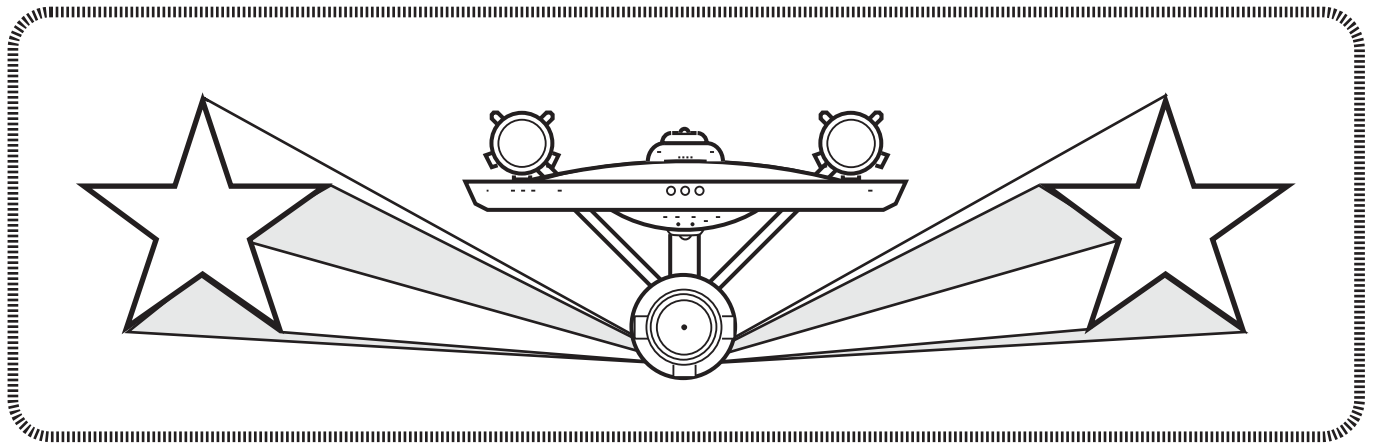


STAR FLEET BATTLES

HYDRAN MASTER STARSHIP BOOK



STAR FLEET BATTLES



CAPTAIN'S EDITION ★ HYDRAN ★ MASTER STARSHIP BOOK

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REVISED: FEBRUARY 2015

(Z50.0) NOTES ON THE HYDRAN MASTER STARSHIP BOOK

(Z50.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES HYDRAN MASTER STARSHIP BOOK is a modular expansion of the *SFB* game system. You will need *SFB Basic Set* and **Module C1** to use this material. This material will also require *Advanced Missions* and other products (e.g., **Module J, Module J2, Module K, Module M, Module R3, Modules R5 through R12, Module X1, Module X1R, and Modules Y1 through Y3**) to use it to the fullest extent. *The Hydran Master Starship Book* includes this 114-page book.

(Z50.2) DESIGN CREDITS

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(Z50.3) 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.

ADB, Inc., products are available to individuals in retail stores, from several direct-mail outlets, from the shopping cart on our website, and directly from us. If your store does not carry our products, send us the store name and address and we will have our wholesalers contact the manager.

(Z50.4) DESIGNER'S NOTES

The *Hydran Master Starship Book* was actually the first in the series to be done, being released as a test prototype at Origins several years before the *Federation Master Starship Book* was done. It established the original design layout and demonstrated how much effort would be needed to create each book.

It also proved that each book would, in a way, be different because the empires are different.

One example of this was the use of the "Seeking weapon" line in this Hydran book. While rare, it had to be included in those cases where it was "above the norm." That is to say that the typical Hydran ship (and most bases) can

only control a number of seeking weapons equal to half its sensor rating because it is not armed with seeking weapons (F3.211). But some Hydran units have special sensors (F3.213), and some Hydran units (usually bases) have rule-defined (by their ship description) seeking weapon control ratings. While this seems a minor point, it matters for the Hydrans due to (J15.0) remote-control fighters. Thus a Hydran starbase could conceivably launch 24 Stinger-2s and 12 Stinger-Ts as remote-controlled fighters because it intrinsically has the capability to control a number of seeking weapons equal to double its sensor rating, and then use a special sensor to guide six suicide shuttles.

