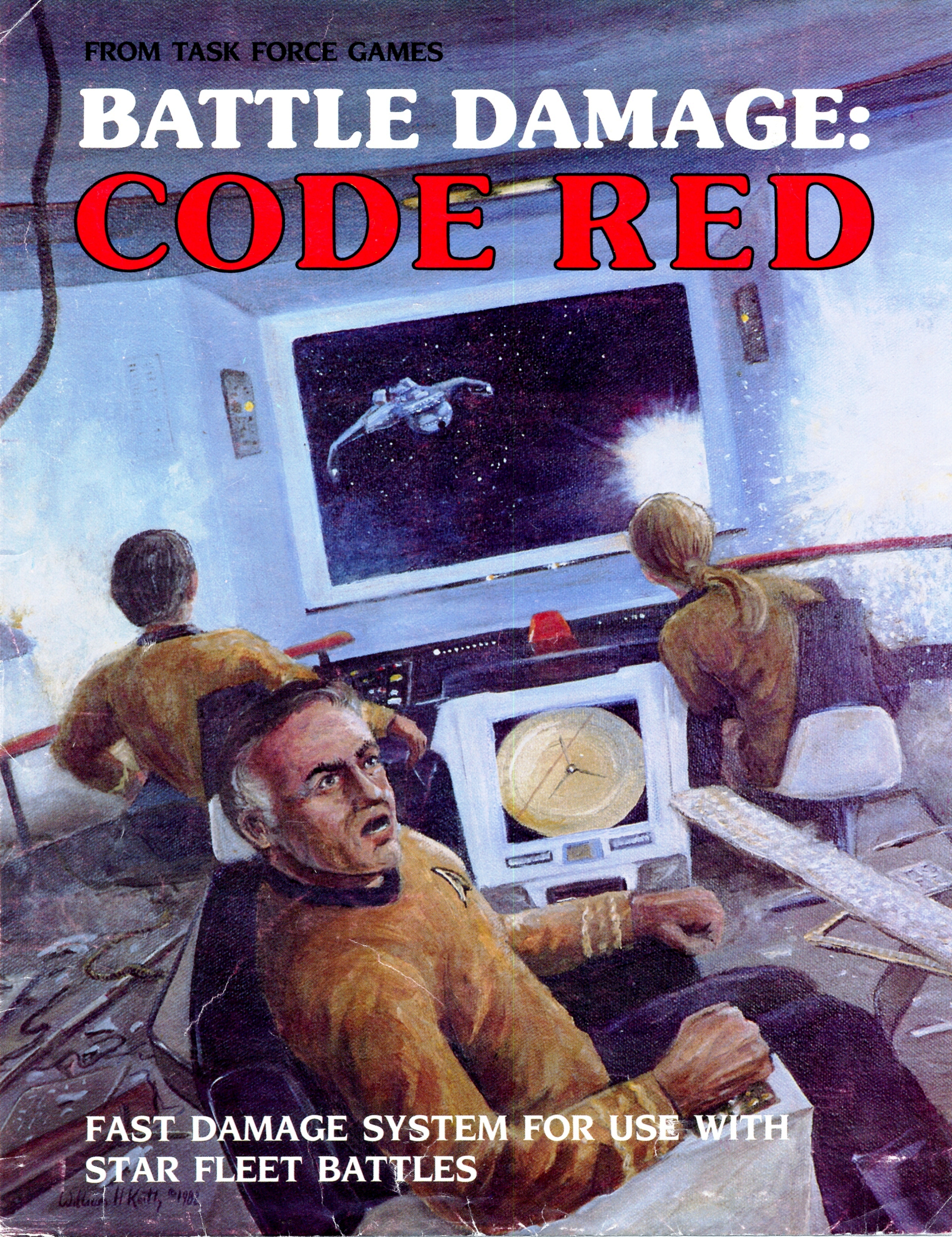


FROM TASK FORCE GAMES

BATTLE DAMAGE: CODE RED



FAST DAMAGE SYSTEM FOR USE WITH
STAR FLEET BATTLES

William H. Keith ©1982

Battle Damage: Code Red

It has been long recognized that the damage allocation system used in STAR FLEET BATTLES becomes overloaded in multi-ship games. Between the concentration of firepower on a single target, not to mention the increased number of targets, the frequency of 50-point volleys crashing through shields reaches the point of one or more per turn.

Various systems have been proposed in the past, and every conceivable alternative was considered in preparing this system. The system finally arrived at combines the advantages of statistical accuracy, ease of play, and a genuine increase in speed.

NOTE: BD:CR cards cannot be used to resolve damage against Pseudo-Fighters. Use instead the Pseudo-Fighter Damage Allocation Chart (PFDAC) given below (6.0).

(1.0) THE CARDS

The BD:CR system use a deck of 64 cards to allocate damage. These cards include:

- 2 Cargo or Forward Hull
- 2 Cargo or Aft Hull
- 2 Cargo or Any Warp
- 2 Cargo or Any Hull or Any Weapon
- 2 Cargo or Any Hit
- 5 Forward Hull
- 3 Aft Hull
- 2 Aft Hull/Shuttle
- 2 Center Warp Engine
- 4 Right Warp Engine*
- 4 Left Warp Engine*
- 2 Impulse Engine
- 2 Drone*
- 1 Drone or any hull
- 2 Phaser*
- 1 Phaser or any hull
- 2 Torpedo*
- 1 Torpedo or any hull
- 3 APR
- 3 Battery
- 1 Bridge or Flag Bridge*
- 1 Emergency Bridge or Aux Control*
- 2 Shuttle
- 1 Damage Control or Boarding Party*
- 1 Sensor or Scanner*
- 3 Lab
- 1 Probe
- 2 Tractor beams
- 2 Transporters
- 3 Critical Hits*

*Some or all of the cards in each of these categories are marked "Once per volley."

These cards will be packaged in large sheets, perforated between the cards. Carefully separate the sheet into the 64 separate cards.

(2.0) Using the cards

Whenever damage has been scored and must be allocated, use the deck of cards as follows:

1. Shuffle the entire deck.
2. Deal out the cards one at a time.
 - A. If the hit called for can be scored on the target ship, score it and place the card to your right, face up.
 - B. If the hit called for cannot be scored on the target ship, ignore it and place the card to the left, face up. Note that the hit cannot be scored if the target ship does not have any of that system remaining.
3. After a total of ten cards have been dealt, confirm the number of hits scored (up to ten) and their designation. (See (5.0) below for alternative numbers of hits scored). Remove any "Once per volley" cards that were exposed and place them to one side.
4. Re-shuffle the deck (without and "One time" cards that were used and placed aside) and return to step #2.
5. After all required hits have been scored, return any cards placed aside to the deck and place it aside until it is needed again.

(2.1) The "One time per volley" notation on certain cards means THAT CARD, not that type of hit, can be scored once per volley.

