

# STAR FLEET BATTLES

CAPTAIN'S EDITION ADVANCED MISSIONS



# RULEBOOK 2012



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**I0.0 (This letter is not used.)**

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- Rules K1-K8 are in *Module K*.

**L0.0** (This letter is not used.)

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**N0.0** (This letter is not used.)

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Future Development: *Module Q*

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- R9.0 THE HYDRAN KINGDOM (Module C1)
- R10.0 THE ANDROMEDANS (Module C2)
- R11.0 THE LYRAN EMPIRE (Module C1)
- R12.0 THE WYN STAR CLUSTER (C1)
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- SG2.0 FLEET ACTION
- SG3.0 BASE DEFENSE

- SG4.0 BASIC PIRACY
- SG5.0 DUEL WITH A PIRATE
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- SG11.0 THE FIRST OF ITS KIND
- SG12.0 FLEET REPAIR DOCK
- SG13.0 CARRIER STRIKE (Module J)
- SG14.0 FAST PATROL FLOTILLA (Mod K)
- SG15.0 THE INTERRUPTED MINESWEEPER
- SG16.0 FAST PATROL PICKUP (Module K)
- SG17.0 PROBING THE WYN CLUSTER (Module C1)
- SG18.0 LOCAL DEFENSE (Module J)
- SG19.0 CONVOY ESCORT (Module J)
- SG20.0 SINK THE FRD (Module J)
- SG21.0 FIGHTER SWEEP (Module J)
- SG22.0 POLICE ACTION
- SG23.0 MONITOR DUTY
- SG24.0 SURVEY ENCOUNTER
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- SG26.0 BASE BUSTERS (Module C2)
- SG27.0 REPAIR RENDEZVOUS (S1)
- SG28.0 RAID ON A SURVEY CAMP (S1)
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- SH2.0 THE SURPRISE REVERSED
- SH3.0 THE COMING OF THE METEOR
- SH4.0 CRUISE DRONES
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- SH6.0 ASSAULT ON THE HOLDFAST
- SH7.0 RESCUE THE HOSTAGES
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- SH9.0 TOMCAT TERROR VS GUNBOAT DIPLOMACY (Module J)
- SH10.0 THE CUTLASS EPISODE (Mod J)
- SH11.0 CAVALRY CHARGE
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- SH27.0 A CLASH OF BROTHERS (Mod K)
- SH28.0 DESCENT OF THE HAWK (Mod M)
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- SH30.0 NO FREE DESSERT (Module K)
- SH31.0 THE THOLIAN BLOCKADE (Mod K)
- SH32.0 REVENGE OF THE WHITE ELEPHANT (Module S1)
- SH33.0 YOU CAN'T PRACTICE DYING (S1)
- SH34.0 YOU CAN DIE WITHOUT PRACTICE (Module S1)
- SH35.0 INTO THE RINGS (Module S1)
- SH36.0 THE CRITICAL HIT (Module S1)
- SH37.0 WOULD YOU BUY A USED FIGHTER FROM THIS MAN? (S1)
- SH38.0 OUT OF TIME, OUT OF LUCK (S1)
- SH39.0 INTO THE PASS (Module S1)

- SH40.0 BROTHERS (Module C1)
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- SH42.0 SELECTED ATTACK (Module C1)
- SH43.0 WEBBED ESTABLISHMENT (C2)
- SH44.0 FIRST AND FUTURE SHOCK(C2)
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- SM2.0 THE SPACE AMOEBA
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- SM6.0 THE MIND MONSTER
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**T0.0 MINI-CAMPAIGNS**

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- T3.0 THE LONE GRAY WOLF
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- T5.0 CARRIER DUEL (Module J)
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- U4.0 CARRIER GROUP CAMPAIGN (J)
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- U8.0 FRIGATE CAPTAIN'S GAME (Mod S1)
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**V0.0 OPERATIONS**

Future development: *Module V*

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- W2.0 MINIATURES MOVEMENT RULES
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**X0.0 ADVANCED TECH**

See *Module X1*

**Y0.0 EARLY YEARS**

Future Development: *Module Y*

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- Z1.0 DESIGNER'S NOTES
- Z2.0 ADVICE ON TACTICS
- Z3.0 NOTICE TO NEW PLAYERS
- Z4.0 DESIGN CREDITS
- Z5.0 THE STAR FLEET UNIVERSE
- Z6.0 COPYRIGHT AND PUBLISHER'S INFORMATION - BASIC SET
- Z7.0 DESIGNER'S NOTES - ADVANCED MISSIONS
- Z8.0 CREDITS - ADVANCED MISSIONS
- Z9.0 COPYRIGHT AND PUBLISHER'S INFO - ADVANCED MISSIONS
- Z10.0 NOTES: MODULE C1
- Z11.0 NOTES: MODULE C2
- Z12.0 NOTES: MODULE J
- Z13.0 NOTES: MODULE K