

Star Fleet Warlord News

Issue #3

The Official Newsletter of the Greater Magellanic Cloud

Dec. 1993

NEWS & THINGS

Welcome to the third issue of the STAR FLEET WARLORD NEWS! This issue introduces a whole new race into the game, the Seltorians, along with some new ships for the Tholians, Andromedans and WYN (the ones who need them most). We've also dedicated quite a bit to discussing the Nasty Space Monsters, the nuisances you all know and love, and we've included a brief description of our new team-oriented Historical Game (pg. 4).

We have changed our phone number recently. If you aren't aware of it, the new number is (513)233-6886. This number should be used for both fax and voice calls!

At the time of this publication, Star Fleet Warlord is cranking along nicely. We have just started game #23, giving us 11 full-sized games under way. Game #13, the oldest, is on turn 20. We also have numerous other custom games, three-week games, and even a special one-week game. We start new games every month, so if you want to try another, ask us for an Initial Build Form!

SFW HALL OF FAME UPDATE

Game	Turn	Winner	Corporation
12	25	David Schroeder	Galaxy Funeral Home

Game #12 was the last of the full-sized games running under the old Galactic Conquest system. Congratulations, David!

NEW SHIPS FOR STAR FLEET WARLORD

With the release of Star Fleet Battles Module C3, numerous additional ships were added to SFB. Some of these have now made their way into Star Fleet Warlord, as shown below. However, these cannot be added to existing games, only to new games starting after this point. Therefore, BEGINNING WITH GAME #24, you may purchase any of the following.

Tholian Ships

Ship	Type	Cost	Year	Spd	Var.	HD	TB	Special
T-NDD	DD	100	178	5	W	0	2	
T-NFF	FF	75	178	5		0	2	

Andromedan Ships

Ship	Type	Cost	Year	Spd	Var.	HD	TB	Special
A-MIS	CL	168	176	4	J,S	0	4	SS:3
A-EXP	CL	192	177	4	J,B	0	4	SS:0
A-QNS	DW	174	174	5	J,I	0	4	

The OSSO indicates how many satellite ships the ship can carry. Note that the Queen Snake is itself considered a satellite ship.

WYN Ships

Ship	Type	Cost	Year	Spd	Var.	HD	TB	Special
W-CA	CA	145	184	4		12	4	Ftr:2, PF:2
W-CAX	CA	225	186	5	X	12	6	Ftr:2, PF:2
W-CW	CW	120	182	4		12	4	PF:2
W-CVL	CW	125	183	4	V	20	4	Ftr:12,PF:2
W-PFT	CW	140	183	4	P,S	0	4	PF:6
W-DD	DD	98	181	5		12	2	PF:2
W-DDG	DD	110	184	5	L,S	36	2	PF:2
W-DE	DD	110	183	5	A	8	2	PF:2
W-FF	FF	82	175	5		12	2	PF:2

These are the WYN fish ships which appeared during the War of Return. An additional unit, not shown above, appears during the game as a specialty ship.

THE SELTORIANS

Like the new ships you've just seen, the Seltorians were introduced in

SFB's Module C3. They have been added to Star Fleet Warlord (again, beginning with game #24) as a minor Pirate race similar to the Frax. That is to say, you cannot buy their ships unless specifically told that it is possible to do so. There will be a particular turn in which they will be available for purchase and they will only be available then.

Seltorians are insect creatures which were employed by the Tholians as ground troops. To this end, all their ships are designed around ground combat, much like the Gorns are. Almost all Seltorian ships are considered troop transports (the ones with the OT variant code), giving them the 25% AF bonus when attacking a site. Most Seltorian ships can also carry commandoes, which makes them even more effective when taking on bases.

Seltorian ships are also armed with Web Breakers (WBs), the quantity of which is shown in the right-hand column below. Web Breakers were primarily used to assault Tholians hiding behind webs, but have another use in damaging the shields of enemy ships. However, they cannot cause any other damage.

