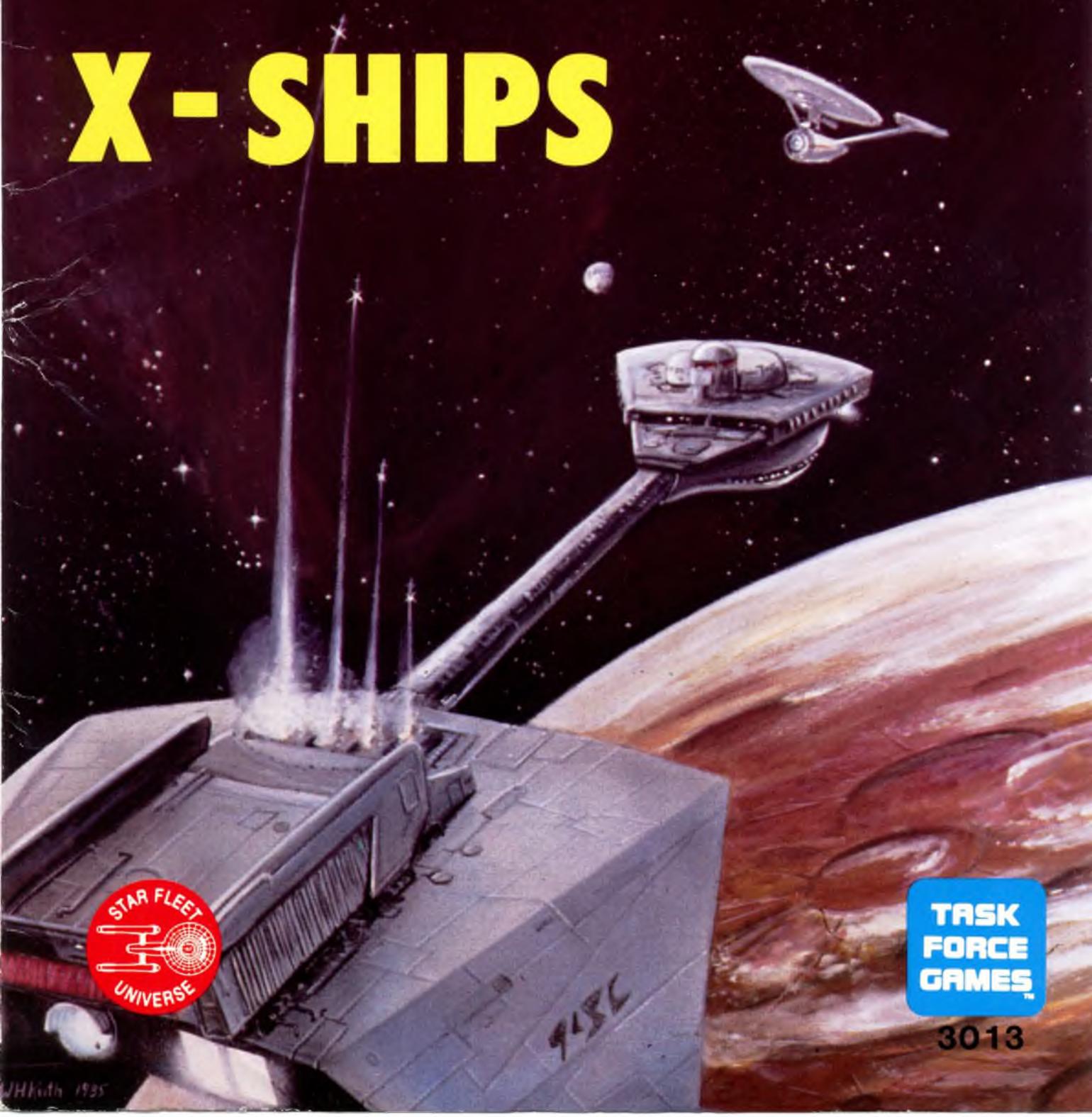


STAR FLEET BATTLES SUPPLEMENT #2

X-SHIPS



3013

JH/Kth 1995

STAR FLEET BATTLES SUPPLEMENT #2: X-SHIPS

INTRODUCTION

This supplement is primarily concerned with the period of time after the Andromedan Invasion was defeated. During this period, smaller fleets of high technology ships, known as X-ships, conducted the duties of research, patrol, and peacekeeping. Because the technology for those ships was based on certain advanced designs placed in service after Y180, rules are included to reflect those earlier X-ships.

