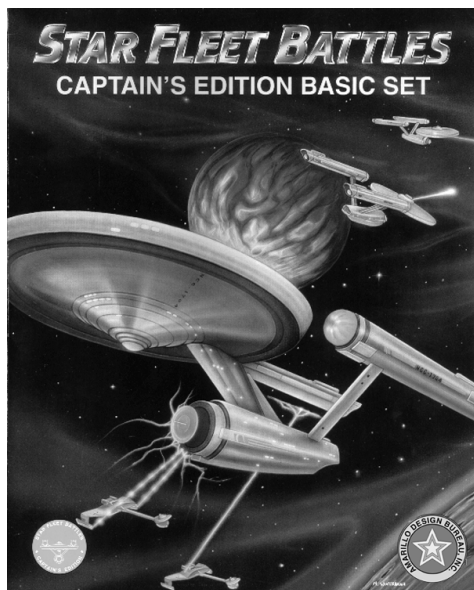


STAR FLEET BATTLES



BASIC SET

Command a starship! What you saw on the screen, you can do for yourself. Basic Set is the foundation of the Star Fleet Battles (SFB) game system. Includes Federation, Klingon, Romulan, Kzinti, Gorn, Tholian, and Orion ships and rules. Basic rules on combat, maneuver, weapons, energy allocation, etc. Scenarios send you into the most deadly battles of space combat.

Stock #5501

\$29.95

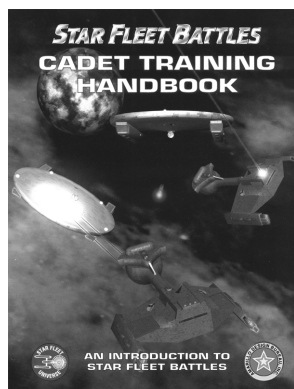


ADVANCED MISSIONS

While Basic Set forms the foundation of SFB, Advanced Missions is the core of the game system. Includes more ships. Plus advanced rules such as erratic maneuvers, speed changes, docking, tactical intelligence, passive fire control, catastrophic damage, maulers, advanced drone construction, and more. Plus scenarios and campaigns.

Stock #5502

\$29.95

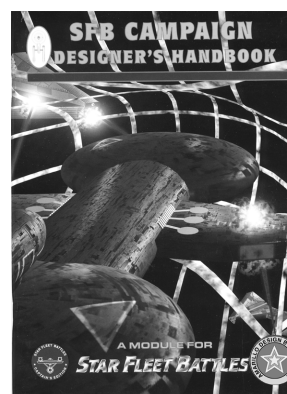


CADET TRAINING HANDBOOK

Test-drive a starship! Step-by-step instructions teach you the nuts and bolts of commanding a starship. This expanded version of the classic Cadet manual includes more ships, races, and scenarios, allowing players to fight their way into the game system.

Stock #5620

\$9.95



CAMPAIGN DESIGNER'S HANDBOOK

Everything you need to build your own galaxy and run your own campaign in it. Technology development, economics, ship construction, supply, intelligence, it's all covered. Several options are given for each rule, allowing you to customize your galaxy.

Stock #5715

\$14.95



AMARILLO DESIGN BUREAU, Inc.

P.O. Box 8759, Amarillo, TX 79114

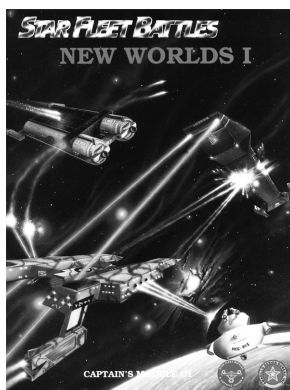
Phone 806-351-1950 — Fax 806-351-2585

sales@starfleetgames.com — www.starfleetgames.com

Catalog revised December 1, 2000



NEW WORLDS TO CONQUER!



MODULE C1: NEW WORLDS I

Now that you know how to drive a starship, let's go looking for some new worlds to explore and conquer! Module C1 includes the Lyrans (allied to the Klingons), Hydrans (allied to the Kzintis), and WYNs (in their neutral enclave).

Dozens of new ships along with new technology (expanding spheres, fusion beams, hellbore cannons, gatling phasers, and stinger fighters) are included.

