

Star Fleet Warlord News

Issue #11

The Official Newsletter of the Greater Magellanic Cloud

1st Qtr 1996

SFW HALL OF FAME UPDATE

Game	Winner	Corporation	Victory
H8	Alliance	Team victory	Economic
H10	Coalition	Team victory	Military
H11	Coalition	Team victory	Military
36	Bruce Spears	Alone	7 sectors
37	Ty Johnson	Rapist Braineaters	7 sectors
39	Brian Tobolski	Storm	7 sectors

All right! After 9 historical games we finally have our first Alliance victory! The team of Alan Taraschke, Mike Crofts, and Greg Thomas outlasted David Jensen and Julian Laisnez in a grueling 21-turn battle in Historical Game #8. The game ended with the Hydrans and Kzintis dead in the West and both Romulans gone in the East—but this left the Alliance with more worlds and income, so the Coalition surrendered.

Games H10 and H11 were typical Coalition victories. In H10, the Hydrans died early (Turn #10) and the Kzintis four turns later, and with a huge fleet nearing Southern Fed's HO, the Alliance could see the handwriting on the wall. In H11, curiously, no Corporations were eliminated, but on Turn #13 the imminent death of three Alliance positions heralded the end, and the Alliance wisely capitulated.

Game #36 was an all-wild sector game that came down to a fantastic finish. In Y186 (Turn #21), two players had seven sector bonuses, the minimum needed to win—but Bruce Spears had 76 sites compared to Ken Cole's 69. Let's see, is that 4 games now for Mr. Spears, our winningest player to date?

Game #37 was an all-NPC game with a photo-finish even better than game #36! Again, it came down to two players, both of whom had the required seven sector bonuses. Gene Malin, arguably the unluckiest player in SFW, had 69 sites but lost the tiebreaker to Ty Johnson's 70 sites! A one-site victory is about as tight as things get.

Game #39, a Timeshift Game, was the shortest game of SFW to date (ending at the start of Turn #17). Something unique *almost* happened in this game: Clive Henrick lost his Home Office on the same turn he went over the 80-site victory level (to 93 sites), almost making him the first player in history to win a game without a homeworld! But Brian Tobolski spoiled the attempt by earning 7 sector bonuses on the same turn, and 7 sectors counts higher than 80+ sites in the victory conditions.

Congratulations to all players in these exciting games!

FIVE THINGS YOU PROBABLY DIDN'T KNOW ABOUT SFW & AOG

1. PBM Rankings. In 1995, SFW was the highest ranking play-by-mail game among all science fiction PBM games (2nd overall of about 70 PBMs), according to Paper Mayhem, an independent PBM magazine. For most of the year we were #1 overall except for two months wherein a new role-playing adventure game had us beat. (And they had only 11 responses to the survey, compared to over 40 for SFW.)

2. Mail Statistics. We get over 100 pieces of mail every week for Star Fleet Warlord, many of which contain multiple turns. The largest mail day is Monday, followed closely by Wednesday. Tuesday is the slowest day, probably because it takes two days for the average piece of mail to reach us and no mail goes out on Sundays. (Mail accounts for about 75% of our incoming turns, with faxes and electronic mail covering the rest.)

3. Weekend Schedules. On most days, we try to get our work done and at the post office by 6:00 p.m. Weekends are the exception. Our post office doesn't pick up mail after noon on Saturdays, so there is no way to get Saturday turns (day cycle 0) mailed that same day. Therefore, anything scheduled for Saturday or Sunday won't get mailed until Monday! (To allow late players an extra chance to catch up, we usually don't run turns on Saturday at all, so if you get a late turn faxed or E-mailed in on Saturday it

will be run before any on-time turns scheduled for that weekend.)

