

# Star Fleet Warlord News

Issue #5

The Official Newsletter of the Greater Magellanic Cloud  
Ñ SPECIAL NEW RULEBOOK ISSUE! Ñ

June 1994

## SFW HALL OF FAME UPDATE

Game	Turn	Winner	Corporation
14	26	Wendell Martin	Megadollar Unlimited
15	24	David Wendel	Weazel's Lair
16	28	Max Bowie	Galactic Expansion
17	27	Chris Naughton	Zylon Death Fleet
18	22	Robert Vandenberg	Krasnya Flot

Since games 1 and 3 we haven't had a game won by sector bonuses, and now we've had three more. Games 14, 16 and 17 were all won by players who had 7 sectors at the end (and all three had sites in the low sixties). Only in games 15 and 18 did the winner have over 80 sites (and in 18, the winner had 81).

Perhaps the most hotly contested game was #16. Robert Folwell deserves an honorable mention here as his U.F.P. Corporation also owned seven sectors at game's end but he owned just one major site less than the winner!

## NEWS & THINGS

The primary purpose of this issue of the newsletter is to accompany the STAR FLEET WARLORD Rulebook and detail the changes therein from the previous version. Everyone currently active in a game of SFW, or with a build waiting in the game queue, will receive this issue free, along with the new rulebook! Those of you who are getting back into the game after an absence and still have Revision 7.3 of the rulebook (the one with the ivory-colored cover) should ask for Revision 7.4, which we'll send to you for just \$5.

There are several major changes being made to STAR FLEET WARLORD that you need to be aware of, and these are detailed in the next section. Then, in the pages which follow, the more minor details and adjustments will be listed. Take note of the schedule of when these changes take effect, which is listed within each section.

## MAJOR CHANGES TO SFW AND AOG

This section lists a few of the procedural changes SFW and AOG have gone through in the past couple of months. One of these is bad news, the others are all good news! I'll get the bad news out of the way first, then get on to the good stuff.

**Price Increase:** Yes, we're raising the price of turns from \$5 to \$6. The new price schedule has been distributed with the rulebook in the House Rules sheet. If you don't have a House Rules form, ask us for your free copy!

The price change came about simply because of the rising costs of doing business. Over the past year we've started offering more services, services you have asked for, such as mailing labels for your turns, free newsletters (see below) and a centralized accounting system (also see below). Inflation has also had a hand in increasing our overhead, and of course, we can be expecting a postal rate increase soon, too.

The good news is that we won't raise the cost of any game that has already started. This means that games 18 through 30, and assorted custom and historical games started prior to game #30, will stay at the \$5 turn rate until they end! We don't think it would be fair to get you into a game and then jack up the price on you. Games starting after game #30 begins will run at the new \$6 price schedule, of course.

**Newsletters:** The *Star Fleet Warlord News* is now a free product! Everyone currently active in a game at the time any given issue is published will receive a copy at no charge. Others can buy a copy (or back issues) for \$1 apiece (\$2 for overseas players). Since the newsletter is frequently used to announce rules changes or errata that everyone needs to know about, it doesn't seem fair to make you pay extra for it!

**Central Accounting:** We've installed a networked accounting system here at AOG, tying all three of our game computers together via a Novell network. This has allowed us to centralize all your accounts, regardless of what games you're in. The old system of turn credits is made obsolete by this, and all transactions will be recorded in even dollar amounts from now on.

Whenever you send in a check (or whatever), your funds will be deposited into your central account. Then, whenever a turn runs in any game, or you use any special mailing or fax service, the appropriate amount will be deducted from your account automatically. On each turn you run, you'll see a list of your last five transactions so you can keep track of each one, even over the course of several turns.

The old code# you used to write on your turns is also now obsolete. Whenever you call or send in a turn, use your account# instead, which doubles as your new security code. If you send in a build and already have an account, be sure to write your account# on the build form too, as it will remain the same for any game you're in!

**Credit Cards:** We now accept MasterCard and Visa! This is another improvement requested by you, the players. If you'd like to use a credit card to pay for turns, just ask us for a credit card release form. You'll fill this out and send it in, and we'll automatically charge your account by an amount you specify at any time your account drops below \$0.

The only problem is the cost. Because of bank fees levied against credit card merchants, we have to add 5% to any credit card transaction. If we didn't do this, we'd have to raise the price of turns even higher to cover this charge, and that would mean everyone would be paying for this feature even though only a few would actually use it. We don't feel this is fair, either. (It's the exact same reason we don't allow you to fax in turns for free.)

