

STAR FLEET BATTLES

EXPANSION # 1



TASK FORCE GAMES

BELFLOWERDIT © 79

INTRODUCTION TO THE EXPANSION MODULE

When STAR FLEET BATTLES was first printed, it was to be the first of three sections. Most of the material intended for the second and third units was included in the boxed Designer's Edition. If we considered that edition to be a finished product (even for a moment), we did not reckon on the twenty thousand purchasers (and 50,000 players) of the game sending us any new material. Perhaps a hundred people have now sent us their questions and ideas. Some have been the product of enthusiastic but unprofessional Starship designers, but many have been quite good and several outstanding. The best of that new material, together with rules that we hope will close most of the loopholes in the existing game, are presented here for your added enjoyment.

XIII ADDITIONAL RULES, ERRATTA, AND CLARIFICATIONS FOR THE DESIGNER'S EDITION.**INTRODUCTION**

The following rules material include corrections, erratta, clarifications, additions, and expansions to the existing rules. In some cases these explain or correct existing rules, but in many cases they add new material. It is suggested that players use a colored marking pen to indicate in the Designer's Edition rulebook where the new rules are inserted. In this way players will know when checking on a rule if they need to check further into the Expansion rules.

Some of the rules below are erratta from the first printing of the Designer's Edition. If you have the second printing, with the 8" x 11" rulebook, the items marked "erratta" have already been corrected. The 8" x 11" version of the rulebook is otherwise identical to the 6" x 9" edition.

The rules below are presented numerically and in the order in which they should be inserted into the rules.

(4.2) (Step 6) (Clarification) Impulses on which no ships or weapons (counters) are to move are skipped for purposes of speeding up the game. If, during a given turn, one player is plotted to make one or more Tactical Warp Maneuvers (6.22), (58.4), then that player has the option, before an impulse is declared to be skipped, to make a Tactical Maneuver (assuming he is otherwise able to do so).

(5.4) (Step 4) (Clarification) Assuming that the ship has not been damaged, line 4 will have the same number each turn.

(5.4) (Step 7) Armor does NOT count as internal hits.

(6.14) (Clarification) The owning player must decide before the scenario begins if the base will rotate. If he so chooses, he is obligated to rotate the base every turn.

(6.16) (Clarification) It is necessary to keep expending power every turn to maintain movement. For example, if a given ship expends 10 energy points for movement on turn 1 and three points on turn 2, its speed on turn 2 is 3, NOT 10 or 13.

(6.22) (Clarification) The use of the term "Turn Mode 0" is not strictly gramatically correct, but the rule is otherwise correct as stated.

(6.23) Hexes moved in a straight line at the end of a previous turn, if in the same direction (forward, reverse), may be counted toward fulfillment of a ship's turn mode.

(6.31) (Errata) Hex number 2603 should be 4003; hex number 2602 should be 4002.

(6.62) (Errata) The reference to Drones is incorrect. The ship may disengage if it is faster (with maximum use of its remaining engines) than every Drone on the map. A ship may also disengage from a slightly faster Drone if there is enough space between them so that the Drone cannot catch the ship before running out of fuel. Example: A ship can only move four hexes per turn but is 13 hexes from a type I Drone. The Drone is 4 hexes per turn faster than the ship but in three turns could only gain 12 hexes on it. This rule can only be reasonably invoked if the ship is headed away from such pursuing Drones and not toward enemy ships.

(6.63) The conditions of (6.61) must be fulfilled based on engine power available at the beginning of the turn. If a ship, for example, has 30 engines at the beginning of the turn but cannot move faster than 24 due to acceleration and is, during that turn, reduced to 24 (or fewer)

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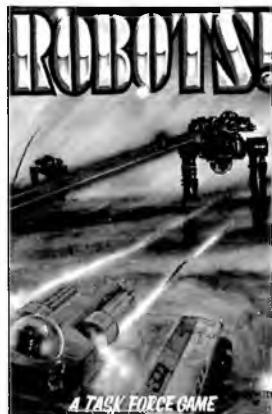
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