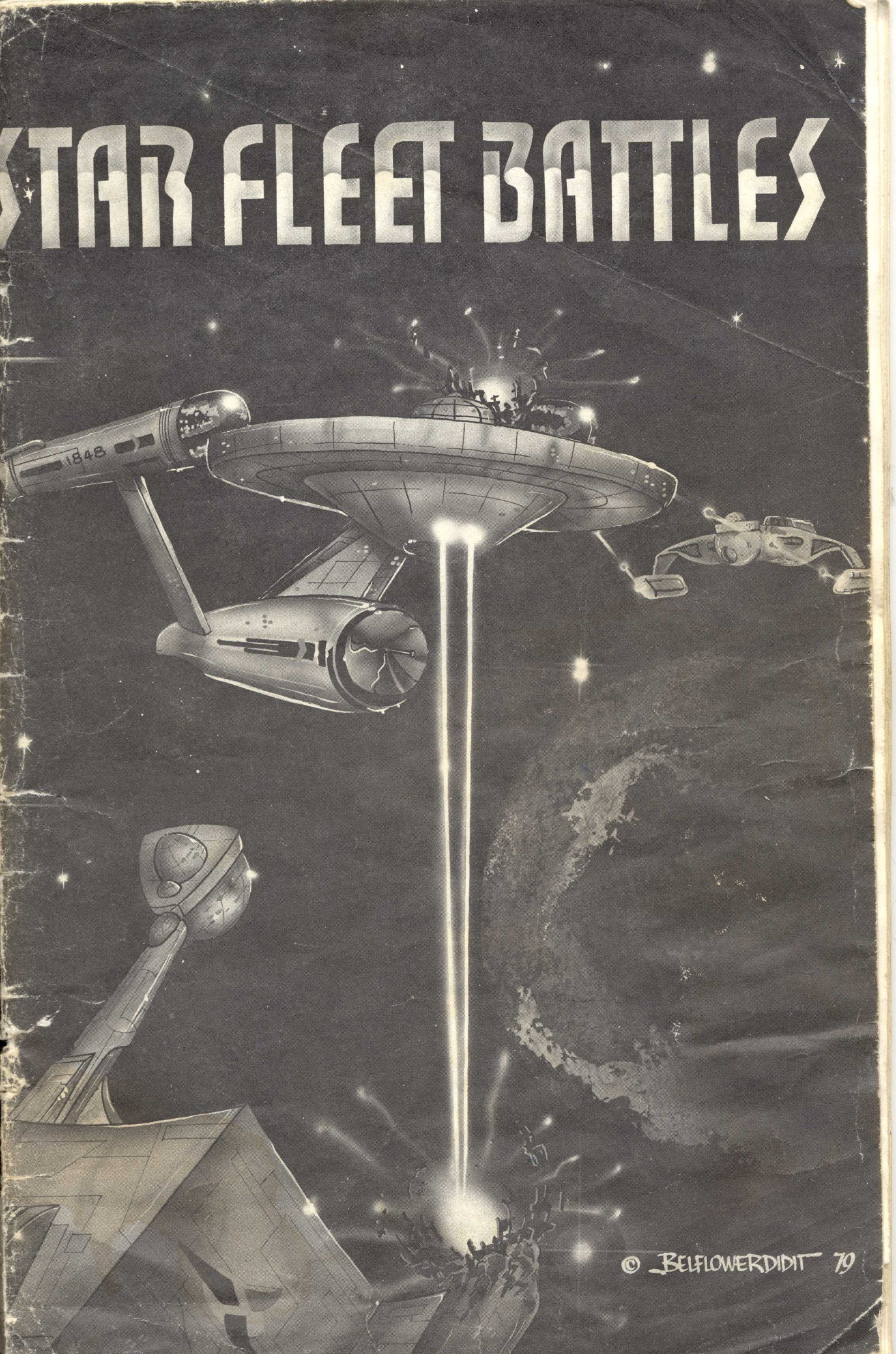
STAR FLEET BATTLES



INTRODUCTION TO THE DESIGNER'S EDITION

Unlike most "Designer's Editions", this game is considerably different from the original version. The first edition was in a "pocket game" format, containing less than half as much material as this edition. Players who have not seen the earlier version may find it helpful to know that most of Rules Sections I through VII were included in that earlier version. Many small details that appear to be contradictory between these sections and the "Advanced Game" material will be understood when considered in this light.

Players who purchased and played the original edition are cautioned that the addition of the Advanced Game material has necessitated considerable revisions in various sections of the rules. A special section of the Designer's Notes calls attention to the specific changes.

STAR FLEET BATTLES is not, all in all, an overly complex game. However, there is a considerable mass of detail (more than almost any other game) which must be remembered (if not memorized outright) if you are to get the most out of any given Starship. Specifics are not as necessary as general ideas of what your Ship's capabilities are — what systems are available to you to accomplish your mission.

I. GENERAL RULES

(1.0) INTRODUCTION

STAR FLEET BATTLES is a game of Starships. Each player in the game will personally command one (or sometimes more) Starships which he will use in various scenarios to perform assigned missions.

Starships in this game are portrayed at a level of detail and accuracy never before reached in simulation games. The game is, at the same time, both complex in its mechanics and simple in its execution. Many things that sound difficult upon first reading of the rules will become clear as the players attempt them. Starship Captains undergo years of training for their jobs; don't expect to master this game in a day. But conversely, you need not concern yourself with the thousands of details faced by a Starship Captain, who spends over half his time on administrative problems (something that you, the game player, will not have to bother with).

The game includes units from seven Fleets. These are the Federation, Klingon Empire, Kzinti Hegemony, Romulan Empire (formerly known as the "Republic"), Gorn Confederation, Tholian Holdfast and the Orion Pirates. These are known, collectively, as "races", "empires" or "Fleets", even though Federation and Klingon ships employ multi-racial crews; the Gorns, Tholians and Federation make no claim to be empires; and the Orions are part of an intra-galactic piracy cartel, not a formal battle Fleet.

The basic Game is primarily a game of Cruisers, the workhorse Starships of all Fleets. A Heavy Cruiser can do anything that a Dreadnought can, except fight another Dreadnought (and properly handled, it can give a good account of itself against even one of those). Traditionally, however, Dreadnoughts are held at Starbases until the outbreak of war, as they are too expensive to operate on routine patrols. The rules of the Basic game are primarily intended to cover Light and Heavy Cruisers. The Federation Dreadnought is also included in the Basic Game to show the differences between this class and the Cruisers. The Advanced Game covers larger and smaller ships. The Tholian and Orion ships are not covered in the Basic Game because the operation of their ships requires special Advanced Rules.

(2.0) GENERAL COURSE OF PLAY

The game is divided into scenarios, which are specific missions (usually combat against other Starships). Each scenario is played in turns, and each turn is divided into a number of "Impulses." During each turn, the players will determine the amount of energy that is available from Engines, Reactors and Batteries, and will allocate this power to move, fire weapons, operate Shields and use other instruments and equipment. Then the Starships in the scenario will actually be moved (using a proportional movement system to reflect relative speed), and will fire their weapons during movement, as the "enemy" Starships come within optimum range. Damage is recorded on Ship Systems Displays. These are a stylized layout of the ship with small boxes labeled for each of the various systems. As the ship takes damage in combat, the boxes are checked off. The Ship Systems Display is used to determine just what systems are still operating. Play generally continues until one player has taken so much damage that his ship no longer has a chance of winning, and attempts to escape at high trans-light speed. The player who has managed to keep his ship relatively undamaged while damaging the enemy ship (or ships) wins the scenario. In some cases, the enemy might be a "Monster" of one type or another. These scenarios are particularly challenging.

(3.0) GENERAL INFORMATION

(3.1) Rules Organization — the rules to STAR FLEET BATTLES are divided into a number of sections, each of which is assigned a number. Each such rules section deals with a specific type of system, activity or function. Frequently, when there are several similar items within a general rules heading, these are assigned sub-divisions of the basic rules section. For example, Phasers are covered in Rule 16.0. Rule 16.1 points out that there are four different type of phasers, and Rules 16.11, 16.12, 16.13 and 16.14 tell specific things about each one of these types. Then Rules 16.2, 16.3, and 16.4 tell how all Phasers operate, calling attention to the specific differences in each type.

(3.11) The rules of STAR FLEET BATTLES are further grouped into major divisions. Players who wish to get into the game as quickly as possible should read Division I (Rules 1-7), Division II (Rules 8-25), skip Division III (Rules 26-42) and read only enough of Rules 43 and 44 to get into the Introductory Scenario **(46.0)**.

(3.12) Rules 26-42 (Division III) are Optional Rules that players may add at their option to increase their enjoyment of the game. These rules are NOT required, and players need have no fear that they are only playing "half of the game" if they do not care to use these. However, players who are trying to re-create certain situations or to use certain equipment may wish to use these. Players should decide at the start of the scenario which optional rules they will, or will not, use in that scenario. By mutual consent, such rules may be added to a scenario at any point.

(3.13) The STAR FLEET BATTLES rules are extensively cross-referenced. Players reading these rules for the first time may wish to, upon finding an unfamiliar term or concept, turn to the referenced rules section and learn about this new item. Alternatively, you may wish to simply ignore any terms that are unfamiliar, confident that by the time you have finished the rules you will understand them.

(3.14) Rules Divisions VIII (Advanced Game Rules), IX (Advanced Game Starship Types and Classes), X (Advanced Game Scenarios), and XI (Advanced Campaign Games) taken together comprise the Advanced Game. These rules are intended to expand upon the rules of the Basic Game. Players should have a working knowledge of the rules of the Basic Game before attempting to master the Advanced Game. It should be noted that virtually the entire Advanced Game can be considered to be an optional expansion of the Basic Game Rules. In several instances, the Advanced Rules will contradict the Basic Rules. If used, the Advanced Rules take priority, as they are an advanced development of the Basic Rules.

(3.2) Game Equipment — included in STAR FLEET BATTLES DESIGNER'S EDITION are: one rules booklet, one 24" x 20" playing map, 216 die-cut multi-colored playing pieces, two copies of the Energy Allocation Form, two Proportional Movement Charts, and six sheets of Ships's Systems Displays. Each sheet includes several ships. These diagrams are referred to as SSD's. Also included in the game are two six-sided dice, two marking pencils, two zip-lock bags (to store the playing pieces) and two plastic page protectors. The SSD's, page protectors and marking pencils are used in the game to record damage to the various ships. Players should take great care with the SSD sheets as they are required for play, and additional copies are NOT available from the publisher. Players may wish to use the marking pencils and page protectors (wiping the sheet clean after each use) or to produce extra copies of the SSD's (which could then be marked with regular pens or pencils, and discarded after each playing). Purchasers of this game have the permission of the publishers to produce, by any convenient means, copies of the SSD sheets, Energy Allocation Forms and Movement Charts for their own private use.

(3.21) The die-cut counters are used to represent the various Starships and weapons which are used in the play of STAR FLEET BATTLES. Generally, each counter represents one Starship, weapon, Shuttle or Monster, etc.

(3.22) The race/nation/empire of the counter is shown by its color. Federation ships are printed in black on blue counters; Klingon ships in white on black counters; Kzinti ships in black on white counters; Gorn ships in red on white counters; Romulan ships in black on red counters; Orion ships in white on blue counters; Tholian ships in white on red counters; and Starbases, Base Stations, and Freighters (which may, at various times, be used for any of the Fleets) in blue on white counters.

(3.23) Each counter contains a silhouette of the ship represented (in plan view) as well as an identifying abbreviation to more readily distinguish ship types and an identification number to distinguish one ship from another of the same type.

(3.24) Abbreviations used in both the Basic and Advanced Rules are as follows: AS = Attack Shuttle, B = Boom (detached from a Klingon ship), BS = Base Station, BT = Battle Tug (a Federation Tug with a special weapons pod), CA = Heavy Cruiser, CC = Command Cruiser, CL = Light Cruiser, CR = Raider Cruiser, CS = Strike Cruiser, CV = Shuttle Carrier, C8 & C9 = two classes of the Klingon Dreadnought, DD = Destroyer, DN = Dreadnought, D7 & D6 = two classes of the Klingon Battlecruiser, E4 = Klingon Escort, F = Freighter, FF = Frigate, F5 = Klingon Frigate, KR = Klingon Battlecruiser in Romulan service, P = Pod, PC = Patrol Cruiser, S = Shuttle, SB = Starbase, SC = Scout, TT = Transport Tug, WB = Warbird, WE = War Eagle.

(3.25) While the counters included with the game will be adequate for all scenarios included with the game, players who are devising their own scenarios may wish to have more of some particular type. There is nothing wrong with using a counter for something that it was not specifically intended to be, so long as this is made known to your opponent prior to the start of play. For example, if you wished to have five Federation Heavy Cruisers in a given scenario, you might use two Command Cruisers to "fill in," telling your opponent of the substitution. Alternatively, if you wished to have twelve Klingon D7 Cruisers in a given scenario, you might use the three D7's that come with the game, then use the three D6's, the three Romulan KR's, and three Kzinti Strike Cruisers. So long as the usage is consistent and known to the opponent, any substitution of counters is acceptable. Note, however, that it would be confusing to have both players using counters from the same race/nation.

(3.3) Background — as can be seen from the map (below), the seven races portrayed in the game occupy a rather small area on the edge of the Galaxy. While it is presumed that the Klingons, for example, have contacted other races on the side of their territory which is away from the Federation, the Federation has not become aware of the specifics of such contact. The Klingons and Kzintis have been at war with each other for almost 100 years before the time period of the game. They developed trans-light Starships during their first war.

The Kzinti Hegemony was originally composed only of the Kzinti Homeworlds and a number of nearby habitable systems. Since expanding to its current size, the Hegemony has gained control of several planets with native sentient races, but does not allow individuals of those races to leave their planets. The Kzintis trade with these races, and occasional smugglers have dealings with them, but they have no spacefaring capability of their own. Late in the time period of the game the Kzintis signed a treaty with the Federation. This was primarily at the suggestion of the Federation in an attempt to balance the Kzintis against the Klingons.

The Klingon Empire arose on the ruins of a previous one (known only as "The Old Kings") of which the Klingons had been a subject race. The Old Kings used Klingons primarily in their Starship crews and, when the Kings dissappeared (legend has it they left to avoid the death of the Galaxy, since stars in the core were already turning into Novas), the Klingons quickly picked up the pieces. The Klingon Empire includes at least twelve planets with native sentient races, all of them subservient to the Klingons themselves. Almost 60% of all Klingon Empire Starship crewmen are non-Klingon.

The Tholians are a non-aggressive race, but want no intrusion of their territory and react with sharp action when such intrusions occur. They do not trade with other races, except in rare cases. Smuggling into and out of the Holdfast is almost non-existent.

The Federation is the only political unit that is not dominated by a single race. Several races (Human, Vulcan, Orion, Andorian, Rigelian, Alpha-centauran, Cygnan, etc.) have achieved "Council Status", and two dozen other races are affiliate members. Most ships are manned 90% by one of the races with 10% being a mixture of all others. The Federation is probably the most idealistic of all the Empires. Federation ships never attack without warning, and while the Federation has fought wars and skirmishes with all of its neighbors, it has never started a war. The Federation has negotiated boundaries with all of its neighbors and has never sought to expand them militarily, although they place "colonies" in the neutral zones and aggressively exploit all economic opportunities. The Federation has treaties of Alliance of Friendship with the Kzintis and Gorns, and Mutual Non-Aggression Pacts with the Klingons and Romulans. The Tholians indicate that they feel the best treaty is to simply never have contact.

The Gorn Confederation consists of three sentient races (all developed on separate planets but are so nearly identical they must have come from common stock) joined into a single political unit. Their area of space

includes relatively few habitable planets and, apparently, no native sentient races. The Gorns first met the Federation in war, but this was quickly settled when it became apparent that it had been a misunderstanding. Later, it was found that the Gorns were constantly having armed disagreements with the Romulans concerning the borders, and an Alliance was formed. The Federation-Gorn Alliance seems to be the only one that is based on mutual trust and respect, and a common desire to end all military aggression. Other Alliances (Federation-Kzinti, Romulan-Klingon) are based on political expediency.

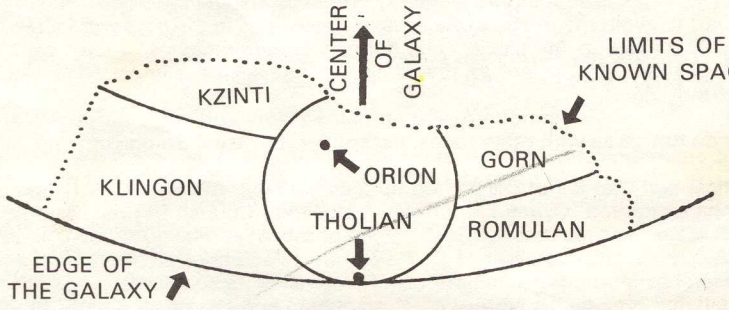
The Romulans are the most aggressive of the Seven Empires. Their territory includes even fewer habitable planets than the Gorns, and no sentient races. The Romulans seem to honestly believe that they are destined to rule the Galaxy, and are constantly working toward this end. Unfortunately (for their plans) their military power is probably the most feeble of the five major races. The main strength of the Romulan Fleet (and the only ships capable of operating very far from their own territory) are Klingon ships sold or leased to them by virture of the Treaty, and Romulan Warbirds that are converted to War Eagles with Klingon Warp Pods. Before the treaty, the Romulan Fleet was considered only a particularly savage nuisance. While they could obliterate entire worlds, their sub-light ships could not penetrate deeply into Federation or Gorn Territory. Warp power has greatly expanded the threat of war from the Romulans. However, a new political "party" appears to be gaining strength in their government, and claims to be "moderate".

The Orion Pirates are difficult to describe as a political entity. Orion is a member of the Federation, and one of the most economically aggressive, both within and outside of Federation territory. Officially (according to the Orion Government), the Pirates are simply individual privateers, many of whom are not even Orions, with no formal organization. Actually, it has been believed that the Orion Pirates are a clandestine arm of the Orion government, using ships provided to them and manned by regular officers and crewmen of their own Fleet. (All Federation races once had their own battle Fleets. These were disbanded in favor of the combined Star Fleet, but all races still maintain local "police" Fleets.) Intelligence has learned recently, however, that the Orions may be part of an intra-galactic crime cartel, intent on dominating the Galaxy economically.

The Chronology below describes the events leading to the present situation.

CHRONOLOGY OF EVENTS

YEAR	EVENT
1	First contact between the Human race and their nearest neighbors (Orions, Vulcans, etc.).
4	Formation of the Federation.
40-46	The first Romulan War (between Federation and Romulan Republic).
45	Introduction of the Cruiser Design by the Federation.
46	The Romulan Ceasefire.
50-82	First Klingo-Kzinti War.
62	Federation begins conversion of Cruisers to Warp power.
62-67	All races develop Warp-powered ships.
71	Federation Star Fleet is formed, member races begin disbanding their "national" Fleets in favor of the unified Fleet.
82	Klingons win First Klingo-Kzinti War, depriving Kzintis of three key colony planets.
103-106	Second Klingo-Kzinti War is won by the Kzintis, regaining the three planets.
110-111	First war between the Federation and Klingon Empire. The war is bitter, but inconclusive.
113	The Federation completes the disbanding of the "national" Fleets in favor of the unified Star Fleet. Sixteen Orion Starships (of various types) with almost 9,000 skilled crewmen mutiny and disappear. They form the nucleus of the Orion Pirates.
123-131	Third Klingo-Kzinti War. Inconclusive results.
150-170	Primary Time Frame of the game.
154-155	Second Romulan War (between Romulan Empire and Federation). Results in a treaty of the Neutral Zone.
156	Second War between Federation and Klingon Empire ends in the Organian Treaty.
157	The war between the Gorns and the Federation ends in Treaty of Friendship.
158-162	Fourth Klingo-Kzinti War. Results inconclusive.
159	Klingon-Romulan Treaty of Friendship is signed. Klingons begin supplying advanced technology to Romulans, resulting in greater pressure on Federation border. Federation transfers main Fleet units from Klingon border to Romulan border, releasing Klingon ships to fight Kzintis.
160	First KR's and KF5R's delivered to Romulans.
161	Kzintis introduce advanced Attack Shuttle.
162	Romulans begin conversion of Warbirds to War Eagles at the rate of two per year.
165	Kzintis launch the first of a class of Shuttle Carriers.
166	Federation-Kzinti Articles of Agreement.
167	Improved Attack Shuttle introduced by Kzintis.
168	First introduction of Dreadnoughts by both Klingons and Federation.



(3.4) Game Scale — each hex on the map represents an area 10,000 kilometers across (from side to side). Movement at a speed of one hex per turn is equal to the speed of light (movement at 10 hexes per turn is equal to 10 times the speed of light, etc.). The silhouettes of the ships on the counters are not drawn to a consistent scale. If they were, the Shuttles and Drones would not even be visible.

The game is played in two dimensions only. It was determined that, while the game could have been done in three dimensions, the addition of the third dimension would require complicated rules on vector

mechanics, and would have added nothing to the excitement, flavor and realism of the game. Indeed, few people could keep track of ships moving in three dimensions.

(3.5) Mapsheet — the map used in STAR FLEET BATTLES is a hex grid, used to regularize the position of each ship, and its distance to other ships. Players may, if they wish, obtain a larger hex grid from various commercial sources to expand the field of play if they are using large Fleets, but the map included with the game should be adequate for all scenarios. Players may, similarly, wish to cut the map into six sections, so that, if their battles tend to drift one direction or the other, the map can be "leapfrogged" in front of the action. Alternatively, if one ship moves off the map, all ships can be shifted enough hexes to one side to correct the situation.

(3.51) Players should note the two directional displays on the map. One is composed of numbers, the other of letters. These are used to determine direction. Players should refer to the Movement Rules **(6.31)** for explanation of the use of these displays.

(4.0) SEQUENCE OF PLAY

STAR FLEET BATTLES is played in turns, of which there may be almost any number in a given scenario. Each turn consists of several Phases, some of which are broken down into several Segments and/or Impulses. Each turn consists of several steps (primarily planning, and the launching of some weapons types) followed by a number of Impulses during which movement and combat take place.

(4.1) SEQUENCE OF PLAY

1. ENERGY ALLOCATION PHASE
2. SPEED DETERMINATION PHASE
3. SELF-DESTRUCTION PHASE
4. DRONE AND SHUTTLECRAFT LAUNCH PHASE
5. SENSOR LOCK-ON PHASE
6. IMPULSE PROCEDURE
   - A. MOVEMENT DETERMINATION SEGMENT
   - B. MOVEMENT SEGMENT
   - C. FIRE DECISION SEGMENT
   - D. FIRE ANNOUNCEMENT SEGMENT
   - E. FIRE SEGMENT
   - F. DAMAGE ASSESSMENT SEGMENT
7. PLASMA TORPEDO LAUNCH PHASE
8. RECORD KEEPING PHASE

This completes one turn. The procedure is repeated for each turn of the scenario.

(4.2) EXPLANATION OF THE SEQUENCE OF PLAY

1. ENERGY ALLOCATION PHASE. Each player, for each ship that he controls, fills out the next column on the Energy Allocation Form for that ship. Refer to Energy Allocation Rules **(5.0)**. It is by the allocation of energy that players determine, in this phase, what the speed of their ships will be during the current turn, and what equipment and weapons will be operated.

2. SPEED DETERMINATION PHASE. The speeds for all ships (as well as Drones, Shuttles and Plasma Torpedoes) are announced or determined. During this Phase, the Controller **(6.7)** prepares his Control Sheet.

3. SELF-DESTRUCTION PHASE. Ships which are plotted to Self-Destruct do so at this time, and the effects of the blast are applied immediately to any ships within range of the blast. Refer to optional rule **(35.0)**.

4. DRONE AND SHUTTLECRAFT LAUNCH PHASE. Players that plotted to launch Drones or Shuttles do so within the limits of the appropriate rules **(20.0, 27.0)**. Note that as Shuttles must plot movement, and can move in the turn of launch, the movement plots for Shuttles launched on this phase should have been prepared in the first phase.

5. SENSOR LOCK-ON PHASE. All ships which wish to fire at enemy ships during the current turn, or which have Drones on the map targeted on other ships, MUST attempt to achieve a Sensor Lock-on at this time. (Refer to Rules **9.2** through **9.4**.) This is resolved with a single die roll for each ship attempting Lock-on for all of that ship's potential targets. The effects of the Lock-on or failure to Lock-on will last for the entire turn. A given ship will either have a Lock-on to every other ship on the map, or to none of them. Note that in the case of ships that have not suffered Sensor damage, Lock-on is automatic.

6. IMPULSE PROCEDURE. The movement/combat portion of the turn is divided into 32 Impulses. Any Impulse on which no ships or weapons (counters) are to move is skipped completely. Thus, there may be considerably fewer than 32 Impulses on many turns.

   A. MOVEMENT DETERMINATION SEGMENT. The ships that will move in the current Impulse are determined by the Controller from the MOVEMENT CHART (see separate sheet). This information is announced to all players.

   B. MOVEMENT SEGMENT. Each player whose ship is to move in this Impulse moves it one hex in accordance with his pre-plotted movement **(6.0)**. (Note that "homing" weapons have special rules for movement).

   C. FIRE DECISION SEGMENT. Players determine for each of their ships if it will fire any of its weapons during this Impulse. This is done secretly and simultaneously.

   D. FIRE ANNOUNCEMENT SEGMENT. Players announce for each of their ships if they will fire, and if so, which weapons and at which targets.

