

STAR FLEET BATTLES

SCENARIO BOOK #1



**CAPTAIN'S
MODULE S1**

**TASK
FORCE
GAMES™**

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(Z14.0) NOTES ON SCENARIO BOOK #1

INTRODUCTION

Scenarios are the meat and potatoes of SFB, the place where the rules meet the counters and combat begins. The scenarios in this book provide dozens of new challenges, and with the variations presented, you can play hundreds of unique battles from this book alone. While some may not be to your personal taste, all will provide additional background and understanding of the Star Fleet Universe, and any of them can spark your own ideas for further scenarios. Most of the history of the Star Fleet Universe has been written, a paragraph at a time, through its scenarios.

Virtually all of the scenarios in this book are reprinted from the previous Commander's Edition; all have been completely revised and updated to the Captain's Edition (Doomsday). Some come from Commander's Volumes II and III or Commander's Supplements #1 and #3. Some come from older issues of Captain's Log and Nexus magazine. Some come from the out-of-print Module B.

These scenarios range from simple (HA!) encounters with monsters, to squadron through fleet level engagements. Interceptors, fighters, dreadnoughts, all are present. Herein you will also find the method by which lowly frigate commanders rise to command cruisers (U8.0). So climb into the center seat, and take command!—*Steven P Petrick*

PUBLISHER'S INFORMATION

STAR FLEET BATTLES CAPTAIN'S MODULE S1 contains material for the Star Fleet Battles Captain's Edition game 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** and/or Modules C1, C2, J, and K. Modules R1, R2, R3, and R4 will be helpful but are not required.

Orders, rules questions, playtest reports, and submissions of new material should be sent to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All submitted materials become the property of ADB immediately upon receipt and may be revised, expanded, edited, and published as ADB sees fit; authors will be compensated at standard rates for any material published. See Advanced Missions for details.

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MORE THAN FIFTY SCENARIOS!



This exciting new module for *STAR FLEET BATTLES* adds 51 scenarios to the SFB game system.

GENERAL SCENARIOS: Rendezvous with a repair ship under attack, raid a survey camp, patrol the harbor, race to victory in the deadly combat rally, capture the treasure ship, destroy the pirate wolfpack, answer a question of franchise with a pirate raider, rescue the trapped freighter. Can you pull off the Kaufman Retrograde maneuver? Be on alert for intruders on board your ship!

HISTORICAL SCENARIOS: The history of the Star Fleet Universe is told through 31 scenarios. The WYN and the Lion. The Pleiades Turkey Shoot. Into the Rings. A different kind of web. Andromedan raids. The Stasis Box. The *Cassini* Incident. Mercy Mission. Strike at Rigel IV. Mutiny on the *Demonlayer*. Starhunt. *Ares* is down! Who Invited the Romulans? Out of Time; Out of Luck. Would you buy a used fighter from this man? Border Incident. Settle their Hash. 15 more.

MONSTER SCENARIOS: Defeat the alien artifacts *Igneous* and *Death Probe*. Try to escape from the *Energy Monster*. Prevent the combining of the four *Arastoz* monsters.

FRIGATE CAPTAIN CAMPAIGN: How frigate captains win command of cruisers! Fight nine scenarios against pirates, monsters, and other frigates to earn points for promotion.

SPECIAL BONUS: Asteroid Belt Map!

NOTE: This product adds new play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. Some material in this product will also require other SFB products, including *Advanced Missions*, *New Worlds I*, *New Worlds II*, *Fighters*, and *Fast Patrol Ships*. ISBN #0-922335-26-5



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