(2.2) If a card gives a choice (Cargo or Aft Hull) the player owning the target ship can score it on either system. If his ship has (or has remaining) only one of the two items listed, the card must be scored on that system. Note that some cards (such as Bridge/Flag Bridge) require that one hit be scored on each of the systems before discarding the card. The first time such a card is drawn (within a given volley) the player owning the target ship may take his choice of which system to score the hit on. The second time (within the same volley), he must score it on the other hit.

(3.0) CRITICAL HITS

Three cards in the deck are "Critical Hit" cards. These are optional, and players may remove these from the deck if they wish. The use of these critical hit cards is another genuine advantage of the card system over the DAC.

If a critical hit card is exposed, roll one die to determine which of the six critical hits are actually applied. The six possibilities are listed on the card, and are more completely described here.

WEAPONS CONTROL – Until the end of the next turn, add one to the die roll for all direct fire weapons. No seeking weapons can be fired during this time.

SHUTTLE BAY DOORS – The shuttle bay doors are jammed until the end of the next turn. (If the ship has more than one bay, decide which by a die roll.) No shuttles can be launched or recovered from that bay, and no drone racks located in that bay can be fired, during this time. If the ship has a “track” system (Fed CV, Gorn CA, etc.) shuttles can be launched from or landed on the tracks, but cannot be moved between the track and bay.

CREW CASUALTIES – Roll one die, and score this number of additional crew casualties. This result cannot kill more than half of the remaining crew (round fractions down). For example, this card could not kill more than four out of nine crew units.

TRACTOR BEAMS – No tractor beams can be operated until the end of the next turn. T/R Beams can be used as weapons but not as tractors.

PROBE LAUNCHER – The probe launcher cannot be fire during the remainder of the current turn or during the next turn. Thereafter it functions normally.

BOWLING ALLEY – While it will be missed, it doesn't affect the operations of the ship. Consider it to be no effect.

Maneuvering – Increase the ship's turn mode by one and HET cost by 50% for the remainder of the scenario. Add 2 to die rolls for breakdown. Erratic Maneuvering, Emergency Deceleration, and Quick Reverse maneuvers are prohibited. No effect on tactical maneuvering.

DRONE RACKS – Drone tracking has been interrupted! All drones in flight (other than ATG and I-SH that have achieved lock-on) are lost. No new drones can be fired until the start of the next turn. Suicide Shuttles are considered drones for this purpose. ADD function normally.

MARINE CASUALTIES – Roll one die, and score this number of Boarding Party Casualties. This card cannot destroy more than half of the remaining Boarding Parties. Round fractions down.

TRANSPORTERS – None of the ship's transporters will function until the end of the next turn.

LEAKING BATTERY GAS – During the next turn only, life support costs are doubled to clear the leaking gas. Ships not required to pay life support costs must pay one point.

CHESS BOARD – And the Captain was about to beat the Science Officer for the first time! While it's

a shame, consider it as no effect for purposes of the scenario.

WARP ENGINES – Power from the Warp Engines is reduced to one half during the next turn. During the remainder of the current turn, and the next turn, the ship cannot move faster than a speed of one. It is considered to be performing sub-light tactical maneuvers for the remainder of the current turn.

HEAVY WEAPONS – No Heavy Weapons (all weapons except phasers and drones) can be armed or fired during the remainder of the current turn or during the next turn. All weapons in the process of arming, or which have completed arming, are lost. The weapons function normally beginning with the turn after the next turn.

PHASER CAPACITORS – All energy allocated to phasers, but not yet used (including Phaser-III ½ capacitors), is lost. Phasers can be charged and fired normally beginning with the next turn.

LABS – Laboratories will not function during the current turn, or the next turn.

EXCESS DAMAGE – Score one Excess Damage hit.

SAUNA – While its loss will lower the Captain's libido, it won't reduce the ship's combat power. Consider it no effect for purposes of the scenario.

Alternative: Many hits take effect “until the end of the next turn.” Players may choose to roll a die at the end of each turn (including the current one) with a result of 1-3 indicating that repairs are completed.

(3.1) Only one Critical Hit can be scored per volley. Once any one of the critical hit cards has been scored, the others are ignored. All can be removed from the deck until the next volley.

(3.2) If a designated critical hit cannot be scored on a given ship, the hit is considered to be no effect, but still counts as one of the hits of the volley.

(3.3) The three hits designated by “6” results have no effect, but would count as one of the hits of the volley.

(4.0) EXCESS DAMAGE

If five consecutive cards yield hits that cannot be scored on the target ship (because those systems no longer exist) one excess damage hit is scored.

(5.0) STATISTICAL ACCURACY

The BD:CR card system will produce results that work well within the game system, but will generally not produce results identical to the Damage Allocation Chart. For this reason, the cards must be used exclusively in a scenario, by every player for every volley against every ship, or not at all.

The instructions in (2.0) above call for only 10 cards to be drawn out of the deck of 64. This pre-serves an acceptable level of statistical accuracy without slowing down play. Obviously, reshuffling after one card would be more accurate, but far too slow. The deck is sufficiently large to allow 10 cards to be drawn. Players willing to accept a minor bending of probability may draw 15 or 20 cards. One good rule of thumb is to draw a volley of 1-15 hits as a single draw, but to draw volleys of 16 or more hits 10 cards at a time.

If the entire deck of 64 cards is played out, the damage will tend to "level" out. For example, imagine two ships in combat. Incredibly, both have scored 62 points of damage on each other in the same impulse. If the deck is played out (remember the critical hits) both will suffer exactly the same damage. If the decks are used 10 cards at a time, the possibility exists that one ship might lose most of its engines while the other lost most of its weapons. This "un-average" result is probably more realistic, certainly more challenging, and definitely more interesting.

Combining two or more decks sounds workable, but in practice is simply not a good idea. You have to take out all of the "One time" cards from one deck, and what remains provides too high a chance of getting four or five identical cards in a row. You would be better to use the two decks simultaneously, in large games, to resolve damage on two separate ships. This has a tremendous advantage over the old chart system. It doesn't require lots of talking, and two allies can check the cards laid out before they are reshuffled each time.

(6.0) PSEUDO-FIGHTER DAMAGE ALLOCATION CHART

Pseudo-Fighters, being small and lacking most of the systems found on Starships, cannot use the BD:CR system. To increase the speed of play, however, the Pseudo-Fighter Damage Allocation Chart (PFDAC) can be used to resolve damage against these types. The PFDAC can be used with or without BD:CR.

(7.0) DESIGNER'S NOTES

The general idea of "Star Fleet Playing Aids" has been neglected since we printed SFB back in 1979. This is the first of what we hope will

be several useful aids to increase your enjoyment of the game.

A "fast damage" system had been under discussion for some time. The idea reached the front burner when Mike Thompson suggested "some sort of card system" in one of our marathon "enrichment of Ma Bell" parties. I worked out one system (using 10 randomly selected lines of the DAC printed on each of 36 cards), but Steve Wilcox objected to it. He proposed a "twenty pre-rolled hits" list on each of 48 cards. We took ideas to Allen Eldridge (the President of Task Force, who hasn't played SFB since we printed it) and agreed to accept his decision.