This effect is resolved as follows. During each round of any battle, the number of Web Breakers on your side is summed, multiplied by two, and divided by the number of ships on the other side, rounding fractions of 0.5 or more up, otherwise rounding down. This is the number of points of damage which are automatically subtracted from each enemy ship's shields! This is applied every round that the enemy forces have shields, although Andromedan ships are immune (and will not count as part of the enemy fleet). Seltorian ships which are crippled will not be able to use their Web Breakers until repaired.

For example, let us say that a Seltorian BCH is attacking three frigates. The BCH has a Web Breaker total of 3, which multiplied by 2 is 6, and divided by the number of defenders (3) yields 2. 2 points are subtracted from each of the defenders' shields before any damage is calculated on the first round of battle! This is then repeated each round as necessary.

The Seltorians will appear in the game as a Frax-like race called the Seltorian Tribunal (994). Like the Frax Experiment (995) Corp, they will appear in wild sectors and will move about to harass you and interfere with your exploration efforts. However (fortunately for you), they will not operate Hive Ships (HVSs). See the chart below and you'll see why I bring that up.

Seltorian Ships

Ship	Type	Cost	Year	Spd	Var.	CC	TB	Special
S-HVS	BB	600	N/A	3	T,P,Z,R	24	6	PF:24, RC: ¥
S-DN	DN	230	N/A	3	T	6	6	WB:3
S-BCH	BCH	190	N/A	4	T	5	4	WB:3
S-CA	CA	142	N/A	4	T	4	4	WB:2
S-CL	CL	127	N/A	4	T	3	4	WB:2
S-DD	DD	95	N/A	5	T	2	2	WB:1
S-SC	DD	100	N/A	5	S,T	2	2	
S-PFT	DD	105	N/A	5	S,P	0	2	PF:6
S-MS	DD	95	N/A	5	M,T	2	6	
S-CMD	DD	100	N/A	5	T,T	10	2	WB:1
S-FF	FF	73	N/A	5	T	1	2	WB:1
S-CMF	FF	75	N/A	5	T,T	8	2	WB:1

No, that's not a misprint—the Hive Ship (HVS) really does have 24 PFs and an infinite repair capacity! However, contrary to what you might think, it does NOT act as a Warp Gate. Sorry!

ASK THE GALACTIC COUNCIL!

Which order has a higher priority: P% or the MAX parameter on the PS order? E.g., if I buy a ship with a base cost of 100, its current cost is 200, I have my P% set at 150% and issue a PS order with a max price of 220. Do I get the ship? Actually, the two are independent, and both will act as a limiting factor. In this example you would not get the ship because its max cost is greater than your purchase percentage of 150%. The moral is that the MAX parameter does not cancel the effects of P% (or vice versa).

What happens if you enter a Toll Zone and you cannot afford to pay the entry cost? Do you bounce back to where you came from? Actually, you will enter the hex and your treasury will go to a negative amount. This is because a fundamental fact of the game is that terrain itself cannot "bounce" a ship without exploration abilities or a navigator. If your treasury goes too far negative, it could cause problems later, but since income is generated before anything else, the effects usually don't last more than a turn. By the way, one other common way to "go negative" is with the BO (Buy Orders) order. This is allowed because orders are not an actual physical thing, so the Galactic Council lets you buy them on credit.

If I have a base and assign a legendary ace to it before adding fighters or PFs, do any fighters/PFs I add later get the bonus to their combat abilities? Yes, they do. Otherwise, no one would bother to use aces until after PFs were available.

If I control all the major sites in the Graveyard of Ships, do I get a sector bonus for that? Yes, but this has never happened in any game of Star Fleet Warlord. Incidentally, sites in the Graveyard (and the sector bonus, if you could get it) DO count towards the game's victory conditions.

If I put a legendary weapons officer on a starbase and it issues the Starbase Launch order (SL), does it get a range bonus? Yes, just as a ship would. The exact size of the starbase, however, provides no additional bonuses other than adjusting the quantity of drones it can launch.

