



STARLETTER #88

The Official *Star Fleet Battles* Newsletter

March 1994

\$2

**TASK
FORCE
GAMES™**

S2 AT THE PRINTERS

The long-awaited second scenario module has been finished, with 53 scenarios and 2 campaigns. Of the scenarios, 30 are entirely new; 23 are updated classics.

The following playtest scenarios were used in S2. We do not need further playtest reports on these scenarios. SP66 Red, White, and Blue; SP148 Ice Monster; SP233 Circle the Echelon; SP292 Disrupted Repair; SP396 The Tortoise and the Hares; SP461 Operation Achilles; SP518 Metamorph; SP535 Rescue the Supply Tug; SP646 Gremlins; SP673 Tricked; SP892 Race to the Base; SP1092 Kroal's War; SP1273 Last Fling; SP1284 Pirate Stew; SP1285 Longshot; SP1286 Tug of War; SP1302 Faulty Logic; SP1331 Desperate Days; SP1380 Interrupted Exchange; SP1506 Hornet's Sting; SP1534 A Double Surprise; SP1925 Rebel Reduction; SP1933 Pressing the Advantage; SP1934 The Sally; TP11 LDR Commander.

NEW SHIP FOR STAR FLEET BATTLES

(R11.908) LYRAN DWV: The Lyrans produced this small carrier for use in security missions (e.g., convoy escorts) but often were forced to use it for mainline combat due to the shortage of other Lyran carriers. First prototype Y176, in regular service Y177. 1+2 spare shuttles, docking 5, Explosion 12; includes plus refit.

F&E: Allowed one substitution (for DW) and one conversion (from DW, 2 points) per year starting in Y178. Does not count against CV limit in (711.0).

Normal escort group is one FFA or DWA. Command rating 5. (The Gorns have an operationally identical ship, the BDV; use the same rules and factors.)

DWV
4
3-6
DWV
2 ■■■■
1-3

SCANNERS REPORT

★ CAPTAIN'S LOG #14, another in the best-selling series. Includes a complete cross-index of the SFB rules, listing the interactions between 36 key systems. Also the usual great fiction, scenarios, tactics, F&E, Warlord, Missions, PD, and more! \$9.95 Stock #5710. CL#14 is already in stores near you!

★ MODULE S2: Includes 53 scenarios and the stunning asteroid field map. \$11.95, Stock #5707.

★ GRADUATION EXERCISE: Prime Directive adventure including GM screen with all of the charts needed to run the game. \$7.95, Stock #5802.

★ MODULE X1 is in development for Origins release. Expect some major changes resulting from playtesting. X-ships won't have Aegis, will have one big phaser capacitor (instead of several little ones), and won't be able to fire overloads as rapid pulse. More scenarios need testing!

★ COMING THIS YEAR: CL#15, Module X1, Module Y, and perhaps something special. PD: Hidden Agenda, Lost on Andor, Uprising!, Deck Plans of a SAMS, Prime Adventures #1. F&E: Advanced Operations.

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.

Module P1: SP64. Module P2: SP270, TP8.

Module P3: SP109, SP278, SP336, SP344, SP1281.

Module P4: SP324, SP510, SP864, SP1064.

Module MO#2, CL#13, CL#14: All of them.

CL#12. All of them. SP225(A) should use three D4s against four PCs. SP248 and SP225 have no T-bombs for the Tholians.

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. Please get them in as early as possible.

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

➤ 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, 18-21 August. Mostly RPGs, but does include the largest SFB event outside of Origins. Prime Directive National Championships. Info from P O Box 756, Lake Geneva WI 53147. (They promised a better room this year, with lights!)

➤ MADISON GAMES CON, 14-15 May, Edgewood High School, 2219 Monroe St, Madison WI. Sanctioned SFB. Info from: Ken Rotar, 1140 Morraine View #106, Madison WI 53719.

