

STAR FLEET BATTLE FORCE

TERRAIN CARDS

These are a special type of Action Card, which might be drawn by or dealt to a player during the game. There are four types of these (one each for the four planned expansions).

All of these cards can be played in front of your own fleet, or in front of another player's fleet. In either case, the next time it is your turn, start by removing any terrain cards. (Optionally, place a damage marker on the card, and when the card has three damage markers at the start of your turn, you must remove it.)

We might even add some kind of maneuver card so you can get out of terrain.

ASTEROID FIELD

Your fleet has moved into an Asteroid Field. Anyone shooting at you, or anyone you attack, has a penalty of two Electronic Warfare points, which basically reduces every individual attack card used by two points. (Tholian ships cannot be attacked at all when in an asteroid field, but can attack at the penalty stated.) This electronic warfare can be countered by an ECCM card, or by a scout. Cloaks cannot be used by a fleet inside an Asteroid Field.

You could use this card on yourself when you want some protection (or on an ally who needs some protection), or you could use it on another player who has a powerful fleet and you want to interfere with his attacks.

DUST CLOUD

Your fleet has moved into a Dust Cloud. Anyone shooting at you, or anyone you attack, has a penalty of one Electronic Warfare point, which basically reduces every individual attack card used by one point. (Tholian ships have no special benefit.) This electronic warfare can be countered by an ECCM card, or by a scout. Cloaks cannot be used by a fleet inside a Dust Cloud.

You could use this card any time you would use an Asteroid Field Card, but it won't have as much effect.

NEBULA

Your fleet has entered a Nebula. This prevents you from making any fighter attack, but no fighter attack can be made on you either. Your fleet cannot use a Wild Weasel while in a Nebula, but fleets you attack can do so. Webs, ESGs, tractor beams, and cloaks cannot be used by fleets in a Nebula. You cannot use a shield reinforcement card if your fleet is in a Nebula. Attacks using drones or plasma torpedoes made by or against a fleet in a Nebula lose two points per card, and there is no card that can reduce this effect.

You could use this card to interfere with an enemy who uses a lot of drones or plasma torpedoes (or a lot of fighters), or for protection from them.

While there are no current rules in *Star Fleet Battle Force* for a stasis field generator, Nebulas stop such devices from working, so if we add them later, they won't work in a Nebula.

There are no current rules in *Star Fleet Battle Force* regarding shuttlecraft (perhaps used to carry troops to another ship or to a planet), if we add such rules, you cannot use them in a Nebula because a Nebula is really tough on shuttlecraft.

RADIATION ZONE

Your fleet has entered a Radiation Zone. This prevents any long-range combat, by your fleet or against your fleet.

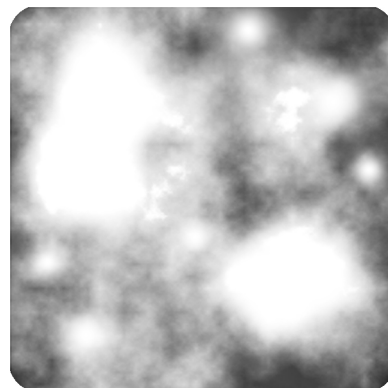
You could use this card to prevent an enemy fleet from attacking your ships except by short-range combat.

ASTEROID FIELD



TWO EW POINT PENALTY
CLOAKING IMPOSSIBLE
CANNOT ATTACK THOLIANS

DUST CLOUD



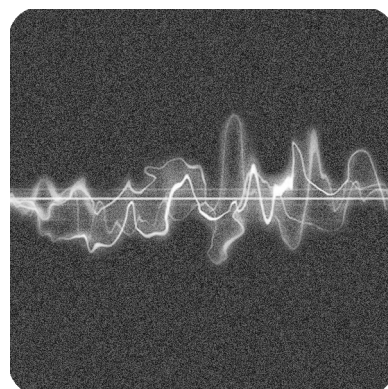
ONE EW POINT PENALTY
CLOAKING IMPOSSIBLE

NEBULA



TWO EW POINT PENALTY
NO FIGHTER ATTACKS
NO WILD WEASELS
NO WEBS OR CLOAKS
NO SHIELD REINFORCEMENT

RADIATION ZONE



NO LONG RANGE ATTACKS
TWO EW POINT PENALTY