y180, the Coalition was trying to stabilize its front after losing ground over the previous three years. A portion of Kzinti space was still in Lyran hands, and the Kzintis desperately wanted to get it back.

The key to holding the sector was the Lyran BATS which supplied and supported the Lyran forces. If this BATS were to be destroyed, the Lyrans would have to fall back.

The Kzintis launched a broad offensive, but the intended attack fleet was unable to break through to destroy the BATS. Just as Admiral Cat-of-Five-Stars was preparing to abandon the operation, a scout-DW observed a shift in Lyran deployments that opened a brief gap in their coverage. The Admiral ordered Captain 1st Rank Cat-of-the-Trees and his heavy battlecruiser to break through with whatever forces were available and attack the BATS.

Historically, the BATS was destroyed, and the Lyrans did retreat. But perhaps things might have turned out differently if a new and powerful unit had been on its way to the front.

**(SP250.1) NUMBER OF PLAYERS:** 2; the Lyran player and the Kzinti player.

### (SP250.2) INITIAL SET UP

**KZINTI:** BCH *Pentarchy* (two interceptors on mech links) and CM *Berzerker Frenzy* enter the map on turn 1 from the 4200 map edge, speed max, WS-III, heading toward the BATS.

**LYRAN:** BATS in 2215, WS-III, rotation at option of owning player. The BATS has two hangar bay modules (12 Z-Y fighters) and one PF module (the PFs had been sent to react to another threat and were not available during the battle.

DW *Kzinslayer* within five hexes of 2215, speed 5, WS-III, heading B.

Lyran sets up first.

**REINFORCEMENTS:** Battleship *Red Claw Sword* enters map from hex 0030, speed max, WS-III, heading B, on impulse #1 of turn #2. No PFs on mech links.

**(SP250.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

### (SP250.4) SPECIAL RULES

**(SP250.41) MAP:** Use a floating map.

**(SP250.42) SHUTTLES AND PFs:** All shuttles and PFs have warp booster packs.

**(SP250.421)** If using the optional MRS shuttles the Kzinti BCH and Lyran BB each have one MRS.

**(SP250.422)** If using EW fighters, one of the Z-Ys on the BATS is a Z-YE. If not using EW fighters, it is a standard Z-Y.

**(SP250.423)** There are no PFs in this scenario. The two Kzinti interceptors are not part of a squadron.

### (SP250.43) COMMANDER'S OPTION ITEMS

**(SP250.431)** Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard and Modified Victory Conditions (S2.2) as victory points for the enemy.

**(SP250.432)** All drones are "fast," i.e., speed-32.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

**(SP250.44) REFITS:** The BATS has all of the late-war refits. The Kzinti CM has the Y175 refit. The Lyran DW has the phaser and power-pack refits. There are no other refits.

**(SP250.45)** The BATS's minefield has been badly disrupted in previous attacks and is not a factor in the battle.

**(SP250.5) VICTORY CONDITIONS:** Victory is evaluated on two levels. The Kzinti objective is to destroy the BATS. If this is achieved, they have won a strategic victory; if this is not achieved, they have suffered a strategic defeat.

Use the Modified Victory Conditions (S2.201) to determine which side won a Tactical Victory and which suffered a Tactical Defeat.

**(SP250.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SP250.61)** Replace the Lyran forces with a Klingon F5W and B10 battleship. Use or delete the B10's fighters and PFs to balance the scenario.

**(SP250.62)** Allow the Kzinti player to replace the CM (and the Lyran player to replace the DW) with any non-carrier variants and use Tactical Intelligence.

**(SP250.63)** To simplify things, leave out the CM and the DW.

**(SP250.64)** Add PFs to the BCH and BB.

**(SP250.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SP250.71)** Change the Kzinti CM to an Kzinti DW.

**(SP250.72)** Replace the Lyran DW with a Lyran CW.

**(SP250.73)** Add one or more PFs to the Lyran base.

## FEDERATION & EMPIRE

### (513.5) HYDRAN FIGHTER CONVEYOR PALLET

The Hydrans constructed a special tug pallet (pod) which was configured to carry replacement fighters. This was used to feed extra fighters into frontline carriers, and may have been carried on the ill-fated attempt to reach the Federation.

FCP

[27]

0

**(513.51)** The fighter conveyor pod is part of the Hydran At Start Order of Battle and is listed in (709.0).

**(513.52)** The FCP is carried by a tug or LTT using the rules in (517.0). If not carried by a tug or LTT, it does not function.

**(513.53)** The at-start fighter conveyor pod is initially filled with 27 fighter factors. The tug/pod combination cannot operate the fighters from the pod, which is why the fighter factor is in brackets as [27]. The fighter conveyor pod can transfer fighters to other ships (or to its own tug) at the end of any combat round (501.6). The fighter factors on the conveyor pod are not replaced automatically; see (513.54). Fighter factors cannot be transferred TO the pod.

**(513.54)** Fighter factors transferred out of the fighter conveyor pod are replaced only during Step 2B Production of the Hydran Player Turn. The tug must be in supply, and the supply grid supplying the tug must pay 0.2 economics points for each fighter replaced on the pod.

**(513.55)** Cost of a replacement pod is 4 points, plus 0.2 for each fighter placed in it.

The above is a rule from *CARRIER WAR*. Reports welcome.



## 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.

### 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.

## PUBLISHER'S INFORMATION

*STARLETTER* is written by Amarillo Design Bureau and published by Task Force Games. *STARLETTER* is Copyright © 1992 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 subs 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 Postal Money Orders are also acceptable. Send subscriptions to TFG, P O Box 50145, Amarillo, TX 79159. Make checks payable to TASK FORCE GAMES.

### BACK ISSUES available from TFG for \$2 each (US).

- #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: Federation NCA and SP275 Passing the Football.
- #70: Klingon D5W NCA and SP79 Second Helping of Hash.
- #71: Hydran DW, SP276 Coming Thunder, Kaltic Freestates.
- #72: Neo-Tholian Battleship, SP1353 *Sword of the Holdfast*; Hydran options for F&E.
- #73: Frax CC SSD, F&E Scenario *They Who Would Be King*.
- #74: Lyran CCX SSD and scenario, options for *TWWBK*.
- #75: Klingon D7W and scenario; new Fed CVA for F&E.
- #76: Federation CB and scenario.

All issues are in stock, but don't wait too long!

### 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 or call GENie Client Services at 1-800-638-9636 (Voice Only). 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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