

# STAR FLEET BATTLES CAPTAIN'S MODULE A BATTLECARDS!

SPECIAL BONUS:  
COMMAND CARDS  
IMPULSE CARDS



3030

# STAR FLEET BATTLES

## CAPTAIN'S MODULE A

### INSTRUCTIONS

#### **BATTLECARDS!**

**BATTLECARDS!** is a card-based damage allocation system for Star Fleet Battles. It is based on the Damage Allocation Chart in rule (D4.21). The deck of 36 cards represents the 36 possible combinations of rolling two six-sided dice. Each card replicates one line on the DAC; as there are two possible combinations that produce a die roll of 3, there are two cards with the third line of the DAC on them in the deck.

Each card includes three separate items of information.

- A number from 2-12 in a box in the upper left-hand corner of the card. This number is primarily used for the damage allocation function, but can be used to generate firing die rolls for those weapons with two-dice combat charts (e.g. Hellbore, Mauler, PPD).

- A graphic representation of one face of a six-sided die in the upper right-hand corner of the card. This can be used to simulate one-die rolls for most weapons, such as phasers.

- A list of systems that can be damaged. This is taken directly from the DAC and is operated in the same manner. As with the DAC, it will be necessary to note the "one time" hits.

The die-roll numbers can be used to replace dice for all functions within the game. This allows you to use the cards instead of dice when you do not have dice handy, when you do not want to make noise rolling them, when it would be inconvenient to roll them (e.g. when in a moving vehicle), or simply when you want to. There is some convenience to be gained. If you need die rolls for six phasers, you can simply deal six cards rather than rolling one die six times or six dice all at once. The card system, whether used for firing results or for damage allocation, also eliminates the controversy over which die, of several rolled together, is to be resolved first.

The deck should be reshuffled after each volley is allocated (or fired) and after ten cards have been dealt.

A word should be said about probability. When rolling dice, each die roll has exactly the same possibility of producing a given number as the previous or following die roll. In a theoretically infinite number of die rolls, 1 out of every 36 will be "2", but regardless of how many "2s" you roll in a row, the chance that the next die roll will be a "2" is exactly the same, 1 in 36. **BATTLECARDS!** skews this probably significantly. Assuming that you do not reshuffle after each card is turned, once you have turned up the only "2" in the deck, you cannot "roll" another "2" until you reshuffle. This has an advantage in that with a finite "universe" the die rolls will tend to average out. If your first card is a "1" (good) or "6" (bad), there is significantly less chance of drawing another card with that number. On the other hand, if the only chance you have to win is to roll three "2s" in a row, you cannot possibly do that with **BATTLECARDS!** unless you reshuffle after every card. Several options are available to the players:

- Reshuffle after every ten cards are turned. This is the standard procedure; all others are optional by mutual consent.

- Just accept it as inherently a good thing that the die rolls will average out faster, and deal through the entire deck before reshuffling if there are more than 36 damage points in a volley.

- Combine several decks of **BATTLECARDS!** to provide a greater pool of possible die rolls. An infinite set would have the same probabilities as dice. Ten decks would be very close.

- Reshuffle after every card is turned. A player should be allowed this option on request in specific cases where he feels it will provide his only option to get the required results. Obviously, if a given player insists on doing this after every card is turned, he might as well roll dice; it will be faster.

Two **BATTLECARDS!** decks are included. You can shuffle them together, or two players can each have their own deck.

#### **IMPULSE CARDS**

**IMPULSE CARDS** consists of a deck of 36 cards, one for each impulse of the turn plus cards for the Start of Turn Sequence, Initial Activity Phase, Final Activity Phase, and Record Keeping Phase. The cards are kept in order and are turned one at a time to indicate a change of impulse, the up-turned card indicating which impulse is currently being played.

Each card shows the speeds which move on that impulse. It also includes a listing of special events which routinely occur on that impulse or special restrictions which apply to that impulse. These are intended to serve as memory joggers; be sure to check the rule reference to ensure proper actions are taken. **IMPULSE CARDS** does not create, change, or delete any rule; the rulebook is the final authority. (The only significant unpublished addenda incorporated is that unlocking a Tholian Pinwheel now takes place in the undocking phase, and base rotations are now defined for all legal rates of 1-4 hex sides per turn.) Naturally, many of the events for any given impulse will not occur in any given game.

**IMPULSE CARDS** are kept in order (Start of Turn, Initial Activity, 32 impulses in order 1-32, Final Activity, Record Keeping). They are never shuffled. The deck is placed (in order) face down; the cards are then turned face up one at a time and placed in a stack next to the face-down pile. There is, of course, no surprise in what card is coming next. The exposed card always shows what impulse the current game is on; turning a new card shows that the game has moved on to the next impulse.

If you are trying to make a decision about weapons fire or some other function, simply reach out your hand and place a finger on the face-down pile to signify that you are not ready for the next impulse. If you aren't doing this, and the Controller turns the card when you are not ready to finish the current impulse, immediately call out "Hold!" to signify that you are not ready for the card to be turned. If, however, the card has been turned and your opponent has already called out an action to be performed on that impulse (perhaps from his enthusiasm that you didn't fire on the previous one), then the new impulse has irrevocably started and you cannot return to the old one. Doing so would be unfair as you already know his planned actions. Note that when using **COMMAND CARDS** this will be less of a problem as you will both be in the process of selecting and playing those cards, so the Controller cannot go on to the next impulse.

Some tournaments use a time limit for each impulse. In this case, the Controller turns over the card when the time limit expires and the game continues with the next impulse.

The following categories were not listed: events applying to ships with Poor/Outstanding crews; events happening every impulse; and events that happen at a specified interval after an event which can happen during any impulse.

#### **COMMAND CARDS**

**COMMAND CARDS** consists of two sets of twelve cards each. Each player will use one set. The object of **COMMAND CARDS** is to make the required written orders for weapons fire and maneuver easier to accomplish. **COMMAND CARDS** are primarily used in single-ship duels but can be adapted by common sense principles to fleet actions (where each player must have his own deck).

