

STAR FLEET BATTLES

OMEGA MASTER RULEBOOK



2011



THE OMEGA PROJECT

The Omega Octant lies spin-ward (east) of the ISC in our Galaxy, on the other side of a great rift known as the Void. Within the Void (which is approximately as wide as Federation territory on the F&E map), sensors do not function, magnetic and ion storms abound, and ships can be lost without a trace within minutes of entry. It is even rumored that strange creatures reside within the region to devour anything that attempts passage.

With the Void blocking scans, the region of space on its opposite side is totally unknown to the empires we have seen in *Star Fleet Battles* so far. Even the Jindarians, who have been wandering for ages, do not attempt passage through the Void. There are, of course, Jindarians on the other side, but they have no contact with those we are familiar with, and are in some cases quite different than might be expected.

As the Octant is totally unknown, it was given no formal designation on Federation charts until much later when it came to be known as the Omega Octant.

BACKGROUND

The Omega Octant is a region marked by great change throughout its history. Great nations rose and fell as the years passed, some of them disappearing entirely and others absorbed by greater powers. Some empires were benign and peaceful; some were aggressive and confrontational; others were curious and inquisitive; a few just wanted to be left alone. There was a great variety in peoples and cultures, and these differences led more often than not to conflict.

This variety also led to differences in technology. For example, the Omegan empires lagged behind the Alpha Octant in warp efficiency, resulting in a slower base speed for their cruisers. (This was, eventually, corrected at a later period in history that will be detailed in a future product.) Many other technologies, such as transporters, tractors, shuttles, and the like paralleled the Alpha Octant, but many others developed along different lines (in some cases radically so).

An excellent example of this difference is in the area of phasers. Most empires chose to develop and use some form of phaser-like weapon, but they differed radically from the phaser-1, -2 and -3 you are used to. There are no less than six different classes of phasers in use in the Omega Octant, including phasers with built-in ECCM, hit-or-miss weapon charts, no damage rolls, better long-range effectiveness, a broad range of damage, and multiple shots in a turn.

Heavy weapons and auxiliary weapons are likewise quite different from those you are used to. These range from classic direct-fire and seeking weapon types to new varieties which have qualities of both (or neither), project various types of terrain, do varying amounts of damage, affect multiple shields, hit an impulse or more after firing, or cause other effects in strange and unusual ways. To make things even more interesting, the classic overload range of eight varies from weapon to weapon, resulting in tactical situations never seen in *Star Fleet Battles*.

WHY HAVE AN OMEGA PROJECT?

Players of *Star Fleet Battles* have long wanted new empires, new strategies & tactics, and new backgrounds for fiction and other expansions. The amount of such material which can be added to the existing empires in the Alpha Octant is limited, but the rest of the Galaxy beckons, with vast regions of totally unexplored space waiting to be surveyed!

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(OZ1.0) NOTES ON OMEGA MASTER RULEBOOK**(OZ1.1) ORGANIZATION AND COMPONENTS**

STAR FLEET BATTLES OMEGA MASTER RULEBOOK is a component of the *Star Fleet Battles* Captain's Edition game system. You must have the *Star Fleet Battles Basic Set* (and *Advanced Missions* is highly recommended) to use this product. This product provides no SSDs and counters, which can be purchased as spare parts from ADB, inc. No other SFB products are required.

A complete copy of this module includes:
This 420-page rulebook

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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.

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(OZ1.0) NOTES ON OMEGA #1**(OZ1.4) DESIGNER'S INFORMATION**

The Omega Project was designed as something totally new, with new empires, tactics, and histories which could exist without interfering with what had already been established in the existing game background. In addition, players had made it clear that any such material be "real" (i.e., not a simulation) in order to generate enough interest for a full product line. As it was not possible to place such a large and dynamic region adjacent to (or even close to) the existing *Star Fleet Battles* empires without destroying the delicate balance which had been established in F&E and other products, something was needed to keep them separated from each other while still allowing the occasional crossovers. This "something" became the Void, a region of space impossible to safely cross. Thus, the Omega Octant lies opposite the Void from the ISC, in an area never before scanned or visited by the existing empires of *Star Fleet Battles*.

