

STAR FLEET BATTLES

VOLUME II

Sample file



1, 2, or more players
Ages 12 and older

5008

STAR FLEET BATTLES
COMMANDER'S
RULEBOOK
VOLUME II



**TASK
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3011

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NOTICE TO PLAYERS CONCERNING THIS VOLUME

This is Volume II of Commander's Star Fleet Battles. If you do not have the Commander's Edition of Star Fleet Battles (which is not necessarily marked "Volume I," but is the 96-page 8x11" rulebook marked "Commander's Rulebook") this volume will be of little use to you. You must have the Commander's Rulebook to use this material.

This rulebook is designed to be cut apart and integrated (i.e. shuffled) into the first volume. For example, pages 5-8 of this rulebook (section C) should be placed between pages 14 and 15 of Volume I.

The pages of both volumes are numbered 1-96 for ease of production and as a check against missing pages; make sure your copy is complete *before* you disassemble it. The page numbers will become irrelevant after the integration is complete.

Some pages from Volume I are replaced by pages in this volume. Players should remove and discard the MASTER SHIP CHART from Volume I and the MASTER FIGHTER CHART from Supplement #1; they are replaced in Volume II. Additionally, pages 1, 2, 25, 26, 71, 72, 73, 74, 95, and 96 are replaced by pages from Volume II; the Volume I pages should be discarded. Check carefully as you integrated the two volumes to make sure you do not discard needed pages.

IF YOU PURCHASED THE BOXED EDITION OF VOLUME II you should find enclosed a 32-page booklet of SSD sheets and three different sheets of 108 counters each. If any parts are missing or defective, contact Task Force Games at the address below. Please note that Task Force Games and Amarillo Design Bureau are separate companies and have separate addresses.

(Z7.0) DESIGNER'S NOTES FOR VOLUME II

Just as the boxed Designer's Edition of SFB became the basis for Volume I of the Commander's Edition, the three SFB expansions became the basis for Volume II of the Commander's Edition. As such, the designer's notes for this product must include not only what has gone into this product and why, but also how those rules were changed in moving to the Commander's Format.

These rules supersede and replace SFB Expansions 1, 2, and 3, which are now considered void.

(Z7.1) WHAT IS HERE AND WHY

This Volume includes many important rules sections, which add much to the game.

Four new races have been added. The Andromedans are a challenging menace, and their technology is appropriately alien. The Hydrans and Lyrans establish the balance of power on the Federation's western frontier. The WYN star cluster is the first of what may be several "one-hex" races.

The existing fleets have been brought into balance. All major fleets now have a full range of ship classes. The Gorns, for example, were at a considerable disadvantage in Volume I because they lacked a dreadnought. The new ship classes that have been added are themselves significant.

A full range of carriers has now been provided (more are in Supplement #1), along with an assortment of fighters.

Fast Patrol Ships (sometimes incorrectly called pseudo-fighters) are included to provide the expendable attrition units of fleet combat. Considering the two-year construction time for starships, any significant amount of combat along a border would bankrupt both races within weeks. The quickly-built and cheap PFs provide units that can be committed to decisive combat without fear of bankruptcy.

Minefields are included, along with a complete range of mines and minesweepers.

Scouts and Aegis-equipped escorts complete the electronic warfare picture begun in Volume I.

The game has been personalized considerably with the addition of the Legendary Officer, crew quality, and pilot quality rules.

Many scenarios, representing new challenges and situations, have been added.

(Z7.2) A YEAR GONE BY

When Volume I was released, all of us assumed that Volume II would follow within, at most, a few months. No one knew that it would take an entire year, and no one wanted it to take that long. The turmoil of the market place, and the sheer amount of work involved, stretched the schedule from one Origins Convention to the next. This has ultimately worked in your favor; however, as the product is better for the time spent working on it.

(Z7.3) HOW THINGS HAVE CHANGED

Players familiar with Expansions 1, 2, and 3 (published over the last four years) should study these rules carefully before getting involved in serious competitive gaming. All of the rules have been completely re-written. Many loopholes have been closed, misunderstandings clarified, and changes made. A few of the more significant ones are listed here.

