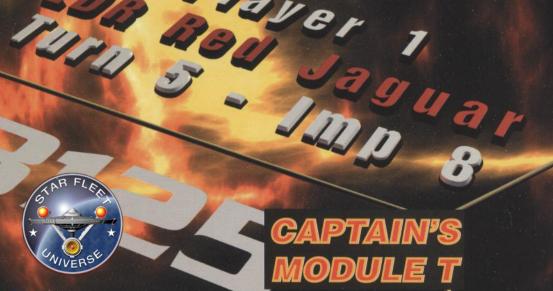
STAR FLEET BATTLES

RUBBOOK EXPANDED

2012 **EDITION**





MODULE T (2012) STAR FLEET UNIVERSE TOURNAMENT RULES

INTRODUCTION TO TOURNAMENTS

The only valid test is combat; the only valid result is victory. — Ardak Kumerian, Admiral Commanding Red Fleet

There have been tournaments as long as there have been wargames, and SFB tournaments began less than a year after the first "pocket" edition was released. These tournament rules and ships have been tried and tested for four decades and are the ones used in official sanctioned events. Module Talso includes many tournament scenarios, rules, and ideas, along with information on how to run and play in an SFB event.

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COMPONENTS

86-page Rulebook including formats for Star Fleet Battles, Federation Commander, Federation & Empire, Starmada, A Call to Arms: Star Fleet, and Star Fleet Battle Force Tournaments 28-page SSD book of Star Fleet Battles tournament ships 216 die-cut Tournament Counters 108 die-cut Ammunition Counters Star Fleet Battles 4230 Map

*There are no current tactics for the Andromedan tournament ship.

PUBLISHER'S INFORMATION

STAR FLEET BATTLES - CAPTAIN'S MODULE T contains material for the Star Fleet Battles Captain's Editiongame system. To use this product, you MUST have Star Fleet Battles BASIC SET. To use some portions of this product, you will also need ADVANCED MISSIONS, Module C1, Module C2, Module C3, Module J, Module K, Federation & Empire, and/or other products. Published by:

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