

STAR FLEET BATTLE FORCE

MONSTERS!

Plans continue for the idea of four *SFBF* expansions, each with 32 new cards. One card in each expansion would portray a monster. The Monster cards would all work more or less the same way. A player who draws a Monster card can play it as his turn. The monster is placed in the center of the table, various players (under differing rules) get to shoot at the monster, and if the Monster isn't killed, the monster will pretty much trash somebody's starship (sometimes at random, sometimes one ship per player). After the Monster is played, all cards (including reserves) are reshuffled and new hands are dealt.

The first of these monsters will be the Space Dragon, previously published in *Captain's Log #24*. The other three have not been selected, but here are a few possibilities.

JUGGERNAUT

Played in the middle of the table, the Juggernaut is an extragalactic robot death machine looking for a fight. Each player rolls one die, and counting from the left side of his front line, sends the designated ship as a "champion" to fight the Juggernaut. (If you roll a "3" you send the third ship from the left. If the die roll exceeds the number of ships, simply start the count over again.) After the Champions are selected, each player selects one or more cards that this ship can use and places these face down by his ship. (If a player has no cards that his designated ship can use, he still must send one card.) When all cards are placed, turn them over and have each ship use the cards to "attack" the Juggernaut, scoring points of damage. If the Juggernaut is destroyed, the ships return to their original positions. If the Juggernaut is not

destroyed, all of the selected ships are destroyed instead, and the Juggernaut goes away (the card is moved to the discard pile).

ANDROMEDAN DOMINATOR

Played in the Middle of the Table, the Dominator will attack everyone if not destroyed. Each player (starting after the player who played it) conducts one attack using whatever cards he has (without drawing new ones). (All attacks are played face down and revealed together, so you won't know if you're wasting fire-power on an overkilled monster.) Half of the damage is cancelled by the Power Absorber Panels. If the Dominator is destroyed, players reshuffle the Action Cards (including reserves) and deal each player five new ones. Play proceeds from the player after the player who originally played the Dominator.

If the Andromedan is not destroyed, the Andromedan launches an attack of 10 damage points against one ship of each player (selected by die roll) and repairs one damage point. The Andromedan Dominator then remains in the center of the table. Each player, during his normal turn (after drawing cards) may use his one allowed attack to fire at the Dominator, or at another player. No matter which he chooses, the Dominator (if not destroyed) will then fire at one of the current player's ships (selected by die roll) with 10 damage points, and will then repair one damage point. When the Andromedan Dominator is eventually destroyed, simply place it in the Discard Pile. Do not reshuffle or re-deal at that point.

MIND MONSTER

The Mind Monster is placed in the center of the table. Each player selects one of his ships to confront the monster. Each player then rolls two dice, and if the result is smaller than the number of victory points of the ship he sent, he has driven the Mind Monster away. Any player who fails to drive the Mind Monster away loses the selected ship, although the ship is not destroyed. (It is sent to his reserve and must be returned to the battle force by the designated rules.) After this, all players discard all of the cards in their hand (and pass any "reserve" action cards they have squirreled away to the player on their left), the deck is shuffled (including the Mind Monster card), new hands are dealt, and play resumes with the player after the player who played the Mind Monster.