Docking (C13) should be much more easily understood now that they have been completely written as a separate section, rather than buried in several different sections.

Hellbores (E10) can now fire (at reduced effect) against a single facing shield.

ECM drones (FD9) have considerably different capabilities. The Andromedan displacement device (G18) has been revised.

The scout rules (G24) have been totally revamped and deserve careful study.

Rules for arming fighters have been corrected and completed. Disruptor-armed fighters have been provided for an extra punch. The rules on arming and servicing fighters have (at last) been clearly defined. The Hydran Stinger has been given a long-range weapon. Many fighters have been adjusted or slightly changed.

Several of the captor mines have been revised.

The firing rates for Gorn and Romulan PFs have been changed.

Most of the Annexes and the MASTER SHIP CHART have minor changes.

(Z7.4) A FINAL DESIGNER'S NOTE

Once again, I must express my gratitude to the Committee, who worked tirelessly and without reward to make this volume as complete as possible. Special recognition must go to Felix Hack, who single-handedly made more than 1,000 changes and corrections to the draft manuscript of this volume. The other members made 1,000 more. If something is missing, blame me. But if there is a rule which you understand fully, which is complete and leaves no questions open, stop for a moment and thank the Committee for doing well that which all too often is taken for granted.

Changes and revisions to the rules of Star Fleet Battles are based on three things: input from players suggesting new rules; requests from players for changes or expansions of the rules; and the internal consistency of the game universe. What has been added has been, by and large, what you (the players) wanted to see. What has been revised has been, by and large, what you wanted revised. Your comments and suggestions are the life-blood of Star Fleet Battles, a game that by definition can never be finished, but also can never die.

Stephen V. Cole, Professional Engineer, Designer of SFB

(Z8.0) CREDITS FOR VOLUME II

(Z8.1) CREDITS FOR THE ORIGINAL EXPANSIONS

The vast majority of Star Fleet Battles has been designed by Stephen V. Cole and developed by the Committee. Many people, however, have contributed ships, scenarios, and rules that were included in the original expansions or added to Volume II as new material, and these people are listed here. Anything not otherwise listed as designed by Stephen V. Cole and developed by the Committee.

Darryl Bing: Mind Monster (scenario).
Craig L. Carey: Romulan Warhawk.
Graeme Cree: Gorn destroyer, heavy destroyer, scout, minesweeper; Cutlass Episode (scenario), enveloping plasma torpedo.
Jim Curtis: Lyran Background, Lion, Wildcat, Tiger, Panther, Leopard, Cheetah; ESG.
Patrick Dignam: Scatter-pack shuttles.
John W. Drye: Kzinti CVL, CVE.
Ken Kaufman: Romulan Sparrowhawk, SkyHawk; Changing speed in mid-turn, emergency damage repair.
Richard Kerr: Orion Slaver.
Richard Kerr & John Gyori: Kzinti tug.
Richard Kerr & Steve Wilcox: Armed priority transport, free trader, Federation Express.
G. D. Olson: Romulan Condor.
Ray Olesen: Federation NCL, MS.
Daniel Rafoli: Federation Pol-CV.
G. W. Redmond and S. W. Barton: Andromedan Intruder, Cobra, Courier, Background; power absorbers, tractor-repulsor beam, displacement device.
Andrew Robinson: Hydran Background, Paladin, Ranger, Horseman, Traveler, Lancer, Hunter, Scout, Pegasus, Stinger-fighters; fusion beam, hellbore cannon.
Glen Salamanca: Sun Snake.
Karl Seitz: Fleet repair dock.
Josh Spencer: Klingon F-5L.
Mike Thompson: WYN Background and ships; Kzinti CM, MS, PFT, MRN; Crew quality, ECM drones, warp booster packs, M.A. shuttles, plasma shotgun.
Mike Thompson, Richard Kerr, John Gyori: Kzinti V.A.
Todd Travis: Romulan Falcon, Pelican; mauler.
Rev. Ron Wheeler: Tholian DN, C, BW, background.
Steve Wilcox: Federation CV pod; Gorn sub-light battleship, tug.

