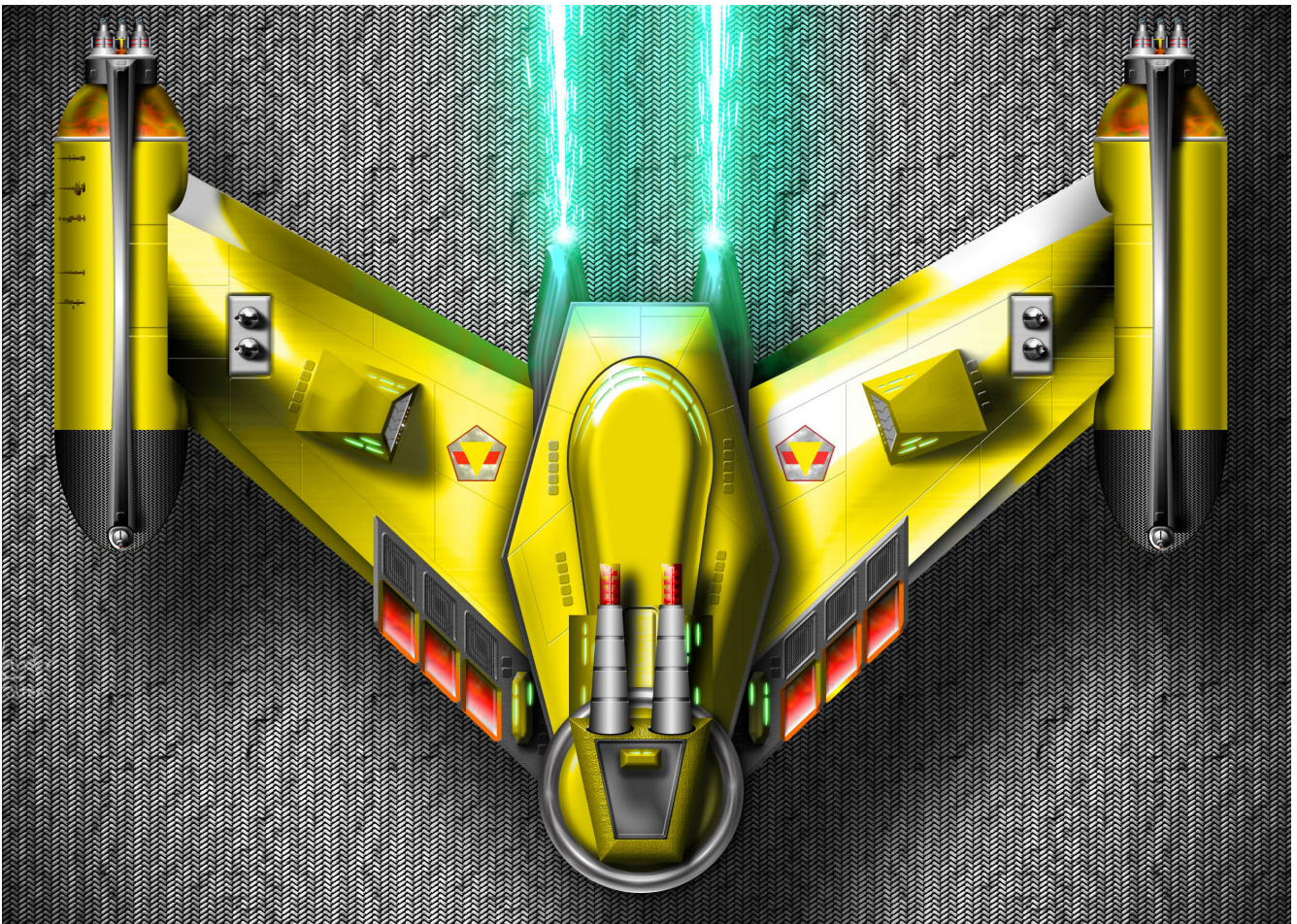
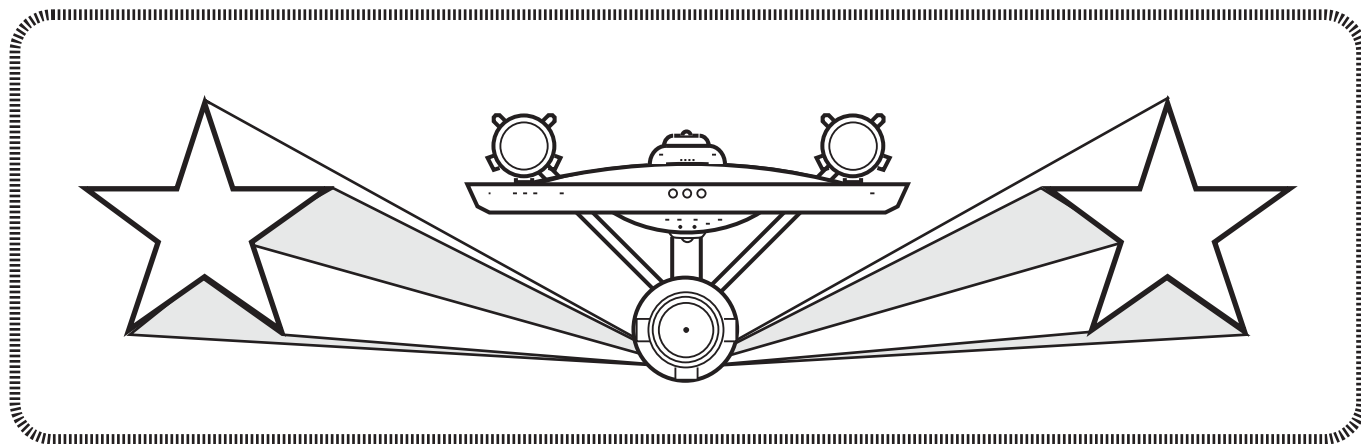