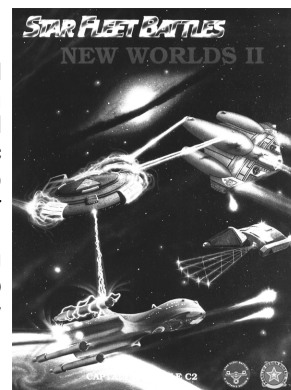
Stock #5601 \$14.95

MODULE C2: NEW WORLDS II

More new races, worlds, and technology! The ISC threaten both the Gorns and the Romulans (and everyone else) with their plasmatic pulsars. Neo-Tholian ships arrive to keep the Tholian Holdfast together with their web-casters.

And the totally devastating Andromedan Invaders sweep across the galaxy with technology (tractor-repulsors, power absorbers) no one else can understand.

Stock #5602 \$14.95



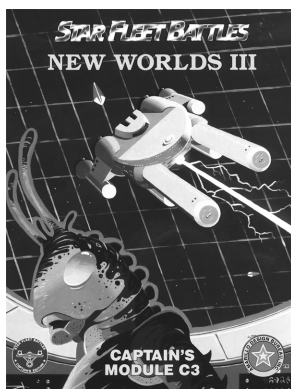
MODULE C3: NEW WORLDS III

Adds new races to the Star Fleet Universe, including the Lyran Democratic Republic (Lyran rebels with gatling phasers) and the Seltorians (who traveled here from their own galaxy to hunt Tholians).

The WYN Cluster gets an entire new fleet of deadly "fish" ships.

More Andromedan ships are included (as if you needed any more of these deadly enemies). Their new bases will soon colonize your space.

Stock #5603 \$19.95



MODULE C4: FLEET TRAINING CENTERS

Is space combat against the Klingons and Romulans too boring?

Then take your chances against ships that can fly sideways, ships that fire wire-guided plasma torpedoes, ships that move in three directions, armored ships with rotating weapons turrets, and ships that can be rebuilt into any combat type.

Module C4 includes some of the most innovative new ship designs and technology in all SFB.

Stock #5616 \$24.95

THE OMEGA SECTOR



MODULE Ω1: THE OMEGA SECTOR

Beyond the Void, Behind the ISC, lies... OMEGA! A new sector of the galaxy is open for your conquest. You will find 11 new races, 24 new weapons, a dozen new systems, and 18 new wars, along with 432 counters and 128 pages of rules, scenarios, and SSDs.

Stock #5661 \$24.95

MODULE Ω2: OMEGA REINFORCEMENTS

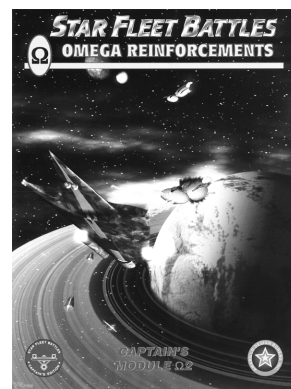
More ships, bases, and fighters for the original 11 Omega races.

Stock #5662 \$21.95

MODULE Ω3: THE OMEGA WARS

Six more new races with dozens of new ships and weapons.

Stock #5663 \$21.95



Module Ω4 is scheduled for August 2001, Ω5 for August 2002.

Expand Your Universe with More Technology!

MODULE J: FIGHTERS

Fly through the Star Fleet Universe as "top phaser" with a selection of deadly fighters and massive carriers. Rules for escorts, reloading, and special shuttles are included, along with scenarios and campaigns.

Stock #5604 \$19.95

MODULE K: FAST PATROL SHIPS

As deadly as they are fast, a pack of PFs can carve a cruiser into scrap metal in three turns flat! Packing the punch of a destroyer on a hull smaller than a frigate, PFs roar across the galaxy on engines just one turn of the wrench short of exploding.

Stock #5605 \$19.95

MODULE M: STAR FLEET MARINES

Star Fleet Marines, the toughest hombres in outer space. They will fight anywhere: on the decks of your ship, in the jungles of an alien planet, or inside an enemy starbase. Includes rules and scenarios, plus boarding party combat diagrams.