   E. FIRE SEGMENT. Weapons are fired in any convenient order in accordance with the rules on Combat **(7.0)**. Damage is assumed to be simultaneous.

   F. DAMAGE ASSESSMENT SEGMENT. After firing, damage is calculated and recorded on the SSD sheets. Players may find it more convenient to record the effects of fire as it is made, but you should take care to remember that fire is simultaneous within a given Impulse (but not within a given turn, which consists of up to 32 Impulses), and that weapons on opposing ships may be destroyed simultaneously.

   The Impulse Procedure is repeated for each Impulse of the current turn. When all Impulses are completed, return to the Sequence of Play and proceed with the Plasma Torpedo Launch Phase.

7. PLASMA TORPEDO LAUNCH PHASE. After the completion of the Impulse Procedure, players who had previously plotted to fire Plasma Torpedoes **(19.0)** on the current turn do so, by placing the counters for these Torpedoes on the map, on top of the firing ship, and facing the same direction as the firing ship.

After completion of all activities of a given turn, the turn is complete and the next turn is begun. The Sequence of Play is repeated for each turn until the scenario is over. Note that each turn may contain a different number of Impulses in the Impulse Procedure.

(5.0) ENERGY ALLOCATION

The heart of the game is in the Energy Allocation Rules. Here players must determine how much power (energy) is available and how to use it most wisely.

(5.1) Energy is calculated and allocated on an Energy Allocation Form. There are two of these included with the game. Players should use plastic page protectors and grease pencils, or photocopy extra copies of this form for use in the game. Each turn during the Energy Allocation Phase, each player, for every Starship he controls, must fill out the next column on his Energy Allocation Form.

Specific instructions for filling out the form are given on a line by line basis, as follows:

1. WARP ENGINES. This is the amount of Warp power available. Simply count the unchecked Warp Engine boxes on the ship's SSD. For example, the Federation Cruiser starts with 30, the Kzinti Strike Cruiser with 27 and the Gorn Heavy Cruiser with 32. This number may be reduced by combat.

2. IMPULSE POWER. This is the amount of power available from the Impulse Engines. Again, simply count the number of unchecked boxes. (The Fed Cruiser has 4, as do most ships.)

3. REACTOR POWER. This is the amount of power from Nuclear Reactors. The Klingon Battlecruiser has two Reactor boxes on its SSD. The Federation Command Cruiser also has two, but the Federation Heavy Cruiser has none.

4. TOTAL POWER. This is the total amount of power available from all sources other than Batteries. At the start of a scenario an undamaged Federation Heavy Cruiser will have 34 units of power, a Command Cruiser 36, a Klingon Battlecruiser 37, and a Gorn Heavy Cruiser 38.

5. BATTERIES AVAILABLE. This is the number of Batteries available for use.

6. BATTERIES DISCHARGED. This is the number of batteries which have previously been used. The total of 5 and 6 will always equal the number of undestroyed Battery boxes on the SSD. At the beginning of a scenario, the Batteries will all be charged. Careful players save their Batteries until the ship is heavily damaged, and use them to fill in, temporarily, for destroyed Engines. Skillful players, however, use their Batteries constantly for that one additional unit of power that can be critical. Batteries destroyed in combat are presumed to have been those previously discharged, if any such Batteries exist.

7. LIFE SUPPORT. You MUST allocate one unit of energy to this line on each turn. However, if your ship has taken internal (non-Shield) hits equal to 50% or more of its original system boxes, you may declare the ship to be put on "emergency life support," which requires no energy.

8. FIRE CONTROL SCANNERS. One unit of power will operate Scanners and Sensors for the current turn. If no power is allocated to this line, weapons MAY NOT BE FIRED, and any Drones (and suicide Shuttles) launched by your ship which are on the map are removed.

9. PHASERS. One unit of power will operate one Phaser. (Exceptions: Type III Point Defense Phasers use one-half unit of power each; Type IV Base Phasers use two units of power each). You may put on this line as many units of power as you have operational Phasers. Each specific Phaser may fire only once per turn, so take into account the current and presumed future position of the enemy and determine how many of your Phasers are likely to get in a shot.

Phasers may not be fired, or energy allocated to fire them on future turns, until they have been energized (i.e. "warmed up"). This requires one turn and one unit of energy (for the entire ship, not each Phaser). Unless specifically stated otherwise, all ships begin all scenarios with Phasers not energized. If a period of 25 turns elapses during which no Phasers are fired, they must be re-energized.

To energize Phasers, simply allocate one unit of power on this line on turn 1. (You may do this on a later turn, but you will not be able to fire any Phasers until this has been done).

After Phasers have been energized, they still must have power to fire. You may allocate to this line, on any given turn, sufficient energy to fire all of your ship's Phasers. You may allocate less, but never more. Each time a Phaser fires this energy is reduced by the amount used (one unit for I and II Phasers, one half for III, and two for IV). At the end of the turn, any unused energy (presumably from Phasers that did not have an opportunity to fire) may be held over to the next turn (stored in the capacitors of the Phasers) or used to recharge discharged Batteries.

NOTE: No one specific Phaser can fire more than once per turn, even if energy is available to do so. Also note that if, during the course of a turn, enough Phasers are destroyed to reduce the number of Phasers that have not fired that turn below the amount of energy allocated for Phasers, the surplus energy is lost.

10. TORPEDOES. This line is used for Photon Torpedoes, Plasma Torpedoes and Disruptor Bolts. The allocation of energy for each launching tube (system box) is recorded separately on one line here. The specific method of allocation for each weapon type is covered within the rules on that weapon type **(17.0, 18.0, 19.0)**.

11. SHIELDS. Shields may be set for minimum level, which requires one unit of power but provides only five Shield boxes (on the ship's SSD) in each Shield with power. Any damaged boxes of a Shield are presumed to be a part of these five. (If there are two hits on the # 3 Shield, and Shields are on minimum level, then Shield # 3 will have only three units of Shielding.) Shields may be set on maximum level, in which case two units of energy must be allocated, and all Shield boxes of all Shields are activated.

12. GENERAL SHIELD REINFORCEMENT. Any amount of power may be applied here. Divide the amount applied by two, and the resulting number is the number of "extra" Shield boxes for that turn. These Shield boxes (on line 12) reinforce all Shields. If, for example, you had allocated 10 units of energy on this line, the first five hits (from any direction, but NOT from each direction) would not permanently damage any Shields.

13. REINFORCE SHIELDS. Energy may be added directly to one or more specific Shields. This may be done to reinforce a weakened Shield, or to reinforce one that you expect will be facing the enemy on the coming turn. Each unit of power allocated to a specific Shield provides one "extra" Shield box on the SSD for that turn. (This box is not drawn on the SSD, simply mark the Energy Allocation Form when that Shield is hit to reflect the reduction of this reinforcing energy.) These extra boxes are destroyed first, before boxes on the SSD are checked off. For a more detailed explanation of Shields, refer to Combat **(7.0)** and Shields **(25.0)**.

14. MOVEMENT. As explained in the Movement Rules, each unit of energy placed on this line provides the Starship with one movement point. A Starship which has allocated 16 units of energy on this line will move sixteen hexes during the current turn. Players should pay particular attention to the rule on Acceleration **(6.5)**.

15. DAMAGE CONTROL. This line is used to allocate energy using the optional Damage Control Rules **(30.0)**.

16. RECHARGE BATTERIES. Energy allocated on this line will recharge previously discharged Batteries. See the rules on Batteries **(24.0)**.

17., 18., 19. These lines are used to allocate energy to miscellaneous systems not specifically listed above. Examples of these would be Electronic Counter-Measures (ECM), Electronic Counter-Counter-Measures (ECCM), Tractor Beams, Transporters or Shuttles.

20. TOTAL POWER USED. This line is used as a final mathematical check to make sure that you have allocated the correct amount of power. It also serves to determine if you have discharged any Batteries.

21. BATTERIES DISCHARGED. This is a record of the number of Batteries which were discharged on the current turn. It is used to adjust lines 5 and 6 on the next turn.

Movement must be plotted for Starships and Shuttles, and the intended launch of any Drone, Shuttle or Plasma Torpedo must be noted, in the lower portion of the column for each turn. Movement is recorded using the letter codes in the upper right-hand corner of the mapsheet **(6.32)**.

Note: except when specifically stated to do so, energy does NOT "carry over" from turn to turn.

Example: If power was allocated to movement on a given turn, this power would not be used to move the ship on a later turn. If 15 units of power were allocated to a ship on turn 5, and none on turn 6, it would move 15 hexes on turn 5, and would not move at all on turn 6. If energy was allocated to Transporters on turn 5, and not used, this power is lost and cannot be used to operate the Transporters on any later turn. ONLY in the case of Phasers (as detailed above) is power carried over from one turn to a later turn. In some cases, (e.g. Photon Torpedoes) energy must be expended over a period of two or more turns. The energy expended on each of those turns comes from power generated during each specific turn.

(6.0) MOVEMENT

Starships move on the map by Impulse power and Warp Engine power. The movement of most ships in the game varies from turn to turn, depending on the amount of power which is allocated on any given turn for movement. Each hex moved into during the course of a given turn equals one times the speed of light. (Moving 10 hexes on a given turn is equal to moving 10 times the speed of light during that turn.)

Players in this game select the speed of their own ships during the Energy Allocation Phase by how much energy they allocate to movement. They are limited in this choice by the rules (which limit speed to a maximum of 31 hexes per turn, **6.15**), damage taken by their ship in previous turns (which limits their available power), the requirements of Acceleration **(6.5)**, and tactical considerations (it may not be necessary or desireable to move completely across the map, and the power may be needed for other things, such as Shields and weapons).

(6.1) Movement is expressed in movement factors. Each turn, during the Energy Allocation Phase, each player, for each ship, records on line 14 of the Energy Allocation Form a number of energy points. This is the number of movement factors that the ship will have on that turn, and the number of hexes that it will enter during that turn.

(6.11) All energy used for movement, with the exception of 1 point, must come from the Warp Engines. Note that while the Klingon D7 Battlecruiser has 37 units of energy (when undamaged) it can still move no more than 31 hexes per turn since it has only 30 units of power from the Warp Engines.

(6.12) The one non-Warp Engine energy point used for movement MUST come from Impulse Engines. In simple terms, the only time you should be concerned about this is when you have no Impulse Engines left (due to combat damage), in which case you could NOT exceed the number of Warp Engine power points that you have available.

(6.13) The Romulan Warbird is the ONLY ship in the game to have NO Warp Engines. It can never move faster than one hex per turn.

(6.14) The Base Station and Starbase included in the game can never move. They may, at the owning player's option, rotate 60 degrees clockwise per turn, remaining in the same hex but changing their facing.

(6.15) The fastest allowable speed is 31. Even though some ships can go faster, no ship may plot more than 31 hexes of movement. This limitation is due to the inability of the ships to accelerate beyond Warp 3 (which is about 27 hexes per turn) within the time frame of a single turn, and the inability of the Weapons Tracking Systems to function at faster than that speed. Ships may use higher speed when using the Disengagement Procedure **(6.6)**. Romulan Plasma Torpedoes move at a speed of 32, and are the fastest moving objects in the game.

(6.16) Each ship will move one hex, and one hex only, during each Impulse in which its movement is called for by the MOVEMENT CHART **(6.8)**. If a player allocates 16 units of energy to movement, then his ship will move one hex in each of 16 Impulses of that turn. (Depending on the speed of the other ships on the map, there may or may not be Impulses in which this ship does not move.)

(6.17) Ships normally move directly forward, turning 60 degrees right or left as their Turn Mode permits. Ships may, however, also move backwards using exactly the same turning procedure. Ships may not mix forward and reverse movement during a single turn. The direction that a ship will be traveling (forward or reverse) must be noted during the Energy Allocation Phase. Before a ship can reverse direction, however, it must pay a "braking energy" cost equal to its current speed. This energy must be Warp energy (except one point that may be Impulse). After paying this braking cost, the ship may be given sufficient energy to move at any speed (albiet in a reverse direction) within the acceleration limits of its original speed.

(6.2) Each ship in the game which moves at trans-light speed (more than one hex per turn) on a given turn must maneuver within the limits of its Turn Mode. A Turn Mode is the number of hexes which the ship must move in a straight line (straight ahead) before it can turn 60 degrees (one hex side) right or left. After each 60 degree turn, the ship must again move the stated number of hexes straight ahead before it can turn again. Turn Modes increase with speed; also less-maneuverable ships have higher Turn Modes.

(6.21) TURN MODE CHART (see separate sheet).

(6.22) Players operating ships which cannot move at trans-light speeds (for example, a Warbird or a badly damaged ship) or, on a given turn, do not wish to move at trans-light speed may either move in normal movement or use "tactical maneuvers." When using normal movement, a ship with only one movement point moves on the LAST Impulse of the turn, and is assumed to have a Turn Mode of "0" (it may turn 60 degrees and move one hex directly ahead). Such movement must be plotted.

Alternatively, the players owning such a ship may write "TAC" in his movement plot indicating the intention to use high sub-light speed for tactical maneuvers. In this case, the ship does not actually move (it remains in the hex it is in) but on any Impulse AFTER the first Impulse during which counters are moved, it may make ONE 60 degree turn.

Example: A Romulan Warbird is in hex 0305, facing hex 0304. The owning player has the option of using normal movement, in which case it could plot in his movement section on his Energy Allocation Form either "1A" (which would move him to hex 0304), or "1B" (which would move him to hex 0404), or "1F," which would move him to hex 0204). If he had plotted "TAC," the owning player would be able to turn the ship to face one of these hexes, but not enter it. However, he could make this maneuver at any time and in either direction,

as he sees fit during the course of the turn. Note, however, that only ONE such maneuver is permitted during each turn of the game.

(6.3) All movement must be plotted at the start of the turn during the Energy Allocation Phase. (Note that "homing" weapons such as Drones and Plasma Torpedoes do NOT plot their movement, they "home in" on their targets.)

(6.31) Note hex # 4003 on the mapsheet. Arranged around this hex are the letters "A" through "F". This is a standard element of many war games, used to designate direction. Ships moving in "direction A" move in the direction they would move IF they were in hex 4003, and were moving into the hex marked with an "A" (which is hex 4002). For example, a ship in hex 1514 which is moving in "direction A" would next enter hex 1513. A ship in hex 0810 which is moving in "direction C" would next enter hex 0911.

(6.32) Movement is recorded using abbreviations as follows: 2A would mean two hexes in direction A; 3C would mean three hexes in direction C.

Example: A Klingon D7 Battlecruiser is in hex 1021, facing hex 1122. The Klingon has decided to expend 10 units of energy in movement (move 10 hexes) on this turn. A Kzinti Strike Cruiser is in hex 1520, and the Klingon expects that he will move slowly, if at all, on the current turn (due to tactical situations too complex to explain here). The Captain of the Klingon ship wants to maneuver to bring himself behind the Kzinti, and facing him at close range. He plots movement as (4C, 2B, 2A, 2F). This movement will take him into hexes 1122, 1222, 1323, 1423, 1523, 1622, 1621, 1620, 1520 and finally to 1419. His theory is that if the Kzinti does not move, or moves slowly, he (the Klingon) will get a shot at his flank Shields and finally run over him (the firing arcs of the Klingon's Phasers make the hex directly behind a Klingon Battlecruiser a particularly bad place to be). If the Kzinti moves quickly, the Klingon will still get in at least one good shot early in the turn.

(6.33) The actual act of turning the ship by 60 degrees is done at the start of a given Impulse (immediately before moving into the next hex) and NOT at the end of the Impulse (after entering a given hex).

(6.4) The actual movement and firing of weapons is done during the Impulse Procedure (see Rule **4.2**, Explanation of the Sequence of Play). Each turn is divided into 32 Impulses, some of which may, on any given turn, be skipped. The maximum allowable speed in the game is 31.

(6.5) Movement at trans-light speeds is not, in the purest sense, movement, but rather the warping of space around the Starship. As this is the case, there is no need for periods of "acceleration" as such. However, the energy conversion and transmission systems of the ships cannot suddenly change from a standing start to 500 times the speed of light.

(6.51) When allocating energy to movement, the player may increase the ship's speed by a number which is equal to the previous turn's speed, or 10, whichever is greater.

Example: If speed on turn 5 was 3, then it could be increased to no more than 13 on turn 6 (13 is 10 more than 3). Alternatively, on turn 7, speed could be increased to 26 (26 is 13 more than 13).

(6.52) The Federation Dreadnought is far more powerful than any other ship in the game. It may increase its speed by 15, or an amount equal to its previous speed. In the previous example, a DN moving 3 could be accelerated to 18, a DN moving 18 could be accelerated to 36. (Note, however, that the maximum speed in the game is 31, unless using the Disengagement Procedure **(6.6)**.

(6.53) There is no penalty or restriction for reducing speed or maintaining a constant speed.

(6.6) DISENGAGEMENT.

In some cases a Starship Captain may find himself in a situation that he cannot handle. In these cases, the only thing to do is to leave. Combat at extreme speeds (those over 31 hexes per turn) is virtually impossible due to the tremendous amounts of energy required to simply move the ship at those speeds, and the inability of the Weapons Tracking Systems to function accurately.

In cases where one Starship Commander simply accelerates his ship out of the area, the other Commander will not normally follow (at least not closely) as he may be led into a trap. In game terms, this is Disengagement.

(6.61) PROCEDURE. On a given turn, the Starship wishing to Disengage must move at the maximum possible speed which it can, as restricted by available Engine power (which may have been reduced by combat) and the game imposed speed limit of 31. At the end of that turn, if the Starship in question still has total Warp power available equal to either 50% of his original power (rounding fractions up) or 15, whichever is lower, the owning player simply announces that he is "Disengaging." The scenario is then over (unless other ships friendly to the one that left remain behind).

Example: a Klingon Cruiser finds itself outnumbered by four Kzinti Cruisers. The owning player elects to Disengage. He moves one turn at a speed of 24 (which is the maximum he could reach because of acceleration restrictions), and on the next turn acelerates further to 29 (he cannot go 31 as he has taken two Engine hits). During that turn, the Klingon ship is badly damaged, and Warp Engine Power is reduced to 15. The ship may still break off the action by Disengaging, since 15 is 50% of the original 30 Warp Engine boxes. If the Warp Engines had been reduced to 14 or fewer factors, the Klingon could not Disengage and would likely be destroyed.

(6.62) If at any time a given ship is not within the range of any operable enemy weapons (including weapons which are operable but, due to their nature, cannot fire during the given turn) and is faster than every enemy ship on the map, then that ship may, at the owning player's discretion, be deemed to have Disengaged, even if it has not satisfied the requirements of **(6.61)**. Range, for a Drone, is assumed to be 24 hexes.

(6.7) MOVEMENT PROCEDURE.

During the Impulse Procedure, the various ships on the map (including Shuttles, Drones, and Plasma Torpedoes) are moved by a proportional movement system. In simple terms, this means that if ship "A" is moving at 10 hexes per turn, ship "B" is moving at 5 hexes per turn, and the turn is divided into a number of Impulses, then ship "A" will move during twice as many Impulses as ship "B", and will, of course, move twice as far. A more detailed version of the procedure is included in the Explanation of the Sequence of Play **(4.2)**.

(6.71) During the course of the game, one player assumes the duties of "Controller." These duties consist of reading the MOVEMENT CHART **(6.8)** and informing the various players when their ships move. There is no particular advantage to being the Controller, but in large scenarios it may be preferable to have a non-playing person perform as the Controller (to prevent slowing down the game).

At the start of the Impulse Procedure, the Controller should lay the MOVEMENT CHART out flat and place a sheet of scratch paper over it, just below the column headings. On the edge of this sheet, under the

speed column heading for the speed of each ship (and other counter) on the map that turn, he should mark some identifying initial or mark for that ship. Then, as each Impulse begins, he lowers the sheet of scratch paper by one row, announcing the ships that move in that particular Impulse. For example, on Impulse # 7, a ship which was moving 10 hexes per turn would be told to move its pre-recorded second Impulse movement. Any Impulse which does not call for any ships to move is skipped.

For example, let us assume that in a given scenario, there is a Federation Cruiser moving at a speed of 7, a Klingon BC moving 11 and a Klingon Drone moving at a speed of 8. The Controller sets up his sheets and marks the 11, 8, and 7 columns.

Impulses # 1 and # 2 are skipped since none of these ships move in those Impulses. The Klingon will move in Impulse # 3, the Drone in # 4 and the Cruiser in # 5. During Impulse # 6 the Klingon will move. Impulse # 7 is skipped, but during Impulse # 8 the Drone moves its second Impulse. The Klingon moves again in Impulse # 9 (note, however, that the Klingon is moving HIS third Impulse) and the Cruiser moves in Impulse # 10. Impulse # 11 is skipped, but during Impulse # 12 the Klingon and the Drone move. (There are, of course, 20 more Impulses, but it would be rather redundant to go through them all.)

(6.8) MOVEMENT CHART (see separate sheets).

(6.9) STACKING (more than one counter per hex).

Players are permitted to freely stack counters within a given hex. Each counter is still treated independently for all purposes. Fire into a hex is directed at ONE (and ONLY one) counter within that hex. (Exception: Mines **42.0**).

NOTE: See **(58.0)** for additional Movement rules.

(7.0) COMBAT

Combat takes place during the Impulse Procedure of each turn. Combat consists of firing weapons at the ships of the opposing player (or players) with the intention of damaging or destroying those ships. Weapons are divided into two types. These are "seeking" and "direct fire." Direct fire weapons include Phasers, Disruptor Bolts, and Photon Torpedoes. Seeking weapons include Drones, Plasma Torpedoes and in some cases Shuttlecraft. Nuclear Space Mines **(42.0)** are treated as seeking weapons, even though they do not actually move or follow their targets.

(7.1) Direct fire weapons are fired during any Impulse of the Impulse Procedure. Their effects are determined and recorded immediately upon firing. Two ships firing on each other during the same Impulse are presumed to fire simultaneously. (The fire of both is calculated and determined before damage to either is applied.)

(7.11) There are no counters for direct fire weapons. A player simply indicates his ship and the target, and says (for example): "I am firing my two forward Phasers at your ship."

(7.12) Each direct fire weapon may be fired only ONCE per turn, and then only if they have satisfied their requirements for energy (see the specific rules for each weapons type). All direct fire weapons have a definite field of fire which is shown on their SSD, and cannot engage targets outside of their field of fire.

(7.13) The effects of each such weapon are shown on the various weapons tables. The number of hits scored by a given Phaser on a given firing depends on the type of Phaser, the range, and a die roll. Photon Torpedoes and Disruptor Bolts either hit or miss their targets. (Phasers are swept across the target in minute arcs, and how much of this arc actually touches the enemy ship determines the damage.) The damage caused by each hit or miss varies in the case of Disruptor Bolts but is constant in the case of Photon Torpedoes.

(7.14) There is no counter-weapon to a direct fire weapon. While clever maneuvers will restrict your opponent's ability to get in a decisive shot, and your Shields will reduce the damage he causes, there is nothing that can be done directly against the fire of the weapon.

(7.15) During Impulses which are skipped because no ship is being moved (**4.2** Step 6) no weapons are fired.

(7.2) Seeking weapons are represented by counters on the map, which follow their targets. They are launched either before or after the Impulse Procedure (see the individual rules on these weapons). The effect of the weapon depends on the power assigned to it. Drones and Shuttles (which are just a kind of Drone) have a fixed amount of power, while the explosive power of Plasma Torpedoes decreases with range. Seeking weapons can be fired at by Phasers, and possibly destroyed or reduced in effect before they hit their targets.

(7.3) Generally, each Damage Point (also referred to as "hit points" and "hits") will check off one box on the target ship's SSD. The target ship will not, thereafter, be able to operate the system represented by the destroyed box. Note, however, that in many cases, boxes on the SSD are part of a larger group of boxes. Each such box is destroyed individually, and the destruction of any one box of the group does not effect the use of other boxes in that group.

(7.4) PROCEDURE.

Damage points scored must be allotted to the systems on the target ship's SSD by the following procedure:

(7.41) DETERMINE SHIELD HIT. All hits are presumed to first hit Shields. Ships have six Shields (one facing each of the six surrounding hexes). In recording damage, the first step is to determine which Shield was hit (refer to Shield Rules, **25.0**). Hits scored are recorded against that Shield by the procedures set forth in the Shield Rules. (See Rule **29.0** for optional Shield Rules.)

(7.42) ARMOR. Some of the ships included in the game have Armor installed in their Hulls (specifically, the Federation Light Cruiser and the Romulan Warbird/War Eagle). Hits which penetrate the Shields are assumed to strike the Armor.

(7.43) INTERIOR HITS. Any hits which penetrate the Shields and Armor are distributed among the interior systems of the ship (causing considerable damage) by the Damage Allocation Procedure **(7.5)** which uses the DAMAGE ALLOCATION CHART **(7.51).**

(7.5) DAMAGE ALLOCATION PROCEDURE.

This procedure is used to distribute any hits which have penetrated to the interior of the ship. The hits are distributed by the DAMAGE ALLOCATION CHART.

(7.51) DAMAGE ALLOCATION CHART (see back cover).

(7.52) PROCEDURE. First determine the number of hits which have penetrated the Shield and Armor (if there is any Armor). Each hit must be distributed individually. All hits scored against a given Shield in a given Impulse must be resolved together, and are collectively known as a "volley."

