

# BATTLE STATIONS!

You can add Battle Stations to your Star Fleet Battle Force game using these rules.

1. Photocopy the "card" below (or get the jpg from the web site). Print out a copy for each player.
2. Battle Stations are not shuffled, each player gets one (except in the variant below).
3. Battle Stations begin in the Main Body; they cannot be voluntarily moved to the Screen and can never be in the Reserve. If the Screen is destroyed, the Battle Station will become part of the Screen (involuntarily) and cannot be moved back to the Main Body. (Other ships could be moved back to the Main Body, but if the screen collapses, the enemy are at the gates of your battle station.) Battle Stations can never fire at each other (since even if forced into the screen, they are still many times maximum range from each other).
4. The primary armament of the Battle Station is the Phaser-4, a card not in the game (and not practical to add). To simulate this weapon, the Battle Station doubles the damage from all Phaser-1 or Phaser-2 cards fired by a Phaser-4. (A Legendary gunner could increase it again; a card with 4 damage points would be 8 by a Phaser-4 and 12 by a Phaser-4 with a Legendary gunner.) Phaser-4s can fire Phaser-3 cards but cannot double them.
5. Each battle station has two "WPN" mounts. The player must record in writing what weapons these mounts are before the game begins, and expose the written record simultaneously with other players before cards are dealt. The options include:
  - Photon + Drone.
  - Disruptor + Drone.
  - Plasma-S + Plasma-F.
  - Phaser-1 + Phaser-1.Once selected, these weapons cannot be changed during the game.
6. Weapon cards in the Reserve Action Cards can be used by the Battle Station without having to be first transferred to the Active Hand.
7. Players could add a cloak or web to their Battle Station but this increases its victory point value to 20. They cannot add both types of device.
8. Battle Stations have two Fighter Squadrons which work just as they would on a carrier.
9. Battle Stations cannot use erratic maneuvers or disengage.
10. Battle Stations repair damage as if they were ships.

# PLANETS!

You can add Planets to your Battle Force game using the Battle Station rules with these changes:

1. Each planet has three "WPN" mounts. The player must record in writing what weapons these mounts are before the game begins, and expose the written record simultaneously with other players before cards are dealt. The options include:
  - Photon + Drone + Photon.
  - Disruptor + Drone + Disruptor.
  - Plasma-S + Plasma-F + Plasma-S.
  - Phaser-4 + Phaser-1 + Phaser-3.Once selected, the weapon choices cannot be changed during the game.
2. Planets cannot have cloaks or webs.
3. Planets have four Fighter Squadron boxes. So long as at least two of these are undamaged, the planet may make one attack each turn identical to a Planet-Based Fighter Card and this attack must be on a different target than the ship attacked by the weapons and phasers (no other fighter attacks with the symbols printed on the card). If, during that attack, six damage points are scored against the fighter attack, one of the planet's fighter boxes must be marked as destroyed.

# ASSAULT!

You can conduct a planetary or base assault using the new rules by simply giving one player a planet or base (or both) and giving the other player extra ships of an equal point value. Deal each player the designated number of cards, and each player then selects ships with up to an agreed number of points (65 for two or three players, 60 for four players, 55 for five players, 50 for six players). The player or players who have agreed to use a battle station or planet deduct the 15 or 25 points for it from their allowed total of ships.

In another variation, one player has a planet, a battle station, AND 65 points of ships. Other players agree between themselves to select from the cards dealt to them a total force of 75 points worth of ships; they then work as a team (not allowed to show or tell each other what action cards they have) to destroy the base and ravage the planet.

## DESIGNER'S NOTES

I wanted to include bases in the first deck, but there was not enough room and there was no way to provide the oversized cards (at least not in color). I hope to find a way to print color versions of these cards in the future. I have some other "large cards" in the file and we may see them in future issues of Captain's Log.

I am indebted to Andy Palmer for the Phaser-4 rule, which worked a lot better than the one I originally wrote. I must also thank Richard Sherman for convincing me that planet-based fighters really should use the planet-based fighter rule.