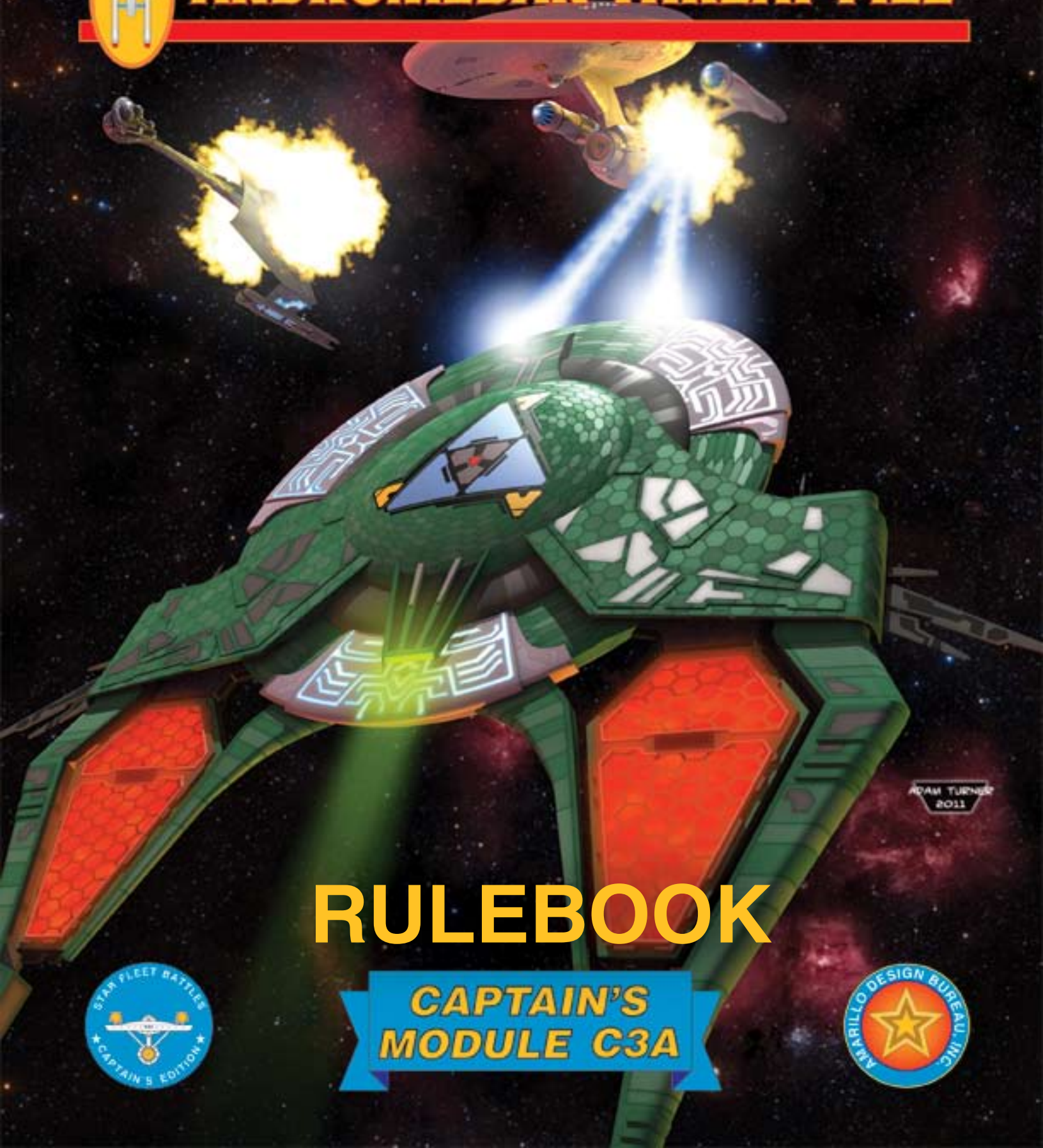


# STAR FLEET BATTLES



## ANDROMEDAN THREAT FILE



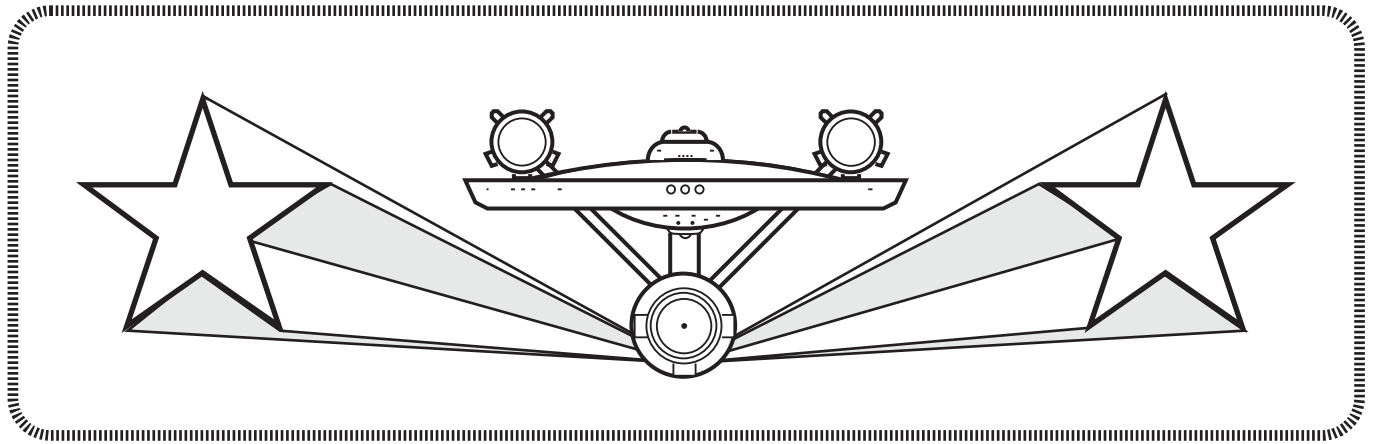
ADAM TURNER  
2011

# RULEBOOK

**CAPTAIN'S  
MODULE C3A**



# STAR FLEET BATTLES



## CAPTAIN'S MODULE

★ C3A ★

# THE ANDROMEDAN THREAT FILE

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**(Z46.0) NOTES ON MODULE C3A  
ANDROMEDAN THREAT FILE**

**(Z46.1) ORGANIZATION AND COMPONENTS**

**STAR FLEET BATTLES MODULE C3A** 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, Module C2, and Module C3** and other products (e.g., **Module J, Module J2, Module K, and Module M**) to use it to the fullest extent. **Module C3A** includes this 126-page combination rulebook and SSD book. **MAY 2011 PRINTING.**

**(Z46.2) DESIGN CREDITS**

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**(Z46.3) PUBLISHER'S INFORMATION**

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Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our website.

All submissions are accepted only under our standard terms as published in **SFB Advanced Missions**. In summary, any submission becomes our property on receipt and may be modified at our sole discretion before publication. The author of a submission receives authorship credit and compensation at our standard rates.

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**(Z46.4) DESIGNER'S INFORMATION**

The module you hold in your hands is different from most modules. It is closer in concept to *Modules F1* and *F2* in that it showcases only a single empire. It is also different in that, with the exception of the campaign, everything in *Module C3A* is conjectural. It is what the various intelligence agencies of the Milky Way Galaxy thought they understood about Andromedan technology and what they thought the Andromedans were capable of. In that, it presents many challenges to those who oppose the Andromedans (at least in the simulators).

Rule numbering in this module is different. As almost everything is conjectural, they were not added to the existing

rule numbering sequences. They are all numbered separately, with a "C," for "conjectural," added. Thus the first rule under Systems is "(GC1.0)."

Selecting what went into this product was a difficult task. Many items had been proposed back in the 1990s, but in the intervening years the authors had lost the files. This led to almost everything having to be re-created and developed almost from scratch, in some cases from little more than the one paragraph note that had appeared in *Module P6*.

Not all of the proposals were developed for this product.

Proposals to simply equip Andromedan ships with other weapons (disruptors, photons, hellbores, etc.) in place of their tractor-repulsor beams were rejected. While we could do the SSDs, it seemed like a disservice to our customers who could easily modify existing SSDs. We did, however, adapt plasma torpedoes to the Andromedans, with a twist: launch by transporter.

Another weapon much in demand was to upgrade the phaser-2s to phaser-1s. This was incorporated as a refit and is on all SSDs in this product. This was chosen over having just one or two SSDs.

