

STAR FLEET BATTLES

MODULE R3

Klingon



Hydran



Wyn



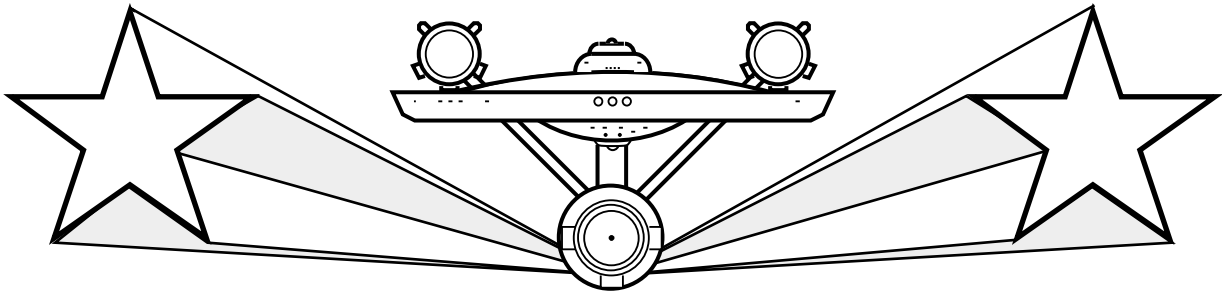
Lyran



RULEBOOK



STAR FLEET BATTLES



CAPTAIN'S MODULE R3



**NEW SHIPS FOR
KLINGONS — HYDRANS — LYRANS — WYNS
NEW 2017 EDITION**

TABLE OF CONTENTS

INTRODUCTION	2
DESIGNER'S NOTES	
PUBLISHER'S INFORMATION	
KLINGONS SHIPS	3
HYDRAN SHIPS	17
LYRAN SHIPS	25
WYN SHIPS	35
SCENARIOS	37
SH76 Quarantine	37
SH77 Justice Denied	38
SH78 Sacred	39
SH79 Moment of Glory	40
SH80 <i>Dictator's</i> Diplomat	41
SH81 Radey to the Rescue	43
ANNEXES	45
MASTER SHIP CHART	48

(Z16.0) NOTES ON MODULE R3

(Z16.1) PRODUCT ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES CAPTAIN'S MODULE R3 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 Lyrans, Hydrans, and WYNs, you must have *Module C1*. To use some of the material in this product, you must also have *Advanced Missions*.

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

A complete copy of *Module R3* includes:

- 58-page rulebook (this book)
- 80-page SSD book
- One sheet of ship counters (216 counters)

(Z16.2) 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 (*R2-R4*), with the "generic" ships put into *Module R1*.

(Z16.3) DESIGN CREDITS

DESIGN AND DEVELOPMENT STAFF

- SFB Designer Stephen V. Cole, PE
- SFB Executive Developer.... Steven P. Petrick
- Senior Rules Editor Scot McConnachie
- Project Staff..... John D. Berg, Kenneth Burnside, Mark Schultz, Gregg Dieckhaus, Stewart Frazier, Marc Cocherl, Bill Heim; 2000: Richard Eitzen, Mike Calhoon, Chuck Strong, Mike Filsinger.
- Production, ADB..... Stephen V Cole
- Chief of ADB Security Ramses
- Security Staff Waylon, R Rex
- ADB Inspector General Isis
- Computer Artist Stephen V. Cole
- Race Profile Artist..... Dan Carroll
- Cover Artist Kenneth Mayfield

(Z16.4) PUBLISHER'S INFORMATION

STAR FLEET BATTLES CAPTAIN'S EDITION MODULE R3 was created and published by:

AMARILLO DESIGN BUREAU, INC.
 POST OFFICE BOX 8759
 AMARILLO, TEXAS 79159-8759
 Phone: 806-351-1950 Fax 806-351-2585

Send the following correspondence to ADB, Inc.:

- requests for a spare parts price list,
 - orders for spare parts,
 - requests for catalogs and product updates,
 - replacement of defective or missing parts,
 - submissions of art,
 - inquiries into the release schedule of various products,
- All consumer correspondence requires a stamped self-addressed envelope.

Dealer inquiries are welcome. Hobby and game stores, please write ADB Inc. on your letterhead and ask for a list of qualified wholesalers or call and ask for a salesman. ADB Inc. products are available to individuals in retail stores, from several direct mail outlets, and directly from us. If your store

does not carry our products, send us his name and address and we'll have our wholesalers contact him.

(Z16.5) DESIGNER'S INFORMATION

Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent only to Amarillo Design Bureau, Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money. It is imperative that you place your name and address on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in 2-3 days. Letters with more questions are answered only as time permits (allow 2-3 weeks). Please attempt to look up the answer yourself first. We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log.

Players can contact Amarillo Design Bureau, Inc., by Email at the following addresses:

- rules@starfleetgames.com (rules questions)
- design@starfleetgames.com (schedule updates)
- sales@starfleetgames.com (mail orders, spare parts)

We have an extensive web site with many on-line resources located at www.starfleetgames.com for your use. We have an active BBS at www.starfleetgames.com/discus which you will find to be a good place to contact other SFB players.

(Z16.6) SUBMISSIONS OF NEW MATERIAL

ADB, Inc. welcomes the submission of new SFB material for possible publication. See details in *Advanced Missions*. All submissions become the property of ADB, Inc. immediately upon receipt and may be published, modified, or used as we (in our sole discretion) see fit. Authors of published materials are compensated at established rates, which vary depending on the type of material submitted and how it is used.

(Z16.7) COPYRIGHT & LICENSING

STAR FLEET BATTLES — CAPTAIN'S EDITION — *MODULE R3* and all contents thereof are copyright © 1992 by ADB, inc. Revision copyright © 2000 ADB Inc and Revision copyright © 2017 ADB Inc. All rights are reserved under the Pan-American, Berne, and International Copyright Conventions.

No material which is based on, for use with, incorporates elements of, or is designed for use with *Star Fleet Battles*, *F&E*, or the *Star Fleet Universe* background, can be published by any party without the advanced written permission of ADB, Inc.

This game is produced under license from Franz Joseph Designs, authors of the STAR FLEET TECHNICAL MANUAL.

Elements of the *Star Fleet Universe* are the property of Paramount Pictures Corporation and are used with their permission.