

# STAR FLEET BATTLES

## EXPANSION #3



***TASK FORCE GAMES***



G.A. KALIN 1-28-82

---

**INTRODUCTION TO THE THIRD EXPANSION MODULE**

A short but interesting road has brought us from the second expansion to the third. With widened perspectives we view the broad panorama of the final human adventure. In this expansion, we will explore the tedious and deadly realm of the minefields that were placed on most borders. We examine the more efficiently designed and constructed class of "new light cruisers" that appeared after Y170. We will probe the radiation barriers of the mysterious WYN cluster. The Andromedan incursions following the General War will be previewed in the form of the terrifying Dominator class.

But, lest some think that we study war overmuch, we will also examine some of the civilian ships that roamed the star lanes during the two centuries of our game universe. There are too many for us to see them all, but we will see many, and may see enough. Be of stout heart and good cheer, for yet another frontier looms ahead of us.

---

**XXVII ADDITIONAL RULES, ERRATA, AND CLARIFICATIONS**
**(4.1) REVISED SEQUENCE OF PLAY**

1. ENERGY ALLOCATION PHASE
2. SPEED DETERMINATION PHASE
3. SELF-DESTRUCTION PHASE
4. SENSOR LOCK-ON PHASE
5. INITIAL ACTIVITY PHASE
6. IMPULSE PROCEDURE
  - A. MOVEMENT DETERMINATION SEGMENT
  - B. MOVEMENT SEGMENT
  - C. IMPULSE ACTIVITY SEGMENT
  - D. FIRE DECISION SEGMENT
  - E. FIRE ANNOUNCEMENT SEGMENT
  - F. FIRE SEGMENT
  - G. DAMAGE ASSESSMENT SEGMENT
7. FINAL ACTIVITY PHASE
8. RECORD KEEPING PHASE

**(Step 5)** The Initial Activity Phase replaces the Drone and Shuttlecraft Launch Phase. It has been long noted that an error was made in that this phase should have taken place after, rather than before, the Sensor Lock-On Phase; the error has now been corrected. (Most players apparently were playing in this manner anyway, as that is the way the rules are written.) All actions that took place during the Drone and Shuttlecraft Launch Phase take place in this phase.

**(Step 6C)** This segment was added in Expansion #2.

**(Step 7)** The former Plasma Torpedo Launch Phase has been renamed "Final Activity Phase," but all actions remain the same.

**(5.1)** The cost of life support varies with ship size, as expressed in the ship's shield class. Shield class 1 must pay 3 points; class 2 must pay 1-1/2; class 3 must pay 1; class 4 must pay 1/2; P/F do not pay life support.

**(5.12) FRACTIONAL ACCOUNTING** Players willing to accept the increased workload may elect to retain fractions when calculating energy requirements. All unused fractions of an energy point must be stored in batteries, and are subject to the storage limits of those batteries. For example, a ship with a 2/3 movement cost that wished to move 17 hexes (by warp power) would need to expend 5-2/3 energy points. The remaining 1/3 point could be stored in an otherwise empty battery.

**(5.121)** In all cases when not using fractional accounting, round total energy expenditures during a turn to the next higher number (unless specifically exempted).

**(6.22)** Energy for sub-light tactical maneuvers must be from impulse engines.

**(6.52)** This rule is cancelled. All ON-class ships accelerate by 10.

**(7.16)** Any direct-fire weapons can be fired using the "narrow salvo" procedure of (17.82). However, only weapons of the same type can be fired in the same "narrow salvo." Note that different classes of phaser could all be fired together in a narrow salvo.

**(7.17)** No weapon may be fired twice within a period of less than one-fourth of a turn. (Note that, in most cases, this involves firing the weapon on two consecutive turns.) For example, if a specific phaser were fired during impulse 29 of one turn, it could not be fired again before impulse 5 of the next turn. This rule is NOT to be interpreted as meaning that a weapon can be fired more than once per turn. It is intended to eliminate the unrealistic tactic of firing a "full broadside" on impulse 32 of one turn then repeating it on impulse 1 of the next.

**(7.171)** Certain weapons are specifically capable of being fired more, or less, rapidly. Specific rules for specific