**COMBAT:** The rules of *Star Fleet Battles* require that all weapons fire be committed in writing during the Fire Decision Step. However, most players do not do this as it is too much trouble. This leads to the unfair situation of "me too" firing and, even worse, to someone (usually approaching the enemy head-on) who declares fire and then, *after* finding out whether the enemy ship is also firing,

decides how many weapons he will fire. COMMAND CARDS relieves this problem to a considerable extent. Each impulse, during the Fire Decision Step, each player places three cards face down on the table. After all players have placed their cards, all of the cards are turned face up. The players must then execute fire within the limits of the cards they played. Afterwards, the players pick up their cards for use on the next impulse.

While there is still room for post-card decisions (and hence, abuse), there is considerably less latitude for this with the cards. Specific limitations on each card are as follows:

- FIRE ALPHA STRIKE: The ship must fire at least two-thirds of his weapons at the designated target (e.g. the enemy ship).
- FIRE HALF WEAPONS: The ship must fire at least one-third and no more than two thirds of his weapons at the designated target.
- LIMITED FIRE: The ship can fire up to one-third of its weapons at the designated target.

NOTE: For purposes of ALPHA, HALF, or LIMITED, the proportions stated are of those weapons which are available to fire and which bear on the target. ADDs and any weapon unable to score more than one damage point may be voluntarily excluded from the calculations (so long as it is not fired within that volley). Weapons to be fired (or included in a pool of weapons to be selected from) must be legally available for use within all of the restrictions and qualifications in the SFB rules.

- FIRE IN SELF-DEFENSE: The ship can fire at targets which are of size classes 6 or 7 (i.e. shuttles and seeking weapons) within six hexes. If this card is played simultaneously with ALPHA STRIKE, some phasers may be diverted from that strike for this mission or may be reserved for later use. If this card is played simultaneously with HALF or LIMITED, you may fire defensively in addition to the primary volley.

- DUMMY: Two are provided. These cards do nothing (other than deceive the enemy as to your intentions). Any of the maneuver cards could be used as a dummy for combat purposes. The two cards have "Declare Action" and "Do Not Declare Action" on them for use in cases where two players must simultaneously declare their intent to do something (such as raise ESGs or adopt erratic maneuvers) and want a fast method of secretly designating their action.

- CHANGE EW: Under (D6.315) a ship can adjust its EW status during the Fire Decision Step of each turn. A player who plays this card can change his EW status within the limits of that rule. If both opponents play this card, they should write down the change before announcing it. If EW is not used, treat this card as a dummy.

Normally, three cards will be played (face down) together. The first represents fire at the enemy ship (HALF, LIMITED, ALPHA, or dummy), the second would be either SELF-DEFENSE or a dummy (since defensive fire can be used simultaneously with any of the primary volleys), and the third would be CHANGE EW or a dummy. The dummy cards signify that no action is to be taken.

In multi-ship battles you will need a means of designating targets. For this purpose each maneuver card has a "Target #" printed on it. One could be played with the fire cards to indicate the target. If two or more targets will be engaged, place each target card with the card indicating the fire at it in a separate face-down stack. Target identification can be specified (in advance) by any convenient method. EW and SELF-DEFENSE cards could be added to any stack.

It is unnecessary (and usually pointless) to play cards every impulse. During the Fire Decision Step, the Controller should announce "Fire Decision Step. Cards?" and count (quietly) to five. If either player responds with "Cards!", both select and play their cards. If no announcement is made before the five-count is completed, the Controller goes on.

A player can, if he requires more detailed or unusual firing instructions, simply write them down as before. Seeking weapons launch can also be designated (in the appropriate step) by the cards, using only the various Fire cards.

**MANEUVER:** Players are always interested in knowing where the enemy will move before they are forced to commit to a maneuver. Rule (C1.31) provides an Order of Precedence, but it is confusing and there are many "ties." To break those ties, or to replace "turn mode order," players may use the maneuver cards

within their Command Cards set. During the movement set of the impulse, each player will place two cards face down to designate his maneuver:

- LEFT or RIGHT: Combined with the STRAIGHT card, these mean a 60° left or right turn. Combined with the SIDESLIP cards, they mean a sideslip in that direction.
- HET: Combined with LEFT means 120° left turn. Combined with RIGHT means 120° right turn. Combined with STRAIGHT means 180° turn.
- STRAIGHT: Combined with SIDESLIP, LEFT, or RIGHT means continue moving directly (i.e. straight) ahead.

## DESIGNER'S NOTES

The idea of a card-based "fast" damage allocation system has been around for a long time. Some people find rolling dice tedious, and others just like to hold a deck of cards in their hands. The previously-published *BATTLE DAMAGE: CODE RED* system is still popular with a few players, but was generally rejected because it did not conform to the standard Damage Allocation Chart in the game. At the time it was published, it was only one of several prototype systems; *BATTLECARDS!* was another one. When BD:CR was dropped from the product line, ADB began planning to replace it with *BATTLECARDS!* The lack of success with BD:CR made TFG less than interested in a new card-based product. The new owners of TFG showed considerably more interest.

During development, we decided to make *BATTLECARDS!* into a truly "diceless combat system." This harkened back to my old gaming days in college, when we were ordered not to play war-games late at night because the dice made too much noise on the concrete floors. (Those old dorms really had an echo!) We bought decks of cards, threw away all the 7s through Kings, and used four or five sets of A-6 as "silent dice."

To create a diceless combat system with *BATTLECARDS!*, we first added a second number (between 1 and 6, inclusive) to each card, but this was confusing as there was no obvious method of telling which of the numbers was which. While doing the graphic layouts, we hit upon the idea of showing this die roll as, well, a die. This makes it rather obvious that it is a 1d6 die roll.

In the years since BD:CR was dropped, ADB began to develop the concept of IMPULSE CARDS as a play-aid. When *BATTLECARDS!* was placed on the schedule, TFG agreed to include IMPULSE CARDS with it. Later, it was decided to include the COMMAND CARDS system as part of the package.