Allen listened patiently and then threw both proposals out as unworkable. He proposed a "one hit per card" system, and (after I put two choices on some cards and got the list of cards right) it worked surprisingly well. It combined the ease of tabulation and "what if I don't have one" features of my system with the speed of Steve's.

I added the critical hit cards, which tend to liven up the game. Several playtesters were consulted by telephone, and all liked the idea. Mike Thompson suggested the "Shuttle if Carrier" variant on the aft Hull hits, and that seemed to work out rather well. Steve Wilcox pointed out that P/F's couldn't use the system, and proposed the special DAC for them. After I developed the "Weapon-A" concept, this worked. Steve also pointed out problems with using the system on freighters, and the "Cargo or..." cards to solve it.

The system doesn't work the same as the old chart, but I have come to think it works a little better. You can't lose count and you have a record of the last few hits scored, without the necessity to do a lot of writing. This system is equally valid, but interestingly different.

(8.0) COPYRIGHT AND PUBLISHERS INFORMATION

BATTLE DAMAGE: CODE RED was produced by Task Force Games, 1110 N. Fillmore, Amarillo, Texas, 79107. Dealer inquires are welcome. Sorry no sales to individuals or stores.

BD: CR was prepared by Amarillo Design Bureau, Box 3012, Amarillo, Texas, 79106. All questions, comments, and proposals for new play-aids should be sent directly to the Bureau. Many play-aids are now in preparation, so please contact us before spending the effort to prepare your submission. **Battle Damage: Code Red** is Copyright© 1982 by Stephen V. Cole. All rights are reserved under the Pan-American and other Copyright Conventions.

Printing by Standard Printing, Amarillo, Texas.

BATTLE DAMAGE: CODE RED

WEAPON SPECIFICATION CHART

RACE/ TECHNOLOGY

	A	B	C
GORN	STASIS	N/A	PHAS-I
HYDRAN	FUSION	PHAS-II	PHAS-G
KLINGON	DISR/ADD	DRONE	PHAS-II
KZINTI	DRONE	DRONE	PHAS-I/DISR
LYRAN	DISR	PHAS-III	PHAS-I
ORION	STASIS	PHAS-I/TRAC	OPTION MOUNT
ROMULAN	STASIS	N/A	PHAS-1
THOLIAN	DISR	PHAS-III	PHAS-I

Definition of terms:

STASIS = Stasis Box
 DISR = Disruptor
 DRONE = Drone Rack
 TRAC = Tractor Beam
 OPTION MOUNT = Optional weapon mount

FUSION = Fusion Beam
 ADD = Anti-Drone Device
 PHAS = Phaser- (type)
 N/A = Not available

PSEUDO-FIGHTER DAMAGE ALLOCATION

DIE ROLL/DAMAGE

	A	B	C	D	E	F
1	HULL	C WARP	L WARP	R WARP	ANY	EX DAM
2	HULL	L WARP	C WARP	IMP	ANY	EX DAM
3	HULL	R WARP	C WARP	IMP	ANY	EX DAM
4	HULL	BTTY	APR	BRIDGE	ANY	EX DAM
5	HULL	WPN-A	WPN-B	WPN-C	ANY	EX DAM
6	HULL	WPN-B	WPN-A	WPN-C	ANY	EX DAM

Definition of terms:

C WARP = Center Warp Engine
 L WARP = Left Warp Engine
 R WARP = Right Warp Engine
 IMP = Impulse engine
 ANY = any hit but a bridge hit
 APR = Auxiliary power reactor

BTTY = Battery hit
 WPN-A = Weapon-A
 WPN-B = Weapon-B
 WPN-C = Weapon-C
 EX DAM = Excess Damage

**BATTLE
DAMAGE**



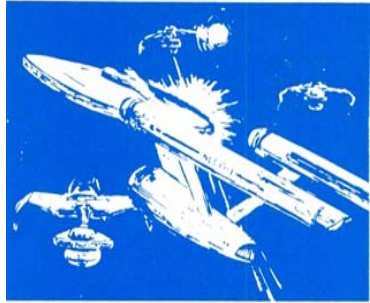
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



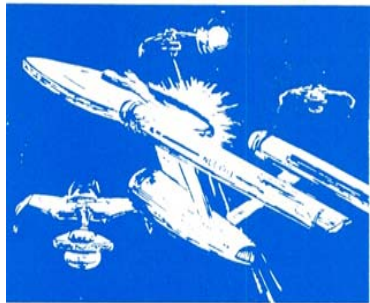
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



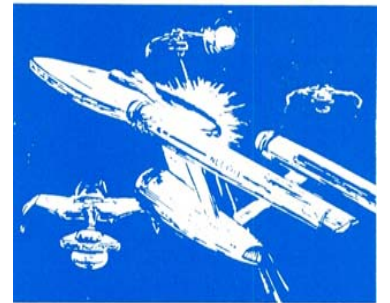
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



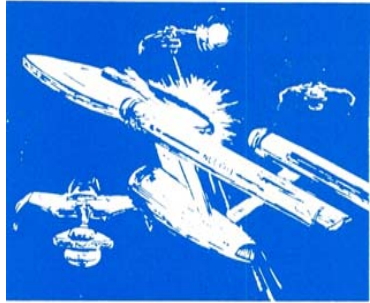
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



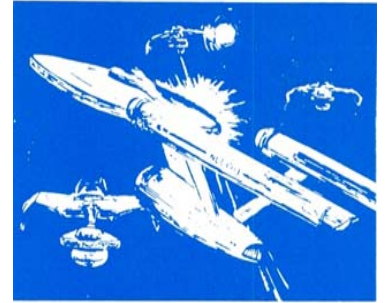
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



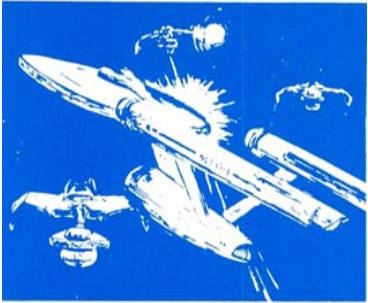
CODE RED

**BATTLE
DAMAGE**



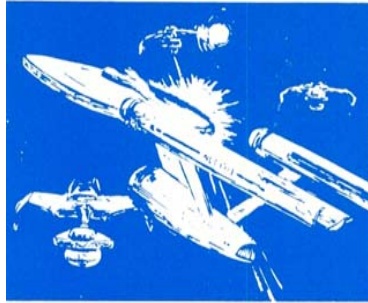
CODE RED

**BATTLE
DAMAGE**



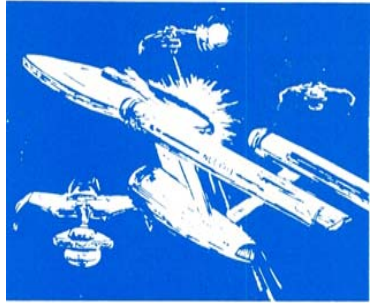
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