➤ KING-CON II, 8-10 July, Saint John NB. Sanctioned SFB tournament. Info from Timothy Walton, 100 Wright Street Apt. #1, Saint John NB E2K 3Z2 Canada.

➤ PARADOXICON II, 21-22 May, Ottawa. Sanctioned SFB. Info: Carleton Univ Strategy Club, c/o Student's Association, 1125 Colonel By Drive, Ottawa, Ontario Canada K1S 5B6.

➤ SPOKANE GAMEFAIR: 22-24 April. Sanctioned SFB. Info Merlin's, North 1 Browne, Spokane WA 99201 509-624-0957.

➤ 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.

➤ 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 hopefully will have someone within driving range for you.

➤ NEW RACES are currently in development; at least one should see release this year. The "J-Race" are galactic gypsies, an old race with very unusual ships and a new weapon, the warp-augmented railgun. Down on the galactic rim, the "V-race" is carving out a niche for itself with their ability to control "weather" around their system (or any star system they want to grab).

➤ Marshal of the USSR Nikolai V Ogarkov (NCC-1763) died 25 Jan at the age of 76 after a long illness. Ogarkov, as Chief of the General Staff, reorganized the Soviet Army in the late 70s.

➤ FREE ERRATA BOOK, listing all errata and typos for SFB, is available from TFG. Send a 9x12 envelope with 52¢ US postage to receive yours! (Canadians must provide 63¢ US postage or two IRCs. Foreigners include four IRCs.)

➤ BRITISH police raided a suspected London "gambling den" on 27 Jan only to discover that the people were playing various boardgames and wargames, not gambling. One officer asked "What? These people play games for no money?"

TASK FORCE NEWS

✦ CRUSADE, 128-page Starfire scenario book based on the Theban War, new tech systems, boarding combat. #6005 \$13.95

✦ STAR FLEET 2300 miniatures are now expected to return in May or June of 1994; first pack has Fed CA, D7, WE, Thol PC.

(SP247.0) FAST AND FURIOUS

(Y177)

by Stephen V Cole, Texas

During heavy fighting, the Kzinti DWV *Fast Cluster* burned up its fighter group in a series of three battles, transferring the last survivors (including the spares) to a larger carrier. The *Fast Cluster* then pulled back to pick up a replacement squadron from the FCR 223. Because the *Fast Cluster* was needed for an impending operation, the 223 was ordered to meet it immediately behind the front lines.

The link-up of the two Kzinti ships was detected by a Lyran scout, and the Lyrans dispatched a strike force to attack and destroy the Kzintis.

(SP247.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyran player.

(SP247.2) INITIAL SET UP

TERRAIN: None. Open space.

KZINTI: DWV *Fast Cluster* in 3505, heading A, speed 0, WS-I.

FCR 223 in 3505, heading A, WS-I. The *Fast Cluster* and 223 are docked at the start of the scenario. See (SP247.46) regarding the status of fighters. These ships were published in CL#14.

AFF 221 in 3208, heading E, speed 5, WS-II.

LYRAN: DWV *Furious Hunter* (8x Z-V) and DWA *Outguard* arrive during Impulse #1, Turn #1, in hexes 0124 and 0126 respectively, speed max, heading B, WS-III.

(SP247.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP247.4) SPECIAL RULES

(SP247.41) MAP: Use a floating map.

The Kzinti units can only disengage from the xx01 and 42xx map edges. The Lyran units can only disengage from the 01xx and xx30 map edges. Units which disengage in unauthorized areas are considered destroyed.

(SP247.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SP247.421) No ship in this scenario carried an MRS shuttle, but if players wish to use them, they may be purchased [up to the limits in (J8.5)] under (SP247.431).

(SP247.422) If using EW fighters, one fighter on each carrier is an EW type. If not using EW fighters, it is a standard fighter.

(SP247.423) There are no PFs in this scenario.

(SP247.43) COMMANDER'S OPTION ITEMS

(SP247.431) 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 Victory Conditions (S2.2) as victory points for the enemy.