My Heavy Scout has a cryptic "HSC:00" indicator next to it. What does this mean? Heavy scouts can sense when they have been scanned by another player. The number next to the HSC tells you how many times this has occurred since your last turn was run (as mentioned briefly on page 15 of the rules). These scans could come from SCAN SHIPS, a base's automatic scan, or from the SX order (described in the last issue of the SFW NEWS).

SPECIAL ANDROMEDAN Q&A SECTION

On pulse one I sweep a three-ship path through an Old Minefield hex. An Andromedan INT with three satellites linked to it then enters the hex. Do they all enter safely? If not, what determines which ship takes the old minefield damage? The linked satellites do NOT count. Only the Intruder counts as entering the hex. You could even send two other ships through the minefield safely if you wanted to.

If that's true, under what other circumstances do Andros count as just one ship? Basically whenever they're linked together. For example, if they enter a Toll Zone, only the mothership has to pay the entry fee. If they enter terrain, only the mothership takes damage. If it is destroyed, of course, all the satellites die, but this has never happened as far as I know. If they enter combat, of course, they are treated as individuals.

Can an Andromedan ship with satellites linked to it go into the Graveyard of Ships? Yes, but the satellites won't go with it. This is specifically prohibited as per the description of the GS sector. You also cannot DISPlace into the GS, although you could get out that way if you wanted to (but could not get back in later).

If I put a Warp Gate in an antimatter zone (or heat zone), can I build Andromedan ships at that location? Yes, you can, but woe be unto you if someone attacks that site! The Andros would not be protected from the terrain effects and would be destroyed (or seriously damaged, in the case of HZ) on the first round of battle.

HANDLING THE NASTY SPACE MONSTERS

Everybody loves to hate the Nasty Space Monsters. They're always moving when you don't want them to and gobbling up your ships and sites. We've devoted a page and a half of the newsletter to describing how they move, what they do and how to fight them.

Every sector has a space monster at the start of the game. Home sectors have a small one (160 point value or smaller) while wild sectors contain one of the larger and more obnoxious types. These monsters can be a source of constant irritation, but when you kill them you'll get some EPs as a bounty. Therefore, you will want to kill the one in your home sector as quickly as you can. Make this one of your initial goals.

After you see where your monster is, make a decision on how to deal with it. This is entirely dependent on the monster's location. If it's within 5 hexes of your Home Office, and you have three or more speed-5 ships with decent combat factors (not likely if you did an all-scout build), you should consider taking it out immediately. The monster will not move on the first turn of the game, so this is your best opportunity. Even if you have to sacrifice your sector bonus for a turn by diverting several ships from site-taking to this effort, it will be worth it in the long run!

On the other hand, if you aren't this lucky and the monster is farther away, or is located in sheltering terrain, it will get a chance to move. In a normal game, the chance in any turn (after turn 1) is 2 in 3—a 66 2/3 chance of moving. It is possible for the GM to vary this chance, but if he does this, it will happen at the start of the game and everyone involved in the game will be told about it well in advance.

Before the monster moves for the first time, you have no idea what direction it will go. The monster will pick a direction acceptable to it and then move in a straight line until something happens to divert it (which will be explained in due course). An "acceptable" direction to the monster is one which is not off the map (monsters do not cross sector boundaries) and which does not enter destructive terrain (listed below). Needless to say, if the monster runs over any sites in its movement, it will conquer them for the Nasty Space Monsters (998) Corporation. In addition, if it encounters any of your ships in the process of moving, it will enter combat if it thinks it can win, or "bounce" back to where it came from if it doesn't. Ending its movement for that turn.

During the course of its movement, a monster will change direction only if one of three things happens: (1) it encounters the edge of the map, (2) it encounters nasty terrain, or (3) it passes by a site it feels it can conquer. In order to turn towards a site, it must be adjacent to it and the site must be "ahead" of it (i.e., forward and left or forward and right of the monster's current position and based on its prevailing direction). For example, if a site is in hex 0811 and a monster moves from 0710 to 0810, it will turn to the right to attack 0811 and will then continue moving in the new direction.