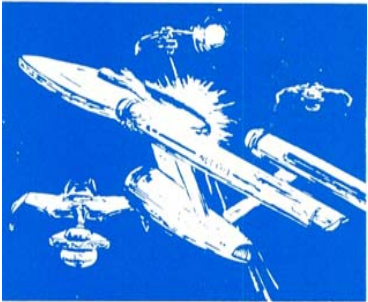
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



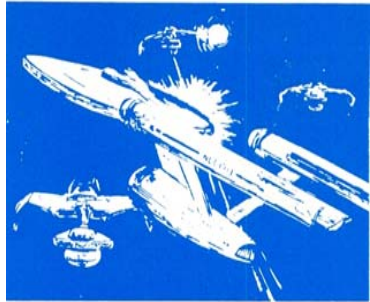
CODE RED

**BATTLE
DAMAGE**



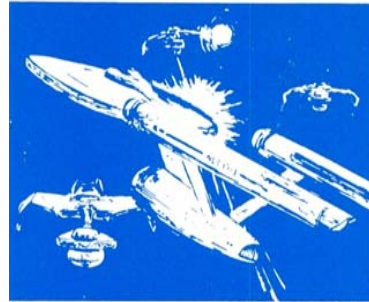
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



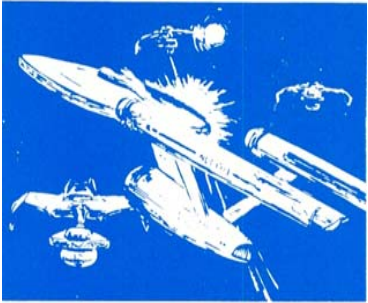
CODE RED

**BATTLE
DAMAGE**



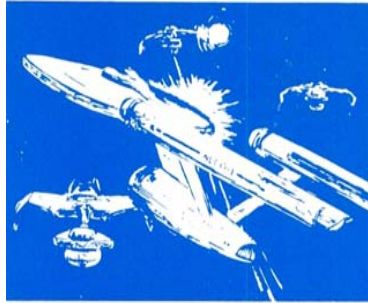
CODE RED

**BATTLE
DAMAGE**



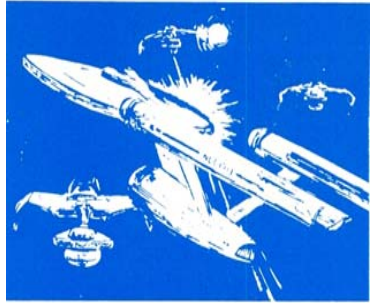
CODE RED

**BATTLE
DAMAGE**



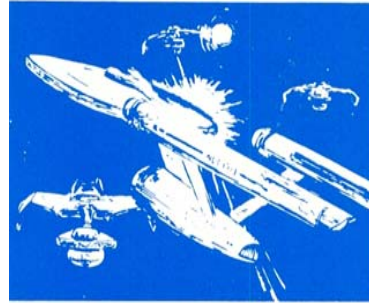
CODE RED

**BATTLE
DAMAGE**



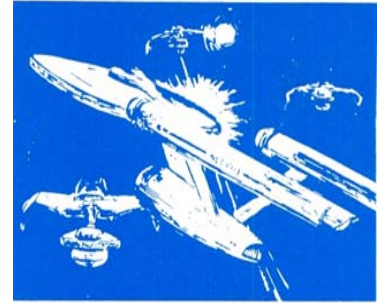
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

CARGO	CARGO	CARGO	CARGO	CARGO
OR	OR	OR	OR	OR
FORWARD	FORWARD	AFT	AFT	ANY
HULL	HULL	HULL	HULL	WARP
				ENGINE

CARGO	CARGO	CARGO		
OR	OR	OR	CARGO	CARGO
ANY	ANY HULL	ANY HULL	OR	OR
WARP	OR	OR	ANY HIT	ANY HIT
ENGINE	ANY	ANY		
	WEAPON	WEAPON		

FORWARD FORWARD FORWARD FORWARD FORWARD
HULL HULL HULL HULL HULL

AFT
HULL

AFT
HULL

AFT
HULL

AFT
HULL
(If ship is a carrier,
score as a shuttle hit)

AFT
HULL
(If ship is a carrier,
score as a shuttle hit)

**CENTER
WARP
ENGINE**

**CENTER
WARP
ENGINE**

**RIGHT
WARP
ENGINE**

**RIGHT
WARP
ENGINE**

**RIGHT
WARP
ENGINE**

(Only once per volley)

**RIGHT
WARP
ENGINE**

**LEFT
WARP
ENGINE**

**LEFT
WARP
ENGINE**

**LEFT
WARP
ENGINE**

**LEFT
WARP
ENGINE**

(Only once per volley)

**IMPULSE
ENGINE**

**IMPULSE
ENGINE**

**DRONE
OR
ANY HULL**

DRONE
(Power Absorbers)
(Hellbore, ESG)

DRONE
(Power Absorbers)
(Hellbore, ESG)
(Only once per volley)

PHASER
(Only once per volley)

PHASER

**PHASER
OR
ANY HULL**

TORPEDO
(Photon, Plasma,
Disruptor, T-R Beam,
Fusion Beam)
(Only once per volley)

TORPEDO
(Photon, Plasma,
Disruptor, T-R Beam,
Fusion Beam)

**TORPEDO
OR
ANY HULL**

APR

APR

APR

BATTERY

BATTERY

BATTERY

**BRIDGE
OR
FLAG BRIDGE**
(Security Station)
(Web Generator)
(Displacement
Device)
(Only one hit of
each type per
volley)

**EMERGENCY
BRIDGE
OR
AUXILIARY
CONTROL**
(Only one hit of
each type per
volley)

SHUTTLE

SHUTTLE

**DAMAGE
CONTROL
OR
BOARDING
PARTY**
(Only once per volley)

**SENSOR
OR
SCANNER**
(Only one hit of each
type per volley)

LAB

LAB

LAB

PROBE

**TRACTOR
BEAM**

**TRACTOR
BEAM**

**TRANS-
PORTER**

TRANS- PORTER

CRITICAL HIT #1

- 1-Weapons Control
- 2-Shuttle Bay Doors Jam
- 3-Crew Casualties (1-6)
- 4-Tractor Beams
- 5-Probe Launcher
- 6-Bowling Alley

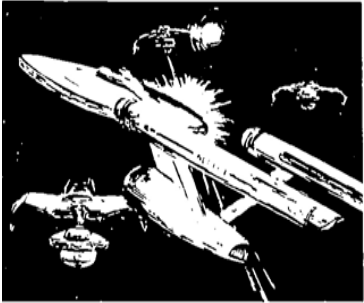
CRITICAL HIT #2

- 1-Maneuvering
- 2-Drone Racks
- 3-Marine Casualties (1-6)
- 4-Transporters
- 5-Leaking Battery Gas
- 6-Chess Board

