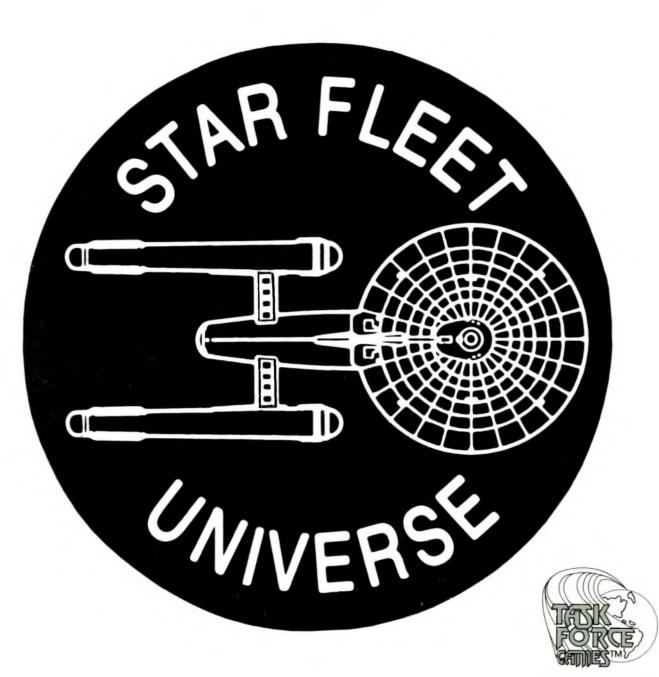# STAR FLEET BATTLES

COMMANDER'S RULEBOOK

UPDATE #2

STAR FLEET UNIVERSE

3032

RULES UPDATE #2: INTRODUCTION

COMMANDER'S STAR FLEET BATTLES is a game that "grew like Topsy." New rules modules and SSDs did not wait for new products, but appeared in prototype or modular or sometimes in complete form in Nexus Magazine and in Captain's Log.

This perpetual publication system was fine for the devoted followers, who bought every new product even remotely related to SFB and were delighted to find a new rule here and there.

For new players coming into Star Fleet, however, it was chaos at best and disaster at worst. Someone who bought Volume I and found the Romulans or Gorns to be his forte discovered that in order to use those powerful plasma torpedoes to their fullest potential he (or she) had to track down something called "Nexus #14" which only a few mail order dealers carried and buy an entire magazine to get two pages of rules that, arguably, should have been in the game to start with. The Kzintis faced similar problems with their drones. One entire race (the Lyran Democratic Republic) could be found only in Nexus.

With the dawn of a new Task Force Games company, we decided it was high time to gather up all of these loose ends and put them into a form that was more easily accessible and usable. The result was this product, Update #2. "All of the rules that are not in the rulebook" are now in one package, and in a form easily insertable into your rulebook.

But Update #2 is more than just a compilation of previously published material. All of this material has been extensively updated and revised, and some of it has been entirely re-written. All of the addenda for these rules has been incorporated; all of the questions ever asked about them have been answered. We have also taken advantage of the situation and used Update #2 to bring you some entirely new material that you should find interesting and useful. This new material and addenda will not be presented elsewhere (until the respective products appear in 1990 or later). The material in Update #2 supersedes all previous publication of the same material.

BOARDING PARTY COMBAT

The D15 and D16 modules were originally presented as prototypes in Captain's Log #3 and Nexus #10, respectively. While the final publication of these rules in a future "Marines" module will include more charts and counters, the rules here are substantially complete (not mere prototypes). Several changes have been made. Militia has been revised to more properly reflect its combat value and how rapidly you can convert bystanders into combat troops. Additional ship diagrams have been provided for the ISC and the Romulan Hawk series. Moreover, the existing diagrams have been delineated to show additional variants. Where Nexus provided 10 ships, Update #2 provides over 40. The ability of bases to mobilize their defenders was enhanced to reflect their operations more realistically. Additional commando ships were provided (in the R-sections), and all commando ships had their landing forces defined fully.

DRONE AND PLASMA MODULES

These rules were the most sought of the "lost rules" of the Star Fleet Universe. They have been completely reviewed, with all addenda added and several problems resolved.

SHIP RULES

When the idea for an Update #2 project was conceived, we took a survey of the "non-rulebook rules" and found that a significant segment of this material was new ships found in SSD Books #7-#9 and in the addenda. Including this material in Update #2 was an obvious necessity, but the format had to be considered. Unless we put each race on a separate page (as we have), you would not really be any better off than you were with the pages from the SSD Books. The problem, however, was that while each race had to have two pages, many of those pages were half-full or empty.

To utilize this otherwise blank space and provide you with an even more complete rulebook, we picked up the data from Supplement #3 (which was previously compiled on a single multi-racial page) and added all of the Addenda from CL#4, CL#5, and CL#6, as well as a considerable amount of new addenda never published before. (This gave us the opportunity to fix some obvious errors, like the D5C's flag bridge, and correct some long-running problems, such as the Lyran CW's power shortage.) While cleaning up the Nexus scenarios, we came upon the long-forgotten Suicide Freighter and created a special rule for its operations. We included the new B10 data from CL#6 and the ship listings for the four new SSDs scheduled to appear in CL#7.

