

STAR FLEET BATTLES

VOLUME II

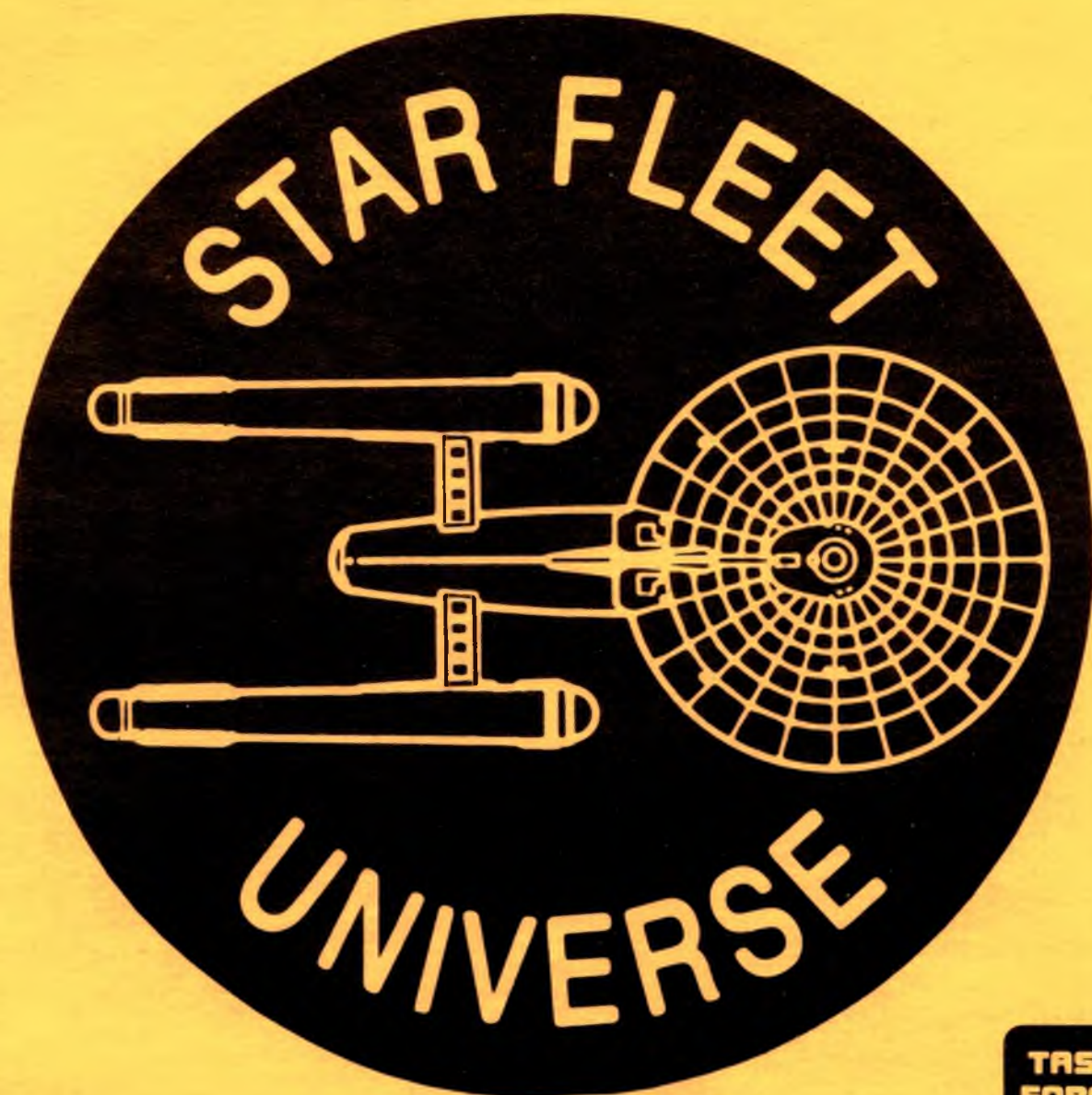


**TASK
FORCE
GAMES**

1, 2, or more players
Ages 12 and older

5008

STAR FLEET BATTLES
COMMANDER'S
RULEBOOK
VOLUME II



**TASK
FORCE
GAMES™**

3011

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NOTICE TO PLAYERS CONCERNING THIS VOLUME

This is Volume II of Commander's Star Fleet Battles. If you do not have the Commander's Edition of Star Fleet Battles (which is not necessarily marked "Volume I," but is the 96-page 8x11" rulebook marked "Commander's Rulebook") this volume will be of little use to you. You must have the Commander's Rulebook to use this material.

This rulebook is designed to be cut apart and integrated (i.e. shuffled) into the first volume. For example, pages 5-8 of this rulebook (section C) should be placed between pages 14 and 15 of Volume I.

The pages of both volumes are numbered 1-96 for ease of production and as a check against missing pages; make sure your copy is complete *before* you disassemble it. The page numbers will become irrelevant after the integration is complete.