CRITICAL HIT #3

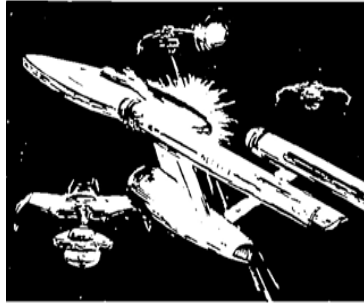
- 1-Warp Engines
- 2-Heavy Weapons
- 3-Phaser Capacitors
- 4-Labs
- 5-Excess Damage Hit
- 6-Sauna

**BATTLE
DAMAGE**



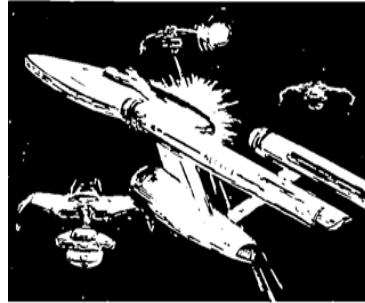
CODE RED

**BATTLE
DAMAGE**



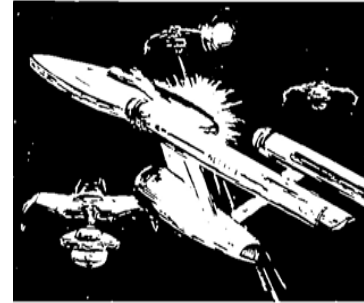
CODE RED

**BATTLE
DAMAGE**



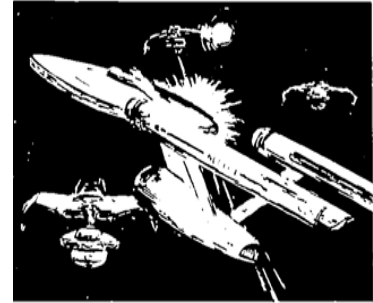
CODE RED

**BATTLE
DAMAGE**



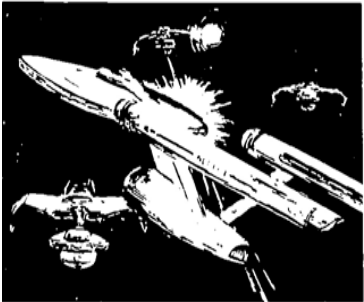
CODE RED

**BATTLE
DAMAGE**



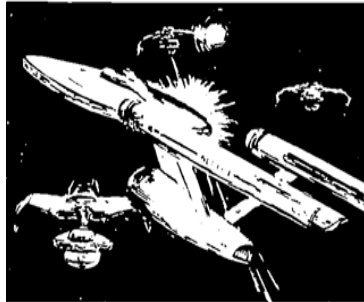
CODE RED

**BATTLE
DAMAGE**



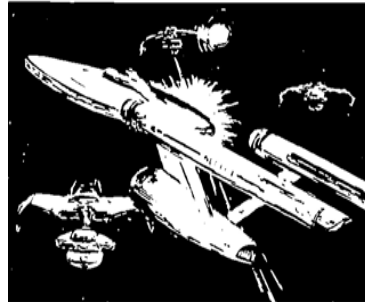
CODE RED

**BATTLE
DAMAGE**



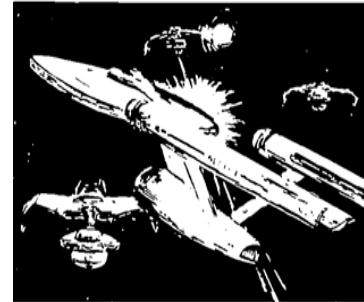
CODE RED

**BATTLE
DAMAGE**



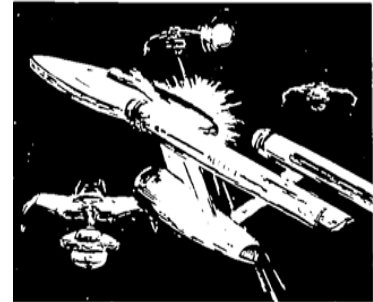
CODE RED

**BATTLE
DAMAGE**



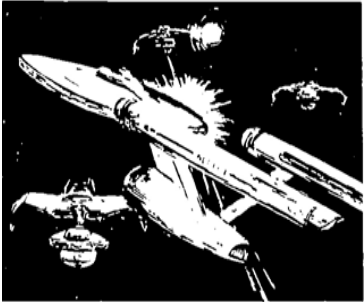
CODE RED

**BATTLE
DAMAGE**



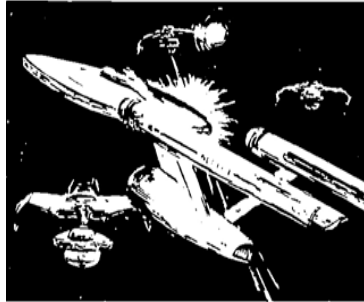
CODE RED

**BATTLE
DAMAGE**



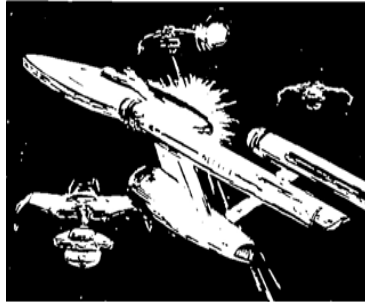
CODE RED

**BATTLE
DAMAGE**



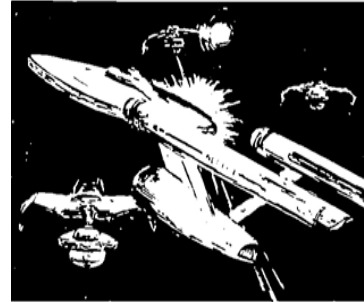
CODE RED

**BATTLE
DAMAGE**



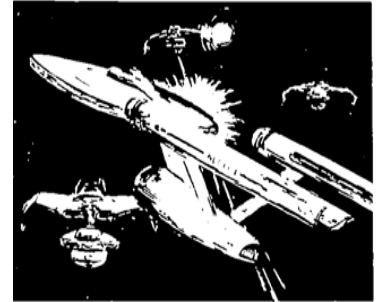
CODE RED

**BATTLE
DAMAGE**



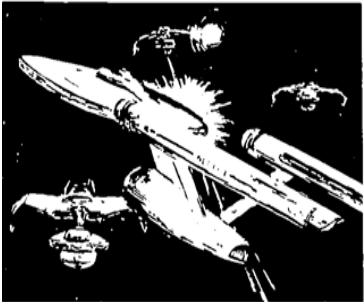
CODE RED

**BATTLE
DAMAGE**



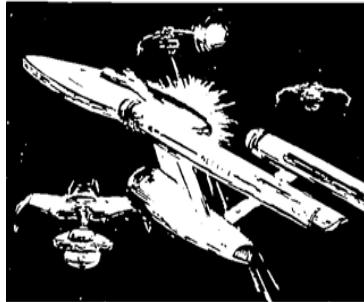
CODE RED

**BATTLE
DAMAGE**



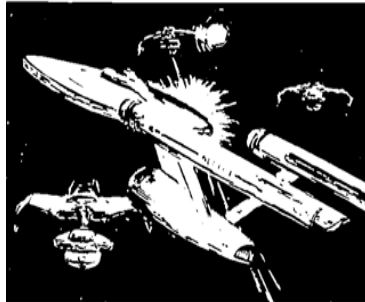
CODE RED

**BATTLE
DAMAGE**



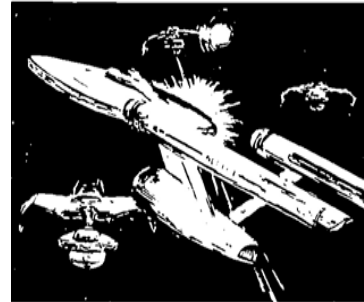
