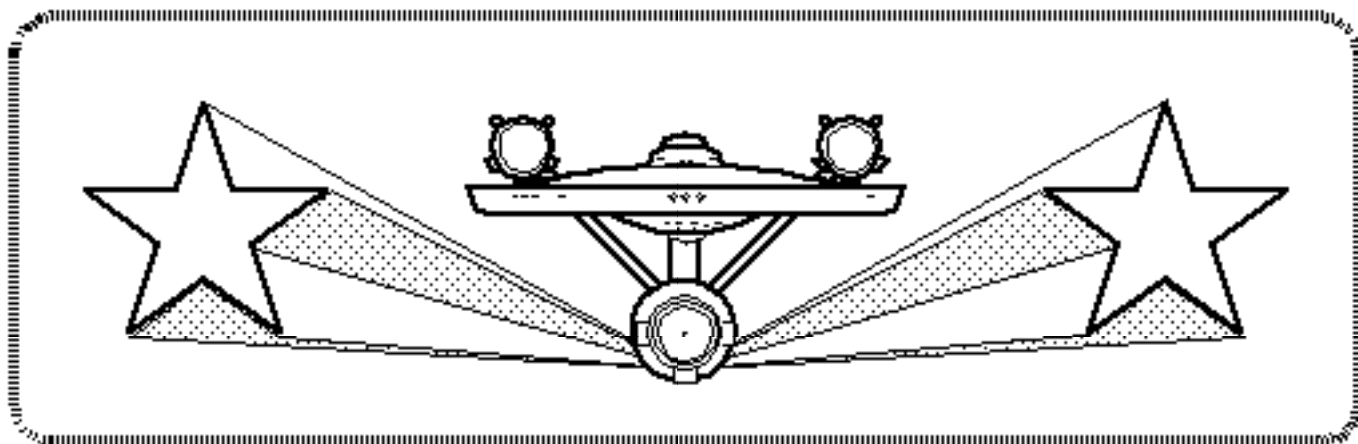


A PREVIEW OF



SFB CAPTAIN'S MODULE C6 LOST EMPIRES

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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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This product exists because our customers to see what would have happened if these two empires had survived into the General War era of *Star Fleet Battles* history.

General War 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 raiders. In this product they are presented as true warships designed for all of the missions a real empire would face.

The Carnivons presented a different challenge. To be consistent with the area they were in they retained a mix of phaser-1 and phaser-2. 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.

(R18.0) PARAVIAN ALTERNATE HISTORY #2:

The Paravian Raiders

Y55: Marengo Firecloud Wildfeather becomes the leader of the northwestern continent, the second most powerful position on Paravia. He advocates a policy of planting colonies on suitable worlds in order to build a network of colony worlds, each producing wealth for the homeworld. He moves to create several such worlds on his own, demonstrating the potential to bring not just looted wealth, but hard-to-reach resources back to the home planet. His efforts fall on deaf ears. Without resources from the other continental tribes, Marengo is able to build only one substantial colony, that being Wingatha. This planet is far from the Paravian homeworld. It is a rich world with abundant resources, and far from the prying eyes of the other continental leaders.

Y58: The Paravian Wingword (their central government) orders Marengo to shut down his colonies and bring the workers there back to the homeworld. Marengo complies, but slowly, keeping Wingatha as a secret.

Y66: The Gorns develop tactical warp power, but their ships are still armed with sublight weapons (atomic missiles and lasers). Conflicts with the Paravians continue.

Y67: The Paravians achieve tactical warp technology, and Marengo again presses his case to "temporarily" stop attacking the Gorns and focus on building up colony planets. The other four continental leaders oppose him at the Wingword, denouncing him as a coward.

Marengo uses his ships to explore the region in the opposite direction from the Gorns, bringing home "loot" that is actually industrial production from Wingatha. He builds up Wingatha into a true industrial world, allowing the workers there to breed at will. Each female produces six or eight offspring every year. Other Paravian leaders continue to battle the Gorns and to raid Gorn colonies.

