

# The Star Fleet Times

Volume II

THE OFFICIAL NEWSLETTER OF THE STAR FLEET UNIVERSE

Issue #31

## SIGVIRION SPECIAL ISSUE

Work on the Omega Project continues with this issue of the Star Fleet Times. The Sigvirions, a virus race capable of taking over the bodies of other organic creatures, were originally presented in the first Omega-P Module, but were problematic and have been revised into the race seen here.

To playtest them, simply try their ships against any Home Sector race (unless you have Omega-P1, in which case you can play against other Omegans in that product). Sigvirions did, on a few occasions, meet the "classic" races in battle, almost every encounter occurring in the 20-year period preceding the General War. The following historical snippet explains:

After the Sigvirions were defeated in Y112 during their first major effort to conquer the Omega Sector, a number of their ships scattered into the Galaxy and eventually made their way to the Home Sector, where, bereft of any central leadership, they made raids on whoever they could, trying to increase their own numbers and power. The typical Sig technique was to approach an outpost as close as was safely possible, landing their ship or using transporters if necessary, thereby infecting the populace with their viral invasion force. The ship would then fly away, to return several weeks later to gather reinforcements and supplies from their new "allies." Raids of this type were inflicted on Gorn, ISC, and Romulan outposts at various times during the period Y140-Y155. Had they been more subtle and coordinated in these efforts, they might have been more successful, but as it was, they made the mistake of encroaching on Federation territory in Y156. Alarmed by reports of raids on their distant frontiers, the Federation dispatched a starship to investigate, which engaged and destroyed the marauding Sigvirion Invasion Cruiser (CI) when it closed to transporter range to board the cruiser. Bio-scanners detected the infestation in a crewman wounded in the fighting, and the medical team quickly found a cure for the virus, one which killed it without affecting the host. The ship proceeded to deliver the cure to each of the captured outposts, and then—in a gesture of their good will—the Federation offered to provide it to all the races of the Home Sector. Many accepted, but some refused to accept this generosity (declaring it a sign of weakness), even though they all later "acquired" the vaccine from the Orions. No Sigvirion invasion of the Home Sector ever occurred; it is unlikely anyone but a few members of the Admiralty and Federation Council even realized the full nature of the threat that had been averted so easily.

## 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 15th 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.

**SUNQUEST '98** (March 13-15 1998, Orlando FL) is looking for a GM to run an SFB event. SunQuest will be HUGE this year as it is also hosting MegaCon, Florida's largest comics and collectibles convention. For information or to sign up to run the tournament, contact SunQuest by calling (407) 679-9666, or Email

info@sunquestgames.com. You can also visit the web site at [www.sunquestgames.com](http://www.sunquestgames.com) for more details.

**ROUNDCON** (April 17-19 1998, Columbia, SC): There will be a Rated Ace tournament and other SFB events at this con, which will be held in the Quality Inn NE. For info send Email to [qlpp@aol.com](mailto:qlpp@aol.com) or regular mail to RoundCon 98, c/o QLP Productions, 1119 Flora Dr., Columbia SC 29223-5222. There is a web site at <http://members.aol.com/qlpp/rc/main.html>. For SFB questions contact Scott Cleland <[sacleland@mindspring.com](mailto:sacleland@mindspring.com)>.

**ORIGINS 1998** (Fourth of July Weekend 1998, Columbus, OH): Origins 1997 was once again a success for SFB and the regular gamut of SFB tourneys will be held at Origins 1998. This con will run in Columbus through 2002, and will return to the Independence Day weekend this year. Further information on Origins will be presented in this space as it becomes available.

**TOURNAMENT JUDGES ARE NEEDED** for Gen Con 1998! If you are planning to come and are interested in judging, please send e-mail to [jwbutler@cysource.com](mailto:jwbutler@cysource.com) indicating which tournament (Captain's, Patrol, Saturday Patrol) you want to help out with. This is your chance to meet people and help further the SFB spirit! Participating judges will (subject to confirmation) receive complimentary admission to the convention.

**LONGEST-RUNNING SFB PBM CAMPAIGN:** A new game is under way and in Y154! The Klingons are conquering new subject races, the Lyrans and Jindarians have allied, the Orion Empire is on the verge of civil war, and Gorn and Federation relations are at an all-time low. Join the fun! Positions are available. For info send SASE to: John 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.

