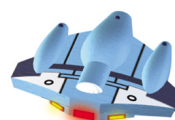
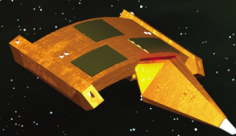
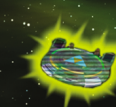
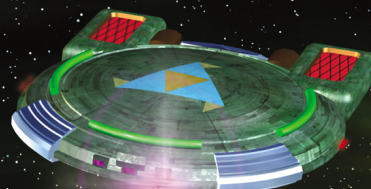
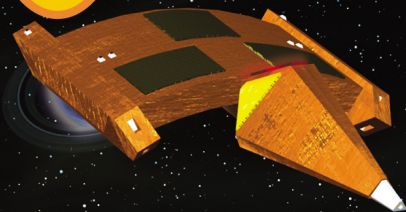
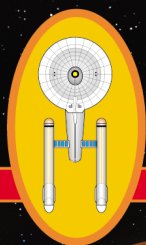


STAR FLEET BATTLES

NEW WORLDS II

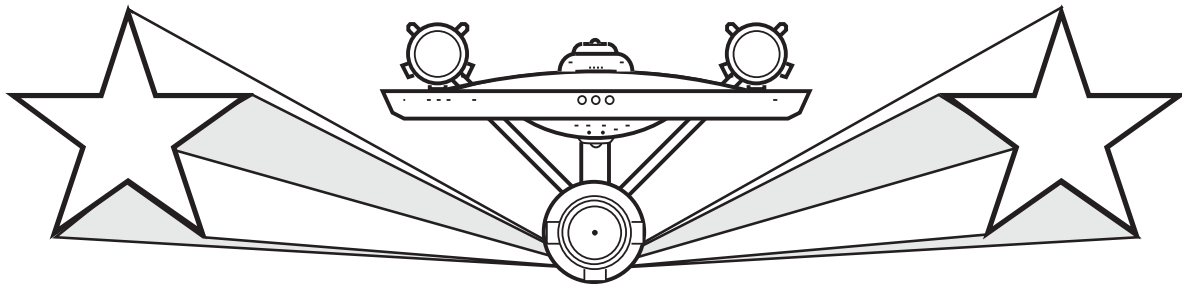
RULEBOOK



**CAPTAIN'S
MODULE C2**



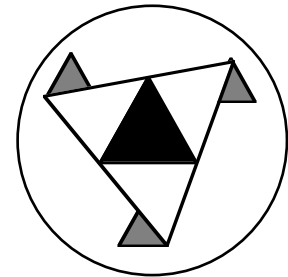
STAR FLEET BATTLES



CAPTAIN'S MODULE C2 – NEW WORLDS II

THE ANDROMEDAN INVADERS

- D10 POWER ABSORBERS
- E9 TRACTOR REPULSOR BEAMS
- G18 DISPLACEMENT DEVICE
- G19 SATELLITE SHIP OPERATIONS
- G20 ENERGY MODULES
- R10 BACKGROUND AND SHIPS



THE NEO-THOLIAN SQUADRON

- E12 WEB CASTER
- E13 THOLIAN SNARE
- E14 WEB FIST
- R7.60 BACKGROUND AND SHIPS



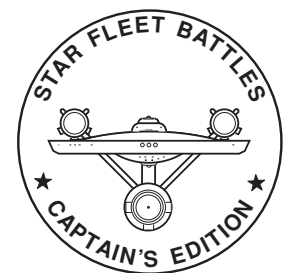
THE INTERSTELLAR CONCORDIUM

- E11 PLASMATIC PULSAR DEVICE
- R13 BACKGROUND AND SHIPS



SCENARIOS, CAMPAIGNS, DATA FILES

- SG10 A VISITOR FROM ANDROMEDA
- SG25 ECHELON TACTICS
- SG26 BASE BUSTERS
- SH43 WEBBED ESTABLISHMENT
- SH44 FIRST AND FUTURE SHOCK
- SH45 LOGISTICS STRIKE
- SH46 THREE AGAINST *CORTEZ*
- T7 THE RUN FOR HOME
- U6 OPERATION UNITY
- Z11 DESIGNER'S NOTES
- ANNEXES AND MASTER SHIP CHART



