

STAR FLEET BATTLES

FIGHTERS! RULEBOOK

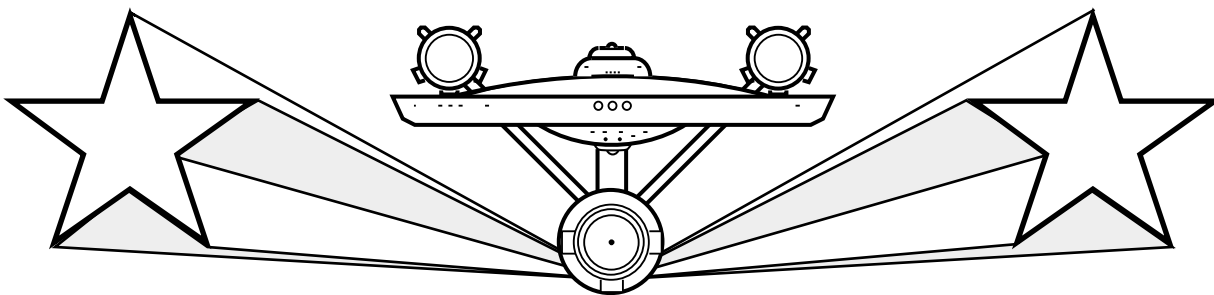
2020



**CAPTAIN'S
MODULE J**



STAR FLEET BATTLES



☆ FIGHTERS ☆ CAPTAIN'S MODULE J

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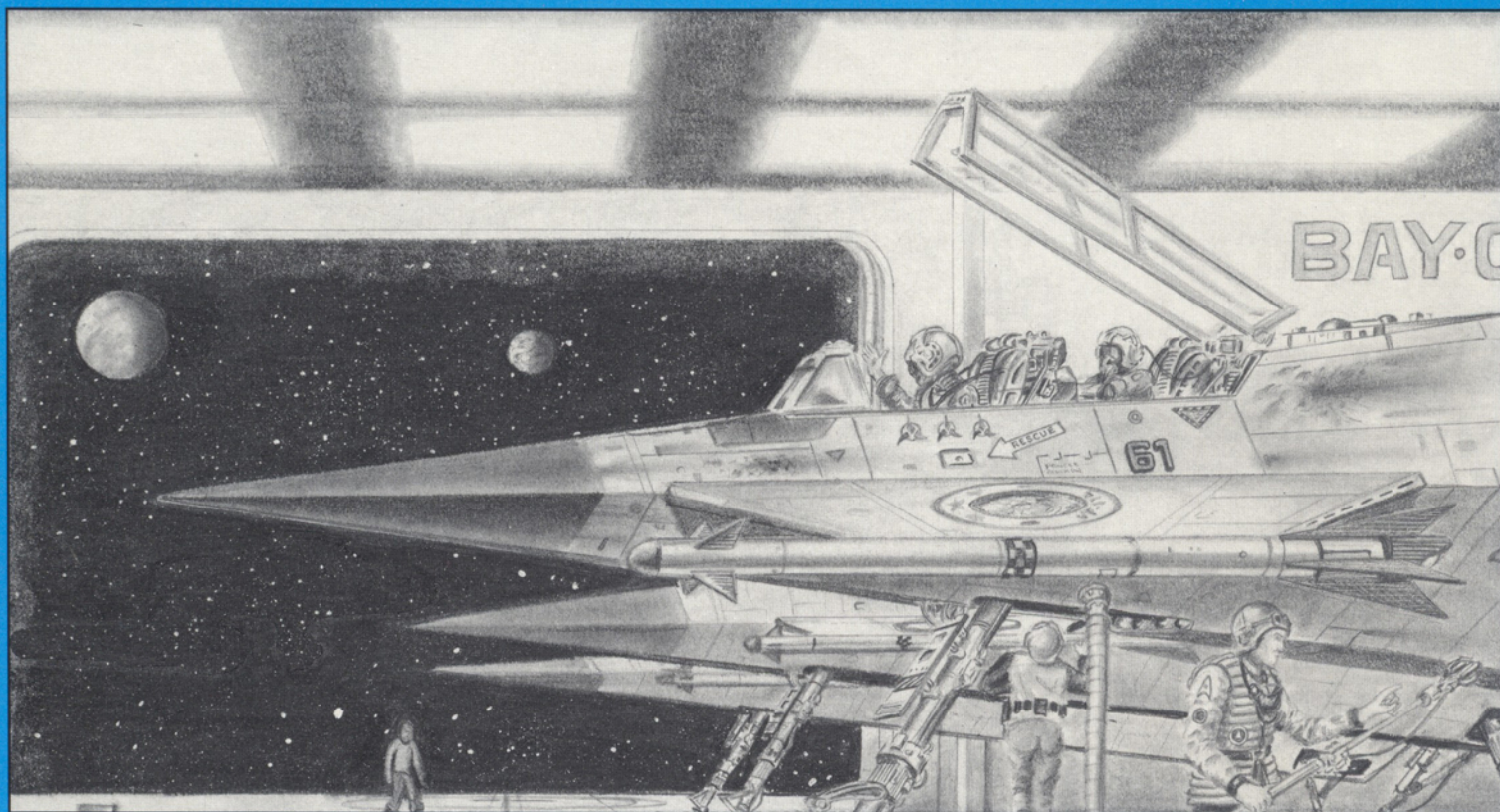
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CAPTAIN'S MODULE J: FIGHTERS!



This exciting new module for *STAR FLEET BATTLES* adds these features to the game system:

COMBAT RULES: Chaff packs protect fighters. Shuttle bay explosions can rip the guts out of a carrier. Escorts use aegis fire control to protect the carriers.

TWO NEW DRONES: Starfish is a multi-warhead ADD. Stingray is a long-range dogfight drone.

FIGHTER RULES: Warp booster packs double fighter speed. Create ace pilots with pilot quality rules if you green pilots survive long enough. Fighters can use the dogfight rules for close combat. Multi-role shuttles add powerful new capabilities to flagships and carriers. Federation SWAC shuttles are the most powerful electronic-warfare units in the galaxy. Heavy fighters have twice the firepower. Fighter pods add enhanced capabilities to any fighters. Rail-launched anti-drones are deadly in dogfights. Casual bases can be created anywhere.

SHIPS AND FIGHTERS: Nineteen carriers, ten escorts, complete auxiliary carrier SSDs for all races, and dozens of fighters, including several new types.

SCENARIOS AND CAPTAINS: 22 exciting scenarios, including two mini-campaigns, one grand campaign, and the entirely new space monster *STARSWARM*.

NOTE: This product adds new play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. Some material in this product will also require other SFB products, including Advanced Missions, New Worlds I, and New Worlds II.
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