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Star Fleet Battles

ADB - Star Fleet Universe

Star Fleet Battles Role Play Federation and Empire A Call to Arms: Star Fleet Magazine Star Fleet Battle Force : Follow @ADBInc_Amarillo Follow us on Facebook! Star Fleet Marines Starmada Elements of the Star Fleet Universe are the property of Paramount Pictures Corporation and are used with their permission

STAR FLEET BATTLES

star fleet battles table of contents r10 general units used by all players basic set r11 starbases (sb) r11a ssd r11b augmentation module mounting r11b1 position a module notes r11b2 position b module notes r11b3 class a modules increase combat power r11c notes r11d damage procedure for starbases

Star Fleet Battles: A New Beginning BASIC RULES

11 The Star Fleet Battles Tactical Gaming System Star Fleet Battles is a game of starships Each player in the game will personally command one starship (or sometimes more) which he will use in various scenarios to perform assigned missions Star Fleet Battles is, at the same time, both complex in its mechanics and simple in its execution

Star Fleet battles construction and Design System. D.A ...

Star Fleet battles construction and Design System DA Slatter March 2002 Basic parameters (0) Starships have a number of core features regardless of their race or design, and these are mainly dependent on the size of the hull This table categorises them Ship Life Energy for Heavy +Phaser Size Move Excess Min Crew

Sample file - DriveThruRPG.com

Star Fleet Battles, Federation & Empire, Star Fleet Missions, Star Fleet Battle Force, Prime Directive, 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

Gameplay Manual & Reference Guide - TrekCore

Star Fleet Battles (SFB) from Amarillo Design Bureau SFB has been a popular, long-running franchise since its beginnings in the “pre-movie” Star Trek years Starfleet Command uses a great deal of the SFB material, but has also made some changes and enhancements; one of the most important of these is

STAR FLEET OFFICERS ACADEMY TRAINING MANUAL

general information about Star Fleet and this Academy Part B was compiled by the Intelligence Division of Star Fleet Command and gives you a brief description of the Alliance's most threatening adversaries On behalf of the Academy, I hope you enjoy your stay with us This manual is intended as an introduction to Star Fleet and the Academy

Ships of the Star Fleet - Volume 1

Volume Five showcases Star Fleet facilities such as starbases, spacedocks, shipyards, and repair facilities And finally, Volume Six covers the specialized ground-combat forces of the Star Fleet, including the Star Fleet Marine Corps and the groups that make up the Star Fleet Special Operations Command All of these

Ships of the Star Fleet - asdb.net

Volume Five showcases Star Fleet facilities such as starbases, spacedocks, shipyards, and repair facilities And finally, Volume Six covers the specialized ground-combat forces of the Star Fleet, including the Star Fleet Marine Corps and the groups that make up the Star Fleet Special Operations Command All of these

14 The United Federation of Planets - Space Games | 4X ...

game called Star Fleet Battles, from Amarillo Design Bureau For Star Trek Fans You are about to enter a different world, a different galaxy and a different universe You are about to encounter strange alien life-forms, new ships, new technology and empires burning in the fires of conflict This universe will be both familiar and different to

THE STARFLEET REGISTRY - Steve Pugh

NCC-150 USS Daedalus Daedalus-class First vessel of the Daedalus class, a cruiser that was one of Starfleet's most successful early designs 105m ...

SFB CAPTAIN'S MODULE C6 LOST EMPIRES Sample file

STAR FLEET BATTLES MODULE C6 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 (eg, Module J, Module J2, Module K, and Module M) to use it to the fullest extent Module C6 includes this 122-page rulebook, 138

CAPTAIN'S EDITION FEDERATION MASTER STARSHIP BOOK ...

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StarFleet Battlestm Section 7: Building the B10

A StarFleet Battlestn Campaign V732 Table B10 Appearance: Die Roll Result 2 The B10 will arrive next Turn 3 The B10 will arrive next Turn 4 In a sudden political power struggle, your B10 is re assigned to the Home Fleet! All points spent are lost (you may not ...

COMMUNIQUE #124

12 fleet battles in a single evening, ACTA accomplishes this by several methods Each turn has a single impulse, so a ship only moves and fires on a single impulse compared to 32 for Star Fleet Battles and eight for Federation Commander There is no energy allocation, although the use of "special actions" produces much the same result

FC KB rulebook - Federation Commander

confront Star Fleet patrols, and otherwise let the United Federation of Planets know that this is not over The Federation-Klingon Border is 7,000 parsecs (23,000 light-years) long, and you will be patrolling only one small segment of it The Klingon D7 ...

STARFLEET TRANSPORT COMMAND

Starfleet's Transport-Tug Family evolved in lockstep more or less with the majority of the Class I fleet The Ptolemy class—severely overworked and never produced to adequate levels—was updated to Al-Rashid specifications beginning in 2269

SFC Supplemental Manual, v1

in operation, instead of all weapons and systems using the same game turn like Star Fleet Battles Range Range 1 = 100 to 199 , range 2 = 200 to 299 and so on Each range is equal to a "hex" in SFB and is equal to 10,000km The scale of the ships and other objects on the screen is artificially inflated so you can see units at a distance

SHIPS OF THE STARFLEET - CODA Star Trek RPG Support

Apr 20, 2003 · Star Trek Movie series, Star Trek: The Next Generation TV series and/or as part of the original FASA published Star Trek Role Playing Game (Principally in the supplements: Federation conflict, the Andor-class was built to support fleet actions Using a withering volley of torpedo fire to decimate enemy formations from a distance, the Andor

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Battletech, CoC, Maid, MERP, Shadowrun, WoD, WoW, and Star wars d20 Collection <https://ttopremuz/> Devil's Workshop - Espionage and Full Metal Zero Every Sidetrek Adventure Weekly, including 11