STAR FLEET BATTLES

FEDERATION MASTER STARSHIP BOOK

STAR FLEET UNIVERSE

AMARILLO DESIGN BUREAU, INC.

STAR FLEET BATTLES
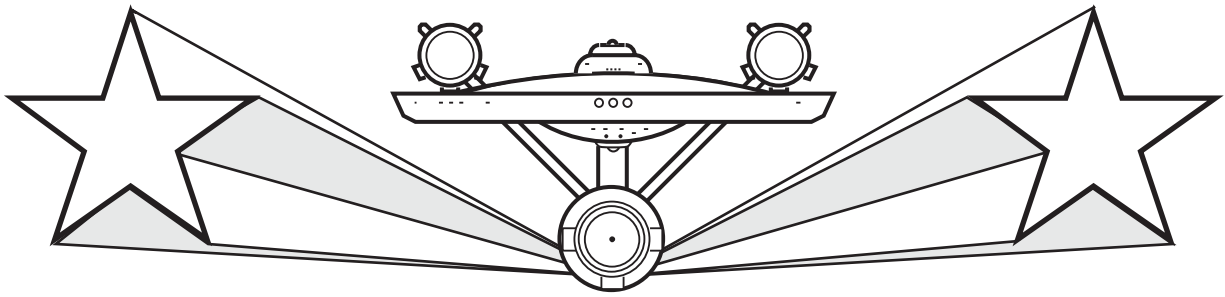
CAPTAIN'S EDITION FEDERATION MASTER STARSHIP BOOK

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(Z49.0) NOTES ON *THE FEDERATION MASTER STARSHIP BOOK*

(Z49.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES FEDERATION 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 R2, Modules R5 through R12, Module X1, Module X1R, and Modules Y1 through Y3*) to use it to the fullest extent. *The Federation Master Starship Book* includes this 158-page book.

(Z49.2) DESIGN CREDITS

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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.

(Z49.4) DESIGNER'S NOTES

This product was born out of request by our customers to have all of the Federation ship descriptions, including their fighters, bombers, and fast patrol ships, included 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 all formatted to include all relevant refits applicable to a given unit, and all special considerations, such as special sensors or whether or not a given ship is a carrier or fast patrol ship tender, or a 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 #19* had all been published, but any unit that has not been formally published from *Captain's Log #19* through *Captain's Log #49* has been included.

Further, bombers and fighters that had appeared in *Captain's Log* but not previously had a box display had their displays created and included in this book.

This book also includes all Federation 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 Federation ships, bombers, fighters, fast patrol ships, Interceptors, and Federation 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. "Discus" 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: http://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 product is dedicated to the Adjutants and military clerks of all nations whose tireless efforts ensure that those at the pointy end of the spear are fed, clothed, equipped, and when appropriate justly rewarded for their actions against their nation's enemies.

★ Updated 21 October 2014

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Landing force: 27 boarding parties (D7.0) plus two commando teams (D15.84), three heavy-weapons squads (D15.81), and three ground combat vehicles (D15.82). This was roughly a battalion of troops (R2.M1) and is included in the ship's BPV.

Shuttles: Two ground assault shuttles (R1.F4) and one heavy transport shuttle (R1.F5); these shuttles are included in the ship's BPV.

Seeking weapons: Prior to the plus refit, the commando frigate can control a number of seeking weapons equal to half its sensor rating (F3.211); after the plus refit the commando frigate can control a number of seeking weapons equal to its sensor rating (F3.21).

Refits: The plus refit was available beginning in Y165, was common by Y171, and was universal by Y175. The Y175 refit was installed in all ships of this type in Y175.

SSD and counter are in *Module M*.

Known names: 0374 *Kurt Student*, 0377 *Richmond Turner*, 0378 *Orde Wingate*, 0387 *Skorzeny*, 0388 *Kripney*, 0389 *Roger Young*, 0390 *Sulaco*, 0410 *Higgens*, 0415 *Colonel Matthew Broderick*, 0420 *Sgt 1st Class Gregory Cardott*.

(R2.81) COMMANDO WAR DESTROYER (CDW): The commando frigate (R2.80) was a pre-General War design and, in the heat of the General War, was found increasingly less capable of operating where interception was possible. Unfortunately, there were many more missions than there were commando ships to perform them, resulting in some serious losses. When the war destroyer (R2.65) hull became available, the Fleet Marine office campaigned, successfully, for some of the hulls to be diverted to this design. Larger, better shielded, and faster that the commando frigate, the commando war destroyer would soldier on well into the next century as the soulmate of the larger new commando transport (R2.79).
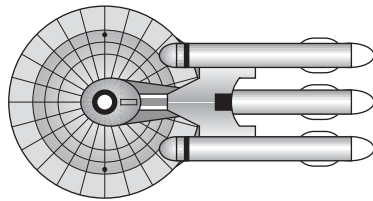
The commando war destroyer is a variant of the war destroyer (R2.65).

