

STAR FLEET BATTLES

LOST EMPIRES

RULEBOOK



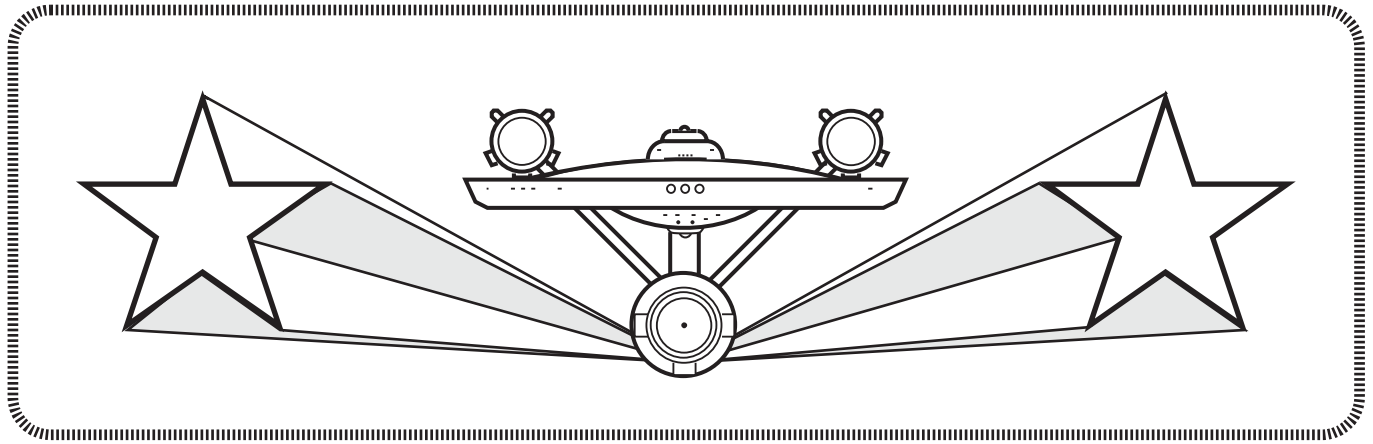
ADAM TURNER
2013



**CAPTAIN'S
MODULE C6**



STAR FLEET BATTLES



CAPTAIN'S MODULE



C6



LOST EMPIRES

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**(Z48.0) NOTES ON MODULE C6
LOST EMPIRES**

(Z48.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE C6 is a modular expansion of the *SFB* game system. You will need the **SFB Basic Set** to use this material. This material will also require **Advanced Missions** and other products (e.g., **Module J, Module J2, Module K, and Module M**) to use it to the fullest extent. **Module C6** includes this 122-page rulebook, 138 page SSD book, and a sheet of counters.

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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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(Z48.4) DESIGNER'S NOTES

This product was born out of a desire by our customers to see what would have happened if these two empires, destroyed during the Early Years, had survived into the "modern era" of *Star Fleet Battles* history. Introduced in *Module Y1*, both empires had basic backgrounds and technology. The challenge was to develop their technology into the General War era, taking into account the advancements of their enemies' technologies, and creating a historical background in which their survival was possible. In the latter case we came up with several concepts.

The Paravians had been done once before in *Captain's Log #28*, but that was in keeping with their previous history which left their ships as pseudo pirates in many respects. In this product they are presented as true warships, that is to say that the ships are designed for specific missions rather than being generalists. This meant dropping the cargo boxes and option boxes. Also as part of this, the concept of engine damage affecting their maneuverability was dropped, as they would surely have overcome this given enough time to evolve their ship designs.

The Carnivons presented a different challenge. They needed to be consistent with the area of space they were in, and as such remained a mixed phaser-1 and phaser-2 empire like the Lyrans (and arguably the Kzintis who, while lacking phaser-2s tend to have fewer phaser-1s than comparable Federation ships). Further, we did not want them to simply be another "disruptor and drone" empire like the Klingons and Kzintis. So the death bolt was retained, albeit with considerable improvements, and some explanation of why something the size of a type-I drone is so much more powerful. The answer to that was an unstable warhead that required special handling, still requiring dedicated crews (a reason no other empire adopted death bolts), but offering warhead options. While the rate of launch is slower than for drone racks because of this special handling, the dedicated crews can modify the warheads based on the situation, allowing a different tactical flare.

DEDICATION

This product is dedicated to the "lost battalions" of all nations.

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