Y67: Gorn Vanguard teams conduct raids that stop the Romulans from developing warp technology.

Y68: Gorns win the Second Gorn-Romulan War and turn to deal with Paravian raids. Gorn ships receive refueling bases, while the Paravian ships must return to their home planet to get them. Using this decisive advantage, the Gorns press their attack.

Y79: Tholians arrive in our galaxy, accidentally saving the sublight Romulans from a Klingon invasion.

Y85: The Gorns succeed in blockading the Paravian homeworld (in the process destroying all orbital and space-related facilities) and begin hunting down the surviving Paravian ships. Unknown to the Gorns, some Paravians escape to Wingatha. Marengo is forced out of power.

Y90: Third Gorn-Romulan War begins. Several Orion cartels had established the "pirate kingdoms" inside Romulan space without the knowledge or consent of the Romulans.

Y92: Last known battle between Gorn ships and Paravian raiders outside of the blockade.

Y94: A sun snake plunges into the Paravian home star, causing it to go nova and destroying the Paravian homeworld. The Gorns are overcome with shock, shame, and guilt.

Y95: Learning of the destruction of their homeworld, the Wingatha-based Paravian survivors debate what to do. For the time being, they end all raids against the Gorns, knowing that Wingatha is too weak to resist any attack. (Everything up to this point is actual history. That changes in Y111.)

Y111: The great debate ends with a final decision to stay on Wingatha and develop it into a major industrial planet. The Paravians decide that they will eventually return to raiding the Gorn worlds, and begin to design the special "raid motherships" needed to cover such distances.

Y145: The first Paravian raids in 50 years strike Gorns.

CARNIVON ALTERNATE HISTORY #1:

The Carnivon Empire

This alternative is fairly simple. The legendary Greycoat Lothbog, "Overlord of the Three Hordes", somehow succeeded in convincing the other 11 hordes to join him in a unified nation about Y96. (In history, Greycoat Lothbog was poisoned by an assassin sent by a general who wanted to become Overlord of the Western Alliance of five hordes. The leader of that alliance wanted to retire and merge his hordes with Greycoat's. Our history diverges when that assassin is caught before he could perform his deadly mission.)

Taking the title of Gookwar, Greycoat Lothbog established a joint fleet, and set about to develop the economy and culture of his subjects. They shared a common language, and Greycoat Lothbog encouraged a sharing of art, literature, and music from every planet on every other planet.

Greycoat Lothbog established a government with representatives not from the previous hordes, but from each colony planet. (Each such colony usually had Carnivons from several hordes.) The Carnivon Empire was organized into four "overlordships," with a leader selected by the assembly in each region (all of them former war lords or overlords). Each region sent delegates to the national assembly and it was this assembly that controlled the national budget and (eventually) selected his successor. The military remained under national command, with officers selected from every colony world and trained in a single academy on the Carnivon capital. The fleet was organized into eight squadrons, which did not correspond to overlordship boundaries. No ship could have more than a few officers from a single planet, or a majority from a single overlordship.

The one thing Greycoat Lothbog did not do was to wage war, other than occasionally ordering one squadron to support another against a feline incursion. The Carnivons had learned that being between two enemies made it impossible to wage war against either of them without being attacked by the other. The Kzintis and Lyrans never learned to leave the Carnivons alone, being defeated during failed invasions in Y106, Y125, Y144, and Y157. (There are claims that the Feline-Carnivon War of Y125 was actually started by a failed Carnivon invasion of Kzinti space.)

At the start of the General War, the Klingons and Lyrans were firmly allied against the Hydrans. The Klingons had fought several wars with the Kzintis but the Lyrans barely remembered their ancient feline enemies, having not fought them in nearly a century.

The Carnivons were not allied to anyone, although they harbored Orion Pirates who raided Kzinti, Lyran, and (rarely) Klingon space. Klingon diplomats were busily at work trying to convince the Carnivons to join them in the conquest of the Kzinti Hegemony, promising a share of the territory. The Carnivons considered the offer, but only if the Klingons could guarantee that the Lyrans would not attack them.