(SP247.432) All drones are "medium," i.e., speed-20.

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. The Kzinti DWV can use these points to buy "extra" drones, perhaps of special types.

(SP247.433) No ship in this scenario normally carries a Prime Team (G32.0), but such teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SP247.44) REFITS: The Lyran DWV has the power pack. The Lyran DWA has full aegis, the power pack, and the plus refit. None of the Kzinti ships have refits.

(SP247.45) DOCKED: The Kzinti DWV and FCR are docked at the start of the scenario. Study (C13.9) carefully regarding this condition.

(SP247.46) KZINTI FIGHTERS, DRONES: There are 12 Kzinti HAAS fighters on the FCR. Of these:

two have been transferred to the DWV and placed in the spare fighter storage bays. These cannot be made ready for combat during the scenario, but do have an effect on the victory conditions.

two have been transferred to the DWV, made ready for flight, and fully armed with drones and chaff.

two have been transferred to the DWV, made ready for flight, but have not been armed with drones or chaff.

two are on the FCR. These (like the four above) were made ready for flight as the FCR came forward (a risky and dangerous gamble) but have no drones or chaff loaded.

two are on the FCR but are not quite ready. They can be made ready using four deck crew actions each, but have no drones or chaff loaded. Note that the DWV has more deck crews than the FCR (which has two).

two are on the FCR but are still stored as cargo and cannot be made ready during this scenario. They could be transferred to the DWV for victory purposes.

the FCR had 35 type-I medium speed drones; 10 type-VI medium speed drones; and 10 spaces of chaff, pods, etc. (Kzinti player's choice) on board. All of these have been transferred to the DWV (and are the only such supplies on the DWV). The drones are divided as the Kzinti player wishes between the drone racks, ready racks, and the two fighters with drones on their rails. The chaff and pods are in storage (two chaff packs are on the two fighters so noted). The AFF has its racks full, but no reloads available and no SPs prepared.

(SP247.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). The Kzintis gain a bonus of five points for each uncrippled fighter on the DWV at the time it disengages IF the Kzinti DWV is not itself crippled.

(SP247.6) VARIATIONS: The scenario can be played again by making one or more of the following changes:

(SP247.61) Replace the Lyran DWV and DWA with a Klingon F5V and AF5, or use any two opposing races.

(SP247.62) Replace the Lyran ships with any DW variants and use tactical intelligence.

(SP247.63) For a larger scenario, replace both carriers with war cruiser variants.

(SP247.64) For a smaller scenario, delete the AFF and DWA.

(SP247.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP247.71) Change the Kzinti AFF to a DWA, or replace the Lyran DWA with an FFA.

(SP247.72) Replace one DWV with a CWV.

(SP247.73) Adjust the number of fighters already transferred to the Kzinti DWV, or modify their status.

(SP247.8) TACTICS

KZINTIS: Launch drones to block ESGs, and get moving. Win the battle then transfer the fighters.

LYRANS: You have one pass. Make it a good one.

(SP247.9) PLAYTESTERS COMMENTS: Well?

HISTORICAL OUTCOME: We await playtest reports!

LYRAN WAR DESTROYER ESCORT CARRIER

ADMINISTRATIVE SHUTTLES

CREW UNITS	IDENT	HIT POINTS	NOTES
		10	
		20	
		30	

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

						6
--	--	--	--	--	--	---

T-BOMBS

					D	D
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THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

