

STAR FLEET BATTLES

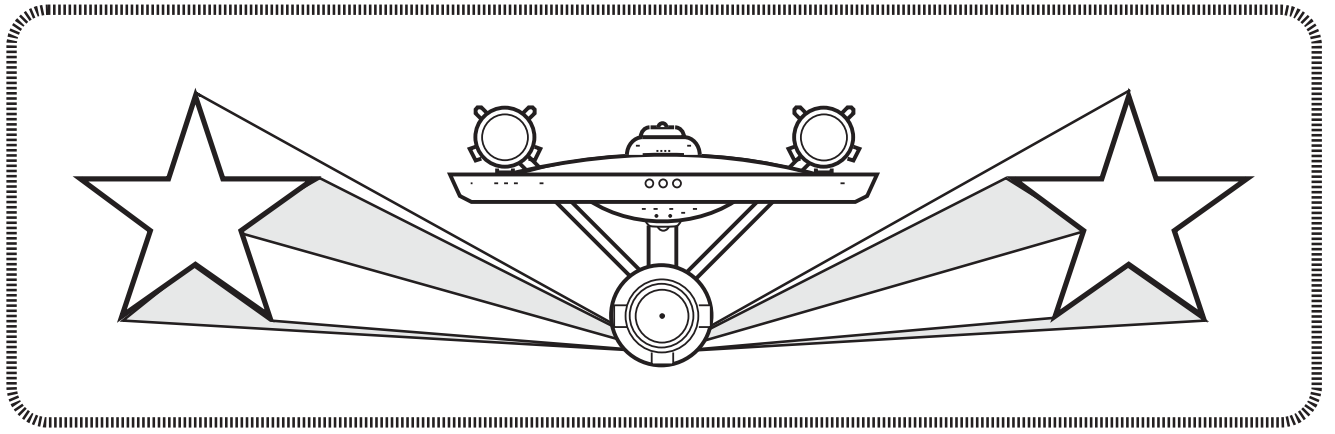


SILVER ANNIVERSARY MASTER RULEBOOK



2012





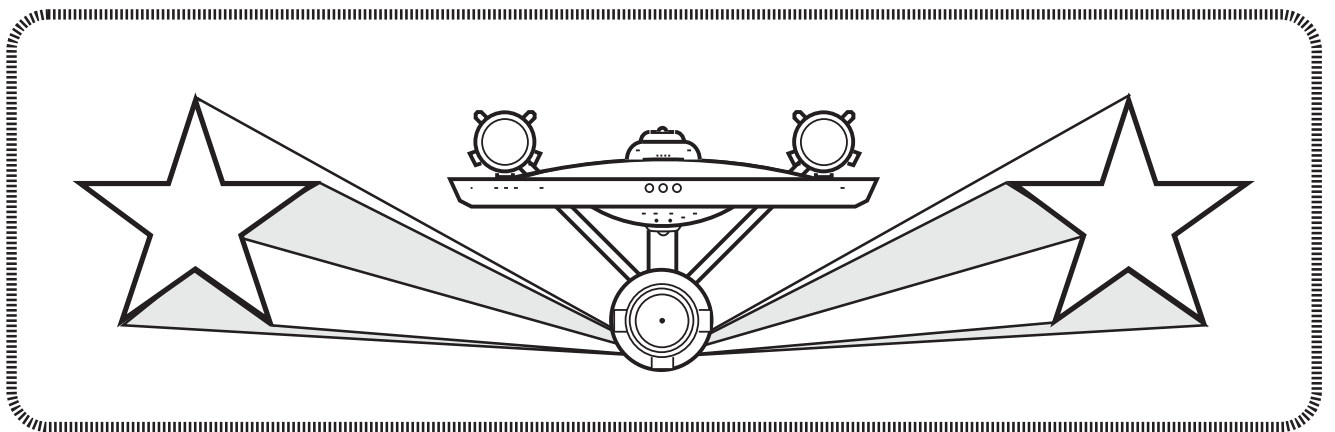
**STAR FLEET BATTLES
THE CAPTAIN'S EDITION
MASTER RULEBOOK**

is dedicated to

THE CAPTAINS

from all nations, creeds, and eras;
of the hundreds, the thousands, and the millions;
of the land, the sea, and the sky;

who led men into battle
to fight for what they believed in.



(Z36.0) COPYRIGHT AND PUBLISHER'S INFORMATION

(Z36.1) PUBLISHER'S INFORMATION

*STAR FLEET BATTLES
CAPTAIN'S MASTER RULEBOOK*
was created and published by Amarillo Design Bureau, Inc.

