

STAR FLEET BATTLES



SHADOW OF THE EAGLE

RULEBOOK



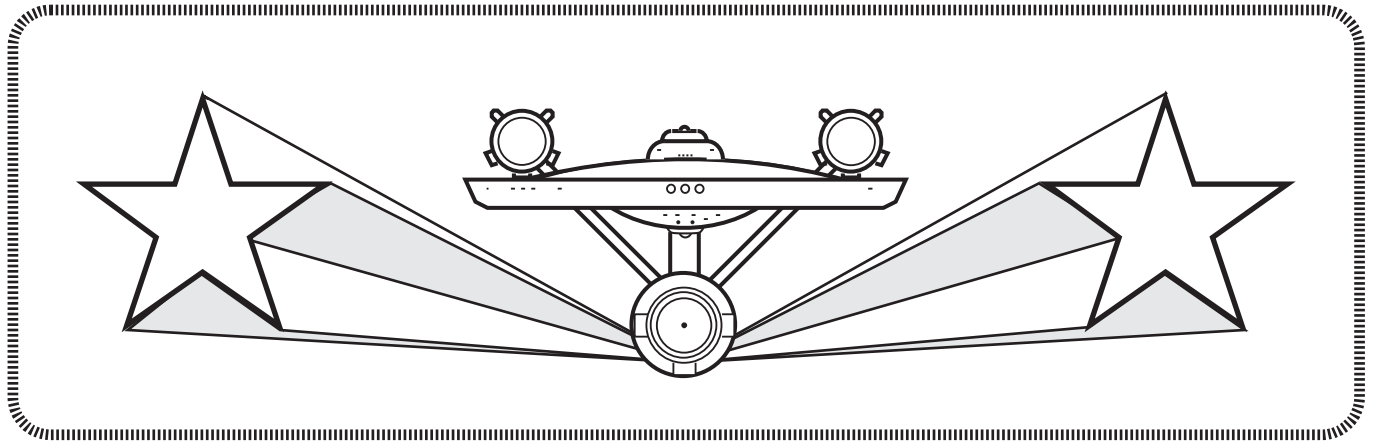
A STELLAR SHADOWS MODULE



**CAPTAIN'S
MODULE R4J**



STAR FLEET BATTLES



CAPTAIN'S EDITION

☆ MODULE R4J ☆

SHADOW OF THE EAGLE

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(Z59.0) NOTES ON MODULE R4J: SHADOW OF THE EAGLE

(Z59.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE R4J: SHADOW OF THE EAGLE 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, Module M, Module R1, Modules R4* through *R12*) to use it to the fullest extent. *Captain's Log #39, Captain's Log #39 Supplemental*, and *Captain's Log #51* are also needed to use all of the ships mentioned in this Module.

A complete copy of *Module R4J* includes:

- 56-page rulebook (this book)
- 56 page SSD book
- A sheet of 140 ship counters

(Z59.2) DESIGN CREDITS

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(Z59.3) PUBLISHER'S INFORMATION

This product is published by:
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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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(Z59.4) DESIGNER'S NOTES

This product proposes several ways in which the Romulans might have gained tactical warp and thereby taken their rightful place as true conquerors in our galaxy.

Well, it is not quite that simple. As this module reveals, even if the Romulans had tactical warp at the same time as their neighbors, the sweep of politics and technology across

the alpha quadrant would have conspired to contain their ambitions. In short, the enhanced capability came at the expense of the early development of other technology and Romulan aggression was met by their enemies pushing back and developing technologies of their own.

As this module shows, if you change one thing other things change in response they do not just remain the same to be exploited. The Gorns, and the Federation, reacted to the change in Romulan technology and while they were not out to conquer the Romulans, they were able to defend themselves with the result that in the grand scheme of things, nothing really changed. Although it must be admitted that there were changes on the smaller scale. More people were killed in the resulting wars, or did not live as well as they might have.

This product provides you with the warp upgrades to the various Romulan ships up through the start of the General War and allows you the opportunity to see how the improved ships would have performed against their contemporaries. In short it opens up a whole range of battles during the early and middle years.

We hope that you enjoy this book and stay in touch.

You will notice on our webpage: www.StarFleetGames.com that you have several avenues to follow ADB. "Discus" takes you to our BBS, where most of the game development takes place. "FC Forum" takes you to our Forum, which is more of a traditional forum to meet other players. You will also see that you can follow our page on Facebook (great for snippets of information and lots of art) and our Twitter account.

Want to find more players? Try our re-vamped Starlist: <https://www.starfleetgames.com/starlist.shtml> and we will send you a list of players near you.

As we say around here, "Don't be a stranger!"

DEDICATION: The K9 Corps, the animals that man has adopted to help him fight his wars. They give unstinting loyalty to their handlers, whether detecting mines or hidden attackers. Whether in the islands of the Pacific theater or the jungles of Viet Nam, or the deserts of Iraq, or the mountains of Afghanistan.

Truly, they are the constant companions of the warriors in our fight against terror.

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