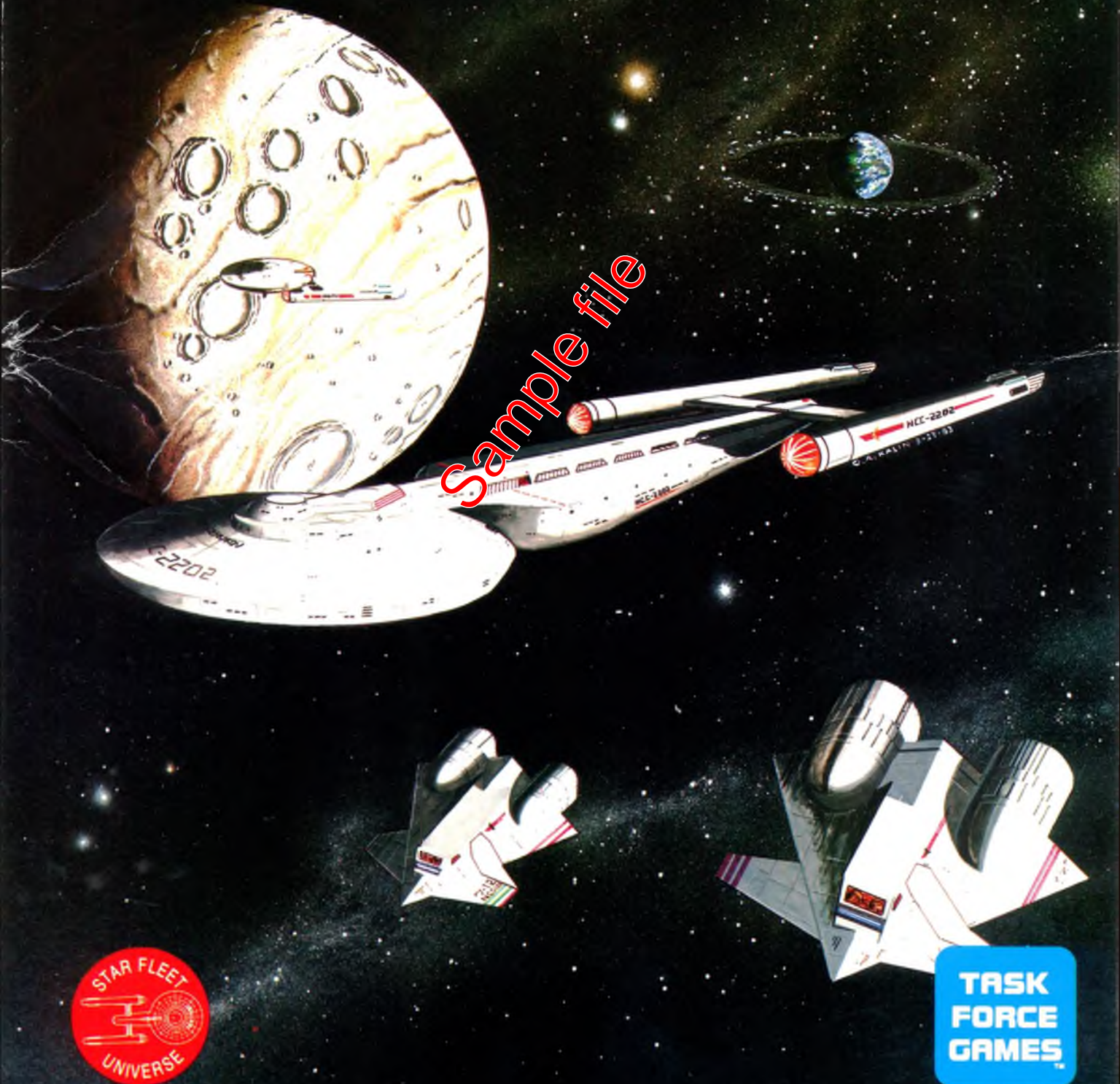


STAR FLEET BATTLES SUPPLEMENT #1



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In trying to play a game about 23rd Century combat using a 20th Century mentality, perhaps nothing has suffered more than the "fighter-shuttle." Such shuttles were designed and intended to be simple firepower platforms that could be carried on board a ship. While capable, after a fashion, of performing most of the functions that our 20th Century fighter was designed for, the warp-powered fighter of the *STAR FLEET UNIVERSE* is not as capable as a starship, nor was it ever intended to be. Consider:

•**FIREPOWER:** A single A-6E could, in 1983, carry three 2000# laser-guided bombs, any one of which would be more than capable of crippling a destroyer or frigate (all three could just about destroy a cruiser). Yet, in the *STAR FLEET UNIVERSE*, a single A-10 could score at most 12 points of damage (assuming a photon and phaser-III), hardly enough to penetrate the shields of a destroyer. (The Gatling/Drone-I option is more powerful, but more difficult to use. Even so, the 40 points it could score would hardly cripple anything.)

•**CARRIER SIZE:** Even the massive CVA classes carry only 28-34 shuttles and fighters; the CVN *Nimitz* in 1980 carried over 90. In the 20th Century, a carrier strike wing of 50-70 aircraft would have the power to devastate any enemy fleet it encountered. In the *STAR FLEET UNIVERSE*, a carrier's strike force of 12-24 fighters is hardly a match for a single cruiser or a small squadron. They were never meant to be! They were intended to provide a friendly "cruiser" or squadron with additional firepower during a ship-to-ship confrontation. As such, fighters in the *STAR FLEET UNIVERSE* are more akin to 20th Century helicopters equipped with anti-ship missiles. The firepower of fighters can still be calculated, however, and independent operations are possible if the target is within the limits of the fighter squadron's ability.

•**FIGHTER SPEED:** Within the *STAR FLEET UNIVERSE* fighters are simply not as fast (strategically) as starships, and without the dangerous booster packs, the fighters are not as fast in tactical situations either. This requires considerably different tactics than in the 20th Century, where fighters would normally be 20 or more times as fast as ships they were attacking.

•**FIGHTER RANGE:** The relatively short range of fighters in the *STAR FLEET UNIVERSE* precludes their use for strategic attacks and limits "independent" operations to within, at most, a one-hex range on the *FEDERATION SPACE* or *FEDERATION AND EMPIRE* maps. This limitation is not apparent in *STAR FLEET BATTLES*.

All of the above should not be taken as saying that "fighters" are useless because they cannot do what "fighters" in an earlier era could do. They are highly useful in the role they were designed for (firepower supplementation) and can be effective "economy of force" units on border patrol, where they can stop and engage the odd pirate or enemy marauder as well as any frigate could.

PUBLISHER'S NOTE

STAR FLEET BATTLES SUPPLEMENT #1 has been published in a format, and using a rules numbering system, that is compatible with the *STAR FLEET BATTLES* COMMANDER'S EDITION RULEBOOK. This is the reason why the Designer's Notes and Publisher's Information appear on the same page as the Introduction, and the reason why each new rule begins on a new page. Players may, if they wish, separate this product into its component pages and insert them into their *COMMANDER'S RULEBOOK*.

DESIGNER'S NOTES I

The concept of a "fighter supplement" began during the development of *STAR FLEET BATTLES* EXPANSION #3. The "dogfight" rules and the "Pleiades Turkey Shoot" scenario were both prepared for that volume, but dropped for lack of space. In selecting what items to drop, it was noted that these two items formed the core of a new product. Once it was decided to do a "fighter supplement," more items were discovered, created, or developed to include in it.

One thing that it was decided not to include was "a dozen new fighters for each race." The point here is that, within the

operational limits defined by existing fighters (speed 8-15, 2-4 drones, damage 6-12), there are only so many combinations, and the existence of literally dozens of fighters that varied only slightly seemed pointless. There is little operational difference between the F-16, Mirage-2000, Jaguar, and MiG-23 (in 20th Century terms), and using standardized fighters (Kzinti-Klingon-Lyrans for example) simplified an already too complicated game.

