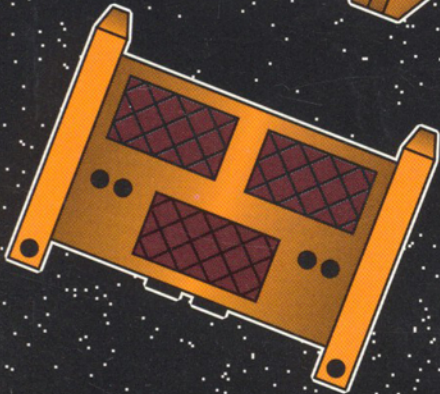
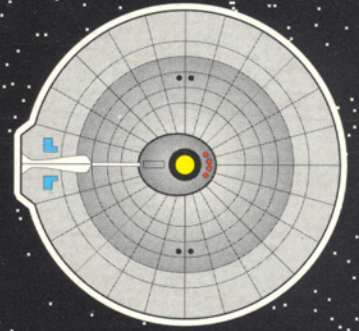
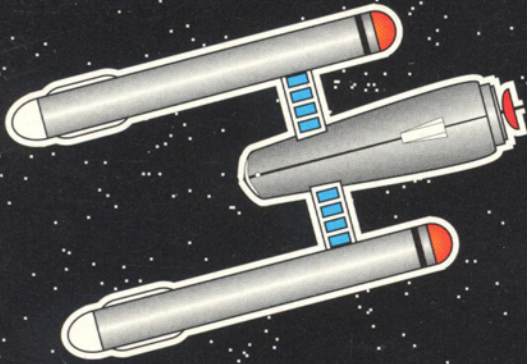


STAR FLEET BATTLES

BOOMS & SAUCERS



CAPTAIN'S
MODULE D3

TASK
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(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.

(Z20.1) COPYRIGHTS

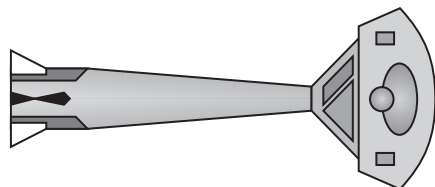
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(Z20.3) PUBLISHER’S INFORMATION

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:

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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.

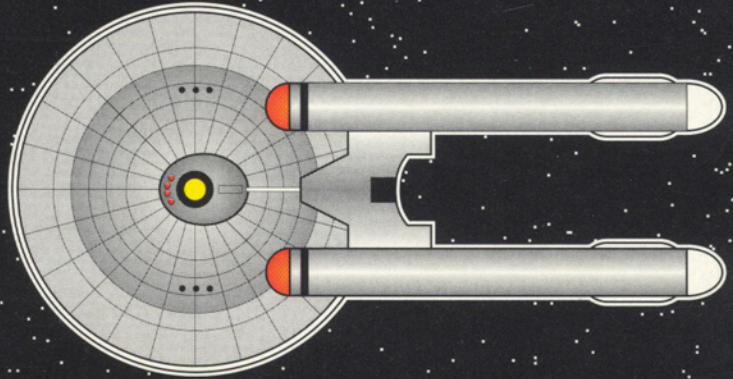
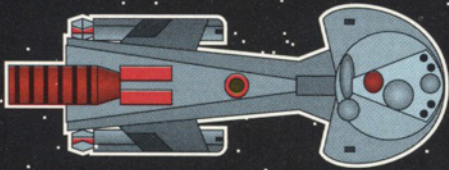
(G12.81) The cloaking device is in the same area as the Emergency Bridge. If there is no Emergency Bridge, it is in the same area as the main bridge.

(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.

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



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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.

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