# **Table of Contents**

Date: October 31, 2009

#### V0.00 Introduction

V0.10	Purpose
V0.20	Game Scale and History
V0.30	Players and Races
V0.40	Set-Up
V0.50	Use of Optional, Advanced, and Commander-level SFB Rules
V0.60	Characters, Players and Survival of Ship Destruction
V0.70	Unit Limits Derived From SFB
V0.80	Historical Availability
V0.90	Record Keeping

# V1.00 Sequence of Play

V1.10	Strategic Initiative
V1.20	Phases of Play

- Initial Activities Phase
- Economic Production Phase
- Initiative Phase
- Operational Movement Phase
- Repair Phase
- Economic Expenditure Phase
- Material Construction Phase
- Bombardment Phase
- Final Activities Phase

# V2.00 Supply System

V2.10	General Rules of Supply
V2.20	Supply Grid and Supply Points
V2.30	Determination of Supply Status
	Effects of Being Unsupplied
V2.50	Supply Convoy Composition
V2.60	Using Cargo While Unsupplied
V2.70	Cargo Replenishment by the Orion Pirates

V3	$\sim$	_	
			റമ്പറട

VS.IU Provinces	V3.10	Provinces
-----------------	-------	-----------

- V3.20 Star Systems
- V3.30 Star System Development
- V3.40 Provincial and Star System Disruption
- V3.50 Claiming a Star System or Province Controlled by Another Team
- V3.60 Relinquishing a Star System or Province

#### V4.00 Production

- V4.10 General Production Rules
- V4.20 Cost Calculation
- V4.30 Re-Using Salvaged Units
- V4.40 Building Ships
- V4.50 Repairing Ships at Bases; Repair Ships
- V4.60 Refitting Ships
- V4.70 Activations/Mothballing
- V4.80 Using Campaign Repairs to Repair Ships
- V4.90 Capturing, Scrapping, Scuttling and Abandoning Units
  - V4.910 Captured Units in Pursuit/Rear Guard Action
  - V4.920 Weapons Officers Aboard Captured Units
  - V4.930 Captured Officers and Crew
  - V4.940 Pressing a Captured Unit Into Service
  - V4.950 Scrapping a Captured Unit
  - V4.960 Attacking a Captured Unit
  - V4.970 Scuttling or Abandoning a Captured Unit

### V5.00 Bombardment and Defense of Star Systems

- V5.10 Bombardment of Planets in Star Systems
- V5.20 Defending Against Bombardment
- V5.30 Minefields
- V5.40 Bombardment Procedures
- V5.50 Blockade Mines
- V5.60 Star System Ground Assault (Bombardment Alternative)

#### V6.00 Random Terrain

Date: October 31, 2009

# Border Patrol Date: October 31, 2009 A STARFLEET BATTLES™ Campaign

# V7.00 The Klingon B-10 Battleship

	V7.10	Special	Rules	for	the	B-	10
--	-------	---------	-------	-----	-----	----	----

- V7.20 B-10 Construction Rules
- V7.30 Appearance of the B-10

### V8.00 Operational Movement

- V8.10 General Rules of Movement
- V8.20 Movement Restrictions
- V8.30 Towing
- V8.40 Emergency Movement
- V8.50 Cloaked Movement
- V8.60 Reactionary Movement
- V8.70 Cloaked Strategic Movement and Unexpected Encounters
- V8.80 Special Movement Rules for Tugs
- V8.90 Proportional Operational Movement

#### V9.00 Zones of Control

- V9.10 Normal Zone of Control
- V9.20 Extended Zones of Control
- V9.30 Zones of Control for Crippled/Damaged Units
- V9.40 Overcoming Effects of Crippling/Damage on Zones of Control
- V9.50 Bases and Reactionary Movement
- V9.60 Zones of Control for Cloaked Units

#### V10.00 Team Influence

- V10.10 Gaining Influence Points
- V10.20 Rules for Influence Points
- V10.30 Using Influence Points

#### V11.00 Bases

- V11.10 Building Ground Bases
- V11.20 Building Space-Borne Bases
- V11.30 Starbase Operations and Modification
- V11.40 Battle Station and Base Station Operations and Modification
- V11.50 Mobile Base Operations and Modification
- V11.60 Upgrading and Dismantling Bases
- V11.70 FRD Operations
- V11.80 Abandoning and Re-Activating Abandoned Bases

Date: Octo	ber 31,	2009
------------	---------	------

# V12.00 Fighters and PFs

V12.10	PF	Strategic	Rules
--------	----	-----------	-------

- V12.20 Fighter Strategic Rules
- V12.30 Carrier Strategic Rules
- V12.40 Deck Crew Chief (Optional)
- V12.50 Orion Pirate Fighters and PFs

#### V13.00 Tactical Combat Interface

- V13.10 General Rules
- V13.20 Step 1 Withdrawal Before Combat
- V13.30 Step 2 Approach Battle with Bases, Carriers and PF Tenders
- V13.40 Step 3 Entry Into Tactical Combat
  - V13.410 Determining Weapon Status
  - V13.420 Determining Initial Range
  - V13.430 Placement of Defending Units
  - V13.440 Placement of Attacking Units
  - V13.450 Placement of Independent Orion Units
  - V13.460 Placement of Incidental Units
  - V13.470 Placement of Monsters and Alien Ships
  - V13.480 Tactical Combat

#### V13.50 Step 4 - Disengagement

- V13.510 Direction of Disengagement
- V13.520 Unopposed Disengagement
- V13.530 Disengagement Under Fire

