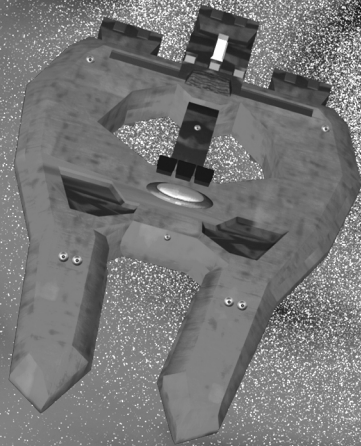




THE TRIANGULUM GALAXY



**CAPTAIN'S
MODULE E2**



(Z94.0) NOTES ON MODULE E2

(Z94.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE E2 is a playtest pack of a future modular component of the Star Fleet Battles Captain's Edition game system. It is published to develop ideas, solicit comments and playtest reports, and determine the market's reception of the product concept. You must have the Star Fleet Battles Basic Set to use this product (and Advanced Missions is highly recommended). Module J will be needed for the Mallaran Viper fighters and their Blur Device pods. No other SFB products are required; many would be useful. This product is complete in one 64-page book.

(Z94.2) DESIGN CREDITS

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(Z94.3) PUBLISHER'S INFORMATION

This product is published by:
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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 web site.

All submissions are accepted only under our standard terms as published in SFB Advanced Missions.

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

(Z94.4) DESIGNER'S INFORMATION

The Triangulum Galaxy is the creation of Francois Angers and his company, New Galaxy Games. This galaxy has been around for several years as an unofficial project, a web site, and even a few playtest copies. Francois has continued to develop the project and what you see here differs seriously from earlier drafts. It should be noted that many of his rules, such as battle armor, could easily be adapted for use by the races of the Alpha or Omega Sectors, or even by those of the Magellanic Cloud.

Module E2 is a testament to the commitment of ADB Inc. to bring new ideas, concepts, and designers into the Star Fleet Battles family in a way that reflects values and integrity.

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(Z94.6) PLAYTEST INSTRUCTIONS

As this is a playtest pack, we do want and need your playtest reports. Reports on ships and scenarios should use the report forms found later in this book. Reports on rules should be in the standard "line item format". This format requires that each report be a separate paragraph linked to a specific rule number. The rule number must come first, followed by the problem, the proposed solution, a justification statement as to why the solution is such a good idea, then your name and the date. An example of a report would be:

(E99.315) This rule does not define what happens during the WW explosion period. I would assume the mass drivers fire at the explosion, but that might be dumb.--Kumerian, 1 Apr 00

Players can obtain a playtest update on this module by sending an email to triangulum@starfleetgames.com as this auto-responder will send back a brief list of changes, updates, new material, or tactical suggestions.

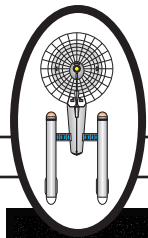
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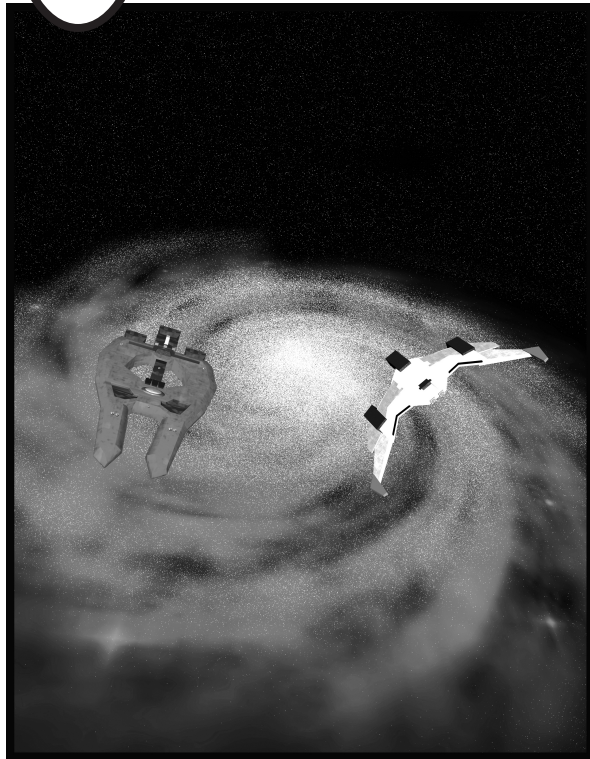
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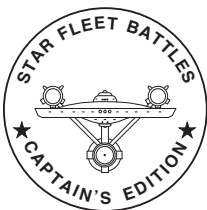
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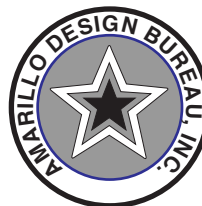
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This product adds new game play material for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. To make full use of it, you would also need Advanced Missions. No other SFB products are necessary to enjoy this new galaxy.



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Edited by Steven P Petrick

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