AMARILLO DESIGN BUREAU INC.
POST OFFICE BOX 8759
AMARILLO, TEXAS 79118-8759
Telephone: 806-351-1950
Fax: 806-351-2585
Email: design@starfleetgames.com
Sales: sales@starfleetgames.com
Web Site: www.starfleetgames.com

Most of the information players seek is on the web site. You may also contact ADB, Inc. by mail (include a stamped self-addressed envelope) if you have rules questions, inquiries on product release schedules, orders for products or spare parts, requests for a catalog, requests for replacement of missing or defective parts, or submissions of art and new game materials. All consumer correspondence requires either a valid Email address or a stamped self-addressed envelope.

Dealer inquiries are welcome. Hobby and game stores, please write ADB, Inc. on your letterhead and ask for a list of qualified wholesalers, or call us and ask for a salesman. ADB, Inc. products are available to individuals in retail stores, from several direct mail outlets, and directly from us. If your store does not carry ADB, Inc. products, send us his name and address and we'll have a wholesaler contact him.

July 04 update, corrected minor errors on pages: 77, 119, 184, 200, 374-381, and 399-400 marked ★.

December 2010 update corrected errors and added errata on many pages. A separate document, "Update C," is available with all rules changes and updates.

November 2012 update corrected errors and added errata on many pages. A separate document, "Update D," is available with all rules changes and updates.

(Z36.2) QUESTIONS

Questions, suggestions, and any expansion material for the *STAR FLEET UNIVERSE* should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money.

It is imperative that you place your name and address on EVERY page of your correspondence. Do not put questions and expansion material on the same sheet. Sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking ten or fewer questions are given priority and are answered in 2-3 days. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first. We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in *Captain's Log*.

All future products for the *STAR FLEET UNIVERSE* will be prepared by ADB; all questions relating to existing products will be answered by ADB.

(Z36.3) SUBMISSIONS OF NEW MATERIAL

Amarillo Design Bureau Inc. welcomes the submission of new material for use in future *Star Fleet Universe* products including scenarios, articles for *Captain's Log*, play aids, and fiction are most welcome. New rules, ships, and systems are difficult to use but will be considered. New empires are very difficult to publish and most will be filed unread. Product ideas relating to the *Star Fleet Universe* background but not to *SFB* or *F&E* will be considered.

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(A0.0) GENERAL RULES

(A1.0) INTRODUCTION

STAR FLEET BATTLES (SFB) is a game of starships. Each player in the game will personally command one starship (or sometimes more) which he will use in various scenarios to perform assigned missions.

Starships in this game are portrayed at a level of detail and accuracy which had never been achieved when *STAR FLEET BATTLES* first appeared in 1979. Many games have imitated this level of detail in the last decade, but *STAR FLEET BATTLES* has continued to evolve and grow.

STAR FLEET BATTLES is, at the same time, both complex in its mechanics and simple in its execution. Many things that sound difficult upon first reading the rules will become clear as the players attempt them. Starship captains undergo years of training for their jobs; don't expect to master this game in a day. But conversely, you need not concern yourself with the thousands of details faced by a starship captain, who spends over half his time on administrative problems (something that you, the game player, will not have to bother with).

(A1.1) INTRODUCTION TO THE CAPTAIN'S EDITION

(A1.11) PREVIOUS EDITIONS: The *Captain's Edition Master Rulebook* is the sixth edition of *STAR FLEET BATTLES* to appear in print. This section (A1.1) explains the various editions; you need not read it immediately. *STAR FLEET BATTLES* was designed in 1975 and published in 1979 as a 28-page "Pocket Edition" game with 14 starships, 7 scenarios, and 108 counters.

The instant popularity of the game resulted in the 1980 boxed Designer's Edition (roughly twice as large) and three expansions (each the size of the original pocket game). The combined Designer's Edition included a total of 174 pages, 540 counters, 41 scenarios, 5 campaigns, and about 180 different starships.

In 1983-5, the Commander's Edition appeared and replaced the two earlier versions of the game. Many rules were overhauled, and many more were added. During 1986-9, many products were added to the game system, most of which will eventually be revised and re-issued as part of the *Captain's Edition*.

In 1990, we issued a new Captain's (Doomsday) Edition of *SFB*. This was slightly upgraded by the 1994 reprint.

With the birth of the new ADB Inc. as the publisher, we issued the new 1999 (Resurrection) Edition of the rulebook. While not as great a change as the 1990 *Captain's Edition*, this was a much improved rulebook. The 2012 *Master Rulebook* includes all of the errata and rules changes to date.

(A1.12) NOTES TO NEW PLAYERS: This section of the 1990, 1994, and 1999 rulebooks (A1.12) explained how the various rulebooks from different products integrated together into a single rulebook. That is not relevant to the *Master Rulebook* since this has done the integration for you. If you have never played *STAR FLEET BATTLES* then we must advise you that the *Master Rulebook* is not enough to play the game, but simply a compilation of the main rules from all of the other products to date. To actually play the game, you would need a great many other products and manuals.

