# STAR FLEET BATTLES THE EARLY YEARS II

PAM TURNER

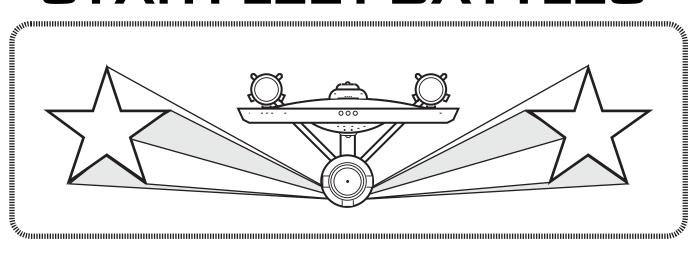
# RULEBOOK





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# STAR FLEET BATTL



# **CAPTAIN'S MODULE** Y2 兪 EARLY YEARS REINFORCEMENTS

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#### PUBLISHER'S INFORMATION

#### **STAR FLEET BATTLES**

#### (Z40.0) NOTES ON *MODULE Y2* EARLY YEARS REINFORCEMENTS

#### (Z40.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE Y2 is a modular expansion of the SFB game system. You will need the SFB Basic Set to use this material, and other products (e.g., Advanced Missions, C1, C2, Y1, R8) to use it to the fullest extent. Module Y2 includes this 100-page rulebook, 216 counters, and a 120-page SSD book. OCT 2008 PRINTING.

#### (Z40.2) DESIGN CREDITS

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#### (Z40.3) PUBLISHER'S INFORMATION

This product is published by: AMARILLO DESIGN BUREAU, INC. POST OFFICE BOX 8759 AMARILLO, TEXAS 79114-8759 Telephone: 806-351-1950 (Fax: 806-351-2585) Email: Design@StarFleetGames.com Website: www.StarFleetGames.com

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.

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#### (Z40.4) DESIGNER'S INFORMATION

Previous modules were built around five or six new types or classes, but (to a great extent) *Module Y2* treated each empire as a unique challenge, filling in whatever ships it did not have. Players on the BBS spent weeks helping us refine the precise list of ships to be included (and suggested even more for a future module: *Y3*).

**Early tugs** were provided for most of the empires that did not receive one in *Module Y1*. These are often targets of attack, but equipped with troop transport pods (which most empires received) can support an attack on an enemy planet. **Small ground bases** allow the establishment of colonies that can be attacked and defended, as well as the creation of the planetary garrisons that can try to drive off a raider.

The Inter-Stellar Concordium makes its appearance with an array of early years ships, and the various warprefitted ships and weapons developed by the various nationstates before they coalesced into one government. Each nation had its own unique take on weapons and ship designs, which were very different from what appeared after unification. The influence of these earlier weapons on Inter-Stellar Concordium weapons development is apparent.

**Terran ships** make a larger appearance, including the warp-refitted dreadnought. While Earth would come to dominate many of the military aspects of the Federation, the original warp-refitted ships were a far cry from the sleek *Constitution*-class cruisers that would become the backbone of the Federation's defenses.

**Command cruisers** for the early years make an appearance to lead those special operations and the sectors of the battle front not commanded by a dreadnought.

**Commando ships** were provided for many empires to assault colony planets and mount operations to capture enemy ships and gain insight into the enemy's technology.

Lots more ships were added to the product. No Klingon fleet would be complete with penal ships, and the B4 battleship demonstrates the quest for a larger ship was nearly continuous (perhaps indicating that the Old Kings actually operated ships of that scale).

**Blank pages** are always a curse of game modules. Players hate it when we sell them a whole sheet of paper containing two paragraphs of rules, and hate it even more when we combine ships from several empires on the same page. Players get annoyed and confused when we fill empty spots with ship descriptions that were in previous products. Taking the least of the evils, we gave each empire its own page and if that left some blank space, we tried to fill it with an extra SSD or something else.

**Counters** for ships from the original *Module Y1* were added so you can fly multi-Y-ship squadrons.

#### DEDICATION

This product is dedicated to the United States military's founders: the Continental Army, Navy, and Marines, whose steadfast courage matched the iron discipline of the world's then finest military forces. It is also dedicated to the people of France, Spain, and Holland, without whose support our independence would not have been gained.

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