4. Game Computers. We have three main computers. A Pentium-90 runs most turns, except for the early turns of new games (and Continental Conquest), which are run on a venerable 386-40. A Macintosh Quadra 605 (not yet upgraded to Power PC levels) handles desktop publishing, such as the SFW Rulebook, the new Ship List, and this newsletter. (These things are printed on a Panasonic KX-P5400, a small PostScript machine ideal for this task. Turns are actually printed on a giant, ancient Xerox 4045, a device so large we could fit all three of our computers *and* the Panasonic printer inside its frame.)

5. Future Plans. We intend to add some new material to Star Fleet Warlord either late in 1996 or early 1997, and may create a new Historical-like scenario set for team play as well. There are also rumors of a new PBM game being developed by AOG for release in mid-1996. We'll keep you updated on these developments in future issues of the Warlord News!

ANOTHER REMINDER

Everyone reading this should have received a copy of the new Ship List (revision 7.5). Remember, this list does not take effect until Game #46 (or Historical Game #21). Any game which started before those games will not change its Ship List. Despite plenty of warnings and explanations, many players *still* insisted on trying to buy Police Flagships or Heavy War Destroyers in earlier games. If you make this error, you will receive no explanation (consider this your only warning) and we will make no attempt to correct your mistake.

As an aside: When we added hit points to the game, the SFW program had to be told what to use for HPs in games where HPs aren't yet in use. (We only have one version of the program, which has to be able to accommodate all existing games simultaneously.) Therefore, in games before #46 (or #H21), you will see hit points listed along with the other ship stats (AF, DF and SF). However, these are really just the DF. If you'll look, you'll see that the HP and DF stats are identical in these cases.

IN THIS ISSUE...

This issue presents a complete list of good random events in the game, for use in Random Event game variants. (In these variants, you get to pick which random event you want every turn, so events aren't really random.) When we explained this game variant a couple of issues ago, we received quite a few requests for the event list by players who weren't even in such a game—so we decided to print them here for all to see.

NEXT SFW GAME

The next game, #47, will be a Random Event Game! Each turn you can pick your event from the list which follows. The projected start date for this game is 10 February 1995. If you want to join, let us know immediately—it's going to fill up fast!

RANDOM EVENT GAMES

In a game of this type, such as the upcoming Game #47, you can pick the event you want to receive every turn! Use the EV order with the event number following the ÒEVÓ command. (If youÕre using the WarlordÕs Aide program, it may beep this as an invalid format, but let it go through anyway.) There are some restrictions on this:

- ¥ You cannot request an event during the Initial Build.
- ¥ You cannot receive the same event twice during the same game.
- ¥ You can only request one event per turn.
- ¥ Some events have specific requirements, such as a certain turn, an amount of EPs, etc. In order to successfully request the event, you must meet these prerequisites. If you do not, the request will fail and youÕll get a different (not necessarily good) event instead.

¥ If the request is successful, you will receive the event during the Random Event Phase, which is *after* Post-Turn Status (and thus after the last optional item pickup of the turn). This can have various ramifications. For example, if you request the event that lets you use the ÒKCÓ order next turn to raise all your crew levels, that means NEXT TURN, NOT the same turn you requested that event! As another example, if you use the event that gives you a random ship, the ship arrives after the last optional item pickup phase, so it wonÕt be able to get more items until the next turn.

¥ Unless otherwise specified, if an event says it works Ònext turn,Ó the effect applies ONLY on that turn and is not permanent.

¥ The ability to request a random event works ONLY in Random Event games. If you try to use it in any other game, you will be penalized for trying! YouÕll be guaranteed to get a bad random event instead. So donÕt try it! YouÕve been warned!

