



STARLETTER #86

The Official *Star Fleet Battles* Newsletter

November 1993

\$2

**TASK
FORCE
GAMES™**

SPECIAL CHRISTMAS ISSUE

As their Christmas gift to you, TFG is sending this issue of Starletter to every SFB player they can find an address for. If you have a subscription, this issue won't count against it; your sub will be extended one issue. We want everyone to subscribe!

Part of the reason for this mass mailing is the enclosed sale flyer for Task Force, celebrating *the return of credit card orders*.

NEW SHIP FOR STAR FLEET BATTLES

(R7.907) THOLIAN WAR CARRIER: The Tholians designed this variant of their CW specifically to fight behing webs strung by its fighters. Production was in limited numbers as the PFT took precedence. Data not listed here or on the SSD is identical to that of the CW. True carrier. In service Y180. Two spare fighters.

F&E: Factors for the carrier are shown at right.

Escorts are one CWE and one PCE. Convert from CW for 2 points. Production limit, substitute for CVA in production schedule from Y180 requiring two CW and one PC.

| |
|-----|
| CWV |
| 6 |
| 5-7 |

SCANNERS REPORT

★ CAPTAIN'S LOG #13: BEST OF NEXUS will appear in November 93. #14 (new stuff) will appear in Jan-Feb 94.

★ MODULE S2 has been delayed until March. If you want it on time, playtest the scenario in this issue of Starletter!

★ PRIME DIRECTIVE, the SFB role-playing game, will ship within days. Order your copy NOW! If you aren't into RPGs, see the new Prime Team rules in Module S2.

★ STAR FLEET ENCYCLOPEDIA: It has been decided that this product is too much to finish at one time, so we will divide it into six sections and put them in the next six Captain's Logs.

★ 1994 SCHEDULE: Jan CL14, March S2, May CL15, July X1 The X-Ships. Fall: CL16 and Module Y Early Years. Sometime: F&E Advanced Missions. And maybe others.

★ MAIL ORDER ONLY: The following new 32-page \$5 products are available ONLY by mail from TFG. See the sale flyer.

MODULE MO#1: Updated Master Ship/Fighter Chart.

MODULE MO#2: 16 commando ship SSDs never seen anywhere before, plus new scenarios & new BP diagrams.

MODULE MO#3: Ship names in alphabetical order with histories AND in race/class order with hull numbers.

★ SPECIAL four-page playtest-preview sheets for Modules X and Y are available free to mail order customers; see the flyer.

★ GRADUATION EXERCISE: Prime Directive mini-module and judge's screen. \$6.95. Stock #5802. Release Jan 94.

TASK FORCE NEWS

❖ CENTRAL CASTING DUNGEONS: The ultimate dungeon construction guide for use with fantasy RPGs; Design and map out a dungeon for your game. \$17.95; 192 pages. Stock #8545.

❖ STARFIRE COMMUNIQUE #2 is in the mail.

CERTIFIED JUDGES

The current ADB-Certified tournament judges, by seniority:

1. Chief Justice Frank Crull (SFB, F&E, SFM).
2. Tournament Marshal Steven P Petrick (SFB, F&E, SFM).
3. Senior Judge John Berg (SFB).
4. Judge Keith Velleux (SFB).
5. Judge Mark Schultz (SFB).
6. Judge Scot McConnachie (SFB, F&E).
7. Judge Owen G Riley (SFB, F&E).
8. Judge Bill Walter (F&E).
9. Judge Tony Zbaraschuk (SFB, F&E).
10. Judge Jeff Laikind (SFB, F&E).
11. Judge Bruce Graw (SFB, SF Warlord).
12. Judge Mike Filsinger (SFB).

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.

➤ ORIGINS 94 will be in San Jose California on 7-10 July. SFB, F&E, and Prime Directive championships. Info from Gama, P O Box 3100, Kent, OH 44240. or 1-800-529-EXPO.

➤ GENCON 94. Mostly RPGs, but includes the most SFB outside of Origins. Info: P O Box 756, Lake Geneva WI 53147.

➤ LONGEST-RUNNING SFB PLAY-BY-MAIL CAMPAIGN. It began in 1985 and is now in Turn #52, Y191 in the middle of the Andro Invasion. Join us! Send a stamped self-addressed envelope to John D Berg, 1802 Cora St, Crest Hill IL 60435.