**SFB MAILING LISTS (UPDATED):** If you're on the Internet and want to keep up with what's going on in SFB, join a mailing list! There are several: SFB-TACTICS, SFB-TOURNEY, SFB-Q+A, F+E-GENERAL, and PD-GENERAL. To join one or more of these, point your browser to <http://www.task-force-games.com/sfu/sfb/online.html#subscribe>. Enter your name in the box provided for the list you wish to subscribe to and click on the Subscribe button. All other correspondence can be sent to: [sfb@cysource.com](mailto:sfb@cysource.com).

**SFB PLAY-BY-EMAIL:** Play Star Fleet Battles by electronic mail? It sounds crazy, but it works! On Compuserve, Jim Hart ([jkhart@compuserve.com](mailto:jkhart@compuserve.com)) is overseeing a series of games and tournaments. About 120 players are currently participating in various scenarios, most of which are duels or tournament battles. Some of the larger scenarios include a fleet action with 22 ships and players, a Black Hole Mania game, and an 8-player free-for-all. For further information, contact Jim Hart or visit the SFB play-by-Email area on Compuserve (GO PBMGAMES or FIND SFB).

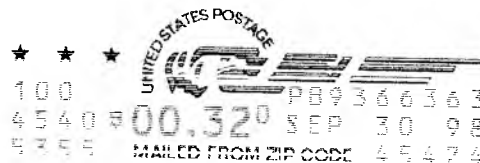
**KNOW OF A CONVENTION?** We get most of our con announcements from flyers. If you pick up a con flyer and that convention has one or more SFB events, send it to us! Also, if you know about a con in your area that will have SFB, or are planning to GM an SFB event, let us know the details! We can't print it here if we don't know about it!

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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 agent1@agentsofgaming.com@inet#.

**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 Email Addresses:** ADB: ADB\$@genie.com or Steve.Cole@genie.com. TFG: TFG@genie.com. Agents of Gaming: agent1@agentsofgaming.com.

**Web:** ADB: <http://www.task-force-games.com/sfu/sfu.htm>. AOG: <http://www.agentsofgaming.com>.

## STAR FLEET TIMES BACK ISSUES

These back issues are available for \$2 each (\$3 overseas). For a more inclusive list and description, see AOG's web site.

- #1: Custom Ship Design System; #2: Thol, ISC maulers.
- #3: CDS expansion rules; #4 Humor issue with 4 weird ships.
- #5: Tournament issue; #6 Canadi'en CA SSD.
- #7: SFB campaign rules, Deltan war destroyer SSD.
- #8: Legendary officers, Fed carrier hybrid SSDs.
- #9: Scary Ships I: Shiva, Megahawk, Lyran SSCS, Fed CVN.
- #10: More legendary officers, two Barbarian SSDs.
- #11: Naval Construction Dock and Warp Gate SSDs.
- #12: Fiction, F&E Production Wheel, Flivver carrier group.
- #13: 4 more humorous ships including Fed police mauler.
- #14: Bombers and fighter-bombers (*really* big fighters).
- #15: Nicozian sample; Jindarian TC; Fed scout carrier.
- #16: Origins report; Orb scenario; Hidden Agenda fiction.
- #17: Term papers; crossword; Klingon D5VP.
- #18: The Josers (a humorous new race).
- #19: Scary Ships II: Paravian DN, Lyran triple mauler, more!
- #20: Vudar 1: Ion Storm Generator; BATS, CW, FFW, FLG.
- #21: Vudar 2: Rules, BCH, DWP, DWS, CA, TCA, DW.
- #22: Andromedan PFs, stealth fighters.
- #23: Weird Dreadnoughts of the General War.
- #24: Iridani (a new race for the Omega Sector).
- #25: Tournament Update Issue with 10 tourney ships.
- #26: Orion OK6 variants, updated Jindarian tournament ship.
- #27: Fast cruisers for simulator races.
- #28: Scary ships III: Rom double eagle, Andro X-ships, more!
- #29: New race for Omega Sector: Federal Republic of Aurora.
- #30: Battleship Carriers & Stellar Domination Ships.
- #31: Sigivirion Expansion (new race for the Omega Sector).
- #32: Iridani fighters; odd Lyran ships; light dreadnoughts.
- #33: Heavy dreadnoughts; weird ships of the General War.
- #34: Playtest scenarios; obscure First-Gen Romulan variants.