

STAR FLEET BATTLES



MASTER ANNEX FILE



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2008

**CAPTAIN'S
MODULE G3**



MASTER ANNEXES

STAR FLEET BATTLES is a richly detailed game system. There are a lot of units (ships, bases, fighters, etc.) in the game, and there is a great deal of information about each one of them.

The Annexes are a compilation of this data. Each Annex or sub-Annex deals with a specific type of information that you will need to find while playing the game. The general idea is that when a new product brings into the game a ship or some other unit which was not even imagined at the time the various rules were written, the annexes (but not the rules) will be replaced with a new edition that includes all of the new ships, fighters, or whatever.

MODULE G3 ANNEXES

The Annexes in *Module G3* are, at the time of publication, the most complete version available in any *SFB* product. They include all of the units from *Basic Set*, *Advanced Missions*, *Modules C1-4*, *Modules R1-R11*, and *Modules F1, F2, J, J2, K, M, X1, X1R, Y1, and Y2*. They also include various data for many units from later products so that you can continue to use those products with complete data.

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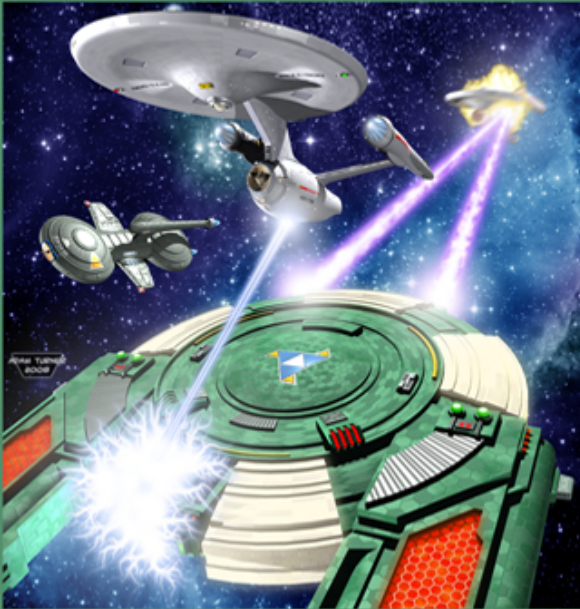
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MASTER ANNEX FILE



“What is this thing, Lieutenant?
A Dominator?”

“Negative, Admiral. Wrong
weapons configuration.
Checking database now.
Phasers, tractor-repulsors....
Not a Dominion. Not a Domina-
trix. Not a Destructor. Got it!
This thing is a Demolisher!”

MODULE G3: MASTER ANNEX FILE includes all of the key annexes from all of the Alpha Octant products, completely updated and newly compiled with advanced formatting.

MASTER SHIP CHART: Complete with updated warship status data.

MASTER FIGHTER CHART: Including separate megafighter listings.

MASTER GUNBOAT CHART: Updated with the new workboats.

SEQUENCE OF PLAY: Updated with special annotations for tournaments.

ANNEXES: Updated with all new products and errata and much new data.

www.StarFleetGames.com



This product includes the annexes (other than #5) from Basic Set, Advanced Missions, as well as modules C1-C4, F1, F2, J, J2, K, M, P6, R1-R11, X, X1R, Y1, Y2, and Captain's Logs #1-#38.



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