This line had also been used to define full and limited aegis in the Federation book, and so was also used for the various Hydran carrier escorts and bases that received aegis.

Appearing after the Federation book, the updated Hydran prototype also benefited from critiques of that book. In this book all of the ship graphics are moved into the text instead of appearing at the end of the ship description to more clearly delineate which graphic belongs to which description. Mostly they appear after the first paragraph of their ship description, but in some cases to accommodate the page layout the graphic's location has been adjusted, but all graphics are now clearly part of their ship description.

We hope that you enjoy this book and stay in touch.

You will notice on our webpage: www.StarFleetGames.com that you have several avenues to follow ADB. "Discuss" takes you to our BBS, where most of the game development takes place. "FC Forum" takes you to our Forum, which is more of a traditional forum to meet other players. You will also see that you can follow our page on Facebook (great for snippets of information and lots of art) and our Twitter account.

Want to find more players? Try our re-vamped Starlist: <http://www.starfleetgames.com/starlist.shtml> and we will send you a list of players near you.

As we say around here, "Don't be a stranger!"

DEDICATION

To the U.S. Military as a whole, who are often given thankless tasks that send them into danger around the world against enemies such as Ebola that the common military man may never have thought he would face outside of a bad Hollywood "end of the world" movie.

(Z50.5) COPYRIGHT & LICENSING

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(R9.0) THE HYDRAN KINGDOM**(R9.1) HYDRAN BACKGROUND**

Hydrans are short beings (about 1.33 meters tall), greenish-gray in color, with a barrel-shaped body supported by three stubby legs. Three equally-spaced tentacles sprout from the top of the body. Hydrans are neckless. Above the tentacles, two mouths, two nostrils, two eyes, and two ears are grouped in a fleshy mound on top of the body.

Their atmosphere is primarily methane and would be uncomfortable (or fatal) to most Federation species. They breathe methane (which provides most of their food) and could survive for limited periods on virtually any methane planet. (It can be assumed in boarding party actions that one or both sides are in special environmental suits.) Their homeworld is thought to be somewhat smaller than Uranus, possibly much smaller, and certainly of lower density. They are highly intelligent. Their small stature puts them at a minor disadvantage in ground combat (not reflected in *SFB*), but their starships are among the most respected in space and are designed for close-range combat.

Hydrans have three sexes, which are generally referred to as "male," "female," and "matriarchal." Both the male and female must deposit their genetic offerings in the matriarchal (which also makes a contribution) to achieve pregnancy, which uniformly results in triplets (one of each sex) that are cared for by the matriarchal. The concept of siblings is limited to the triplets as successive births usually involve different parents, and all siblings are referred to as "brothers." Males tend to dominate the command and technical positions. Females form most of the labor force, fighter pilots, and ground combat troops, but can hold command positions or even the throne. Matriarchs have the intelligence of a sheepdog and never hold positions in business or industry; some sterilized matriarchs hold servant positions on starships.

The Hydrans have a pantheon of many minor gods, some of which are of a higher order (and the order may change as different political factions come to power within any given group). Each household has its own god or gods, as does each starship, squadron, and fleet.

The Hydran government is a monarchy; Hydraxan XXIV was the current ruler in Y175. The lines of succession are quite complex since the Hydrans are anything but monogamous. The Royal Family consists of approximately 30,000 beings, with some 1,200 princes (both male and female). Theoretically, any one of the princes could ascend to the throne, and he (or she) might be anything from an absolute despot to a mere figurehead. There is an extensive nobility that involves itself in internal politics and a strong civil service that actually runs the day-to-day affairs of government. The numerous trade guilds hold considerable economic power but no real military force, and the king (or one of the nobles) occasionally purges one of the guilds when it becomes too powerful or uncooperative. The guilds, however, often control who ascends to the throne.

The Hydrans have never gotten along well with the Klingons or Lyrans. While Hydrans and Klingons cannot live on the same worlds, neither empire has been willing to cohabit systems with the other. The Hydran Kingdom was conquered by the Klingons and Lyrans in Y87 and held as a client state until Y135. When the Kingdom collapsed in Y87, powerful merchant guilds established themselves on three colony planets (Althroth, Minxitith, and Krooth) that the Klingons had not known about. These were known at the time as the "Lost Colonies" and came to be known after the Reestablishment as the "Old Colonies;" the terms have become interchangeable.