➤ STARLIST (a list of known SFB players) is available from Task Force. Send \$1 and a stamped self-addressed envelope. They will should have someone within driving range for you.

➤ SPACE-TIME CONTINUUM, the best SF fanzine ever published, is available from Fan #1 Bjo Trimble at P O Box 6858, Kingwood TX 77325-6858. Cost is \$10 per year (six issues) in the US, \$12.50 in Canada, \$18 in Europe, \$20 Pacific Rim.

➤ STAR FLEET WARLORD: Agents of Gaming operates this play-by-mail strategic SFB campaign in the Greater Magellanic Cloud. Buy ships to search for (or conquer, or defend) resources needed to buy even more (and bigger) ships. For a rulebook (with no obligation to play), send \$5 for postage and handling to Agents of Gaming, P.O. Box 31571, Dayton, OH 45431-0571.

➤ STAMP: Those who want to support the campaign for a Star Trek postage stamp should contact Bill Kraft, 1032 Shady Oaks Drive, North Mankato, Minnesota 56003.

➤ ARMORCON, 10-12 Dec, Ntl Guard Armory, 266 East Third St, San Bernardino CA 92410; contact CSM Urquhart.

➤ BATTLECON 94, 7-9 Jan, Fabulous Inn (Mission Valley), San Diego, CA. Sanctioned SFB event. Info from Roger Treat, call him at 619/563-9029 between 4:30-8:30PM, weekdays.

➤ WINTER FANTASY CON, 7-9 Jan, Mecca Convention Center, Milwaukee, WI. SFB events, Prime Directive Tourney. Info: Winter Fantasy, P.O. Box 515, Lake Geneva, WI 53147.

➤ ARISA 94, 21-23 Jan, Park Plaza, Boston. Sanctioned SFB. For info call (603)-890-6196.

➤ HEXACON 4, 17-19 Jun, Mesa Sheraton and Centennial Hall, Mesa, AZ. Sanctioned SFB event. Info P.O. Box 62613, Phoenix, AZ 85082-2613, or call (602) 954-0374. For SFB event info, Email K.BURNSIDE (or burnside@indirect.com).

➤ CON-DOR II, 4-6 March, Town and Country Hotel, San Diego, CA. Sanctioned SFB and Prime Directive. Info: CON-DOR, PO Box 15771, San Diego, CA 92175; 619/447-6311.

➤ ROUNDCON, 25-27 Feb, University of South Carolina, Columbia, SC. Sanctioned SFB. Info: RoundCon, USC P.O. Box 80018, Columbia, SC 29225. Phone: 803-731-7764.

➤ MAGNUM OPUS CON, 9-12 Jun, Hyatt Regency, Greenville, SC. Sanctioned SFB event, Prime Directive. For information contact: MOC9, P.O. Box 6585, Athena, GA 30604.

➤ FAN FAIRE, 9-12 Jun, Greenville, SC. Sanctioned SFB event. For information contact: Fan Faire, 716 Zimalcrest Dr. #216, Columbia, SC 29210.

➤ PRIME DIRECTIVE will have its own newsletter starting in Feb 94; Starletter will not carry Prime Directive because Prime players want their own newsletter, not part of this one.

(SP396.0) THE TORTOISE & THE HARES

(Y181)

by M. Scott Walters, New York

During a large-scale attack on the Federation by the Klingons, a main fleet engagement resulted in a damaged Federation battle tug being forced to drop its pod during the course of the battle. Although the pod failed to escape of its own accord, it remained unchallenged as the warp-powered ships left the sublight pod far behind in the wake of the battle. Unattended, save for a handful of exhausted fighters that had likewise been left behind, the battle pod began its slow journey towards the nearest Federation outpost.

The Klingons had not forgotten the pod, however, and when the worst of the battle ended, they sent what remained of one of their PF flotillas to hunt down and destroy the pod. Such a potentially powerful unit could not be allowed to escape unchallenged. It was not long before the PFs located their quarry and the race began.

(SP396.1) NUMBER OF PLAYERS: 2, the Federation player and the Klingon player.

(SP396.2) INITIAL SET UP

FEDERATION: Battle pod in hex 2710, heading A, speed 1, WS-II.

