

# The Star Fleet Times

Volume II

THE OFFICIAL NEWSLETTER OF THE STAR FLEET UNIVERSE

Issue #1

*SPECIAL 16-PAGE FIRST ISSUE!*

## OUT WITH THE OLD, IN WITH THE NEW

Hello! What you're holding is the first issue of an all-new magazine, the STAR FLEET TIMES (SFT). As you may already know, SFT has replaced Starletter as the official newsletter of the Star Fleet Universe!

The TIMES is not exactly new. You may have already noticed the "Volume II" up there at the top of the page. Volume I was a local newsletter (also called STAR FLEET TIMES) which was published by and for the Dayton Starfleet Council. Volume I focused specifically on issues relating to Dayton (which Volume II will not do) but had its fair share of tactics articles, fiction, and other essays of interest to all SFB players. It was at Origins '94 that Steve Cole, owner of Amarillo Design Bureau, approached me with the idea of combining SFT with Starletter and producing a higher quality newsletter for the SFB community. Thus was Volume II of the STAR FLEET TIMES born.

This leads to the next question from the inquiring reader: "Who the heck are *you*?" Well, since you asked ... I'm Bruce Graw, Orion Crimelord on the SFB staff, author of SFB stories and articles. I'm also the owner and operator of Agents of Gaming, the company that brings you Star Fleet Warlord, the official play-by-mail game of the SFB Universe. I've been a Star Fleet Battles player for about 10 years, and a staff member since 1992. I've been doing newsletters since 1990—Volume I of the TIMES lasted 56 issues! I plan to make sure Volume II lasts at *least* that long!

## WHAT ARE WE GONNA DO NOW??

Many of you are probably wondering just what the STAR FLEET TIMES is going to be doing. How different are we going to be from Starletter? What are you going to get with your subscription money?

First of all, SFT will be larger than Starletter (12 pages per issue—this first issue is a 16-page special) and will appear more often (10 times per year instead of 6). This is 120 pages of material annually compared to Starletter's 24. In other words, you're getting 5 times what you used to! How is this possible?

The problem with Starletter was that it was something ADB had to do in-house, which took time away from other SFB products. The TIMES is put together by a third party, Agents of Gaming, which frees up ADB to do more SFB stuff—and you'll get a better newsletter, too.

And why is that? Because the TIMES is SFB from the *player's* perspective. Most of the things we do in this magazine will be designed by players just like yourselves. You'll read editorials and articles from a new angle, that of the everyday player.

We're also going to go all out for fun. The purpose of the TIMES is to have FUN! You're going to see some wild, weird and wacky stuff in these pages, the sort of things you'd never expect to see. That's the whole idea!

## SUBMISSION GUIDELINES

If the TIMES is going to be the player's newsletter, then obviously we need material from you, the players! What kind of material, you ask? First, let's go over some of the ground rules ... after all, it wouldn't be SFB if it didn't have rules, right? All submissions (other than art) must be either typed, on magnetic media, or sent by electronic mail. Typed submissions should include your name and a page number on each page. Submissions on disk should be in an ASCII text file (DOS) or in Microsoft Word format (Macintosh). Submissions sent by electronic mail should go to B.GRAW1 on GENie, or B.GRAW1@genie.geis.com on Internet. Data sent over Internet must be text, not in an encoded format.

Send all submissions for the STAR FLEET TIMES to Agents of Gaming (our address is on the last page of each issue). Include a SASE if you would like a reply. We offer no compensation, other than our thanks, for submissions.

All submissions to SFT become the property of Amarillo Design Bureau upon publication. Some submissions *may* be selected by ADB for use in another product; in such cases, the author will be notified and receive the usual ADB compensation. Obviously, it's important to send a complete mailing address on each submission (and reply envelope). In the event that one of your submissions is passed on to ADB, it will fall under their submission guidelines when it is used. Note that ADB wants playtest reports on anything and everything in the STAR FLEET TIMES.

So what exactly are we looking for? Here are a few ideas to get your creative juices going:

**Fiction.** We want good fiction, but it has to be short—no more than 1-3 pages, or 4 at the most (about 3,000 words would be optimal). It must be related to SFB, and it must be interesting, with a cool plot twist or unusual subject or setting.

