

STAR FLEET BATTLE FORCE

The Borak are a new empire in the *Star Fleet Universe*, introduced in *Star Fleet Battles Module E3*. Their home planet is in the Hydran off-map area, and the Hydrans eliminated all Borak military capabilities during the First Conquest for fear of being overwhelmed. Even so, the Borak remain an interesting “could have been” element of the *Star Fleet Universe*. Their ships are armed only with phasers, but they have some really big ones!

Phaser-C icons can fire any phaser-1 card, but each icon can (alternatively) fire one or two phaser-2 or phaser-3 cards (or a phaser-2 and a phaser-3) at the same target.

Phaser-M (Megaphasers) can use any phaser card, but these unique weapons can also use the overload card to double the output of any one phaser card.

Borak fighters are particularly savage, and are known for their suicide attack maneuvers. To reflect these, each fighter icon rolls two dice (instead of only one) in an attack, but the fighter icon is automatically marked as damaged following such an attack. The icon can be repaired by the normal repair rules. The icon can be used for a normal attack, of course.

We hope you enjoy using this new empire in your *Star Fleet Battle Force* games, as well as your *Star Fleet Battles* games. Perhaps they will appear in other games?