The Omega Octant is designed to be a "simpler" area in which to play *Star Fleet Battles*. The weapons and systems are, for the most part, easy to use and understand. Most *Star Fleet Battles* players will be able to use any of these empires after a single read-through of the rules. Tactics will, of course, take a little longer to develop.

Be sure to include your complete name and US Mail address in any Email correspondence, and your Email address (if any) on any hardcopy mail correspondence.

(OZ1.5) SUBMISSIONS

One facet of the Omega Project deemed important is a richly detailed history. A brief set of highlights for historical milestones is presented as a centerpiece in this product. We welcome suggestions for scenarios, characters, and other details to be added to the timeline. You can submit these (as well as other SFB submissions, comments or questions) directly to ADB, Inc. at the addresses under (OZ1.3).

Amarillo Design Bureau, Inc. welcomes the submission of new material for use in future *Star Fleet Universe* products.

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(OZ1.0) NOTES ON OMEGA #2**(OZ2.4) DESIGNER'S INFORMATION**

As the Omega Project moves forward, we are able to present you with more types of units, and more history, for this troubled region. This expansion covers the Super Power Wars of the Fourth Cycle, and includes the development of dreadnoughts, fighters, carriers, and escorts.

(OZ1.0) NOTES ON OMEGA #3**(OZ3.4) DESIGNER'S INFORMATION**

The Omega project is an ambitious one, spanning a huge expanse of the galaxy (equal to the Alpha Octant) and portraying two dozen different empires each with its own technology. This module continues the project by including six new empires, all of which were integrated into the historical framework long before *Module Omega #1* was published. In this regard, I had an easier time than the designers of *Star Fleet Battles* did, as I was able to shape the entire history of the Omega Octant before anyone outside of my immediate playtest group saw it. The two Steves at ADB, Inc. spent a lot of sleepless nights trying to merge new ideas into an existing galaxy without changing what had already been published.

When I delivered this product to ADB, Inc., they noted that the Singers were a tough empire to play as their technology was clearly inferior. Fortunately, Steve Cole came up with the idea of placing them on the verge of inventing an entirely new series of devastating weapons, which made them a playable empire while preserving my carefully crafted history.

The Souldra are clearly the most radical new empire introduced into *Star Fleet Battles* since the Andromedans, and playtesting them, revising them, and playtesting them again and again fell to the capable hands of Steven Petrick, who was able to coax the playtesters into giving him reports that allowed him to craft the perfect "fix" to their rules, a fix that the playtesters confirmed worked as they were originally intended to work.

Much thanks to everyone who worked on this product; I look forward to *Module Omega #4* as you all do. —Bruce Gray

(OZ1.0) NOTES ON OMEGA #4**(OZ4.4) DESIGNER'S INFORMATION**

Module Omega #4 continues the process of rounding out the Omega Octant with the addition of four new empires, both major and minor. The Branthodons, the largest empire and one of the strangest published to date, use space dragons for ships. The Ryn, an advanced but isolated people, do not possess warp technology, but use transporters for movement. The Bolosco, wanderers from a distant galaxy, are traders with highly specialized tractor beams. Finally, the Qixa, a tiny empire, live in a cloud filled with explosive gases, and use weapons optimized for operations within their defensive zone.

Way back when I pitched the idea of the Omega Octant to Steve Cole, he suggested the idea of using some of the original Nexus "Empire Design Contest" empires in the region. Even though at least a dozen empires had already been created for the Omega Project, I knew there was room

for several more, so I readily agreed. The Branthodon “Space Dragon Empire” was the obvious first choice, as it was on the top of the stack. In fact, it turned out they would make a perfect foil to the living ships of the Alunda (who were already designed), so the two empires became antagonistic neighbors.

