Star Fleet Battles

THE THOLIAN WILL

RULEBOOK

ADAM TURNER
2007

STAR FLEET UNIVERSE

CAPTAIN'S MODULE R4T

AMARILLO DESIGN BUREAU, INC.

STAR FLEET BATTLES
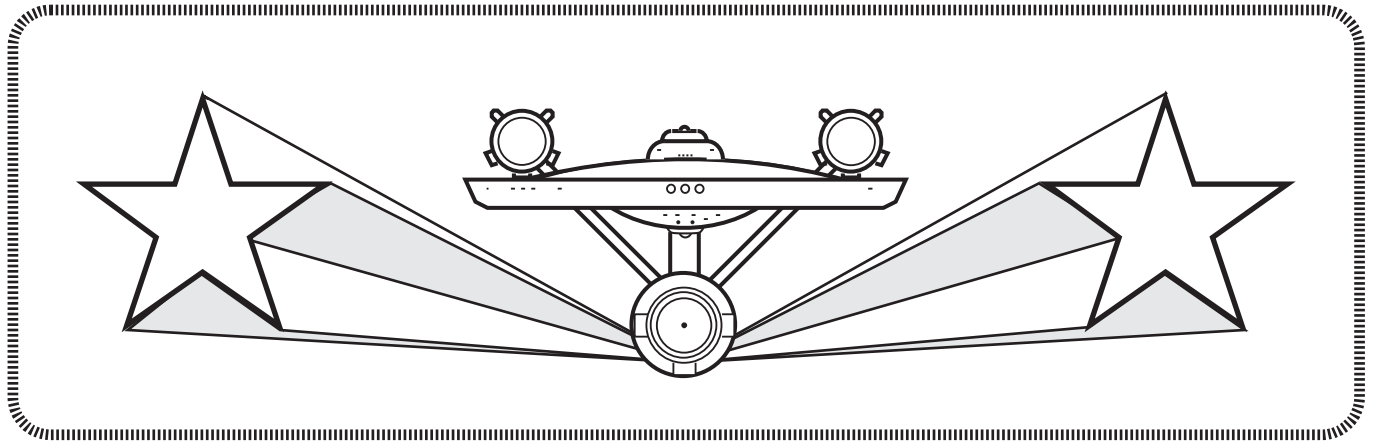
CAPTAIN'S EDITION MODULE R4T
THE THOLIAN WILL

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(Z58.0) NOTES ON *MODULE R4T:* THE THOLIAN WILL

(Z58.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE R4T: THE THOLIAN WILL is a modular expansion of the *SFB* game system. You will need the **SFB Basic Set** to use this material. This material will also require **Advanced Missions** and other products (e.g., **Module C2**, **Module C3**, **Module J**, **Module J2**, **Module K**, **Module M, Module R1, Modules R4** through **R12, Module X1, Module X1R,** and **Modules Y1** through **Y3**). to use it to the fullest extent.

A complete copy of *Module R4T* includes:
- 48-page rulebook (this book)
- 82 page SSD book
- A sheet of 60 ship counters

(Z58.2) DESIGN CREDITS

SFB Designer…………………………Stephen V. Cole, PE
Module R4T Designer ………………Steven P. Petrick, IN
Proofreading …………………………Jean Sexton Beddow
ADB Inspector General………………Miska
Drill Sergeant.…………………………Wolf
Security Guard.………………………Gizmo
Interior Artist.…………………………Stephen V. Cole
Tholian Art ……………………………Alvin Belflower
Holdfast Researchers………………Howard Bampton, John Crawford, Stewart Frazier, Ken Kazinski, Ryan J. Opel

(Z58.3) PUBLISHER'S INFORMATION

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AMARILLO DESIGN BUREAU, INC.
POST OFFICE BOX 8759
AMARILLO, TEXAS 79114-8759
Telephone: 806-351-1950 (Fax: 806-351-2585)
Email: Design@StarFleetGames.com
Website: www.StarFleetGames.com

Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our website.

All submissions are accepted only under our standard terms as published in **SFB Advanced Missions**. In summary, any submission becomes our property on receipt and may be modified at our sole discretion before publication. The author of a submission receives authorship credit and compensation at our standard rates.

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(Z58.4) DESIGNER'S NOTES

This product was born out of The Tholian Master Starship Book which saw a need to further define the Tholian Home Galaxy and obviously the ship, bases, and rules under which it operated. The Tholian Holdfast has been central to our understanding of Tholians prior to contact with the Seltorians and their ruthless pursuit across galaxies to destroy the last (as far as is known) vestiges of the Will. It also gave us an opportunity to introduce the Tholian attempts at producing raiding ships and to further expand their advanced technology units which were demanded by our customers.

Further, all information that had been published in *Captain's Logs* as of the date this product was completed were also included. Ships prior to *Captain's Log #26* had all been published, but any unit that has not been formally published from *Captain's Log #26* through *Captain's Log #53* has been included.

The ship descriptions were formatted to include relevant refits applicable to a given unit, and special considerations, such as special sensors, whether a given ship is a carrier or fast patrol ship tender, scout or commando ship, or some or all of these included. Commando ships were all spelled out as to their landing forces and whether or not they could, themselves, land on planets.

This product showcases how the Tholians adapted a single hull to multiple purposes, from a diminutive police ship smaller than the Patrol Corvette (a police ship in its own right in the Tholian Home galaxy) into a dreadnought. Until the appearance of the Neo-Tholian 312th Battle Fleet, which provided them with new technologies to exploit in building their defensive fleet.

We hope that you enjoy this book and stay in touch.

