



# STARLETTER #80

The Official *Star Fleet Battles* Newsletter

November 1992

\$2

**TASK  
FORCE  
GAMES™**

## MISSIONS IS SMASH HIT!

The new *STAR FLEET MISSIONS* card game has turned into an instant smash hit! SFB players love it, and report that friends who would never play SFB can't stop playing SFM!

## SCANNERS REPORT

★ **MODULE R1** will ship the last week of November. Stock #5606. \$17.95. Includes 80-page SSD book, 48-page rulebook, 108 counters. Has base, BATS, and starbase SSDs for all using races, auxiliary PFTs, repair and exploration freighters, small bases, etc. Every SFB player needs R1.

★ **MODULE P5: THE LDR** is the newest playtest module and the 14th (and last) SFB product of the year. 32 pages. \$5. Includes scenarios (two never published anywhere), complete ship descriptions and history, and the complete F&E rules. Stock #3505. Will ship during last week of November.

★ **CAPTAIN'S LOG #11** will ship during January.

★ **MODULE D3: BOOMS & SAUCERS** contains the SSDs for all separated booms and saucers, and more. Feb 93.

★ **CARRIER WAR** is now set for March 93.

★ **MODULE T: TOURNAMENTS** is set for April 93.

★ **MODULE S2: SCENARIOS #2** is set for May 93.

## TASK FORCE NEWS

⊕ **TASK FORCE UK** is now open. European players can contact them at Task Force Games Limited, PO Box 5, Heanor, Derbyshire, DE75 7XL, England.

⊕ **STARFIRE** is to ship during December.

⊕ **PRIME DIRECTIVE (SFB RPG)** will ship in 1993.

## TOURNAMENT SHIP PERFORMANCE

The huge number of games (725) played at Origins (GenCon) 92 have given us, for the first time, a solid statistical base for analysis of ship performance.

Federation .....	40%.....	No changes planned.
Klingon.....	49%.....	No changes planned.
Romulan.....	56%.....	No changes planned.
Kzinti .....	60%.....	No changes planned.
Gorn.....	49%.....	No changes planned.
Tholian.....	49%.....	No changes planned.
Orion .....	38%.....	Considering changes.
Hydrans .....	48%.....	No changes planned.
Andromedan .....	54%.....	No changes planned.
Lyrans.....	32%.....	Considering changes.
WYN.....	68%.....	Considering changes.
ISC.....	33%.....	Considering changes.

**CHANGES UNDER CONSIDERATION:** Local judges are authorized to use these changes. These experiments will not violate tournament sanctions or Rated Ace status. Be sure to report that you used an authorized experiment, and give us complete win-loss statistics for all ships with experimental changes.

Orion-1: Add one ph-3 to each wing (LS/RS).

Orion-2: Allow plas-Ds in the wings (LS/RS). Must be pair.

Cannot take plas-Ds in the nose if they are in the wings.

(Use only one of the Orion experiments, not both. We will NOT give it a stealth bonus.)

Lyrans: Add UIM (burns out, no penalty, after first use).

WYN: Require one option mount to be phaser-1, disruptor, drone, or half of an ESG.

ISC: Rear plasma-F launchers are destroyed on both drone and torpedo hits, padding the PPD.

ANDRO: The 8-phaser version is no longer authorized.

FRAX tournament CC is not sanctioned.

## NEW SHIP FOR STAR FLEET BATTLES

**(R6.921) GORN CARRIER RESUPPLY SHIP (FCR):** The Gorns, like all races, built specially-modified ships to carry supplies and spare fighters to the carrier groups. Spare Shuttles 2, Explosion 9, Docking 4, Command Rating 4, Service Date Y174.

## 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. We had five listings for events the first two weekends of November which arrived too late for Starletter #79, and which were over before this issue.

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

➤ **EAST COAST INVITATIONAL** by S&S Gaming (all SFB players are invited), 28-29 Nov, NY Hall of Science, NY City. Info: John Hamner, 79-10 Bell Blvd, Bayside NY 11364.

➤ **SON OF LONDON CON 92**, 27-28 Nov, Crouch Library, 550 Hamilton Road, London, Ontario, Canada. SFB event. Info from HRGG, 119 Sackville St, London, Ontario N5Z2E5.