Of course, a lot of changes had been made to *Star Fleet Battles* since the original Branthodon proposal, so some alterations had to be made. For example, in the original Branthodon rules, the Branthodons were space dragons with SSDs, and bore little resemblance to the actual creatures in the game. This would not do, so the ones found herein work differently. The bodies of the dragons are very much like those found in (SM7.0), but with some genetic enhancements. Also, to give the Branth crew somewhere to live and work, they have “ships” attached to them. This had the beneficial side effect of limiting their maneuvering (otherwise, the dragonships would have been able to turn on a dime and perform other feats that would make them impossible to balance). On the whole, however, the designers have attempted to stay as true to the original Branthodon concept as possible.

Curtis Johnson and William Palmer submitted the Branthodons for publication in 1986. Sixteen years later, they finally saw print, proving that there is no statute of limitations on good ideas.

Thanks, guys! —Bruce Graw

(OZ1.0) NOTES ON OMEGA #5

(OZ5.4) DESIGNER'S INFORMATION

In keeping with the intent of Bruce Graw, the Omega Octant does things differently than the Alpha Octant. Gunboats in the Omega Octant have their own unique characteristics and not every empire operates exactly the same number of gunboats. Some empires were deemed as not able to operate gunboats at all (although some of them may be given conjectural gunboats in later products).

Module Ω5 showcases some of the limits of the original Omega design. The fighters introduced in *Module Ω2* as the “first fighters” most of the empires deployed were equivalent in capabilities (in many cases) to late General War fighters in the Alpha Octant. Yet some of the fighters were in service for nearly 80 years unchanged from that point, despite constant warfare creating the driving need to improve them further. For example, the first fighter of 11 of the 21 empires includes two phasers, most have firing arcs better than FA (the majority have FX phaser arcs, something not found on size-1 Alpha Octant fighters at all). Five of them equaled, or exceeded, the 12 points of damage that was pretty much the standard for the largest size-1 fighter in the Alpha Octant (there are some exceptions). And one empire's (Trobrin) first fighter was already capable of the maximum speed for a non-X fighter. Creating a history of the fighters was necessary to the creation of Omega gunboats, as the more advanced fighters would be serving alongside them, and helping to define them.

To some extent, this required changing some fighter introduction dates to create even less capable earlier fighters. As part of this, a review of all published scenarios was done to avoid creating conflicts with them, and some care was taken to find fighter designs that could predate the existing ones. This resulted in the enlarged Annex #4 in this product.

Further, the various small ground bases that support fighters and/or gunboats are unique to each empire. Part of this was driven by the concept that the different empires operated different-sized gunboat flotillas and fighter

squadrons making a “one size fits all” design concept unworkable. That the different empires also use very different weapons with different capabilities also presented challenges. Additionally, each empire's bases (and their fighters and gunboats) needed to be designed with an eye towards their own unique histories. You will find in the design of the Iridani bases why it was possible for the Andromedans to conquer such a seemingly martial empire's home space so easily, i.e., their isolation and solidarity made them uniquely vulnerable in a way that even the Magellanic Cloud was not.

(OZ4.5) COPYRIGHT & LICENSING

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DESIGNER'S NOTES

The original plan for the Omega Octant was to produce three major supplements (*Omega #1*, *#2*, and *#3*), each of which would hold 10-12 empires. In between these would be *Omega-R* products with additional ships, and at some point we would produce *Omega-JK* (heavy fighters and PFs), *Omega-X* (X-ships and the history of the Seventh and Eighth Cycles), and other supplements. However, within days of the arrival of *Omega #1* in stores, ADB was overwhelmed with the demand for more ship designs for the 11 original empires. It became clear immediately that instead of doing so many empires, we should instead have provided five or six of them with 10-12 ships each. *Omega #2* could then introduce the remaining empires originally planned for *Omega #1*, and so on. While we could not rectify this situation with *Omega #1* (which has already been published), we decided to convert the schedule to the new style, using *Omega #2* to finish fleshing out the empires of *Omega #1*, *Omega #3*, and *Omega #4*, provided more empires, and other supplements will be produced as needed.