We considered, briefly, a set of "Step Cards" that would show all of the steps during an impulse. This idea was eventually set aside when the number of cards in the deck exceeded the other three combined.

## PUBLISHER'S INFORMATION

*BATTLECARDS!*, COMMAND CARDS, and IMPULSE CARDS were designed by Amarillo Design Bureau and published by Task Force Games, 14922 Calvert St, Van Nuys, CA 91411 (telephone 818-785-0315).

Any questions about this product should be sent to Task Force Games; be sure to include a stamped self-addressed envelope if you expect a reply.

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Design of all three card decks by Stephen V Cole. Graphics by Leanna M Cole. Development by Ray Olesen, Frank Crull, Ron Spitzer, David Zimdars, Stephen Petrick, and Eric Nussberger.

Cover painting and card-back illustration by Ken Mayfield.

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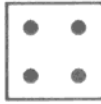
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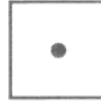
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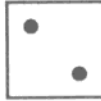
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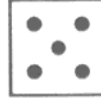
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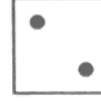
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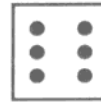
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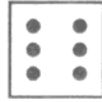
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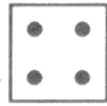
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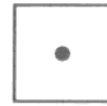
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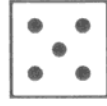
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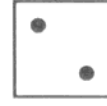
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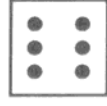
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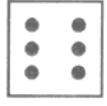
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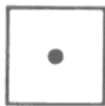
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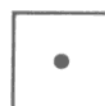
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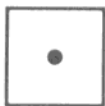
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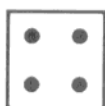
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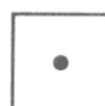
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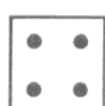
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Excess Damage

6



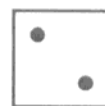
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Lab  
Left Warp  
Sensor  
Tractor  
Shuttle  
Right Warp  
Phaser  
Transporter  
Battery  
Any Weapon  
Excess Damage

7



Cargo  
Forward Hull  
Battery  
Center Warp  
Shuttle  
APR  
Lab  
Phaser  
Any Warp  
Probe  
Aft Hull  
Any Weapon  
Excess Damage

7



Cargo  
Forward Hull  
Battery  
Center Warp  
Shuttle  
APR  
Lab  
Phaser  
Any Warp  
Probe  
Aft Hull  
Any Weapon  
Excess Damage

8



Aft Hull  
APR  
Shuttle  
Right Warp  
Scanner  
Tractor  
Lab  
Left Warp  
Phaser  
Transporter  
Battery  
Any Weapon  
Excess Damage

6



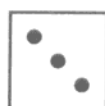
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Left Warp  
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Shuttle  
Right Warp  
Phaser  
Transporter  
Battery  
Any Weapon  
Excess Damage

7



Cargo  
Forward Hull  
Battery  
Center Warp  
Shuttle  
APR  
Lab  
Phaser  
Any Warp  
Probe  
Aft Hull  
Any Weapon  
Excess Damage

7



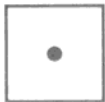
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Battery  
Center Warp  
Shuttle  
APR  
Lab  
Phaser  
Any Warp  
Probe  
Aft Hull  
Any Weapon  
Excess Damage

8



Aft Hull  
APR  
Shuttle  
Right Warp  
Scanner  
Tractor  
Lab  
Left Warp  
Phaser  
Transporter  
Battery  
Any Weapon  
Excess Damage

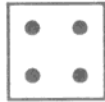
2



Bridge  
Flag Bridge  
Sensor  
Damage Control  
Aft Hull  
Left Warp  
Transporter  
Tractor  
Shuttle  
Lab  
Forward Hull  
Right Warp  
Excess Damage

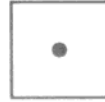
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4



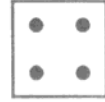
Phaser  
Transporter  
Right Warp  
Impulse  
Forward Hull  
Aft Hull  
Left Warp  
APR  
Lab  
Transporter  
Probe  
Center Warp  
Excess Damage

5



Right Warp  
Aft Hull  
Cargo  
Battery  
Shuttle  
Torpedo  
Left Warp  
Impulse  
Right Warp  
Tractor  
Probe  
Any Weapon  
Excess Damage

5



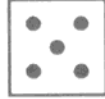
Right Warp  
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Cargo  
Battery  
Shuttle  
Torpedo  
Left Warp  
Impulse  
Right Warp  
Tractor  
Probe  
Any Weapon  
Excess Damage

3



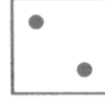
Drone  
Phaser  
Impulse  
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Aft Hull  
Shuttle  
Damage Control  
Center Warp  
Lab  
Battery  
Phaser  
Excess Damage

4



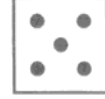
Phaser  
Transporter  
Right Warp  
Impulse  
Forward Hull  
Aft Hull  
Left Warp  
APR  
Lab  
Transporter  
Probe  
Center Warp  
Excess Damage

5



Right Warp  
Aft Hull  
Cargo  
Battery  
Shuttle  
Torpedo  
Left Warp  
Impulse  
Right Warp  
Tractor  
Probe  
Any Weapon  
Excess Damage

6



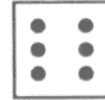
Forward Hull  
Impulse  
Lab  
Left Warp  
Sensor  
Tractor  
Shuttle  
Right Warp  
Phaser  
Transporter  
Battery  
Any Weapon  
Excess Damage

3



Drone  
Phaser  
Impulse  
Left Warp  
Right Warp  
Aft Hull  
Shuttle  
Damage Control  
Center Warp  
Lab  
Battery  
Phaser  
Excess Damage

4



Phaser  
Transporter  
Right Warp  
Impulse  
Forward Hull  
Aft Hull  
Left Warp  
APR  
Lab  
Transporter  
Probe  
Center Warp  
Excess Damage

