

# STAR FLEET BATTLES



## STELLAR SHADOW JOURNAL #1



SHADES OF REALITY



**STELLAR SHADOW JOURNAL #1**

When we began planning for the rebirth of *Star Fleet Battles*, we wanted to solve several problems, not the least of which was that many players felt hamstrung by the extensive historical record of the Star Fleet Universe. A lot of creative, interesting, and fun things just could not have happened, and as such could not be published.

But they deserved to be published. We wanted a way to showcase the raw creativity of *Star Fleet Battles* and its players, a place where nobody cared if it was impossible as long as it was fun to play. As plans for the new company moved forward, Steve Petrick suggested the title of “Stellar Shadows” for these impossible, improbable, or unlikely events, ships, places, and equipment.

**Horatio’s Improbable History** is our fiction section. Horatio was a renegade historian of the late 2400s who never let the truth get in the way of a good story — and what good stories he gathered from creative authors around the galaxy. The story of Tak Katak, the *Career Man*, is a good example. We will certainly never have Klingons in the Star Fleet Universe murdering each other for promotion, but for those who like to read such romps through the battle zone as this, Stellar Shadows will soon be your favorite magazine. Similarly, *Assault on the Imperium* is “historical fiction”, one possible account of what might have happened, which may or may not have had anything to do with what *did* happen.

**Shipyard of the Bizarre** consists of ships that cannot be built but deserve to be seen. Every month, ADB Inc. receives dozens of new ships. Some are published, some duplicated ships already on file or in print, some just aren’t needed, some don’t make historical sense or violate engineering design parameters, and some just don’t work. But some of them are fun, or fill a need that the owning race never convinced its enemies was a legitimate requirement for a new ship or class. We have gathered the best of the ships that could have never been built, or would have never been built, into this section.

**New Paradigms** will be a second “new ships” feature, focusing on a specific new concept. In this issue, we bring you the Heavy PFs which ADB Inc. has long rejected as not necessary, practical, or technologically possible. Now you can fly them for yourselves. We have, due to space limits, created mixed flotillas of the key variants so that you will have everything you need if you want to use them in your campaigns or battles.

**Far Empires** will showcase a new race in each issue. This may be a race that never existed, or one that never quite made it into space to build its own empire. In this issue we bring you the Peladine, who did historically exist in the Lyran Far Stars Region, but who never quite got around to building enough space warships to resist an invasion. In future issues, we’ll bring you the Carnivons and Paravians as you always wanted to see them.

**The Mad Scientist’s Workshop** will present the best of the crazy, insane, or impossible technology that is a blast to play. Do you want to fly your ship sideways? Now, you can.

**Olivette Roche**, the famous tri-video producer who saw a conspiracy in everything, will join us each issue to present some historical incident that the government covered up. The absolute proof that it is true is that there is absolutely no proof it ever happened, which you would expect if the cover-up was done correctly.

**Simulator Cinema** will be another feature of SSJ. In it we will bring you fun simulator “races” and ships which could never happen in space, but do present you a new tactical challenge. In this issue, we present the popular bombers of WWII adapted for SFB.

**Nobody Left Out:** Not everything in Stellar Shadows Journal is for SFB (although most of it will be). We will combine a Prime Directive feature into the new race section (giving us plenty of space for biology and culture), and there should be something for F&E in one of the sections. In this issue, F&E players will finally get to build and use the Black Hole Asteroid Gun from Captain’s Log #20 and learn just what the term “siege train” really means. There will usually be something for Omega and something for Early Years.

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## EDITORIAL NOTES

STELLAR SHADOW JOURNAL #1 is a part of the *Star Fleet Battles* Captain's Edition game system. To use this product, you must have Star Fleet Battles Basic Set; some elements will require Advanced Missions and/or other modules. This book consists of 64 pages, of which the middle 32 pages comprise SSDs.

ADB welcomes the submission of new SFB material for possible publication in future issues of Stellar Shadow Journal. See details in Advanced Missions.

### BLANKET DISCLAIMER

By the very definition of Stellar Shadows, everything here is something that did not (and probably could not) happen in the historical Star Fleet Universe. Players are warned not to base arguments, interpretations, or evaluations of historical information, design concepts, or (most especially) rules on the "shadow" material contained in this product. There are no heavy PFs in the historical universe (something that will NOT change) so do not use their existence in SSJ1 to argue for changes to "Historical SFB". None of the rules, ships, or technology in this product can or should be used in any form of sanctioned or rated ace tournament.

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## DESIGNER'S INFORMATION

Questions, comments, suggestions, and any expansion material for the STAR FLEET UNIVERSE should be sent to Amarillo Design Bureau, Inc., Post Office Box 8759, Amarillo, TX 79114. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money. It is imperative that you place your name and address on EVERY page of your correspondence. Please do not put questions and expansion material on the same sheet.

When sending questions, phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Leave several blank lines after each question (not each group of questions). In order to better serve the player community, letters asking 10 or fewer questions are given priority and are answered in a week or so. Letters with more questions are answered only as time permits (allow 3-6 weeks). Please attempt to look up the answer yourself first. We will cheerfully answer questions about how the rules work, but cannot answer questions as to "WHY?" various things work the way that they do. Such "WHY?" questions are sometimes printed (with answers) in Captain's Log. All future products for the Star Fleet Universe will be prepared by ADB, Inc.; all questions relating to existing products will be answered by ADB, Inc.

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Email questions are answered as above. Contact the design office before Emailing any attached-file submissions.

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# STELLAR SHADOW JOURNAL #1

Improbable History, Impossible Technology, Unknowable Races, Unbuildable Ships, and More!



**IMPROBABLE HISTORY:** Klingon Kommander Tak Katak built a career on aggression, daring, and outright murder. Romulan Republicans target the corrupt Praetor in *Assault on the Imperium*.

**NEW PARADIGMS:** The heavy PFs that could never be built are more deadly than you realized.

**SHIPYARD OF THE BIZARRE:** The old Federation CVA lives, along with the Romulan SkyHawk-K, Andromedan Emulator, Klingon D17, Gorn Sector Control Ship, Maesron Battleship, Andorian Early Dreadnought, the Long Mean Kzinti Command Carrier, and the Lyran Quadra-Cat Heavy Cruiser!

**FAR EMPIRES:** Can the Peladine resist conquest by the ferocious Lyran Far Stars Armada?

**THE MAD SCIENTIST'S WORKSHOP** designs the Warp Gyroscope, Enhanced Proximity Fuze, Plasma Scatter Gun, Long-Range Bolts, Starburst Plasma, the Black Hole Asteroid Gun, and more!

**OLIVETTE ROCHE** presents a weapon that can copy your own weapons and shoot them back at you. Simulator Cinema sends B-24, B-25, and B-17 bombers to destroy your battle station.



This product adds new game play material for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. Some material in this product will also require other SFB products. The material for *Federation & Empire* and *Prime Directive* requires those games.



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Edited by Steven P Petrick

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