

STAR FLEET BATTLES

TOURNAMENT BATTLES



RULE BOOK

EXPANDED
2012
EDITION

Player 1
LDR Red Jaguar
Turn 5 - Imp 8



CAPTAIN'S
MODULE T



MODULE T (2012)

STAR FLEET UNIVERSE

TOURNAMENT RULES

INTRODUCTION TO TOURNAMENTS

The only valid test is combat; the only valid result is victory. —
Ardak Kumerian, Admiral Commanding Red Fleet

There have been tournaments as long as there have been wargames, and *SFB* tournaments began less than a year after the first “pocket” edition was released. These tournament rules and ships have been tried and tested for four decades and are the ones used in official sanctioned events. *Module T* also includes many tournament scenarios, rules, and ideas, along with information on how to run and play in an *SFB* event.

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COMPONENTS

86-page Rulebook including formats for *Star Fleet Battles*, *Federation Commander*, *Federation & Empire*, *Starmada*, *A Call to Arms: Star Fleet*, and *Star Fleet Battle Force* Tournaments
 28-page SSD book of *Star Fleet Battles* tournament ships
 216 die-cut Tournament Counters
 108 die-cut Ammunition Counters
Star Fleet Battles 4230 Map

*There are no current tactics for the Andromedan tournament ship.

PUBLISHER'S INFORMATION

STAR FLEET BATTLES — CAPTAIN'S MODULE T contains material 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, Module C1, Module C2, Module C3, Module J, Module K, Federation & Empire*, and/or other products. Published by:

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