STAR FLEET BATTLES

FIGHTERS!
RULEBOOK
2020

CAPTAIN'S MODULE J

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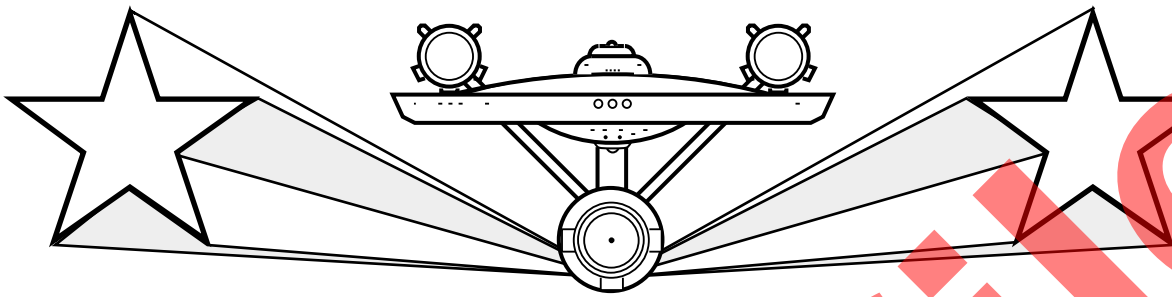
☆ FIGHTERS ☆
CAPTAIN'S MODULE J

TABLE OF CONTENTS

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	Turn Mode	C3.3 Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes

EXPLANATION OF TERMS FOR MASTER SHIP CHART

SYMBOLS used at various places in the chart:

Δ this is a sub–light ship (max speed of 1 in SFB).

° when detached.

† see tug chart, Annex #3A.

■ does not move under own power.

◆ Scout.

✚ Mauler.

✶ Has one large nuclear space mine included in BPV.

CREW: In the case of crew listed as X+Y, the Y figure indicates non-crew passengers.

BRDG PRTS: The number of boarding parties on board the ship.

BPV: Unless otherwise noted in the rulebook, no ship's BPV includes its fighters, PFs, satellite ships, or mines; all include their admin shuttles. Split BPVs are read economic/combat ratings. The BPV does not include MRS and SWAC shuttles mentioned in the ship descriptions. It DOES include GAS, MLS, MSS, and HTS shuttles specified as normal equipment. Temporary replacements (mostly on tugs carrying troop pods) require the appropriate cost.

MOVEMENT COST: This is expressed in decimals.

The movement cost designation of 0.13 is considered to be 1/8.

The movement cost designation of 0.20 is considered to be 1/5.

The movement cost designation of 0.17 is considered to be 1/6.

The movement cost designation of 0.33 is considered to be 1/3.

The movement cost designation of 0.67 is considered to be 2/3.

SHUTTLES: The Spare Shuttle column is read as: admin shuttles + fighters.

TUGS: If a specific "tug+pod" combination is listed (e.g. Fed BT), the combination factors must be used, NOT the sum of the individual factors. If no combined listing is shown, add the relevant factors. If a Federation Battle Tug has a pod added to it, the BPV of the pod is added to the Battle Tug, not as a combination of "Tug plus Battle Pod plus extra pod".

RULE NUMBER: The rule reference number refers to the rule number in Section R that provides explanatory information about the ship.

YEAR IN SERVICE: Service dates are the beginning of series production. One or more prototypes may have existed 1–2 years previously. F&E has detailed and accurate production histories for some classes. This is the date of the first ship entering service for size-2 ships (i.e. no prototypes). PFs appeared in limited numbers the year before the date shown. Each race had one or two PF tenders operating one year earlier than PFs for use with interceptors.

F&E COMMAND RATING: This rating determines how many ships can be in a given battle; see (S8.2). The rating of pods is added to that of their tug, but no more than one pod can count for this purpose.

NOTES:

A = Ship has the Full Aegis fire control system. Such ships are, in some regards, a "refit" of the Limited Aegis version, but do not have the R Note.

CJ = Conjectural ship, never built, possibly even never intended for production.

CP = Ship built on captured (or purchased) hull. Date is historical service date; could have been built earlier had it been provided earlier. Cannot be built without captured (or purchased) hull. All of these are unique ships. All Romulan KR-series ships are in this category but are not marked as such.

D% = Ship is authorized a higher than normal percentage of special drones by (FD10.6) and by (S3.223).

DB = Drone bombardment platform, has (drone factors) in F&E. These have a higher percentage of special drones provided by (S3.222).

E = Carrier escort. Never appears except as part of carrier group.

L = Ship was designed as a standard class but produced only in limited numbers.

LA = Limited Aegis.

ML = Manueuver limitations on acceleration and/or disengagement. See ship description.

MS = Ship is a minesweeper. See (M8.312) for minesweeping shuttles.

MW = Ship is a minelayer. See (M8.312) for minesweeping shuttles.

N = Nimble.

N# = Note applicable only to that race. See note at end of race section.

P = True PF Tender.

R = This ship is a refit of another class listed on the chart, not a new ship type.

S = Subject to shock.

T = Designated troopship able to have extra commandoes and heavy weapon squads.

TG = Tug or Light Tactical Transport (or otherwise capable of carrying a standard pod or pallet).

UNV = Unbuilt Variant. Ships existed to convert but no conversions were actually performed.

V = True carrier able to lend EW to fighters and with the supplies listed in (J4.7).

Y1 = Service date is the date that the earliest example of the class entered operations. No earlier prototypes. All size-2 ships are in this category, although not marked as such.