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Graphics Vance Buck, Stephen V. Cole, Steve Wilcox, Richard Kerr, Allen Eldridge
Production Allen D. Eldridge
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(Z8.2) CREDITS FOR THE COMMANDER'S EDITION

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Various new rules sections were tested by playtest groups headed by: Frank Crull, Jeff Smith, Tom Hammond, Mike Thompson, Terry R. Shrum, Karl Bergman, Frank Suchar, Darwin Dan Boyle, Bruce Burdick, David M Porter, and Alex Matthews.

(Z9.0) COPYRIGHT AND PUBLISHER'S INFORMATION

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All future expansions and other products for the *STAR FLEET UNIVERSE* will be prepared by ADB; all questions relating to existing products will be answered by ADB. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. (Foreign customers should enclose two or more International Reply Coupons.) It is imperative that you place your name and address on every page of your submission. Do not put questions and expansion material on the same sheet. Put each rule, scenario, or ship on a separate sheet. When 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. Your return envelope **MUST** bear enough postage to cover the return of your questions (about four pages to one 20¢ stamp).

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Rules changes, clarifications, explanations, and the answers to questions are given in each issue of *STARLETTER* (send 25¢ and a self-addressed envelope bearing 20¢ postage to ADB for a sample copy) and in more detail in each issue of *Nexus* magazine. To subscribe to *Nexus* send \$8 for one year (4 issues) to Task Force Games. If after 1984, write for current subscription rates.

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OO.0 (This letter is not used.)

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- P2.0 PLANETS
 - P2.1 GENERAL RULES
 - P2.2 TYPES OF PLANETS
 - P2.21 CLASS M
 - P2.22 GAS GIANTS
 - P2.23 SMALL MOONS
 - P2.3 EFFECTS OF PLANETS ON COMBAT
 - P2.4 LANDING ON PLANETS
 - P2.5 EFFECTS OF ATMOSPHERE ON COMBAT
 - P2.6 STRUCTURE OF PLANETS AND ATMOSPHERES
- P3.0 ASTEROIDS
- P4.0 BLACK HOLE
- P5.0 VARIABLE PULSAR
- P6.0 NEBULA
- P7.0 WYN RADIATION ZONE
- P8.0 STANDARD ORBITS (CL #2)

Q0.0 SUB-LIGHT GAME

- Q1.0 GENERAL RULES
- Q2.0 MOVEMENT
- Q3.0 COMBAT
- Q3.1 LASERS
- Q3.2 ATOMIC MISSILES
- Q3.3 ELECTRONIC WARFARE
- Q3.4 SPECIAL DAMAGE RULES
- Q3.5 DAMAGE ALLOCATION
- Q4.0 SYSTEMS AVAILABLE
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QR0.0 SUB-LIGHT SHIPS

- QR1.0 GENERAL
- QR2.0 FEDERATION
- QR3.0 KLINGON
- QR4.0 ROMULANS
- QR5.0 KZINTI
- QR6.0 GORN

R0.0 RACES, BACKGROUND, AND STARSHIP DATA

- R1.0 GENERAL
- R2.0 UNITED FEDERATION OF PLANETS
- R3.0 THE KLINGON EMPIRE
- R4.0 THE ROMULAN STAR EMPIRE
- R5.0 THE KZINTI HEGEMONY
- R6.0 THE GORN CONFEDERATION
- R7.0 THE THOLIAN HOLDFAST
- R8.0 THE ORION PIRATES
- R9.0 THE HYDRAN KINGDOM
- R10.0 THE ANDROMEDANS
- R11.0 THE LYRAN EMPIRE
- R12.0 THE WYN STAR CLUSTER
- R13.0 THE INTERSTELLAR CONCORDIUM (Vol III)