(7.521) For each hit of the volley, roll two dice and find the resulting number in the "Die Roll" column of the DAMAGE ALLOCATION CHART **(7.51).**

(7.522) Look across (to the right) of the die roll result, and note the system listed in column "A." Normally, the

hit in question is scored against one box of that type. Players must allocate EACH hit of a given volley by this procedure. However, if there are no remaining boxes of that type on the target ship's SSD (or never were any) move one column to the right and score the hit against the system listed in column "B". If there are no remaining boxes of the system type listed in column "B," move on to column "C" and so on. When there are no "Excess Damage" boxes remaining, and one additional Excess Damage hit is scored on the ship, the ship is destroyed. At the instant of destruction, the ship is removed from the game, the entire crew is assumed to have perished, all Drones on the map lose their tracking guidance and are removed, and the ship is considered destroyed for victory purposes. Plasma Torpedoes which were fired by the destroyed ship continue to track their targets and operate normally. They are self-guided weapons. If using the optional rules on Self-Destruction, the ship is assumed to explode in the hex it occupied at the instant of destruction, and the force of this explosion is calculated as shown in **(35.0)**. This explosion will not, however, be very powerful due to the extreme damage taken.

(7.523) Note that some of the results on the DAMAGE ALLOCATION CHART **(7.51)** are printed in **BOLD** type. These results are treated specially. A given **BOLD** result can only be scored ONE time in each volley. For example, if three hits were scored, and the Allocation die roll was a "12" in each case (unlikely, but possible) then these three hits would be scored against: Auxiliary Control, Emergency Bridge and Scanners. If the three Allocation die rolls had all been "9," then the hits would have been scored against Left Warp Engine, Forward Hull and Forward Hull. Note, however, that the prohibition against scoring a **BOLD** result twice is against the position of the Chart, NOT against the given system. If Allocation die rolls of "10" and "4" were obtained, both would be scored against Phasers.

(7.524) In the case of hits against Phasers, the hit is scored against a Phaser that is capable of firing in the direction from which the volley came. For example, if a Federation Cruiser in hex 0619 was hit from the direction of hex 0719 (the # 2 Shield) and a Phaser hit was called for, the owning player could mark this hit against either a Forward or Right Phaser, since these could fire in this direction. (The Command Cruiser has a Phaser in the Secondary Hull with 360-degree traverse, it, too, could fire in this direction and be destroyed if the target were a Command Cruiser.) However, the hit could not be scored against the Left Phasers (which cannot fire in that direction) since the Hull protects these from the blast. If such a hit cannot be scored against a weapon bearing in that direction, it is then (and only then) scored against the system in the next column of the DAMAGE ALLOCATION CHART **(7.51)**.

(7.525) The various charts and tables included in the game, particularly the DAMAGE ALLOCATION CHART, have been structured to facilitate future expansions of the game.

(7.526) The result "TORP" on the DAMAGE ALLOCATION CHART is applied to Disruptor Bolt, Photon Torpedo and Plasma Torpedo boxes on the SSD's.

(7.527) The last box on the Sensor, Scanner, and Damage Control tracks is NEVER marked as destroyed. This represents the residual capability (if any) existing after the system has been effectively destroyed.

(7.53) The damage records on the SSD are not secret. Any player may examine the SSD of any ship at any time. This is unlike the Energy Allocation Forms, which ARE secret.

(7.6) All hits that are not scored on Shields or Armor are considered interior hits.

(7.7) Each box within a group of two or three boxes representing a Phaser bank is a separate Phaser which may fire independently, at different times and different targets.

(7.8) EXPLANATION OF FIRING ARC DIAGRAM

Note the diagram below. This diagram is used to designate firing angles for all ships in the game. It is repeated on each SSD. The area around each ship is divided into six "firing arcs," each of which is designated by code letters:

LF — Left Forward, RF — Right Forward, R — Right, L — Left, RR — Right Rear, LR — Left Rear.

Each weapon on the SSD (except for Drones, which can be fired in any direction) is marked with one or more of these designations. For example, the Forward Phasers on the Klingon Battlecruiser are marked: L LF RF R. This indicates that they can fire in the Left, Left Forward, Right Forward and Right firing arcs.

Each firing arc is a 60-degree section of the map bounded by two straight rows of hexes.

For example, a ship in hex 0925 which is facing hex 1025 (direction C) would have a Right Forward (RF) firing arc bounded by the row of hexes from 0925 to 1628 (directly forward) and the row from 0925 to 0932. All hexes on these rows (which extend to infinity) are within the RF firing arc and can be fired at by any weapon capable of firing in the RF arc (examples: 1132, 1229, 1430, 1831, 0927, and 1528). Hexes outside of this arc (examples: 0716, 2610, 0924) cannot be fired at by a weapon with only the RF designation.

NOTE: Some weapons are designated as 360-degree. These weapons can fire in ANY firing arc. Note that each firing arc overlaps the adjacent arcs on each side by a single row of hexes. For example, all six Phasers on the Federation Heavy Cruiser can fire directly ahead of the ship.

FX = L + LF + RF + R

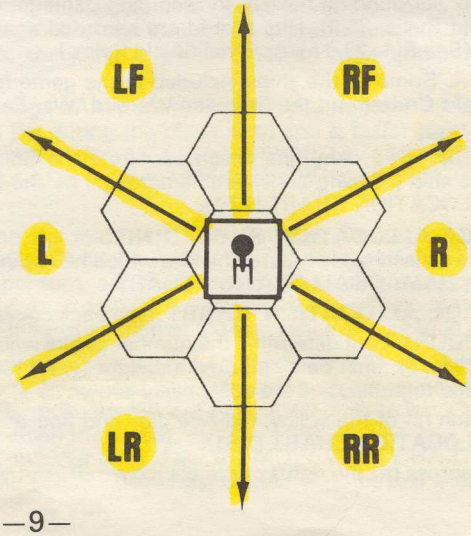
FA = LF + RF

RS = RF + R + RR

LS = LF + L + LR

RA = RR + LR

RX = R + RR + LR + L



(7.9) EXAMPLE OF SHIELD OPERATION AND DAMAGE ALLOCATION

During the Energy Allocation Phase, the Captain of a Klingon D7 Battlecruiser has placed his Shields on full power (using 2 energy points) reinforced his Forward Shield (# 1) with 10 units of power, and has put eight units of power into General Reinforcement (which will provide 4 extra Shield boxes).

During the fourth Impulse of the turn, his ship is struck on its # 2 Shield with two damage points of long-range Phaser fire. These two hits are scored first on the General Reinforcement, reducing it from 4 extra Shield points to 2. During the sixth Impulse, a Photon Torpedo scores a hit on the # 1 Shield. As Photon Torpedoes have eight damage points, two of these are scored on the General Reinforcement energy (eliminating General Reinforcement) and the other six on the Reinforcement on the front (# 1) Shield. This reduces the Reinforcement from 10 to 4. Note that at this point NO Shield boxes on the Klingon's SSD are checked off. The Battlecruiser is undamaged, having used surplus energy to prevent permanent damage.

During the 10th Impulse, however, a Federation Light Cruiser scores 8 hits (with Phasers) on the # 3 Shield. These hits are not offset by Reinforcement (the only remaining Reinforcement energy is on the Forward Shield) and are marked off on the # 3 Shield boxes on the SSD. This reduces the # 3 Shield from 15 to 7 boxes.

Finally, during the 13th Impulse, a Federation Command Cruiser, having braved the fire of the Klingon, has closed to 4 hexes away and directly ahead. Three out of four Photon Torpedoes strike home (24 damage points) and the eight Phasers of the Command Cruiser score an additional 31 damage points. These 55 hits are scored as follows:

The first four are scored on the Reinforcement for the Forward Shield.

The next 26 are scored on the Forward Shield, destroying it completely.

The remaining 25 are scored on interior systems (determined by the DAMAGE ALLOCATION CHART, **7.51**) as follows:

Hit #	Die Roll	System Destroyed
1	6	One Forward Hull box
2	7	No Cargo on SSD, so one Forward Hull box
3	9	One Left Warp Engine box
4	2	One Bridge box
5	7	No Cargo, so one Forward Hull box
6	4	One Phaser, the Klingon selects the Right Wing Phaser
7	10	One Phaser, the Klingon selects the Left Wing Phaser
8	7	No Cargo, so the last Forward Hull box is eliminated
9	8	One Aft Hull box
10	11	One Disruptor Bolt box
11	7	No Cargo or Forward Hull, so one Battery destroyed
12	6	No Forward Hull, so one Impulse Engine box destroyed
13	3	One Drone Rack destroyed
14	8	One Aft Hull box destroyed
15	5	One Right Warp Engine Box destroyed
16	6	No Forward Hull, one Battery destroyed
17	8	One Aft Hull box destroyed
18	4	The Phaser on this line has been hit, so one Transporter hit
19	5	The Right Warp Engine on the line has been hit, so one Aft Hull
20	10	The Phaser on this line has been hit, so one Tractor Beam
21	12	Auxiliary Control Hit
22	7	No Cargo or Forward Hull, so the last Battery is destroyed
23	9	The Engine on this line has been hit, and there is no Forward Hull, or Cargo, or Batteries, so the hit is scored on the Lab
24	7	There is no Cargo, Forward Hull, Battery, or Center Engine, so this hit is scored on a Shuttle box
25	2	Flag Bridge (scored on one of the Security Stations)

II. SHIP SYSTEMS RULES

Each of the small boxes on each Ship Systems Display (SSD) represents a system that the ship can operate in the performance of its mission. These systems are described below.

(8.0) CONTROL SYSTEMS

Each ship contains several control systems. These represent the ability of the Captain to control his ship. If all control systems are inoperable (destroyed) then the control of the ship is impaired.

(8.1) The following systems are control systems: Bridge, Emergency Bridge, Auxiliary Control and Flag Bridge.

(8.2) If all control systems on the ship are destroyed, the following restrictions apply to the ship in all subsequent turns.

(8.21) One is added to the Turn Mode at all speeds.

(8.22) Tactical maneuvering (turning the ship but not moving it, see Rule **6.22**) is allowed only in the last half of any given turn (after the fastest ship has used half of its movement allowance).

(8.23) The ship may fire weapons at only one target in any given turn.

(8.24) All firing by the ship in any given turn must be done in a single Impulse. This may be any Impulse, however.

(8.25) The ship may not use Emergency Deceleration **(34.0)**, Tractor Beams **(31.0)**, Electronic Counter-Measures **(40.0)** or launch Wild Weasel Shuttlecraft **(27.6)**.

(9.0) SENSORS

Sensors are the reconnaisance systems (similar to radar) of the ship. They are used to detect other ships and to "Lock-on" to target ships.

(9.1) Sensors are used to detect other ships at the start of the scenario and at any time new ships enter the map. To determine if ships have been detected, roll one die. If the die roll is equal to or less than the highest number on the Sensor Track (on the SSD) the attempt has been successful and the new ship has been detected. Note that as all undamaged ships have a Sensor rating of "6," detection is automatic. When playing some of the Campaign scenarios, it is possible to begin a scenario with damaged Sensors. If the opposing ships are

not detected, their counters are not placed on the map, and they are moved secretly. The ship which was not successful in locating its adversaries may make a new attempt on each turn, in the Sensor Lock-on Phase. If you have not detected another ship, and that ship fires at your ship, you have Automatic Sensor detection at that instant.

(9.2) Ships must have a Lock-on to their target to fire their weapons with their full effect. Ships roll for Lock-on in the Sensor Lock-on Phase of each turn. A ship either has a Lock-on to every potential target on the map, or to none of them. Roll a single die, and if the result is equal to or less than the highest unchecked number on the Sensor Track of the SSD, the Lock-on is achieved. Note that all ships have a "6" in the first box of their Sensor Track, and until damaged, Sensor Lock-on is automatic.

Note: Detection and Lock-on are two separate functions, even though the procedures for them are similar. Detection is only used when new ships enter the map. Lock-on is used when attempting to fire. Ships may fire their weapons without a Lock-on (although at a penalty) but may NEVER fire at a ship which they have not detected.

(9.3) If a Lock-on is not achieved, then the following restrictions are placed on the ship which failed to achieve Lock-on.

(9.31) The failing ship may not launch Drones at that target.

(9.32) Any Drones on the map, launched by the failing ship are removed from the map.

(9.33) The firing range to all targets for other weapons is doubled. This doubling refers to the true range, not the range after being adjusted for Scanners **(10.0)**.

(9.34) Plasma Torpedoes may not be launched.

(9.4) Ships which have launched Drones must attempt to achieve a Lock-on every turn that they have Drones on the map. Failure to achieve a Lock-on causes the Drones to lose tracking of their target, and they are removed from the map.

(9.5) No ship may have more Drones on the map than the highest number on its Sensor Track. Each player who has launched Drones must count all his Drones on the map immediately after launching any new Drones on each turn. If he has more Drones than he can control, he must remove enough to get down to the limit. If, during the course of a turn, the Sensors of a ship are damaged, then the number of Drones on the map MUST (if necessary) be reduced to the new Sensor rating immediately.

Example: A Kzinti Strike Cruiser has previously launched six Drones. Of these, five are still on the map, and presumably still tracking their targets. The Kzinti could launch only one more Drone on this turn (assuming he has one left), unless he wishes to remove some of the Drones currently on the map. It may be that one of the targets has put so much distance between itself and the following Drones that they will not be able to catch it. The Kzinti player may wish to remove these to allow him to fire more Drones at other targets.

(9.6) Plasma Torpedoes may not be fired unless the firing ship has achieved a Lock-on to the target. This Lock-on is required only at the beginning of the turn during which the Plasma Torpedo is launched. It need not be held during the turn in which the Torpedo is actually moving toward its target.

(10.0) SCANNERS

Scanners are the weapons sighting systems of the ship. They are used to aim and fire all non-seeking weapons (Phasers, Photon Torpedoes and Disruptor Bolts).

(10.1) The Scanner Adjustment Factor is the lowest numbered undestroyed box on the Scanner Track. This is initially "0" for all ships. When computing firing range, always add the Scanner Adjustment Factor to the actual range in hexes (which may have been doubled due to failure to achieve Sensor Lock-on **(9.33)**).

Example: A Klingon D6 Battlecruiser is having a rather difficult time with a Kzinti Strike Cruiser. The D6 has taken two hits on its Sensors (reducing this factor from 6 to 5) and three hits on its Scanners (increasing this number from 0 to 3). The Klingon wishes to fire, and rolls for Sensor Lock-on. He rolls a "6," and does not achieve Lock-on. The true range is 3 hexes. This is doubled to six, and then the Scanner Adjustment Factor of 3 is added to that, resulting in an adjusted range of 9. At this range, the Phasers of the Battlecruiser will do little, if any, damage.

(11.0) HULL

The various boxes marked "Hull" represent various non-critical parts of the ship. These include such things as crew quarters, gymnasiums, bowling alleys, swimming pools, machine shops, libraries, etc. While damage in these areas is not particularly desirable, it does not materially affect the ship's ability to participte in combat. In practice, Hull hits are "free" hits.

(12.0) LAB

The Laboratory boxes indicate the ability of the ship to conduct scientific experiments and gather information. In the "Monster" scenarios, these Labs can be used to gain Victory Points. In combat with other ships, however, they in effect become just free hits.

(13.0) ARMOR

Some of the ships included in STAR FLEET BATTLES are refitted Hulls from a period of time approximately 100 years before the era depicted in this game. These ships were used before the Shield was invented, and their primary defensive protection was Armor Plates built into the structure of the ship. This Armor is still there. On ships carrying Armor (examples: Federation Light Cruiser, Warbird and War Eagle) any hits which penetrate Shields are scored against Armor. When all the Armor boxes are checked off, hits which penetrate Shields are scored against interior systems, just as they would be in ships which do not have Armor.

(14.0) PROBES

Probes are primarily scientific instrument packages. They are used to gather scientific information. Probes are used only against certain types of space "Monsters," as shown in Scenario **(49.0)**. In all other cases, the Probe Box on the SSD is just another free hit.

(14.1) Probes launched for informational purposes cost one unit of energy each turn for two turns to launch. The second turn of charging may be the turn of launching. Probes are used ONLY in Scenario **(49.0)**. When a Probe is launched, it gains 20 factors of "information," as detailed in that scenario.

(14.2) Probes may be used as anti-matter bombs, again only in Scenario **(49.0)**. The Probe is not sufficiently accurate to be used against other Starships. If used as an anti-matter bomb, Probes require three units of Warp Engine energy for each of three turns, the last of which must be the turn of launching. The Probe can be fired at any time during the turn. To determine if the Probe has hit the target, roll one die. If the die roll is equal to or higher than the range in hexes (adjusted for Sensor Lock-on and Scanners) the Probe has hit its target.

(14.3) Probes have a maximum range of 6 hexes for all purposes.

(14.4) All ships have 5 Probes. The box on the SSD represents the Probe Launcher.

(15.0) OPTIONAL RULES SYTEMS

Some systems are covered only in the Optional Rules of Section III. These include: Shuttlecraft, Damage Control, Transporters, Tractor Beams and Security Stations. When not using the Optional Rules in Section III, hits on these systems are simply "free" hits.

(16.0) PHASERS

The Phaser is the primary weapon of most Starships in the game. It is a phased energy beam which, when striking the target, does physical damage due to its kinetic force, and also creates an electrical discharge that can burn out various sytems. There are four types of Phasers, each of which use a different table when fired at an enemy ship or other target.

(16.1) TYPES OF PHASERS

(16.11) TYPE I — OFFENSIVE PHASER. This is the most powerful type of Phaser carried by Starships, causing considerable damage out to as much as 10 hexes. It is carried by Federation, Gorn, Romulan, Kzinti, Tholian and Orion ships.

(16.12) TYPE II — OFFENSIVE-DEFENSIVE PHASER. This type is carried only by the Klingon ships, and KR-type Battlecruisers (which are, actually, Klingon ships sold or leased to the Romulans). They are shorter-ranged than the Offensive type, but are intended for use in defending the ship against Drones. In practice, they are used in dogfights just like Offensive Phasers.

(16.13) TYPE III — POINT DEFENSE PHASER. This type of Phaser is the least powerful of all, having an effective range of only one or two hexes. They were designed to be used only against Drones and are carried only by Kzinti ships. In practice, they are used against other ships in dogfights, but are, of course, less effective. The Phasers carried by armed Shuttlecraft **(27.3)** use the POINT DEFENSE PHASER TABLE.

(16.14) TYPE IV — HEAVY PHASER. Very powerful model used only on Starbases and Base Stations.

(16.15) Players should refer to the Phaser Tables **(16.110, 16.120, 16.130 and 16.140)** on page 45 for the effects of these weapons.

(16.2) Phasers are fired during the combat portion of any Impulse. Their fire is assumed to reach the target ship virtually instantaneously. A given ship may fire any number of its Phasers in a given Impulse, assuming that he has the energy allocated for this purpose **(16.3)** and has fields of fire that permit such firing **(16.4)**.

(16.3) Players must allocate energy in the Energy Allocation Phase to be able to fire their Phasers. It takes one unit of energy to fire one Phaser. (Exceptions: Kzinti Point Defense Phasers require only ½ unit of energy to fire. Also, Shuttlecraft do not use the Energy Allocation Procedure. They are presumed to always be able to fire their Phaser.)

(16.4) During each turn, each Phaser on the ship may be fired no more than one time. Note that all Phasers have a specific field of fire, and that a ship may not have targets for all of its Phasers on any given turn. Possible fields of fire for the ensuing turn should be considered when planning how much energy to allocate to firing Phasers.

(17.0) PHOTON TORPEDOES

Photon Torpedoes are carried only by Federation ships. They are considered to be the heavy weapons of the ship, but because they must be armed in advance and cost a considerable amount of energy to hold in the launch tubes if they are not fired immediately, their use is restricted to heavy combat situations. A Federation ship does not normally keep Photon Torpedoes armed because of the energy requirement to simply hold them in the tubes.

(17.1) Each "PHOTON" box on a Federation ship's SSD represents one Photon Torpedo Launch Tube. Each tube is kept track of separately.

(17.2) To arm a Photon Torpedo, two factors of energy must be allocated to a specific Photon Torpedo Tube on each of two consecutive turns. The second turn may be the turn of firing. The Federation Cruiser, which has four Photon Tubes, would have to expend eight units of energy on each of two consecutive turns to fire a full spread of four Torpedoes.

(17.3) If the arming of a Photon Torpedo has been completed on a given turn, and the Torpedo is not fired on that turn, then the ship must allocate one unit of energy for that tube for each turn until the Torpedo is fired.

Example: On turn five, two units of energy are allocated to a tube. On turn six, two more units are allocated, and the Torpedo is armed. If two units of energy had NOT been allocated, the Torpedo would have been expended automatically, and arming must begin again. Assuming that arming was completed on turn six, the Torpedo could have been fired on turn six. If not, then on turn seven the ship must either expend one unit of energy to hold the Torpedo in the tube, or eject the Torpedo harmlessly into space. If not fired on turn seven, another unit of energy must be allocated on turn 8, to hold the Torpedo in the tube, or again the Torpedo would have to be ejected.

(17.4) The four points of energy to arm a Photon Torpedo MUST all come from the Warp Engines. The one unit of power to hold it may come from any source.

(17.5) Photon Torpedoes are fired in the Impulse Procedure, and their effect is determined immediately by die roll. There are no counters for Photon Torpedoes.

(17.6) The PHOTON TORPEDO CHART **(17.7)** is used to determine if the Photon Torpedo has hit its target.

(17.7) PHOTON TORPEDO CHART (see page 45).

(17.8) Regardless of range, a Photon Torpedo does 8 hit points of damage if it hits.

(17.9) A Federation ship may not begin a scenario with Photon Torpedoes in the tubes. It may not begin to arm Photon Torpedoes until a hostile vessel or Monster has been sighted.

Note: A given Photon Torpedo Tube cannot be used to arm, hold or fire more than one Photon Torpedo at a time. The maximum firing rate for a Cruiser, for example, is four Torpedoes in each two-turn period.

(18.0) DISRUPTOR BOLTS

Disruptor Bolts are carried by Klingon and Kzinti ships. They work, basically, on the principle of an energy discharge. They are somewhat less effective than Photon Torpedoes, but can be fired more often.

(18.1) Each "DISR" box on the SSD represents one Disruptor Bolt Firing Point. Each is recorded and fired separately.

(18.2) Disruptor Bolts are fired much the same way as Phasers. Two units of energy are allocated for each Bolt which is to be launched. The Bolts are an energy discharge, and as such cannot be held from one turn to the next. Any Bolts for which energy has been allocated, but which have not been fired by the end of the turn, are lost.

(18.3) Energy to fire Disruptor Bolts can come from any power source.

(18.4) Disruptor Bolts are fired during the Impulse Procedure. There is no counter for a Disruptor Bolt. Their effect is determined by die roll and recorded immediately.

(18.5) The number of hit points scored by the Disruptor Bolt is determined by the range. Refer to the DISRUPTOR BOLT CHART **(18.6)**.

(18.6) DISRUPTOR BOLT CHART (see page 45).

(18.7) A given Disruptor Bolt may not be fired more than once per turn.

(19.0) PLASMA TORPEDOES

A Plasma Torpedo is a ball of matter on the brink of being converted totally to energy. The weapon includes a small mechanical device to trigger this conversion, and is extremely powerful. It is used by the Romulans (carried by Warbirds, War Eagles, and KR's) and by the Gorns (carried on their Heavy and Light Cruisers). The weapon carried by the Gorns is considerably less powerful than that carried by the Romulans.

(19.1) Each "TORP" box on the SSD represents one Plasma Torpedo Tube, and can fire one Plasma Torpedo.

(19.2) Each Plasma Torpedo requires two units of energy on each of two consecutive turns, and then five units of energy on the third consecutive turn. This is a total of nine units of energy. Maximum firing rate is thus one shot per tube every third turn.

(19.21) Romulan ships MUST fire the Plasma Torpedo on the third turn. The weapon cannot be held in the launch tube. If no target is available, the weapon is simply fired into open space.

(19.22) A Gorn ship may hold a given Plasma Torpedo in the launch tubes at an energy cost of two units per turn. This may go on indefinitely.

(19.23) The energy to fire a Plasma Torpedo may come from any power source.

(19.24) If a Plasma Torpedo has completed arming in a given turn, it may be fired on that turn. The decision to fire is not made until the Plasma Torpedo Launch Phase, which is at the end of the turn. A Romulan ship with an armed Torpedo MUST launch it during this phase. A Gorn ship could elect to hold it, paying the energy cost on the next turn.

(19.3) A Plasma Torpedo is represented by a counter. During the Plasma Torpedo Launch Phase, the counter for the Plasma Torpedo is placed on top of the firing ship, facing the same direction. The Plasma Torpedo will, in the next turn, move exactly as if it were a ship, except that it does not plot a path, it "homes" on its target. During each Impulse that the Plasma Torpedo is to move, it may be moved in any way, so long as it moves closer to its intended target, if this is possible. If this is not possible, then it must be moved in such a way as to be no further from its intended target, if that is possible. Plasma Torpedoes have a Turn Mode of 1. Romulan Plasma Torpedoes have a speed of 32 (the fastest speed in the game). Gorn Plasma Torpedoes have a speed of 20. Both remain on the map only one turn. If they have not hit their target by the end of that turn, they are removed from the map.

(19.4) At the instant that a Plasma Torpedo enters the same hex as its target, it explodes. Its strength is dependent on the distance traveled and damage to the warhead caused by Phasers (refer to the PLASMA TORPEDO WARHEAD STRENGTH TABLE **19.5**). The hit points are scored against the Shield facing the direction of approach.

(19.5) PLASMA TORPEDO WARHEAD STRENGTH TABLE (see page 45).

(19.6) Plasma Torpedoes may be fired at only by Phasers (of any type) just as any ship may be. Every two points of damage by Phaser fire reduces the warhead strength by 1. Record hits made against a Plasma Torpedo during a given turn and adjust the strength of the weapon accordingly on impact.