¥ *Note to players in Game #41: This random event list is different from the one you are using. Continue using the older list for that game. There are some differences in the lists, such as the amount of EPs awarded for Event #19. Do not assume that these changes affect Game #41 as well as Game #47.*

RANDOM EVENT LIST

Event	Description
1	(Requires 100 FP) Pay 75-100 food, but get 50% more dilithium.
4	Receive 150-200 people.
6	Receive 150-200 ores.
8	Receive 150-200 dilithium.
10	Receive 150-200 food.
12	Receive 15-20 fighters.
14	(Not available until Y180) Receive 10-13 PFs.
19	Receive 50-100 EPs.
23	Receive 20-25 MRSSs.
53	Cloak Sale. You may purchase ships on your <i>next</i> turn and get the cloaking device on them. Use the CLOAK parameter as you would if you were purchasing an Orion with the cloak (even if the ship youÕre buying isnÕt Orion). Note that this will cost the normal 15% fee.
54	No Supply and Demand. <i>Next</i> turn all ships you buy will be at base prices (other penalties, such as the multiple purchase and non-primary penalties, will still apply).
55	Fighter Sale. <i>Next</i> turn all fighters cost 3 EPs. Note that Y168 is normally the turn for a similar sale, so donÕt request this even during Y167, as the two effects are not cumulative.
56	(Not available until Y179) PF Sale. <i>Next</i> turn all PFs cost 15 EPs.
57	Your Home Office will now produce 10 extra EPs permanently.
59	The fortifications on your Home Office are increased by 10%.
61	The prospecting value of your Home Office is increased by 100-150 EPs.
63	(Not available after Y189) Early Ship. <i>Next</i> turn you can buy ONE ship regardless of its year of availability. All potential penalties (non-primary, etc.) apply. Frax, Jindarian, etc. are still unavailable.
64	(Not available before Y169) Cloak Penetration. <i>Next</i> turn any ship scans or automatic scans will penetrate the cloak.
66	Improved Training. <i>Next</i> turn you can train your ships as high as level 7.

72	Receive 10-35 free T-bombs.
74	Receive 50-75 free drones.
76	Receive 5 extra orders.
80	Ageless Upgrade. <i>Next</i> turn you can upgrade ships regardless of their age. All other requirements (ores cost, base/repair ship needed, etc.) still apply.
81	<i>Next</i> turn you can assign legendary officers to sites at half the normal cost.
82	Remote Prospect. <i>Next</i> turn you can use the RP order to remotely prospect any hex of your choice, anywhere in the game, without a ship. No bonuses are available. Useful for supernovas, VPs, etc. that are impossible to get to.
84	(Not available before Y171 or on any turn immediately preceding a TE turn) <i>Next</i> turn you can issue the TE order outside the normal sequence.
85	Every ship you own is filled with its maximum complement of T-bombs.
86	All your ships cloak out (even if they donÕt have the cloak).
88	Receive a free Replicator monster. (A description of how to use its special duplication ability will follow later in the turn in which the M-REP arrives.)
96	Receive a Top 40 stock list instead of Top 20.
97	(Not available until Y171) <i>Next</i> turn all Listening Posts owned by other players on your sites will be revealed.
98	Klingon Crew order. <i>Next</i> turn you can use the KC order to increase the crew levels of all your ships by 1 point for a cost of 10% of their base EP value.
99	(Not available until Y176) Refit All Ships. <i>Next</i> turn you can use the RR order to refit all your ships for a cost of 15% of their base EP value.
102	All your ships are filled to capacity with drones.
103	All your eligible ships receive a free MRS shuttle.
104	All your damaged ships are repaired (does not repair shields or lost crew, just damage and speed).
105	<i>Next</i> turn your generic ships can change missions without the aid of a base or integration ship.
106	(Not available until Y169) <i>Next</i> turn the first terrain scan you make will show the prospecting value of all hexes in the sector.
107	(Available only during Y171-Y182 or after Y185) Cheap Ship Sale. All ships available in Y150 or before are half price <i>next</i> turn. This is one of the best events, so time your use of it carefully!
108	Receive an extra 5-10 ship advertisements.
109	(Available during Y170-Y178 and only if you owe more than 100 EPs on your loan) Pay no interest on your loan <i>next</i> turn.
110	(Not available after Y194) 5 Turn Advance. <i>Next</i> turn you can buy ships up to 5 turns early. All other penalties, etc. apply. Frax, Jindarians, etc. are still not available, even if their Òone turn buyÓ falls within the 5-turn window.
112	Receive one free ship at random. This could literally be any ship in the game regardless of its year of availability, except for ships not normally available (Frax, Jindarians, Monsters, etc.).
113	Receive an Old Space Dragon.
122	Transwarp Drive. <i>Next</i> turn the first ship you buy (other than warp gates) has a speed of 6.