In the original Omega schedule, fighters and dreadnoughts would have been introduced in the various *Omega-R* modules, but the new design effectively incorporates those products into the main books. Thus, the primary focus of *Omega #2* is on dreadnoughts and carriers for the original 11 empires (as applicable). It should be noted here that these are *early* dreadnoughts and carriers. The empires of the Omega Octant were not as quick to incorporate new types of technology, primarily because they lacked the sort of immense research and development facilities known to exist in the Alpha Octant Area, and because their resources were constantly depleted in their numerous wars. The Invasions became the great equalizer, as many former enemies chose to share technology in those

dark years when the entire Omega Octant was faced with ultimate defeat. In the years following this near disaster, an amazing spurt of research quickly resulted in the appearance of such wonders as advanced fighters, fast patrol ships, heavy dreadnoughts, battleships, and even the rudiments of X-technology. These are, however, beyond the scope of this product.

The early fighters and their carriers are perhaps the most important (and certainly the most numerous) items in *Module Omega #2*. The development of these units took a different path than that seen in the Alpha Octant Areas, with great gaps between the development of early designs and more advanced types. Note that as promised in *Omega #1*, most Omega fighters are simple craft with few or no seeking weapons, making them much easier to play. Most of the Omega empires herein did not develop advanced fighter technologies (including pods, EW fighters, chaff packs, etc.) until after the Invasions, although some exceptions do exist.

While designing Omega fighters and carriers, the logical question of escorts arose. It seems logical that given the lackadaisical approach to carrier development and operations, the Omega empires would not produce carrier-specific escorts or operate them in formal arrangements. In fact, nearly all Omega empires use escorts for multiple missions, operating in any role where close-in defense is necessary, and sometimes in more unique tasks. They do, of course, appear as carrier escorts, but rarely as a permanent assignment. Thus, many of the escorts seen in this product use non-standard escort weapons or ship layouts. It should also be noted that the Omega empires did not develop Aegis technology until after the Invasions (with the sole exception of the computer-assisted Drex).

Dreadnoughts are another Omega unit being seen in this product for the first time. As described in *Omega #1*, the Chlorophons developed the first dreadnought in the Omega Octant. However, this was not for military reasons, but to provide living space for an aging Phon. Creation of a unit as huge as a DN had previously been seen as a tremendous waste of effort. (They were considered too ponderous and expensive to be worth building, despite their increased combat strength and command facilities.) This attitude had no doubt been reinforced by failed Probr attempts to construct a dreadnought during the Second Cycle, an incident which caused them much embarrassment. However, the appearance of a DN in the hands of a second-rate power — the Chlorophons having lost all respect after their defeat by the Mæsrons during the Expansion — proved too great a challenge to let pass by. Nearly every empire involved in the Superpower Wars (including the Mæsrons, who used their own neutrality as a shield to hide their construction efforts) dropped other production projects to make room for their first dreadnought designs. By the beginning of the Second Great War, nearly all participants had fielded a dreadnought, and some had already produced a variant or two. Some historians believe that the immense command support of dreadnoughts (which inevitably led to larger fleets) actually contributed to the expansion of the Second Great War to its octant-spanning dimensions, whereas otherwise it may have remained a series of smaller, localized wars. The truth of this may never be known.

