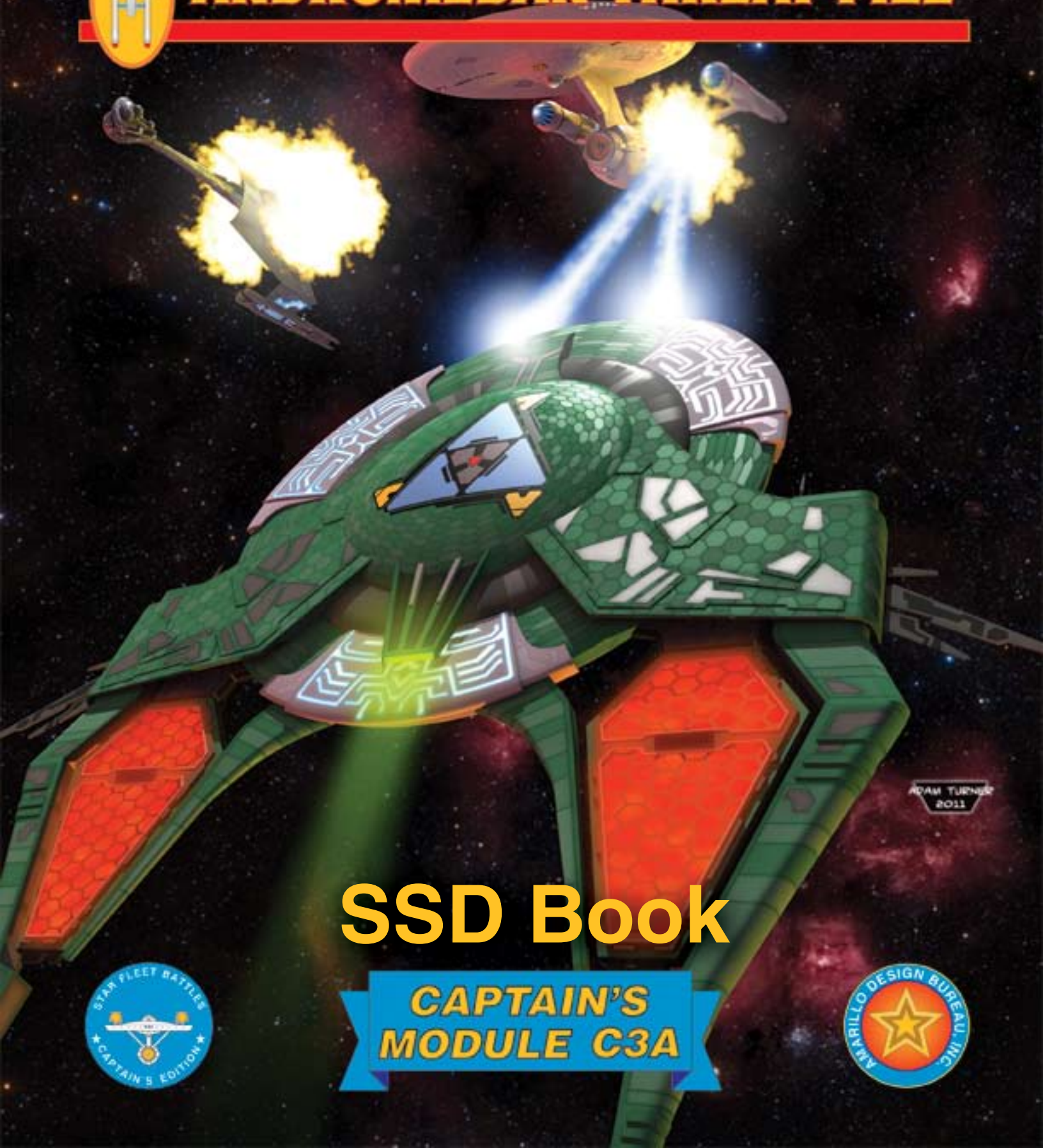


# STAR FLEET BATTLES



## ANDROMEDAN THREAT FILE



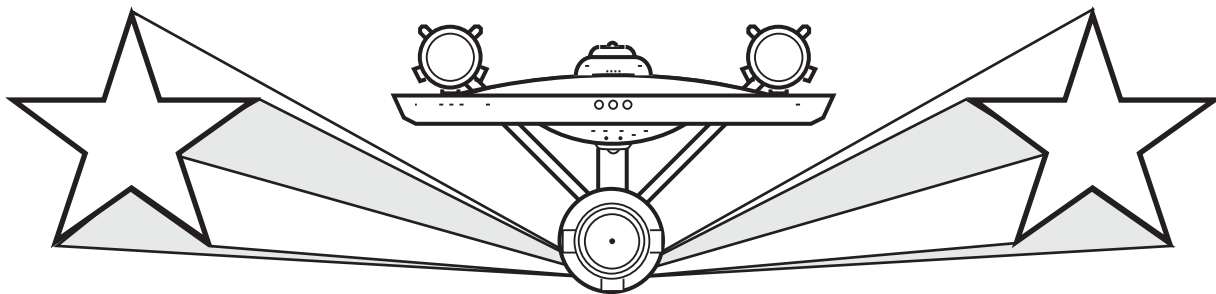
ADAM TURNER  
2011

# SSD Book

**CAPTAIN'S  
MODULE C3A**



# STAR FLEET BATTLES



## MODULE C3A – SSD BOOK

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# ANDROMEDAN THREAT FILE



**Lieutenant, just what the heck is an “Andromedan”?**

**Sir, I just don’t know. Nobody does. Their ships, their weapons, their technology are all unknown.**

Everyone in Star Fleet knew what a Klingon was — and Romulans and Tholians too, for that matter. They had met them in peacetime, had seen their ships. Star Fleet had fought them in wars detailed in a thousand history books. But Andromedans were, when they first appeared, new. No one knew what they looked like or what they wanted or how their technology worked, but everyone knew three things: They were here, they were dangerous, and they never negotiated. Everything else was a guess.

- ★ Everyone in the Galaxy had fighters, bombers, and gunboats. Everyone assumed that the Andromedans would eventually deploy them — and here they are!
- ★ Everyone in the Galaxy had a way to turn small ships into bigger ships by adding new sections, such as turning a CW into an NCA. Everyone assumed that the Andromedans would eventually start doing this — and now they have!
- ★ Everyone steadily upgraded weapons. Now, the Andromedans can do it too!
- ★ How did the Andromedan economy work? What was their business model? They had no “standard small freighters,” or did they? Now, you will find out!
- ★ A vicious Andromedan assault destroys the Lyran Democratic Republic.



This product adds new game play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have *SFB Basic Set* to use this material. This material will also require *Advanced Missions*, *C2 New Worlds II*, and *C3 New Worlds III* for complete use.



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