Continued on next page...

- 123 (Not available until Y170) Change Stargate order. Next turn you can use the CG order to reprogram any SG hex to lead to any hex you choose in the same sector (but not a Home Office hex).
- 125 (Not available until Y170) Next turn you can use the Espionage order for half price. *Note: The method for doing espionage will be explained in Y170.*
- 126 (Not available until Y171; requires 50 food) Pay 50 food, gain a Prime Team.
- 127 Deactivate Hex order. Next turn you can turn off one hex permanently by using the DH order. This turns off the hex's terrain effect for ships entering them. It does not stop EP production, prospecting, or combat effects of terrain. Deactivated hexes can be detected with SH orders, but by no other means.
- 128 (Available only from Y170-Y184) Monster Purchase. Next turn you can buy ships of the Nasty Space Monsters at will. Primary race penalties do not apply, but multiple-purchase surcharges will.
- 133 Lower Cost order. Next turn you can lower the cost of any one ship in the game as long as that ship is of a standard race and is available for purchase (but not becoming available for the first time that turn). This order will not work on Warp Gates. When a ship's price lowers, it lowers for all players in the game! However, to prevent groups from abusing this event, the cost of a ship cannot be lowered below 75% of its original base cost.
- 134 Raise Cost order. As #133 except you can raise the cost of one ship about 15% instead of lower it. The maximum price of any ship is 999 EPs.
- 135 (Not available until Y172) Next turn you can upgrade ships (provided they meet all other requirements) without the aid of a base or repair ship.
- 138 Bonus Fortifications. Next turn any FS order will receive a bonus 25% more fortifications.
- 139 (Not available until Y171) Free LPs. Next turn you can issue the LP order as often as you like at no charge. *Note: The LP order will be explained later in the game.*
- 141 Double Drones. Next turn, drones you buy are doubled.
- 142 Mission Ships. Next turn you can issue the QS order and any ships you buy thereafter (on that turn only) will be a generic ship (if they don't already have that ability). The cost is 30% per ship so modified.
- 153 The amount you own on your loan is reduced to 90% of its current value.
- 154 No Primary Races. Next turn you are immune to primary race penalties.
- 155 No Extended Supply & Demand. Next turn you can buy as many ships as you like of the same type without the extra-buy penalties. This is a wonderful event to set up for the Frax or Jindarian special-buy turns, to prepare for the purchase of several C-WGOs or C-WGBs, or whenever any truly excellent ship is about to become available.
- 156 Gain two random legendary officers.
- 159 Next turn you can buy decoys for 10 EPs each.
- 160 Gain 3-6 decoys.
- 162 (Not available until Y169 or on the turn before any CP order becomes available) Next turn you can issue the CP order as often as you like at no cost.
- 163 (Not available until Y170) Next turn no bombardment attacks you launch will suffer range penalties.
- 166 (Not available until Y172) Super Upgrades. Next turn any successful upgrades will increase combat factors by 20% instead of 10%, at a +15% extra cost in ores. All other UPGR requirements (age, base/repair ship, etc.) apply.
- 171 (Not available until Y175) Pay 50 EPs and see a list of all ships 130-170% or more above their base price.
- 172 (Not available until Y175) Pay 50 EPs and see a list of all ships 80-90% or more below their base price.