5x F-18Bs and 1x F-14A anywhere within 5 hexes of 2710, heading at player's option, speed max, WS-II.

KLINGON: PFL in hex 0328, heading B, speed 8, WS-II.

PF in hex 0327, heading B, speed 8, WS-II.

(SP396.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Klingon PFs are low on fuel and must disengage by the end of Turn #13, or they are considered destroyed as they would be unable to rejoin their fleet.

(SP396.4) SPECIAL RULES

(SP396.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Federation units can disengage only in directions A and B. The Klingon units can disengage only in directions E and D. Units which disengage in unauthorized directions are considered destroyed.

(SP396.42) SHUTTLES AND PFs: Only the administrative shuttles and PFs have warp booster packs. The fighters dropped their packs during the battle preceding the start of this scenario.

(SP396.421) No ship in this scenario has an MRS shuttle.

(SP396.422) There are no EW fighters in this scenario.

(SP396.423) The Klingon PFs are a G1BL leader and a normal G1B.

(SP396.43) COMMANDER'S OPTION ITEMS

(SP396.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: The pod has its full complement of two T-bombs and two dummies.

(SP396.432) All drones are "fast," i.e., speed-32.

There are no special drones in this scenario, other than the Federation player's choice to load his G-rack with either type-I drones or ADD rounds.

(SP396.44) REFITS: The battle pod has the plus refit. The F-18 fighters have the B refit. The F-14 has the A refit. The (non-leader) PF in this scenario does not have the shield refit.

(SP396.45) KLINGONS: The Klingon PFL exhausted some of its supplies in the battle prior to the start of this scenario, not all of which has been replaced. It has no T-bombs (or dummies) and does not have a shuttle in its mech-link.

(SP396.46) BATTLE POD: The battle pod cannot disengage by sublight evasion for this scenario.

(SP396.47) DAMAGE CONTROL: Both sides have exhausted their continuous damage repair capability (D9.7) in the previous battle. Each ship may use (D9.2) normally.

(SP396.48) FEDERATION FIGHTERS: The fighters have no drones, chaff, or warp booster packs. These were all exhausted in the previous battle. The battle pod may re-arm the fighters by (J4.8962), but it has only those drones already in its G-racks and their reloads to use for this purpose. The battle pod does not have any chaff, EW pods, warp booster packs, or other special equipment with which to supply the fighters. None of the fighters are carrying any drones at start.

(SP396.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Use the economic BPV of the battle pod for determining victory conditions (this represents its potential for returning as a full battle tug). The Klingon player receives no points for forcing a Federation unit to disengage.

(SP396.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP396.61) Change the battle pod to a Federation light carrier pod. The pod will have only the fighters described under (SP396.2), but it will be able to re-arm and re-supply the fighters. The carrier pod will have its full complement of deck crews and ready racks, all with standard drone loads for F-18B fighters, no special drones. Hence, the F-14 must use (J4.8961) while the F-18s may re-arm normally. The ready racks have only one reload. Available supplies for the fighters will also include 12 warp booster packs (for F-18s) and 12 chaff packs.

(SP396.62) Substitute the separated saucer section of a Federation battlecruiser for the battle pod. If the PFL is changed to a non-leader variant, the battle pod can also be replaced with the separated saucer section of a GSCa+, CVS+, or CB.

(SP396.63) Use the separated boom of a Klingon D6J, D5J, or C7 cruiser in place of the battle pod, and change the Klingon PFs to those of a neighboring race (Hydran, Kzinti, Lyran, or conjectural Federation PFs). Change the PFL to a non-leader variant.

(SP396.64) Instead of Klingon PFs, play the scenario using Romulan Centurian PFs (this requires changing the year to Y182). Similarly, the PFs of any other race could be substituted for the Klingon (although only the Romulans would fit a historical variation).

(SP396.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP396.71) Change the battle pod to a light battle pod.

(SP396.72) Make one or both of the PF crews an ace crew.

(SP396.73) Allow some or all of the Federation fighters to have drones or warp booster packs. Alternatively, make one of the fighters an EW fighter.

(SP396.74) Assume that the fighters have been damaged in battle. For each fighter, roll a single die and apply that many points of damage.

(SP396.75) Change the PFL to a non-leader variant.

SO YOU WANT TO PLAYTEST?