S0.0 SCENARIOS

- S1.0 GENERAL RULES
- S2.0 VICTORY CONDITIONS
- S3.0 PLAY BALANCE
- S4.0 WEAPONS ARMED STATUS
- S5.0 LOCAL CONDITIONS

SG0.0 GENERAL SCENARIOS

- SG1.0 THE DUEL
- SG2.0 FLEET ACTION
- SG3.0 BASE DEFENSE
- SG4.0 BASIC PIRACY
- SG5.0 DUEL WITH A PIRATE
- SG6.0 PURSUIT INTO THE ASTEROIDS
- SG7.0 THE PIRATES GO FOR BIG GAME
- SG8.0 ASSAULT ON A STARBASE
- SG9.0 A VERY SPECIAL ALLY
- SG10.0 VISITOR FROM ANDROMEDA
- SG11.0 THE FIRST OF ITS KIND
- SG12.0 FLEET REPAIR DOCK
- SG13.0 CARRIER STRIKE
- SG14.0 FAST PATROL FLOTILLA
- SG15.0 THE INTERRUPTED MINESWEEPER
- SG16.0 FAST PATROL PICKUP
- SG17.0 PROBING THE WYN CLUSTER
- SG18.0 LOCAL DEFENSE (Sup #1)
- SG19.0 CONVOY ESCORT (Sup #1)
- SG20.0 SINK THE FRD (Sup #1)
- SG21.0 FIGHTER SWEEP (Sup #1)

SH0.0 HISTORICAL SCENARIOS

- SH1.0 SABOTAGE!
- SH2.0 THE SURPRISE REVERSED
- SH3.0 THE COMING OF THE METEOR
- SH4.0 CRUISE DRONES
- SH5.0 ATTACK SHUTTLE GROUP #26
- SH6.0 ASSAULT ON THE HOLDFAST
- SH7.0 RESCUE THE HOSTAGES
- SH8.0 THE TROJAN SHUTTLE
- SH9.0 TOMCAT TERROR VS GUNBOAT DIPLOMACY
- SH10.0 THE CUTLASS EPISODE
- SH11.0 OPERATION CAVALRY
- SH12.0 TOMCATS OVER LEEBYAHH
- SH13.0 INCIDENT ON THE WYN BORDER
- SH14.0 FI-CON FIASCO
- SH15.0 THE TROJAN SHUTTLE II
- SH16.0 THE WYN AND THE LION
- SH17.0 THE PLEIADES TURKEY SHOOT (Supplement #1)

SM0.0 MONSTER SCENARIOS

- SM1.0 THE PLANET CRUSHER
- SM2.0 THE SPACE AMOEBA
- SM3.0 THE MORAY EEL OF SPACE
- SM4.0 THE COSMIC CLOUD
- SM5.0 THE SUNSNAKE
- SM6.0 THE MIND MONSTER
- SM7.0 SPACE DRAGON

SN0.0 SCENARIOS IN NEXUS MAGAZINE

- SN1.0 THE TIME WARP (Nexus #1)
- SN2.0 THE STASIS BOX (Nexus #2)
- SN3.0 WOLF IN SHEEP'S CLOTHING (Nexus #3)
- SN4.0 ASSAULT ON A STARBASE (Nexus #4)
- SN5.0 DESTRUCTION OF THE WOLFPACK (Nexus #4)
- SN6.0 BORDER INCIDENT (Nexus #5)
- SN7.0 A STONE'S THROW (Nexus #7)
- SN8.0 PATROL PART I (Nexus #8)
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- SN10.0 ABB'S IS DOWN! (Nexus #8)

T0.0 MINI-CAMPAIGNS

- T1.0 MINI-CAMPAIGN GENERAL RULES
- T2.0 ECONOMY OF FORCE
- T3.0 THE LONE GRAY WOLF
- T4.0 PIRACY PATROL
- T5.0 CARRIER DUEL

U0.0 CAMPAIGN GAMES

- U1.0 GENERAL RULES
- U2.0 THE CAPTAIN'S GAME
- U3.0 STAR FLEET DEFENSE GAME
- U4.0 CARRIER GROUP CAMPAIGN
- U5.0 ADMIRAL KOSNETT'S WAR

V0.0 OPERATIONAL MOVEMENT SYSTEM

(Future development)

W0.0 MINIATURES RULES

- W1.0 GENERAL MINIATURES RULES
- W2.0 MINIATURES MOVEMENT RULES
- W3.0 MINIATURES COMBAT RULES
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X0.0 UP-RATED TECHNOLOGY (Supplement #2)

Y0.0 (This letter is not used)

Z0.0 NOTES, PUBLISHER'S INFORMATION

- Z1.0 DESIGNER'S NOTES
- Z2.0 ADVICE ON TACTICS
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