The new transporter paradigm found in "hyper transporters" may slow the Andromedans on the map, but when a lowly Viper frigate moves an Intruder cruiser 11 hexes, people will sit up and take notice.

There was a wide demand for Andromedan fighters, and simply assembling the standard layout of boxes (seen in the A-1 fighter in this product) and weapons was rejected in favor of doing something truly Andromedan. We hope the flavor of these units, together with the Andromedan ability to deliver even bombers to a combat zone, will add new tactical dimensions to the game.

The "Fall of Demorak" campaign is large, and a siege, but it represents an attack on a capital planet by the Andromedans, albeit the smallest capital. Inevitably that meant a lot of moving parts with repeated assaults necessary to resolve the situation.

**DEDICATION**

This product is dedicated to the U.S. Navy SEALs, in recognition of their courage and professionalism. They risk their lives that others might live safely. We recognize their personal willingness not just to endure the rigors of the process to become members of that organization, but to expose themselves to the dangers of conducting the most difficult of operations with professionalism and courage.

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# ANDROMEDAN THREAT FILE



**Lieutenant, just what the heck is an “Andromedan”?**

**Sir, I just don’t know. Nobody does. Their ships, their weapons, their technology are all unknown.**

Everyone in Star Fleet knew what a Klingon was — and Romulans and Tholians too, for that matter. They had met them in peacetime, had seen their ships. Star Fleet had fought them in wars detailed in a thousand history books. But Andromedans were, when they first appeared, new. No one knew what they looked like or what they wanted or how their technology worked, but everyone knew three things: They were here, they were dangerous, and they never negotiated. Everything else was a guess.

- ★ Everyone in the Galaxy had fighters, bombers, and gunboats. Everyone assumed that the Andromedans would eventually deploy them — and here they are!
- ★ Everyone in the Galaxy had a way to turn small ships into bigger ships by adding new sections, such as turning a CW into an NCA. Everyone assumed that the Andromedans would eventually start doing this — and now they have!
- ★ Everyone steadily upgraded weapons. Now, the Andromedans can do it too!
- ★ How did the Andromedan economy work? What was their business model? They had no “standard small freighters,” or did they? Now, you will find out!
- ★ A vicious Andromedan assault destroys the Lyran Democratic Republic.



This product adds new game play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have *SFB Basic Set* to use this material. This material will also require *Advanced Missions*, *C2 New Worlds II*, and *C3 New Worlds III* for complete use.



STOCK #5635

Designed by Steven P. Petrick

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