➤ **CONcoction 92**, 4-6 Dec 92, Quality Inn, Atlantic City NJ. SFB Patrol, Beginners, Circle of Death by John Hammer. Info: P O Box 222, Oceanville NJ 08231.

➤ **HEXACON III**, 19 June 93, Scottsdale AZ. Sanctioned SFB. Info Don Harrington, 3505 E Campbell Ave #14, Phoenix AZ 85018, or call (602) 956-1344.

➤ **ORIGINS 93** will be in Fort Worth Texas 4 July weekend.

➤ **GENCON 93**, 19-22 August. Mostly RPGs, but does include the largest SFB event outside of Origins. Info from P O Box 756, Lake Geneva WI 53147.

➤ The numbers in the boarding party diagram in Starletter #79 are the docking positions. This is in (D16.0), but so many haven't figured it out we decided to tell you.

➤ **TYPO ALERT:** The reference to (FD7.431) in Starletter #79 should have been to (FD7.321).

➤ **CAPTAIN'S LOG #11** will inaugurate a new type of Term Paper: Scenario Tactics. Send in your favorite tactic for one side in your favorite scenario, and let others follow your path to glory!

## RATED ACE CARD REQUIREMENTS

Here are the official requirements for a convention to award a Rated Ace card for its SFB event.

1. Must be a convention open to the public.
2. Must have many events, not just SFB.
3. Minimum of 16 players with valid and legible names and addresses. (If you have 50 players, 1st and 2nd place get a card; 100 players, 1-4th.) These names and addresses must be sent to ADB on a Rated Ace form. Send SASE to TFG for form.
4. The nomination form requires a signature of a convention official and a copy of the program or a flyer showing there was a convention and it did have your event.
5. Must be sanctioned (i.e. use current 30 June update sheet and 1991 Tournament Book). Send SASE to TFG for update sheet.
6. Winner must be selected in three rounds of single-elim finals. You can use patrol or anything else in early rounds, but there must be a minimum of three rounds of single-elim finals.
7. No more than one Ace event per convention.
8. Only the winner (and 2nd place if more than 50) can receive Rated Ace cards and patches.

## (SP266.0) QUICK STEAL

(Y180)

by Steve Petrick, Texas

Most Orion Pirate carriers collected their fighters through their cartels, who in turn got the fighters from their various operators. Fighters might be taken from looted freighter holds, or simply "lost" by the original owners straight out of the factory. Unfortunately, this generally meant that less than the top of the line fighter would be available, and frequently that the squadron would be a mixed one (entailing lost time as the ready racks were re-configured). In Y180, however, one enterprising Orion Captain shadowed a Gorn fast carrier resupply ship to its rendezvous, intent on adding some of the new Gorn G-12 fighters to his collection.

**(SP266.1) NUMBER OF PLAYERS:** 2; Gorn and Orion.

### (SP266.2) INITIAL SET UP

**TERRAIN:** Gas Giant (P2.22), 7 hex diameter, center 2215.

**GORN:** HDV (5x G-12) in 2221, in standard orbit (radius 3) heading E, speed 0 (orbit speed 1), WS-0. See (SP266.46).

HDA in 1923, heading B, speed 4, WS-0. See (SP266.46).

BDA in 2622, heading D, speed 4, WS-0. See (SP266.46).

FCR in 2122, heading A, speed 1, WS-0. See (SP266.45).

**ORION:** CVS (3x Gorn G-18, 2x Romulan G-SF, and 2x Romulan G-II) in 2308, heading C or E, speed max, WS-III.

DW in 2306 heading C or E, speed max, WS-III.

**(SP266.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

### (SP266.4) SPECIAL RULES

**(SP266.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

All units can disengage from any direction in this scenario.

**(SP266.42) SHUTTLES AND PFs:** All fighters (not shuttles) and PFs have warp booster packs.

**(SP266.421) MRS shuttles** may be purchased [up to the limits in (J8.5)] under (SP266.431).

**(SP266.422)** If using EW fighters, one of the G-12s on the Gorn HDV and one of the G-SFs on the Orion CVS are EW variants. If not using EW fighters, they are standard fighters of their types.

**(SP266.423)** There are no PFs in this scenario. PFs might be added on casual mech-links in a variation or as a balance factor. If so, they will be standard combat types.