CODE RED

**BATTLE
DAMAGE**



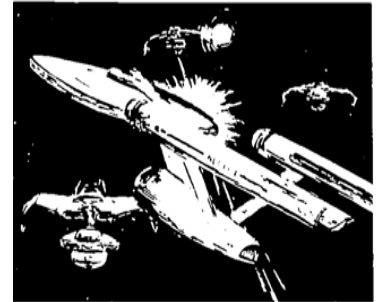
CODE RED

**BATTLE
DAMAGE**



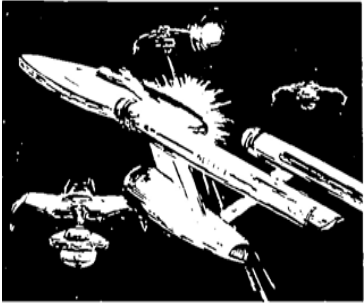
CODE RED

**BATTLE
DAMAGE**



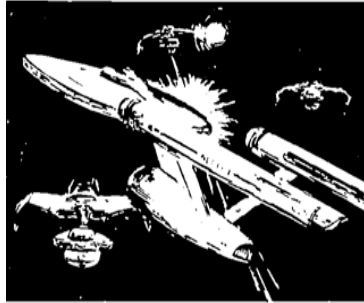
CODE RED

**BATTLE
DAMAGE**



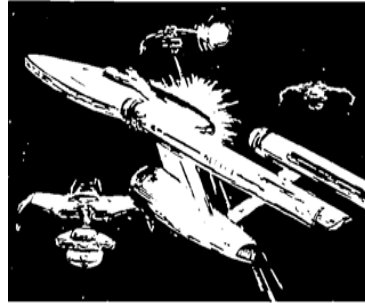
CODE RED

**BATTLE
DAMAGE**



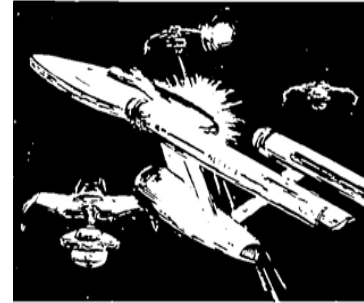
CODE RED

**BATTLE
DAMAGE**



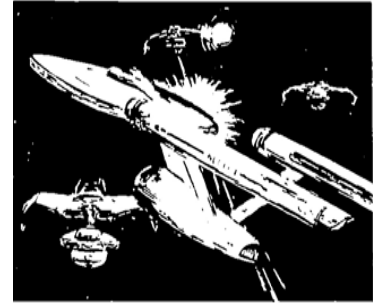
CODE RED

**BATTLE
DAMAGE**



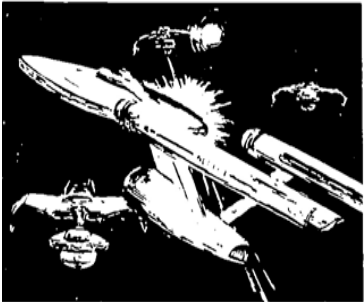
CODE RED

**BATTLE
DAMAGE**



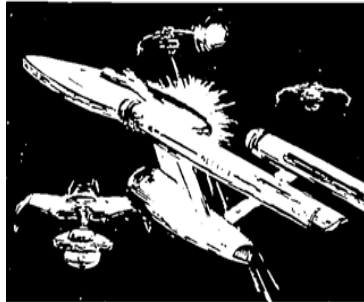
CODE RED

**BATTLE
DAMAGE**



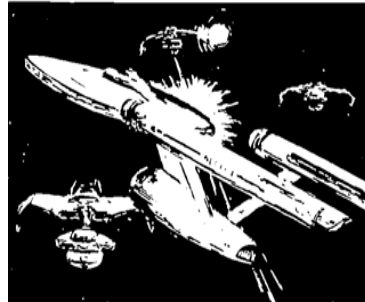
CODE RED

**BATTLE
DAMAGE**



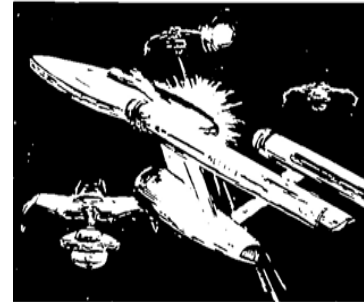
CODE RED

**BATTLE
DAMAGE**



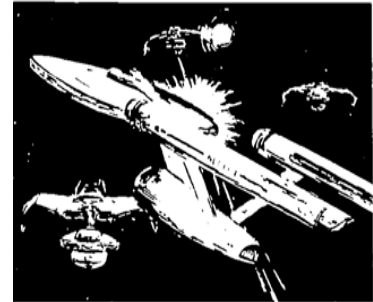
CODE RED

**BATTLE
DAMAGE**



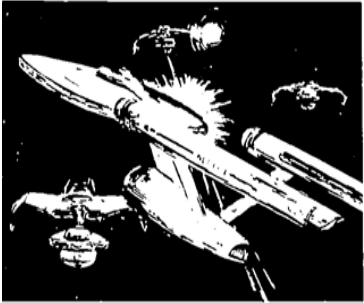
CODE RED

**BATTLE
DAMAGE**



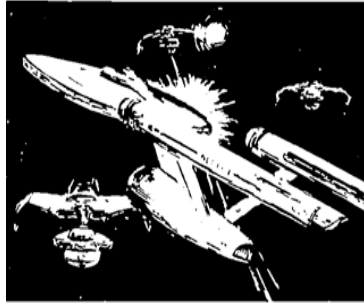
CODE RED

**BATTLE
DAMAGE**



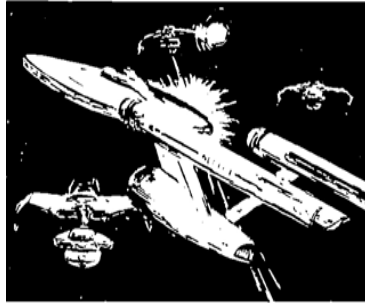
CODE RED

**BATTLE
DAMAGE**



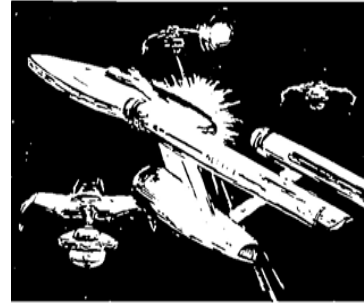
CODE RED

**BATTLE
DAMAGE**



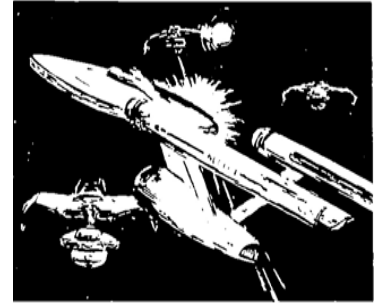
CODE RED

**BATTLE
DAMAGE**



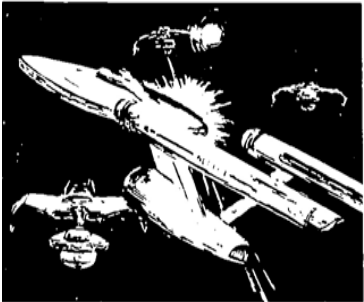
CODE RED

**BATTLE
DAMAGE**



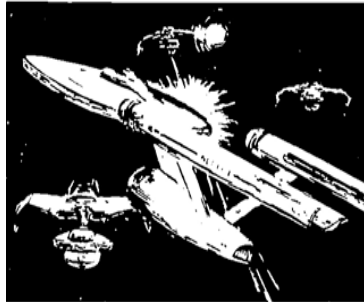
CODE RED

**BATTLE
DAMAGE**



