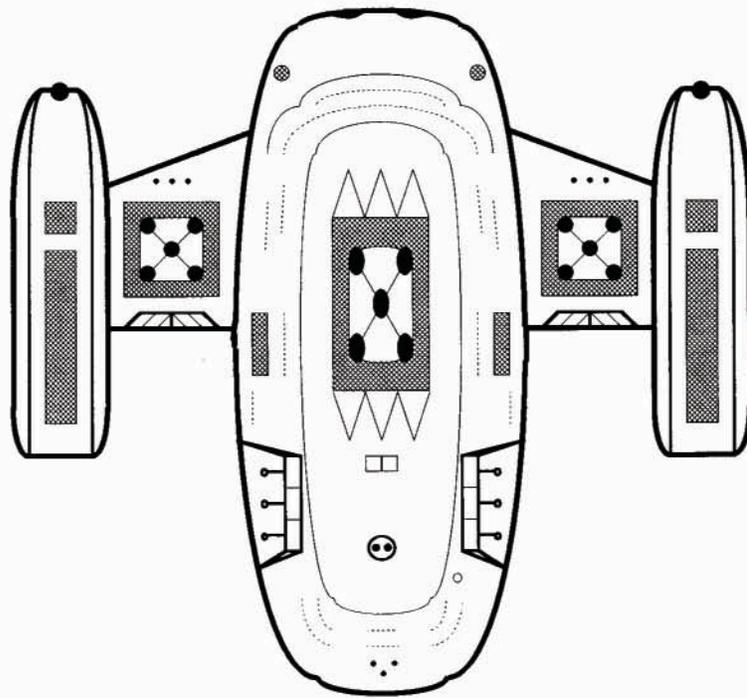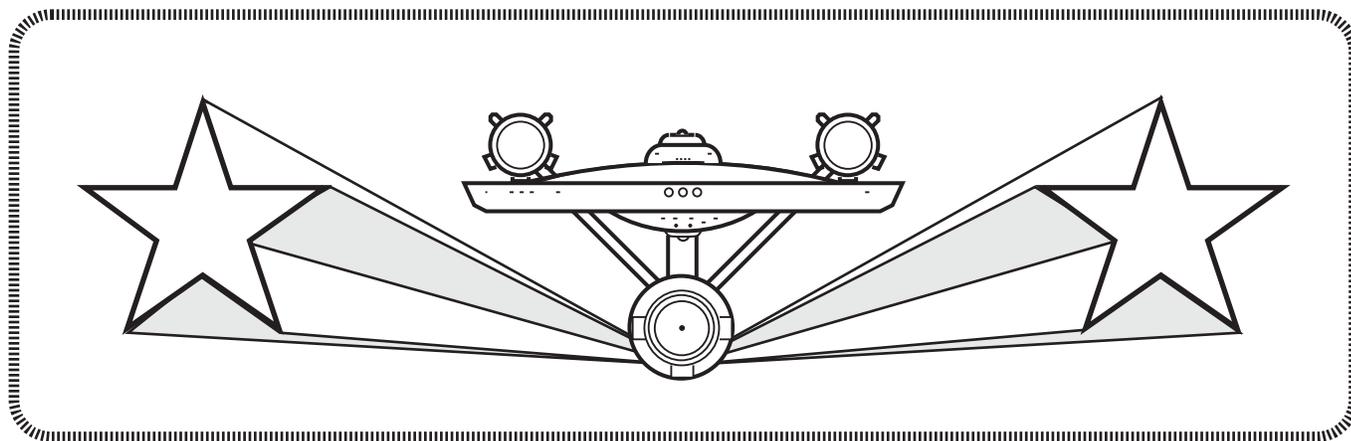# STAR FLEET BATTLES
MODULE E4