Some pages from Volume I are replaced by pages in this volume. Players should remove and discard the MASTER SHIP CHART from Volume I and the MASTER FIGHTER CHART from Supplement #1; they are replaced in Volume II. Additionally, pages 1, 2, 25, 26, 71, 72, 73, 74, 95, and 96 are replaced by pages from Volume II; the Volume I pages should be discarded. Check carefully as you integrated the two volumes to make sure you do not discard needed pages.

IF YOU PURCHASED THE BOXED EDITION OF VOLUME II you should find enclosed a 32-page booklet of SSD sheets and three different sheets of 108 counters each. If any parts are missing or defective, contact Task Force Games at the address below. Please note that Task Force Games and Amarillo Design Bureau are separate companies and have separate addresses.

(Z7.0) DESIGNER'S NOTES FOR VOLUME II

Just as the boxed Designer's Edition of SFB became the basis for Volume I of the Commander's Edition, the three SFB expansions became the basis for Volume II of the Commander's Edition. As such, the designer's notes for this product must include not only what has gone into this product and why, but also how those rules were changed in moving to the Commander's Format.

These rules supersede and replace SFB Expansions 1, 2, and 3, which are now considered void.

(Z7.1) WHAT IS HERE AND WHY

This Volume includes many important rules sections, which add much to the game.

Four new races have been added. The Andromedans are a challenging menace, and their technology is appropriately alien. The Hydrans and Lyrans establish the balance of power on the Federation's western frontier. The WYN star cluster is the first of what may be several "one-hex" races.

The existing fleets have been brought into balance. All major fleets now have a full range of ship classes. The Gorns, for example, were at a considerable disadvantage in Volume I because they lacked a dreadnought. The new ship classes that have been added are themselves significant.

A full range of carriers has now been provided (more are in Supplement #1), along with an assortment of fighters.

Fast Patrol Ships (sometimes incorrectly called pseudo-fighters) are included to provide the expendable attrition units of fleet combat. Considering the two-year construction time for starships, any significant amount of combat along a border would bankrupt both races within weeks. The quickly-built and cheap PFs provide units that can be committed to decisive combat without fear of bankruptcy.

Minefields are included, along with a complete range of mines and minesweepers.

Scouts and Aegis-equipped escorts complete the electronic warfare picture begun in Volume I.

The game has been personalized considerably with the addition of the Legendary Officer, crew quality, and pilot quality rules.

Many scenarios, representing new challenges and situations, have been added.

(Z7.2) A YEAR GONE BY

When Volume I was released, all of us assumed that Volume II would follow within, at most, a few months. No one knew that it would take an entire year, and no one wanted it to take that long. The turmoil of the market place, and the sheer amount of work involved, stretched the schedule from one Origins Convention to the next. This has ultimately worked in your favor; however, as the product is better for the time spent working on it.

(Z7.3) HOW THINGS HAVE CHANGED

Players familiar with Expansions 1, 2, and 3 (published over the last four years) should study these rules carefully before getting involved in serious competitive gaming. All of the rules have been completely re-written. Many loopholes have been closed, misunderstandings clarified, and changes made. A few of the more significant ones are listed here.

Docking (C13) should be much more easily understood now that they have been completely written as a separate section, rather than buried in several different sections.

Hellbores (E10) can now fire (at reduced effect) against a single facing shield.

ECM drones (FD9) have considerably different capabilities.

The Andromedan displacement device (G18) has been revised.

The scout rules (G24) have been totally revamped and deserve careful study.

Rules for arming fighters have been corrected and completed.

Disruptor-armed fighters have been provided for an extra punch. The rules on arming and servicing fighters have (at last) been clearly defined. The Hydran Stinger has been given a long-range weapon. Many fighters have been adjusted or slightly changed.

Several of the captor mines have been revised.

The firing rates for Gorn and Romulan PFs have been changed.

Most of the Annexes and the MASTER SHIP CHART have minor changes.

(Z7.4) A FINAL DESIGNER'S NOTE

Once again, I must express my gratitude to the Committee, who worked tirelessly and without reward to make this volume as complete as possible. Special recognition must go to Felix Hack, who single-handedly made more than 1,000 changes and corrections to the draft manuscript of this volume. The other members made 1,000 more. If something is missing, blame me. But if there is a rule which you understand fully, which is complete and leaves no questions open, stop for a moment and thank the Committee for doing well that which all too often is taken for granted.

Changes and revisions to the rules of Star Fleet Battles are based on three things: input from players suggesting new rules; requests from players for changes or expansions of the rules; and the internal consistency of the game universe. What has been added has been, by and large, what you (the players) wanted to see. What has been revised has been, by and large, what you wanted revised. Your comments and suggestions are the life-blood of Star Fleet Battles, a game that by definition can never be finished, but also can never die.

Stephen V. Cole, Professional Engineer, Designer of SFB