- 174 (Not available until Y171) Next turn all ships you buy will come pre-aged by 2-5 turns.
- 175 DN Sale. Next turn you can buy DNs (including WGs) for 25% off the normal price. All other penalties apply.
- 178 Next turn your ships will be unaffected by radiation zones, cold stars or other crew-draining terrains.
- 180 A random site you own gains 50-100 fortifications.
- 200 Darkfield Generators. You find three DFGs (permanent cloaks) Ships pick these up by issuing GDFG while at a base (next turn only). The cost is 50 EPs per DFG.
- 203 (Requires at least one Starbase Order) You earn a bonus of three additional Starbase Orders.
- 204 All ships you buy next turn have +1 crew.
- 209 Your lowest and highest resource levels are switched. For example, if you have 200 DC, 500 PE, 600 OR and 1200 PE at the end of your turn, your PE and DC will be switched so you have 1200 DC and 200 PE.
- 214 (Requires 25 EPs) Pay 25 EPs and receive a Legendary Captain.
- 216 (Available only from Y176-Y184 and if you do not have FC already) Next turn you can issue the FC order for free. *Note: The FC order will be explained during the game.*
- 222 Exodus Wave. Next turn you can issue the EW order to change the production of any site to PE and FP resources.
- 223 Commando Sale. Buy commandoes next turn for 2 EPs apiece.
- 224 Receive 10-20 free commandoes.
- 228 Next turn you are protected as though you had issued the EC (espionage countermeasures) order at no cost. *Note: EC will be explained to you a few turns into the game.*
- 230 Low Prices. Next turn all ships you buy cost 10% less than normal. All other penalties still apply.
- 231 (Available only if you have already sent a ship to the Graveyard of Ships) You can send a second ship to the Graveyard (explained a few turns into the game).
- 232 Free Ship Officer Assignments. Next turn you can assign officers to ships for free using the GLOx and FLOx orders normally (all other requirements still apply).
- 236 (Requires at least one Starbase Order) Learn the destination of any Stargate hex by using SH next turn.
- 237 (Not available until Y171) Survey All. Next turn you can use the YA order on any sector to survey every site you own in that sector. (This activates the moons only, it does not prospect them.)
- 238 (Not available until Y171) All your ships age by one year.
- 240 Supernova/Nova Safety. Next turn all your non-Warp Gate ships can enter NO/SN hexes safely.
- 242 (Not available until Y171; requires 25 EPs) All records of previous specialty ship purchases are erased. Any specialty ships you have previously bought can now be bought again (once each).
- 243 (Requires a Legendary Captain) One of your LCs splits into his components, becoming one of every other type of officer (not PT).
- 246 T-Bomb Sale. Next turn TBs cost just 3 EPs.
- 247 (Not available until Y170) Drop Decoy order. Next turn you can place one decoy in any legal hex in the galaxy.
- 249 (Not available until Y178) Next turn you can buy one Frax ship.
- 250 (Not available until Y174) Next turn you can buy Logistics Bases for half price. *Note: You will learn about LOGBs later in the game.)*
- 1 Mega-Battleship. Next turn you can begin constructing a Mega-Battleship (C-MBB). It takes 4 turns and 300 EPs per turn to finish (plus possible cost overruns). C-MBBs have 200 AF, 200 DF, 100 SF, 48 fighters, 12 PFs, 48 HDs, 16 repair, A-, J- and Z-variants, speed 4, and comes fully loaded at your HO. *Note: You cannot send a MBB into the Graveyard of Ships!*