### (SP266.43) COMMANDER'S OPTION ITEMS

**(SP266.431)** Each Orion ship and the Gorn FCR 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 Modified Victory Conditions (S2.2) as victory points for the enemy. The Gorn carrier group ships have been in action and have expended most of their stores. Each ship in the carrier group may only spend 5% of its BPV for Commander's options.

**(SP266.432)** 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.

**(SP266.44) REFITS:** The Gorn HDV has the plus refit. The HDA and BDA have the full aegis and plus refits. None of the ships have received any other refits.

**(SP266.45) FCR:** This ship was preparing to dock to the HDV in order to transfer cargo. This cargo includes 4x G-12 fighters (stored as cargo, not ready for flight, Annex #7K), three additional T-bombs and dummies which can be broken out of their cargo boxes under (G25.3), and 90 plasma-D torpedoes. This cargo is all in addition to anything purchased under the Commander's Options and is at no cost to the Gorn player, nor does it count in the Victory Conditions. This ship cannot self-destruct unless it has been boarded and cannot disengage unless all the other (surviving) Gorn ships are disengaging in the same direction on the same turn.

**(SP266.46) GORN SHIPS:** The Gorn ships have all expended most of their stores in previous operations. Roll two dice for each escort to determine the total number of plasma-Ds remaining. Then roll four dice for the carrier to determine the number of plasma-Ds it has. Once the number of plasma-Ds has been determined, roll one die for each shuttle (not fighter) on each ship, with a die roll of six meaning the shuttle was destroyed. Include any spare shuttles in this roll. Once all destroyed shuttles are determined, the Gorn may activate any surviving stored shuttles to replace lost shuttles on the ships. All PPTs have been reloaded, and none of the ships has any damage.

**(SP266.47) ORIONS:** Option mounts must be selected from those available to the Stardust Cartel.

**(SP266.5) VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.201), except that the Orion gains a 50-point bonus if he manages to capture the FCR and disengage with it.

### (SP266.6) VARIATIONS

**(SP266.61)** Replace the Gorn HDV group and FCR with an ISC CVL group and FCR.

**(SP266.62)** Allow for the possibility that the Gorns did see the Orion ships sneaking up on them, and were perhaps preparing a surprise. Have the Gorn player take four counters numbered one to four and randomly choose one, examine it, and place it face down where the Orion can see it. The number on the counter is the Gorn weapon status and will be checked by the Orion player after the battle.

**(SP266.63)** For a smaller and faster battle, delete the Gorn HDA and the Orion DW from the set up.

### (SP266.7) BALANCE

**(SP266.71)** Change the DW to an LR.

**(SP266.72)** Replace the BDA with an DEA.

**(SP266.73)** Add a Gorn Interceptor or two on mech-links.

## FEDERATION & EMPIRE

### SHIPS FROM MODULE R5

FED	KLING	ROM	KZINTI	GORN	HYD	LYR
BCS 13 10	C7S 3P 10	KCR KCR 10	BCS 3P 10	BCS 3P 12	OM 6P 11-10	BCS 3P 11
BCS 6 5	C7S 1P 5	KCR KCR 5	BCS 1P 5	BCS 1P 6	OM 3P 5	BCS 1P 5

Fed BCS: Replace BC from Y184.

Klingon C7S: Replace C7 from Y184.

Romulan KCR: Convert from Klingon C7 for 4 points.

Kzinti BCS: Replace BCH from Y182.

Gorn BCS: Replace BCH from Y182.

Hydran OM: Replace OV from 183.

Lyran BCS: Replace from Y182.

In the case of BCSs, the cost is the same as that of the corresponding BCH plus fighters and 5 for PF capability. Conversion from BCH costs 6 plus fighters. All have a command rating of 10.



## 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.

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

- #60: SP636 Mirror Image Monsters, SP598 Mating Frenzy (space dragons!), Historical Scenario Cross Reference.
- #61: Klingon F5W SSD.
- #62: F&E Micro Scenario 1001 Last Link.
- #71: Hydran DW, SP276 Coming Thunder, Kaltic Freestates.
- #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.
- #77: Lyran Battleship and scenario.
- #78 Frax BB and Scenario.
- #79: Fed NCL boarding diagram & scenario. F&E ships.

All above issues are in stock (and will be indefinitely), but this list includes only recent issues and those older issues containing material which has not been formally published.

### 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 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.

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