(Z11.0) NOTES ON MODULE C2

(Z11.1) PRODUCT ORGANIZATION, COMPONENTS

**(Z11.11) STAR FLEET BATTLES
CAPTAIN'S MODULE C2: NEW WORLDS II**

This is a modular supplement 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 *Modules J, K, M, R2, and R4*.

This rulebook is designed to be cut into separate pages and integrated into your main *SFB* rulebook.

This Module adds three new empires to the *Star Fleet Universe*, together with their ships and weapons.

(Z11.12) MODULE C2: If you purchased this rulebook as part of a complete copy of *Module C2*, you will also find included one sheet of die-cut playing pieces (total 108 counters) and a 48-page booklet of SSDs (starship diagrams needed for play).

(Z11.13) MASTER RULEBOOK: This rulebook is also included in the *Master Rulebook* product, in which case the rulebooks for *Basic Set*, *Advanced Missions*, and other modules will also be present, but none of the maps, counters, or SSDs from those products will be.

(Z11.2) DESIGNER'S NOTES

This module introduce three new empires to the *Star Fleet Universe*. These empires, like those in *Module C1*, also bring new tactics and formations into view.

(Z11.21) THE ANDROMEDANS: The Andromedans are easily the most unusual empire in *Star Fleet Battles*. Most of their technology works nothing like that of the Galactic Powers. Their power absorber panels (which they use instead of shields) soak up damage from enemy weapons and use it to power the Andromedan weapons! Their displacement device allows them to move your ship around the map, and even to the molten core of a planet!

(Z11.22) THE INTER-STELLAR CONCORDIUM was neutral during the General War, and spent the time designing a fleet that could conquer the galaxy (to save it from itself) at the first opportunity. Their entire fleet is designed around the use of the echelon formation, a battle tactic made possible only by the long-range fire of the dreaded plasmatic pulsar device.

(Z11.23) THE NEO-THOLIANS are, in some ways, an old empire, and in other ways an entirely new one. Their ships have the disruptors and phasers and web generators of the original Tholians, but they also have the web caster that is able to toss web in front of enemy ships, between allies, or to stop drones.

(Z11.24) INTENT: As with *Module C1*, the purpose of this module is to further explore fleet formations and tactics that incorporate new technology.

The Andromedans are totally different in every regard from the Galactic Powers. Their technology works differently, and their entire energy-management system is unlike anything in the Milky Way. Andromedan ships are fast and deadly, and have unique abilities, such as suddenly teleporting several hexes or launching a full-sized destroyer that opens fire on you.

The Inter-Stellar Concordium are a Galactic Power and a plasma empire, and hence will seem more familiar. However, their unique weapons (rear-firing plasma-F torpedoes and the long-range plasmatic pulsar device) require very different tactics.

The Neo-Tholians are Tholians in some regards, Klingons in other ways, and totally unique in still other respects. Their ships are large and powerful, and can do any of the annoying things that Tholian ships can do. Beyond that, their ships have engine-mounted disruptors, making them very worthwhile combat ships. And then, to make themselves totally unique, they have the web caster, able to place web in the middle of an enemy fleet. And in the *Captain's Edition*, they can throw this web straight at you as the punishing web fist.

