

STAR FLEET BATTLE FORCE

NEW ACTION CARDS

Here are some ideas proposed on the BBS for new action cards. A few of these are illustrated here, but we will put PDFs of all of them on the website (www.StarFleetGames.com).

Repair Depot: Play this card on one of your ships which has major damage at the end of any opponent's turn. The ship is removed from play (permanently) but does not count as destroyed for any enemy. This card allows you to keep a crippled ship from scoring points for the next lucky opponent around the table. You might even allow any player to play this (at the end of any player's turn) on any ship on the board with more than 50 percent damage. —*Terry O'Carroll*

Ship Separation: Play this card on one of your Klingon or Neo-Tholian ships which was just destroyed. You still lose the ship, but the enemy gets no points for it. This card can also be used on Federation ships with rear hulls (BB, DN, BC, CA, CV, HDW)—*Xander Fulton*

Experimental Weapon: You have been experimenting with putting foreign weapons on your ship. Play this card on any ship and that allows that ship to fire any one weapon card (including cards that affect that card, such as overloads, envelopers, etc.) even if the printed ship card does not have that weapon. Discard the card after one use.

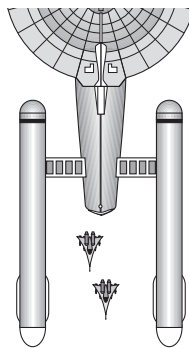
Phaser Refit: Play this card on one of your ships and any phaser-2s on the ship become phaser-1s. The card remains with

the ship until it is destroyed. The ship is not worth extra victory points if destroyed. If the ship has no phaser-2s, this adds a phaser-3.

Carrier Conversion: Play this card on one of your ships and any photons, disruptors, or plasmas become fighter boxes. The card remains with the ship until it is destroyed. The ship is not worth extra victory points if destroyed. This card would also affect fusion beams, hellbores, and PPDs if using the playtest cards for other empires.

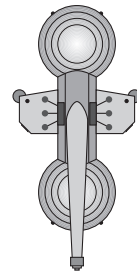
Added Weapon: Play this card on one of your ships and it adds one weapon. This weapon must be a drone rack on a Federation, Kzinti, Orion, or Klingon ship; a plasma-F on a Gorn, Romulan, or ISC ship; or a phaser-1 on any other ship. The card remains with the ship until it is destroyed. The ship is not worth extra victory points if destroyed.—*The last four cards were inspired by a somewhat different proposal by Andy Tucker*

CARRIER CONVERSION



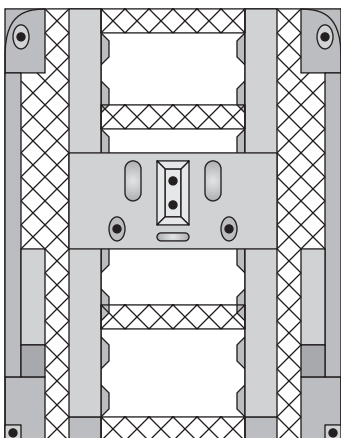
Replace all photons, disruptors, or plasmas with fighter icons. The card remains with the ship until the ship is destroyed.

ADDED WEAPON



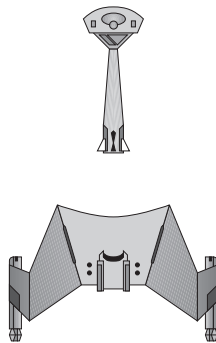
Adds a drone rack to a Federation, Kzinti, Orion, or Klingon ship; a plasma-F to a Gorn, Romulan, or ISC ship; or a phaser-1 on any other ship. The card remains with the ship until it is destroyed.

REPAIR DEPOT



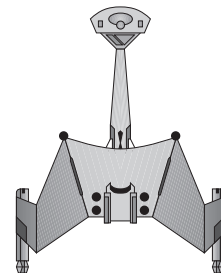
Remove a damaged ship from the game.

SHIP SEPARATION



Can be used only on destroyed Klingon, Neo-Tholian, and some Federation ships (DN, BC, CA, NCA, HDW). Remove ship from game. No score for enemy.

PHASER REFIT



All Phaser-2s on the ship are treated as Phaser-1s. The card remains with the ship until the ship is destroyed.