Finally, one other type of Omega unit is showcased within this supplement: small logistical bases. These platforms were originally used by the Mæsrons during the Expansion, and the concept was later copied by most of the other Omega empires. The ever-changing borders that were so common in the Omega Octant contributed directly to the development of small logistics bases, which did not require a lot of effort to place and yet served a purpose so vital that wars could not be conducted without them. Nearly all logistics

bases can be easily moved by tugs, allowing a border to expand or contract as the war ebbs and flows. To be sure, these units were not capable of carrying out major repairs or servicing whole battle fleets, but they could at least act as way stations or supply outposts for patrolling ships and advancing attack forces. During the many Omega wars, more than one reconnaissance-in-force turned into an invasion spearhead thanks to the timely placement of a logistics base behind an opponent's lines. Likewise, more than one promising attack was forced to fall back due to the destruction of a critical outpost by a harassment force slipping in through the back door.

The existence of small logistics bases should not be taken to infer that larger, more permanent stations and starbases did not exist in the Omega Octant. These units were usually found well behind the lines, in areas felt to be secure from all but the most determined invasion. (There are, however, a few noteworthy points in history — such as the creation of the Vari Buffer in Y160 — where permanent bases were constructed on an empire's borders. The Drex are also notorious for their numerous concentric rings of bases that defend the Drexari home colonies.) Rules and SSDs for larger Omega bases will appear in a future product.

OMEGA FUTURE DEVELOPMENT

This product is not intended to be the final say on the Omega Octant. There are many other avenues to explore.

There are not currently any fighters for the Chlorophons, and there was no way to give them gunboats that would operate like those of other empires. This is inherent in their background, since a Chlorophon small enough to be embedded in a PF would obviously be a child. The Chlorophon's supporting species, the Keepers, are defined as dependent on having a Chlorophon available as a food source, and as too valuable for the Chlorophon to risk (as well as not being aggressive enough to make good combat pilots).

There are two possible ways to go on Chlorophon fighters, without changing the background information on just what they are supposed to be.

One option is to build Chlorophon "mercenary carriers", a Chlorophon ship that would operate fighters from some other empire crewed by beings from that other empire. This still might be done, but it does not seem consistent with the Chlorophon background. The option of allowing a single Chlorophon to control a squadron or more of fighters in addition to its ship is not consistent with their admin shuttles being unarmed. (If a given Chlorophon ship captain could control the shuttles well enough in a battle to fire the phaser, would they not have a phaser?) If the Chlorophon captains cannot control their shuttles as makeshift fighters, as given in the background, then having a Chlorophon captain command a squadron or two in addition to his ship is beyond the pale.

On the other hand, given satellites, there is no reason that every Chlorophon planet would not be able to have fighter squadrons. These would operate by remote control (limiting them to defending the planet, not patrolling) and obviously various planet bound Chlorophon that wanted the thrill of "flying" could volunteer and be on standby to guide the fighters out to engage an enemy. From that point, Chlorophon fighter ground bases to support planetary defenses would naturally follow. They could be supervised by one Chlorophon who would oversee the maintenance of the base facilities much as a ship captain would.

Adapting the mine-warfare PF systems to allow control of planetary defense gunboats would seem a logical progression.

Other empires also provide openings that could be exploited to expand our understanding of their capabilities.

The Branthodon Regime was looked at with an eye towards expanding their use of baby dragonships. There were just too many limitations on them already built in. While they are capable of independent patrols, they do this mission at a disadvantage, and developing a “leader” version that would overcome that was considered. The only way this could be done, however, was to find a way to graft an adult dragon brain onto a baby dragonship. This was not workable (the resulting leader would have the baby dragonship’s weapons, but almost nothing else as it would be carrying the brain on its back). This decision may be revisited in the future.

Another consideration is the advancement of technology in the Omega Octant. There has been much discussion of whether the existing Omega Octant warships are the final designs or early designs. Here we get into problems because the existing scenarios cover a wide sweep of history and use the existing ships. The general concept has become that the ships that have been published so far are essentially “middle years” designs. They were adapted to use some of the newer technologies (PFs) because they were available (much as the Klingons used the D6) while newer designs were being fielded. This does not mean that a new PFT based on a new destroyer (or cruiser, for example the Klingon D5P) design will not be published in the future, but that we will need to design the newer ships. While that is going on there are going to be questions on technological development.