Y2 = Could have been built earlier, but for various reasons the start of series production was delayed (i.e. prototypes are available several years early; consult ship description). Full Aegis is not available before Y175.

(D11.0) CHAFF *(Advanced)*

The term "chaff" is taken from twentieth century aircraft terminology. In that time period, it referred to strips of metal foil (cut to the same length as enemy radar waves) designed to confuse and distract enemy radar tracking systems.

The "chaff" used in this game is not a cut foil system but a small explosive device that, when released by the fighter, detonates and produces a small explosion that may cause the pursuing drone to assume that its target has been destroyed and a burst of ECM that could cause the drone to lose tracking. The packs are carried only by fighters (and some shuttles) since they are not powerful enough to distract sensor/scanners from larger targets.

While all fighters carry chaff, some non-fighter shuttles also do and are treated within these rules.

Chaff became available during Y168 (1 Jan). There is no reduction in BPV for fighters prior to that date.

(D11.1) CARRIAGE

(D11.11) ONE PACK: Most fighters can carry one chaff pack. Fighters not otherwise designated are assumed to do so in any scenario in Y168 or later.

(D11.12) TWO PACKS: Some advanced fighters carry two chaff packs. These are designated on the Master Fighter Chart (Annex #4) by the symbol _.

(D11.13) NO PACKS: Some shuttlecraft do not carry any chaff packs. These are designated on the Master Fighter Chart (Annex #4) by the symbol §.

(D11.14) SSDs: Chaff packs are shown on fighter SSDs as a small square, usually just below the fighter.

(D11.2) RELOAD

(D11.21) PROCEDURE: Chaff packs can be reloaded by deck crews working on that specific fighter with no reduction in their other capabilities. If a fighter carries more than one chaff pack, all can be reloaded at the same time without reduction in the deck crew's performance.

If no other function is being performed on the fighter in question, it will take a single deck crew an entire action (i.e., turn) to reload all of the chaff packs on that shuttle.

(D11.22) STORAGE: Normally a ship operating fighters (or other shuttles that carry chaff) will carry three complete sets of chaff packs for its fighters (including those originally on the fighters). Additional packs are available for one point each under (S3.21).

(D11.23) WEAPON STATUS: Fighters will have their chaff packs loaded even at Weapon Status-0. Chaff is not considered a "reloadable weapon" for purposes of (S4.10). Fighters on a surprised carrier (D18.16) will not have their chaff packs loaded. Spare fighters prepared during a scenario (only possible under certain special cases) will not have chaff packs installed.

(D11.3) OPERATION

(D11.31) TIMING: The chaff pack can be released in any impulse during the 6B6 Seeking Weapons Stage of the Impulse Activity Segment. (See Annex #2.)

(D11.311) Chaff can also be used during the Dogfight Resolution Interface but only if that fighter is actually involved in a dogfight.

(D11.312) Fighters (and other shuttles) used for SP, SS, and WW missions cannot drop chaff.

(D11.32) EFFECT: When a fighter (or other shuttle) uses a chaff pack, the owning player rolls a single die. If the die roll is a 1-4, all drones (including dogfight drones and seeking shuttles) and type-D plasma torpedoes (FP9.18) and type-K plasma torpedoes (FP13.51) targeted on that fighter lose their tracking and become inert (FD1.7) or are otherwise treated as if their target had disappeared. Any other die roll result has no effect on the seeking weapons, but the fighter will be under the conditions of (D11.41). Once used, the pack is considered expended and has no further effect.

EXCEPTION: Scatter-packs and multi-warhead drones (including Starfish) which have randomly-targeted submunitions AND which are successfully distracted by chaff pursue the hex in which the chaff was used as their "primary" target and will release their submunitions at the appropriate point.

(D11.4) POST-USE RESTRICTION

(D11.41) DIRECT-FIRE WEAPONS: A shuttle may not fire any direct-fire weapon for 1/4 turn (eight impulses) after dropping a chaff pack.

Note that a fighter in a dogfight would be able to fire in the subsequent Dogfight Resolution Interface.

(D11.42) SEEKING WEAPONS: A shuttle may not launch or control any seeking weapon for 1/4 turn (eight impulses) after dropping a chaff pack. At the instant of dropping a chaff pack, the fighter can transfer control of any weapons it is controlling to another friendly unit as per (F3.4) or (F3.5). See (J4.221) and (J4.43) for transfers of control.

(D11.43) OTHER SYSTEMS: Some systems are affected by the use of chaff; some are not. These effects apply (or do not apply) to the shuttle which dropped the chaff for the subsequent eight impulses; other uts are under no restrictions.

(D11.431) NOT AFFECTED: Tactical intelligence, maneuvering (speed, Turn Mode, etc.), landing, EW generated by the fighter itself, ability of SWAC to go wild.

(D11.432) PROHIBITED: Ability to loan EW, ability to receive "carrier" (non-sensor) lent EW (J4.921) including EW from an EW fighter, ability to lay mines, ability to gather scientific data.

(D11.5) USE

(D11.51) COUNTER: The pack is not represented by a counter. Its effect (if any) is determined by die roll at the instant of use. Players might use any upside-down counter to mark a hex in which chaff was used for purposes of (D11.32).

(D11.52) OTHER USES: Chaff has no effect other than the die roll to evade drones. It does not break lock-ons or produce EW.

(D11.53) NO MULTIPLE USE: Each chaff pack can be used only one time.

(D11.54) TERRAIN: Chaff can be used with the same effect in any type of terrain that does not provide a specific prohibition in its rules.