Players should note that the rules presented in this supplement cannot be used by any ships other than those presented in this supplement. Such items as overloaded phasers and fast loading of plasma torpedoes are restricted only to X-ships. Earlier ships were not technologically advanced enough to use these rules.

Many of the standard rules from the Commander's Edition of STAR FLEET BATTLES are modified by these rules. These modifications apply only to the X-ships, as stated herein. Any standard rules which are not modified by these rules are used as published in the Commander's Edition.

Rules section (XR2.0) defines certain ship classes that were in service between Y180 and Y200. These ships, known as first generation X-ships, were existing designs (of the type that had been in service since before the General War) that had been modified to take limited advantage of certain new technology. Generally, these ships have larger engines, more weapons, and certain advantages (such as rapid weapon reloading).

Rules section (XR3.0) defines those ship classes placed in service after Y205. These ships, which are the ones shown in the SSDs included with this supplement, are known as the second generation X-ships. They were designed from scratch, and built from the keel up, to take advantage of the new technology.

It should be noted that while this supplement is a development of the X-ship rules from the old SFB Expansions, it completely replaces all elements of those older rules. All ships, rules, and background from those expansions are now void. The "CX" entries on the Master Ship Chart in the Commander's Edition are also void.

(X1.0) BACKGROUND DATA

By Y185 the General War had reached the point of exhaustion. There had been no victors or losers, only victims, of the War. The Organians felt that now the time was finally ripe to "suggest" a solution to the races. The Organians knew very well that an imposed solution would never last; only a solution seen as workable and equitable to all could be accepted, and only races exhausted from a war that left billions dead but the borders unmovable could accept it.

Unfortunately, the Organians found that the warlike spirits of the races were undiminished, even if their economies had all but collapsed. The General War, like all wars, had grown not from personalities or emotions but from the honest fears, concerns, and aspirations of the belligerents.

The Federation felt that its vibrant economy should be allowed to expand and defined the term "free trade" as meaning that its merchants should be allowed free rein in the Neutral Zones and even in foreign territory. Other races considered this merely another form of conquest.

The Klingons looked with considerable annoyance at the economic value of certain planetary systems that were now occupied by Tholian, Federation, Kzinti, Hydran, and even Lyran colonists. The Klingon claim to this territory was strong and legitimate, though perhaps no stronger than the claims of those same races against systems now in Klingon hands. Certainly the Tholians had no rightful claim to their enclave; even the Federation admitted that the territory had been owned and occupied by the Klingons prior to the Tholian arrival. But the Federation found a considerable advantage in having the Tholians as a roadblock between the Romulans and Klingons, and supported the Tholian "right to exist" while avoiding any inquiries into the fate of Klingon colonists who had once lived there.

All wars are based on wealth, and there was only so much wealth to be divided. A system on the border between two empires created contention; whichever empire owned it would find its economy strengthened by that much. All too often, however, the cost of conquest was several times the annual economic benefit of the system.

For all these reasons and more, the Organians were unable to establish galactic peace. The brief ISC War was allowed by the Organians to "exhaust" the unbloodied fleets of the Concordium; their "conquest" of the galaxy never amounted to any more than ISC squadrons rampaging through fringe areas.

For reasons unknown, even the Organians could not predict or stop the Andromedan Invasion. Even so, the galaxy was finally able to defeat the Andromedans in a series of sharp engagements, leading to "Operation Unity", the final expedition against the Lesser Magellanic Cloud. (More information on the ISC War and the Andromedan Invasion is presented in Volume III of the Commander's Edition.)

The two great alliances, strained by the General War, became considerably less firm after the ISC War and the Andromedan Invasion. The Gorns and Kzintis felt that the Federation treated them as subject races; the Tholians promptly resumed their habits of isolation. The Romulans felt deserted by the Klingons. The Klingons and Lyrans, by their nature of conquest, could never remain allied to anyone for very long. Cordial relations remained between former allies, but unflagging military alliances were a thing of the past.

