STAR FLEET BATTLES
SUPPORT SHIPS
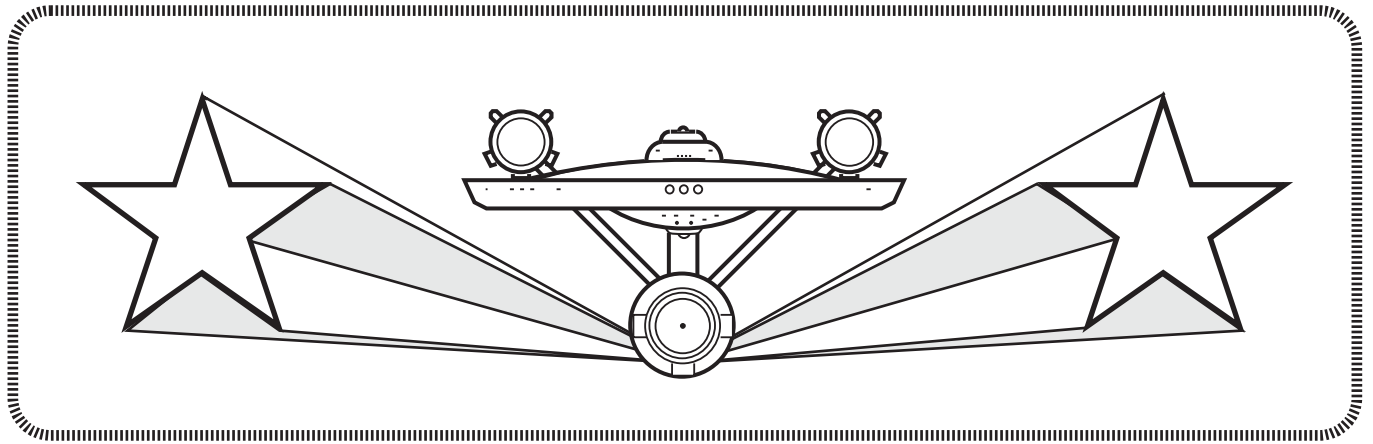
RULEBOOK
CAPTAIN'S MODULE R11

STAR FLEET BATTLES

CAPTAIN'S MODULE ☆ R11 ☆ SUPPORT SHIPS

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(Z38.0) NOTES ON
MODULE R11 SUPPORT SHIPS

(Z38.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE R11 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, C3, K**) to use it to the fullest extent. **Module R11** includes this 64-page rulebook, 108 counters, and an 96-page SSD book. **JULY 2007 PRINTING.**

(Z38.2) 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.

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(Z38.4) DESIGNER'S INFORMATION

This product began many years ago as "the next thing after *Module R9.*" (We all recall that *R10* came before *R8*. Don't try to figure out why if you don't already know.) As *R9* was finished, we defined *R11 Support Ships, R12 Unique Ships,* and *R13 More Ships That Never Were*. As of July 2007, no plans for *Module R14* have been seen.

As with any of the R-modules since *Module R5*, we set out to find some entire classes which could be used to anchor the product. Previous modules were built around five or six such classes, and *Module R11* has five.

Division control ships were a late-war development to maximize deployment of attrition units. The began back when we added area control ships in *Module J2*, as there were competing theories over whether to fit those ships with heavy fighters or PFs. A few of these had been seen in *Captain's Log* as a preview.

Theater transports provided an "express" delivery system to supplement the convoys that brought most supplies, as well as a means of moving pods around. Critical for campaign games, they are a valuable addition to the fleet.

Fast war cruisers were one of two "new types" selected (from several alternatives) fairly late in the process. These have a valuable role in pursuit and reserves, and can undertake dangerous raids by working in pairs.

Light gunboat tenders were another of the "late in the process" additions. They provide a valuable insight into the history of PFs, being one of the earliest forms of PFT, and they remained in use beyond the end of the General War.

Workboats began as an off-hand comment in a RPG product. Various players of our role-playing games had noted that the "gunboats" (PFs) would make dandy little "adventure ships" if they had fewer weapons, a smaller crew, and better accommodations. We created the Klingon U1 for this purpose, and it actually made sense.

Freighter skids became a tiny (one page) segment of this product that spawned over a hundred plausible civilian mission ships, for everything from exploration to mining, from local defense to rescue, from transport to emergency relief.

Lots more ships were added to the product. Some of these were "missing" ships (Gorn local defense scout, ISC system defense ships, construction docks, small fast freighters). Many were generated by *F&E* (scout pods, heavy fighter resupply pods, PF transport pods; Federation CAV, NVH, POV; Lyran NTG, NSC, NCV). Others had been published in *Captain's Log* (Federation Express escorts, prime corvette, free escort carrier, Tholian DDV and DDS, Hydran Pegasus-R, auxiliary scouts, armed cutter) and deserved to be in a product. Still more were added from player suggestions and requests (ISC blockade runner, Andromedan Recon Cobra, light monitors), and many others.

Blank pages are always a curse of R-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 races on the same page. The solution was to give each race its own sheet of paper and fill the blank pages with art, essays, and other things.

This product is dedicated to **The Logisticians** of all armies, fleets, times, and nations, who carry victory on their backs, without glory and, all too often, without thanks.

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