Don't write in and ask if you can playtest; write in with the reports on stuff you have *already playtested*. Include a reply envelope for an evaluation of your efforts. If you are good at it, you'll find a new "unpublished" assignment in your envelope.

We still need reports on the following scenarios from P modules!

Module P1: SP64 Form Line of Battle.

Module P2: Romulan Civil War Campaign; SP270.

Module P3: SP109, SP233, SP278, SP329, SP336, SP344, SP606, SP1281 (with the elevator!), SP1291.

Module P4: SP374, SP510, SP864, SP1064.

Module P5: SP1092; It's a Lyran Civilian Base (R1.35).

Starletter: SP69, SP139, SP223, SP266, SP268, SP598, SP636.

CL#12: SP1320, SP224, SP225. [Preliminary reports on 225 indicate it is unbalanced in favor of the Tholians. Try it with three D4s (or with three PCs) and report the results.]

We have over 40 other scenarios under playtest at this time and will send one to any group submitting an acceptable report.

FAST CARRIER RESUPPLY SHIPS FOR F&E!

| FED | KLING | ROM | KZINTI | GORN | HYD | LYR |
|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|
| FFT [3] 2-5 | E4F [3] 2-4 | SNF [3] 2-4 | FCR [3] 2-4 | FCR [3] 2-5 | FCR [4] 2-4 | FCR [3] 2-4 |
| FFT [1] 1-3 | E4F [1] 1-2 | SNF [1] 1-2 | FCR [1] 1-2 | FCR [1] 1-3 | FCR [2] 1-2 | FCR [1] 1-2 |
| FF | E4 | SN | FF | DD | HN | FF |

Can be substituted for or converted from the listed base hull once per year. Build Cost = base hull + 1 (FCR) + 1x Ftrs. Conversion cost = 1 (FRD) + 1x Ftr. Can transfer fighters but cannot operate them. Free fighter replacements (as if they were a carrier). They are not qualified to be carrier escorts but can use (515.34).

THOLIAN WAR CRUISER CARRIER

| CREW UNITS | | ADMINISTRATIVE SHUTTLES | |
|---------------------------------|----|-------------------------|------------|
| *ID | HP | IDENT | HIT POINTS |
| | 10 | | |
| | 20 | | |
| | 30 | | |
| THIS SHIP HAS ONE INTERNAL BAY. | | | |
| FIGHTERS ARE IN EXTERNAL BAYS. | | | |
| NO TRANSFERS BETWEEN BAYS. | | | |

| DECK CREWS | |
|------------|----|
| | 10 |

| BOARDING PARTIES PROBES | | TRANSPORTER BOMBS | |
|-------------------------|---|-------------------|---|
| | 8 | | 5 |

TYPE I OFFENSIVE PHASER TABLE

| DIE ROLL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 26 | 51-75 |
|----------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|-------|
| 1 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 1 | | | | | | | | | |
| 2 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 1 | 0 | | | | | | | | | |
| 3 | 7 | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 | | | | | | | | | |
| 4 | 6 | 4 | 4 | 4 | 4 | 3 | 2 | 0 | 0 | 0 | | | | | | | | | |
| 5 | 5 | 4 | 4 | 4 | 3 | 3 | 1 | 0 | 0 | 0 | | | | | | | | | |
| 6 | 4 | 4 | 3 | 3 | 2 | 2 | 0 | 0 | 0 | 0 | | | | | | | | | |

TYPE III DEFENSE PHASER

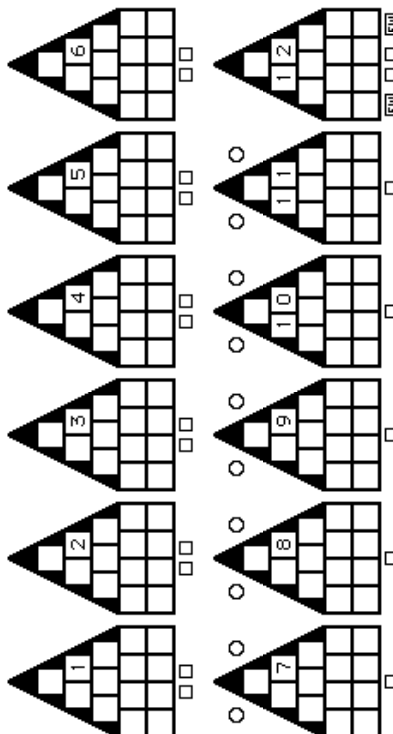
| DIE ROLL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|----------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| 1 | 4 | 4 | 4 | 3 | 1 | 1 | | | | | | | | | | |
| 2 | 4 | 4 | 4 | 2 | 1 | 0 | | | | | | | | | | |
| 3 | 4 | 4 | 4 | 1 | 0 | 0 | | | | | | | | | | |
| 4 | 4 | 4 | 3 | 0 | 0 | 0 | | | | | | | | | | |
| 5 | 4 | 3 | 2 | 0 | 0 | 0 | | | | | | | | | | |
| 6 | 3 | 3 | 1 | 0 | 0 | 0 | | | | | | | | | | |

