

The Star Fleet Times

Volume II

THE OFFICIAL NEWSLETTER OF THE STAR FLEET UNIVERSE

Issue #6

ORIGINS REPORT

Here are the results of the Fleet Captain's and Patrol Tournaments from Origins 1995:

Fleet Captain's Tournament: 1st Tom Carroll (Klingon); 2nd Paul Scott (Archeo-Tholian); 3rd Todd Treadway (Orion), Andy Richards (Klingon); 5th Ron Clement (Neo-Tholian), Tab Postlethwait (Klingon), Chris Mazza (Hydran), Dan Beasley (Andromedan).

Patrol Tournament: 1st David Beeson (Klingon); 2nd Allen Phelps (Gorn); 3rd Vince Weibert (Archeo-Tholian), Robert Estrada (Klingon); 5th Kurt Kopp (Klingon), Alex Vaeth (Hydran), John Stiff (Hydran), Ronald Pilotte (WYN Auxiliary).

Congratulations, everyone!

CONVENTION ANNOUNCEMENTS

The STAR FLEET TIMES will list any convention in this space which holds at least one SFB event. All cons MUST have SFB to be listed (after all, this is an SFB newsletter). However, cons on this list will not necessarily have a *sanctioned* tournament (and some events may cancel without notice). You should write to the address shown for a pre-registration booklet, which will tell you just what kind of SFB events you can expect. (If nothing else, this will help you decide what game materials to take!)

If you are having a convention, or know of one in your area, submit the information for it as soon as possible (preferably a flyer from the con itself). If the convention is holding a *sanctioned* SFB tournament, please let us know. Deadline for publication in any issue of the TIMES is the 10th of the month in which that issue is to be published. Note that the TIMES is not published in June or December of each year, so conventions in those months will have to be announced well in advance.

GAME-FEST XVI (August 9-13, San Diego, CA): San Diego's 16th annual game festival, this will include a sanctioned tournament, Prime Directive, F&E, Missions, and a Battleship Demolition Derby. For info write to 3954 Harney St., San Diego CA 92110 or call (619) 291-1666.

GEN CON GAME FAIR (August 10-13, Milwaukee, WI): This convention will be held in the MECCA Convention Center in downtown Milwaukee, and features the largest SFB event outside of Origins. For info write to: GEN CON Game Fair Headquarters, PO Box 756, Lake Geneva, WI 53147.

NANCON 88-XVII (September 1-4, Houston, TX): This gaming convention will be held at the Ramada Hotel Northwest in Houston over Labor Day weekend. No SFB events on flyer. For info or to volunteer to run a tournament send a request to Nancon, 2011 Southwest Freeway, Houston TX 77098-4805.

TACTICON (September 15-17, Denver, CO): A Denver convention which will feature a sanctioned Patrol-style tournament and at least two scenarios. For an update on con information as soon as it becomes available, send Email to smoell@ch1.univnorthco.edu (Scott Moellmer).

PENTACON XI (November 10-12, Ft. Wayne, IN): This gaming convention will include its third annual SFB patrol tournament. For convention info write: NIGA/Pentacon, PO Box 11174, Ft. Wayne, IN 46856 or call (219)356-4209.

LONGEST-RUNNING STAR FLEET BATTLES PLAY-BY-MAIL CAMPAIGN. It began in 1985 and is now on Turn #60. The year is Y195 and the Andros are out to take over the galaxy. Join us! For info send a self-addressed stamped envelope to: John D. Berg, 609 Apollo Dr., Joliet IL 60435.

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 to Agents of Gaming at the address on the last page of this newsletter.

A REPORT FROM ORIGINS: THE SECTOR COMMANDER'S TOURNAMENT

by Larry Ramey

The idea for the Sector Commander's Tournament, or SCT, came about when I saw the 500-point Battle Forces listed in Captain's Log #7. I became interested in them a year ago and asked Steve Cole if anyone would be doing a fleet tournament at Origins. He said, "Yes, Ramey ... YOU are!" Thus was the SCT born.

In the SCT, players basically build their own fleets worth 500 BPV (you do not have to use the exact battle forces shown in CL #7). Most of the SFB rule are used, including all electronic warfare rules and the normally optional (D22.0) Energy Balance Due to Damage rule. There were also restrictions on carrier groups sufficient to prohibit them—as if the Hydrans don't get enough fighters! The year was Y175, and one prototype ship was allowed (i.e., a ship available a year or two early), and the Lyrans could take up to 4 prototype interceptors if they wished.

I had set up the tournament, but that didn't prevent me from participating (we used other judges for official rulings). Chas Owens and I originally decided to fly the LDR in the SCT because Chas was going to fly the LDR TC in the Captain's Game. We chose the CC+, a packed CW, and a pair of packed DWs. Our reasoning was that overloads were a luxury and the slowest ship could move 28 with standard loads. To top that off, every ship had 2 ESGs and 4 gatling phasers!

Round #1

A Hydran Baron, Tartar, Lancer, and Knight engaged us. On Turn #1, the Hydrans flew about 20, while we went 27 with standard loads. On Impulse #32 we fired 7 disruptors at range 25 and 19 ph-1s, taking off their Lancer's #6 shield. They fired all their phasers and 5 of 7 ship-mounted hellbores at a DW, and did 3 points odd shield damage and 1 hellbore hit that did 1 point to 4 shields. They didn't understand that EW changes were secret and simultaneous, so we gained a one-shift that blew their phaser accuracy out the airlock!

On Turn #2, we crossed onto their map at speed 21 with standard loads. Firing at range 20 or so, we shot the #5 shield off the Baron. We decided the Baron was the target as the Lancer was forced to keep a down shield away from us—I knew from experience how poorly Hydran command ships take internals with their split torpedo/drone armament!

Turn #3: Our potential overrun power continued to intimidate the Hydrans, so they went speed 28 or so, and chose to make a long circle to avoid giving us down shields. This was a mistake as it surrendered the initiative and gave us control of the fight. We shot standard disruptors at range 15 at the Baron's #3 shield, saving phaser energy for later, then turned off to keep the range open. After completing their circle, the Hydrans shot the #4 shield off one of the DWs. A few hellbores followed on the next impulses as I frantically ordered an ESG to activate. The DW was faced with a harsh choice: turn back and leave the fleet, or stick around and get mizied. After consulting my fellow captains we chose to raise an ESG on the hurt DW (they were in the same hex) and turn, letting the cruisers follow as best they could. This allowed the Hydrans an opportunity to pin us against the wall (only 10 hexes away) and overrun.

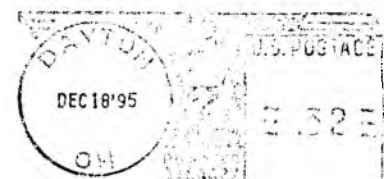
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NETWORKS & ELECTRONIC MAIL

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 an active 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: 80-84, 86-89. Others sold out.

#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).

#5: Tournament issue (tactics for new tournament ships).

#6: Origins report; Quality Campaign Design article; Canadi'en non-mauler heavy cruiser SSD.

#7: SFB campaign rules, Deltan war destroyer SSD.

#8: Legendary officers, Fed carrier hybrid SSDs.

#9: Scary ships: Andromedan Shiva, Rom Megahawk, Lyran SSCS, Fed CVN (72 fighters!).