5



Right Warp  
Aft Hull  
Cargo  
Battery  
Shuttle  
Torpedo  
Left Warp  
Impulse  
Right Warp  
Tractor  
Probe  
Any Weapon  
Excess Damage

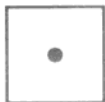
6



Forward Hull  
Impulse  
Lab  
Left Warp  
Sensor  
Tractor  
Shuttle  
Right Warp  
Phaser  
Transporter  
Battery  
Any Weapon  
Excess Damage



2



Bridge  
Flag Bridge  
Sensor  
Damage Control  
Aft Hull  
Left Warp  
Transporter  
Tractor  
Shuttle  
Lab  
Forward Hull  
Right Warp  
Excess Damage

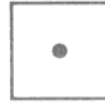
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4



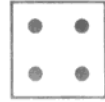
Phaser  
Transporter  
Right Warp  
Impulse  
Forward Hull  
Aft Hull  
Left Warp  
APR  
Lab  
Transporter  
Probe  
Center Warp  
Excess Damage

5



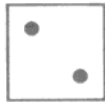
Right Warp  
Aft Hull  
Cargo  
Battery  
Shuttle  
Torpedo  
Left Warp  
Impulse  
Right Warp  
Tractor  
Probe  
Any Weapon  
Excess Damage

5



Right Warp  
Aft Hull  
Cargo  
Battery  
Shuttle  
Torpedo  
Left Warp  
Impulse  
Right Warp  
Tractor  
Probe  
Any Weapon  
Excess Damage

3



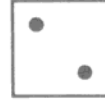
Drone  
Phaser  
Impulse  
Left Warp  
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Aft Hull  
Shuttle  
Damage Control  
Center Warp  
Lab  
Battery  
Phaser  
Excess Damage

4



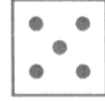
Phaser  
Transporter  
Right Warp  
Impulse  
Forward Hull  
Aft Hull  
Left Warp  
APR  
Lab  
Transporter  
Probe  
Center Warp  
Excess Damage

5



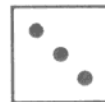
Right Warp  
Aft Hull  
Cargo  
Battery  
Shuttle  
Torpedo  
Left Warp  
Impulse  
Right Warp  
Tractor  
Probe  
Any Weapon  
Excess Damage

6



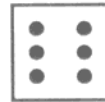
Forward Hull  
Impulse  
Lab  
Left Warp  
Sensor  
Tractor  
Shuttle  
Right Warp  
Phaser  
Transporter  
Battery  
Any Weapon  
Excess Damage

3



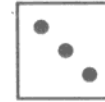
Drone  
Phaser  
Impulse  
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Right Warp  
Aft Hull  
Shuttle  
Damage Control  
Center Warp  
Lab  
Battery  
Phaser  
Excess Damage

4



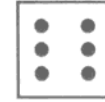
Phaser  
Transporter  
Right Warp  
Impulse  
Forward Hull  
Aft Hull  
Left Warp  
APR  
Lab  
Transporter  
Probe  
Center Warp  
Excess Damage

5



Right Warp  
Aft Hull  
Cargo  
Battery  
Shuttle  
Torpedo  
Left Warp  
Impulse  
Right Warp  
Tractor  
Probe  
Any Weapon  
Excess Damage

6



Forward Hull  
Impulse  
Lab  
Left Warp  
Sensor  
Tractor  
Shuttle  
Right Warp  
Phaser  
Transporter  
Battery  
Any Weapon  
Excess Damage



**BATTLECARDS!**

**BATTLECARDS!**

**BATTLECARDS!**

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**BATTLECARDS!**

**BATTLECARDS!**

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**BATTLECARDS!**

**BATTLECARDS!**

**BATTLECARDS!**

**BATTLECARDS!**

# Fire Alpha Strike

Fire at least 2/3 of weapons facing target and available to fire

# Straight

With "Left" means turn 60° left

With "Right" means turn 60° right

With "Sideslip" means straight ahead

With "HET" means turn 180°

TARGET #3

# Left

With "Straight" means turn 60° left

With "Sideslip" means sideslip left

With "HET" means turn 120° left

TARGET #1

# Fire in Self-Defense

Fire only at size 6-7 targets within six hexes

# Fire Half Weapons

Fire 1/3-2/3 of weapons facing target and available to fire

# HET

With "Straight" means 180° turn

With "Left" means turn 120° left

With "Right" means turn 120° right

TARGET #4

# Right

With "Straight" means turn 60° right

With "Sideslip" means sideslip right

With "HET" means turn 120° right

TARGET #2

# Change EW Status

Adjust ECM or ECCM level by (D6.315)

# Limited Fire

Fire 1/3 or fewer of weapons facing target and available to fire

# Sideslip

With "Straight" or "HET" means straight ahead

With "Left" means sideslip left

With "Right" means sideslip right

TARGET #5

DUMMY

DUMMY

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Do Not Declare Action

Declare Action

# Fire Alpha Strike

Fire at least 2/3 of weapons facing target and available to fire

# Straight

With "Left" means turn 60° left

With "Right" means turn 60° right

With "Sideslip" means straight ahead

With "HET" means turn 180°

TARGET #3

# Left

With "Straight" means turn 60° left

With "Sideslip" means sideslip left

With "HET" means turn 120° left

TARGET #1

# Fire in Self-Defense

Fire only at size 6-7 targets within six hexes

# Fire Half Weapons

Fire 1/3-2/3 of weapons facing target and available to fire

# HET

With "Straight" means 180° turn

With "Left" means turn 120° left

With "Right" means turn 120° right

TARGET #4

# Right

With "Straight" means turn 60° right

With "Sideslip" means sideslip right

With "HET" means turn 120° right

TARGET #2

# Change EW Status

Adjust ECM or ECCM level by (D6.315)

