

STAR FLEET BATTLES

THE EARLY YEARS III



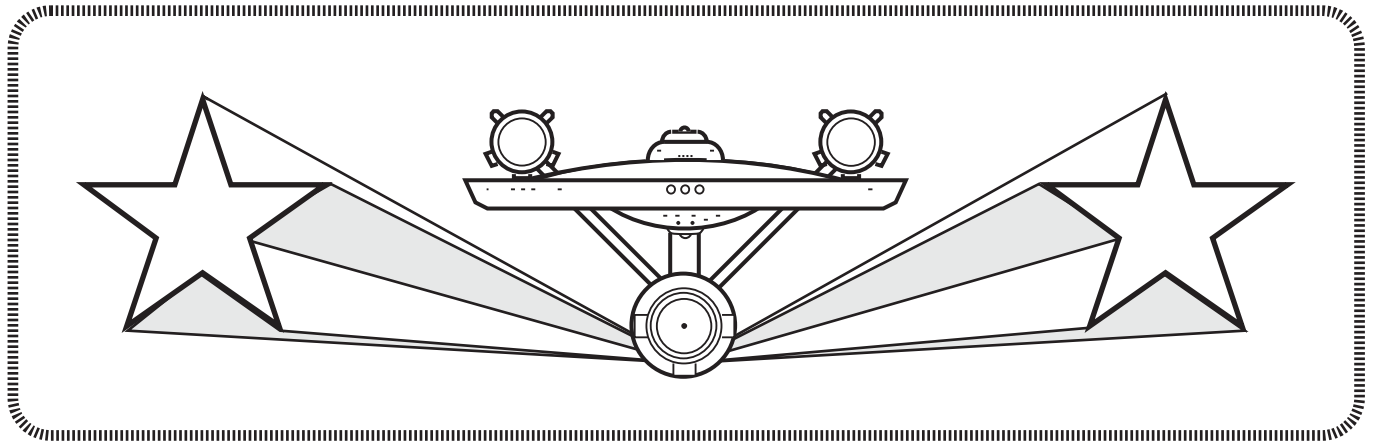
ADAM TURNER
2010

RULEBOOK

**CAPTAIN'S
MODULE Y3**



STAR FLEET BATTLES



CAPTAIN'S MODULE



Y3



THE EARLY YEARS III

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**(Z43.0) NOTES ON MODULE Y3
EARLY YEARS MODULE III****(Z43.1) ORGANIZATION AND COMPONENTS**

STAR FLEET BATTLES MODULE Y3 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, Y1, Y2, R8**) to use it to the fullest extent. **Module Y3** includes this 64-page rulebook, 140 counters, and a 100-page SSD book. **SEP 2010 PRINTING.**

(Z43.2) 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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(Z43.4) DESIGNER'S INFORMATION

Previous modules were built around five or six new types or classes, but (to a great extent) *Module Y3* treated each empire as a unique challenge, filling in whatever ships it did not have. Players on the BBS spent weeks helping us refine the precise list of ships to be included (and suggested even more for a future module: Y4).

Early battleships were provided for several of the empires so you can not only conduct one-on-one duels with the Klingon B4 in *Module Y2*, but conduct task force and fleet battles using a battleship as the flagship of the forces. Early Years battleships for the Inter-Stellar Concordium and Hydran Star Kingdom may appear in *Module Y4* or elsewhere.

The Inter-Stellar Concordium's warp-driven fleets have been filled out with a complete set of dreadnoughts and commando cruisers so that operations to seize resource planets can be conducted. Probably the next thing for the Inter-Stellar Concordium will be warp-driven commando cruisers and tugs to make them fully campaign capable.

Federation warp-refitted ships were more filled out, adding the command ships and commando ships needed to for the "planet-hopping" campaign to reach the enemy homeworld. This allows you to conduct internal campaigns of the various Federation member worlds against each other, or against another empire's warp-refitted ships.

The Paravians and Carnivons filled out their fleets; each now has their own tug and a full set of Early Years pods.

General ships were provided to allow all of the empires to build the logistics needed to construct functioning empires and to fight off pirate attacks.

Blank pages are always a curse of game 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 empires on the same page. Rather than leave pages blank, I tried to fill in what I thought of as gaps in the history. How did the Hydrans manage to fight their back onto the map in Y134? The economic power of the Lost Colonies alone could not account for it, and the Hydrans could not have known that the Klingons and Lyrans would be unaware of the Lost Colonies and would stop short of them. So there could not have been an organized effort to retreat there as happened in the General War. I think I have found the answer. Also, how did the WYN Star Cluster grow between the Usurper's arrival and his being discovered by the Orions? Between answering those questions and using other blank spaces to provide a ready access to the known errata for *Module Y2*, I hope you, our customers, will be pleased.

DEDICATION

This product is dedicated to the Explosive Ordnance Disposal units of all the armed forces, in recognition of their courage and professionalism. They risk their lives that others might live safely. We recognize their personal willingness to expose themselves to the dangers of disarming not just unstable munitions from past and present conflicts, but to render harmless the multitude of improvised explosive devices employed by the enemies of freedom.

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