STAR FLEET BATTLES

MODULE E3 THE BORAK RULEBOOK



STAR FLEET BATTLES



CAPTAIN'S MODULE

★ E3 ★ THE BORAK STAR LEAGUE

TABLE OF CONTENTS

INTRODUCTION

DESIGNER'S INFORMATION	2
PUBLISHER'S INFORMATION	2

RULES

E107.0 MEGAPHASERS	3
EB100.0 BORAK MEGAPHASERS	4
EB101.0 BORAK PHASER-CANNONS	5
G52.0 EXTRACT FROM <i>MODULE C4</i>	6
JB100.0 BORAK SUICIDE FIGHTERS	7

EMPIRES

RB100.0 BORAK STAR LEAGUE	9
RB100.1 BORAK SPECIAL RULES	10
RB100.N1 BORAK GENERAL UNITS	12
RB100.N2 OTHER BORAK UNITS	17
RB100.R BORAK REFITS	17
RB100.0 BORAK SHIPS	18
RB100.N3 BORAK MARINE ORGNZTN	33
YRB100.0 BORAK EARLY YEARS UNITS ..	34
RB200.0 BORAK X-TECHNOLOGY UNITS ..	36
RB100.F0 BORAK FIGHTERS	38

RB100.PF BORAK FAST PATROL SHIPS ..	42
BORAK DECEPTION HISTORY	56

TACTICS

BORAK TACTICS PRIMER	8
----------------------------	---

SCENARIOS

.....	Future
-------	--------

ANNEXES

ANNEXES	43
ANNEX #3 MASTER SHIP CHART	49
ANNEX #3A TUG MOVEMENT COSTS	43
ANNEX #3B MASTER PF CHART	53
ANNEX #4 MASTER FIGHTER CHART	54

**(Z48.0) NOTES ON MODULE E3
THE BORAK STAR LEAGUE****(Z48.1) ORGANIZATION AND COMPONENTS**

STAR FLEET BATTLES MODULE E3 is a modular expansion of the *SFB* game system. You will need the **SFB Basic Set** to use this material. This material will also require **Advanced Missions** and other products (e.g., **Module J**, **Module J2**, **Module K**, and **Module M**) to use it to the fullest extent. **Module E3** includes this 56-page rulebook and 76-page SSD book. **December 2011 PRINTING.**

(Z48.2) DESIGN CREDITS

SFB Designer.....Stephen V. Cole, PE
Module E3 Designer.....Steven P. Petrick, IN
 Borak Star League Designer.....Jeremy Gray
 Proofreading.....Jean Sexton
 Chief of ADB Security.....Ramses
 ADB Inspector General.....Isis
 Cover Artist.....
 Product development.....*Arthur Braune, Mark Kuyper, Tim Longrace, Glenn Hoepfner, Mike West, Mike McKenzie, Richard Wells, Garth Getgen, David Kass, Bruce Campbell, Tony Barnes, Jim Davies, John Kasper, Andrew Harding, Rus Lender-Lundak, Daniel Bivona, Christopher Graves, John Trauger, Sean O'Carroll, Robert Cole, Ken Kazinski, Mike grafton, David Porter, Jon Berry, George Duffy, Thomas Mathews, Xander Fulton.*
 Playtesters.....*Justin Howell, Jeff Lloyd, Matthew Francois, Ken Wang, Henry Meyer, Dale McKee, Jacob Karpel.*

(Z48.3) 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.

(Z48.4) DESIGNER'S INFORMATION

This is a product currently in playtest. Most of what is in this product are the original designs created by Jeremy Gray. They are here, for now, to be playtested. This means that

nothing in this product, short of the basic manner in which the rules of *Star Fleet Battles* operate, can be regarded as set in stone or warranted to work perfectly.

The concept Mr. Gray had was to develop a technology (megaphasers) originally presented in *Module P6*, combine it with the turret rules published in *Module C4*, mix in a little advancement in suicide shuttle technology combined with remote-controlled fighters from *Module J2*, and add a little something of his own (phaser-cannons) to create an empire with almost no non-phaser weapons. The Borak Star League, as presented, are an almost a pure phaser empire, being limited to seeking and remote-controlled suicide bombs plasma as their only means of seeking weapons. They do have, however, very powerful seeking weapons for all of that, if in relatively limited numbers if a carrier is not present.

If you have this product, we here at ADB, Inc., would like to hear from you on anything that can be done to make it better. The ship designs are not set in stone (other than their general shape). We need to know, and this is your chance to tell us and add your name to the list of playtesters when this module is formally published.

DEDICATION

This product is dedicated to the small countries, whose impact on history has often far outweighed their size due to the character of their people, and thus of their soldiers.

(Z48.5) COPYRIGHT & LICENSING

STAR FLEET BATTLES — CAPTAIN'S EDITION — MODULE E3 — THE BORAK STAR LEAGUE and all contents thereof are copyright © 2011 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.