You will notice on our webpage: www.StarFleetGames.com that you have several avenues to follow ADB. "Discus" takes you to our BBS, where most of the game development takes place. "FC Forum" takes you to our Forum, which is more of a traditional forum to meet other players. You will also see that you can follow our page on Facebook (great for snippets of information and lots of art) and our Twitter account.

Want to find more players? Try our re-vamped Starlist: https://www.starfleetgames.com/starlist.shtml and we will send you a list of players near you.

As we say around here, "Don't be a stranger!"

DEDICATION: The Space Force, the most recent element of the armed forces of the United States of America whose mission is to protect the frontiers of America and her allies.

No victory is possible without control of the high ground.

(Z58.5) COPYRIGHT & LICENSING

(R1.0-7HG) THOLIAN WILL
GENERAL UNITS

General units that can be used by the Tholian Will are listed here with appropriate availability and weapons options. General units requiring no weapon options, e.g., small and large freighters, most augmentation modules, etc., are not listed and simply used as is.

Note that the units listed here are available in the Tholian Home Galaxy or have their own counterparts there. It should be clear that most Tholian Home Galaxy units are analogs rather than exactly the same unit, but are functionally identical in game terms and used as is. For example a Free Trader (R1.9) used by the Tholian Holdfast probably looks nothing like such a ship used in the Tholian Home Galaxy, but is functionally the same and used as such,

THOLIAN WILL Q-SHIPS

(R1.7A-7HG) LARGE Q-SHIP (L-Q): The Tholians in the M81 Galaxy used Q-ships. This use was primarily an intelligence gathering operation in that the Tholians would spy on the operations of their various subjugated species to determine if they were plotting against the Tholian Will, including attempting to illicitly supply the Nebuline pirates (R15.N2).
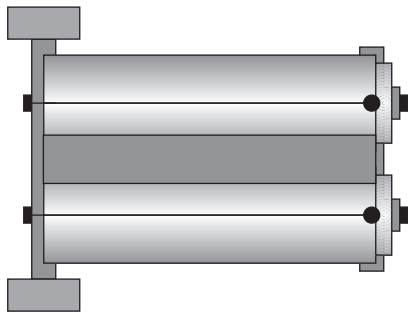
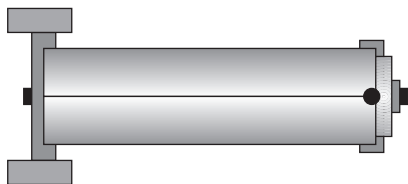Large Q-ships in the Tholian Home Galaxy replace disruptors with particle cannons.

Two shuttle bays; transfers by (J1.59) are not possible.

Refits: None.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A Tholian Will L-Q SSD is in *Module R4T;* use a generic large freighter counter. A generic L-Q counter (labeled Q L) is in *Module R1*.

(R1.7B-7HG) SMALL Q-SHIP (S-Q): The Tholians in the M81 Galaxy used Q-ships. This use was primarily an intelligence gathering operation in that the Tholians would spy on the operations of their various subjugated species to determine if they were plotting against the Tholian Will, including attempting to illicitly supply the Nebuline pirates (R15.N2).

Small Q-ships in the Tholian Home Galaxy replace the disruptor with a particle cannon.
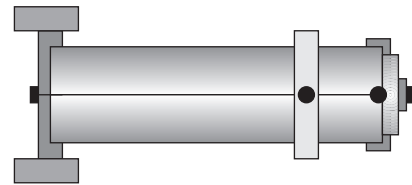
Refits: None.

Maneuver: This ship can accelerate by no more than five movement points or double its current speed. It can disengage by acceleration.

A Tholian Will S-Q SSD is in *Module R4T;* use a generic small freighter counter. A generic S-Q counter (labeled Q S) is in *Module R1*.

THOLIAN WILL ARMED FREIGHTERS

(R1.20-7HG) SMALL ARMED FREIGHTER (F-AS): The Tholians did not operate ships of this type in their Home Galaxy where various subjugated species performed the menial commerce tasks. Ships of this type can be used to represent freighters hastily armed as part of a revolt against the Tholian Will, but the Tholians allowed their subjugated species to operate limited numbers of these as convoy escorts against attack by Nebuline pirates. The ships can be armed with phasers (standard phaser-armed freighter configuration) or particle cannons as the heavy weapons.
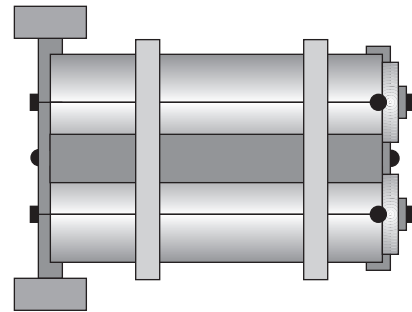
Refits: None.

Maneuver: This ship can accelerate by no more than five movement points per turn. It can disengage by acceleration.

An SSD for the small phaser-armed freighter and generic F-AS counters are in *Advanced Missions*. An SSD for a small particle cannon armed freighter is in *Module R4T*.

(R1.21-7HG) LARGE ARMED FREIGHTER (F-AL): The Tholians did not operate ships of this type in their Home Galaxy where various subjugated species performed the menial commerce tasks. Ships of this type can be used to represent freighters hastily armed as part of a revolt against the Tholian Will, but the Tholians allowed their subjugated species to operate limited numbers of these as convoy escorts against attack by Nebuline pirates. The ships can be armed with phasers (standard phaser-armed freighter configuration) or particle cannons as the heavy weapons.

Refits: None.

Maneuver: This ship can accelerate by no more than five movement points per turn. It can disengage by acceleration.

An SSD for the large phaser-armed freighter and generic F-AL counters are in *Advanced Missions*. An SSD for a large particle cannon armed freighter is in *Module R4T*.