**Electronic Turns:** We will now accept turns by electronic mail or computer disk! To allow this we've developed a computer program called the WARLORD'S AIDE, which runs on IBM compatible machines only. You can get a copy of this program for free, as yet another service offered by AOG!

There are two ways to get the program. One is to download it from GENIE (Email B.GRAW1 for details). The other way is to get it by mail. While the program itself is free, as previously mentioned, mailing it isn't, and we'll charge \$5 to your account to cover the diskette (specify type), mailer, and postage. This merely covers our costs; we don't make a profit this way.

The WARLORD'S AIDE maintains a ship list (including combat factors if you wish, although this is not required) for every game you are involved in. You can then enter moves for each of your ships, and the program will check for mistakes as you go. When moves are entered, you enter your miscellaneous orders (and again, the program will make sure you use the right formats). After this, a menu option lets you create the electronic file to send to AOG. We then pull it right into our game computer and run your turn. The chances of you making a silly movement or format error, and of the GM mis-entering a move, are reduced to near zero! What's more, this is all done at no extra charge to you!

For more details on the WARLORD'S AIDE, call or write to AOG or send electronic mail to B.GRAW1 on GENIE.

## MINOR CHANGES TO SFW

This section lists the changes made to the rulebook itself (not the Ship List—see the next section). ALL OF THE CHANGES DETAILED BELOW WILL AFFECT GAMES 31 AND BEYOND. Games started before game #31 will continue to use the old rules. You can use this rule of thumb: If you're paying \$5 a turn, you're using Revision 7.3 of the rulebook; if turns cost \$6, you're using Revision 7.4.

Naturally, you will want to read through the *entire* rulebook at some point, but if you just want to see what changed, here's a complete list:

- | Page  | Change  |
|-------|---|
| 3     | Account number description was added and code# description was removed.   |
| 3     | The Default Build has changed at the request of many players. The C-FDX was replaced with a Tholian ship, the T-PR, which provides both immunity to weak space and the ability to pass through warp-draining terrain, neither of which were present in the previous Default Build.  |
| 4     | Our phone number is now (513)233-6886, a change you're all probably aware of by now.  |
| 11-16 | These tables were all reorganized. They now list the specific combat effects of all terrains, along with what ships, features, officers and/or crews are immune to these effects. You'll want to review this carefully, as it will tell you many things you didn't know before.   |
| 12    | The Site Production Matrix now lists the range of amounts any given site will produce.  |
| 12    | In the Hint Box, note that the Home Office can now appear on a CO or DA, which was not possible before.   |
| 13    | If you manage to get a ship into a nova or supernova, note that you can't make scans, nor will any optional items function within the hex.  |
| 14    | New terrain: Magnetic Meteors. Note the high damage potential and the high prospecting value.   |
| 14    | Crew-8 ships are now immune to heat zones (including molten ores).  |
| 15    | Legendary Engineers will now leave 1 point on your ship's shields in a nebula, giving you an easier time capturing those annoying MO+NE hexes.  |
| 15    | In an AZ, damage to fortifications is now increased by 25% to help counter a base's awesome defensive ability in this terrain.  |
| 16    | New terrain: Stasis Zone. Chiefly an annoyance factor in wild sectors only.   |
| 21    | PFs now have a damage-absorption ability. When a ship with at least one PF takes internal damage sufficient to heavily damage the ship, a PF will be destroyed and 6 damage will be subtracted from the volley. This is repeated until damage drops below 'heavy' or there are no more PFs. See the example of combat later on in the rulebook for more details.  |
| 22    | MRSs now have a damage absorption ability similar to PFs, but absorb only 4 points before being destroyed.  |
| 22    | All the abilities of crew levels are now listed in one easy chart for your reading pleasure. Note also that the odds on getting a crew increase in combat are also now listed.  |
| 23    | Facilities ship abilities are now listed and described.   |
| 24    | Notification ship abilities are now listed, and have changed. They (1) tell your ship the prospecting value of a hex, (2) act as a survey ship for all purposes, and (3) add a 10% bonus to your lowest resource when you prospect. However, you can only get a notification ship by getting a generic ship up to crew level 8 or 9.  |
| 25    | Note that SFGs (Q-variants) cancel the attack tactic of the attacking fleet.  |
| 25    | Note that web casters (W-variants) cancel the defense tactic of the defending fleet.  |
| 25    | X-ships are no longer given Aegis abilities (due to a recent change to the rules of Star Fleet Battles). To compensate, they are now considered minesweepers instead.   |
| 26    | The specialty ship Ovariant is now listed as variant Oletter * (asterisk).  |
| 26    | Klingon penal ships are now available, and use variant Oletter & (ampersand). Note the many restrictions on these ships.  |
| 27    | In the previous version it was possible for Romulans to use mission OU, Klingons to use mission OQ and Tholians to use mission OW. These are no longer allowed.   |
| 27    | Defense mission (OD) now provides Aegis abilities ONLY during or after Y175, a change also made to match the rules of Star Fleet Battles.   |
| 27    | Facilities (OF) mission is available for crew-9 ships.  |
| 27    | Minesweeping (OM) mission now provides extra T-bomb capacity for your ship.   |
| 27    | Notification (ON) mission is available for crew-8+ ships.   |
| 28    | Marine Majors provide +1 to the combat abilities of commandoes aboard their ship (it actually works this way in Revision 7.3 also, but didn't make the rulebook for some obscure reason).   |
| 28    | Note the proximity scan ability of heavy scouts which have a Legendary Science Officer.   |
| 29    | Again, note that Legendary Engineers keep 1 point on your ship's shields when entering nebulas.   |
| 30    | Prime Teams are completely new. Rather than reiterating their rules here, I'll let you read the half-page or so of detailed information. Note that you'll be able to ask for one with the AO order later on in the game, and details will be provided with the AO order description when it becomes available.  |
| 30    | Ship Support is now explained in detail.  |
| 32    | Combat Tactics are now in the game from the beginning, meaning you don't have to wait until turn 12 to use them. Descriptions of racial preferences are found in the race descriptions which follow. A complete matrix of tactics is shown on page 63.  |
| 34    | The cloak now provides a combat benefit if your ship comes under attack while cloaked. Incoming damage on the first round of battle is reduced by 25%. Romulan fans should love this. This change came about as a result of an intensive review of Romulan ships which proved that their statistics just did not match their price, even with the cloak factored in. It also helps the Orions, who can really use any defensive benefit they can get! |
| 37    | Andromedan ships come filled with T-bombs when bought, something true in Revision 7.3 but (again) did not make the rulebook for some inexplicable reason.   |
| 37    | Lyrans gain a benefit when attacking bases. See this page for a description.  |
| 39    | LDR ships gain the same base-attacking benefits as Lyrans (above), although this was left out of the LDR description on this page.  |
| 40    | Frax now have a set of combat tactics they like/dislike.  |
| 40    | The Seltorians have been added to the rulebook, as described on this page. Note the combat tactics used by Seltorians.  |
| 41-42 | Monsters are now completely listed and described.   |
| 43    | Wild Sector Pirates will never choose a minor site as their base, an error made in the first few games of SFW and corrected around game #21.  |
| 47    | SCAN CLOAK is now listed and explained.   |
| 48    | The exact cost of repairs is now listed under the REPR order description, along with an example.  |
| 48    | The FIX order is now in the rulebook.   |
| 49    | The ASSAY order is now in the rulebook.   |
| 49    | Long-range drone bombardment is now described in excruciating detail.   |

**MINOR CHANGES, *continued***

- 51 The UPGR order is now in the rulebook, along with a list of what the various races get. The amount of T-bombs gained by T, R, I and A races was increased.
- 51 The REFT order is now listed in the rulebook. Note that you can use an FRD to refit a ship.
- 52 The GIVE order is now in the rulebook, and can be used at any time.
- 53 The GARR and GARX orders are now in the rulebook, and can be used at any time.
- 57 The abilities of bases are now listed here. Note that Megabases now get a free Scan Jamming effect automatically.
- 59 Ace Pilots, Weapons Officers and Marine Majors all help defend a site against long-range bombardment attacks.
- 61 The CP order is now in the rulebook, although you still can use it only on the previous schedule (every 12 turns). There will be a reminder during the game that this order is about to be available, so don't worry about forgetting.
- 61 The AA order is now in the rulebook and available for use at any time.
- 62 The EV, NE, AC and DC orders are now in the rulebook and available for use at any time (although you still can't get a random event during the Initial Build). Note the "backstab" bonus provided by betraying an ally (see the AC order description).
- 63 The CT order is now in the rulebook and is available for use at any time.
- 64 ME now has a new parameter, RSVP, which is just like KNOWN except it also gives the message recipient your name and address (and possibly phone number) so he can contact you more easily.
- 65 The NH and PI orders are now in the rulebook.
- 66-67 All the Starbase Orders are now in the rulebook. You'll want to review this section as you start to earn these orders.
- 67 SM no longer costs any money and doesn't require a Warbase, just a Starbase. The monster's "prevailing direction" is given as a number, using the same direction numbers the RAID order uses.
- 68-70 This entire section lists the BO, RA, LB, A%, P%, RO, RM, and VT orders, none of which were in the previous edition. All these orders are available at any time.
- 72-75 This entire section is new. You should read through it at least once, if for no other reason than to learn about the new damage-absorption ability of PFs.
- 76-80 Some material was added to this chapter, including more details on the Sequence of Play and the Next Turn Generator.
- 91 In response to MANY player requests, we've added a gray border to the edge of the sample sector map.
- 97-98 In response to even more requests, we've left two blank pages in the back of the rulebook where you can write in new orders you learn about during the game (or whatever else you wish to write in this space).

