

STAR FLEET BATTLES

NEW WORLDS III



2017 Edition

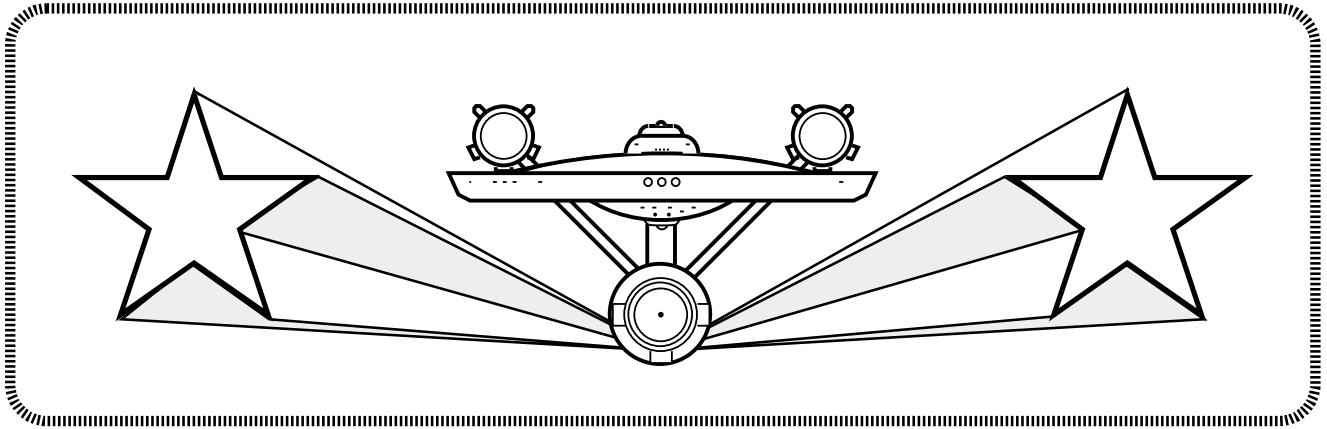


RULEBOOK

CAPTAIN'S
MODULE C3



STAR FLEET BATTLES



CAPTAIN'S MODULE C3 NEW WORLDS III

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(Z21.0) NOTES ON MODULE C3**(Z21.1) PRODUCT ORGANIZATION AND COMPONENTS**

STAR FLEET BATTLES CAPTAIN'S MODULE C3 is a modular component of the *Star Fleet Battles Captain's Edition* game system. To use this product, you must have *Star Fleet Battles Basic Set*. To use some of the material in this product, you must also have *Advanced Missions, Modules C1–C2, Module J, Module K, Module M, and Module X1*.

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

A complete copy of *Module C3* includes:

- 76-page rulebook (this book)
- 80-page SSD book
- two sheets of die-cut counters (216 counters)

(Z21.2) DESIGN CREDITS**DESIGN AND DEVELOPMENT STAFF**

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(Z21.3) PUBLISHER'S INFORMATION

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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.

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(Z21.4) DESIGNER'S INFORMATION

This new edition of *Module C3* incorporates the updates from the *Master Rulebook* and *Master Annexes*. For additional information, see Page #4.

Note: Previous editions of this rulebook included an extract of the rules for X-ships. With the publication of *Module X1*, this extract became superfluous and has been deleted from this edition.

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Special thanks to Chuck Strong, who drove to Amarillo to read the final draft of the 1993 version of this book and found several minor corrections and one really embarrassing goof. — *Steve & Steve*

END OF SECTION (Z0.0) MODULE C3

**(D24.0) ANDROMEDAN CRITICAL HITS
(Optional)**

To increase the excitement of particularly tense scenarios, players may wish to include the possibility of critical hits (D8.0). If they do so, the Andromedan ships (because of their unique nature) will require special handling. The following rules are the Andromedan version of the (D8.0) Critical Hit rules. Both (D8.0) and (D24.0) must be used, or neither.

(D24.1) ANDROMEDAN PROCEDURE

The Andromedans, with their unusual technology, have many similarities, but also some oddities, when a critical hit is scored on one of their ships.

(D24.11) PANELS: The Andromedan's PA panels are better able to block the random power surges that account for most critical hits. If 40 or more damage points are scored on a given set of PA panels in any single impulse, that ship must roll two dice to determine if a critical hit has been scored. See the results in (D24.2).

(D24.12) PENETRATION: If 20 or more points of internal damage are scored in the current impulse against a given Andromedan ship (including damage caused by released power), that ship must roll two dice to determine if a critical hit has been scored. See the results in (D24.2).

(D24.13) CONCURRENCE: Only one such roll is made during any given turn, even if one or both of the conditions are met several times during the turn.

(D24.14) POWER TRANSFERS (D10.41) do not trigger the critical hit system. Only damage points do so.