The existence of newer ship designs is already embedded in Omega history. Better warp engines that allowed them to achieve tactical speeds of 31 for example. And of course advanced technology (X ships) have been mentioned. Obviously Omega needs to first deploy their comparable “General War” ships before we can do their advanced technology ships.

As can be seen from the map in this product (and the background), the designer intended to add even more empires (with their attendant technologies), and had not even finished adding all the empires that had already been announced (Jindarian Freehold, Nucian Clans, Paravian Jihad, and Zosman Marauders). We have drafts of some of the technologies for those empires, and they may appear (along with the Echarri) at some future date. For now, it seems Omega needs to take a breath and spend some development effort on new ships rather than new technologies.

One project under development is bases. Many scenarios revolve around attacking and defending these vital logistics nodes, and their presence makes campaign use of the various Omega Octant empires possible. Like the small ground bases that appear in this product, the Omega Octant Empires will not have one base design with minor modifications (usually weapons), but will be unique to each empire.

Developing bases for the various empires represents some challenges, decisions that have to be made. The Chlorophon, as an example, need to have a base that is designed to allow its “commander” to be relieved. Given the sheer size of Chlorophons, that is not something that is going to be done by transporter (or by opening a hatch and having the outgoing commander walk through it). The base is going to have be designed to have a “core module” that can be removed (containing the Chlorophon) so that a new module can be installed. Otherwise deep-space bases for that empire will be impossible.

The Branthodon, currently, are not going to have any deep space bases. Simply because they do not need them. They are an expensive luxury for a poor empire, and all of their “ships” are capable of landing on planets. It makes

sense that the Branthodon would only build bases on planetary surfaces. Even a starbase. This means such bases can be more “spread out”, which will help overcome their lack of shield technology. A Branthodon starbase would probably actually consist of some number of small bases linked together by various means, each separate but a part of the whole. In this way we keep their technology consistent (and do not find ourselves having to refit shields to dragonships).

Bases for the Iridani will need to be done in two flavors, one in keeping with their history. Their home star cluster was not well defended, because it did not need to be, but such bases are not going to be very campaign compatible (too easy to destroy) so some “post Andromedan” designs are going to be needed as just one example.

We are also going to have to take a look at the “vanished empires”, the Branthodon, the Ryn, the Souldra, the Ymatrians, the Singers and the Bolosco. Maybe some of them will make a return (as the Qixa did to their Cloud), maybe they are lost forever. For now, the door is open to any number of possibilities. (Including more visitors from outside, perhaps a Seltorian Hive ship chasing a Tholian refugee fleet?)

Wherever Omega may take us, we will bear in mind the uniqueness of each of the Omega empires and work to retain it. An important point will always be consistency and the enjoyment of you, the players, in this unique and ever changing octant.

DEDICATION

The *Omega Master Rulebook* is dedicated to the American serviceman, who goes where others will not, enduring the unendurable, to do what must be done to protect home and hearth from war’s devastation.

REAL TIME, REAL OPPONENTS

ADB Inc. has chartered SFB-On-Line to run a series of on-line real-time live-opponent tournaments for *Star Fleet Battles* players. You can contact ADB Inc. for information or find a link to SFBOL on our web site (www.starfleetgames.com). You never have to worry about finding an opponent, and the cost for a year of gaming is less than you would pay in gas and driving time to find a live face-to-face opponent.

PRIME DIRECTIVE ROLE-PLAYING UNIVERSE

There is more to gaming than tactical board games. Prime Directive is an exciting role-playing concept set in the Star Fleet Universe. You can visit strange new worlds, meet interesting alien peoples, and steal their stuff on your way out the spacedock!

Prime Directive is available for the GURPS and d20 Modern game systems, and books for other game systems are in development. Even if you don't play role-playing games, these sourcebooks provide more history and background about the Star Fleet Universe than any other source.