# Limited Fire

Fire 1/3 or fewer of weapons facing target and available to fire

# Sideslip

With "Straight" or "HET" means straight ahead

With "Left" means sideslip left

With "Right" means sideslip right

TARGET #5

DUMMY

DUMMY

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Do Not Declare Action

Declare Action



## IMPULSE 26

**MOVE:** 5 10 14 15 16 19 20  
21 23 24 25 26 28 29  
30 31 32

### **EVENTS:**

Random Nebula Movement/Facing Change (P6.5)  
Black Hole Gravity Wave (P9.4) Force = 7

## IMPULSE 29

**MOVE:** 9 10 17 18 19 20 21  
25 26 27 28 29 30 31  
32

### **EVENTS:**

No mid-turn speed changes (C12.31)  
Black Hole moves units within 5 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 4

## IMPULSE 32

**MOVE:** All Units Move

### **EVENTS:**

Units in orbit move (P8.2) or (P8.4)  
Movement into or through atmosphere (P2.8)  
No mid-turn speed changes (C12.31)  
No Warp Tacs earned (C5.231)  
Zero Energy Turns this impulse only (C5.13)  
Black Hole moves units within 30 hexes (P4.1)  
Shields down on docking ships (C13.15)  
Ships pulled out of web (G10.562)  
Black Hole Gravity Wave (P9.4) Force = 1

## IMPULSE 27

**MOVE:** 6 11 12 17 18 19 22  
23 24 25 27 28 29 30  
31 32

### **EVENTS:**

Black Hole moves units within 10 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 6

## IMPULSE 30

**MOVE:** 11 12 13 14 15 16 22  
23 24 25 26 27 28 29  
30 31 32

### **EVENTS:**

No mid-turn speed changes (C12.31)  
Black Hole Gravity Wave (P9.4) Force = 3

## FINAL ACTIVITY PHASE

Roll for Mutiny (G6.2) if required  
Resolve Boarding Party combat (D7.3) or (D16.2)  
Resolve ground combat (D15.2)  
Legendary Captain can bluff (G22.21)  
Ships complete docking (C13.11) (C13.91)  
Tholian Pinwheels separate (C14.31)  
Roll for Critical Hit repairs (D8.3)  
Roll for Emergency Damage Repairs (D14.1)  
Legendary Engineer repairs systems (G22.4-1)  
Legendary Doctor heals crew units (G22.6)  
Disengage by Acceleration (C7.1)  
Disengage by Sub-Light Evasion (C7.34)

## IMPULSE 28

**MOVE:** 7 8 13 14 15 16 20  
21 22 23 24 26 27 28  
29 30 31 32

### **EVENTS:**

Last chance for mid-turn speed change (C12.31)  
Dogfight Resolution Interface (J7.5)  
All bases rotate (C3.7)  
Heat Zone damage to ships (P10.1)  
Radiation Zone casualties (P15.0)  
Black Hole Gravity Wave (P9.4) Force = 5

## IMPULSE 31

**MOVE:** 17 18 19 20 21 22 23  
24 25 26 27 28 29 30  
31 32

### **EVENTS:**

No mid-turn speed changes (C12.31)  
Black Hole Gravity Wave (P9.4) Force = 2

## RECORD KEEPING PHASE

Mark repairs completed (G17.34), (D9.7), (D14.0)  
Resolve repair of shields by Damage Control (D9.2)  
Transfer PA power to batteries (D10.411)  
Dissipate PA power to space (D10.412)  
Orions record loss of doubled engines (G15.2)  
Determine lab information (G4.1)  
Record Drone Racks reloaded (FD2.42)  
Record Plasma Racks reloaded (FP10.3)  
Record fighters reloaded by Deck Crews (J4.82)  
Record Deck Crew movements finished (J4.813)  
Record PFs reloaded by PFT (K2.34)  
END OF TURN

## IMPULSE 17

MOVE: 17 19 21 23 25 27 29  
31 32

### EVENTS:

Base Rotation; Rate = 3 (C3.7)  
Black Hole Gravity Wave (P9.4) Force = 19

## IMPULSE 20

MOVE: 5 8 10 13 15 16 18  
20 21 23 24 25 26 28  
29 30 31 32

### EVENTS:

Dogfight Resolution Interface (J7.5)  
Base Rotation; Rate = 4 (C3.7)  
Heat Zone damage to ships (P10.1)  
Radiation Zone casualties (P15.0)  
Black Hole Gravity Wave (P9.4) Force = 14

## IMPULSE 23

MOVE: 7 10 13 14 17 20 21  
23 24 26 27 28 29 30  
31 32

### EVENTS:

Black Hole Gravity Wave (P9.4) Force = 10

## IMPULSE 18

MOVE: 9 11 13 15 16 18 20  
22 24 25 26 27 28 29  
30 31 32

### EVENTS:

Black Hole Gravity Wave (P9.4) Force = 17

## IMPULSE 21

MOVE: 11 14 17 19 20 22 23  
25 26 27 28 29 30 31  
32

### EVENTS:

Black Hole Gravity Wave (P9.4) Force = 12

## IMPULSE 24

MOVE: 4 8 11 12 15 16 18  
19 20 22 23 24 25 26  
27 28 29 30 31 32

### EVENTS:

Black Hole moves units within 5 hexes (P4.1)  
Heat Zone damage to shuttles and PFs (P10.3)  
Black Hole Gravity Wave (P9.4) Force = 9

## IMPULSE 19

MOVE: 7 12 14 17 19 21 22  
23 24 26 27 28 29 30  
31 32

### EVENTS:

Black Hole moves units within 5 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 15

## IMPULSE 22

MOVE: 3 6 9 12 15 16 18  
19 21 22 24 25 27 28  
30 31 32

### EVENTS:

Black Hole moves units within 20 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 11

## IMPULSE 25

MOVE: 9 13 17 18 21 22 25  
26 27 29 30 31 32

### EVENTS:

Last chance to fire (and fire again on impulse #1)  
Black Hole Gravity Wave (P9.4) Force = 8