Each product includes a rulebook, and that rulebook includes four main sections: rules (that part went into the *Master Rulebook*), Ship Descriptions (details and history of each of the 1000 ship types and classes in the game), Scenarios & Campaigns (historical battles and set-ups for common engagements), and Annexes (charts, tables, and other data). As you need more than half of each rulebook (plus the SSD book, counters, maps, and other items) to complete the game, the *Master Rulebook* is not a good place for new players to begin the game system.

We do plan to eventually publish the *Master Ship Manual* and *Master Scenario Manual* separate products for those who want the material in that form. In theory, once these books are available (probably in 2015-2016) you could buy them, plus the counters and SSD Books, and have the complete game. We have published the *Master Annexes* as a separate book, see *Module G3*.

(A1.13) NOTES TO VETERAN PLAYERS: The *Master Rulebook* grew from a request by a few players to create a book that had "all the rules, but not the ships, scenarios, or annexes". We doubted there was much of a market for such a thing but created a BBS topic for its discussion, and found a surprising number of people who wanted such a book. We began to take "official interest".

Even though the idea was interesting, we calculated that the cost would be prohibitive and told the players to just forget it. They refused and demanded that we investigate the matter. We did so (but only to prove everyone wrong) and were shocked to discover that such a publication was economically feasible.

There had been some discussion of what to do to celebrate the 25th anniversary of *STAR FLEET BATTLES*, and after some discussion it was decided that the *Master Rulebook* was just the thing. Work began in early 2004 and was completed a week before release. Fortunately, the production methods for this type of book allowed us to get them back from the printer in half of the time needed for more traditional books.

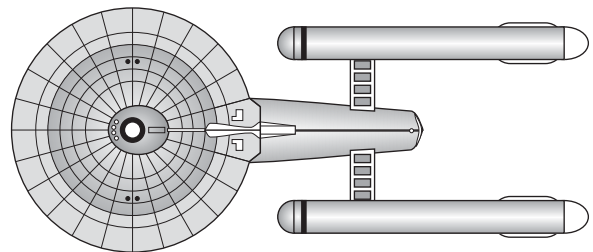
The only bad part of this is that the economics do not allow us to sell this product through stores or wholesalers. Doing so would mean either losing money on every copy or raising the price to at least double the actual market price.

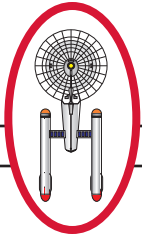
As mentioned elsewhere, we have produce the *Master Annexes Manual as Module G3* (replacing the old *Module G1*), and will release the *Master Ship Manual* and *Master Scenario Manual* if there is sufficient demand. We will not update these books as new products are released (those new products *are* the updates!) but should we find a need to change or clarify a rule, close a loophole, cover an omission, or otherwise improve the rulebook, we will find a way to make the revised pages available.

(A1.2) STAR FLEET MINIATURES

The game as presented in its various modules uses die-cut playing pieces to represent the starships, planets, asteroids, shuttlecraft, drones, monsters, etc. used in the game. There is an alternative, however, that will dramatically increase the visual imagery of the game: miniature starships. ADB, Inc. has released over 100 pewter scale-model starships in the *Starline 2400* line to enhance your gaming experience.

We have also partnered with Mongoose Publishing which is producing the new *Starline 2500* line of miniatures. These miniatures are done in a larger scale than the 2400 series. Some of the largest 2500s are cast in resin.





SFB MASTER RULEBOOK

THE ULTIMATE RULEBOOK FOR STAR FLEET BATTLES!

ALL THE RULES!

Included in this rulebook is all of the "rules" (no scenarios, annexes, SSDs, counters, maps, or ship descriptions) from Basic Set, Advanced Missions, C1, C2, C3, F1, F2, J, J2, K, M, X1, X1R, Y1, and Y2. All rules have been integrated into a single continuous text, all errata have been incorporated, and some new clarifications have been added. The book also includes rules (S1.0) through (S8.0) and the (R0.0) rules.

COMPLETELY UPDATED!

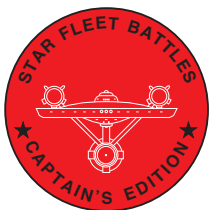
Edited into these rules are all of those pesky errata items, addenda, rulings, and even the answers to the most common questions.

NOTHING BUT RULES!

No annexes. No ship descriptions. No ship diagrams. No scenarios. Nothing but the rules you need to be completely up to date.

COMPLETELY ORGANIZED!

Every rule in exact numerical order. No more assembling a rulebook from pieces of a dozen products. It's all here, in order, start to finish, end to end!



This is the MASTER RULEBOOK for *STAR FLEET BATTLES*. It includes **ONLY** the rules. It does not include playing pieces, ship diagrams, annexes, scenarios, ship descriptions, a map, dice, or any other material. This unbound MASTER RULEBOOK is ready for you to install in your standard three-ring binder.



ISBN#1-58564-051-4 ADB \$50.00

STOCK #5412

A major resource for the SFB game system.

Made in USA