Amarillo Design Bureau Inc

STAR FLEET BATTLES

CAPTAIN'S MODULE ☆ E4 ☆ THE PELADINE REPUBLIC

TABLE OF CONTENTS

PLAYTEST PROTOTYPE
ORIGINS 2011

(Z47.0) NOTES ON *MODULE E4* *THE PELADINE REPUBLIC*

(Z47.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE E4 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 E4** includes this xx-page combination rulebook and SSD book. **June 2011 PRINTING.**

(Z47.2) DESIGN CREDITS

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(Z47.3) PUBLISHER'S INFORMATION

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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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(Z47.4) DESIGNER'S INFORMATION

This is a product currently in playtest. Most of what is in this product are the original designs created by Jessica Orsini. They are here, for now, to be playtested. This means that nothing in this product, short of the basic manner in which the rules of Star Fleet Battle operate, can be regarded as set in stone or warranted to work perfectly.

The concept Orsini had was to combine some technologies that, outside of the occasional Orion Pirate, WYN, or Barbarian shape are not normally combined on a single ship. The Peladine, as presented are an almost pure seeking weapon empire, being limited (aside from their lone mauler and the general use of phasers) to bolted plasma as their only means of direct-fire. They do have, however, both drones and plasma torpedoes which provides a new synergy in combat operations.

There is no new technology in this product, only a new way of looking at weapons.

If you have this product, we here at ADB, inc, would like to hear from you on anything that can be done to make it better. The ship designs are not set in stone (other than their general shape), and may be too large for their class in some cases. We need to know, and this is your chance to tell us and add your name to the list of playtesters when this module is formally published.

DEDICATION

This product is dedicated to all of those warriors who, through no fault of their own, never had their chance to do what they volunteered to do.

(Z47.5) COPYRIGHT & LICENSING

(JR1.0) THE PELADINE REPUBLIC

(JR1.1) BACKGROUND: The Peladine are one of the "also rans" in the history of the Alpha Octant. Technologically advanced and adept, they actually developed warp technology earlier than the Lyrans and Hydrans, but failed to exploit it. This failure was a result of several factors the most significant of which was that the Peladine were two different intelligent species on the same planet and who had kept their populations under rigorous control. As part of controlling their populations, the Peladine rigorously controlled their planetary resources. The effect of these two decisions was to avoid the population and resource pressures that drove other species into space exploration.

It was generations before the Peladine felt a need to expand into their own planetary system, much less beyond its boundaries. This is not to say that they did not gain some benefits. The Peladine were able to quickly scrap technologies, even ships, that became obsolete, recycling the materials into newer technologies. The advent of small warp-capable ships made movement around their system highly efficient and their recycling technology was soon copied by their conquerors.

Their conquerors were the Lyran Star Empire, who arrived in Peladine space shortly after the Peladine government had finally reached the conclusion that it was time to expand to other stars. Some Peladine exploration ships had preceded the decision and new colony sites had been chosen, but unknown to the Peladine a Lyran survey ship had spotted one of the Peladine ships and followed it to its home system. Seeing the wealth of that system, the Lyrans spent years preparing for an invasion. The Lyrans arrived in the Peladine system in force (their reconnaissance having revealed that the Peladine did not have any outlying colonies). The Peladine had a handful of ships constructed for their colonization effort but, based on their lack of experience, had no real planetary defenses or even a good tactical doctrine to employ the ships they had. They had developed weapons to arm the ships (based on scans of a few space monsters observed by their survey ships), but these weapons were not much better than those used by the Lyrans themselves. The Lyrans took less than a week to eliminate the Peladine space capability, but another 10 years were required to subdue the population.

Few Peladine, of either species, have been encountered outside the Peladine home system (where the Lyrans keep them bottled up) or in Lyran zoos. They are usually those with an exceptional wanderlust, or whose "crimes against the Lyran Empire" are so infamous that flight to the Orion Cartels is their only option other than death.

The basic design of the Peladine ships was entered into Lyran computer simulators, and as time passed, ships were modified to allow Lyran command candidates to train against an empire with unusual weapons layouts. Most of the ships seen here flew only in the simulators, and there they remain a shadow of what might have been.

