

# STAR FLEET BATTLES

## UNUSUAL SHIPS

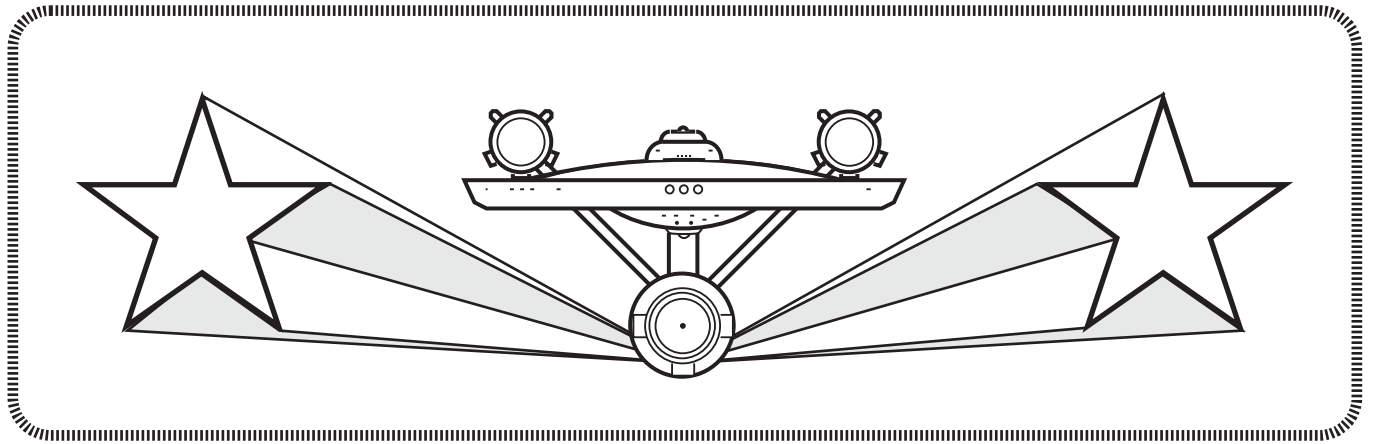
## RULEBOOK



**CAPTAIN'S  
MODULE R12**



# STAR FLEET BATTLES



## CAPTAIN'S MODULE



### R12



## UNUSUAL SHIPS

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**(Z42.0) NOTES ON  
MODULE R12 UNUSUAL SHIPS**

**(Z42.1) ORGANIZATION AND COMPONENTS**

**STAR FLEET BATTLES MODULE R12** is a modular expansion of the *SFB* game system. You will need **Basic Set** to use this material, and other products (e.g., **Advanced Missions, C1, C2, C3, F1, F2, J, J2, K**) to use it to the fullest extent. It includes this 64-page rulebook, 140 counters, and a 98-page SSD book. **JUNE 2010 PRINTING.**

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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 web site.

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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**(Z42.4) DESIGNER'S INFORMATION**

This product began many years ago as "the next thing after *Module R11*." We have a design concept for the next module *R13 More Ships That Never Were*. As of June 2010, no plans for *Module R14* have been seen.

*Module R12* was originally titled "unique ships", and some of the ships presented in it are, indeed, unique in that there was only one ship of the class built. During development, the title was changed to "Unusual Ships" and became a home for ship designs that were a little out of the ordinary. Many of which were produced in sufficient numbers not to be considered unique.

*Star Fleet Battles* has a large and well-developed background that continues to grow (witness this product in

your hands even now). It provides us with the opportunity to explore beyond the confines of what is possible.

Within this product are the heavy war cruisers, the only class of ships common to all of the empires. These were an effort, ultimately a failure, to produce a ship that could be built at the same rate and in the same construction facilities as war cruisers. They were meant to have more firepower and thereby help tip the scales of the balance of combat power further in the favor of the building empire. Ultimately most of them failed because of difficulties in squeezing in the power systems needed to maintain fleet battle-speeds in the relatively small hulls.

Perhaps the most unusual ships are the space patrol ships, literally a space control ship with two fast patrol ship flotillas and no fighters. These ships were much requested, and an exception to the rules on fast patrol ship tenders has been granted for their use.

Odd construction programs are reflected by the Gorn Confederation's habit of adding additional structures to the rear of their ships, resulting in a larger and more powerful ship in the case of the HDD to CM or CL to BC. Their efforts to convert destroyers to cruisers as the Lyrans did were somewhat less than successful, as you will see.

Some ships represent paths not taken. The Federation DDV shows what could have been done, and a ship was built, but the Federation destroyer needed a cruiser engine, and that largely curtailed production of the hull form just before and during the General War. The Federation also envisioned fast raiding squadrons and built a destroyer design to support its fast cruisers, but this again was a path and not followed.

There are many other examples in these pages.

**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 ship selection list left us few choices, and we decided to reprint the Comet rules (P16.0) for those player who have not purchased the *Master Rulebook* and did not previously acquire them in *Module P6*.

This product is dedicated to **Shipwrights** of all nations, whose innovations and integrity have advanced the art of ship construction and improved the safety of sailors, be they merchants or warriors, not only against the rage of man, but the implacable malice of the seas themselves.

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