There may be some who will comment that the new fighters and carriers presented here are unnecessary, since P/F's made fighter-shuttles obsolete. While that is true, there was a considerable period of time (about 10 years) between the deployment of fighters and the introduction of P/F's, and during this period the fighter was still a potent addition to any fleet, and the CVA carrying two dozen of them was the Queen of Battle. This supplement will bring that era into full view.

—Stephen V. Cole, PE

DESIGNER'S NOTES II

While *STAR FLEET BATTLES* has seen the addition of many peripheral rules, great care has been taken to insure that all such additions have had a definite purpose. The two major rules sections introduced in this supplement satisfy this requirement.

Dogfighting may appear to some, at first, to be simply an unnecessary and overly complex "cute trick" appended to a game where fighters arguably never should have been introduced. However, those who study these rules will find that they introduce a new defensive strategy into the game: using fighters to defend your fleet against enemy fighters. To be sure, fighters could perform this function to an extent without dogfighting by simply shooting at any approaching fighters, but doing so does not, *per se*, defend the fleet. Being able to "tie up" the approaching fighters in dogfights stops them from firing at your ships and creates an entirely new "layer" of combat going on simultaneously with, but separate from, the ship-to-ship battles.

The Direct Fire Drone system was created to allow players to play large scenarios without bogging down the game and the map with hundreds of drones. These rules are a shortcut, and as such substitute for, but do not replace, the original drone rules. They will require some practice to use properly (the tactics necessary are slightly different from the regular system), but will provide a satisfactory "tactical feel."

Big carriers (CVA's with 21-24 fighters) are provided here for the Kzintis, Klingons, Tholians, Romulans, and Hydrans. Remember, however, just what a fighter is and what it can do, and don't let the fact that you have twice as many of them lead you into rash attacks that will get you into trouble.

Carriers are now provided for the Gorns and Lyrans. As you will see, however, these are unique ships designed as an experiment and were quietly forgotten when P/F's became available.

The auxiliary carriers were built, and are provided here, to serve as transports, back-up ships, convoy escorts, and "emergency" carriers.

The scenarios provide a more than ample description of what fighters did, and were asked to do, during the 10 years that fighters flew in their own spotlight and the 7 further years when they soldiered on in a war that had outgrown them.

—C. Michael Thompson

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Note: Many Expansion #3 playtesters participated in testing of some sections during development of that expansion.

PUBLISHER'S INFORMATION

STAR FLEET BATTLES SUPPLEMENT #1: FIGHTERS AND SHUTTLES was created by Amarillo Design Bureau and published by TASK FORCE Games, 1110 N. Fillmore, Amarillo, Texas, 79107 (telephone 806-376-6229). Dealer inquiries are welcome. Hobby and Game stores, please write on your letterhead and ask for a list of qualified wholesalers, or call TASK FORCE and ask for a salesman from one of the wholesalers to call on you. TASK FORCE products are available to individuals in retail stores and from several direct mail companies. Products are not directly available to stores or individuals from TASK FORCE Games; please do not order from TFG. If your store does not carry TASK FORCE Games products, send us his name and address and we'll have our wholesalers contact him.

Questions, comments, suggestions, new ships or scenarios, fiction, and other expansion material for the *STAR FLEET UNIVERSE* should be sent only to Amarillo Design Bureau, Box 3012, Amarillo, Texas 79106. All future expansions and other products for the *STAR FLEET UNIVERSE* will be prepared by ADB; all questions relating to existing products will be answered by ADB. All correspondence should include a stamped self-addressed envelope

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Rules changes, clarifications, explanations, and the answers to questions are given in each issue of *STARLETTER* (send a self-addressed envelope bearing 20¢ postage to ADB for a sample copy) and in more detail in each issue of *NEXUS* magazine. To subscribe to *NEXUS*, send \$10 for one year (6 issues) to TASK FORCE Games. If after 1983, write for current subscription rates.

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