**CHANGES TO THE SFW SHIP LIST**

As you may have already noticed, the Ship List is now a separate item, apart from the rulebook itself, so that we can update it more easily if the need arises. (It also makes it easier for you to photocopy it if you wish, as long as you don't resell it, of course.) If we do make a revision, you'll receive a new Ship List at no charge. If you need additional copies, you can get them for \$1 each (\$2 overseas).

Rather than list every single change to each individual ship, we'll just go over any general modifications here, and let you examine the list yourself. (If every change were listed, it would be over 2 pages of material, and we just don't have that much room in this newsletter!)

NOTE THAT THESE CHANGES AFFECT ONLY GAMES 31 AND BEYOND. Games before this use the Revision 7.3 list, just as they use the Rev 7.3 rules. If the game costs \$5 per turn, it's a sure bet you're using the old ship list. (Once you're no longer in any of the Revision 7.3 games, you might as well discard your old rulebook.)

**General Changes:** Most races had at least one new ship added to their ship lists. Specialty ships are now listed (including some new ones) with variant letter "O\*", so keep in mind that any ships with that indicator can only be bought once per game. (Note: There may be even more specialty ships available that are not shown on these lists. If there are, you'll learn about them during the game.) Almost every race has at least one X-ship, and most have two or more.

**Federation:** Gained several ships (BB, SCSA, BCP, GSC+, CC!, GSX, NPF, CVE). Note the E-variant GSC+, the crew-9 CC!, and the PF Tender specialty ships.

**Klingon:** Gained many ships (B11, DXD, D5J, D6J, F5W, F5U, F5G, E4J, F5J) and lost three (C9K, C8K, D5W). The only race to gain an entirely new variant (penal ships). Stasis ships are now better with the addition of combat tactics.

**Romulan:** Added seven new ships (KCN, FHX, SPB, WB+, H+, SKX, SNP). Note the cloakless SNP, two new obsolete ships, and an X-ship available early enough to be useful (these additions will help a lot in Historical Games). Many ship classes changed to correct errors in the previous revision. Romulan ships all improved with the new cloak combat benefit.

**Kzinti:** Added three ships (BB, CC, SRV) and converted one (FH+ to FH). Very few changes otherwise.

**Gorn:** Eight new ships (BB, CVA, BCV, TUGF, CVS, SRV, BDP, FCR) including several specialty carriers and one small integration ship (FCR).

**Tholian:** Gained six ships (CX, CWV, TK5, NDD, NFF, PCX). Tholians now have the cheapest X-ship in the game.

**Orion:** Added five ships (OK6, CX, HR, AR, CRX). Year of availability error was corrected on the LR.

**Hydran:** Six new ships (MNR, OS, D7H, SRV, SRG, ERL). Outrider survey ship was corrected to its proper configuration (two fighters). Gendarme PC gained two fighters.

**Andromedan:** Gained three ships (MIS, EXP, QNS) as reported in a previous *SFW News*. Also gained a new ship class in the speed-2 sleds (CS, MLS, OGS, RS). No other changes.

**Lyran:** Added four ships (BB, CVA, BCV, DWX) including two specialty carriers. Very few other changes.

**WYN:** Many new additions (ADN, ABCS, CA, CAX, CW, CVL, PFT, NAR, DD, SC, ZDF, DE, DDG, DDX, FF) as reported in a previous *SFW News*. Note that some of these ships are additions even to that list.

**ISC:** Two new ships (BB, DDX) were added. There were almost no other changes.

**LDR:** Added DN and DWX. Several EP cost changes. All military police ships were changed from FF to PC class.

**Frax:** No changes. Regarding SFB's new class of Frax submarines: Don't ask! You'll learn about these when the time comes (if ever).

