









BATTLE MANUAL STAR FLEET MARINES



Star Fleet Marines is the ground combat game of the Star Fleet Universe. It has been designed to be as simple as possible, both to give the players a break from the detail of Star Fleet Battles and to allow them to play out the ground combat elements of either Star Fleet Battles or Federation Commander during a scenario of either of the other games.

DESIGNER'S NOTES

This product was born at a staff meeting on 2 March 2021. Stephen V. Cole noted that due to a flurry of questions from one enthusiastic player (Tim Tow) he had produced a two-page update for *Star Fleet Marines* which was to be included in the March 10th newsletter *Hailing Frequencies*.

Then somebody asked if we had ever uploaded either of the two Star Fleet Marines modules (Assault and Last Stand) to the PDF stores. Jean Beddow (who runs the stores) said we had not, prompting everyone to agree we should do so, Jean, however, said that because of the unique situation (the two rulebooks are identical rules with different scenarios) we should just do a single combined product including the rules, both sets of scenarios, the rules update, and the index which Stephen V. Cole had created. (Later, someone remembered that we might as well include the Star Fleet Marines material from Captain's Log.) Stephen V. Cole suggested that he might write up one of the proposed rules for the future third module but Steven P. Petrick thought it would be a bad idea to publish a rule that had not been tested or studied. It was finally decided to include a few notes about what might be in a third module. There was a brief discussion of the three "counter" packs that had been released as PDFs but it was felt inappropriate to include them here as they were entire products in their own right.

ABOUT THE MAP AND COUNTERS

There isn't a map in the *Battle Manual* and there are no counters. This is just a rulebook, not a module.

COPYRIGHT AND LICENSING

STAR FLEET MARINES: BATTLE MANUAL and all contents thereof are copyright © 2021 Amarillo Design Bureau, Inc. All rights are reserved under the Pan-American, Berne, and International Copyright Conventions. It includes the rulebooks from Assault (©2012 ADB, Inc.) and Last Stand (©2013 ADB Inc.).

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, Prime Directive, Star Fleet Battle Force, Star Fleet Armada, A Call to Arms Star Fleet,* or any other part of the *Star Fleet Universe* can be published by any party without the advanced written permission of ADB, Inc. Any such publication would by definition be a "derivative work" requiring our consent.

The Star Fleet Universe is published 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.

COMPONENTS LIST

STAR FLEET MARINES: BATTLE MANUAL consists entirely of this one rulebook.

CREDITS

Game Design: SFC Stephen V. Cole, Combat Engineers Game Development: Captain Steven P. Petrick, Infantry Proofreading & Product Professionalization: Jean Beddow

Production: Leanna M. Cole Customer Support: Mike Sparks Cover concept by: Simone Dale

PUBLISHER'S INFORMATION

STAR FLEET MARINES: BATTLE MANUAL was created and published by:

AMARILLO DESIGN BUREAU, INC.

P.O. Box 8759

Amarillo, TX 79114 Phone: 806-351-1950 Fax: 806-351-2585

Email (buy games): sales@StarFleetGames.com Email (questions): design@StarFleetGames.com Email (support): support@StarFleetGames.com

Website: www.StarFleetGames.com

All mail correspondence requires a stamped self-addressed envelope or international reply coupon. Email is generally more efficient.

Original release Revision 1.0 (10 February 2021).

Page 2 © 2012-2021 ADB Inc.