After the Andromedans were finally defeated in Y202, the Organians imposed their new galactic order. Their solution to the perpetual warfare was embodied in three principles:

1. Borders were pulled back to the "core" areas of each race, leaving huge neutral zones three to five times as wide as before. The Federation, for example, had been 9,500 parsecs in diameter before the General War; it was reduced to just over half of that distance. It should also be noted that the military actions of the General War had reduced the fringes of each empire to a "devastated zone" up to 1,000 parsecs deep. The planetary systems in that region, while neither destroyed nor reduced to the stone age, had been sufficiently damaged that they could not begin exporting for two decades. (Typically, mines and factories were destroyed while agricultural areas were ignored. Both sides expected to rebuild these areas later and wanted the populations, always the most difficult commodity to ship between stars, to remain intact.) When these systems recovered, the Trade Wars would begin.

2. Fleets were dramatically reduced. The surviving dreadnoughts, heavy carriers, and all four of the Klingon B-10 class (in various stages of completion) were placed in a stasis sphere permanently orbiting Organia. These ships were to be released only in the event of a major external threat.

3. "Attrition" units, such as mines, fighters, PFs, and war cruisers were outlawed.

Each of these points deserves discussion.

THE WIDER NEUTRAL ZONES

This had tremendous implications.

First, it kept the belligerents farther apart. Since a war cannot be fought much more than 1,500 parsecs from support bases, and bases were not allowed outside of the reduced home territories, full-scale war became impossible. Bases of the sort needed to support major fleets could not be built in less than five years — plenty of time to detect them. Fleets could fight in the neutral zones, but could not strike into enemy territory.

Second, it opened huge areas to independent economic development. Previously, the races had simply pushed their borders out until resistance was encountered. This locked up huge tracts of territory that were, in effect, under military control. Most fleets, prior to the war, had spent their time patrolling these areas looking for enemy intruders, not looking for prime development sites.

As an unfortunate side effect, pirates found these "lawless zones" perfect for their traditional activities of smuggling and piracy. The Organians were either unable or unwilling to do anything about the pirates. Local defense forces and patrols by cruisers held them in check, but never under control.

Finally, many of the worlds in those expanded neutral zones had native populations (or populations of colonists) who had no desire to be part of any empire. These people were set free to trade with anyone who called at their docks. During the Trade Wars, starships would go into orbit, not to control the planet, but to control access to its markets.

STAR FLEET BATTLES

SUPPLEMENT #2 — X-SHIPS

The Organians demanded a halt to the unending war. They limited each belligerent's fleet and paved the way for the creation of X-Ships — a new generation of starships. The X-Ships, though fewer in number, were far more powerful than any other starships because they were built to the limit of technology. New X-Ship designs of even greater power evolved in response to the Interstellar Concordium Conquest, the Andromedan Invasion and the Trade Wars.

Now you can command the most powerful ships in the *STAR FLEET UNIVERSE*. *STAR FLEET BATTLES SUPPLEMENT #2 — X-SHIPS* provides the playing pieces, rules and Commander's SSDs to recreate the battles of the X-Ships. The new, more powerful technology of the X-Ships includes: Improved Electronic Warfare Capabilities, Built-in Scout functions, Overloaded and Rapid-Pulse Phasers and Reloadable Pseudo-Plasma Torpedoes. X-Ship designs also incorporate more power, stronger shields and more powerful weapons. *SUPPLEMENT #2* has six new scenarios and two new campaigns, plus a section on modifying many existing ships, scenarios and campaigns for X-Ships.

Included in *STAR FLEET BATTLE SUPPLEMENT #2 — X-SHIPS* are:

- ★ 32 page Commander's SSD booklet of X-Ships
- ★ 108 die-cut playing pieces of X-Ships
- ★ 24 pages of new rules and scenarios

NOTE! This product adds new play situations and rules for the *STAR FLEET UNIVERSE*. **YOU MUST HAVE *STAR FLEET BATTLES VOLUME I*** to use any of the material presented. You will need *STAR FLEET BATTLES VOLUME II & III* for some of the ships, technology and scenarios presented. Other *STAR FLEET UNIVERSE* products can be used with this product and will provide greater enjoyment.



MADE IN USA

Designed by C. MICHAEL THOMPSON & STEPHEN V. COLE
Developed by the AMARILLO DESIGN BUREAU



3013