DISRUPTOR TABLE (FOR FIGHTERS)

| RANGE | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-------------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| HIT (STD) | NR | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 |
| DAMAGE, STD | 0 | 5 | 4 | 4 | 4 | 3 | 3 | | | | |

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|----------|-----|-------|---|-------|-------|---|-------|-------|---|-------|-------|----|-------|-------|----|--------|--------|----|--------|--------|----|--------|--------|----|--------|--------|----|--------|--------|----|
| Standard | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Fract. | 2/3 | 1 1/3 | 2 | 2 2/3 | 3 1/3 | 4 | 4 2/3 | 5 1/3 | 6 | 6 2/3 | 7 1/3 | 8 | 8 2/3 | 9 1/3 | 10 | 10 2/3 | 11 1/3 | 12 | 12 2/3 | 13 1/3 | 14 | 14 2/3 | 15 1/3 | 16 | 16 2/3 | 17 1/3 | 18 | 18 2/3 | 19 1/3 | 20 |

| | |
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| CNTR | |
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| | | | | | | |
|--------|---|---|---|---|---|---|
| SENSOR | 6 | 6 | 5 | 3 | 1 | 0 |
|--------|---|---|---|---|---|---|

| | | | | | | |
|---------|---|---|---|---|---|---|
| SCANNER | 0 | 0 | 1 | 3 | 5 | 9 |
|---------|---|---|---|---|---|---|

| | | | | | |
|--------|---|---|---|---|---|
| DAMCON | 4 | 2 | 2 | 2 | 0 |
|--------|---|---|---|---|---|

| | | | | |
|--------|--|--|--|--|
| EX DAM | | | | |
|--------|--|--|--|--|

| | |
|------------------|-------------|
| SPIDER-E FIGHTER | 1xPh-3-360° |
| DFR | = 3 |
| CRIPPLED | = 10 |
| SPEED | = 14 |

| | |
|---------------------|-----------|
| SPIDER-III FIGHTERS | 2xPh-3-FA |
| DFR | = 4 |
| CRIPPLED | = 10 |
| SPEED | = 15 |

| | |
|--------------------|-------------|
| SPIDER-II FIGHTERS | 1xPh-3-360° |
| DFR | = 3 |
| CRIPPLED | = 10 |
| SPEED | = 14 |

⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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.
8. Describe in a few paragraphs how the battles went.

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.

PUBLISHER'S INFORMATION

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BACK ISSUES #57 to date available from TFG for \$2 each (US).

#62: F&E Micro Scenario 1001 Last Link.

#73: Frax CC SSD, F&E Scenario *They Who Would Be King*.

#74: Lyran CCX SSD and scenario, options for *TWWBK*.

#78: Frax BB and Scenario.

#79: Fed NCL boarding diagram & scenario. F&E ships.

#80: Gorn Fast Carrier Resupply ship and Scenario. F&E.

#81: Battleship factors for F&E.

#82: Seltorian Preview (including F&E).

#83: WYN Fish Ships Preview. F&E ships from R5.

#84: Old Tholian Galaxy Raider (new ship and race). F&E.

#85: Early Years Klingon F4 frigate vs Tholians. F&E.

TFG will no longer keep Starletters in stock indefinitely. Issues #59, 60, 61, 63, 65, and 68 are out of stock and will not be reprinted. Other old issues probably will not last out the year.

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

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 answers to your game questions. New SSDs and scenarios are available for downloading on page 1020. 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.

**TASK FORCE GAMES
POST OFFICE BOX 50145
AMARILLO TX 79159-0145**

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