## IMPULSE 8

MOVE: 4 8 9 12 13 16 17  
18 20 21 22 24 25 26  
27 28 29 30 31 32

### EVENTS:

Black Hole moves units within 5 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 48

## IMPULSE 11

MOVE: 3 6 9 12 15 18 19  
21 22 24 25 27 28 30  
31 32

### EVENTS:

Black Hole moves units within 20 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 35

## IMPULSE 14

MOVE: 7 12 14 16 17 19 21  
22 23 24 26 27 28 29  
30 31 32

### EVENTS:

Black Hole Gravity Wave (P9.4) Force = 25

## IMPULSE 9

MOVE: 11 15 18 19 22 23 25  
26 27 29 30 31 32

### EVENTS:

Black Hole Gravity Wave (P9.4) Force = 43

## IMPULSE 12

MOVE: 8 11 14 16 17 19 20  
22 23 24 25 26 27 28  
29 30 31 32

### EVENTS:

Dogfight Resolution Interface (J7.5)  
Base Rotation; Rate = 4 or 2 (C3.7)  
Heat Zone damage to ships (P10.1)  
Heat Zone damage to shuttles and PFs (P10.3)  
Radiation Zone casualties (P15.0)  
Black Hole Gravity Wave (P9.4) Force = 31

## IMPULSE 15

MOVE: 9 11 13 15 18 20 22  
24 25 26 27 28 29 30  
31 32

### EVENTS:

Random Nebula Movement/Facing Change (P6.5)  
Black Hole Gravity Wave (P9.4) Force = 23

## IMPULSE 10

MOVE: 7 10 13 14 16 17 20  
21 23 24 26 27 28 29  
30 31 32

### EVENTS:

Black Hole Gravity Wave (P9.4) Force = 39

## IMPULSE 13

MOVE: 5 10 13 15 18 20 21  
23 25 26 28 29 30 31  
32

### EVENTS:

Black Hole moves units within 5 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 28

## IMPULSE 16

MOVE: 2 4 6 8 10 12 14  
16 17 18 19 20 21 22  
23 24 25 26 27 28 29  
30 31 32

### EVENTS:

Black Hole moves units within 10 hexes (P4.1)  
Nova Wave moves (P12.3)  
Black Hole Gravity Wave (P9.4) Force = 21



## START OF TURN

Note status of WYN Radiation effects (P7.0)  
Resolve direction after tumbling (C6.554)  
Drop warp engines (G12.61); PFs drop packs (K1.62)  
Tractor auctions (G7.42)  
ENERGY ALLOCATION is completed (B3.0)  
Allocate repair points (G17.31) and (D9.72)  
Allocate Damage Control (D9.2) & Emer Repair (D14.1)  
Announce intention to dock (C13.17)  
Announce Self-Destruction (D5.1)  
Orions announce doubling of engines (G15.2)  
Andromedans resolve PA energy release (D10.422)  
Players announce speeds (C2.12) and forward/reverse  
Resolve Self-Destruction and explosions (D5.0)  
Assign EW levels; Announce EW levels (D6.31)  
Determine Lock-On status (D6.11)

## INITIAL ACTIVITY PHASE

Tractor Rotations (G7.7)  
Assign Boarding Parties as guards (D7.83)  
Take Drone Racks out of service for reload (FD2.42)  
Take Plasma-Racks out of service for reload (FP10.3)  
Assign Deck Crews to reload fighters (J4.82)  
Record Deck Crew movements started (J4.813)  
Start PF reloads (K2.34)  
Ships undock (C13.21) (C13.91)  
Tholian Pinwheels form (C14.2)  
Roll for impulse selection of pulsar pulse (P5.12)

## IMPULSE 2

MOVE: 16 17 18 19 20 21 22  
23 24 25 26 27 28 29  
30 31 32

### EVENTS:

First Warp Tactical Maneuver earned (C5.231)  
No mid-turn speed changes (C12.31)  
Black Hole moves units within 5 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 90

## IMPULSE 5

MOVE: 7 13 14 15 20 21 22  
23 26 27 28 29 30 31  
32

### EVENTS:

Random Nebula Movement/Facing Change (P6.5)  
Black Hole moves units within 10 hexes (P4.1)  
Black Hole Gravity Wave (P9.4) Force = 66

## IMPULSE 3

MOVE: 11 12 13 14 15 22 23  
24 25 26 27 28 29 30  
31 32

### EVENTS:

No mid-turn speed changes (C12.31)  
Black Hole Gravity Wave (P9.4) Force = 81

## IMPULSE 6

MOVE: 6 11 12 16 17 18 19  
22 23 24 25 27 28 29  
30 31 32

### EVENTS:

Black Hole Gravity Wave (P9.4) Force = 59

## IMPULSE 1

MOVE: 32

### EVENTS:

No Tactical Maneuvers (C5.11) (C5.231)  
No High Energy Turns (C6.37)  
No mid-turn speed changes (C12.31)  
Shields down on undocking ships (C13.24)  
Black Hole Gravity Wave (P9.4) Force = 100

## IMPULSE 4

MOVE: 8 9 10 16 17 18 19  
20 21 24 25 26 27 28  
29 30 31 32

### EVENTS:

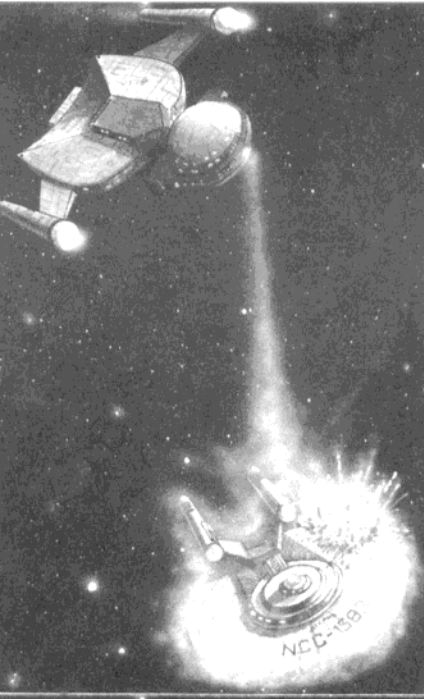
Mid-turn speed changes allowed (C12.31)  
Dogfight Resolution Interface (J7.5)  
Base Rotation; Rate = 4 (C3.7)  
Heat Zone damage to ships (P10.1)  
Radiation Zone casualties (P15.0)  
Black Hole Gravity Wave (P9.4) Force = 73