Monsters have a sixth sense which can detect high levels of fortifications. They will not turn to attack a site which is heavily fortified, and will turn away if such a site is in their direct path. This is one way to get monsters to leave your sites alone. Note that the number of ships in the site's hex are not detected by this sixth sense. Monsters neither seek out nor turn away from ships as they cannot detect them in advance.

A monster will always turn away from the following nasty terrains: neutron star, cold star, variable pulsar, nova, supernova, old minefield, negative energy field, and antimatter zone. They are immune to all terrains which drain crew, those which cause physical damage other than those listed above, and the following: ion storms, black holes, gravity wells, weak space, nebulae, and toll zones. Monsters can be moved by stargates.

If you are ever given the opportunity to buy a monster, take advantage of it. Although they cannot be refitted or assigned optional items or officers, they are immune to the terrains above and may have other abilities, listed and described in the next section.

HUNTING DOWN THE MONSTERS

In order to hunt down a monster after it has started moving, you'll have to figure out where it is going next. Use the general rules you've just read to determine this, then try to intercept it. Experienced players do this in one of two ways. You can either (1) move your fleet to its previous location and hope that it doesn't move, repeating as necessary, or (2) put the fleet in its path, then go to where it'll be when it bounces off your fleet if it does move. A combination of these tactics works best if you can arrange it.

Now that you've dealt with the monster in your home sector, you have to take out the ones in other sectors you enter. The wild sector monsters are usually very powerful and will take a large fleet to deal with, but are worth a substantial amount (sometimes as much as 500 EPs) if you kill them. Use the same skills you've already developed to hunt it down. However, keep in mind that monsters can duplicate, and by the time you've gotten into position to take out a wild sector monster, it will very likely have done so.

When a monster replicates, it usually does so as a smaller version of itself. Your rulebook lists each monster type and its progeny, a list of similar monsters. Any monster will replicate as the smallest monster in the progeny list. So Soul Devourers always duplicate as Radiation Creatures, for example.

There is a small chance each turn that any monster will duplicate, although it will have to be in the game for at least 4 turns before it will do this. If you wait long enough, you might find more than just two monsters in a sector, and some sectors have been known to have ten or more near the end of the game!

ADDITIONAL MONSTER NOTES

If you kill the monster in your home sector on the first turn, this will generate a battle report that others near you will see. They will then learn the composition of some of your fleet, where it is in your sector, and that your sector is controlled by a player. This sort of intelligence can have meaning to skilled players, so be aware that you are giving it out.

Monsters will not attack a player's Home Office, assuming it has not been conquered by someone else already. If a monster is coming towards it, it will turn away and not attack.

Finally, note that if you damage a monster in combat but fail to kill it, you will still get the full bounty if you kill it later, despite this damage. Damage to a monster CAN reduce its speed. Also, be aware that if the monster attacks you and dies in the attempt, you do not score the bounty for its stupidity.

STAR FLEET WARLORD BESTIARY

This section lists each of the space monsters found in the game and describes their special abilities. Some of these abilities are retained if players buy them, while others are not. The descriptions below will tell you which. Progeny usually have the same general abilities as the largest creature of their type.

In parentheses next to the monster name is the class type used to designate it when you encounter one in a game.

Star Crusher (SC): The nastiest of all monsters, this ancient war machine is known for its penchant for devastating planets. Star Crushers and their smaller cousins, Planet Crushers (PC), must spend their first pulse of movement doing this and will only do it if they begin their turn on a site. The chance of choosing to nuke a planet in this way is not as high for Planet Crushers. Moon Crushers (MC), the smallest in this family, do not nuke planets but instead eat moons using the same rule as above. Player-owned MCs do not have this ability.