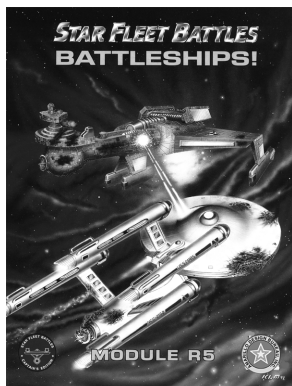
Stock #5615 \$21.95

MODULE X1: THE X-SHIPS

The X-Ships are as close to "magic" as you can get in science fiction. Their electronic systems are so advanced and can do so much more than other ships that these might as well be flown by Ancient Gods. And now, YOU can fly them.

Stock #5612 \$19.95

NEW SHIPS TO FLY



MODULE R1: BASES & AUXILIARIES

Adds more bases and ships for use by all of the races.

Stock #5606 \$17.95

MODULE R2: FEDERATION REINFORCEMENTS

More ships for the Federation, Kzintis, Andromedans, and Orions, including many new scenarios.

Stock #5607 \$17.95

MODULE R3: KLINGON REINFORCEMENTS

More ships for the Klingons, Lyrans, Hydrans, and WYNs, including many new scenarios.

Stock #5608 \$17.95

MODULE R4: ROMULAN REINFORCEMENTS

More ships for the Romulans, ISC, Gorns, and Tholians, including many new scenarios.

Stock #5609 \$17.95

MODULE R5: BATTLESHIPS

The most massive and devastating ships ever to trek through the galaxy blast their way onto your game board in this massive expansion. Includes scenarios.

Stock #5610 \$18.95

MODULE R6: THE FAST WARSHIPS

More ships for most races, including many new scenarios.

Stock #5617 \$23.95

MODULE R7: DREADNOUGHTS AT WAR

You thought Dreadnoughts were boring? Think again! Here we present Heavy Dreadnoughts, Light Dreadnoughts, Early Dreadnoughts, Dreadnought Variants, Stellar Domination Ships, and Battleship Carriers. Plus scenarios and a campaign.

Stock #5621 \$18.95

MODULE T: TOURNAMENT BOOK

Updated for 2000, this special pack includes the rules, ships, counters, and map needed for the famous SFB Tournaments.

Stock #5622 \$24.95

NEW BATTLES TO FIGHT!

MODULE S1: SCENARIO BOOK I

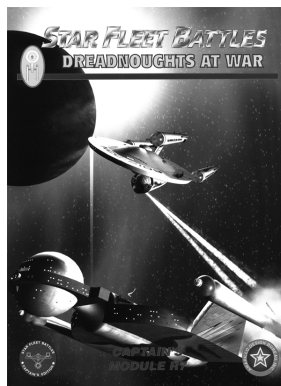
Scenario Book I includes 50 scenarios and 2 campaigns portraying the glory of victory and the shame of defeat.

Stock #5704 \$9.95

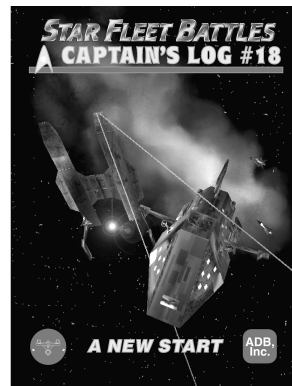
MODULE S2: SCENARIO BOOK II

Scenario Book II includes another 51 dramatic battles, plus the Survey Ship Campaign.

Stock #5707 \$9.95



CAPTAIN'S LOG



More than a magazine, each issue of Captain's Log brings players new ships, playtest rules, tactics, scenarios, convention news, product schedules, updates, and the answers to their questions. Every issue has been a top seller around the world.

CAPTAIN'S LOG #18

Three fiction stories, two new race previews (Vudar, Paravian), seven new scenarios, 15 new ships including Early Years and Andromedan Threat File, F&E, Tactics.

Stock #5714 \$14.95

CAPTAIN'S LOG #19

A Kzinti History of the General War, SFC, SFB On-Line, Yitlians for Prime Directive, Battle Force 600, Omega, *Anarchist*, new rules & scenario for F&E, 12 new ships for four new races.

Stock #5719 \$14.95

CAPTAIN'S LOG #20

Three monster scenarios, new ships, F&E, Tactics.

Stock #5720 \$14.95

CAPTAIN'S LOG #21

Fiction, nine scenarios, 18 new ships, tactics, F&E, more.