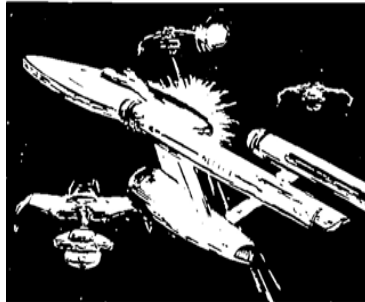
CODE RED

**BATTLE
DAMAGE**



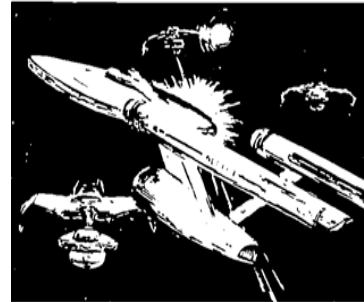
CODE RED

**BATTLE
DAMAGE**



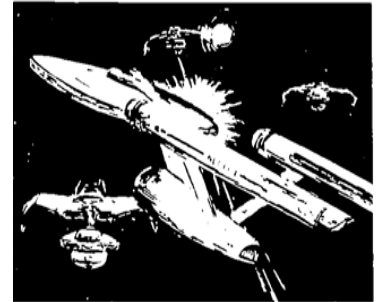
CODE RED

**BATTLE
DAMAGE**



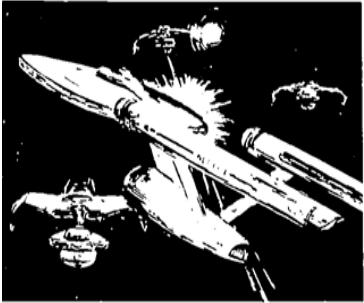
CODE RED

**BATTLE
DAMAGE**



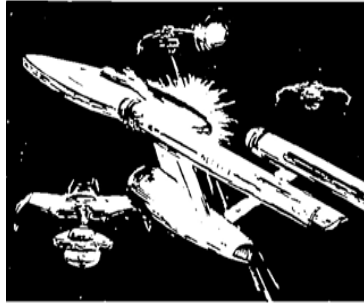
CODE RED

**BATTLE
DAMAGE**



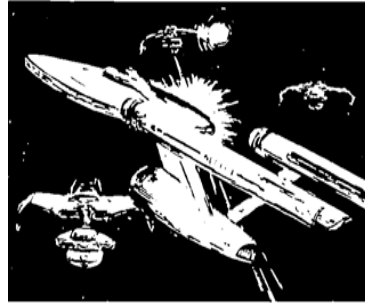
CODE RED

**BATTLE
DAMAGE**



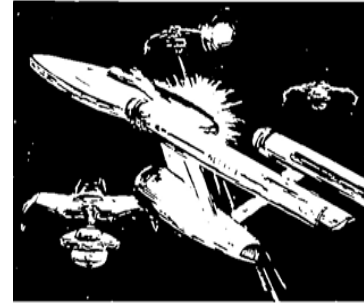
CODE RED

**BATTLE
DAMAGE**



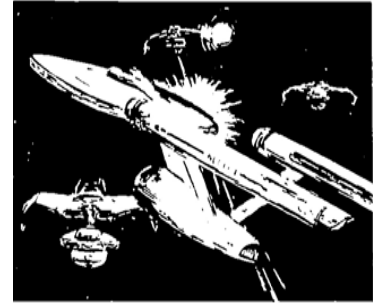
CODE RED

**BATTLE
DAMAGE**



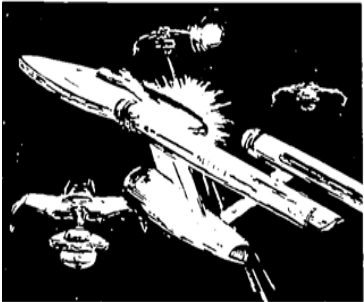
CODE RED

**BATTLE
DAMAGE**



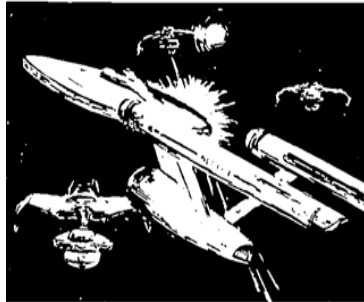
CODE RED

**BATTLE
DAMAGE**



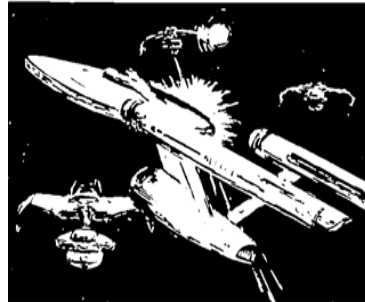
CODE RED

**BATTLE
DAMAGE**



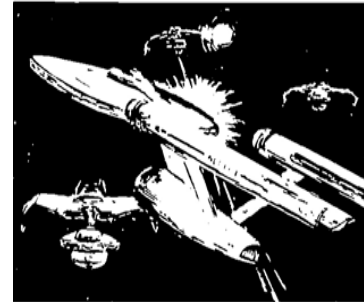
CODE RED

**BATTLE
DAMAGE**



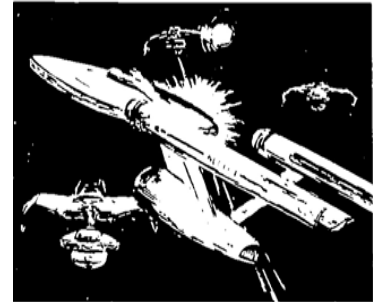
CODE RED

**BATTLE
DAMAGE**



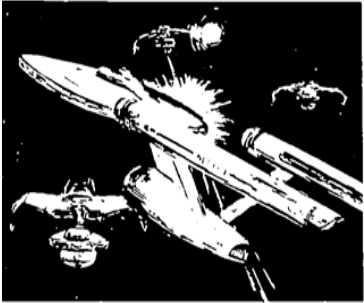
CODE RED

**BATTLE
DAMAGE**



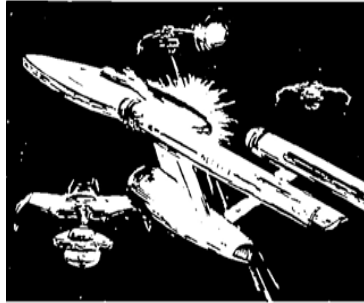
CODE RED

**BATTLE
DAMAGE**



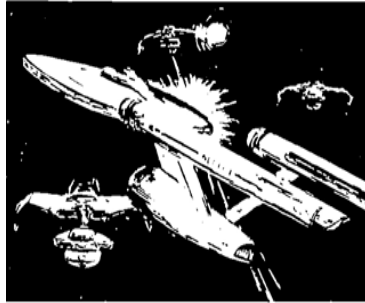
CODE RED

**BATTLE
DAMAGE**



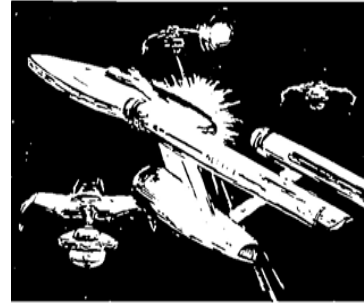
CODE RED

**BATTLE
DAMAGE**



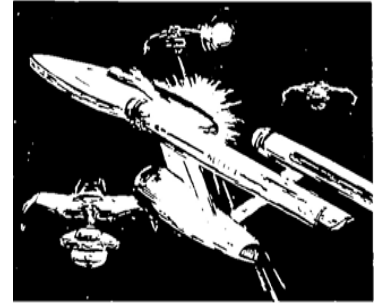
CODE RED

**BATTLE
DAMAGE**



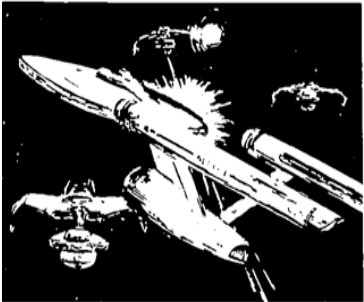
CODE RED

**BATTLE
DAMAGE**