**(Z11.3) DESIGN CREDITS FOR THE
CAPTAIN'S EDITION, MODULE C2**

Game Design	Stephen V. Cole, PE
Executive Developer	Steven P. Petrick
Star Fleet Committee (1994) ...	Ray D Olesen, Frank Crull, Keith Velleux, Owen Riley.
Star Fleet Staff (1994)	John D. Berg, Tom Carroll, Marc Cocherl, Gregg Dieckhaus, Stewart Frazier, John Hammer, Jim Hart, Mike Hault, Bill Heim, Scot McConnachie, Marc Michalik, Scott Olson, Rob Patterson, Evelio Perez-Albuerne, Steve Rossi, Mark Schultz, Tony Zbaraschuk.
Retired Staff Members (83-89).....	Josh Spencer, Ken Kaufman, Jeff Smith, Alan Gopin, Steve Kay, Ron Spitzer, David Zimdars, Mike West, Stacy Bartley, Anthony Medici, Eric Nussberger, Steve Rushing, Felix Hack.
Interior Art	Stephen V. Cole.
Proofreader.....	Jean Sexton.
Security Staff.....	Ramses, Wolf, Misca.
Chief of ADB Security (1994) ..	Blackie.
Security Staff (1994)	Waylon, R Rex.
Cover Art.....	Ken Mayfield.

Special thanks to the players who submitted errata reports on previous editions, and to Ken Kazinski who collected and consolidated them into a single file.

ORIGINAL CREATORS OF THE THREE EMPIRES

G. W. Redmond & S. W. Barton.....	Andromedan background, original ships, power absorbers, tractor-repulsor beams, displacement device.
Michael Woodcock.....	Neo-Tholians, ships, web caster.
Josh Spencer.....	ISC background, original ships, plasmatic pulsar device.

ORIGINAL CREATORS OF RULES AND TECHNOLOGY

E13.0	Tholian Snare	Scott Donaldson
-------------	---------------------	-----------------

We hope that you enjoy this book and stay in touch.

You will notice on our webpage:

www.StarFleetGames.com that you have several avenues to follow ADB. "Discuss" takes you to our BBS, where most of the game development takes place. "FC Forum" takes you to our Forum, which is more of a traditional forum to meet other players. You will also see that you can follow our page on Facebook (great for snippets of information and lots of art) and our Twitter account.

Want to find more players? Try our re-vamped Starlist: <http://www.starfleetgames.com/starlist.shtml> and we will send you a list of players near you.

As we say around here, "Don't be a stranger!"

(Z11.4) PUBLISHER'S INFORMATION

This product is published by:
AMARILLO DESIGN BUREAU, INC.
POST OFFICE BOX 8759
AMARILLO, TEXAS 79114-8759
Telephone: 806-351-1950 (Fax: 806-351-2585)
Email: Design@StarFleetGames.com
Website: www.StarFleetGames.com

Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our website.

All submissions are accepted only under our standard terms as published in *SFB Advanced Missions*. In summary, any submission becomes our property on receipt and may be modified at our sole discretion before publication. The author of a submission receives authorship credit and compensation at our standard rates.

ADB, Inc., products are available to individuals in retail stores, from several direct-mail outlets, from the shopping cart on our website, and directly from us. If your store does not carry our products, send us the store name and address and we will have our wholesalers contact the manager.

(Z11.5) COPYRIGHT & LICENSING

Various material used in this product was originally copyright © ADB during 1980-89. All of that material was substantially revised, expanded, and re-written and effectively constitutes a new document.

STAR FLEET BATTLES — THE CAPTAIN'S EDITION — *MODULE C2* and all contents thereof are copyright © 2016 by ADB, Inc. All rights are reserved under the Pan-American, Berne, and International Copyright Conventions.

No material which is based on, for use with, incorporates elements of, or is derived from *Federation Commander*, *Star Fleet Battles*, *Federation & Empire*, *Star Fleet Missions*, *Star Fleet Battle Force*, *GURPS Prime Directive*, *Star Fleet Armada*, or the *Star Fleet Universe* background can be published by any party without the advanced written permission of ADB, Inc.

SFB is produced under license from Franz Joseph Designs, authors of the STAR FLEET TECHNICAL MANUAL.

Elements of the Star Fleet Universe are the property of Paramount Pictures Corporation and are used with their permission.

END OF SECTION (Z0.0) MODULE C2