Stock #5721 \$14.95

CAPTAIN'S LOG: THE CLASSIC ISSUES

CL#10 Special Tactics Issue	Stock #5705	\$5.00
CL#11 Origins of the General War	Stock #5706	\$5.00
CL#12 The Early Years	Stock #5708	\$5.00
CL#13 Best of Nexus Magazine	Stock #5709	\$5.00
CL#14 (photocopy for collectors)†	Stock #5710	\$10.00
CL#15 Kzintis vs. Lyrans to the Death!	Stock #5711	\$5.00
CL#16 Feds raid Tholian Space	Stock #5712	\$5.00
CL#17 (photocopy for collectors)†	Stock #5713	\$10.00

OTHER PRODUCTS

STAR FLEET MISSIONS

Exciting card game for the entire family. Select ships for dangerous missions. Send the best ship and you win ... maybe.

Stock #5901 \$5.00

TACTICS MANUAL

A complete newly updated primer on everything you need to know to fly a starship to victory! Weapons, maneuvers, energy management, and much more is provided for every race.

Stock #5703 \$14.95

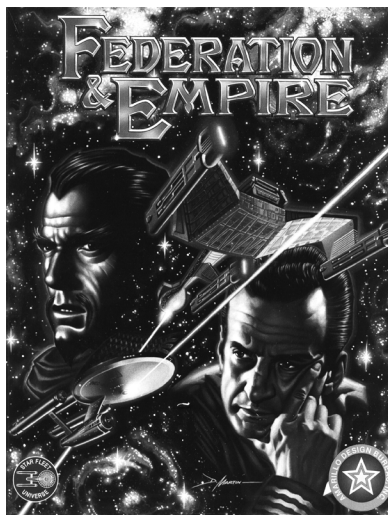
STAR FLEET DICE

Plastic dice in official SFB colors and symbols. Six dice in each pack. Not available through stores due to packaging.

Fed-Klingon-Romulan (2 of each) Stock #5201 \$2.95

Gorn-Kzinti-Hydran-Lyran-ISC-Andro Stock #5202 \$2.95

FEDERATION & EMPIRE



FEDERATION & EMPIRE (BASIC GAME)

Strategic companion game to SFB; players rule mighty galactic empires. Each player must collect taxes, buy ships from shipyards, pay for special combat bonuses, organize fleets, seek out the enemy, and hammer him into submission! While huge, the game system is relatively simple. F&E has a lot of bang for the buck, with rulebook, chartbook, double map, and 1,400 counters. New 2000 Edition.

Stock #5006 \$49.95

CARRIER WAR

Adds special carrier rules to F&E, including the ability to customize your carrier groups.

Stock #3205 \$19.95

SPECIAL OPERATIONS

Adds special rules to F&E, including stasis field generators, LTTs, special units, electronic warfare, and more.

Stock #3206 \$9.95

MARINE ASSAULT

Adds ground combat and commando ships to F&E.

Stock #3208 \$14.95

ADVANCED OPERATIONS

The first new F&E expansion in six years will bring X-ships, PF mech links, and dozens of new ships into the game.

Stock #3209 (Feb 2001) TBA

FLEET PACKS (Each Fleet Pack also includes 1 Folio Pack.)

Extra counters for your F&E game (not sold through stores)

Fleet Pack 1 (2x ABCD) Stock #3231 \$21.95

Fleet Pack 2 (2x IJKL) Stock #3232 \$21.95

Fleet Pack 3 (ABCD G IJKL M) Stock #3233 \$25.95

BLAST FROM THE PAST

MODULE Y1: THE EARLY YEARS

Decades before the time of Star Fleet Battles, the wars between the Klingons, Federation, and Romulans had already begun. Learn to fight the early versions of ships and technology.

Stock #5623 \$25.95

PRIME DIRECTIVE

PRIME DIRECTIVE CORE RULEBOOK

Role playing in the Star Fleet Universe. Your team will go on vital missions that determine the future of the Federation. Prime Teams are the Federation's secret weapon — trouble shooters, commandoes, negotiators, and scientists, all in one team!

