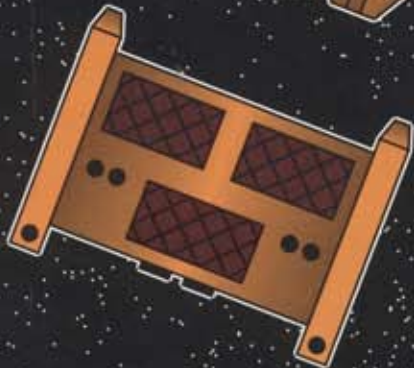
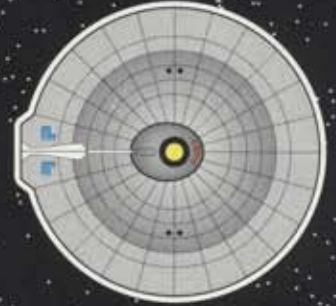
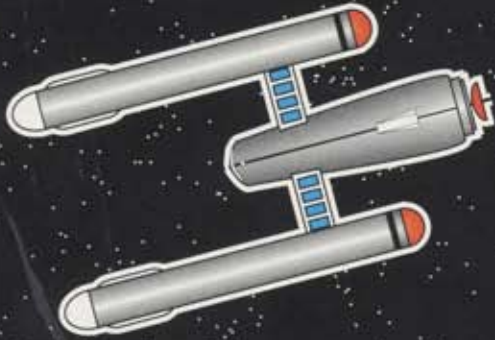


STAR FLEET BATTLES

BOOMS & SAUCERS COLOR EDITION



CAPTAIN'S
MODULE D3

TASK
FORCE
GAMES™

(Z20.0) MODULE D3: BOOMS & SAUCERS

The capability of Federation and Klingon ships to separate their forward sections for use as “space lifeboats” is well known, and happens in scenarios and campaigns from time to time (more often than many players realize).

In response to requests from players, we have created this module to provide the specific SSDs needed for these separated booms and saucers.

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(Z20.2) TABLE OF CONTENTS

PUBLISHER’S INFORMATION 1

FEDERATION SAUCER SHIP SYSTEM DISPLAYS

R2.2 DN Saucer 2

R2.3 CC Saucer 3

R2.4 CA Saucer 4

R2.13 CVA Saucer 5

R2.16 GSC Saucer (CVL, COV) 6

R2.17 DN+ Saucer 7

R2.29 CVS Saucer (CVB) 8

R2.32 SCS Saucer 9

R2.33 BC Saucer (BCG, BCF, BCJ, BCV, BCS) 10

R2.61 DNG Saucer 11

R2.73 BB Saucer 12

R2.76 CB Saucer 13

KLINGON BOOM SHIP SYSTEM DISPLAYS

R3.2 C9 Boom 14

R3.3 C8 Boom 15

R3.4 D-Boom (D7, D6, Tug) 16

R3.6 F-Boom (F5, F5L, variants) 17

R3.17 B10 Boom (B10V, B10S, B11) 18

R3.23 D5 Boom 19

R3.36 D6J Boom 20

R3.37 D5J Boom 21

R3.38 F5J Boom 22

R3.39 E4J Boom 23

R3.64 F6 Boom 24

R3.72 C7 Boom (C7A, C7V, C7S) 25

NEO-THOLIAN REAR HULL SHIP SYSTEM DISPLAYS

R7.60 NBB Rear Hull 26

R7.62 NDN Rear Hull 27

R7.65 NSCS Rear Hull 28

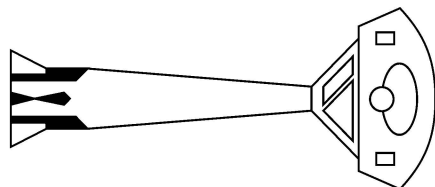
R7.63 NCA Rear Hull 29

R7.64 NCL Rear Hull 30

SCENARIOS

SH107 Deadly Stings 31

SH108 A Klingon’s Revenge 32



(Z20.3) PUBLISHER’S INFORMATION

STAR FLEET BATTLES CAPTAIN’S MODULE D3: BOOMS AND SAUCERS contains material for the Star Fleet Battles Captain’s Edition game system. To use this product, you **MUST** have Star Fleet Battles BASIC SET. To use some portions of this product, you will also need **ADVANCED MISSIONS** and/or other products. Star Fleet Battles is published by:

TASK FORCE GAMES
 POST OFFICE BOX 50145
 AMARILLO, TEXAS 79159-0145

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Rules questions, playtest reports, and submissions of new material should be sent to Amarillo Design Bureau, Box 8759, Amarillo, TX 79114. All submitted materials become the property of ADB immediately upon receipt and may be revised, expanded, edited, and published as ADB sees fit; authors will be compensated at standard rates for any material published. See Advanced Missions for details.

You can contact Amarillo Design Bureau (ADB\$) and Task Force Games (TFG\$) via the GENIE Computer Network. Call 1-800-638-9636 for information. You can download new rules, scenarios, and SSDs, obtain answers to your questions (often within a few hours), and participate in discussions and the development of new products.

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(Z20.4) RULES CLARIFICATIONS AND UPDATES

Whenever a new project focuses the attention of the Star Fleet Staff on a given area of the rules, it is not uncommon for a number of problems, contradictions, incompleteness, loopholes, and gray areas to show up and need correction. Here are the handful of such items that have been developed:

(G12.73) Hull on all separated sections is “center” hull. Both sections retain the seeking weapon control ability of the original (intact) ship.

(G12.81) The cloaking device is in the same area as the Emergency Bridge. If there is no Emergency Bridge, it is in the same area as the main bridge.

(G12.82) The UIM and DERFACS systems are in the same area as the main bridge. Neo-Tholian DERFACS in rear hull.

