

# STAR FLEET BATTLE FORCE

## MORE NEW ACTION CARDS

Here are five ideas proposed on the BBS (or sent in by Email) for new *SFBF* action cards. These five cards are illustrated here, but we will put PDFs of all of them on the website so that you can download them and print temporary playtest cards for your own use. When we actually print these in a future expansion, they will of course have “real graphics” (as seen in the Black Fleet card) not the temporary playtest graphics used for the last three cards.

**Black Fleet:** Play this card during your turn (after you lose your last ship), and you're back in the game! You just pull (from the pile of ship cards you have destroyed) all of the Klingon ships, and *that's* your new fleet. Of course, those cards will no longer count as points you scored for your victory. You *must* use *all* of the Klingon ships in your victory pile. —*Xander Fulton* (Xander also provided the graphic at right.)

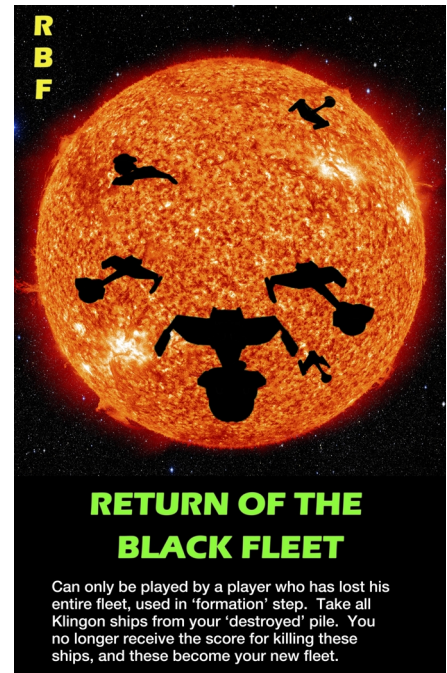
**Aegis:** This improved defensive system is so effective that any phaser which is used defensively against fighters, drones, or plasma torpedoes has double effect. A two-point phaser-3 card would “shoot down” a four-point drone card. —*Anthony Trevelian* (Xander provided the card used here.)

**Expert Operations Officer:** This officer is so good at planning attacks that when it's your turn, if you play this card, you get to make two complete attacks (using two different ships). The officer can even use cards

from your “reserve” in those attacks! —*Xander Fulton* (Art by Dan Carroll).

**Tribbles:** Play this card (during your regular turn, in addition to your regular attack, against the same or a different opponent) and force one Klingon ship in one opponent's fleet out of the battle. That ship is pulled back into the Reserve Squadron and cannot be used in that player's next turn (or attacked by any other player while it's in the Reserve Squadron). The targeted player may (but does not have to) return the ship (to the Main Body or Screen) at the end of his next turn. This card could be used on a friend to get one of his badly damaged ships out of the danger zone before it is destroyed. —*Jean Sexton* (Art by Adam Turner.)

**Expert Helmsman:** Played during your turn, this card allows you to make a second formation change without costing you your normal attack. —*David Diehl* (Art by Dan Carroll)



**T R I B**

**TRIBBLES:** Played as an extra attack on the same or a different target, tribbles force one Klingon ship out of battle for one turn.

**E X P**

**EXPERT OPS OFFICER:** Allows a second attack (by a second ship) in the same turn. Can use “reserve” cards for this attack.

**H E L M**

**EXPERT HELMSMAN:** Allows a player to make a second formation change during the same turn.