Landing force: 24 boarding parties (D7.0) plus two commando teams (D15.84), three heavy-weapons squads (D15.81), and three ground combat vehicles (D15.82). This was roughly a battalion of troops (R2.M1) and is included in the ship's BPV.

Shuttles: Two ground assault shuttles (R1.F4), one heavy transport shuttle (R1.F5), and one admin shuttle [(J2.0)/(R1.F1)]; these shuttles are included in the ship's BPV.

Seeking weapons: The commando war destroyer can control a number of seeking weapons equal to half its sensor rating (F3.211).

Refits: None.

SSD and counter are in *Module M*.

Known names: 0841 *Private Johnson Beharry VC*, 0842 *Leigh Ann Hester*, 0843 *Smedley Butler*, 0844 *Douglas Munro*, 0845 *Cota*, 0846 *Urquhart*, 0847 *Maxwell Taylor*, 0848 *James Gavin*, 0849 *Sosabowski*.

FEDERATION FAST CRUISER

(R2.82) FAST CRUISER (CF): These three cruisers, the *Wolverine*, *Eagle*, and *Stingray*, were built in Y167, Y168, and Y169, replacing the normal heavy cruisers (R2.4) in the production schedule for those years. These ships were, as with all fast cruisers, designed with "hot warp" engines and a reduced heavy weapons load.
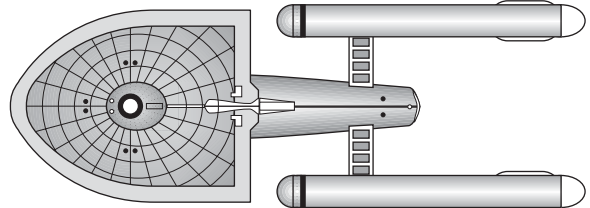
This ship is a variant of the heavy cruiser (R2.4) but the changes were sufficiently extreme that it is considered a new class. Variants include the fast carrier (R2.96) and fast fleet scout (R2.145).

Seeking weapons: The fast cruiser can control a number of seeking weapons equal to its sensor rating (F3.21).

Refits: The AWR refit was available in Y170; virtually all ships had it by Y174. The Y175 refit was installed in Y175.

Fast: This ship is a "fast" ship.

SSD and counter are in *Module R6.*

Known names: 1602 *Wolverine*, 1603 *Stingray*, 1719 *Eagle* (converted to CFS).

FEDERATION CARRIER AND SUPPORT SHIP

(R2.83) MOBILE CARRIER (DWV): Built on the hull of the war destroyer (R2.65), the mobile carrier deployed a short squadron of F-18 (R2.F5) fighters. It was used for secondary operations, such as raids, security, and patrols, and sometimes to escort critical convoys. Note that the reduced power required that one photon tube be replaced by a drone rack.
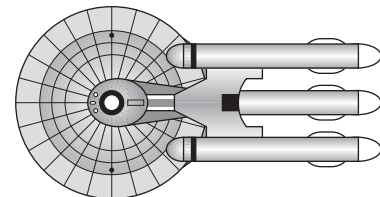
The mobile carrier is a variant of the war destroyer (R2.65).

Carrier: This ship is a true carrier; see (J4.75), (J4.93), (J11.13), and (J15.22).

This ship has one shuttle bay.

Year	Escorts	Fighters
Y177-Y180	FFA/DWA	8xF-18B
Y181-Y183	FFA/DWA/FBE	8xF-18B+
Y184+	FFA/DWA/FBE	8xF-18C

Escort ready racks: The ready racks of the escorts were configured for F-18 (R2.F5) fighters if the ship were operating that type of fighter.

Seeking weapons: The mobile carrier can control a number of seeking weapons equal to double its sensor rating (F3.212).

Refits: None.

SSD and counter are in *Module R6.*
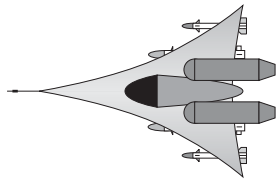
F-18E: Electronic warfare variant of the two-seat F-18 (J4.43) introduced in Y173, replacing the two type-I drone rails (J4.241) with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the fighters of its squadron (J4.46).

F-18B: A faster version of the F-18 entered service in Y177. These replaced standard F-18s, although this is not noted in most carrier descriptions.