(D24.2) EFFECT ON ANDROMEDAN UNITS

The systems that suffer a critical hit, the effect of those hits, and where they are different from such a hit on a Galactic Powers ship are as follows:

- 2 = Active fire control (D6.6) fails; ship switches to passive fire control (D19.0) until the active system is repaired. [Same as (D8.0).]
- 3 = Battery failure. The Andromedan ship cannot access the batteries for any reason. No power can be added to or taken from the batteries; no power currently stored in the batteries is lost. Note that this is different from such a result on a Galactic Powers ship.
- 4 = Transporter failure. Transporters cannot be used until repaired. This result is no different than for a Galactic Powers ship, but note that this will prevent a mothership from recovering its satellites, although it CAN still launch them by using the displacement device.
- 5 = Power failure in the labs. Labs cannot be used until repaired. Emergency damage repair (D14.0) is impossible; any such repairs in progress are lost. [Same as (D8.0).]
- 6–8 = No critical hit.
- 9 = Tractor beam breakdown. Tractors cannot be used until repaired. All existing tractor links are released. This could cause docking to be broken; ships inside the hangar would be unaffected, however. Negative tractor can still

be used. This result is different than for a Galactic Powers ship in that the Andromedan ship also cannot use a TR beam as a tractor (E9.4) until this critical is repaired, except that (E9.43) negative tractor may be used normally. TRs can still be fired normally (as weapons).

- 10 = Hatch controls jammed. This will prevent the ship from using its (R10.1D42) hatch to lay T-bombs or allow shuttles to land until it is repaired. [Same as (D8.0).]
- 11 = Maneuver restricted. Ship cannot exceed a speed of eight, cannot perform an HET or EM, and its Turn Mode is increased by one at all speeds. [Same as (D8.0).]
- 12 = Warp engine controls are damaged. The ship cannot use warp energy for movement. One-half of the output of the warp engines can be used for other purposes; the other half of the power cannot be used for any purpose until repaired. [Same as (D8.0).] See (D24.23).

(D24.21) DESTRUCTION: Critical hits never destroy any system. They only prevent its use until the critical hit is repaired. In the case of Andromedan ships, however, the loss of power under result #12 may leave panels with more energy than they can hold, resulting in the release of that energy. Also note that result #3 would prevent power from flowing to the batteries when released and could also result in internal damage. Note that repairs to critical hits are resolved separately from repairs to damage.

(D24.22) EFFECT: All critical hits take effect immediately.

(D24.23) WARP: In the case of a warp engine critical hit, the ship stops moving immediately. If impulse power was allocated to movement, the ship may use it to make one sublight Tactical Maneuver (C5.1) during the remainder of the turn. The ship's Energy Allocation Form must be adjusted immediately by (D22.0); all power to movement may be cancelled.

(D24.3) REPAIR

(D24.31) PROCEDURE: All critical hits are repaired in the same manner, but if more than one is in effect, the owning player may only attempt to repair one of them during the turn. The ship's damage control parties perform this function. The procedure is to roll one die at the end of the turn. If the result is 1-4, the critical hit is repaired; if the result is 5-6, it is not.

Subtract one from the die roll for the second (and two for the third and subsequent) attempt to repair the same occurrence of the same hit. Outstanding (G21.132) and poor (G21.232) crews have die roll modifiers.

(D24.32) LEGENDARY OFFICERS: Legendary Engineers and Science Officers can use (G22.41) to make "independent attempts" to repair critical hits, but no two officers can work on the same critical hit. They must be in the box they are repairing, but would become casualties if combat damage struck their previous duty station. Officers must be in a control box to repair fire control or maneuver hits.

END OF SECTION (D0.0) MODULE C3

(Z21.6) DESIGNER'S NOTES

This product was designed to complete the histories of two empires (the WYN and Andromedans), formally publish the most official unofficial *SFB* material (the Lyran Democratic Republic), and introduce the first new empire in six years (the Seltorians). In one sense, this material completes the *Star Fleet Universe*; in another sense, it opens doors to new vistas of savage combat and exciting exploration.

WYN WAR OF RETURN: Staff Officer Marc Cocherl first proposed the WYN “fish” ships and the “War of Return” in 1987, but they had to wait until after Doomsday for publication. The ships are superb designs and have been popular in playtesting since they were first released.

The problem with a “War of Return” was that the WYN Cluster could not possibly hope to produce enough ships to conquer the Kzinti Hegemony. The obvious solution (based on the published history) was to postulate another Civil War and have the “Fish Fleet” provide the forces to tip the balance of power. The divisions within the WYN government and the need to hire Orion mercenaries allowed us to use some fun political rules in some of the scenarios.

One complication of the “War of Return” was that it took place during the era of X-ships. It was historically impossible to print the war without including X-ships, but the official rules for those units did not then exist except in playtest form. We included an extract of X-ship rules which players will find more than adequate. If you have *Module X1*, the extract in *Module C3* should be ignored in favor of the “real” rules.

