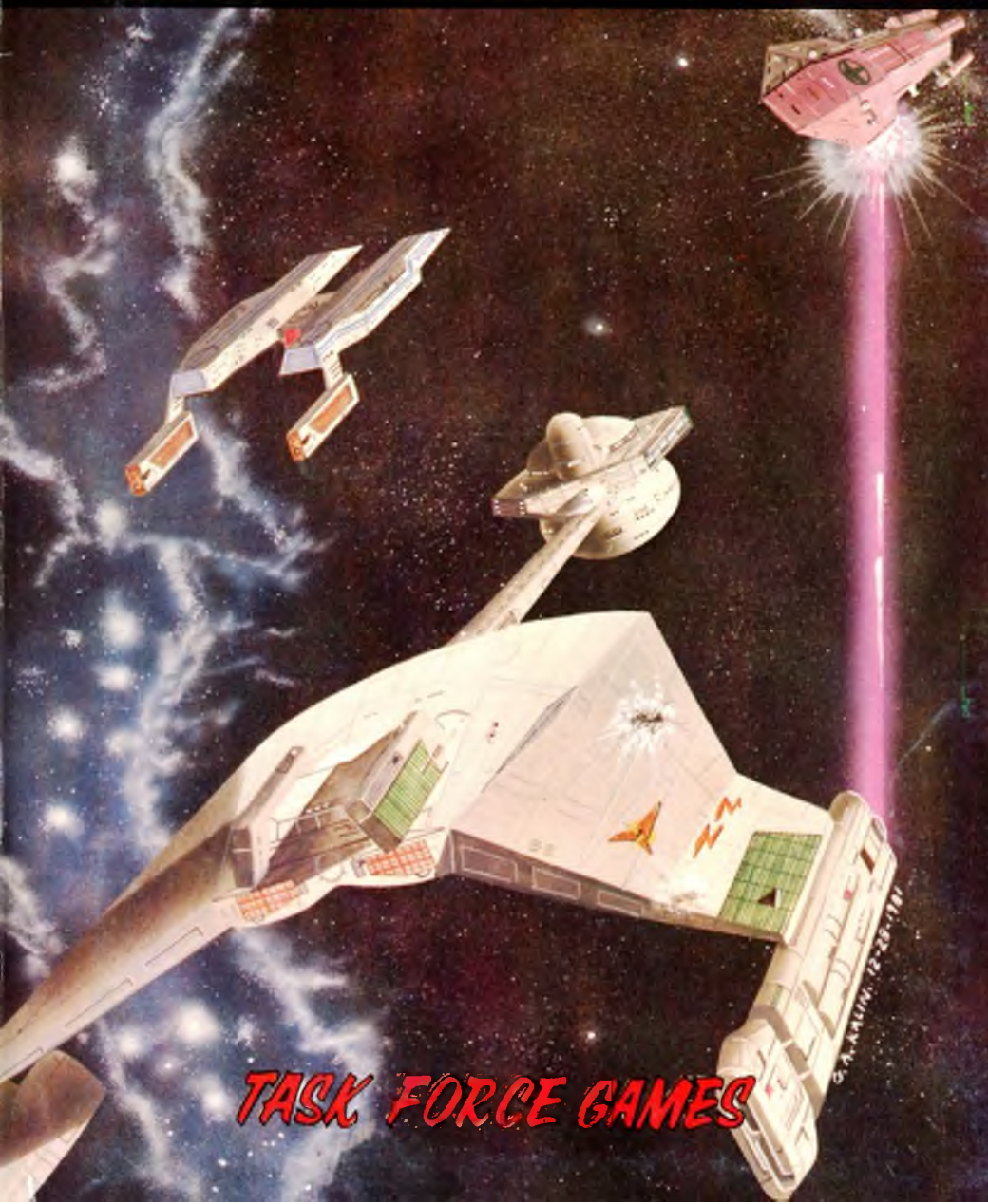


STAR FLEET BATTLES

EXPANSION #2



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INTRODUCTION TO THE SECOND EXPANSION MODULE

A long period of waiting has come to an end. With this, the second Expansion Module, the history of the Star Fleet Universe is expanded and more clearly defined. Two centuries of exploration, discovery, and battle now begin to take definite form as the game more precisely defines just when this weapon or that tactic was introduced. The ultimate horror of the First Intra-Galactic War (also known as the First General War) is portrayed through the ships and battles that were part of it. The deadly Pseudo-Fighters that changed everyone's concepts of space warfare forever are introduced here. More historical Scenarios are provided, coloring the story of men and their machines with rich detail. So summon your courage and keep your wits about you as we boldly go BEYOND the final frontier.