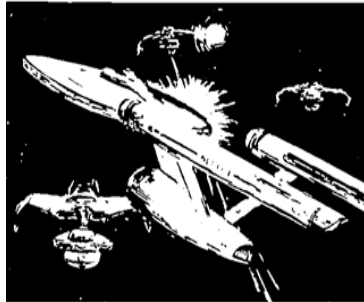
CODE RED

**BATTLE
DAMAGE**



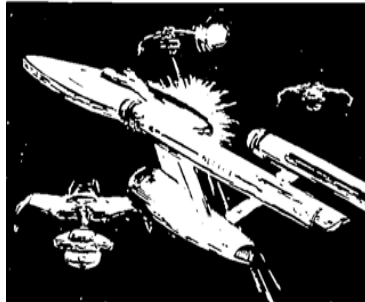
CODE RED

**BATTLE
DAMAGE**



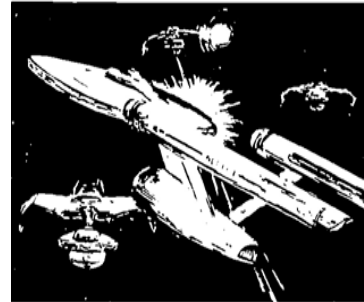
CODE RED

**BATTLE
DAMAGE**



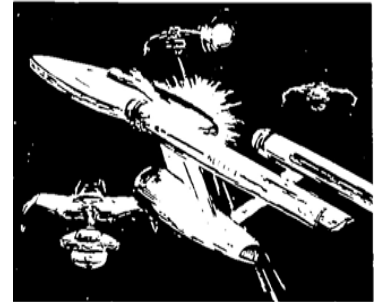
CODE RED

**BATTLE
DAMAGE**



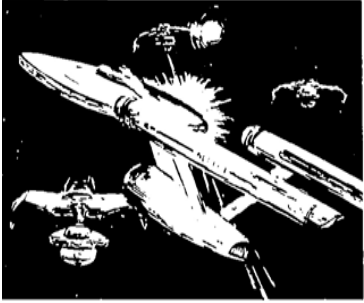
CODE RED

**BATTLE
DAMAGE**



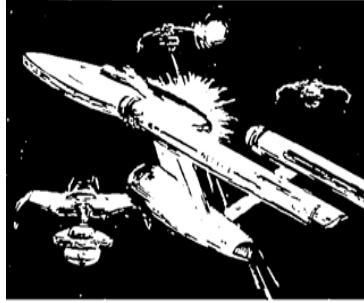
CODE RED

**BATTLE
DAMAGE**



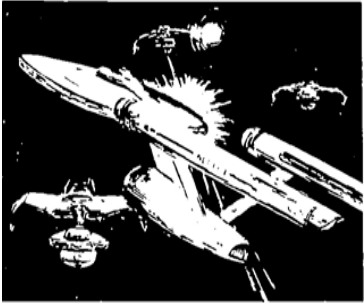
CODE RED

**BATTLE
DAMAGE**



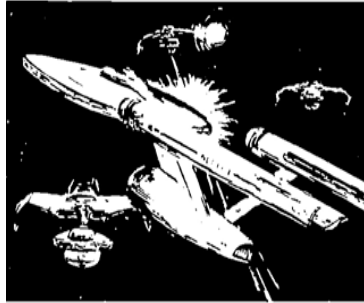
CODE RED

**BATTLE
DAMAGE**



CODE RED

**BATTLE
DAMAGE**



CODE RED

BATTLE DAMAGE: CODE RED

Finally, an end to the tedious die rolling to resolve damage in STAR FLEET BATTLES! Now, you can use this fast and easy card system to resolve damage in a fraction of the time it took before. A deck of cards, using a one-hit per card system, provides an innovative damage allocation procedure which includes eighteen different critical hits.

BATTLE DAMAGE: CODE RED comes with 64 damage allocation cards, a new quick damage allocation chart for Pseudo-fighters, and instructions for use with Star Fleet Battles.

NOTE: BATTLE DAMAGE: CODE RED is a play aid for the STAR FLEET BATTLES Designer's Edition. YOU MUST HAVE STAR FLEET BATTLES to use this play aid.

TASK FORCE GAMES

STOCK No. 3001
Made in USA