## IMPULSE 7

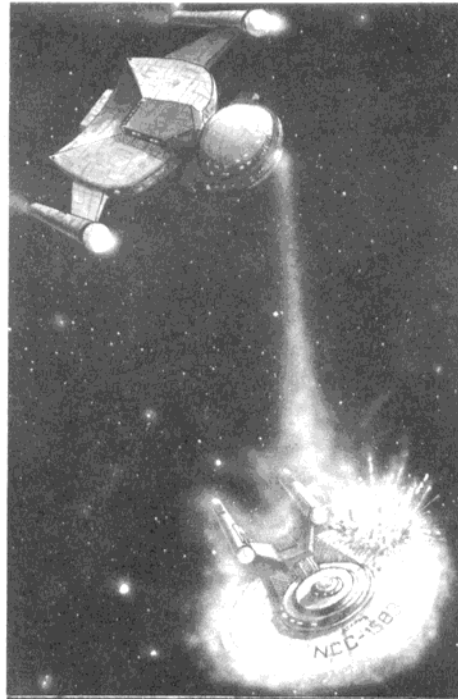
MOVE: 5 10 14 15 19 20 21  
23 24 25 26 28 29 30  
31 32

### EVENTS:

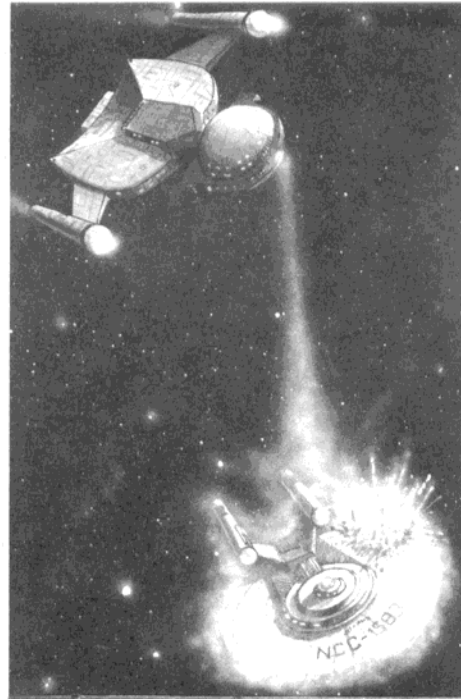
Base Rotation; Rate = 3 (C3.7)  
Black Hole Gravity Wave (P9.4) Force = 53