PROBES

							5
--	--	--	--	--	--	--	---

DECK CREWS

									8
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CNTR

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SHIELD #1

SHIELD #6

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SHIELD #2

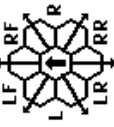
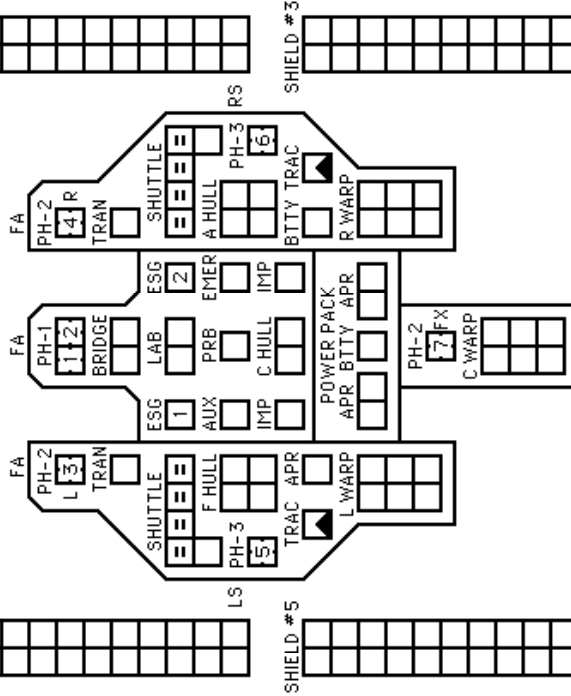
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SHIELD #5

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SHIELD #3

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Z-Y FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
Z-YB ONLY

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

SHIP DATA TABLE

TYPE = DWV
POINT VALUE = 94/80
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R11.908
POWER PACK = +9
MECH LINK REFIT = +2

TYPE II PHASER TABLE

DIE RANGE	ROLL 0	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
	1	6	5	5	4	4	3	2	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	ROLL 0	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
	1	9	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TURN MODE SPEED

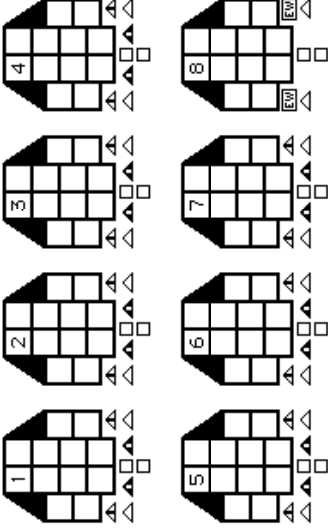
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

EXPANDING SPHERE TABLE

RADIUS	ENERGY	1	2	3	4	5
0 (4.00)	4	8	12	16	20	
1 (3.67)	4	7	11	15	18	
2 (3.33)	3	7	10	13	17	
3 (3.00)	3	6	9	12	15	

TYPE III DEFENSE PHASER

DIE RANGE	ROLL 0	1	2	3	4	5
	1	4	4	4	3	1
	2	4	4	4	2	1
	3	4	4	4	1	0
	4	4	4	3	0	0
	5	4	3	2	0	0
	6	3	3	2	1	0



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

⑤ = HET COST ⑥ = ERRATIC MANEUVER WARP 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, or written on a report form. 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 before you can do another one. More assignments are available on GENie or CIS; 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 to completion 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.

PUBLISHER'S INFORMATION

STARLETTER is written by Amarillo Design Bureau and published by Task Force Games. *STARLETTER* is Copyright © 1994 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, but European subscribers should first write to the British offices of Task Force Games at Task Force Games Ltd., Unit 30A, Hardwick Ind. Estate, Bury St. Edmunds, Suffolk IP33 2QH or call (0284) 725656 for more information. 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 #57 to date available from TFG for \$2 each (US).

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

#81: Tournament Scenario, Battleship factors for F&E.

#83: SP223 Eagle Breaker (Gorn X-ships vs Romulans)

#84: Old (Tholian) Galaxy Raider; SP1925 Rebel Reduction.

#85: Klingon Early Years F4 SSD and scenario.

#86: Tholian CWV, SP396 Fed Battle Pod vs Klingon PFs.

#87: Federation commando frigate, scenario. F&E ships.

TFG cannot keep Starletters in stock indefinitely. Issues #59-61, 63, and 68 are out of stock and will not be reprinted. Stocks on #65-66 are very low. Others 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 or Email 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 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 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.

COMPUSERVE users can contact ADB at 71333,2123.

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