Emperor Void Demon (EVD): This huge spiritlike cloud of living plasma is extraordinarily fast. Most monsters can only move at a speed of 4 hexes per turn, but EVDs can move 5, along with the smaller King, Large, Medium, and Small versions. This speed makes Void Demons very hard to track down. Player-bought Demons retain this ability. Note: The EVD replicates as a MVD, the only exception to the smallest progeny rule.

Soul Devourer (SD): This is the largest of a class of psionic mind-draining creatures which includes the Great Space Brain (GSB), Mind

Monster (MM) and Radiation Creature (RC). These monsters have the annoying ability to drain the crew levels of any ship which does battle with them, even as low as crew level zero. There is a chance each round per ship that crew will be drained, the chance being higher depending on the size of the monster (100% for Soul Devourers). Player-owned creatures of this family lose these abilities.

Ghost Ship (GS): These are immense computerized starships from a race long dead. Smaller versions, the Wraith Ship (WS) and Phantom Ship (PS), exist. They have no special powers per se, but are known to operate fighters, drones and PFs. If you buy one you will be able to supply these ship monsters with these types of items, resulting in a very powerful vessel.

Entropy Beast (EB): The larger cousins of Energy Monsters (EM), Entropy Beasts are chaotic, random energy patterns with some unknown form of higher intelligence. The fact that they are entirely composed of energy allows them to fully repair any physical damage they previously suffered. This repair takes place at the start of the turn and costs nothing. Player-owned EBs and EMs retain this benefit. If you want to take out one of these creatures, you'd better do it right the first time!

Ancient Space Dragon (ASD): Perhaps the best-known space monster, the dragon family is known for its enjoyment of raiding and ravaging. Any monster can use the RAID order, but they will do so very infrequently. The space dragons like to do it far more often, however. If they choose to do this, they will NOT turn towards the site they raided, which can confuse your efforts to predict its movements. If you buy a space dragon, it gains a bonus when attempting to use the RAID order. Old Space Dragons (OSD), Mature Space Dragons (MSD) and Young Space Dragons (YSD) are known to exist.

Banshee Lord (BL): The Banshees are a form of swarm creature which attack in large numbers, usually to mate and reproduce in the hulls of starships and bases. Because they are adept at attacking bases, all Banshees (even those owned by players) gain a 25% bonus when attacking a site which has a base present. Banshee swarms appear in large (LBS) and small (SBS) sizes, and sometimes are led by the powerful Banshee Lord.

Star Serpent (SSrp): These odd creatures are at home in the hearts of suns, traveling between them to feed on different sun types on an agenda only they can know. Star Serpents and their progeny, Sun Snakes (SSnk), can enter supernovas and novas and not be destroyed (player-owned serpents retain this ability).

Replicator (Rep): These are gelatinous, amoebic life forms which ooze through the void of space, dividing frequently to spread through the galaxy. Replicators seem to be the parents of the very similar Gerrymander (Ger) amoeba type. Both of these have a greater likelihood of dividing and can do so earlier than other monsters (age 3 instead of 4 turns). A sector with one of these operating unchecked can quickly become swarmed with amoebic life. Player-owned Replicators and Gerrymanders can issue a special Duplicate order to divide themselves, the syntax and cost of which will be explained to you at the proper time.

Living Ion Cloud (LIC): These clouds, along with a denser type known as the Cosmic Cloud (CC), are perhaps the largest known living creatures. Because of their size, 25% of all damage they take in combat will be dispersed through their vaporous forms, doing nothing whatsoever. This ability is retained if one of these monsters is owned by your Corporation!

Phase Space Spider (PSS): Space spiders, including the smaller versions (Large and Hatchling), are very similar to the Terran arachnids. They travel through space by a form of ballooning through subspace, looking for a spot to settle and lay web to trap prey. Space spiders are known to spew webs similar to Tholian web, giving them the same abilities as web caster ships. Spiders owned by players retain this feature, but have no other special abilities.