F-18BE: Electronic warfare variant of the F-18B introduced in Y177, replacing the two type-I drone rails (J4.241) with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the fighters of its squadron (J4.46). This was the standard electronic warfare fighter used by squadrons of F-18Bs, F-18B+s, and F-18Cs.

F-18B+: The F-18B received two special drone rails (J4.233) in Y180 becoming the F-18B+. These replaced standard F-18s, although this is not noted in most carrier descriptions.

F-18C: The C-refit (R1.F8) replaced the two light rails (J4.232) with two standard rails (J4.231) in Y183. Most SSDs with F-18s show this version. Delete the special rails (type-III drones) and change two of the type-I drones to type-VI drones for the F-18 or F-18B.

The F-18 is the standard Federation fighter. Unless otherwise stated in a scenario, it can be assumed that F-18s appearing in Y177 or later are F-18Bs, in Y180 or later are F-18B+s with special rails, and in Y183 or later are F-18Cs. The F-18B, B+, and C have two chaff packs (D11.0).

The F-18 had one chaff pack; the F-18B and later had two chaff packs. A mega-pack was developed for this fighter adding two drone rails (J16.241).

F-18Es when fitted with a mega-pack gained two additional pod rails (J16.245).

Counters for the F-18 are in *Advanced Missions*.

(R2.F6) F-4 "PHANTOM" FIGHTER: An early fighter produced for local defense of minor planets, the F-4 was used on ships in some early trials. The galactic survey cruiser (R2.16) *Discovery* carried F-4s as an experimental light carrier (R2.16A) in Y167, leading to construction of full

carriers. Even though officially considered a planet-based fighter, F-4s were used for carrier duty prior to the F-14 (R2.F1) and F-18 (R2.F5).
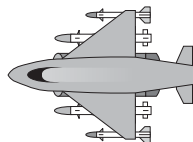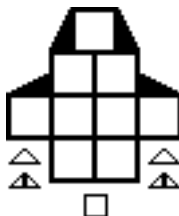
F-4E: Electronic warfare variant of the two-seat F-4 (J4.43) introduced in Y173, replacing the two type-I drone rails (J4.241) with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the fighters of its squadron (J4.46).

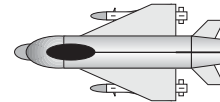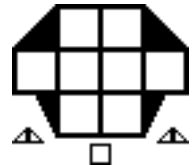No C-refit. No chaff prior to Y168.

This fighter type always had one chaff pack. No mega-pack was developed for this fighter, but if one had been it would have added two drone rails (J16.241).

F-4Es if fitted with a mega-pack would have gained two additional pod rails (J16.245).

Use the FTR counters for the F-4.

(R2.F7) F-8 "CRUSADER" FIGHTER: Another early Federation fighter, less expensive than the F-4 (R2.F6) and optimized for dogfighting; it was the primary carrier fighter prior to the F-14 (R2.F1).

F-8E: Electronic warfare variant of the two-seat F-8 (J4.43) introduced in Y172, replacing the two type-I drone rails (J4.241) with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the fighters of its squadron (J4.46).

No C-refit. No chaff prior to Y168.

This fighter type always had one chaff pack. No mega-pack was developed for this fighter, but if one had been it would have added two drone rails (J16.241).

F-8Es if fitted with a mega-pack would have gained two additional pod rails (J16.245).

Use the FTR counters for the F-8.

**(R2.F8) F-20 "TIGERSHARK" FIGHTER:** A late-era Federation fighter, intended primarily for export to minor planets within the Federation. It was optimized for dogfighting. It was common on civilian bases and some police and auxiliary carriers.
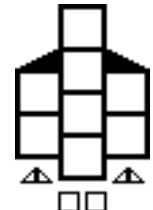
F-20E: Electronic warfare variant of the two-seat F-20 (J4.43) introduced in Y175. This fighter had no drones but could lend electronic warfare to fighters of its squadron (J4.46) from pods [(J4.9)/(J11.2)] carried on its pod rails (J11.111).

F-20C: The C-refit (R1.F8) replaced two type-VI light rails (J4.232) with two type-I rails (J4.231) in Y183; this is the version shown on updated SSDs.

F-20CE: Electronic warfare variant of the F-20C replacing the two type-I drone rails (J4.241 with two built-in electronic warfare pods [(J4.9)/(J11.2)] and equipment enabling it to lend electronic warfare from the pods to the fighters of its squadron (J4.46).
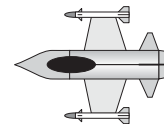
This fighter type always had two chaff packs. A mega-pack was developed for this fighter adding two drone rails (J16.241).

F-20Es when fitted with a mega-pack gained two additional pod rails (J16.245).

Use the FTR counters for the F-20.