(19.7) If a Plasma Torpedo has been armed, and the Torpedo Launch Tube is destroyed during that turn's combat, the Torpedo may still be launched at the end of the turn. It cannot be held. Destruction of the Plasma Torpedo systems box on the SSD destroys the ability of the ship to produce new weapons, but not its ability to fire the one it has already created.

Note: Plasma Torpedoes are the only weapons that are fired at the end of a turn. They move in the next turn and home in on their target. The intended victim has a chance to plot an evasive course, or to reinforce his Shields.

(19.8) At the time of firing a Plasma Torpedo, the player firing it must designate his target. The target must be somewhere in the 120-degree arc in front of (60 degrees either side of straight ahead) the firing ship. If no target is in this arc, the Torpedo cannot be targeted, although you may be forced to fire it anyway. Note that Sensor Lock-on is required to fire a Plasma Torpedo **(9.6)**.

(19.9) Plasma Torpedoes may be distracted by "Wild Weasel" Shuttlecraft **(27.6)**.

(20.0) DRONES

Drones are small unmanned ships with a trans-light speed capability. The Klingon Battlecruisers carry these devices as auxiliary weapons. The Kzinti Strike Cruisers carry them as their primary armament. Other races are not known to carry Drones, but presumably could **(39.0)**. Drones are very similar to 20th century radar-homing missiles. They are launched by a Starship which has a Sensor Lock-on to another ship, and then home in on that ship.

(20.1) Drones are carried in Drone Racks. The Klingon BC has two Drone Racks (in the Shuttle Bays) and the Kzinti SC has four (on the forward pylons). Each Drone Rack contains four Drones.

(20.2) The Klingon BC may release only one Drone per turn, from either rack. The Kzinti may release one Drone from each of its four Drone Racks (four per turn).

(20.3) The Sensor Strength of the launch ship has an effect on the number of Drones that may be on the map at one time **(9.5)**.

(20.4) Drones are launched in the Drone and Shuttlecraft Launch Phase of each turn. When launched, the Drone is placed on top of the launching ship, facing any direction at the option of the launching player. The target ship for each Drone must be announced in this phase.

(20.5) Drones move with a speed of 8 and a Turn Mode of 1. They "home in" on their target, moving in each of their Impulses in any manner so long as they move closer to their target if it is possible. If it is not possible to get closer to the target, they must move in such a way as to get no farther away from their target, if possible.

(20.6) A Drone remains on the map for three consecutive turns. If it has not hit its target or been destroyed by the end of the third turn, it is removed from the map.

(20.7) Drones may be fired at only by Phasers (of any type) and are destroyed if they take four Phaser hits.

(20.8) It requires no energy to launch a Drone. However, a record must be kept of the Drones remaining in each launching rack.

(20.9) When a Drone enters the hex of its target, it explodes with a strength of 12 damage points. Hit points are scored against the Shield facing the direction of approach (assuming that Shield is still functioning).

Note: In practice, Klingon Drones seldom reach their targets, although they do tie up enemy Phaser energy. The Kzinti Strike Cruiser, with the capability of launching large numbers of Drones, has a substantial chance of gaining hits with Drones, while its Point Defense Phasers make it a difficult target.

(21.0) WARP ENGINES

Warp Engines are the primary power source of most of the ships in the game. They use the reaction between matter and anti-matter to produce tremendous amounts of energy. They are the only power source that can move the ship at trans-light speeds (more than one hex per turn). The only ship in the game that does not have Warp Engines is the Romulan Warbird, which is an obsolete design over 100 years old.

(21.1) Each box in the cluster of boxes on the SSD which are marked "Warp Engine" represents one unit of power. For example, the Warp Engines of the Federation Cruiser can each produce 15 units of power. The Kzinti Strike Cruiser's three Engines produce only 9 units of power each. The Gorn Cruiser's Engines produce 16 units of power each.

(21.2) Some activities, such as arming Photon Torpedoes, or moving at trans-light speed, REQUIRE that the specific energy used in that activity be Warp Engine energy.

(22.0) IMPULSE ENGINES

Impulse Engines are Nuclear/Ion Engines, not unknown in the late 20th Century. They can produce tremendous amounts of power, but cannot move the ship faster than the speed of light. Their power may be, and usually is, used for other purposes.

(22.1) Each box in the cluster of boxes on the SSD marked "Impulse" represents one unit of power.

(22.2) Impulse power can be used for any function except those activities that specifically require Warp Engine power **(21.2)**.

(23.0) AUXILIARY POWER REACTORS

Most ships in the game are equipped with Auxiliary Power Reactors (APR's). These are conventional Nuclear Reactors of advanced design.

(23.1) Each APR box on the SSD represents one unit of power available from the Auxiliary Power Reactors.

(23.2) Reactor power can be used for any purpose not specifically requiring Warp Engine power **(21.2)**.

(24.0) BATTERIES

These are conventional storage batteries, though of advanced design.

(24.1) Each box on the SSD marked "Battery" or "BTTY" represents the capability to store one unit of energy for later use.

(24.2) All Batteries of all ships are presumed to be fully charged at the beginning of all scenarios.

(24.3) Batteries may be drained when extra energy is needed and charged when extra power is available. No Battery may hold more than one unit of energy. The use of Batteries in this respect is more fully covered in the Energy Allocation Rules **(5.0)**.

(25.0) SHIELDS

Shields are the primary defense of Starships in this game. Shields will absorb tremendous amounts of punishment, can be operated at various power levels, and if necessary, can be reinforced. The Shield Rules are closely related to the rules on Combat **(7.0)** and Energy Allocation **(5.0)**.

(25.1) Each ship is surrounded by six Shields. These are numbered 1 through 6, and each Shield faces one of the six surrounding hexes. (For example, if a given Starship was in hex 0202, and facing hex 0201, the # 1 Shield would be facing hex 0201, # 2 would be facing 0302 and # 5 would be facing 0103.)

(25.2) The Shields are fixed in position, and cannot be rotated or moved. If a given Shield is down, it is down until repaired by Damage Control **(30.0)**. No other Shield can be shifted into its position or expanded to cover a double arc. The # 1 Shield will always be to the front of the Starship.

(25.3) If a given Shield is completely down, it cannot be individually reinforced, although General Reinforcement would still be effective.

)25.4) It is important to determine which Shield has been struck by incoming fire. To do this, simply draw an imaginary line from the center of the target ship's hex to the center of the firing ship's hex, and determine which Shield is crossed. For example, our imaginary ship at hex 0202 is attacked by a ship in hex 0305. A line from hex 0202 to hex 0305 crosses the hex side separating hex 0202 from hex 0203, therefore, it is the Rear Shield (# 4) which takes the damage.

In the event that the line from the firing to target hex travels exactly along a hex side (for example, if the firing ship was in hex 0304), then the Shield actually hit is resolved by examining the movement and determining which ship would move next, and judging the firing from the position that the ships would occupy when one of them next moves. For example, in our example of ships at 0202 and 0304, if the ship at 0304 was to move next, and it was to move to hex 0303, then the Shield would be determined from this position, and # 3 Shield would take the damage.

If two ships are in the same hex, firing directions are judged (for both Shields and weapons purposes) from the positions occupied the Impulse before the Impulse on which the ships occupied the same hex. There are certain situations that can arise in complex maneuvers where the determination of which Shield has been hit becomes difficult. Players are advised to resolve the situation with common sense, guided by these principles:

A. If both ships are to move simultaneously in their next movement, and this movement still leaves the situation unresolved, judge the Shield hit from the situation If ONLY the target ship has moved.

B. If the next movement would result in a situation unresolvable by "A", or in both of the possible

Shields being turned away from the firing ship, resolve the situation by juding which of the potential target Shields would be crossed first.

(25.5) The Shields are represented on the SSD's by the rectangular groups of boxes surrounding the ship. These are marked "Shield # 1," etc. Each hit on a Shield checks off one box (see the Energy Allocation Rules **(5.0)** for the effects of reinforced Shields). When all boxes on a given Shield are checked off, the Shield is "down." Hits scored on a Shield that is "down" penetrate to the interior (exception: see Armor **13.0** and General Reinforcement **25.3**).

III. OPTIONAL RULES

Players may feel free to use any or all of the following optional rules to increase their enjoyment of the game, or the game's realism. These rules are strictly optional, and their use is not specifically required for any of the scenarios.

(26.0) SECURITY STATIONS AND KLINGON MUTINY (Optional)

Unlike other ships in the game, the Klingon Starships include in their crews numerous individuals of "subject races." Normally about half of the crew is composed of such individuals. They are not considered to be "politically dependable" and two "Security Stations" on each ship keep a constant watch on these crewmen.

(26.1) Hits designated by the DAMAGE ALLOCATION CHART as "Flag Bridge" hits will be scored against the Security Stations of a Klingon Battlecruiser.

(26.2) If both Security Stations are destroyed, there is a possibility that the crew will mutiny and successfully take control of the ship. This is determined by a die roll.If the two Security Stations are knocked out, a die is rolled immediately to determine if a mutiny has broken out. If it does not, then at the end of that turn, and at the end of all subsequent turns until a mutiny is staged, a die must be rolled. On a die roll of "1," the mutiny has occurred. When the mutiny occurs, roll a second die to determine if the Security troops on board have been able to retain control or if the ship has been seized by the crew. On a die roll of "1," "2" or "3," the mutiny has been put down. On a die roll of "4," "5" or "6" the mutiny has been successful.

(26.21) While there is nothing to prevent the Klingon player from transferring Boarding Parties around between his ships, the presence of more or fewer Boarding Parties has no effect on a mutiny situation, since the Boarding Parties themselves are largely non-Klingon troops, and would be as likely to mutiny as the crew of the ship.

(26.3) If the mutiny occurs and is put down, do not roll on subsequent turns for mutiny. Any crewmen who might have tried it are most likely dead.

(26.4) If the mutiny occurs and is successful, the following actions occur.

(26.41) No further mutiny die rolls are made.

(26.42) The ship cannot move or fire weapons. The non-Klingon beings among the crew are never taught these skills.

(26.43) The "crew" notifies the ships of the opposing player that they wish to surrender. Unless the ship is subsequently recaptured or destroyed, the ship is considered to be captured for victory conditions.

(26.44) The "loyal" members of the crew (mostly officers in the command module at the end of the Boom) may have managed to retain control of the Bridge area. Determine this by die roll. A "1" or "2" means the Bridge has been captured by the crew. Otherwise the officers have maintained control of the Bridge.

Certain options are then open to the "officers" (who remain under the direction of the Klingon player).

(26.441) The officers may attempt to activate the Self-Destruction device. This is successful only on a die roll of "1." Refer to Rule **(35.0).** Self-Destruction may be attempted only one time under these circumstances.

(26.442) The officers may separate the Boom from the rest of the ship and attempt to return to friendly space. In Fleet actions this becomes important, as the Boom section may be able to escape independently **(38.0).**

(26.45) The opposing player may use Transporters **(32.0)** to place a skeleton command crew on board. This skeleton crew will be able to operate all systems with the exception of the weapons. Coded safety interlocks make it all but impossible for any non-Klingon to fire the weapons without destroying the ship. This skeleton crew must consist of no less than 4 crew units **(32.0)** and must be drawn from the opposing player's ships.

(26.46) Both players may use Transporters to attempt to place Boarding Parties **(33.0)** on the ship.

(26.5) After the mutiny is over (either successfully or unsuccessfully) the winning player (the non-Klingon player would represent the mutineers) rolls a single die. This number is the number of Boarding Parties remaining on the ship (the rest having been destroyed in the fighting). These Boarding Parties are all loyal to the winning player.

(27.0) SHUTTLECRAFT (Optional)

All Starships in the game which have "Shuttle" boxes on the SSD are assumed to carry Shuttlecraft, at the rate of one Shuttlecraft per box. All Shuttlecraft are assumed to be identical for game purposes.

(27.1) All Shuttlecraft have a speed of up to 6 and a Turn Mode of one.

(27.2) When Shuttlecraft are on the map, they do not use an Energy Allocation Form. They are presumed to have enough energy to move at any speed up to six, and to do whatever other function for which they were launched.

Note: There are four possible missions for Shuttlecraft. These are as follows:

(27.3) ARMED SHUTTLECRAFT. Shuttles may be launched as manned, armed craft, similar to 20th century "fighters." In this mode, Shuttles are launched at the beginning of the turn in the Drone and Shuttlecraft Launch Phase. They must plot movement but do not fill out an Energy Allocation Form. They are armed with one Phaser, which can fire in any direction. It uses the POINT DEFENSE PHASER TABLE (see **16.130**). Armed Shuttles have an unlimited endurance (at least in so far as the game is concerned) but a limited life expectancy. They may be launched specifically to provide extra defensive fire against incoming Drones. Doing so, however, effectively limits the Starship to a speed of 6, so that the Shuttles can keep station. No energy is required to launch this type of Shuttle.

(27.4) SCIENTIFIC RESEARCH CRAFT. In the Space Amoeba Scenario **(49.0),** Shuttles may be launched to aid in determining the nature of the Monster. When used as such, it may still function as an armed Shuttle (see **27.3**). In Scenario **(49.0),** the Shuttle is considered to be another Lab system, but its "knowledge points" are based on its own distance from the Monster. The Shuttle, in this scenario, takes one hit per turn any time it is within 10 hexes of the Monster. No energy is required to launch this type of Shuttle.

(27.5) SUICIDE ATTACK SHUTTLES. For this use the Shuttle is unarmed and unmanned. It is loaded with a high yield anti-matter bomb, which has a force of 18 hits should it reach its target. It is otherwise considered to be a Drone, and functions under the Drone Rules **(20.0)**. It has unlimited endurance. In order to launch a Suicide Shuttle, the launching ship must expend three energy points per turn for three turns. The third turn can be the turn of launching. If not launched on the third turn, it costs one point of energy per turn to keep it on board. Suicide Shuttles count as Drones against the limits of Drones on the map **(9.5)**. The energy to arm Suicide Attack Shuttles must come from Warp Engines. The energy to hold it on board can come from any source.

(27.6) WILD WEASEL SHUTTLES. For this use the Shuttle is unarmed and unmanned. It is loaded with electronic gear, and intended to attract Drones and Plasma Torpedoes (and Suicide Shuttles) which are targeted on the launching ship. (Thus, a Wild Weasel Shuttle is a "red herring" used to get a pack of seeking weapons off your trail.) It has no warhead and will not explode. The Shuttle must be launched in a pre-set direction, at a speed of 1 or 2, and will not turn at any time. If it is hit and destroyed, turn the counter over. All seeking weapons will continue to home in on this hex, where they will explode. If another ship is in that hex at the time the seeking weapons arrive, that ship will be damaged by the arriving weapons. Seeking weapons fired after the Wild Weasel has been destroyed are not distracted by it. Wild Weasel Shuttles must have been designated as such before the scenario or Campaign game was begun. It must have been given one unit of energy on the turn of launching and the turn before launching (this could force a player, when fighting many Drones, to keep the Wild Weasel "warmed up"). The ship which launches the Wild Weasel, for as long as the Wild Weasel is on the map and homing weapons are targeted on it, may move at a speed of no more than 4 and may not fire weapons. If the launching ship moves at a greater speed, or fires weapons, the Wild Weasel is removed from the map, and the seeking weapons are, once again, targeted on the launching ship.

(27.7) Shuttles may be fired at by any weapon. All hits up to five have no effect on the Shuttle. The sixth hit has the effect of destroying the Shuttle.

(27.8) When a Shuttle is launched, the corresponding Shuttle box on the SSD must be marked as "destroyed." Should the Shuttle return, the box is erased. Naturally, if a "Shuttle" hit is scored it must be checked off against an unchecked box, and the corresponding Shuttle is destroyed.

(27.9) A Shuttlecraft may be "picked up" at any time it is in the same hex as the launching ship. Friendly ships in a multi-ship scenario may recover each others Shuttles. Damage to Shuttles may be repaired between scenarios of the multi-scenario Campaign games, but not during a given scenario. No ship may ever have more Shuttles on board than it has Shuttle boxes.

(28.0) CRITICAL HITS (Optional)

During any Impulse in which 12 or more hits (including Shield hits) are scored against a ship, roll for "Critical Hits." Roll two dice.

(28.1) If the result is "2" then the Weapons Tracking System is knocked out for an unknown number of turns. No weapon may be fired or launched until it is repaired.

(28.2) If the result is "12" then the Warp Engine Controls are damaged and the ship cannot move at Warp speed. However, half the power of the Warp Engines is still available for other uses.

(28.3) Any result other than a "2" or a "12" is read as "No Critical Hit."

(28.4) The effect of Critical Hits lasts for an unknown number of turns. At the end of each turn, roll one die. If the number rolled is LESS THAN the highest unchecked number on the Damage Control Track, the affected system is repaired.

(28.5) A weapons control Critical Hit takes effect immediately. A Warp Engine Critical Hit takes effect on the next turn.

(29.0) ALTERNATE SHIELDS RULE (Optional)

Instead of all hits on a given Shield being scored against that Shield until it is down, let every fourth hit count against an interior system, instead of the Shield. This will tend to shorten games by getting the ships destroyed faster. It can also result in some interesting situations.

(30.0) DAMAGE CONTROL (Optional)

Damage Control is the ability of a ship to repair combat damage (and other damage) without a Base or other support facilities. In game terms, Damage Control is used to repair the Shields during a scenario, to repair other systems between the scenarios of a multi-scenario Campaign game, and to repair Critical Hits. It is assumed that the Damage Control Parties are, during the course of the game, also taking action to seal off any Hull areas that rupture, and to prevent any fires or electrical overloads from spreading. This is factored into the various charts and tables, and can be ignored.

(30.1) The current level of Damage Control ability is reflected in the Damage Control rating, which is the highest undestroyed box on the Damage Control Track of the SSD. This rating itself may be reduced by damage taken during combat.

(30.2) During any turn, energy may be allocated to Damage Control up to the highest number on the track (4 in most cases). For each two units of energy allocated to Damage Control, one Shield hit may be erased at the end of the turn. If the Shield in question had been knocked down during the current turn, then it would be restored to one or two boxes (Shield points) by Damage Control. Energy allocated to Damage Control is NOT used to reduce the effects of hits made during the turn.

(30.3) Damage Control may be used to repair "Critical Hits" **(28.0)**.

(30.4) Between scenarios of the multi-scenario Campaign games, the Damage Control rating of the ship may be used to repair various systems of the ship. This is as follows:

(30.41) All Shield hits are erased.

(30.42) Multiply the Damage Control rating by three. This is the number of power system (Warp Engine, Impulse Engine, Battery and Reactor) hits which can be erased.

(30.43) Multiply the Damage Control rating by two. This is the number of weapon systems hits which can be erased.

(30.44) Multiply the Damage Control rating by three. This is the number of non-weapons, non-power system hits that can be erased.

(30.5) No Damage Control procedure can ever be used to increase the number of Shields or other systems above the number originally shown on the SSD for that ship. That is, Damage Control can only repair systems,

it cannot build new ones.

(31.0) TRACTOR BEAMS (Optional)
Tractor Beams are magnetic force beams that are used to retrieve small objects. Because of the nature of Warp movement, Tractor Beams (in the Basic Game) may not be used by or on any object moving at trans-light speed (more than one hex per turn). See the Advanced Rules for use at trans-light speeds.

(31.1) Tractor Beams may be used to "tow" crippled Starships off the map. This restricts the movement of both ships (the tower and the towed) to one hex per turn. Tractor Beams may be used on ships in adjacent hexes only.

(31.2) Tractor Beams may be used on enemy ships, even if they have not been captured by Boarding Parties.

(31.3) One unit of energy is required to operate each of a ship's Tractor Beams.

(31.4) When towing a ship, the tower must be either in the same hex or adjacent, and facing directly away from the towed ship. Both ships then proceed at a speed of one hex per turn.

(31.5) No ship can be towed if it has operable Warp Engines or operable Impulse Engines unless the owning player consents to the towing.

(32.0) TRANSPORTERS (Optional)
Most Starships in the game contain Transporters which are used to move personnel and equipment from one Starship to another over short distances. Transporters may be used in this game to transfer officers, evacuate crews, and/or transport Boarding Parties.

(32.1) In order to use Transporters, the given ship must have undestroyed Transporter boxes on its SSD sheet. Transporters will not function through Shields. Players may, at their option, voluntarily drop any specific Shield to facilitate the use of Transporters, but the Shield in question must be dropped for the entire turn. General Shield Reinforcement will block the use of Transporters, even through Shields voluntarily dropped or destroyed by damage. If a player announces that he is trying to transport Boarding Parties onto an enemy ship, and the target ship still has General Reinforcement Shielding power available, then the attempt fails with no loss or damage to either side. However, as each Transporter may only be used once in a given turn, no further attempt could be made with that specific Transporter until the following turn. Note that as the SSD sheets are available to all players, and you will know if one or more Shields is completely destroyed, only General Reinforcement could prevent the use of Transporters in this case, and hits penetrating to interior systems should be adequate proof of the lack of such General Reinforcement.

(32.2) It requires one unit of energy to operate all of a given ship's Transporters.

(32.3) The maximum range of Transporters is 5 hexes.

(32.4) Transporters are capable of picking up people and moving them to their location, or of transporting people at the location of the Transporter to another location. There does not have to be a Transporter unit on both ends of the transfer. Transporting may be done during any Impulse, but each Transporter may be used only once per turn.

(32.5) In some Campaign games, players may wish to assume that they personally are on board a given ship. (The logical extension of this is that if that ship is destroyed, they cannot participate further in the game. While this works well enough in large multi-player games, in one-on-one games it is, of course, pointless.) Using Transporters, it is possible to "beam" yourself from a doomed ship to one that will survive the scenario.

(32.6) Each ship type is assigned a number of "crew units," each representing about 10 people. For every tenth interior hit taken by a given Starship, one crew unit is assumed destroyed. In evacuating a given ship, one Transporter may evacuate two crew units. During some scenarios, players may wish to keep track of crew units for victory points. At the time the ship is destroyed, all crew units still on board perish. When transferring crews from ship to ship, add any crew units taken from one ship to the amount carried by the ship they are transferred to. Example: at the start of a given turn, one ship has 32 crew units, while another has 31. During the course of the turn, four crew units are transferred from the second ship to the first. At the end of the turn, the first ship will have 36 crew units, and the second will have 27.

(32.61) When evacuating a ship, crews may be transferred to another ship, a Base, or a planet. One crew unit may also be placed in a Shuttlecraft. In effect, Shuttles may act as a sort of Transporter.

(32.7) When using Boarding Parties, one Transporter can transport one Boarding Party. Refer to the Boarding Party Rules **(33.0)**.

(32.8) CREW UNIT CHART (see page 46).

(32.9) Transporters work on a direct line from ship to ship. To determine which Shield must be dropped or destroyed in order to use Transporters, use the same rules of sighting as are used for direct fire weapons.

(33.0) BOARDING PARTIES (Optional)
All ships are provided with groups of trained troops that can be used in various security duties. These troops can also be organized and used as Boarding Parties. The number of Boarding Parties available to each ship type is shown on the BOARDING PARTY CHART **(33.1)**.

(33.1) BOARDING PARTY CHART (see page 46).

(33.2) The records for Boarding Parties are kept independently from the crew records. Every fifth interior hit taken destroys one Boarding Party.

(33.3) If Boarding Parties are transported onto an enemy ship, combat occurs between the Boarding Parties and the ship's defenses. While Boarding Parties may be transported onto the ship during any Impulse, the actual resolution of combat is not done until the end of the turn, during the Plasma Torpedo Launch Phase. The ships "boarding defense factor" is equal to the sum of friendly Boarding Parties on board, and the number of undestroyed command systems (Bridges, Security, Auxiliary Control, etc.). When combat is taking place, the "defending" player is assumed to be the player owning the Starship, and the "attacking" player is the one who boarded it. More than one ship may transport Boarding Parties to the ship on which the combat is taking place, and ships friendly to the boarded ship may also send Boarding Parties to assist in the defense.

(33.4) COMBAT PROCEDURE.
The attacking player totals the number of Boarding Parties that he has on board the boarded ship, and rolls one die, adding its results to his total. The defending player takes his Boarding Defense Factor and rolls one die, also adding the result to his factor. The player with the higher result "wins" the combat on that turn, and the difference in the totals is the number of losing Boarding Parties eliminated.

Example: A Klingon Battlecruiser has been seriously damaged. It has only three command boxes and four Boarding Parties left. Three Federation ships are in the area, and transport a total of nine Boarding Parties to the Klingon ship. The Federation player rolls a "4" for a total of 13. The Klingon has a boarding defense factor of 7 (3+4), and rolls a "2," for a total of 9. The Federation player has won the round of combat, and eliminates four Klingon Boarding Parties (the only ones on board). No other Klingon ships are within range (if they were, they could send their own Boarding Parties). On the next turn, the Federation player has added four more Parties (total 13) and with a die roll of 2 has "15." The Klingon has a boarding defense factor of 3, and even with a die roll of 6 (for a total of 9), must lose 6 Boarding Parties. As he has none, these are taken by destroying command spaces, which isn't even enough. The ship has been captured.

(33.5) A Starship is considered to be captured if all Boarding Parties friendly to the Starship, and all control systems (including Security Stations) have been destroyed. When a Starship is captured, the capturing player cannot operate the weapons of the ship, but can maneuver it and attempt to leave the map with it.

(33.6) Boarding Parties are recorded as individual units. At any time, and for any reason, players (or a player) on one side may transfer Boarding Parties from one ship to another, using the Transporter Rules. In multi-scenario Campaign games, the Boarding Parties are carried over from scenario to scenario, as assigned to the various ships.