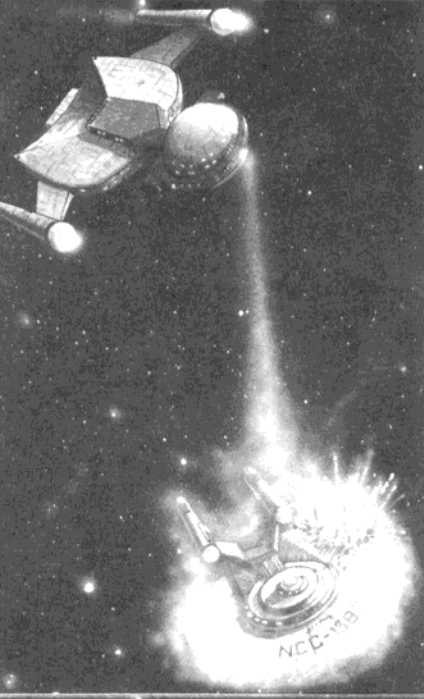
**IMPULSE CARDS**



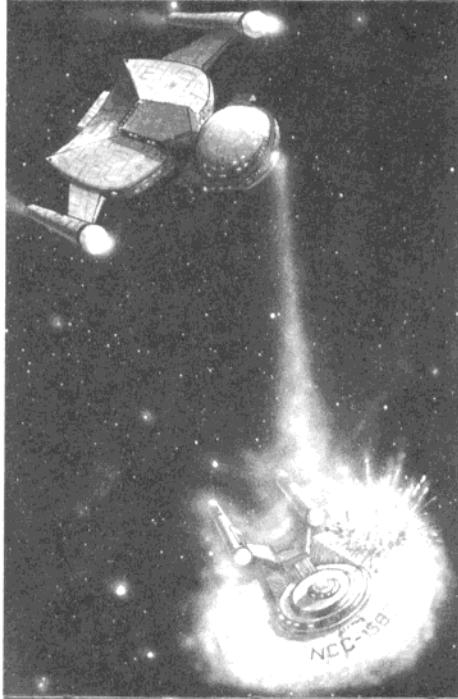
**IMPULSE CARDS**



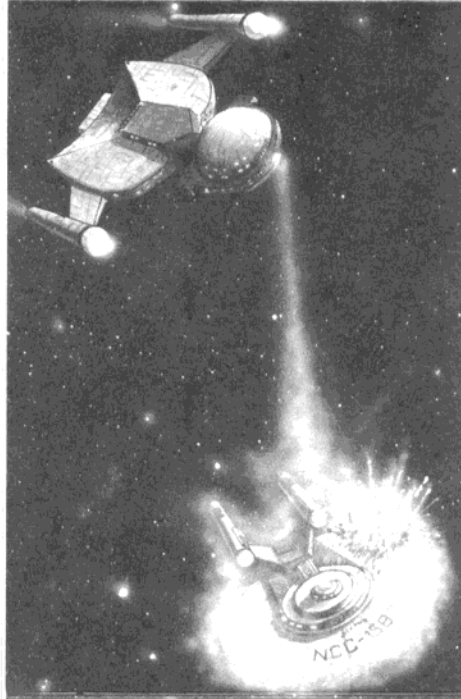
**IMPULSE CARDS**



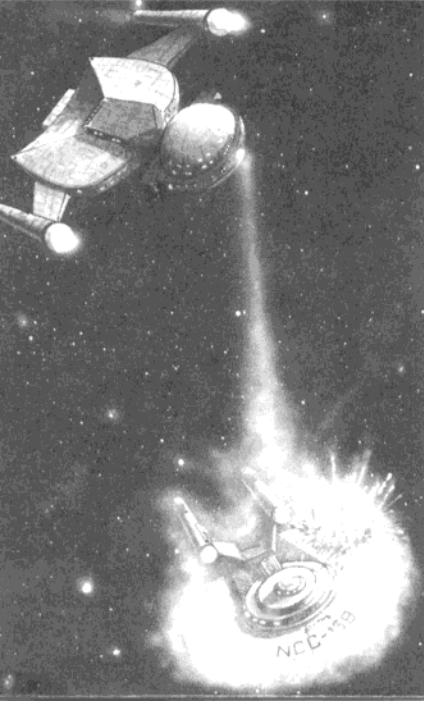
**IMPULSE CARDS**



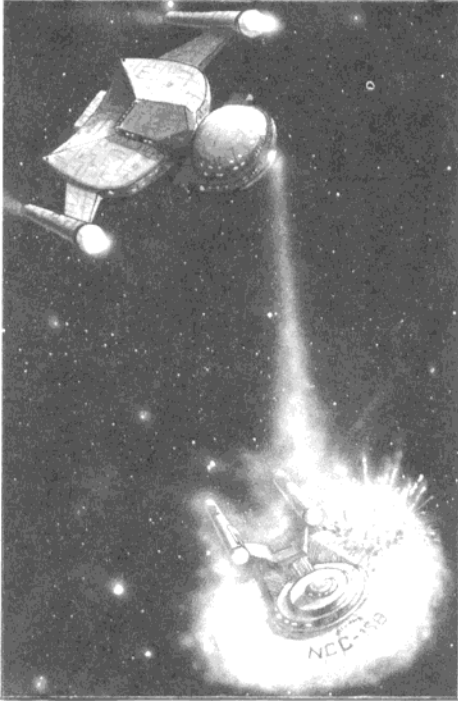
**IMPULSE CARDS**



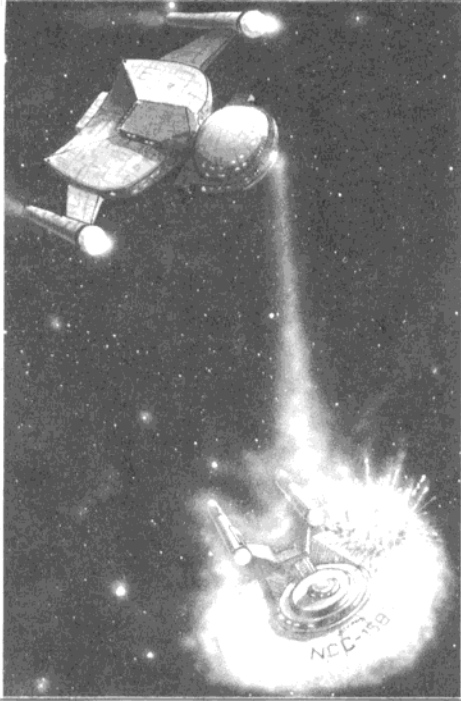
**IMPULSE CARDS**



**IMPULSE CARDS**



**IMPULSE CARDS**



**IMPULSE CARDS**

## THREE PLAY-AIDS FOR STAR FLEET BATTLES!

9



### Left Warp

Forward Hull

Cargo

Battery

Lab

### Drone

Right Warp

Impulse

Left Warp

Tractor

Probe

Any Weapon

Excess Damage



## BATTLECARDS!

A card-based damage allocation system which exactly reproduces the results of the standard Damage Allocation Chart in (D4.31), *BattleCards!* will save time and help avoid errors. You have the option of when to shuffle the deck. Shuffle often and match the randomness of dice. Deal the entire deck and you have a set of dice that always roll a perfect distribution of random numbers.

But *wait!* There's more! *BattleCards!* can even be used as a complete replacement for dice. Each card includes one random number from 2-12 (the result of two six-sided dice) and a graphic image of a single six-sided die. This allows you to silently deal as many die rolls as you need for weapons fire, mine explosions, random movement directions, mutiny, boarding party combat, asteroid collisions, or anything else you used to do with dice.



## COMMAND CARDS

Two sets of Command Cards are provided, allowing two players to select their combat and maneuver options secretly and simultaneously without the need to write down tedious records. This eliminates the "me too" firing syndrome and reduces the abuse that results from players deciding what weapons to fire only after hearing if their opponent will fire or not. Special cards are provided for defensive fire and for changes in your Electronic Warfare status.

**Fire  
Alpha  
Strike**



## IMPULSE CARDS

A deck of 36 cards, one for each impulse plus four special cards for the start and end of the turn. Each Impulse Card lists the speeds which move on that impulse, plus any special events, rules, or restrictions which apply to that impulse. The most useful SFB play-aid ever published, Impulse Cards will make sure that you never again miss a special event.

## IMPULSE 12

MOVE: 8 11 14 16 17 19 20  
22 23 24 25 26 27 28  
29 30 31 32

### EVENTS:

Dogfight Resolution Interface (J7.5)

Base Rotation; Rate = 4 or 2 (C3.7)

Heat Zone damage to ships (P10.1)

Heat Zone damage to shuttles and PFs (P10.3)

Radiation Zone casualties (P15.0)

Black Hole Gravity Wave (P9.4) Force = 31

NOTE: This is a play-aid for the *Star Fleet Battles* game system. You **MUST HAVE** *Star Fleet Battles* Volume I to use these cards. Designed by Stephen V. Cole and the Amarillo Design Bureau.

MADE IN U. S. A.

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