Then we took the opportunity to publish some long-awaited ships (such as the "obvious variants" of the Kzinti DW). There are over three dozen new ships listed in Update #2.

Finally, we compiled all previously published ship names, along with additional names and names for the new classes, and included them on the page for each race. (Here we had to cheat and create a page which will fit between the Federation and Klingon sections, listing Federation ship names on one side and the Klingon ship names on the other. We're confident that you can deal with this.) The standard disclaimer applies: none of these ship name lists are complete, nor are they revised orders of battle.

SSD SHEETS

Five SSD sheets (TK5, FX, OK6; LDR BCH and MP) which appeared in Nexus and Captain's Log (and no where else since) have been reprinted here. These have been updated to current graphic standards. Following the new rules in Captain's Log #6, these show the "proper" (reduced) numbers of transporter bombs. The "dummy" T–bombs (i.e. special inert material) are marked with a "D." Remember that the ammunition parts of the SSD are secret.

While we made every effort to present the material in Update #2 in a format compatible with your rulebook, we violated our own rules to give you two totally new SSDs (the WYN Barracuda and the Andromedan Viper) on what otherwise would have been blank pages. We were compelled by a desire to pack every available page with data to print the OK6 SSD in the R1 section. We hope you will forgive this slight inconvenience.

NEXUS SCENARIOS

The 20 scenarios that appeared in Nexus magazine during its six year run included some of the best. These have all been recovered and extensively updated. Ships that were not in the game when some scenarios were originally printed have been added. All were placed in the new standardized scenario format (where .42 is always the warp booster packs and .43 covers drones). Many problems, of both balance and history, were corrected. The scenario No Escort, No Problem (published in VIP magazine), which most players have never heard of, was renumbered as SN21 and included here. We also included an updated edition of the UN1 Bargantine Campaign.

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The assistance of the Star Fleet Staff in the preparation of this product is greatfully acknowledged, including: Leanna Cole, Ray Olesen, Frank Crull, David Zimdars, Steven Petrick, Blackie, Keith Velleux, Tony Medici, Ron Spitzer, Mark Schultz, John Berg, John Hammer, Evelio Perez-Albuerne, Mike Hault, Owen Riley, Marc Cocherl, Bill Heim, Steve Kay, Stewart Frazier, Jim Hart, Robert Sassone, Robert Patterson. Design and editing by Stephen V Cole, PE.

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RULES UPDATE #2

This important STAR FLEET BATTLES supplement includes the following material:

D15 GROUND COMBAT: Conduct landing force operations on planets including raids, assaults, and rescue missions.

D16 ADVANCED BOARDING PARTIES: Conduct a boarding assault against an enemy starship with this unique intra-ship combat system.

D22 ENERGY BALANCE DUE TO DAMAGE: An ultra-realistic system for assessing the effects of power lost due to battle damage during the turn.

FD10-15: Advanced Modular Drone Construction, Swordfish drones fire phasers at their target, Armored drones survive target defenses, Spearfish drones penetrate enemy shields.

FP8-10: Plasma Bolts allow a direct-fire option for plasma torpedoes, Type–D torpedoes can be carried by fighters, special racks allow ships to fire Type–Ds for point defense.

SHIPS: All of the ship data from SSD Books #7, #8, and #9, plus the ships from Supplement #3, plus the ships published in the addenda (in addition to a special compilation of all of the addenda). Also included are three dozen totally new ships never before published. As a special bonus, a complete list of ship names is also included.

LYRAN DEMOCRATIC REPUBLIC: A Star Fleet Battles minor race, the LDR is a neutral power at the junction of the Klingon, Lyran, and Hydran empires.

SCENARIOS: The 21 Nexus scenarios, which have been completely updated and reformatted.

THE BARGANTINE CAMPAIGN: Just after the General War, the former Klingon Satrapy Bargantina attempted to recover the Landfalk planetary system from the Hydrans. The resulting campaign saw the deadly Exodrones fired against Hydran Harriers.

SSDs: Eight SSD sheets from important Star Fleet Battles starships, including three totally new ships never seen before.

ABBREVIATIONS: A completely updated edition of Annex #5, listing the abbreviations used in the Star Fleet Battles rules system.

REVISIONS: The bulk of this material was previously published in various issues of Nexus magazine and Captain's Log. This edition has been completely revised and updated and includes all addenda previously published and a considerable amount of totally new material. Update #2 is more than just a compilation of old material, it is an important new *Star Fleet Battles* module.

NOTE: This product adds new play situations, background material, rules, and starships for the *STAR FLEET BATTLES* game system. You must have Star Fleet Battles Volume I to use this material. Some material in this product also requires other SFB volumes and products.

STAR FLEET UNIVERSE

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