Note: The Gorn and Kzinti races are physically larger and more powerful than the other races in the game. This has been compensated by including more Boarding Parties on their ships. No combat adjustments are necessary in combat between the various races.

(33.7) Players may attempt to capture Shuttlecraft with Boarding Parties. One Boarding Party (only) may transport onto an enemy Shuttlecraft. At the instant this Party arrives, a die is rolled for resolution of the combat. A die roll of "1" or "2" indicates the capture of the Shuttlecraft. A die roll of "3," "4" or "5" indicates that the Boarding Party has been destroyed. A die roll of "6" indicates that the issue is still in doubt. The Shuttle stops at that point, and combat is resolved again at the end of the turn. If still in doubt, the Shuttle does not move and a die is rolled to resolve combat at the end of each turn until resolved. A player may not operate the weapons of a captured Shuttlecraft.

(33.8) If Boarding Parties are on board of any given Starship, they may be able to prevent Self-Destruction from being carried out, if the crew should attempt to do so **(35.0).** In such cases, the owning player must roll a die to determine if the Boarding Parties have prevented Self-Destruction. On a die roll of "1" self-destruction has been permanently prevented. On a die roll of "2" or "3" the Boarding Parties have only temporarily prevented Self-Destruction, and a new die roll must be made on the next turn. Any other result indicates that the crew has successfully destroyed their own ship.

(33.9) Boarding Parties may be used on "hit and run" raids. In this event, the Party is attempting to destroy some key item of equipment on the enemy ship.

Procedure: For each Boarding Party making such an attempt, designate the specific box on the SSD that they are attacking. A die is then rolled to resolve their attack. A die roll of "1" indicates destruction of the system and safe return of the Boarding Party. A die roll of "2" indicates destruction of both the Boarding Party and the system. A die roll of "6" indicates safe return of the Boarding Party, but no damage to the system. Any other result indicates destruction of the Boarding Party and no damage to the ship. Any given Boarding Party may make ONE such raid per turn, assuming Transporters are available.

(34.0) EMERGENCY DECELERATION (Optional)

ONLY Federation Ships may use Emergency Deceleration to improve their maneuverability in a combat situation.

(34.1) PROCEDURE. At any time during any turn, a player using Federation ships may announce his intention to use Emergency Deceleration. This announcement is made after the Movement Segment of any Impulse. After the Movement Segment of the second subsequent Impulse in which the given ship moves (do not count Impulses in which the ship in question does not, itself, move) the ship stops and moves NO further in that turn. All unused movement power is calculated, and the amount is divided in half. This amount is added to the General Shield Reinforcement power, or to the Forward Shields, at the option of the owning player.

(34.2) During the portion of the turn before Emergency Deceleration takes effect, the ship must still satisfy all movement and Turn Mode requirements for its originally stated speed.

Note: This tactic can be very useful in situations where the Federation player wants to quickly separate from enemy ships, but doesn't want to get totally out of the battle area. By announcing a speed of 20+, the ship will probably be able to move several hexes before enemy ships could move (and possibly bring weapons to bear), and yet the Federation ship can stop and await further developments without ending up all the way across the map.

(34.21) If a ship uses Emergency Deceleration, it is considered to be at a speed of "0" for calculating the next turns speed.

(34.3) It is not known why the Starships of other races have not used this tactic, but it is presumed to be the inability of the Engines to take the strain. Players may wish to experiment with using this tactic for other races.

(34.4) Scientists in the Federation (and presumably other areas) have experimented with a concept known as the "positron flywheel effect." This is a method of storing Warp movement momentum temporarily. If used by a Starship, the scientists theorize that the effect would be to allow the Starship to increase speed much more rapidly after a temporary reduction of speed. The effect of this in the game would be to allow a player to choose the fastest speed in the last four turns to determine his new speed. For example:

Turn	1	2	3	4	5
Speed	21	4	4	8	?

Using the standard rules, the fastest that this Starship could go on turn 5 would be 18 hexes. Using the positron flywheel effect, it could use the speed on turn 1 (within the last four turns) as its base, and accelerate to a speed of 42. (Note, however, that a speed of 31 is the maximum allowed in the game, so the full benefit of this device could not be felt, but even 31 is better than 18.)

(35.0) SELF-DESTRUCTION (Optional)

In dire circumstances, the Captains of Starships may deem it necessary to destroy their own ships to prevent their capture. This is accomplished as follows.

(35.1) When a player decides to destroy his ship (or one of his ships) he simply marks the Energy Allocation

Form for that turn "Self-Destruct." He does not make any other entries, and the ship can do nothing except execute the Self-Destruct order. Self-Destruction takes place in the Self-Destruction Phase of the turn.

(35.2) Self-Destruction automatically takes place, unless the Captain is not in control of his ship. (See Rule **26.0** Mutiny and **33.0** Boarding.)

(35.3) The result of Self-Destruction is the removal of the ship counter, and an explosion which may or may not damage other nearby ships. The force of the explosion is determined as follows: Total the number of undestroyed power boxes on the SSD (Engine, Reactor and Battery), add the number of unfired Drones and Shuttles on board, and add half the number of undestroyed weapons boxes (Phasers, Torpedoes and Bolts).

(35.4) The number determined in Rule **(35:3)** is the basic explosion strength. This is the number of hits scored on any ship (including Shuttles, Plasma Torpedoes, Drones and Monsters) in the same hex, or adjacent to the Self-Destructing ship. Three-fourths of the total is the number of hits scored on any ship two hexes away. Half the total is the number of hits scored on any ship three hexes away, and one-fourth the total is the number of hits scored on any ship four hexes away. Base all calculations on the original total, and drop all fractions.

(36.0) NON-VIOLENT COMBAT (Optional)

The highest principles of the Federation call for the absolute minimum loss of sentient life (preferably no loss of life at all, whatever the circumstances). Because of this, the Federation Star Fleet has developed a computer system for its Weapons Control Computers which carefully directs fire against only the weapons stations and Engines of the opposing ship. It is felt that the opposing ship will always be the agressor (in strategic terms, anyway) and that simply destroying its weapons systems will be sufficient to force it to retreat.

Any ship's Captain can decide to use the non-violent combat options. In Fleet scenarios, all ships on one side must use the same system. In the strictest sense of the Federation charter, Federation ships should never use anything else. Once the decision is made to use the non-violent options, the player cannot change his mind during that scenario. Refer to the NON-VIOLENT COMBAT OPTIONS CHART **(36.1)** for this rule. Simply use Chart **(36.1)** for hit distribution.

(36.1) NON-VIOLENT COMBAT OPTIONS CHART

Die Roll	Effect
1	Weapons Hit, see Chart **(36.11)**
2	Power System Hit, see Chart **(36.12)**
3, 4, 5	Miss — No Effect
6	Random Hit, use normal DAMAGE ALLOCATION CHART

(36.11) WEAPONS SYSTEMS HITS CHART

(use two dice)

Die Roll	Effect
2	Bridge (or any control system)
3	Scanner
4	Torpedo or Bolt
5, 6	Miss — No Effect
7	Phaser
8, 9	Miss — No Effect
10	Drone Rack
11	Sensor
12	Bridge (or any control system)

(36.12) POWER SYSTEMS HIT CHART

(use one die)

Die Roll	Effect
1	Impulse Engine
2	Reactor
3, 4	Warp Engine
5, 6	Miss — No Effect

(37.0) SUPER-INTELLIGENT COMPUTERS (Optional)

All the Fleets depicted in the game have, at one time or another, experimented with "Super-Computers" capable of running Starships without human assistance. All these experiments failed because the complexities of the programming exceeded the intelligence of the human programmers. All Fleets are currently experimenting with building computers capable of programming the larger computer. Should such a research program ever be completed, and a "Super-Computer" installed in a Starship, then the ship (when depicted in the game) would use the following modified rules.

(37.1) The player operating the "Computer" ship fills out his Energy Allocation Form AFTER the other players have announced their speed, and whether or not they are launching Drones or Shuttles.

(37.2) The "Computer" ship does not plot its movement, only its speed. During the Impulse Procedure, the ship may be moved in the best judgment of the player controlling it only within the limits of the Turn Mode.

(37.3) The Turn Mode for the "Computer" ship is reduced by 1 at all speeds (but never less than one).

(37.4) The range for Phaser fire is reduced by 2 hexes (but is never less than zero).

(38.0) BOOM SEPARATION IN THE KLINGON BATTLECRUISER (Optional)

In situations where Klingon Battlecruisers have been taken over by crew mutinies but the officers have kept control of the Bridge area, or in situations where the ship is severely damaged and has been "captured" by Tractor Beams, the officers can separate the Boom section of the ship and attempt to escape.

(38.1) Boom separation can be done only if the BOOM IMPULSE ENGINE box has not been destroyed, if one or more Control spaces remain undamaged in the Boom, and if there are a total of six undestroyed systems boxes in the Boom area (including the Bridge and Engine boxes).

(38.2) If using Self-Destruction on the turn of separation, there is only a 50% chance of the Boom successfully escaping the blast area. Roll a single die. If the result is 1, 2 or 3, the boom has escaped without damage. Otherwise, the Boom is assumed to be at a range of two hexes at the time of the explosion, and takes whatever damage is allocated to it by the Self-Destruction Rules **(35.4)**. If this reduces the Boom below the limits of **(38.1)**, the Boom is assumed to have life support failure and is destroyed. If Self-Destruction does not take place during the turn of separation, then the Boom is assumed to have separated safely.

(38.3) If the Boom successfully separates and is not destroyed in a Self-Destruction attempt, the Boom is assumed to escape off the map by a die roll procedure (there is no counter for the Boom section). The basic escape chance is "2." Add one for each "friendly" (to the Klingon) Starship on the map, and subtract one for each "enemy" Starship on the map. Roll a single die. If the result of the die roll is equal to or less than the escape probability number, the Boom section has escaped the map undetected. Otherwise the Boom is "captured."

In this calculation, count all "friendly" ships but only those enemy ships with at least 50% of their Engine power.

(38.4) If the Boom section separates, then the victory points for the Battlecruiser are divided in half, with half assigned to each section.

(38.5) At the instant of Boom separation (before any Self-Destruction takes effect) all Shields on both the Boom and the Main Hull cease to operate.

(38.6) If the Boom is separated from the Main Hull, it may not be rejoined.

(39.0) AUXILIARY DRONE RACKS (Optional)

From time to time, the various Fleets depicted in the game have experimented with adding additional weapons to the ships, particularly when sending them into especially dangerous situations. Most of these experiments have involved Drones, since these weapons are easily added, do not require any power to fire, and are highly effective.

(39.1) Players may wish to balance scenarios (particularly between players of different experience levels) by adding Auxiliary Drone Racks to any ship. To do this, simply draw another box (or two, or three) onto any SSD and label it as Drone Rack. Each rack should hold from two to four Drones.

(39.2) Players may wish to consider using Point Defense Phasers in ships not normally equipped with them (particularly when engaging ships which carry many Drones). Federation, Romulan and Gorn ships may replace their Offensive Phasers with Point Defense Phasers, on a ratio of two PD Phasers replacing each Offensive type.

(40.0) ELECTRONIC COUNTER MEASURES AND ELECTRONIC COUNTER-COUNTER MEASURES (Optional)

Players interested in electronics may wish to use these rules to simulate the use of ECM and ECCM.

Electronic Counter Measures is basically jamming. Electronic Counter-Counter Measures is an attempt to "decipher" the jamming and penetrate it.

(40.1) Players may put energy into ECM or ECCM. The total amount of energy put into ECM and ECCM cannot exceed the highest unchecked number on the Sensor Track (usually 6).

(40.2) In the Sensor Lock-on Segment of each turn, players announce their ECM and ECCM strength (the number of energy points expended).

(40.3) If the ECM strength of any given ship exceeds the ECCM strength of an enemy ship, then the enemy ship must reduce his Sensor rating (for the current turn only) by the amount that his ECCM has been exceeded.

(40.4) If the ECM strength of a given ship is lower than the ECCM strength of the opposing ship, then there is no effect on the firing of weapons by that ship.

(40.5) If the ECCM and ECM ratings are identical, no adjustment is made.

(40.6) In multi-ship scenarios, players should use the average ECM and ECCM levels for all ships. In such scenarios, players may wish to designate (secretly) one ship to have special electronics, and be able to use energy equal to double its Sensor rating. In this case, players would keep the ECM and ECCM ratings of individual ships secret, giving the numbers but not which ships they apply to.

(41.0) CLOAKING DEVICE (Optional)

Romulan ships may be equipped with this device, which makes detection of the ship almost impossible. However, while the ship itself cannot be seen, the effect of its magnetic field on light from the background of stars can be seen and will give at least a general idea of where the ship is.

(41.1) Only Romulan War Eagle, Warbird and KR ships can carry the Cloaking Device.

(41.2) When the Device is operating, the ship remains on the map, but an unused counter is placed on top, upside down, to mark it.

(41.3) The Device is not on the SSD and cannot be destroyed in combat.

(41.4) The amount of power required to operate the Cloaking Device varies with the ship type, due to size and electronic signature. The requirements are: Warbird = 1 power unit; War Eagle = 6 power units, KR = 20 power units.

(41.5) The Device cannot be used during any turn in which weapons are fired. Conversely, weapons cannot be fired during any turn that the Cloaking Device is operating. Note that Plasma Torpedoes are fired at the end of the turn, and the ship must be visible during the entire turn in order to fire the weapon at the end of the turn.

(41.6) The effect of the Device is to make it harder for enemy ships to hit the Cloaked ship with weapons. This can be accounted for in game terms in various ways, and the players who are using the Devices should select one of the following to use.

(41.61) When the Device is on, other ships cannot Lock-on the Cloaked ship **(9.3)**.

(41.62) When the Device is on, add five to the range in hexes for all ships firing at the Cloaked Ship.

(41.63) To account for the ability of enemy ships to "learn" how to detect the Cloaked ships better (by adjusting their instruments and discovering just what to look for), add 10 to the range the first time a given ship fires at a Cloaked ship (in a given scenario). This "penalty" is reduced by one each turn that the firing ship fires at any Cloaked ship, to a minimum of three.

(41.64) In addition to one of the above effects, the player operating the Cloaked ship may keep track of his actual position on paper, placing the counter representing his ship on the map within 3 hexes of his actual position. This may require the services of a "referee" to judge firing angles, true ranges, and which Shield is being hit, all of which are judged from the actual position, not the counter.

(42.0) NUCLEAR SPACE MINES (Optional)

The Romulan Warbird and War Eagle ships each carry one Nuclear Space Mine (NSM). This Mine is not marked on the SSD and cannot be destroyed in combat.

(42.1) The Mine may be dropped by the Warbird on any turn in the Drone Launch Segment.

(42.2) The Mine may be dropped by the War Eagle during any Impulse of any turn.

(42.3) The dropping of the Mine must be plotted on the Energy Allocation Form during the Energy Allocation Phase of the turn it is to be dropped. In the case of a War Eagle type ship, the specific Impulse must be designated.

(42.4) When dropped, the Mine is represented by a counter placed in that hex (Mine counters are provided in the counter mix).

(42.5) Once placed, the Mine cannot be moved, picked up, disarmed or Tractor Beamed. The Mine cannot be destroyed, except if detonated by a passing ship, in which case is automatically destroyed. The Mine will NOT explode if a Drone, Shuttle or Plasma Torpedo moves through its area. The Mine cannot be detonated by any weapon.

(42.6) If any ship moves through a hex containing or adjacent to a NSM, the Mine may explode and damage the ship. Roll a single die. If the die roll is equal to or greater than the speed of the ship, the Mine has been detected in time and avoided. If not, the Mine explodes. Note that passing through the area at any speed greater than six will automatically set off the Mine. The Mine is assumed to cause 35 points of damage to the Forward Shield of the ship which sets it off. Much of this damage will penetrate the Shield into interior systems.

(42.7) The Mine is neutral in all respects. It WILL detonate against a Romulan ship. Exception, the Mine is not armed (activated, able to explode) until the ship which laid it has moved away from it (outside deonation range).

(42.8) If two ships simultaneously move into a position to set off a single Mine, the full damage is applied to both of them.

(42.9) Players wishing to add some excitement to the game might, when laying Mines, not put the counter on the map, but simply record the hex number, and let your opponent know when he enters the Mined hex. You need not even tell him that you have laid the Mine. Alternatively, players might use other counters (Kzinti Drones, for example) as dummies, and lay one counter (upside down) per turn. Only the Romulan player, of course, knows which upside down counter is the real mine, and which are dummies. This system would eliminate the necessity for record-keeping and trusting each other.

IV. STARSHIP TYPES AND CLASSES – BASIC GAME

This game includes some 13 types and classes of Starships. Each of these have certain special rules required to use them within the framework of the rules.

(43.0) FEDERATION SHIPS

Included in this game are four types of Starships used by the Federation. These include the Dreadnought, the Command Cruiser, the Heavy Cruiser and the Light Cruiser.

(43.1) The Dreadnought is easily the most powerful ship in the game (about 50% more powerful than the Cruisers). While STAR FLEET BATTLES is intended to be a game of Cruisers, the inclusion of this ship gives players a feel for the more powerful ships. The Dreadnought is divided by the dashed lines into a Forward or Primary Hull and an Aft or Secondary Hull. Naturally, "forward" hits are scored on the Forward section and "Aft" hits on the After section.

(43.2) The Command Cruiser is an uprated version of the standard Heavy Cruiser. The SSD's for the CC and CA are on the same sheet, with modifications made (see **43.3**) for the CA.

(43.3) To convert the Command Cruiser SSD to a Heavy Cruiser SSD, mark off the following systems: Flag Bridge, Auxiliary Power Reactor, and the Phaser bank in the Secondary Hull.

(43.4) The Light Cruiser is a rebuilt Hull that is over 100 years old. The ships originally fought in the First Romulan War, and these aging veterans are still filling a vital role in the Fleet, performing missions that do not require a Heavy Cruiser. All hits which penetrate the Shields are scored against the Armor if this has not been previously destroyed. The Armor was installed in the ship before Shields were developed.

(44.0) NOTES ON OTHER STARSHIPS

This game includes, besides the Federation, ships from four other races/states. These are the Klingon Empire, the Kzinti Hegemony, the Gorn Confederation and the Romulan Republic. The ships of each are described below.

(44.1) KLINGON EMPIRE SHIPS

The Klingon Empire is represented by the D6 and D7 class Battlecruisers, which use the same SSD and basically the same Hull. Klingon BC's are divided into a Boom section and a main section. The main section is further subdivided into the Hull and superstructure, but this has no particular effect on the game. The SSD is for the D7 class ship (which is the more powerful one). To convert this ship to the D6 class, simply eliminate the two wing Phasers. Note also that the D6 ship is limited to a range of 22 hexes on its Disruptor Bolts, while the D7 may fire to ranges of 30 hexes. Both types have an Impulse Engine located in the Boom, which is marked as "AUX. BOOM ENGINE." This Engine may be used for power, but may not be used for movement. It is intended to be used to move the Boom as a separate element from the Main Hull. Note that this Engine is required for Boom separation **(38.0)**.

(44.2) KZINTI HEGEMONY SHIPS

The Kzintis are represented by their Strike Cruiser and Light Cruiser. The Kzintis consider Drones to be their main armament, however, they also carry Phasers and Disruptor Bolts. The two Phasers in the Forward Hull are Offensive Phasers, while the other ten Phasers are Point Defense Phasers.

No SSD is provided for the Kzinti Light Cruiser. Certain boxes on the Strike Cruiser SSD are shaded. These are eliminated to convert the Strike Cruiser SSD to the Light Cruiser SSD.

(44.3) ROMULAN SHIPS

The Romulans are represented in the game by three ship types. The Warbird is an old type from over 100 years ago. These ships were originally constructed during the First Romulan War, and some of those in use during the time of the game were built during that period. The War Eagle is a modern refit of the older Warbird, with additional equipment and a change to Warp power.

The SSD given is for the War Eagle. To convert this to the Warbird, ignore (or cross out) the shaded boxes (representing the Warp Engines, Phasers, Transporters and Tractor Beams). In the case of both ship types, hits that penetrate the Shields are scored against the Armor. In these ships, Forward and Aft Hull hits are

scored against the Hull boxes on the SSD. The ships are critically undersized, and despite the revision to the War Eagle class are not capable of standing up in combat to another Cruiser. However, when operated in groups of three and able to surround the opponent, they are assured at least one Plasma Torpedo hit since the target ship would be surrounded by faster weapons. Usually, one good burst of fire from any Cruiser will cripple a Warbird or War Eagle. Their one saving grace is the Cloaking Device. The Phasers on the War Eagle represent a further upgrading of the class, and have not been installed on all ships. Players should use or ignore these as they wish, to balance the game or try out the later model.

The Klingon/Romulan Cruiser, however, is one of the most powerful ships in the game. The KR Cruiser was built on a Klingon D6 type Hull. To convert the Klingon Battlecruiser SSD to the KR, eliminate the Wing Phasers, the Security Stations, Drone Racks and one Disruptor Bolt box from each Engine pod. The three Forward Phaser boxes are considered to be Offensive Phasers. The four Waist Phasers are still Offensive/Defensive Phasers. The two remaining Disruptor Bolt boxes are used as Plasma Torpedo launchers. The KR uses Gorn Plasma Torpedoes and all rules associated with them due to the lack of space in the engine pods. The Cloaking Device has been installed on this class. KR Cruisers can hold Plasma Torpedoes in the Firing tubes.

(44.4) GORN CONFEDERATION SHIPS
The Gorns are represented in the game with both Heavy and Light Cruisers. There is no SSD for the Light Cruiser. Certain boxes on the Heavy Cruiser SSD are shaded, and are eliminated to convert the SSD to the CL. The Hull boxes in the central area of the Heavy Cruiser may be checked off for either Forward or Aft Hull hits, whenever all Hull boxes in the Forward saucer section and Aft saucer sections are eliminated.

(44.5) BASE STATION
The Base Station included with the game is an "average" Base of the type used as a frontier outpost by all seven races. The Base is treated in every respect as a Starship, except that it can never move (as it has no Engines). Because of its massive size, it cannot be Tractor Beamed. The "TORP" box on the SSD is used as a Photon Torpedo on Federation Bases, a Plasma Torpedo on Gorn and Romulan bases and as a Disruptor Bolt on Kzinti and Klingon Bases.

In all cases, the Phasers are assumed to be TYPE IV HEAVY PHASERS.

Facing for the Base may be arbitrarily established as a given direction, or the players may prefer to have the Base "rotate" each turn, changing its "forward" direction 60 degrees clockwise at the start of each turn.

In the case of Federation Base Stations, re-designate three of the APR boxes as "Warp power". These will be used to arm the Photon Torpedoes. However, they cannot be used to move the Base Station.

V. SCENARIOS – BASIC GAME

(45.0) SCENARIO FORMAT
The actual play of STAR FLEET BATTLES is divided into scenarios. Each scenario depicts a particular type of action in which the Starships included with the game might participate. In most scenarios, the players may freely change the participants. For example, Scenario **(46.0)** is intended as an Introductory Scenario, showing combat between a Federation Cruiser and a Klingon Battlecruiser. The players may, if they wish, use any of the ships in the game in this scenario, pitting a Kzinti Strike Cruiser against a Romulan War Eagle if they wish (although such a scenario taking place in reality would be unlikely).

The scenarios are all organized in the following format.

(45.1) NUMBER OF PLAYERS
(45.2) INITIAL SET UP
(45.3) LENGTH OF SCENARIO
(45.4) SPECIAL RULES
(45.5) VICTORY CONDITIONS
(45.6) ORDER OF BATTLE VARIATIONS

Note, players should feel free to design their own scenarios, or to modify the scenarios shown here to suit their own tastes.

In some scenarios, a planet is included. This is a typical Class M planet. For all practical purposes, the planet completely fills the hex in which it is placed (the planet Earth would fill slightly more than one hex). No ship may enter a hex containing a planet, or fire weapons through a hex containing a planet.

In all cases, where a speed is stated for the ships on the previous turn (the turn before the scenario began) the maximum possible speed of the ship may not be exceeded. Players should adjust the stated speed downward to this limit. This will apply primarily to the Romulan Warbird, which has a maximum speed of 1.

(45.7) BASIC VICTORY POINT SYSTEM
Players may use this system to score some of the scenarios with this game, or in determining a balanced force for a game. The system is rather simple. All ships are assigned a Basic Point Value (BPV), as shown on Chart **(45.8)**

(45.8) BASIC VICTORY POINT CHART (see page 46).

(45.9) Players should refer to the Advanced Scenarios (Rules Division IX) for additional scenarios, and for modifications to these to use the Advanced Rules.

(46.0) THE INTRODUCTORY SCENARIO (The DUEL)
This scenario depicts typical cruiser actions in deep space. For whatever reason, two hostile Cruisers have come into contact, and, all attempts to peacefully resolve the situation (whatever it is) have failed.

(46.1) NUMBER OF PLAYERS: 2

(46.2) INITIAL SET UP: One Federation Cruiser in hex 0733, facing A, was at speed 15 on previous turn. One Klingon D7 Battlecruiser in hex 2003, facing E, was at speed 18 on previous turn.

(46.3) LENGTH OF SCENARIO: The scenario proceeds until one ship is either destroyed, captured or has left by the Disengagement Rules.

(46.4) SPECIAL RULES: None.

(46.5) VICTORY CONDITIONS:
Enemy Ship Captured: DECISIVE VICTORY, Captain will become Admiral in one to three years; First Officer will be made Captain at end of cruise; crewmen share in prize money; significant gain in knowledge of enemy technology.