PELADINE PSEUDO-HISTORY NOTE

With the exception of the heavy cruiser, light cruiser, destroyer, frigate, police ship, and a small handful of variant designs – all of which were historical designs built within 10 years prior to the Lyran conquest – Peladine ship designs are conjectural, residing solely within Lyran simulators. These ships are not idle speculation, however; a small number of Ranel naval architects are employed by the Lyran Star Service Academy to design and "build" these ships, keeping current with the state of naval architecture in the Alpha Quadrant, to maintain a challenge in the simulators. They are, in fact, the designs the Peladine would have built, had they remained an independent power aware of hostile neighbors. The "history" presented here is merely what would have occurred had the Peladine remained independent.

In theory, all Peladine warships were destroyed within a few weeks of the initial Lyran invasion of the Peladine system; however, there are rumors of a single cruiser preserved by the Lyrans as a trophy...or perhaps still operating in Peladine hands beyond the fringes of the Lyran Far Stars exploration zone. Any truth to these rumors has been unverified by Federation intelligence.

(JR1.1A) GENERAL UNITS: The Peladine Republic use the Gorn versions of the general units (bases, armed freighters, monitors, Q-ships, fleet repair dock).

In *Stellar Shadows Journal #1*, we presented the most popular ships from the Peladine file.

(JR1.N1) PELADINE GENERAL UNITS

General units that can be used by the Peladine are listed here with needed changes. General units requiring no changes, e.g., small and large freighters, augmentation modules, etc., are not listed and are simply used as is.

(R1.1-JR1) STARBASE (SB): Use a Gorn starbase with the following changes: Replace all plasma-F torpedoes with type-H drone racks. Replace plasma-D racks with three (total) starbase anti-drone systems (FD3.86) with 360° firing arcs. Prior to Y165 plasma-R torpedoes are plasma-G torpedoes; reduce BPV by six points per torpedo (a total of 36 points of reduction). Between Y165 and Y168 plasma-R torpedoes are type-S torpedoes; reduce BPV by three points per torpedo in that period (a total of 18 points of reduction).

Fighters if hangar bay modules (R1.4) are present:

EMPIRE	Up to Y178	From Y176	From Y180
PELADINE	6, 12, 18, or 24 P-1	6, 12, 18, or 24 P-1A	6, 12, 18, or 24 P-1B

Fighters if heavy fighter hangar modules (R1.70) are present (note: a starbase can have two heavy fighter squadrons; if the starbase has PF modules, it is a true PF tender and cannot operate heavy fighters at all):

EMPIRE	Up to Y178	From Y176	From Y180
PELADINE	0, 6, 12, 18, or 24 P-1, 6 or 12 P-H 6 or 12 P-HD	0, 6, 12, 18, or 24 P-1A, 6 or 12 P-H 6 or 12 P-HD	0, 6, 12, 18, or 24 P-1B, 6 or 12 P-HF 6 or 12 P-HFD

The starbase has six shuttle bays, each of which may have a shuttle deck (R1.1G5). Augmentation modules may add additional bays. Hangar bay augmentation module [(R1.4) and (R1.70)] shuttle bays cannot be used to lay mines (M2.113). Transfers between the bays of the starbase, or between the starbase and the bays of any augmentation module or between augmentation modules are not possible.

A generic SSD and counter are in *Basic Set;* a Gorn-specific SSD is in *Module R1*.

(R1.2-JR1) BATTLE STATION (BATS): Use a Gorn battle station with the following changes: Replace plasma-F torpedo with a type-D drone rack. Replace two 360° phaser-3s with one starbase-type anti-drone system (FD3.86). Prior to Y165 the plasma-R torpedo is a plasma-G torpedo; reduce BPV by six points. Between Y165 and Y168 the plasma-R torpedo is a plasma-S torpedo; reduce BPV by three points in that period.

Fighters if hangar bay modules (R1.4) are present: