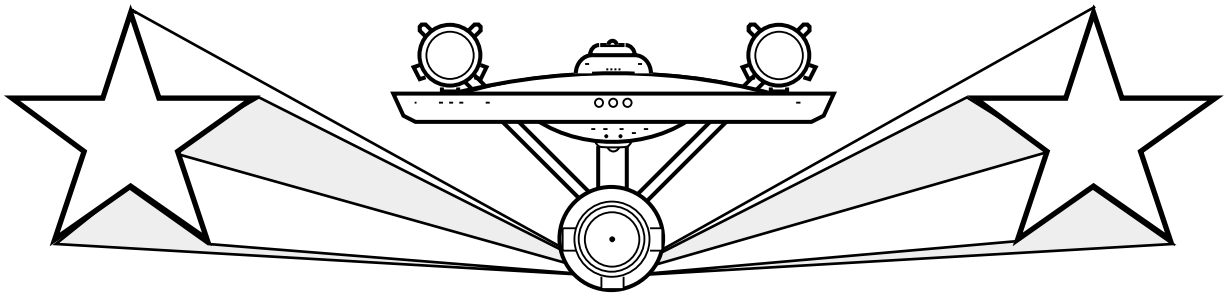


STAR FLEET BATTLES

KZINTI MASTER STARSHIP BOOK



STAR FLEET BATTLES



CAPTAIN'S EDITION ★ KZINTI ★ MASTER STARSHIP BOOK

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(Z55.0) NOTES ON THE KZINTI MASTER STARSHIP BOOK

(Z55.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES KZINTI MASTER STARSHIP BOOK is a modular expansion of the *SFB* game system. You will need the *SFB Basic Set* to use this material. This material will also require *Advanced Missions* and other products (e.g., *Module J, Module J2, Module K, Module M, Module R1, Module R2, Modules R5* through *R12, Module X1, Module X1R*, and *Modules Y1* through *Y3*, to use it to the fullest extent. *The Kzinti Master Starship Book* includes this 128-page book.

(Z55.2) DESIGN CREDITS

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(Z55.3) PUBLISHER'S INFORMATION

This product is published by:
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Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our website.

All submissions are accepted only under our standard terms as published in *SFB Advanced Missions*. In summary, any submission becomes our property on receipt and may be modified at our sole discretion before publication. The author of a submission receives authorship credit and compensation at our standard rates.

ADB, Inc., products are available to individuals in retail stores, from several direct-mail outlets, from the shopping cart on our website, and directly from us. If your store does not carry our products, send us the store name and address and we will have our wholesalers contact the manager.

(Z55.4) DESIGNER'S NOTES

This product was born out of requests by our customers to have all of the non-SSD data about Kzinti ship descriptions including their fighters, bombers, and fast patrol ships presented in one product to make it easier to look things up. All ships are in rule number order to make searching through the book for a specific unit as simple as any reference book.

The ship descriptions were formatted to include relevant refits applicable to a given unit, and special considerations, such as special sensors, whether a given ship is a carrier or fast patrol ship tender, scout or commando ship, or some or

all of these included. Commando ships were all spelled out as to their landing forces and whether or not they could, themselves, land on planets.

Further, all information that had been published in *Captain's Logs* as of the date this product was completed were also included. Ships prior to *Captain's Log #20* had all been published, but any unit that has not been formally published from *Captain's Log #20* through *Captain's Log #53* has been included.

This book also includes all Kzinti ships which have been published from the Early Years, and those equipped with advanced technology.

As of its date of publication, this book is the most complete accounting of all Kzinti ships, bombers, fighters, fast patrol ships, Interceptors, and Kzinti ground forces organizations in the game system.

We hope that you enjoy this book and stay in touch.

You will notice on our webpage: www.StarFleetGames.com that you have several avenues to follow ADB. "Discuss" takes you to our BBS, where most of the game development takes place. "FC Forum" takes you to our Forum, which is more of a traditional forum to meet other players. You will also see that you can follow our page on Facebook (great for snippets of information and lots of art) and our Twitter account.

Want to find more players? Try our re-vamped Starlist: <https://www.starfleetgames.com/starlist.shtml> and we will send you a list of players near you.

As we say around here, "Don't be a stranger!"

DEDICATION: This book is dedicated to the Corps of Cadets. Whether attending their courses at the most prestigious military academies or on the various college campuses located throughout the nation and its territories, these young people have made the selfless choice to serve their country so that others may know the peace of security.

(Z55.5) COPYRIGHT & LICENSING

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(R5.0) THE KZINTI HEGEMONY

(R5.1) KZINTI BACKGROUND: Kzintis are large (over two meters tall, over 150kg) humanoids of clear feline ancestry. They are carnivorous, and stories of Kzintis eating their captives are more than often true. This distasteful habit of theirs prevented the Federation from accepting them as allies for many decades.



Their fleet is aggressive and highly professional, but spent much of its time in various civil wars over the succession to the throne. The most notable Kzinti civil war (Y116) resulted in the flight of the Usurper to the WYN Cluster (R12.0). There were various brief (and some not so brief) wars with the Klingons, Lyrans, and Federation.

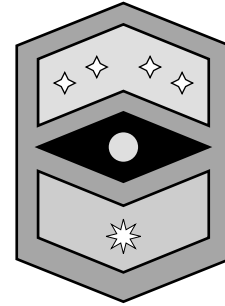
During the Four Powers War with the Klingons and Lyrans (Y158-Y162) the then Patriarch managed to achieve true control over his domain. In the wake of the Four Powers War, the Kzintis began a program to improve their ships based on their combat experiences. A border war with the Lyrans in Y168 expanded into the General War.

The Kzinti Hegemony was originally composed only of the Kzinti homeworlds and a number of nearby habitable systems. Since expanding to its current size, the Hegemony has gained control of several planets with native sentient species, but does not allow individuals of those species to leave their planets. The Kzintis trade with these species, and occasionally smugglers have dealings with them, but they have no spacefaring capability of their own.

Just before the General War (in Y166), the Kzintis signed a treaty with the Federation. This was primarily at the suggestion of the Federation in an attempt to balance the Kzintis against the Klingons. Federation technology did much to help the concurrent fleet-wide refit program.

The Kzinti government is a monarchy; the ruling hereditary sovereign is known as the Patriarch. There are four principal divisions of Kzinti territory, each ruled by a hereditary noble. These are known as the duke (Klingon border), the marquis (Federation border), the count (Lyrans border), and the baron (who controls a region of newly explored territory with no hostile borders). These titles are approximate Earth translations, and the four nobles rank among themselves in the order given (duke highest, baron

lowest). There is also (sometimes) a crown prince, who is the heir apparent (designated successor) to the patriarch. These five nobles form a council known as the pentarchy, which advises the patriarch.



Insignia of the patriarch

KZINTI MILITARY RANKS

The Kzintis use a ranking system that does not translate directly into the standard Federation system.

There are numerous ranks (captain, commander, lieutenant), each divided into five grades (captain third grade, commander first grade, lieutenant fifth grade, etc.).

The "grade" indicates not just the seniority of the officer, but (in the case of captains) the size of the ship. Captains of the first grade command dreadnoughts (R5.42), heavy carriers (R5.25), space control ships (R5.11), and starbases (R1.1). Captains of the second grade command heavy cruisers (R5.48), the third grade command light cruisers (R5.5), the fourth grade command destroyers (R5.35), and the fifth grade command frigates (R5.8). Support units (e.g., commando ships, scouts, cargo transports) are usually one grade lower than would normally be called for.

Commanders serve as department heads, while lieutenants are the working officers in charge of duty sections.

Admirals of the first grade are equivalent to grand admirals, the second grade are equivalent to fleet admirals, the third grade to vice admirals, the fourth grade to rear admirals, and the fifth grade to commodores.

Officers can be promoted laterally (from lieutenant fourth grade to lieutenant third grade) or vertically (from lieutenant third grade to commander fifth or fourth grade). Once promoted to the higher rank, the officer will almost never revert to a lower rank (even at a higher grade). Once an officer has become a captain fifth grade in command of a frigate, he would never be given a lesser position on a larger ship (unlike Klingon frigate captains who are promoted to the position of executive officer on a cruiser), although such an officer might serve on the staff of an admiral.