(G12.83) The T-bombs and transporter artillery rounds are stored in the rear section.

(R2.0) The Fed Saucer BPVs were recalculated. The ones on the SSDs are correct; the MSC in R2 is incorrect.

FEDERATION DREADNOUGHT SEPARATED SAUCER

CREW UNITS

10
20
30

USE WHEN CREW UNITS IN REAR HULL ARE TRANSFERRED TO SAUCER PRIOR TO SEPARATION.

CREW UNITS REAR HULL

10
20

BOARDING PARTIES

8

BP UNITS REAR HULL

6

CNTR

6

SHIP DATA TABLE

TYPE = DN-SCR
 POINT VALUE = 90
 BREAKDOWN = 2-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R2.2
 AWR REFIT = +2
 BPV WITHOUT WARP ENGINES = 60/30

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-9	16-25	26-50	51-75
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	0	0
3	7	5	4	4	3	1	0	0	0	0
4	6	4	4	4	3	2	0	0	0	0
5	5	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0

TURN MODE

TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-9	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ONE HALF OF THE SENSOR RATING.

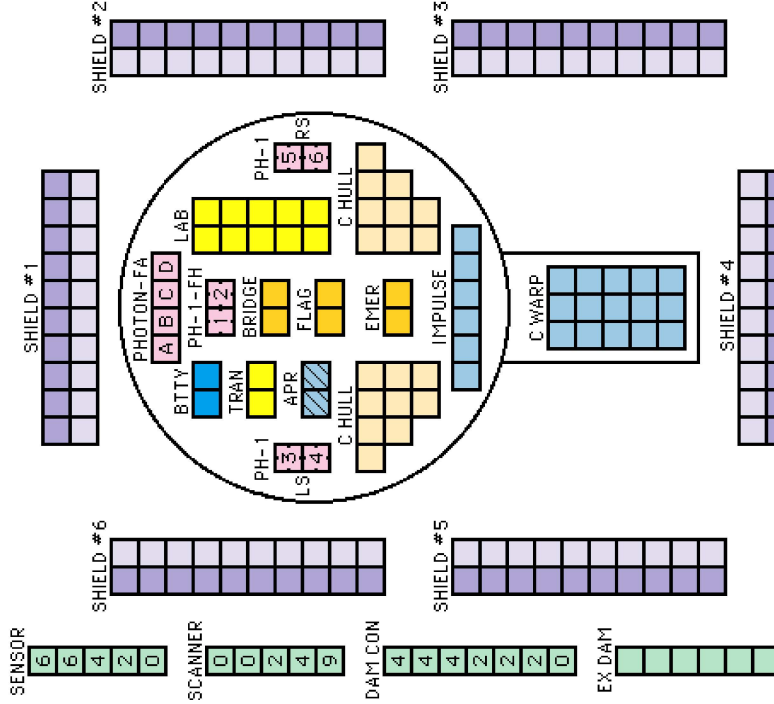


FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR

APR CONVERTED TO AWR BY THE AWR REFIT.

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DNGE, OVERLOAD	-----	VARIES	-----	-----	-----	-----

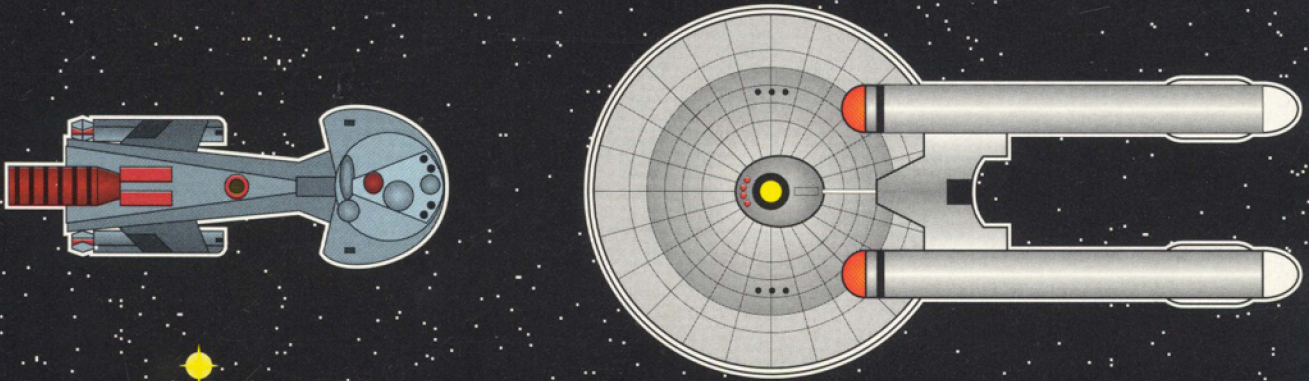


WITHOUT WARP ENGINES, THE SAUCER HAS ONLY 5 BOX SHIELDS.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX **5** = HET COST **6** = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	15	15
Fract.	1/2	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	

Catastrophic Damage! Release the Boom!



Captain's Module D3 includes SSDs for:

- ★ 12 Federation saucers
- ★ 12 Klingon booms
- ★ 5 Neo-Tholian rear hulls

Also included are two exciting scenarios:

- ★ Deadly Stings
- ★ A Klingon's Revenge



**TASK
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NOTE: This product includes new play situations and ship diagrams for STAR FLEET BATTLES. You must have SFB Basic Set to use this material. To use the Neo-Tholian ships, you will need New Worlds 2 (Module C2). The Federation saucers and Klingon booms are from ships which appeared in Basic Set, Advanced Missions, Module J, Module K, and Modules R2, R3, and R5, but these are not strictly required to use this product.

Made in USA.

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ISBN 0-922335-41-9 TFG 6.00