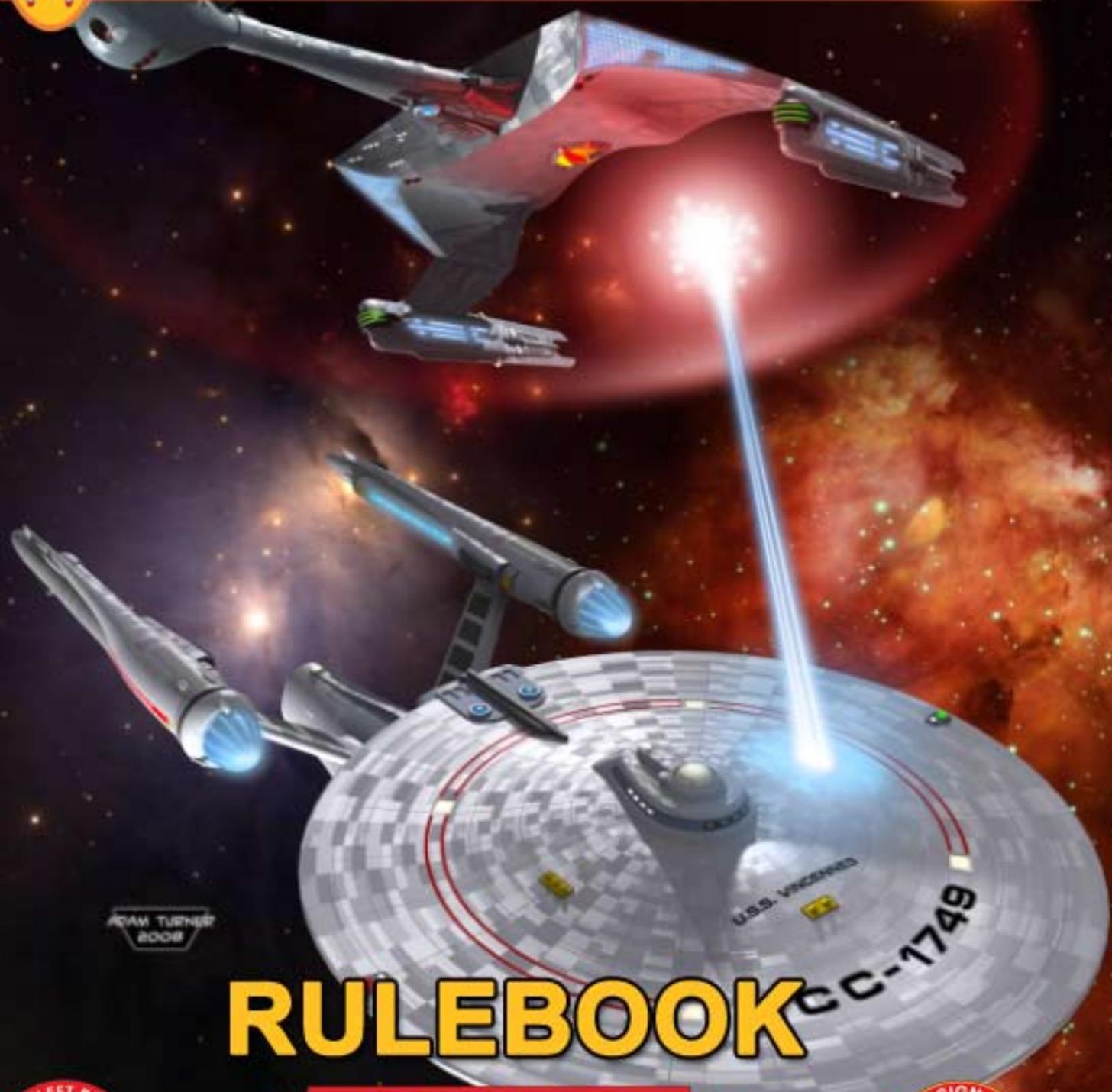


STAR FLEET BATTLES

X-SHIP REINFORCEMENTS



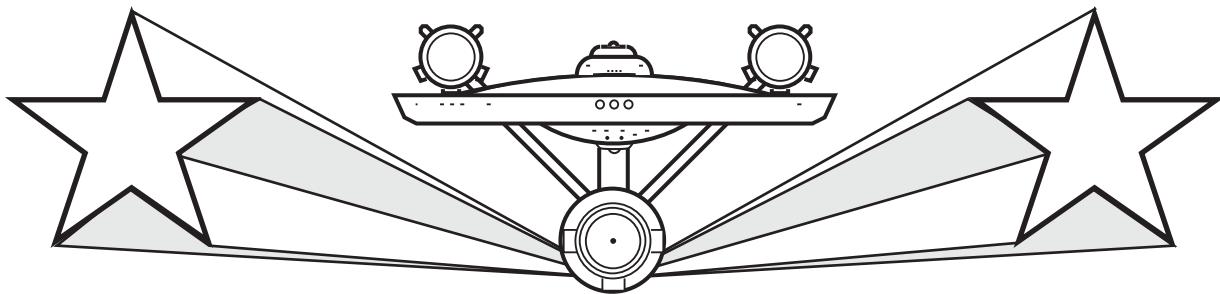
ADAM TURNER
2008

RULEBOOK

**CAPTAIN'S
MODULE X1R**



STAR FLEET BATTLES



CAPTAIN'S MODULE ★ X1R ★ X-SHIP REINFORCEMENTS

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(Z39.0) NOTES ON MODULE X1R X-SHIP REINFORCEMENTS

(Z39.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE X1R 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, C3, K**) to use it to the fullest extent. **Module X1R** includes this 72-page rulebook, 216 counters, and an 96-page SSD book. **JUNE 2008 PRINTING.**

(Z39.2) DESIGN CREDITS

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(Z39.3) 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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(Z39.4) DESIGNER'S INFORMATION

Previous modules were built around five or six new types or classes, but (to a great extent) **Module X1R** 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 over more for a future module: X1B). Even so, we did add some entirely new categories, if not exactly new classes:

X-ship PF Tenders were part of the theme that the few X-ships in the last days of the General War were used at least partly for deep raids, and X-PFTs were perfect for this given their serious striking power. When the Andromedan RTN system was discovered, these ships excelled in hunting down the bases that were the nodal points of that system.

X-ship carriers are another element of the late-war raiding concept. These were often equipped with heavy mega-fighters, the most powerful type available.

X-ship maulers were requested by you, the players for those situations where you absolutely, positively, have to send the very best in total target destruction. Examples might include that starbase blocking the last offensive of the General War, or those pesky Andromedan RTN nodes.