UPCOMING GAME ANNOUNCEMENTS

As previously mentioned, **GAME #47** will be a Random Event game. Because this game is so special, you **MUST** specify **Game #47** on your build form. If you don't specify this, you will end up in **Game #48**. **Game #47** is scheduled for 10 February 1996.

GAME #48 will be an All-Wild Sector game, in which all 50 of the sectors without players are Wild sectors. (Normally, they are 25 wild and 25 NPC sectors.) This game is scheduled to begin in early March, probably 5 weeks after **Game #47** starts.

GAME #48A is our next 3-week game, and will use the All-NPCÓ format (the reverse of All-Wild). 3-week games typically start about every 3 months and include 8-16 players, depending on demand. We expect this game to start in February or March.

GAME #? We want to try a special game variant in which players don't have Home Offices at all! This is a special advancement of the ÓundeadÓ concept in which players can't be driven out of the game. All 100 sectors will be WildÓ sectors, and players will start with only a Warp Gate and some extra money. Monsters won't move for several turns, so you will have just enough time to find a site, fortify it up to defend against the monsters and pirates, and put down another Warp Gate for future building. (You could also choose to become a ÓnomadÓ roaming without any permanent home.) This variant sounds intriguing, and we want to run it someday; let us know if you'd want to play!

ASK THE GALACTIC COUNCIL!

In a Random Event Game, when I use the event giving me a random ship, can I direct that ship to a Warp Gate? No, you aren't allowed to give any additional parameters to the EV order other than the event number. You can't name the ship either, and the same goes for the events that give you monsters. Of course, there are a number of events that let you issue a special order on the following turn, and that order might give you additional options. A full description of any such order will be provided when you actually receive the event.

SHIP LIST ADDITIONS/DELETIONS

Here's a list of all the ships added and deleted when we revised the ship list from revision 7.4 to 7.5:

Federation. Added: CF, CAD, NCT, CLV, CLD, DWV, HDW, FLG, FCR. Deleted: F: FFE, DE, ECL, NEC, CL+, CA+, CC+, CVS+, TUG+, DN+.

Klingon. Added: FD7, F5W, FWV, HF5, F5G, F5R, E6, G4. Deleted: F5U, D5F, D6V, AD6, D6E, C9K, C8K, TGB.

Romulan. Added: KCR, FFH, SBH, COH, BHF. Deleted: K4D, SNE, BHE, K5B.

Kzinti. Added: BF, CLG, DWV, DWG, SDW, HDW, FFG, FLG, FCR.

Deleted: EFF, FF+, FH+, DWE, SF, CL+, CVE+, MEC, CVL+. Renamed: MPFT to MPF.

Gorn. Added: BF, HSR, HSRV, BDG, BDV, HBD, DDG, FLG. Deleted: DD+, DE, BDE, CL+, HDE, CLE, CA+, CC+.

Tholian. Added: CPA, FCR. Deleted: PC+, PCE.

Orion. Added: DCR, BRC, DWV, HDW, FCR. Deleted: LR+, CR+, CA+.

Andromedan. Added: DMX, ELM. Deleted: None.

Hydran. Added: THR, SEN, DWF, DWL, DWV, HDW, LNG, FCR, DDS, LNH, ERL, INS. Deleted: EH, SAR, DE, CNT, NEC, TAR, PAL+.

Lyran. Added: CF, DWV, HDW, DDG, FLG, FCR. Deleted: FFE, DWE, CWE, TGP.

WYN. Added: CF, CWG, ZDW, DWV, PBC, HDW, ACC, FCR. Deleted: DE.

LDR. Added: CDW, DWV, HDW, FCR, CMP. Deleted: MPE.

ISC. Added: CF, CPF, CDD, FLG, FCR. Deleted: FFE, DE, DDG, CE, DNT. Renamed: CLG to CCL.

Civilian. Added: LQ, SQ, FPL. Deleted: None.

Selt. Added: CVS, CF, CLE, DDV, DDE, FCR. Deleted: None.

Frax. Added: BB, CVA, SCS, TUG, SCG, SCW, CWG, CWD, MCW, SDD, DWV, SFF. Deleted: DWE.

Monsters. Added: MIR. Deleted: None.

ERRORS DISCOVERED TO DATE

F-NCT should show 4 TBs.

Orion list should still state that all Orion ships are considered ÓÓ variants and can change missions.

A-DIA should have 42 SF, not 24.

X-HDD should have a T-variant.

The J-DD with the ÓÓ variant should be a J-DDT.

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