**Tactics.** We need short articles which relate to a tactic or concept you've come up with. Not just a term paper, but an actual article. We'll take tactics for SFB, Prime Directive, Warlord, F&E, Missions, or any other product of the SFB Universe. Write 'em up and send 'em in!

**Features.** This can be anything—a scenario or mini-campaign, a Prime Directive adventure, a hypothetical ship design, or whatever else you come up with! Check out the Custom Design System in this issue for an *extreme* example.

Of course, we'll also have the news reports, convention announcements, scenarios and ships you've come to expect from Starletter—in addition to all of the above!

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## PUBLISHER'S INFORMATION

STAR FLEET TIMES is written by Agents of Gaming under special license with ADB and Task Force Games. The TIMES is copyright © 1995 Amarillo Design Bureau .

Subscriptions to STAR FLEET TIMES cost \$15 for ten issues (one year) in the USA, including APO and FPO boxes. Canadian subscriptions \$16; overseas \$22 (Air Mail). All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers (make checks payable to Agents of Gaming). International Postal Money Orders are also acceptable, as are credit card orders (MC/Visa only; minimum order \$10). Send subscriptions to Agents of Gaming, PO Box 31571, Dayton OH 45437-0571. Do not send subscription requests to ADB or TFG. Subscriptions can be purchased for only one year at a time.

## NETWORKS & ELECTRONIC MAIL

**GENie:** On this network, SFB is category 10 of page 805 (menu item #1). For information on GENie call Client Services at 1-800-638-9636 (voice only). SFB services include questions & answers, playtest material, ongoing discussions, weekly real-time conferences, and overnight access to the staff. On GENie contact Amarillo Design Bureau by sending electronic mail to ADB\$, Task Force Games by sending to TFG and Agents of Gaming by Emailing B.GRAW1.

**Compuserve:** SFB has established a new and growing presence on this network. Call 1-800-848-8990 for information on Compuserve. To contact ADB, send Email to 71333,2123. TFG can be reached at 76443,3031.

**Internet:** Internet users can send Email through the GENie gateway. ADB: ADB\$@genie.geis.com or Steve.Cole@genie.geis.com. TFG: TFG@genie.geis.com. Agents of Gaming: B.GRAW1@genie.geis.com. (Note: The ".geis" part of these addresses may be removed soon.)

## SFB CLEARINGHOUSE

Agents of Gaming is authorized to act as a clearing-house for some out of print TFG material. Chief among these are back issues of Starletter, Star Fleet Times and Subspace News, all of which are available for \$2 each; \$3 each for overseas customers.

### Starletters:

Far back issues: 73-74, 78, 80-82.

#83: WYN Fish Ships preview.

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

#85: Klingon Early Years F4 SSD and scenario.

#86: Tholian CWV.

#87: Fed commando FF, scenario; unusual F&E ships.

#88: Lyran DWV carrier and scenario.

#89: The original Frax submarine and scenario.

#90: Jindarian DD, railgun preliminary rules.

#91: Fed mauler *Velikovsky* and scenario.

#92: Kzinti CMXD X-Drone Cruiser SSD and scenario.

### Subspace News:

#1: Early Years Hydrans; rules for Nova Cannon.

#2: Frax Sub SSDs: frigate, war cruiser, missile cruiser.

#3: Flivver simulator race. Includes Flivver CA SSD, plus rules for hoverwarp and hyperdrones.

#4: Alliance conjectural maulers. SSDs included for Tholian MCW, Kzinti MCM, Hydran MCL, Gorn MHD.

#5: Triaxian simulator race. Includes all rules needed for play, plus Triaxian CA and DD SSDs.

#6: Introduction to three new simulator races: Britanian, Canadi'en, and Barbarian.

### STAR FLEET TIMES:

#1: Gorn, Rom fast cruisers; Custom Ship Design System.

#2: Thol., ISC maulers; D5 squadron SSD; MON scenario.

#3: Romulan Saberhawk SSD; CDS expansion rules for Andros, Frax, WYN Fish Ships, and Seltorians.

#4: Humor issue including weird ships (Orion Privateer, Klingon D57, WYN Scrap Cruiser).

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