X-bases of all types (not previously published) were provided, including the advanced technology Sector Base and Base Station, and a sampling of ground bases. We decided not to spend a dozen pages doing unique ground bases for each empire, each just two boxes different from the others.

X-scouts of many types were included to make X-ship squadrons a workable war plan. These would help a group of X-ships intercept an enemy force, and then support it with jamming and counter-jamming when the battle is joined.

X-ship heavy war destroyers provide X-squadrons with those special mission variants you really need to take along on those deep "behind enemy lines" raids — at least when you have time to plan ahead and convert them.

Experimental conversions: We did make an effort to show the various experimental conversions, some of which did not work out as well as they could have.

Lots more ships were added to the product. Some of these were "missing" ships (like the Romulan NovaHawk-X command cruiser and the Klingon D5JX penal cruiser). Others had been published in *Captain's Logs* and deserved to be in a formal product. Some were added from player suggestions. None seem to have been generated by *F&E*.

Blank pages are always a curse of R-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. Players get annoyed and confused when we fill empty spots with ship descriptions that were in previous products. Taking the least of the evils, we gave each empire its own page and if that left some blank space, well, we're sorry about that.

Counters for ships from the original **Module X1** were added so you can fly multi-X-ship squadrons.

DEDICATION

This product is dedicated to the United States Army's Fourth Infantry Division, the test and demonstration unit for the advanced technologies which the United States Army will employ, in the defense of America and her allies, against the enemies of tomorrow.

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