There was not room for all of the battles of the “War of Return,” but you can look forward to seeing them in future products.

ANDROMEDANS: During the great Andromedan revolution during the preparation of the *Captain's Edition*, it became clear that we needed more information on the Andromedans, specifically including their ground bases and other auxiliary units, information we are happy to present here. The “sleds” came about very late in the design process as a class of ships needed to approximate the auxiliary ships employed by the Galactic Powers.

To provide a needed medium-sized base, Steve Cole designed the battle station several years ago. Tony Medici pointed out that Andromedan bases are extremely vulnerable to plasma torpedoes and suggested the Temporal Elevator as a solution. His original proposal was unworkable (and then lost to history), so Steve Cole and Steve Petrick re-invented the concept based on the Doomsday Andromedan rules. The playtesters found the Temporal Elevator less than perfect for its original mission, but found many other uses (i.e., making bases immune to Hydran Stingers and to drones, finessing the range, dumping power).

The trickiest part of the Temporal Elevator rules was the ESG interaction. We considered just saying that ESGs couldn't affect elevated objects, but that made the ESG useless. We considered saying that the ESG ignored the elevator and hit everything, but that didn't match the engineering. We tested a rule in which a fragment of the ESG traveled up the elevator shaft as a seeking weapon, but this required entire pages to explain the interactions. Lyran Commander Gregg Dieckhaus came up with the solution we finally used (resolve the hit immediately, but hit things at lower levels first).

The need for defenses against plasma torpedoes was extended to the PA mine. Numerous proposals for transporter mines that could not be used by Galactic Powers fit in nicely with the new Andromedan bases.

The Critical Hit rules came about when a player asked us how to adapt (D8.0) to his Andromedans.

LYRAN DEMOCRATIC REPUBLIC: This “empire” was originally designed by Stephen Koehler and was first published in *Nexus Magazine #13*, then reprinted in *Commander's Rules Update #2* and then again in *Captain's Module P5*.

The LDR adds political color to the background of the universe. This neutral enclave is ethnically Lyran, but is politically independent. The combination of ESGs and phaser-Gs has long been a favorite of the more fanatical *SFB* players who obtained the earlier products.

SELTORIANS: The original proposal for the Seltorians came from Stacy Bartley, and the history presented for them is very much the “oral history” he originally gave. There was, however, never a formal written proposal.

The web breaker was created from whole cloth after the previous “Jericho Project” failed to produce an adequate anti-web weapon. Shield cracker was added for three reasons: it explained why no one noticed the addition of web breaker to Seltorian ships, it balanced their firepower, and it was consistent with the “swarm marines” background.

The particle cannon was originally designed by Bruce Graw for a new empire proposal that was not accepted. Ken Burnside extensively modified it for consideration in the search for a new Seltorian weapon. (The staff and players quickly convinced the two Steves that the galaxy did not need another disruptor empire.) The design of the weapon then underwent two further radical revisions, each seeking a balanced weapon that was something new rather than just a mix of rules from existing weapons.

The resulting particle cannon is a fascinating weapon because it is so radically different from galactic weapons, in ways not entirely obvious. For example, it is the only weapon which can be overloaded and then still fire a standard-load shot. This is due to the “capacitor” system, into which you put power when you have it and from which you take power when you need it. While it cannot use reserve power at the moment of firing (if the capacitor is full), it doesn't need to since it has its own reserve power. The particle cannon is, in some ways, like a slightly weak disruptor that can fire twice per turn.

The ship design concept was created by Steve Cole to be “something different.” Playtesting produced minor changes.

NEO-THOLIANS: Including the Neo-Tholians allowed us to also bring you the first extra-galactic *SFB* scenarios, set in the Tholian Home Galaxy. That meant that we had to provide the rest of the original Tholian fleet, so we provided the long-sought and often proposed Neo-Tholian destroyer and frigate.

SSDs for Neo-Tholians with particle cannons will have to wait for another product. (Perhaps, in that product, we will find out if there is any truth to the rumor that a Neo-Tholian frigate arrived with the original Dyson Sphere but was lost in the first battles with the Klingons.)

SCENARIOS: We prepared many more scenarios for this material than *Module C3* could contain, and the staff has already begun producing new scenarios at a prodigious pace. Many of these will appear in future products, including *Captain's Log* and *Module S2*.

MORE NEW EMPIRES? Some players want them (along with new weapons and systems); some only want new empires (such as the Frax) which use existing technology; and some do not want new empires at all. We will probably do some (*Module C4*) at some point in the future, but it took most of a decade to get these new empires ready, and it will be a couple of years before we have any more. We are NOT accepting submissions; we have dozens on file. Your comments are welcome. If you remain silent, someone else will decide the future of *SFB*. —*Stephen V Cole & Steven P Petrick, Amarillo Design Bureau*