**Seltorian:** New race added in a previous issue of the *SFW News*. No changes since that time.

**Civilian:** Two new ships (FHS, FTF). WG and FRD are now classed as DNs, and MON as a CA, for various game purposes. Minesweepers now have the correct number of TBs listed.

**Monster:** No changes, although a complete description of this "race" and their "ships" can be found on pages 41-42.

**New Races:** Star Fleet Battles is preparing to launch a series of new races, such as the Jindarians, Barbarians, Sharkhunters, Federation national races, and so on. At this time there are no plans to add these to SFW, but we will keep you informed if we decide to use them. Even if a new SFB race were published tomorrow, it would be many months before it became a part of STAR FLEET WARLORD (if at all).

**TIPS & TACTICS FROM THE GAMEMASTER**

Minor sites can work to your advantage for income purposes, but also help in other ways:

✧ When secretly invading another player's sector, look for cold stars and use them as your base of operations. Most players don't bother capturing these because of the crew loss, and don't think to recapture them when they're lost. A Legendary Doctor at the site will make your ships immune to the crew-draining effect, and your opponent will not want to attack you there knowing his entire fleet will be at crew-1 during the battle.

✧ If you make a treaty with another player for ownership of a sector adjacent to yours, it's wise to negotiate continued ownership of one of the minor sites in that sector. The loss of 10-20 points of resources will not affect that player much, and you can use the minor site as a base for the free automatic scans. If your new ally plans to backstab you later, or if anyone else tries to come at you through that sector, you'll have at least some advance warning.

✧ Gas pockets are prospectable, as most players know, but also tend to increase the prospecting value of hexes around them. This normally affects only the chain of area terrain that begins at the gas pocket's hex. The best example of this is an asteroid field chain with a gas pocket at one end. If you have a choice, prospect this area before anything else in the same sector, and you'll find it more than worth your while! (Note: This chaining feature works with other prospectable point terrains, too, with the exception of variable pulsars, but is most pronounced with the highly valuable gas pockets.)

**ASK THE GALACTIC COUNCIL!**

*I put a Legendary Science Officer on my 600-point Starbase but didn't get another Starbase Order! What's wrong?* The Science Officer benefit is NOT cumulative with Starbase Orders already gained by fortifications. It only makes such orders easier to acquire. This has been a source of some confusion ever since *SFW News* #2. A chart showing the proper progression is shown on page 66 of the new rulebook.

*Can you capture ships?* No, and we're not going to make this possible. If it could happen, the stronger Corps (with larger fleets and more powerful ships) would capture the ships of weaker players and become all the more powerful—a game-unbalancing situation! If we made capturing ships a totally random thing, not dependent on fleet strength, then it might as well just be a random event.

*When you did the new rulebook, did you consider adding \_\_\_\_\_ (fill in the blank) to the game?* We considered a lot of things, but decided not to change the game too much with Revision 7.4. A few improvements were made (Prime Teams and Klingon penal ships, for example), but for the most part, the rules are the same as you're used to. Andromedan energy modules were an example of a rule we considered for the Rev 7.4 rules. The idea was that these would be bought by Andromedan motherships and would fill the space one satellite ship normally used. Then, when an Andro took damage in combat, some amount of that damage would be absorbed by the energy module. (The amount of absorption, and the price of the module, were still up in the air.) The E-mod would give an Andro even *more* staying power, at the expense of satellite ship movement. While an intriguing idea, and one which would safely match the rules of Star Fleet Battles, it was ultimately rejected because there was no way to properly test it before the rulebook was to be completed. If they proved unbalancing in some way, changing the rules for them would be extremely difficult.

**THANKS!**

In a recent Paper Mayhem poll which over 40 of you participated in, STAR FLEET WARLORD was voted #1 of all science-fiction play-by-mail games! We here at Agents of Gaming would like to thank all of you for your kind support and praise.

Agents of Gaming is committed to serving you, our customers, in the fairest, most professional way we can. We promise to live up to our ranking! If you ever have any comments, suggestions or constructive criticism that will help us better achieve this goal, don't hesitate to let us know!

**WARLORD WRITERS NEEDED!**

Got an idea, strategy or tactic which you could meld into an article for this newsletter? Or even a short bit of fiction? Send it in—we're looking for some good material! Include any articles with your turns or simply mail them to the address below. You can send them by electronic mail if you're on GENie. There might be a turn credit or two in it for you if your article gets published!

**PUBLISHER'S INFORMATION**

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