FEDERATION COMMANDER

More than just "SFB Lite," Federation Commander is a new fast-playing tactical space combat board game of the Star Fleet Universe. Ships come in two scales (one that matches SFB, one that is half as big so you can use twice as many ships) and so does the hard-mounted map (1.25 inch and 5/8 inch hexes). The rules have been streamlined to make the game play faster. There are eight impulses (you can move up to four times, but only fire once) and energy allocation is done "on the fly." If you want to fire a phaser, pay for the energy when you fire it, not at the start of the turn. The ship cards are in full color and laminated to use wipe off markers; no more photocopying or scanning.

MONGOOSE

In June 2011 we signed a joint venture contract with Mongoose to produce several new product lines, starting with:

Starline 2500 starship models.

A Call To Arms Star Fleet, a fleet-scale miniatures battle simulator.

Traveller Prime Directive: a series of RPG books using their Mongoose-*Traveller* game engine.

OMEGA for Federation Commander

Players of the *Federation Commander* game system can see how Omega empires work in that environment by purchasing the Omega Playtest Pack from e23. This includes rules for a dozen new weapons, background for five of the empires, and two typical ships each for the Mæsrn Alliance, Trobrin Empire, and Probr Revolution and one ship each for the Iridani Questors and the Federal Republic of Aurora. (Each ship is presented in Squadron Scale, and in both full color and low-toner versions.)

PLAY BY MAIL SFB: STAR FLEET WARLORD

Paul Franz operates one of the best run play-by-mail systems in all of gaming. Known as STAR FLEET WARLORD, it allows players to charter a corporation, explore a new galaxy, buy ships, find planets (which get you the money to buy even more ships and find even more planets), meet interesting neighbors, and conquer them! You can contact Paul Franz at: thefranz@comcast.net for information on this exciting play-by-mail forum, or you can find a link to Star Fleet Warlord on the main ADB web site.

PLAY STAR FLEET BATTLES BY E-MAIL

Play by E-Mail (PBEM) is another venue for playing Star Fleet Battles and Federation Commander. Players send in their orders to the moderator, who executes them and sends out a report of the results. While PBEM does take longer to play than a face-to-face game, it has several advantages as well. You can play in multiple games at once. The physical location of the players is not a concern. There is more time to examine the situation before making decisions or to look up rules.

SFB ON THE INTERNET

ADB Inc. operates the largest and most important *Star Fleet Battles* web site at www.starfleetgames.com where you can meet the staff, download new playtest files, ask questions (and get answers), order products on line, check out new files, and even contribute a few new ideas. You can take part in on-line discussions on our BBS at www.starfleetgames.com/discus where hundreds of gamers meet every day. As with all web sites, we are continually adding new features and opportunities.

We have a web policy regarding the use of *Star Fleet Battles* materials on other web sites. Obtain a copy of this policy at our web site and review it carefully before placing anything relating to *Star Fleet Battles* on your web site. Use common sense and ask our permission first.

STARMADA: The Universal Game of Starship Combat

Starmada™ is a miniatures board game of starship combat. At its most basic level, players take command of space fleets in a general attempt to reduce each other to just so much space junk. At its most advanced level, the game can be customized to breathe life into any science fiction background that players might imagine. Novices shouldn't fret; the core set of rules has been designed with simplicity and ease of play in mind, accessible even to beginners. On the other hand, seasoned veterans should find the concise nature of the rules quite refreshing. It allows players to concentrate on the finer points of squashing their opponents rather than arguing about rules interpretations, without sacrificing any of the flavor or excitement of more complex games. Simple, but not simplistic, is the guiding principle.

Starmada™ is designed by our friend Daniel Kast of [Majestic Twelve Games](http://www.majestic12.com). Amarillo Design Bureau, Inc. has worked with Majestic Twelve to produce SFU versions of *Starmada*, and to distribute hard copies of the basic *Starmada* books.

END OF SECTION