Enemy Ship Destroyed: SUBSTANTIAL VICTORY, same as above, but no prize money or gain in technology.

Enemy Ship Disengages: Commendation from Fleet Command, veiled comments about your inability to win a decisive victory.

If your ship has suffered 50% of its internal systems destroyed, or half the crew lost (see **32.0**) then a decisive or substantial victory is reduced to a Commendation, and a Commendation is reduced to a mild reprimand.

(46.6) Players may, at their option, substitute other ships into the scenario, or increase the number of ships. If more ships are used, the extra ships should be deployed within three hexes of the first ship. (Exception: Romulans should deploy their ships about 8-12 hexes apart and within 4 hexes of the edge of the map.)

(47.0) FLEET ACTION SCENARIO

Fleet actions are rare events in the history of this section of the Galaxy. Most combat has been between individual ships. However, on occasion some particular incident or situation (a contested planet, a pirated Freighter, a raid by a lone Cruiser that must be avenged, etc.) sets the stage for a meeting of the Fleets.

(47.1) NUMBER OF PLAYERS: There are two sides in this battle. The ships of each side may all be operated by a single player, one player may operate each one, or each player may operate two or three ships.

(47.2) INITIAL SET UP: Force "A" sets up in any hex or hexes with last digits of "01" through "04." Force "B" sets up in any hex or hexes with last digits of "31" through "34." Facing is at the option of the owning player. Speed last turn for all ships was 10.

(47.3) LENGTH OF SCENARIO: The scenario ends when only one side has undestroyed or uncaptured ships remaining on the map.

(47.4) SPECIAL RULES: None.

(47.5) VICTORY CONDITIONS: Use the point system detailed in **(45.7).**

(47.6) ORDER OF BATTLE VARIATIONS: Any of the following forces may be used as Force "A" or Force "B":

FEDERATION:	1xDN, 1xCA, 2xCL — or — 1xCC, 2xCA — or — 1xCC, 1xCA, 2xCL
KLINGON:	1xD7, 3xD6 — or — 3xD7
KZINTI:	1xCS, 3xCL — or — 2xCS, 2xCL
ROMULAN:	4xWB — or — 3xWE — or — 3xKR — or — 1xKR, 2xWE, 2xWB
GORN:	2xCA, 2xCL — or — 3xCA

Players may, and should, feel free to experiment by using different combinations of ships. Alternatively, some substitutions could be allowed. In a battle between the Federation and Romulans, for example, a Gorn CA could be substituted for a Federation CA.

(48.0) THE PLANET CRUSHER — The Creature that ate Sheboygan III (Monster # 1)

From a distant corner of the Empire comes word that some "thing" is destroying entire planets. It is the size of several large ships, and seems to be either a living thing, or perhaps some massive ship sent on a raid by one of the hostile races.

(48.1) NUMBER OF PLAYERS: 1 (the Monster is controlled by a set of automatic rules).

(48.2) INITIAL SET UP: The Planet Crusher (Monster # 1) in hex 0233. One planet (Sheboygan III) in hex 2502. One or more ships in hexes 4214, 4215, 4216, or 4217. Facing is at the option of the player. Speed on previous turn was maximum for the ship type.

(48.3) LENGTH OF SCENARIO: The scenario continues until either the Monster has destroyed the planet or the Starships have destroyed the Monster.

(48.4) SPECIAL RULES: The Monster moves by special automatic rules. As his "mission" is to destroy the planet, the Monster will always move (unless distracted by the ships) toward the planet. In cases where the Monster may move into either of two hexes (both of which are "toward" the planet) the player may roll a die (odd numbers going left and even numbers going right), toss a coin, or simply alternate. The Monster has a speed of 6 hexes per turn.

If, at the beginning of any Impulse, a Starship is within two hexes of the Monster, the Monster will begin to follow the Starship. If two or more Starships are within this "detection" range, the Monster will follow the closer one. If two are at the same range, the Monster will follow the larger one. If both are the same size, decide by die roll or continue following the one most recently followed.

On the first time during a given turn that the Monster "detects" (is within 6 hexes of) a Starship, it will fire its "weapon." This operates as a Phaser, but uses the special chart below:

Die Roll	1	2	3	4	5	6
Damage	40	30	20	10	5	1

Range has no effect on the result, but the weapon is limited to a range of six hexes. If the Monster is within range of the planet, it will fire at the planet. The Monster can fire its weapon only once per turn. The weapon has a 360-degree field of fire. The Monster has a Turn Mode of "0." The Monster also has a close-in defense system which has a 4/6ths chance (use a die roll) of stopping any Drone fired at it. This is determined when the Drone was moved adjacent to the Monster. If there are no ships within detection range, the "weapon" has not been fired on the current turn, and a Plasma Torpedo moves within two hexes of the Monster, it will fire its weapon at the Plasma Torpedo.

If the Monster moves adjacent to the planet, it will cease movement, unless it moves to follow a Starship.

(48.5) VICTORY CONDITIONS: The Monster wins if it can inflict 200 points of damage on the planet. The player wins if he can inflict 200 points of damage on the Monster (at which point the Monster is destroyed). The player may, at his option, use the victory conditions from Scenario **(49.0)** in this section.

(48.6) ORDER OF BATTLE VARIATIONS: Players should feel free to use any ships, or combinations of ships in this scenario. The objective is, over a number of playings, to be able to stop the Monster with ANY of the ships given in the game. (After all, no one ever knows what kind of ship will be available if needed, and the best Captains can use any class of ship to its best advantage. However, the Warbird is virtually hopeless in this scenario.)

(49.0) THE SPACE AMOEBA (Monster # 2)
Patrolling scout ships have reported an unknown being moving in a nearby sector of the Empire, and a single Cruiser is sent to investigate. Upon locating the alien, the crew of the Cruiser determines that it is harmful and must be destroyed. However, neither the ship's veteran science crew, nor the computers, can determine what will destroy the Monster. The Captain orders his ship in closer to investigate.

(49.1) NUMBER OF PLAYERS: 1 (the Monster moves by automatic rules).

(49.2) INITIAL SET UP: The Space Amoeba (Monster # 2) is placed in hex 2117. A single Starship enters the map from any map edge. Speed on the previous turn was 10.

(49.3) LENGTH OF SCENARIO: The scenario continues until the Monster has been destroyed or the Starship has been destroyed or has Disengaged.

(49.4) SPECIAL RULES: The Monster moves with a speed of 4, but moves in a totally random pattern. During each Impulse that Monster is to move, roll a single die, and move the Monster in that direction according to the numbered directional display printed in the lower left-hand corner of the map. The Starship may fire weapons at the Monster, recording the cumulative amount of damage scored for possible use later. The primary operation in this scenario is the scientific investigation of the Monster. The chart below is used to determine the amount of information gained about the Monster on each turn. During the turn, the player should record the closest approach of his ship to the Monster, and the Shield facing the Monster at that time. The chart is based on the distance from the Monster at closest approach.

DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9	10
1	10	9	8	7	6	5	4	3	2	1	0
2	9	8	7	6	5	4	3	2	1	0	0
3	8	7	6	5	4	3	2	1	0	0	0
4	7	6	5	4	3	2	1	0	0	0	0
5	6	5	4	3	2	1	0	0	0	0	0
6	5	4	3	2	1	0	0	0	0	0	0

At the end of each turn, the player must determine how much information he has gained about the Monster, and how much damage the Monster has done to his ship. This is determined using the chart above. Noting the range at his closest approach to the Monster, and rolling a single die, the player obtains a result from the chart. This number, multiplied by the number of functioning Lab boxes on his SSD, is the amount of scientific information gathered on the Monster. The same number, multiplied by two, is the number of damage points scored on the ship by the Monster. Scientific Shuttles **(27.4)** and Probes **(14.0)** may assist in obtaining information.

(49.5) VICTORY CONDITIONS: The Monster wins if the Starship is destroyed or Disengages (in the Campaign game, a Disengaged ship, after repairing, would return to find two such Monsters, the original having divided). The player wins if he can accumulate 400 points of scientific information, use this information to determine just what will destroy the Monster, and then destroy the Monster. The chart below is used to determine the results of your scientific investigation.

DIE ROLL	HOW TO DESTROY MONSTER
1	Monster can be destroyed by a Suicide Shuttlecraft.
2	Monster can be destroyed if a Tractor Beam is attached to it.
3	Monster can be destroyed by 200 points of damage with any weapons.
4	Monster can be destroyed by a probe **(14.0)**.
5	Insufficient data. Accumulate 100 more points of data and try again.
6	Communication established with Monster. It is friendly and you are not required to destroy it. If you have scored damage on it, you lose this scenario.

(49.6) ORDER OF BATTLE. As in Scenario **(48.0)**, the players are encouraged to use all classes of ships in this scenario, the object being to be able to destroy the Monster with any type of ship.

(50.0) BASE DEFENSE
Along the frontiers of all the races in the game are Outpost Stations. These provide early warning of intrusion, in addition to being Bases for patrols.

(50.1) NUMBER OF PLAYERS: 2

(50.2) INITIAL SET UP: One base on hex 2120. Three "hostile" ships enter the map on turn one from any hex ending in 34. One "friendly" ship enters on a later turn. Facing is at the option of the owning player. Speed on previous turn was 10 for enemy force and maximum for friendly ship, which enters on any hex ending in "01".

(50.3) LENGTH OF SCENARIO: The scenario continues until the Base is destroyed or captured, or the three hostile ships are destroyed, captured or disengage.

(50.4) SPECIAL RULES: The arrival of the friendly ship can be adjusted to balance the scenario between players of differing skills, or forces of unequal strength. Players may roll a die on the first turn to determine the number of turns delay until the friendly ship arrives (in which case the turn of arrival would be known to both players) or draw a card from a deck of playing cards (eliminate all cards from 8 through Ace, leaving only 2-7, the card drawn will show the turn of arrival) in which case only the player "friendly" to the Base will know the turn of arrival. A Base is destroyed in the same manner as a Starship. Destruction occurs when all "Excess Damage" boxes have been checked off, and one more "Excess Damage" hit is taken.

(50.5) VICTORY CONDITIONS: For the friendly player:
Each enemy ship captured: 2 points.
Each enemy ship destroyed: 1 point.
Each enemy ship Disengaged: 0 points.
Loss of his own ship: —3 points.
Loss of base: —10 points.

Victory is determined simply by the point total. A positive score indicates a "friendly" player victory, while a negative score indicates an "enemy" victory.

(50.6) ORDER OF BATTLE:
The table below provides the players with a selection of forces for both the side "friendly" to the Base, and the "enemy." The two sides should be from different races.

RACE	FRIENDLY PLAYER	ENEMY PLAYER
Federation	1xCA	1xCA, 2xCL
Klingon	1xD6	1xD7, 2xD6
Romulan	1xWE or KR	3xWB or WE
Kzinti	1xCS	1xCS, 2xCL
Gorn	1xCA	1xCA, 2xCL

(51.0) SABOTAGE SCENARIO
While on a special mission, a Cruiser is suddenly confronted by another, hostile Cruiser. Fearing possible interference with his mission, the Captain of the first Cruiser orders the Warp Engines brought to full power, and discovers that they have been sabotaged! The First Officer and Chief Engineer begin frantic repairs as the enemy Cruiser closes in for the kill.

(51.1) NUMBER OF PLAYERS: 2

(51.2) INITIAL SET UP: Ship # 1 in hex 0823, facing B.
Ship # 2 in hex 0405, facing D.

(51.3) LENGTH OF THE SCENARIO: Until one ship is destroyed, captured or has Disengaged.

(51.4) SPECIAL RULES: Ship # 1 has had its Warp Engines damaged by sabotage. They cannot be used, for any purpose, until repaired. Repairs can be accomplished in one of two ways. On each turn, the player operating Ship # 1 may roll a single die, and record the result. When the total of these die rolls equals 23, his Warp Engines are repaired and he may operate normally. Instead of making this die roll, however, he may on any or all turns order the Chief Engineer to try to "crash start" the Engines. In this case, a die is rolled, and if a "1" is the result, the Engines start immediately. However, if any other number is rolled, the attempt has failed and the engines are still inoperable. In this case, the die roll result is NOT added to the total. The player MUST state, BEFORE rolling the die, which method he is using. These die rolls are made at the very start of the turn, before all other steps are taken. No die rolls are made on turn 1.

(51.5) VICTORY CONDITIONS: Same as Scenario **(46.0)**. The player operating Ship # 1 starts at a significant disadvantage. This scenario can be used between two opponents of unequal skill, or ships of widely varying strength.

(51.6) ORDER OF BATTLE: Any ships may be used in this scenario. Players may wish to start with a Federation Cruiser as Ship # 1, and a Klingon D7 as Ship # 2.

(52.0) THE SURPRISE REVERSED
Through effective intelligence (and a bit of luck) the Captain of a Cruiser on frontier patrol has learned that foreign forces will shortly launch an undeclared war. As predicted by the intelligence forces, an enemy task force appears just across the neutral zone. The Captain of the patrolling Cruiser knows from his intelligence that they will not launch their attack for several hours. He judges that they are anticipating total surprise and are not fully alert, and decides on a bold maneuver: Cross the border immediately, destroy or cripple as many of their ships as he can; and then escape at full speed, falling back on the nearest Base Station.

(52.1) NUMBER OF PLAYERS: 2 or more

(52.2) INITIAL SET UP: Ship # 1 in hex 0822, heading in direction B, speed on previous turn 10.
Force # 2 within two hexes of hex 1826, heading in direction B, speed on previous turn 2.
Neutral Zone stretches from hex 0130 to 4209 (one hex wide). Unreleased ships roll again at the end of each turn.

(52.3) LENGTH OF SCENARIO: The scenario lasts until Ship # 1 has been captured, destroyed or Disengaged, or until all ships in Force # 2 have been captured, destroyed or Disengaged.

(52.4) SPECIAL RULES: The ships of Force # 2 must obey certain restrictions until they are "released." They may not move faster than 2 hexes per turn, arm any weapons, launch any Shuttlecraft or other weapons, or operate their Shields at other than "minimum" level. The ships of Force # 2 are "released" as follows: At the end of the turn during which Ship # 1 crossed the neutral zone OR fired at any ship in Force # 2, a die is rolled for each ship. If the die roll is a "1" or "2," the ship is "released" for the next turn, and may operate normally. If the die roll is "3," "4," "5" or "6" the ship is not released. Note that even after a ship is released, it will still have to arm weapons and build up speed. Unreleased ships roll again at the end of each turn.

(52.5) VICTORY CONDITIONS: The player operating Ship # 1 receives one point for each enemy ship that is "crippled" (over half the internal systems destroyed), 5 points for each enemy ship destroyed and 10 points for each enemy ship captured. He loses 5 points if his own ship is crippled, 10 if it is destroyed and 25 if it is captured. If at the end of the scenario, he has a positive point total, he is declared the winner of the scenario.

(52.6) ORDER OF BATTLE: The table below provides the players with a selection of forces for each side. Two different races should be used.

RACE	Ship # 1	Force # 2
Federation	CA	Would never launch surprise war
Klingon	D6	1xD7, 2xD6
Romulan	WE or KR	1xKR, 2xWE, 2xWB
Gorn	CA	1xCA, 3xCL
Kzinti	CS	2xCS, 1xCL

VI. THE CAMPAIGN GAMES

These two games are actually a series of scenarios, designed to set the individual scenarios in their proper perspective. A Campaign game is a rather long undertaking and should not be attempted in a single sitting. Records may be kept, of course, and the various scenarios of the game played over a period of days or weeks. In a Campaign game the object is to win each scenario, but keep your forces (and your ship) reasonably intact for future scenarios. Whatever you have left at the end of the first scenario will, with the benefit of Damage Con-

trol, be what you start the second scenario with. Ships equipped with Drones may reload them between scenarios, but Shuttlecraft cannot be replaced during the length of the Campaign game.

(53.0) THE CAPTAIN'S GAME

This Campaign game is intended to test your abilities as the Captain of a single Starship. This Campaign game is excellent for play at a tournament or convention. Selecting any ship in the game, you must play each of the following scenarios, not only surviving, but winning each one in turn:

(46.0) COMBAT AGAINST A SINGLE ENEMY SHIP

(48.0) MONSTER #1

(49.0) MONSTER #2

(46.0) COMBAT AGAINST A SINGLE ENEMY SHIP (a different race from the first time).

(50.0) BASE DEFENSE (against a different race than the two versions of **46.0**).

(52.0) THE SURPRISE REVERSED (against the fourth alien race).

Players may wish to start with a Federation Cruiser (or Command Cruiser) against the Gorns and Kzintis in the duel scenarios, the Romulans in the Surprise Reversed and the Klingons in the Base Defense.

(54.0) STAR FLEET DEFENSE GAME

This game is rather longer than the Captain's game, involving some 24 scenarios, all with multiple ships. Basically, one player assumes the role of Command of Star Fleet. He has at his disposal the resources of Star Fleet consisting of: 4 Dreadnoughts, 4 Command Cruisers, 10 Heavy Cruisers and 8 Light Cruisers.

The other player assumes the role of Command of the Klingon Deep Space Fleet. He has at his disposal a Fleet consisting of: 16 D7 Class Battlecruisers and 16 D6 Class Battlecruisers.

The game is played in a series of "defense lines." The first defense line is divided into eight sectors. Both the Federation and Klingon players divide their ships into these eight sectors, however, neither player can place more than six ships in one sector. Once this is done, both players reveal their deployment, and eight scenarios are played, one for each sector. Each player commits to each scenario the ships assigned to that sector. Once all eight scenarios have been played, the Klingons advance into the second line of defense. However, what they can advance to the second line depends on their success on the first line. A Klingon ship may only advance to the second line if it was in a sector scenario where the Klingon won, and it did not Disengage from that scenario. All undestroyed Federation ships are available for defense of the second line. The ships are secretly divided among the sectors of the second line, and play continues.

The first line of defense has eight sectors, the second line has six, the third line has four, the fourth line has three, the fifth line has two and the last line has only one. Should the Klingons get that far, the last scenario has the planet Earth placed in hex 1414. The planet Earth is considered destroyed if 100 points of damage are scored on it. This, of course, would represent total Klingon victory. Overall victory can be determined by the point totals shown in **(45.8)**.

Players may, alternatively, wish to conduct an attack with the Romulan Imperial Fleet. This Fleet consists of: 9 KR-type Cruisers, 20 War Eagles, and 10 Warbirds. The Warbirds may be used ONLY against the first line of defense. Players should note the Advanced Campaign Games.

Players may, at their option, allow the Federation player to use only HALF his ships on the first line of defense, but place a Base in each sector scenario.

VII. THE SUB-LIGHT GAME (The First Romulan War)

The game is, functionally, an entirely separate and different game from the rest of STAR FLEET BATTLES. It represents the First Romulan War, which was fought approximately 100 years prior to the time shown in the rest of the game.

(55.0) MOVEMENT

The scale of the game is changed to reflect the slower movement rates. A movement rate of 20 hexes per turn would represent the speed of light, but no ship in this game may move faster than six hexes per turn. Movement, functionally, is done exactly the same as in the normal game, but a separate chart has been provided. One unit of energy is sufficient for speeds up to three hexes per turn, and two units of energy are sufficient for speeds of 4 to 6.

(55.1) SUB-LIGHT GAME MOVEMENT CHART

6	5	4	3	2	1
1	—	—	—	—	—
2	1	1	1	—	—
3	2	2	—	1	—
4	3	—	2	—	—
5	4	3	—	—	—
6	5	4	3	2	1

(55.2) The Romulan ship has a Turn Mode of 2, and the Federation ships have Turn Modes of 3.

(56.0) COMBAT

(56.1) LASERS. The main weapon used in the Sub-light game is the Laser Beam. This is used just as Phasers are used in the normal game. The Laser, however, uses an entirely different Combat Chart. Each Laser, if it hits, will score one point of damage, regardless of the range, so the chart below simply shows the number required (on a die roll) to secure a hit. One unit of energy is sufficient power to all Lasers on a given ship.

RANGE	0-1	2-4	5-7	8-10	11-15
Hit	1-5	1-4	1-3	1-2	1
Miss	6	5-6	4-6	3-6	2-6

(56.2) ATOMIC MISSILE COMBAT. Both the Warbird and the Federation Light Cruiser carried nuclear-tipped missiles during the First Romulan War. These are not shown on the SSD's for the ship. Both ships have two such launchers, and each launcher has 4 missiles. Each launcher may fire one missile per turn. These use the Drone Rules **(20.0)** except that the warhead strength is 4. Players should borrow Drone counters from the Klingons and Kzintis, which are not used in the Sub-light game.

(56.21) Players should add two boxes to the SSD's to represent the atomic missile launchers. These would be destroyed on "Drone" hits. Use Type I Drones.

(57.0) SHIPS AND SHIPS SYSTEMS
At the time period 100 years prior to that shown in the game, much of the technology of the later time was not available. Also, the ships which are available in this game are rather limited.

(57.1) The following systems are not available in the Sub-light game and should be eliminated from any ships used in it: Probes, Photon Torpedoes, Plasma Torpedoes, Warp Engines, Tractor Beams, Transporters, Boarding Parties, Emergency Deceleration, Cloaking Devices and Shields.

(57.2) The Romulan Warbird is available in this game. Eliminate the systems listed in **(57.1)**, and use the Phaser boxes as Lasers.

(57.3) The Federation Light Cruiser is available in this game. Eliminate the systems listed in **(57.1)**, and use the Phaser boxes as Lasers. Add two additional APR boxes.

(57.4) An early version of the Federation Cruiser is available in this game. To convert the SSD for the CA to this type, eliminate the Secondary Hull and all systems listed in **(57.1)**, EXCEPT that the CA may operate its Shields at "minimum" setting.

(57.5) Use the scenarios listed in the normal game.

(57.6) Shuttles have a speed of 3 and a Turn Mode of 1, and one Laser each.

VIII. ADVANCED GAME RULES

After developing a working knowledge of the Basic Game Rules, players may add these rules to achieve a broader and more realistic simulation of the activities of the Star Fleet. All of these rules are, in effect, optional additions to the Basic Games Rules. In several instances, the rules of the Advanced Game will supercede the rules of the Basic Game.

(58.0) ADVANCED MOVEMENT RULES
These rules will expand and supplant the Movement Rules in section **(6.0)**.

(58.1) MASS-BASED MOVEMENT
The ships included in the Basic Rules are primarily Heavy and Light Cruisers. As such, they are all of approximately equal size and motive power. However, the Advanced Game adds many ships of considerably smaller, and larger size and power. As such, it is necessary to modify the basic principle of movement (that each energy point allocated for movement will move the ship one hex, as specified in **(6.1)**. The specific amount of energy required to enter each hex is shown on the MOVEMENT ENERGY REQUIREMENT CHART **(58.11)**. For example, on the Energy Allocation Form for a Federation Scout, the owning player might put 10 points of energy. As the movement energy requirement for the Scout is 1/2, the ship will be able to move 20 hexes on the given turn. It will be treated in all ways as moving at a speed of 20.

(58.11) MOVEMENT ENERGY REQUIREMENT CHART (see page 46).

(58.12) The energy supplied by the Impulse Engines of a given ship is in a different form and used for a different purpose than that supplied by the Warp Engines. The Warp Engine energy is affected by the mass-based system, but Impulse energy is NOT. As stated in **(6.11)** and **(6.12)**, one point of energy that is used for movement may come from the Impulse Engines. This one point, if allocated, will result in one (and exactly one) hex of movement. This differentiation between Warp and Impulse Engine energy will require slighly different recording on the Energy Allocation Form. In a case where ten units of energy from the Warp Engines and one from Impulse are used by a Federation Scout, this would be recorded on line 14 as "10 + 1". In the movement plot portion of the form, the actual speed (21) is noted.

(58.2) ADDITIONAL MOVEMENT CHARTS
The Basic Game Rules use only the single 32-Impulse MOVEMENT CHART. However, there are situations in which no ship is moving anywhere near that speed, and the procedure becomes unnecessarily laborious. For this reason, charts based on 20 and 10 Impulses are included with the game. (The sub-light game chart, based on 6 Impulses, is also available for use.) When all ships (as well as Monsters, Drones, etc.) are programmed for lower speeds in a given turn, the slower speed charts may be used since these will require fewer steps to resolve the actions of the turn. Logically, if the fastest ship is moving at less than 10 hexes per turn, use the 10-Impulse Chart. If the fastest ship is moving from 11 to 20 hexes, use the 20-Impulse Chart.

(58.3) ALTERNATIVE MOVEMENT PLOTTING
Players may, at their option, utilize one of the following Alternative Movement Plotting Systems.

(58.31) FREE MOVEMENT. Players do not plot the movement for their ships, but simply note their speed and Turn Mode. Whenever the MOVEMENT CHART calls for the ship to move, the owning player may move his ship (within the limits of the Turn Mode) as he sees fit. This procedure will save time. Whether it creates a more or less realistic system is a question that cannot be answered (at least until Warp drive is actually invented).

(58.32) PRE-PLOTTED MOVEMENT. Plot the movement for each turn during the previous turn. After half of the Impulses of a given turn (16, 10, 5 or 3, depending on the chart) have been played, plot movement (and fill out the Energy Allocation Form) for the next turn. This will require even more inductive reasoning (and shrewd second-guessing) than the Basic System. It is possible that, at the actual start of a turn, there may not be sufficient energy to perform all planned activities. In this event, the programmed energy expenditures must be reduced to the level of power available. In this event, the following process must be followed until the imbalance is corrected.