#### V13.60 Step 5 - Retreat

- V13.610 Direction of Retreat
- V13.620 Unopposed Retreat
- V13.630 Retreating Through an Enemy Force

### V13.70 Step 6 - Pursuit

- V13.710 Definitions
- V13.720 Pursuit Force and Rear Guard
- V13.730 Encountering a Rear Guard
- V13.740 Pursuit Success or Failure
- V17.750 Pursuit Force and Rear Guard Limitations; Crippled Rear Guard Units

Border Patrol	Date: October 31, 2009

# V13.80 Tactical Map and Disorganized Withdrawal

V13.810	Tactical	Мар
---------	----------	-----

V13.820 Disorganized Withdrawal

V13.830 Pursuit Following Disorganized Withdrawal

#### V13.90 Consequences of Sub-Light Evasion

V13.910	Use of This Section
V13.920	Exceptions to This Section
	Sub-Light Evasion by Multiple Units; Rendezvous
	Sub-Light Evasion in a Friendly Hex
	Sub-Light Evasion in a Neutral Hex

V13.960 Sub-Light Evasion in a Hostile Hex

# V14.00 Victory and Rank

V/1// 10	Determining Victory/Defeat	
V 14.1U	Determining victory/Defeat	

V14.20 Attacking Team BPV Advantage

V14.30 Rank Point Awards

V14.40 Distribution of Rank Points

V14.50 Rank Modifiers

V14.60 Accumulation of Rank Points

V14.70 General Rules of Character Rank

V14.80 Ranks and Costs; Demotion

V14.90 Command Rating Limits

# V15.00 Player-Purchased Auxiliary Units

V15.10	General Rules of Player-Purchased Auxiliary Units

V15.20 Supply Convoy Auxiliaries

V15.30 Auxiliaries as Picket Units

V15.40 Auxiliary Mine-Laying Units

V15.50 Auxiliary Fleet Support Units

V15.60 Changing Auxiliary Unit Roles; Movement Notes

V15.70 Auxiliary Unit Refits

V15.720	Ore Carrier-to-Super-Large Armed Freighter
V15.730	Romulan Cloaked Armed Freighter Refit (-c)
V15.740	Auxiliary Unit Warp Engine Refit (w)

# Date: October 31, 2009

#### V16.00 Incidental Units

- V16.10 General Rules of Incidental Units
- V16.20 Incidental Units for a Star System
- V16.30 Incidental Units for a Starbase
- V16.40 Incidental Units for a Battle Station or Base Station
- V16.50 Incidental Units for a Mobile Base
- V16.60 Incidental Units for an FRD
- V16.70 Incidental Units for Supply Convoys
- V16.80 Player Units as Incidental Units
- V16.90 Civilian Incidental Units

#### V17.00 Officer Skills

- V17.10 General Rules for Officers
- V17.20 The Captain
- V17.30 The Science Officer
- V17.40 The Helmsman
- V17.50 The Weapons Officer
- V17.60 The Chief Engineer
- V17.70 The Chief Medical Officer
- V17.80 Changing An Officer's Rating
- V17.90 Officer Location, Death, and Injury

#### V18.00 Crew Points and Crew Quality

- V18.10 General Rules
- V18.20 Initial Crews for New Ships
- V18.30 Crew Points
- V18.40 Changing Crew Quality
- V18.50 Loss of Crew Quality
- V18.60 Crew Points and Officers
- V18.70 Training
- V18.80 Effects of Poor Crew Quality
- V18.90 Effects of Outstanding Crew Quality

# V19.00 The Orion Pirates

- V19.10 Orion Pirate Production Rules
- V19.20 Bribing the Orion Pirates ("Rent-a-crime")
- V19.30 Orion Pirate Leasing ("Rent-a-thug")
- V19.40 Piracy and Disruption
- V19.50 Orion Pirate Normal Movement
- V19.60 Hiding From the Authorities
- V19.70 Salvage by the Orion Pirates
- V19.80 Orion Disruption of Supply Lines

V19.810	Placement of	Orion	Ships 1	for Disru	ption of	Supply	Lines

- V19.820 Determination of Intercept
- V19.830 Limitations After Intercept
- V19.840 Economic Awards
- V19.850 Effecting Supply Deprivation
- V19.860 Rank Points
- V19.870 Crew Points
- V19.880 Restrictions and Notes
- V19.890 Tactical Combat For Supply Convoy Interception

# V19.90 Orion Optional Mounts And Restricted Weapon Production

# V20.00 Campaign Notes

- V20.10 Alliance-Specific Notes
- V20.20 Coalition-Specific Notes
- V20.30 Orion-Specific Notes
- V20.40 Time Limits (Optional)
- V20.50 Strategic Movement: Clouded Movement (Optional)
- V20.60 Strategic Economy: Additional Star Systems (Optional)
- V20.70 Base Supply Officer (Optional)
- V20.80 Cargo Refits

Date: October 31, 2009

Date: October 31, 2009

Annex V-A: Refit Availability Chart

Annex V-B: Orion Pirate Option Availability Chart

Annex V-C: Starting Unit Availability Chart

Annex V-D: Officer Combat BPVs (In Development)

Annex V-E: Allowed Commander's Options for Starting Units

Annex V-F: Base Augmentation Modules and Pods

Annex V-G: Star System Fortifications

Annex V-H: Available Auxiliary Units

Annex V-J: Civilian Incidental Units

Annex V-K: Colony Populations

### **End of Table of Contents**