The Hydrans had contacted another star-faring empire on the other side of the Old Colonies with whom they initially had peaceful relations. Fearing that the Borak Star League (*Module E3*), another species of oxygen breathers like the Klingons and Lyrans, would take advantage of their weakened state, the Hydran Kingdom conquered the Borak in a surprise attack in Y87 and kept them as a client state from that point forward.

A still unexplained disaster prevented an intended advance by the Klingons into the old colonies region in Y114 (SL285.0).

Years later, after inventing the phaser-G (E2.15) and the fusion beam (E7.0), the Hydrans kicked the Klingons and Lyrans out of their territory and re-established the Kingdom. The guilds held most of the power until Y152 when Hydraxan XXIII ("the Great") assumed the throne and restored royal power.

When the Klingons and Lyrans were forced out of Hydran space, they left behind millions of "subject race" people on oxy-nitrogen worlds. These people became productive and reasonably happy (and loyal) subjects of the Hydran Kingdom.

The Hydrans have a co-belligerent status with the Kzintis, based on the ancient enemy-of-my-enemy theory, and have exchanged some technology. No formal alliance has been created. In a practical sense, neither the Hydrans nor the Kzintis could do much in direct support of the other if the Klingons or Lyrans attacked one of them. Such a situation would at best result in serious defeat for one nation while the other captured territory from the Klingons and Lyrans.

The early Hydran ships (which the Klingons first encountered in Y135) were armed with short-ranged fusion beams and phaser-Gs. Most of these ships (indeed, most Hydran ships) carry fighters (R9.F0) which are used to supplement the firepower of the warship itself. As these fighters carry fusion beams (and, after Y170, phaser-Gs), they are deadly and a small squadron firing from short range can cripple any cruiser in the galaxy. The tactics of these Hydran ships revolve around bringing the fighters into action and preventing them from being destroyed before they can fire. The seemingly low BPV of these Hydran ships is actually quite high when the cost of the fighters is included.

Later ships (after Y156) carried the longer-ranged hellbore (E10.0) cannon and fewer (or no) fighters. Most hellbore-armed ships are re-designed (not necessarily converted) copies of the earlier fusion-armed ships. The hellbore-armed ships were originally used primarily on the Lyran border and in a special Expeditionary Fleet (intended to operate deep in Klingon territory and possibly fight its way

Own a Hydran Ship!

Did you know there are miniatures of the Hydran ships? Because the Hydrans built so many sister ships (hellbore armed or fusion beam armed) and so many variants of the same base hull (all easily identified with the Hydran Master Starship Book), it is easy to build a large fleet of different ships by changing the paint scheme. (Hydran ships' paint guides are available online here: <http://www.starfleetgames.com/miniatures.shtml>)

The Hydran Fleet Box contains the Paladin dreadnought, Ranger heavy cruiser (can be painted as Dragoon or as a command cruiser or carrier) and Mongol war cruiser (can be painted as any of the numerous war cruiser and light cruiser variants). The Buffalo Hunter war destroyer, Lancer destroyer, and Hunter Frigate can be painted as any of numerous variants. As a bonus this set includes a pallet that can convert the Ranger or Mongol into a transport.

Squadron Box #20 includes the Paladin dreadnought, Dragoon heavy cruiser (same hull as the Ranger), Overlord heavy battlecruiser, Knight destroyer (same hull as the Lancer), and Cuirassier frigate (same hull as the Hunter).

Squadron Box #26 includes the Ranger heavy cruiser, Tartar war cruiser (same hull as the Mongol), Iroquois new heavy cruiser (same hull as the Mohawk), and two war destroyers (Rhino Hunter and Buffalo Hunter, which are identical miniatures).

These miniatures are also sold separately. Also available are the Monarch battleship, Liege light dreadnought, Gendarme police ship, and the famous Pegasus.

All of our ships are lead-free pewter and include stands.