1. Eliminate General Shield Reinforcement.
2. Discharge Batteries.
3. Cancel energy allocated to recharge Batteries.
4. Shut off Tractor Beams.
5. Cease Electronic Counter-Counter Measures.
6. Reduce energy allocated to Phasers to three units.
7. Reduce movement energy by one half.
8. Cancel energy used for Torpedoes, Bolts or Shuttles and eject them into space (if required).
9. If, by this point, the imbalance has not been satisfied, the owning player may reduce planned energy expenditures at his own discretion to restore the balance. He may NOT re-establish expenditures canceled in steps 1 through 8.

(58.4) TACTICAL WARP MANEUVERS
In certain tactical situations a ship's Captain may decide that he does not want to change his position for the next turn, but that he does wish to maintain Warp maneuverability.

(58.41) Tactical Warp Maneuvers are performed much like sub-light tactical maneuvers **(6.22)**. The ship remains in the same hex for the entire turn, but can turn to 60 degrees under certain circumstances.

(58.42) A given ship may plot up to four Tactical Warp Maneuvers during a given turn. Each requires the same energy it would have to move one hex. Impulse energy may not be used to perform Tactical Warp Maneuvers.

(58.43) On the turn after performing Tactical Warp Maneuvers, the ship is considered to have had a speed of "zero" for acceleration purposes.

(58.44) When a ship is plotted for Tactical Warp Maneuvers the number of such maneuvers plotted is announced. This speed is used on the MOVEMENT CHART. Whenever movement by a ship of that speed is called for, the ship is said to have "earned" a Tactical Warp Maneuver, which it may perform in that or any later Impulse. However, a given ship may have only one "earned" Tactical Warp Maneuver at any one time. If the MOVEMENT CHART calls for the ship to move (i.e. earn another maneuver) and it has not used the last one it earned, the new one is lost and the ship still has only one "earned" maneuver.

(58.45) A ship using Tactical Warp Maneuvers is assumed to have earned a maneuver on the second Impulse of the turn, and does not earn one on the last Impulse of the turn (even though it would not move in the second Impulse, and would move in the last Impulse, if it had been plotted for regular movement).

(58.46) A ship may plot, and use, Tactical Warp Maneuvers and sub-light Tactical Maneuvers during the same turn.

(58.5) HIGH ENERGY TURNS
All ships are presumed to be capable of making "high energy" turns. Basically, such a turn requires the application of Warp energy force to bring the ship onto a new heading with a "snap turn". These maneuvers are dangerous, however, and if improperly performed (and sometimes even if they are properly performed) can result in serious damage to the ship.

(58.51) High energy turns require 5 units of Warp energy each. They must be paid for in addition to any energy used for movement. They do not affect acceleration and are not affected by it.

(58.52) The effect of a high energy turn is to, at the point for which it is plotted, turn the ship TO FACE ANY ADJACENT HEX, regardless of Turn Mode. The hex to be turned toward must be plotted (unless using **58.31**, free movement).

Example: Movement Plot 7A, 5B, HET/E, 8E would indicate that on the 13th Impulse, a high energy turn would be used to reverse direction completely.

(58.53) After a high energy turn, Turn Mode calculations (for normal turns) must begin again.

(58.54) High energy turns are performed at the beginning of an Impulse.

(58.55) Any ship may perform any number of high energy turns during each turn. However, all such turns (except the first one) carry the possibility of a "breakdown". The possibility of a breakdown for each ship type is shown on chart **58.56**.

(58.56) PROBABILTY OF BREAKDOWN CHART (see page 46).
When attempting the second (or subsequent) such turn, roll a die. If the number rolled is equal to or greater than the number shown on the chart, breakdown has occurred.

(58.57) Orion ships may make two such turns per turn without rolling for breakdown. Kzinti Attack Shuttles may make only one high energy turn during each turn, but pay no energy cost for it. They never roll for breakdown. Normal Shuttles may not make high energy turns.

(58.58) EFFECTS OF BREAKDOWN. The ship immediately stops and makes no further moves on current turn. One third of the crew, one fourth of the Boarding Parties, and one fifth of the Warp Engine boxes are considered destroyed (round fractions down).

(58.6) The Federation Dreadnought and the Klingon C-8/9 Dreadnought, because of their immense engine power, may accelerate by 15 per turn **(6.52)**. All other ships are limited to an increase of 10 **(6.51)**. Acceleration to double the current movement rate is allowed to all ship types **(6.5)**. Exception: see Freighters **(83.0)**.

(59.0) SHUTTLECRAFT – ADVANCED RULES
In the Basic Game, Shuttlecraft are operated as a sometimes useful adjunct to the Starships. Much of their true usefulness is beyond the scope of this game, but these rules (together with Rule **(27.0)**) will serve to portray their uses in game terms.

(59.1) This rule replaces Rule **(27.8)**. When a Shuttle is launched, the corresponding box on the SSD is marked with a dot (or any other convenient mark) indicating that the Shuttle has been launched. The number of undestroyed boxes on a SSD will indicate the carrying capacity of the ship, while the number of boxes without special marks will indicate the number of Shuttles still on board. When a Shuttle hit is scored, the owning player may score it against a Shuttle box that contains a Shuttle or one that does not, at his option.

(59.2) Players with access to the technical materials on the various ships will note that in many cases the number of Shuttles on the SSD is lower than the number shown in the technical materials. The reason is that only the number on the SSD are kept ready for service, and only that number can be operated, at any given time. Several hours are required to bring a Shuttle in cold storage up to operating conditions, and even then, hanger space precludes doing this unless one of the "in use" Shuttles has been lost. All ships are presumed to have these extra Shuttles stored aboard. The number of extra Shuttles is show in Chart **(59.21)**.

(59.21) ADDITIONAL SHUTTLES ABOARD STARSHIPS (see page 46).

(59.3) RECOVERING SHUTTLES. This rule modifies Rule **(27.9)**. A ship may only recover a Shuttle when both are in the same hex, and both are moving at speeds of 4 or less. Alternatively, if the ship has a working Tractor Beam, it may recover Shuttles if the speed of the ship is eight or less and the speed of the Shuttle is six or less.

(59.4) KZINTI ADVANCED ATTACK SHUTTLES. In response to the development of the Klingon Dreadnought, the Kzintis developed "Attack Shuttles" (essentially fighters) and deployed special ships (Attack Shuttle Carriers = CV) to transport and launch them.

(59.41) Attack Shuttles have a speed of 8, a Turn Mode of 1 and unlimited endurance.

(59.42) Attack Shuttles carry two Drones and a Type III Phaser. They may launch one Drone per turn.

(59.43) Attach Shuttles are destroyed by the 8th hit they receive from any source.

(59.44) Early models of the AS did not carry guidance electronics for their Drones, depending on the Sensors of the CV to guide their Drones. Later models carried guidance electronics, but these were only capable of guiding one Drone at a time. Players may wish to experiment with both types to see the relative increase in effectiveness. It should be noted that in the earliest use of the Shuttles, the CV was required to follow the fighters into direct combat to provide Drone guidance. Later, when guidance was no longer necessary, Carrier Captains still preferred to follow their fighters in.

(59.45) Attack Shuttles may not be used for "suicide" missions **(27.5)**.

(59.46) Attack Shuttles may carry any of the Drone types listed in **(60.0)**. If the Attack Shuttles are not equipped with guidance electronics, Drones launched by Shuttles are considered to have been launched by the Carrier. If the Shuttles have guidance electronics, each may only guide its own Drones. (The twin seat Shuttle could be designated as a special electronics ship capable of controlling several Drones.) If a Shuttle that is controlling one or more Drones is destroyed, the Carrier may assume control of the Drones (if doing so is within its own capabilities).

(59.47) Attack Shuttles are sometimes referred to as "fighters".

(59.48) Attack Shuttles may not be "boarded" by Boarding Parties **(33.0)**.

Note: Attack Shuttles are "single seat" ships, carrying only the pilot. Shuttle # 12 on the counter sheet is a "twin seat" version, carrying two crewmen. This is in accordance with Kzinti doctrine. The one twin seat fighter allows a certain amount of training to be carried out while on patrols, and also allows some flexability. On longer missions a special navigator can be carried (with special equipment), and on other occassions a special observer or officer can be taken on missions. The twin seat Attack Shuttle has no special function or capability in game terms, but players may wish to designate it as the "leader" of the fighter group, or for some other special mission.

(59.5) Romulan Shuttles before the Klingon Treaty have a speed of "one". Some Warbirds continued to carry these old style sub-light Shuttles for years afterwards, until new models were available.

(59.6) Shuttles on captured ships are considered to be captured, but cannot be launched during the remainder of the scenario because of coded safety interlocks.

(59.7) In the Basic Game, Shuttles are destroyed if they are on board a ship that is destroyed. In the Advanced Game, each Shuttle on board a ship that is destroyed, or activates Self-Destruction, has a 50% chance of escaping. This is determined by a die roll at the time of destruction.

(60.0) DRONES – ADVANCED RULES

The one type of Drone used in the Basic Game is the "Mark I Standard" type. It is the most common type carried, and accounts for perhaps 70% of all Drones fired in combat during the time period covered by the game. Other types are available, and are listed in the DRONE TYPE CHART **(60.1)** below.

(60.1) DRONE TYPE CHART

TYPE	SPEED	ENDURANCE	WARHEAD	HITS TO DESTROY	SPACE
I	8	3	12	4	1
I-X	8	5	12	4	1
II	12	2	12	4	1
II-X	12	4	12	4	1
III	8	25	12	4	1
III-XX	8	100	8	4	2
IV	8	3	24	6	2
IV-X	8	5	24	6	2
V	12	3	24	6	2

Notes: Speed is in hexes per turn, endurance in turns. Warhead = damage points scored if Drone hits target. Hits to Destroy = number of Phaser hits required to destroy Drone. Space = Space required on Drone Rack. Mark III-X, IV, IV-X and V Drones take as much space as two Drones of smaller size. "X" designates an "extended range" variant.

(60.2) Drones may be mixed in Drone Racks as the players may elect. Any Drone in a given Rack may be fired (they are on a rotary launcher, and do not have to be fired in order).

(60.3) Federation scientists, while working on a deep space probe design, developed the technology for an Active Terminal Guidance System. During the third Klingo-Kzinti War, a special treaty between the Federation and the Kzinti Hegemony resulted in various exchanges between the two Fleets (including Federation observers serving on Kzinti ships, and occasionally piloting Kzinti Attack Shuttles), one of which was this technology being passed on to the Kzintis. Shortly after they began using it, the Klingons began issuing their forces with this type of Drone (and less than a year later Orion Pirates were using it!).

(60.31) Drones equipped with Active Terminal Guidance (ATG) after closing to within 8 hexes of their assigned target, do not require command guidance from the launching ship but will track and follow the target independently.

(60.32) Any Drone may be equipped with ATG. However, doing so reduces the warhead strength by two damage points.

(60.33) If, after acquiring its target, circumstances cause the Drone to be more than 12 hexes from the target, guidance is lost and the Drone is removed from play.

(60.34) ATG cannot track a ship using the Cloaking Device **(41.0)**.

(60.35) Approximately two years after the ATG equipped Drone first appeared, a "scrambler" (based on the Romulan Cloaking Device was issued by most Fleets which prevented ATG from acquiring and tracking a target. However, even after it was issued, it was not always successful in thwarting the Drone threat. When playing situations from this period, both players roll one die (at the instant an ATG drone first tries to acquire a target), and the player with a higher result is found to have superior electronics in this situation. His ATG Drones will function, his opponents will not. In the event of a tie (on the die roll) neither player's ATG Drones will func-

tion. Note that in many cases, one of the players may not have ANY Drones. The die rolls are still performed as all Starships were equipped with scramblers eventually.

Note: Players should use reasonable judgement in selection of Drones. While it may seem perfectly logical to some to use only the best marks of Drone (such as the II-X and IV-X), this did not happen in the actual service. The better Drones were more expensive and more difficult to produce, and often just not available. Smaller ships (with their lower ranking Captains) almost never got advanced models. Players who restrict themselves to only the very best (and most powerful) ships and weapons are missing a great deal of the game. Throughout history, many decisive battles were fought with "outdated" weapons because the new ones were not available in quantity.

(60.4) ANTI-DRONES. The Kzinti Attack Shuttle Carrier (only) carries a special Drone Rack (at the very rear) which is equipped with short-range hyper-velocity Drones. These are used (only) to destroy incoming enemy Drones.

(60.41) The Anti-Drone Rack contains six defensive Drones. It can fire one per Impulse.

(60.42) The Anti-Drones are fired ONLY at Drones. Fire is assumed to be simultaneous (like Phasers). Fire is resolved by the ANTI-DRONE PROBABILITY OF HIT CHART **(60.43)** below. A "hit" automatically destroys the Drones fired at. Probability of a hit is based on range.

(60.43) ANTI-DRONE PROBABILITY OF HIT CHART

RANGE	0	1	2	3	4+
Die Roll for hit	—	1-2	1-3	1-4	—

(61.0) PHOTON TORPEDOES — OVERLOADS

Federation ships (and Orions) that carry Photon Topedoes have the option of "overloading" them. This involves using extra energy to arm them, but increases their power.

(61.1) To overload a Photon Torpedo, use four units of Warp energy (instead of two) on the second turn of arming.

(61.2) The warhead strength of an overloaded Photon is 16.

(61.3) The maximum range of an overloaded Photon Torpedo is 8. The weapon is unstable and will dissipate at that point. Overloaded Photon Torpedoes may be fired at a range of 1. A hit is automatic, but 4 points of damage is scored on the firing ship (as it is too close to the explosion).

(62.0) DISRUPTOR BOLTS — OVERLOADS

Disruptor Bolts may be overloaded. This requires more energy, but increases the effect.

(62.1) As with overloaded Photons, the energy to fire an overloaded Disruptor Bolt must be programmed at the start of the turn (along with the intention to fire such a weapon). Once committed to fire an overloaded weapon, a non-overloaded weapon may not be substituted if the tactical situation makes it more desireable.

(62.2) The energy cost and warhead strengths of overloaded Disruptor are doubled.

(62.3) The maximum range of an overloaded Disruptor Bolt is 8.

Note: Plasma Torpedoes may NOT be overloaded.

(63.0) PLASMA TORPEDOES — GORN SWIVEL MOUNTS

Some Gorn Heavy Cruisers have been modified with the firing tubes for the Plasma Torpedoes fixed at a 60 degree angle from the front of the ship (one to each side), allowing their weapons to initally be targeted on ships in the RF and R (or LF and L) arcs, instead of both being targeted on the RF and LF arcs. Later, some Heavy Cruisers were further modified to allow the tubes to swivel. Using this system, the left tube could track targets in the L, LF, and RF arcs (and the right tube in LF, RF, and R).

(64.0) KLINGON DREADNOUGHT AND FRIGATE BOOMS

The Command Boom sections of Klingon Dreadnoughts and Frigates can separate from the main ship and be used as a "space lifeboat" for the officers, as it can in the Battlecruiser **(38.0)**. The Boom section of the E4 Escort cannot be separated from the ship.

(64.1) Boom separation in the F5 Frigate is performed exactly as it is in the Battlecruiser **(38.0)** except that only 4 systems boxes (including the Boom Engine and one Command box) need be undestroyed.

(64.2) The centerline Warp Engine of the C8 and C9 Dreadnought classes is mounted on the Boom, allowing the Dreadnought Boom to function as a Starship. The separated Boom is represented by a counter and may operate at Warp speeds. The Boom section is listed on the general Starship Information Chart. When separated, it has an automatic Sensor rating of 5 and a Scanner rating of 2. it has no Shields, no Excess Damage, and no Damage Control capability. The Boom automatically escapes the effects of Self-Destruction. To escape from enemy ships, the Boom must use the Disengagement Procedure.

(64.3) Boom counters are provided on the counter sheet for the convenience of the players. While their most obvious use is as Dreadnought Booms, they may be used for those of other ships.

(65.0) UBITRON INTERFACE MODULES

The Klingon Deep Space Fleet has experimented with this device as a means of achieving more effective Phaser firepower from their ships. It is basically a passive amplifier designed to reduce the effective range of Phasers by more accurate fire control. Due to the vagarities of its operation, however, it is useful only at moderate ranges.

(65.1) When a ship equipped with the UI Module is firing Phasers, Photon Torpedoes or Disruptor Bolts at a target from 9 to 15 hexes distant, fire at that target is resolved as if the range was 8 hexes.

(65.2) Whenever the device is used for fire control there is a 33% chance that it will break down (the special liquid crystals burn out easily). Roll a die. A "1" or "2" will result in breakdown. Repairs are difficult and time consuming, and cannot be accomplished during the course of a scenario. The device may be repaired between scenarios of a Campaign Game.

Note: The device is intended as an experimental one to enable a Klingon Battlecruiser to face a Federation Cruiser on even terms. It should not be considered as automatically included on all Klingon ships. Other Fleets may, of course, experiment with the weapon.

(66.0) FEDERATION PODS

The Federation Transport Tug hauls its Cargo from one place to another in specially designed cylindrical Pods. These are of three types.

(66.1) CARGO PODS — These (there are several types) are represented in the game simply as a group of Cargo boxes on the Tug SSD. There are few (if any) personnel actually in the Pod, and the Pod is not capable of independant operations.

(66.2) THE STARLINER POD — This Pod is intended for the long range transportaion of personnel. It has no weapons but is capable of sub-light travel. There is an SSD for this Pod. When used, it may be attached to a Tug (and considered a part of it for all purposes) or it may operate independently.

(66.3) THE BATTLE POD — In a controversial program, the Federation Star Fleet developed the "Battle Pod". Its purpose (according to its supporters) was to enable the Fleet, in an emergency, to convert Transport Tugs into Heavy Cruisers. This would allow money budgeted for Cruiser's construction to be used instead on Tugs (which would be more cost-effective, particularly in colonizing planets in the neutral zone) without diminishing the deterent capability of the Star Fleet. Battle Pods may operate independently, or may be attached to (and for game purposes, become a part of) a Tug.

(66.4) A Tug may release a Pod on any turn, so long as the speed of the Tug is 0 or 1 for that turn. The Pod counter is placed in the same hex and from that time operates independently.

(66.5) A Tug may re-attach a Pod on any turn, so long as the speed of the Tug and Pod are both 0, and the Tug has at least one working Tractor Beam.

(67.0) ORION PIRATES — SPECIAL RULES

Because of their precarious political position, Orion ships are operated with a considerably different doctrine than ships of actual battle Fleets. Some of these considerations are:

(67.1) An Orion Ship will never surrender (if it can possibly be avoided). When an Orion ship has no operable weapons, cannot Disengage, and its opponent has working weapons, the Orion ship will Self-Destruct rather than risk capture.

(67.2) Orion ships (only) can double the energy output of their Warp Engines. However, on each turn that this is done, one Warp Engine box is marked as destroyed. There is no special procedure for doing this. The owning player simply doubles the number on line 1 of his Energy Allocation Form, and circles it for reference. The loss of one Engine box occurs at the end of the turn.

(68.0) REVISED (TRUE) FIRING ARCS

Because of the regularities of the hex grain and the need to regularize firing angles for quick reference during play, the firing angles for several of the ships were slightly adjusted to conform. (The game designer, of course, designed exact 60 degree firing arcs into the ships that he designed, avoiding the entire problem.) The illustration below depict the true firing arcs for the forward Phasers on the Federation Dreadnought, Command Cruiser, Heavy Cruiser, Destroyer, Scout, and Tug, and for the Forward and Wing Phasers of the Klingon Battlecruisers. Players may use these if they wish (this will require constant reference to these charts) or use the firing arcs printed on the SSD's. Shaded area equals Basic Game firing arcs. "X" equals hexes added for revised firing arcs. "—" indicates hexes deleted in the revised firing arcs.

Illustration # 1 Firing arcs, Forward Phasers, Federation Class I ships.
Illustration # 2 Firing arcs, Wing Phasers. Klingon D7 Battlecruisers.
Illustration # 3 Firing arcs, Forward Phasers, Klingon D6 and D7 Battlecruisers.

Players may, if they wish, obtain blueprints of the various ships included in the game (or other ships) and calculate the firing arcs for them. The designer assumed a horizontal plane for all ships, and calculated all hexes from the position of the exact center of the hex.

ILLUSTRATION # 1

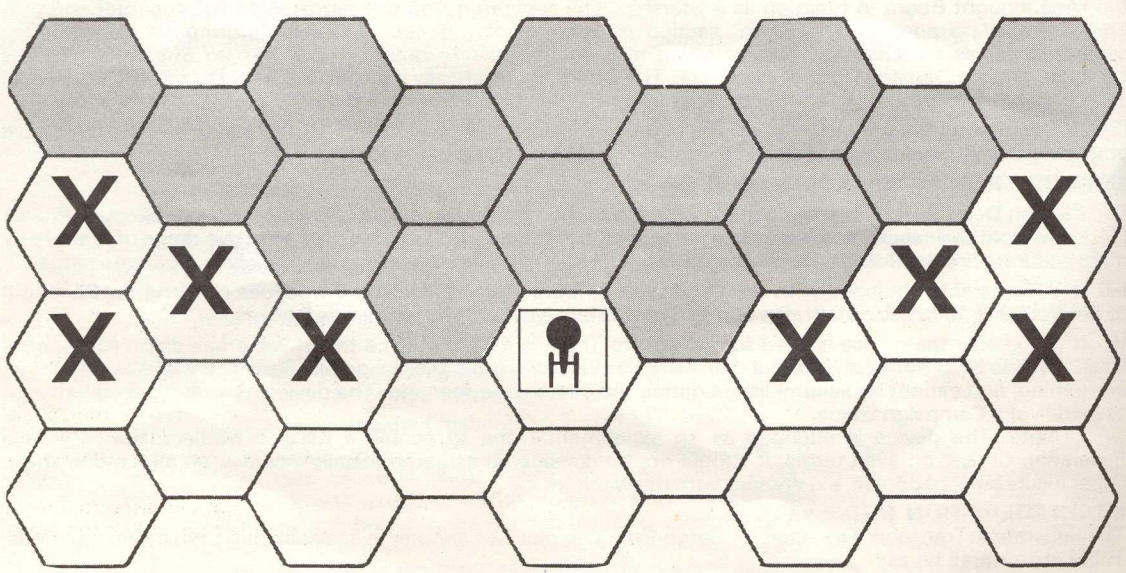
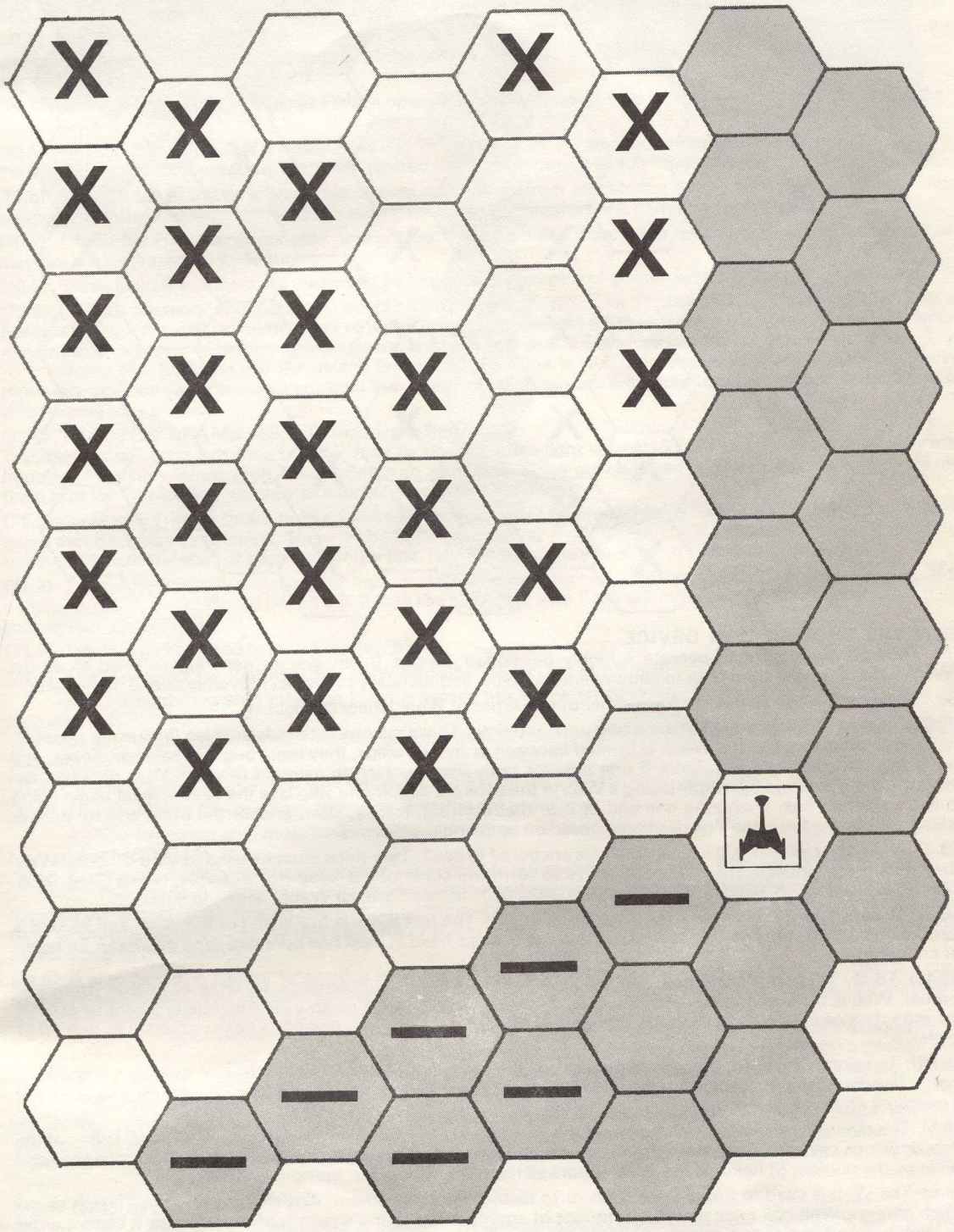
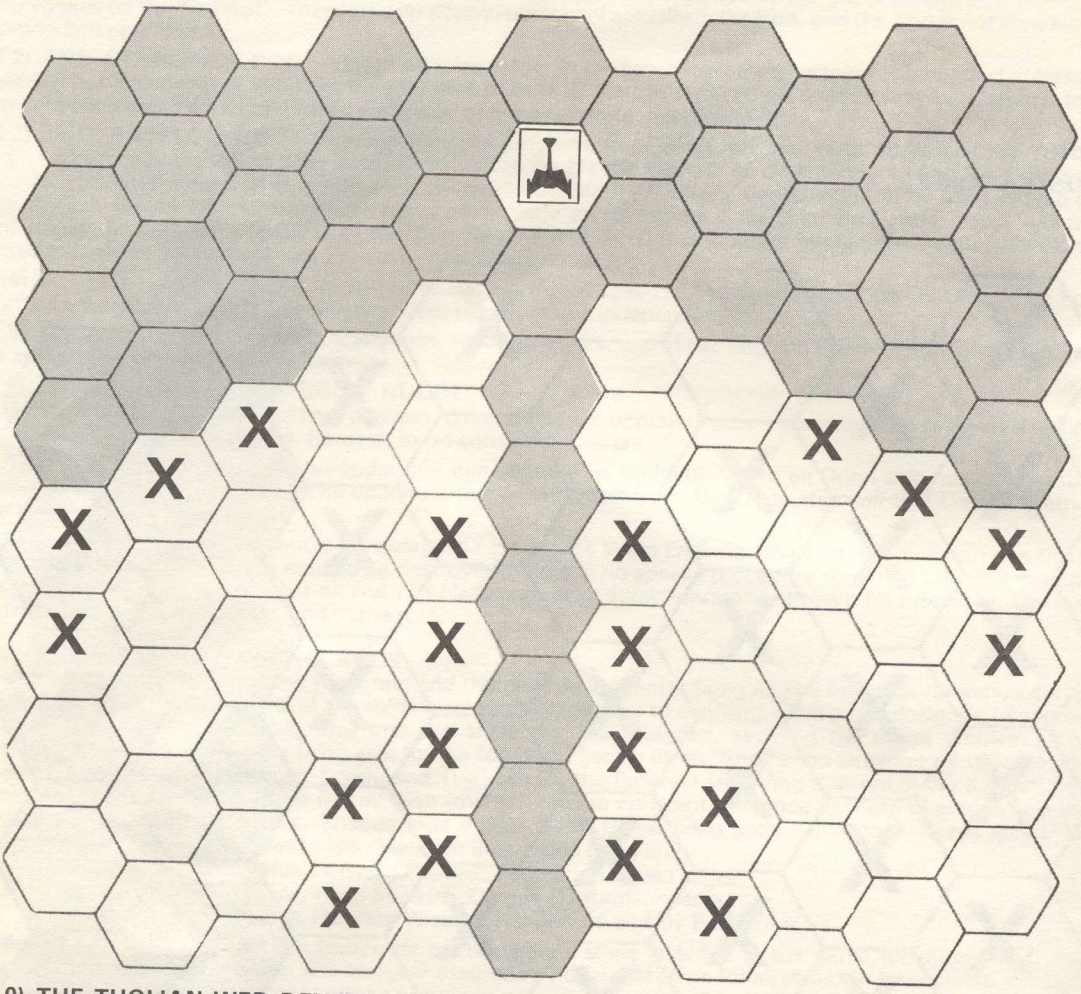


ILLUSTRATION #2



NOTE: Right Wing Phasers shown.