THE GENERAL TAKEOVER WAR

In Star Fleet Battles, the board game on which Star Fleet Warlord is based, there is a galactic war history (the "General War") which SFW largely ignores. Players of SFB, and its strategic companion Federation & Empire, might wonder what would happen if the General War were to be fought using SFW rules. To this end, a Historical Game variant of SFW was developed.

The SFW Historical Game, often called the General Takeover War, pits two six-player teams against each other in a simulation of the F&E galaxy. One team plays the Coalition (Lyran, Klingon and Romulan) and another the Alliance (Federation, Gorn, Kzinti, and Hydran). Each player is required to buy ships only of his or her race (or Civilian ships), but "supply and demand" is turned off—you can buy the same ship on different turns without worrying about price changes. Multiple ships bought in the same turn cost more, as usual, to encourage some variation in fleet contents.

The galaxy is small, set up in a 10x3 array, with wild sectors or heavily defended NPC sectors between each enemy player. Control of the wild sectors between you and your enemy is vital, in order to set up for the inevitable invasion of their home space. Teams are allowed to transfer economic points and resources between each other limited only by stock value, enabling funds to be shifted to Corps that need them. Teamwork is essential to the play of the game, and the team that best coordinates its attacks and resources will almost certainly win.

If you have a team of six people who can talk regularly to discuss the game and plot the doom of your enemies, consider the SFW Historical Game. We can also help you join a team if you don't have enough players in your area. Team play presents an added challenge you have to experience to believe!

To receive your *free* set of rules for the Historical Game, just ask us on your turn sheet or give us a call and we'll get one out to you as soon as we can!

A NOTE ON ACCOUNTING

One of the most common questions we get here at Agents of Gaming deals with how turn credits are allocated to games. Each game is a separate account, so you buy turn credits for specific games you are in, not a general "pool." This is because our computers are (for now) not networked together.

However, please note that you can transfer credits between games at will, and can use one check to buy turns for multiple games. Just let us know what you want to do and where you want the money to go. If a game ends (in whatever way) for you, credits therein are never lost—you can transfer them or get a refund. Just ask!

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 shown 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!

DECLARING YOURSELF A VETERAN

A good number of our customers use our fax service to have turns faxed to them. While this gets you a turn in short order, without the postal service as middleman, it can also become rather costly. The charge is \$1 per minute of faxing (about 3 minutes for every 4 pages). Note that this still beats Express Mail at \$10 a shot, and if you live in the U.S., we'll even mail the original out to you for your files.

If you fax turns to us often, you'll probably be concerned about the cost. Much of the information you receive on your turn takes the form of announcements and hints which everyone receives in every game they play, and which you do not need to see again once you've been in a couple of games. It would be nice if you could eliminate this so your turns would be shorter, right?

Well, now this is possible—just declare yourself a Veteran Player! When you do this, the long descriptions of orders you already know about (like P%, CT, EV, TE, etc.) are condensed down into one- or two-line reminders, and some other repetitious things are left out altogether. This will make the turn less bulky not only for faxing, but also for filing purposes if you're in a lot of games.

To declare yourself a veteran, just issue the VT order. VT is a "flag" order like RO and RM, meaning you can turn it ON or OFF at will. VT ON would activate this space-saving feature and VT OFF will deactivate it. Please note that the Veteran flag does NOT affect the way the game is played, the number of battle reports or ship ads you get, and so on. All it does is eliminate redundant information.

If you want your next turn (only) to be run in Veteran Mode, presumably for an impending fax, you don't need to use the order. Just ask us to switch it for you.

PUBLISHER'S INFORMATION

THE STAR FLEET WARLORD NEWS is published quarterly by the Agents of Gaming, and is copyright © 1993 Amarillo Design Bureau. Each issue costs \$1. Subscriptions are available at \$4 per year. Mail subscription requests and all submissions to: Agents of Gaming, P.O. Box 31571, Dayton OH 45437-0571.

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