Stock #5801 \$19.95

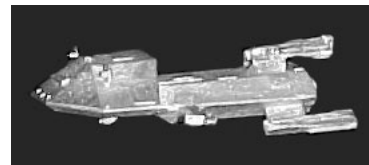
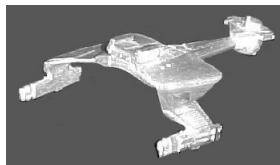
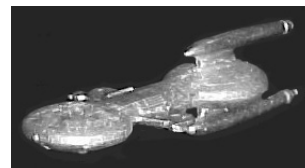
GRADUATION EXERCISE: Rescue a lost scientist with Romulans hot on your trail. #5802 \$5.00

PRIME ADVENTURES #1: Chase a Klingon spy; learn more about the Gorns, Lyrans, and Klingons. #5803 \$5.00

UPRISING: Romulans overthrow a government! #5806 \$5.00

FEDERATION SOURCEBOOK: Everything you ever wanted to know about weapons, planets, and action! #5811 \$5.00

STARLINE 2400 MINIATURES



AVAILABLE IN STOCK

Klingon Fleet Box (C8, T7, D7, D5, F5)‡	Stock #0300	\$39.95
Klingon D7 Battlecruiser (new one-piece)‡	Stock #0304	\$7.95
Klingon D5+F5 (new pewter designs)‡	Stock #0323	\$14.95
Klingon C8 Dreadnought (new pewter)†‡	Stock #0303	\$9.95
Klingon T7 Tug (new pewter)†‡	Stock #0309	\$9.95
Romulan Fleet Box (Condor, FireHawk/RoyalHawk, SparrowHawk, SkyHawk, SeaHawk)‡	Stock #0400	\$39.95
Romulan FireHawk (includes RH)‡	Stock #0438	\$7.95
Romulan SparrowHawk‡	Stock #0414	\$7.95
Romulan SkyHawk + SeaHawk	Stock #0421	\$14.95
Romulan Condor†	Stock #0406	\$9.95
Fed War Destroyer (new pewter)‡	Stock #0265	\$7.95
Klingon C7 BCH (new pewter)‡	Stock #0372	\$7.95
Kzinti Medium Cruiser (new pewter)‡	Stock #0519	\$7.95
Gorn Battle Destroyer (new pewter)‡	Stock #0617	\$7.95
Gorn BDX Advanced DD (new pewter)‡	Stock #0699	\$7.95
Federation Dreadnought (Zocchi Plastic)†	Stock #0202	\$4.95
Federation Heavy Cruiser (Zocchi Plastic)†	Stock #0204	\$4.95
Federation Scout & DD (Zocchi Plastic)†	Stock #0206	\$9.95
Federation Tug (Zocchi Plastic)†	Stock #0208	\$4.95
Tholian Cruiser (retooled original)†	Stock #0706	\$7.95
Orion Heavy Cruiser (retooled)†	Stock #0803	\$7.95
Orion Slaver (original; has lead)†	Stock #0805	\$7.95
Lyran Tiger Cruiser (retooled original)†	Stock #1104	\$7.95

JANUARY 2001 RELEASES

Fed Fleet Box (BC, NCA, NCL, CL, FF)‡	Stock #0200	\$39.95
Federation Battlecruiser (new ship)‡	Stock #0233	\$7.95
Federation NCL+FF (retooled pewter)‡	Stock #0218	\$14.95
Federation NCA (new ship)‡	Stock #0277	\$7.95
Federation Old CL (new ‡design)†	Stock #0205	\$7.95
NCL, CL, and FF are new one-piece designs with new engines.		
Gorn Fleet Box (DN, BC, CL, TG, DD)‡	Stock #0600	\$39.95
Gorn Battlecruiser‡	Stock #0619	\$7.95
Gorn Light Cruiser & Destroyer‡	Stock #0603	\$14.95

FUTURE RELEASES

February: Kzinti Fleet Box and separate blister cards

March: Hydran Fleet Box and separate blister cards

April: Lyran Fleet box and separate blister cards

† These products are mail order or special order only.

‡ New designs with only one or two pieces instead of several.

SFB PINS

The first in a new series of products, the SFB Captain's Pin is available in a glorious gold and blue 1.25" hard enamel cloissone design. Show everyone that you play SFB and that you are good enough to be called a "Star Fleet Captain".

Stock #5401 \$7.95

Not yet available in stores.

