

# STAR FLEET BATTLES

## MODULE R2

Federation



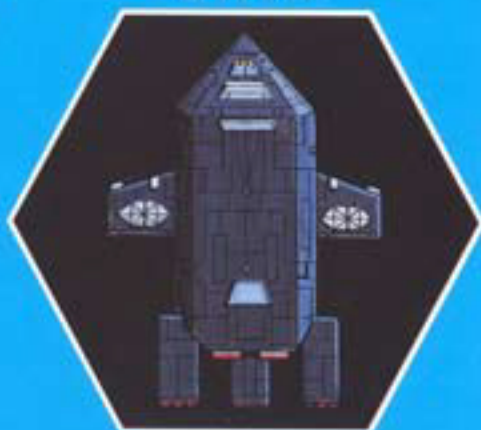
Kzinti



Andro



Orion

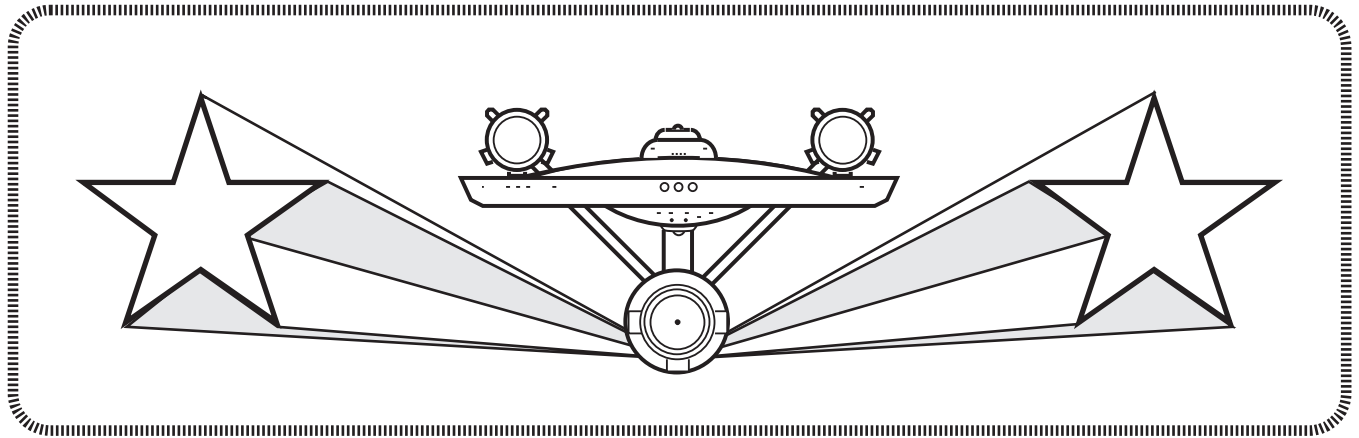


# RULEBOOK

2021 EDITION



# STAR FLEET BATTLES



## CAPTAIN'S MODULE R2

★ NEW SHIPS FOR ★  
FEDERATION – KZINTIS – ORIONS – ANDROS

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**(Z15.0) NOTES ON MODULE R2**

**(Z15.1) PRODUCT ORGANIZATION AND COMPONENTS**

*STAR FLEET BATTLES CAPTAIN'S MODULE R2* is a modular component of the *Star Fleet Battles Captain's Edition* game system. To use this product, you must have **Star Fleet Battles Basic Set**. To use the Andromedans, you must have **Module C2**. To use some of the material in this product, you must also have **Advanced Missions** and other products (e.g., **Module J**).

This rulebook is designed to be cut into separate pages and integrated into your main *SFB* rulebook.

- A complete copy of *Module R2* includes:
  - 58-page rulebook (this book)
  - 80-page SSD book
  - one sheet of ship counters (216 counters)

**(Z15.2) DESIGN CREDITS**

**DESIGN AND DEVELOPMENT STAFF**

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**(Z15.3) PUBLISHER'S INFORMATION**

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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.

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**(Z15.2) DESIGNER'S NOTES**

When the Captain's Edition was first organized, the R-Modules were created as a combination of the later ship sections and the *Reinforcements* products from the older

*Commander's Edition*. The 12 empires were divided between three modules, with the "generic" ships put into *Module R1*. *R2* was the first of the R-Modules to appear; *R1* actually appeared after *R5* in order to have current annexes.

This 2021 revision is designed to bring the rulebook up to the standards of the current Master Starship Books.

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: <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!"

**(Z15.5) COPYRIGHT & LICENSING**

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**ANNEXES**

**ANNEX #4:** Kzinti AS fighter: Size 1; Speed 8; 1xPhaser-3-FA; 2xtype-I drone rails; Damage 8; No drone control (see rule); BPV 5; Year in Service Y161; Dogfight Rating 2; Product where published *Module J*; Reference number (R5.F1).

**ANNEX #7G:** Kzinti DDV has 100 points of drone storage.

**ANNEX #10:** KZINTI DDV is a § variant of the DD.

ORION Heavy Raider is a unique hull type.

Attack Raider is a §variant of the BR.

Medium Raider is a §variant of the CR.

DBP is a § variant of the DB.

ANDROMEDAN ASP is a § variant of the SS-Small.

Anaconda is a variant of the SS-Large.