XXI ADDITIONAL RULES, ERRATA, AND CLARIFICATIONS

The following rules include corrections, changes, errata, clarifications, additions, and expansions to the existing rules. It is suggested that players use a colored marking pen to indicate where these new rules are to be inserted in their Designer's Edition rulebook. In this way, players will know when and where to check for later changes to the rules. As is stated on the cover of this expansion, you **MUST** have the Boxed Designer's Edition of Star Fleet Battles AND Expansion Module No.1 to use this material. Some parts of this errata have been included in later printings of SFB and SFBX-1

Portions of this errata have been published in various magazines and as "errata booklets" distributed by the designer and publisher. All previous editions of this errata are declared invalid and void and are superceded by this edition.

NOTE: A greatly expanded history of the Star Fleet Universe is provided in issue No. 1 of NEXUS Magazine, which is available by subscription from Task Force. This history provides specific dates for known wars and conflicts, as well as the dates that ships and weapons were introduced.

(3.5) In various editions of the game, the size of the map has changed slightly. In the event that a given hex number specified in a Scenario is not on your copy of the map, use the closest hex available. For example, use hex 3432 for 3434, or 3430 for 3432, depending on what size map you have.

(4.1) A new segment, the "IMPULSE PROCEDURE ACTIVITY SEGMENT" is inserted into the Sequence of Play between "B. MOVEMENT SEGMENT" and "C. FIRE DECISION SEGMENT." This new segment is used for activities that take place during the Impulse Procedure such as Transporter operations, laying mines, launching Shuttles or seeking weapons, recovering Shuttles, or other activities specified by the rules. A partial list of these activities is:

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|--|---|
| Lay Mines | Scatter-Packs release Drones |
| Resolve mine explosions | Operate Transporters |
| Launch Drones and Plasma Torpedoes | Perform "hit and run" raids |
| Launch and recover Shuttles and Fighters | First die roll for Mutiny |
| Establish Tractor Beams | Roll for Lock-On if required by changing conditions |
| Drop Warp Booster Packs from Fighters | Announce Emergency Decelerations |
| Deploy multi-warheads from an MW Drone | Drop or recover Pods from a Tug |

(4.3) (Step 6) Delete the sentence: "Any Impulse on which no ships or weapons (counters) move is skipped completely." The original intent of this rule was to speed up the game, but recent additions to the game have caused situations to arise in which skipping Impulses places one player at a significant disadvantage.

(5.1) (Step 7) A ship may use "Emergency Life Support" when it is "crippled" as specified in **(45.83)**. This specification replaces the "50% internal hits" requirement. See **(154.22A)**.

(5.1) (Step 9) Ships that have an odd number of type III Phasers are presumed to have a special small capacitor that can hold an extra half unit of power and use it later. Thus, 13 type III Phasers would use 7 units of power, one turn, and if all were fired would need 6 the next. This capacitor is destroyed with the last P-III.

(5.1) (Step 9) As a further clarification, Phasers may not be energized (warmed up) and charged in the same turn. This means that in almost all Scenarios Phasers may not be fired on the first turn. However, see **(45.6)**.

(5.1) (Step 11) The amount of energy required for Shields varies with the ship type as follows:

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|--|
| Shield Class I: 2 for minimum + 5 for full |
| Shield Class II: 1 for minimum + 3 for full |
| Shield Class III: 1 for minimum + 1 for full |
| Shield Class IV: 1 for full |

The Shield for each ship is given on the MASTER SHIP CHART. As a general guide, the classes include the following:

I: Starbases

II: All ON, BT, CX, and Battle Stations

III: All Cruisers (various types), CV, CVL, most Romulans, larger Orions, Base Stations, and Warp-powered

1 Booms and Saucers.