ILLUSTRATION #3



(69.0) THE THOLIAN WEB DEVICE

The Tholians are known to operate a highly developed Tractor Beam system generally referred to as the "Web". This device is used both to capture enemy ships, and tactically to restrict movements and maneuvers.

(69.1) The device can be used to form either of two types of Web: Linear or Globular.

(69.2) A Linear Web extends between two anchor points. These may be asteroids or ships (including, possibly, the ship or ships that laid the Web). If formed between or by two ships, they must begin in adjacent hexes, and move apart in a straight line. Later if one ship (or both ships) enters an asteroid hex, the Web may be "anchored" to the asteroid by simply laying a Web in the asteroid hex. If one ship lays the Web it must begin doing so in an asteroid hex, anchoring one end of it to that asteroid. It may, later, anchor the other end to another asteroid. If, at any time, the Web is not anchored on both ends, it dissolves.

(69.3) A Globular Web is laid in a circle and is anchored to itself. Two ships must be used to lay a Globular Web. They must begin in adjacent hexes and move to form the circle of the Web (for example, hexes 0804, 0905, 1005, 1006, 1007, 0908, 0808, 0708, 0607, 0606, 0605, 0705 form a Globular Web).

(69.4) There are two steps to the construction of a Web. The first is the actual laying of the Web, and second is reinforcing it. Both steps require that the laying ship or ships have at least one operable Web generator on board (of each ship).

(69.41) To lay Web in a given hex, the laying ship moves into it and expends six units of energy (from any source). Web is then said to have been laid in that hex. All hexes of a given Web must be adjacent to at least one other hex of that Web (a Globular Web would of course, have every one of its hexes adjacent to two other hexes).

(69.42) To reinforce a Web, a given ship must be either in a hex of that Web or adjacent to it. Any amount of energy (assuming it is available) may be added to the Web as reinforcing energy. Any Tholian ship may be used to reinforce any Web.

(69.5) The strength of a Web is a function of the energy used to reinforce it and its size. (The initial laying of the Web does not provide it any strength.) Total the amount of energy added to the Web as reinforcement and divide by the number of hexes in the Web. Ignore all fractions. This is the strength of the Web.

(69.6) The Web is used to trap enemy ships or to restrict their movement. Any ship (other than Tholian ships) which enters a Web hex must spend an amount of energy equal to the strength of the Web, or it cannot enter the Web hex and comes to a complete stop for the remainder of the turn.

(69.7) Webs must be maintained, or they diminish in power. One unit of energy must be added to the Web for each three Web hexes included in the Web on each turn, or the Web will lose one point of strength per turn until it completely dissappears. This power is in addition to any under construction. Any Tholian ship may provide maintenance power for any Tholian Web. The ship providing the maintenance power must be adjacent to or in a Web hex, and may also be providing reinforcement at the same time.

(69.8) No weapons may be fired through a Web hex. Weapons MAY be fired into or out of Web hexes.

(69.9) No counters are provided for Web hexes. Players may utilize various unused counters for this purpose.

(70.0) STASIS FIELD GENERATORS

The Klingons have experimented with installing these devices in their Battlecruisers and Dreadnoughts. Basically, a Stasis Field stops time for anything inside of it. Anything trapped inside of a Stasis Field cannot move until the field is released, but conversely nothing can be done to anything trapped in such a field since nothing (logically) can happen while time is stopped. Other fleets have experimented with these devices, but have not used them operationally.

(70.1) When mounted in the Battlecruiser, the Stasis Field Generator (SFG) replaces the three Forward Type II Phasers. Players wishing to adapt the device to other ships are advised to use these mountings as a guideline.

(70.2) The Stasis Field Generator is used at the first of the turn, after Self-Destruction and Drone launch. The SFG has a FA firing arc, and a maximum range of 5. It will generate a Stasis Field in one hex within that arc.

(70.3) The cost to generate a Stasis Field is 5 energy points on the first turn. If the field is generated (presumeably with an enemy ship inside of it) the cost to maintain it increases by 5 energy points per turn (10 on the second turn, 15 on the third, etc.).

(70.4) During the time that the Stasis Field is operating, the generating ship cannot move. It may conduct other activities.

(70.5) While a ship is inside of a Stasis Field it is "frozen in time". It does not move or conduct any activity. On the turn it is released, it executes the turn it plotted for the turn during which it was trapped.

(70.6) A ship trapped inside a Stasis Field takes no damage from any source during the time it is trapped. No weapons may be fired into the field (they would detonate against the field, damaging nothing).

(70.7) The Stasis Field Generator may only generate one field at a time. After releasing any given field another may not be generated for three turns.

(70.8) Stasis Field Generators are destroyed by hits scored against the specific systems boxes they replaced.

(70.9) Planets, Meteors and Asteroids cannot be placed in Stasis. The Tholian Web is unaffected by Stasis Fields, although if a ship laying the Web or reinforcing it is trapped in a Stasis Field, it cannot continue that function until it is released. Monsters may be placed in Stasis, just as the Starships can be.

Note: The Klingons use the device for two tactics. One is to pin an enemy ship while other Klingons move into position to deliver concentrated fire. The other is to protect a friendly ship that is observed to be in a disadvantageous position.

(71.0) TRACTOR BEAMS (Use at Trans-Light Speed)

Tractor Beams, in the Advanced Game, may be used at trans-light speeds. They may be activated during the Impulse of the turn. While each Tractor Beam on a given ship may only be used once on each turn, there are no firing arcs for Tractor Beams (they all may be used in any direction).

(71.1) Gaining a Tractor Beam hold on another ship or object is referred to as "capturing" the ship or object (even though it may be friendly). This may be attempted during any Impulse, but if a capture is made, it must be re-established at the start of each turn or it is lost. It is not mandatory to attempt to re-establish a capture.

(71.2) Tractor Beams may only be used against ships or other objects in adjacent hexes or in the same hex. If a capture is made, the captured object will follow the capturing ship (maintaining a parallel course) for as long as the capture is maintained.

(71.3) Tractors can be used to land Shuttles **(59.3)**.

(71.4) The conditions for capturing an enemy Shuttle or Drone are as follows:

A. The capturing ship must be in an adjacent hex, have an operable Tractor Beam and have power allocated to it.

B. The capturing ship must allocate power equal to one half of the speed of the Shuttle or Drone, plus one point.

(71.41) If a Drone is captured, and held until its fuel is exhausted, it is removed from play.

(71.5) The conditions for capturing an enemy Starship are as follows:

A. The capturing ship must be in an adjacent hex or the same hex, have an operable Tractor Beam, and have power allocated for it.

B. The capturing ship must allocate power equal to the speed of the enemy Starship plus one point.

C. The Starship being captured may have allocated power to "negative Tractor Beam". (If it did not have power allocated for this on the turn of capture, it will surely allocate power to this purpose on the next turn, when the capture must be re-established.) If this is the case, the capturing ship must allocate additional power equal to this amount.

(71.6) A ship held in a Tractor Beam may be "rotated" one hex per turn, at the start of the turn, after the capture is re-established. The relative position of the captured ship to the capturing ship is changed by moving it one hex (it must remain adjacent to the capturing ship) at the capturing player's option.

Note: A ship or object that has been "captured" for Tractor Beam purposes is NOT considered to be captured for victory purposes unless there are no ships remaining on the map friendly to the captured ship, and the captured ship has no operable weapons (unless, of course, the ship has been captured by Boarding Parties or surrendered by mutineers).

(71.7) Star Bases and Base Stations cannot be Tractor Beamed. Planets cannot be Tractor Beamed, but large Meteors can be (see Scenario **(93.0)**). Asteroids as used in Scenario **(88.0)** cannot be Tractor Beamed (they represent fields of hundreds of Asteroids) but the tight cluster of Asteroids in Scenario **(93.0)** can be Tractor Beamed.

(72.0) GROUND BASES

Players may, if they wish, create Ground Bases (installations built on a planet) by using the SSD for the Base Station, or even for the Starbase, and designating them to be on a given planet. The Base could only fire (or be fired at) through a single 120 degree firing arc. Planets do not rotate rapidly enough for the firing arc to change during a given scenario. Ground Bases would have twice as many crew units and Boarding Parties as space installations. The atmosphere of the planet (if there is one) would reduce the effect of all Phasers fired through it (either by the Base or attacking ships) by lowering them one table (Type IV's would be treated as Type I, Type I as Type II, and Type II and Type III. Type III's would be treated as Type III's).

(73.0) PLANETS AND ASTEROIDS

The Basic Game includes only a single class M planet, and rules for it are covered in **(45.0)**. The Advanced Game, however, covers more types.

(73.1) Typical class M planets (two counters are included in the game) completely fill one hex. No weapons may be fired, and no ship can move, through a hex containing a class M planet. Any ship forced to do so is destroyed.

(73.2) Small airless planets (similar, perhaps, to Titan, Pluto, Mercury or Earth's Moon) do not completely fill the hex they are in. Ships (and other objects) entering such a hex at speeds over 15 have a 50% chance of hitting the planet (this would completely destroy the object, but not the planet).

(73.3) Gas Giants come in various sizes. The Counter is used to mark the center of the planet. Jupiter would be 14 hexes across, Saturn 11 (its rings would be 27 hexes across at their outside diameter), Uranus 5 hexes, and Neptune 4. The outermost ring of hexes (two, or even three rings on the largest of them) could be used to represent the atmosphere of the planet. It would be treated as an Asteroid Zone for game purposes. Ships firing through the rings of a ringed Gas Giant would be treated as firing through a single hex of Asteroids.

(73.4) Asteroid counters are provided in the game. Players may feel free to use them as they wish to represent Asteroid belts. One suggested scheme is given below. Place one Asteroid Counter each on hexes: 0505, 0713, 1007, 0522, 0730, 1024, 1905, 2113, 2407, 1922, 2130, 2424, 3322, 3513, 3807, 3305, 3530, and 3824. Roll one die for each counter and move it in the indicated direction one hex (or toss a coin and move it one or two hexes, or roll another die and move it that number of hexes). This establishes the position of the Asteroid counters. All hexes within two of an Asteroid counter are assumed to contain Asteroids and are referred to as Asteroid hexes.

(73.41) For every Asteroid hex entered by a Starship, weapon or Shuttle, a die must be rolled to see if a collision has taken place. The chart below gives the results in terms of hit points on the Forward Shields.

DIE ROLL	SPEED 1-6	7-14	15-25	26+
1	0	0	0	0
2	0	0	0	5
3	0	0	3	10
4	0	2	6	15
5	0	6	10	20
6	0	10	15	30

The chart would yield "Phaser hits" on a Plasma Torpedo **(19.6)**. Plasma Torpedoes which are following each other (fired simultaneously) would not be damaged by the same hex of Asteroids. The formation rolls one time for each Asteroid hex. Starships might be assumed to be following Drones, Shuttles or Plasma Torpedoes through an Asteroid cluster.

(73.42) Direct-fire weapons fired through Asteroid hexes are adjusted for the obstructions by reducing the Scanner rating temporarily to the next lower box for each hex of Asteroids fired through, including a hex occupied by the target.

(74.0) REVISED CARGO RULES

Players may, if they wish, designate some of the "Hull" boxes on a Starship to be "Cargo". Approximately one third of the total is recommended. This will have little actual effect on the game, but may seem more realistic.

IX. STARSHIP TYPES AND CLASSES — ADVANCED GAME

The Advanced Game adds many types and classes of ships to these included in the Basic Game. Each type and class has certain specific rules and functions.

(75.0) FEDERATION SHIPS

The Scout and Destroyer are built on the same Hull, but for different missions. The shaded boxes on the Destroyer SSD are eliminated to convert it to that of the Scout. However, the eliminated systems have been replaced with special Sensors. When damage is called for against the eliminated Phasers and Photon Torpedoes, it is scored against the shaded boxes. This assumes that the special Sensors have been eliminated, but is, in practice, a free hit. Players should note Rule **(66.0)** concerning Pods and Transport Tugs. A given Tug can carry up to two Pods and the Turn Mode and movement rate is dependent on how many it is carrying. A Battle Pod has twice as much mass as the other types and counts as two Pods. The Battle Pod and Starliner, if detached, are sub-light only ships. A Tug carrying no Pods is considered the same as a Tug carrying one for Turn Mode and movement cost purposes. The SSD for the Tug shows it carrying one Cargo Pod. To carry two pods, simply double the number of Cargo boxes, or mark each one of the exisiting boxes twice.

(76.0) KLINGON EMPIRE SHIPS

For the Klingons, the Advanced Game adds the C8 and C9 Dreadnoughts, the F5 Frigate and E4 Escort.

The SSDs for the C8 and C9 Dreadnought are combined. The C8 was designed to fight Kzinti ships, and the C9 was designed for use against the Federation. The differences lie primarily in the Phasers mounted in the Engineering Hull. The C8 mounts two Type II Phasers in the Wing positions, while the C9 mounts a single Type I. The C8 mounts one Type II and two Type III Phasers in the Waist positions, while the C9 mounts two Type II's. The Drone Racks in the Command boom of the C9 are usually not loaded with Drones.

The SSD's for the F5 and E4 are combined. Simply eliminate the shaded boxes to convert the F5 to the E4. Both ships are seriously undersized and not intended to face anything larger in combat.

(77.0) KZINTI HEGEMONY SHIPS

The Kzinti Attack Shuttle Carrier is the only active Starship Class based on the old "wet navy" aircraft carrier principle. Originally, the Attack Shuttle was intended only to provide additional Drone launching systems and the Carrier was required to follow the attack group into direct combat. Later, Kzinti Attack Shuttles have been based on Base Stations and even planets for local defense. The Attack Shuttle Carrier carries 12 Attack and 3 Administrative Shuttles. The Kzinti Attack Shuttle Carrier can control twice as many Drones as its sensor rating. The Kzinti Frigate is the natural opponent of the Klingon Frigate.

(78.0) ROMULAN EMPIRE SHIPS

The only ship added by the Advanced Game for the Romulans is the KF5R Frigate. No counter is provided for

this ship. It is a conversion based on the Klingon F5 Frigate and has not been particularly successful, although it is better for patrol and escort duties than the old Warbirds and War Eagles. It has, apparently, completely replaced the War Hawk Class, which has never been seen outside of the Romulan Home System.

To convert the Klingon Ship to the KF5R, eliminate the Drone Racks, Security Stations and both Disruptors. Add one Plasma Torpedo box in the After Hull (it uses the Gorn type weapon). The Forward Phasers are replaced with Type I's. The Cloaking Device is installed on several of these conversions, and it is assumed that all KF5R's will have the device eventually. No Klingon E4 Escorts have been transfered to the Romulans, but conversions of this type would be along similar lines.

(79.0) GORN CONFEDERATION SHIPS

The Gorn Destroyer is added by the Advanced Game. This ship is used both with the main Fleet and as a Convoy Escort. It is one of the most powerful Destroyers in known space.

(80.0) THOLIAN HOLDFAST PATROL SHIPS

The Tholians are a mysterious and solitary race, interested only in being left alone and accepting no violation of their territory willingly. While it is assumed that larger ship classes exist, only the small Patrol Cruiser has been encountered. It is a small ship and not intended to stand up in combat against main Fleet units, but operating in pairs does well enough in keeping the frontier secure. Klingon Frigates are often used by the Empire to probe this frontier, and it is said that no officer can aspire to command of a Battlecruiser without defeating a Tholian Patrol Ship with a Frigate. The Web Generators are destroyed on Flag Bridge hits.

(81.0) ORION PRIATES

The Orions had long been assumed to be only an anti-social and devious member race of the Federation, and their piracy was assumed to be only that. However, late reports indicate that the Orions may be only a part of an intra-galactic piracy cartel, operating an entire "subterranean" economy throughout half of the Galaxy. Players should note the special rules **(67.0)** concerning this organization.

Orion ships are not standard and are often modified by their captains, using material captured from damaged ships. Many have Phasers instead of the Drone Racks (either type I or II) and a few have Plasma Torpedo launchers. At least one has been observed operating Kzinti Attack Shuttles as Scouts. Virtually all of these ships are based, however, on the highly successful Light Cruiser design used by the Orion Fleet that was absorbed by the Federation Star Fleet when the Federation was founded. Orion Base Stations have Type I Phasers, not Type IV, and only three of them, not six. Some Orion Ships appear to have been equipped with Romulan style Cloaking Devices.

(82.0) STARBASES

The Star Base shown on the SSD is a Federation type, some two dozen of which are scattered across the Federation. It is presumed that the Starbases of the other races, with appropriate modifications, are similar.

Klingon and Kzinti Starbases have one Disruptor Bolt and one Drone Rack in place of the two Photon Torpedo tubes in each module. Kzinti and Klingon Starbases can control a number of Drones equal to three times their current Sensor rating. Gorn and Romulan Starbases have one Plasma Tropedo launcher (Romulan Type) instead of the two Photon Torpedo Tubes in each module. Up to three Starships may be "docked inside" of each of the six outer modules of a Starbase. When fire is resolved against that module, any Hull hits scored after that module's Hull sections are destroyed are resolved against the Starships inside that module. Determine which of the Starships is hit by a random die roll. All ships are presumed to dock with their forward Shields facing the outside, any hits are resolved against that Shield. The Damage Control capability of the Starbase may be used to repair the Shields of ships docked inside of it. Ships inside a Starbase during combat would continue to fill out their Energy Forms, although they cannot move or fire weapons. Most of their energy would be used to reinforce their forward Shields and to repair damage.

(83.0) FREIGHTERS

The Freighter types are more or less representative of the dozens of classes in use throughout the known areas of the Galaxy. They can be used, in any given scenario, by any player.

All Fleets, having had trouble with Pirates, have constructed and operated "Q-ships", heavily armed ships built on Freighter Hulls and designed to look like them. To convert a Freighter to a Q-ship (no SSD's are provided), remove 30 Cargo spaces from the Large Freighter, 15 from the Small Freighter. Add 2 Transporter, 16 Boarding Parties, 8 Auxilliary Power Reactors, 4 Batteries, and 6 units of Armor to a Larger Freighter (exactly half of that to a Small Freighter) and the following weapons based on race:

Federation:	Large:	2 x Phas-I LS, 2 x Phas-I RS, 2 x Photon FA
	Small:	1 x Phas-I LS, 1 x Phas-I RS, 1 x Photon FA
Klingon:	Large:	2 x Phas-II FX, 2 x Phas-II RA, 2 x Disr FA, 2 Drone Racks
	Small:	1 x Phas-II FX, 1 x Phas-II RA, 1 x Disr FA, 1 Drone Rack
Gorn	Large:	2 x Phas-I RS, 2 x Phas-I LS, one Plasma Torpedo, firing to rear
	Small:	2 x Phas-I RS, 2 x Phas-I LS
Kzinti:	Large:	4 x Phas III 360 degree, 1 x Phas-I RX, 2 Drone Racks, 4 Attack Shuttles
	Small:	2 x Phas-III 360 degree, 1 drone Rack, 2 Attack Shuttles
Romulan:	Large:	1 x Phas-I FX, 1 x Phas-I RA, 1 Plasma Torpedo (Gorn type) firing to rear
	Small:	1 x Phas-I RX, 1 Plasma Torpedo (Gorn Type) firing to rear.

In all ships, add one "6" to the Sensor Track and one "5" to the Scanners. Freighters cannot use Disengagement **(6.6)**. Freighters are limited in Acceleration **(6.5)** to increasing the energy used for movement by a maximum of one energy unit per turn.

(84.0) NOTES ON SHIP DESIGN

Players should feel free to make various modifications and revisions to the ships in the game in the spirit of creating a more cost-effective ship. Various "product improved" ship designs are possible. The under-gunned Kzinti Strike Cruisers could do well having an extra pair of Disruptors added. Federation Scouts in Kzinti terrritory could use a pair of Type III Phasers firing in the Rear arc for Drone defense. Players could assume that treaties and alliances, or piracy, had resulted in various hybrids such as a Federation Cruiser with Plasma Torpedoes or a Kzinti with Photons.

Players may also wish to design new ships from scratch or from various fiction stories, paintings or models.

It should be pointed out, however, that players who insist on taking the largest ship in the game and doubling its firepower and using nothing else will probably run out of opponents (to say nothing of running out of the field of science fiction and into pure fantasy).

X. THE SCENARIOS OF THE ADVANCED GAME

These scenarios have been structured to use the ships added by the Advanced Game and to integrate the Basic and Advanced Games into one homogenous theme.

(85.0) REVISED BASIC SCENARIOS

The scenarios of the Basic Game are good ones, and can be readily expanded to use the ships of the Advanced Game.

(85.1) Revised **(46.0) THE DUEL.** Any two ships (or one large one vs. two small ones) can be used in this scenario. The two Dreadnoughts and the Carrier should match against each other rather well. Players should also explore the world of the smaller ships: Frigates, Destroyers, Escorts. These are quite powerful ships in combat with each other. Klingon Frigate Captains are always looking for a chance to distinguish themselves.

(85.2) Revised **(47.0) FLEET ACTION.** The following alternative Fleets may be suggested:
Federation: BT + 2x CL; BT + 3x DD; DN, CA, CL, DD, SC; CC, CA, 3xDD.
Klingon: C8/9, D7, 2xF5, D6; 2x C8/9, 2x F5; 2xD6, 2xF5, 2xE4.
Kzinti: CV, 3xCL; CV, CS, 3x FF.
Gorn: 2x CA, 3x DD; 2x CA, CL, 2x DD.

(85.3) Revised **(50.0) BASE DEFENSE;** The following forces are recommended:
Friendly Player: any Cruiser or two Destroyers/Frigates
Enemy Player: Federation: DN + DD + SC.
Klingon: C8/9 + 2 FF.
Kzinti: CV, CL, FF.
Gorn: CA, CL, DD.
Orion: 3x CR.

(85.4) Revised **(52.0) SURPRISE REVERSED.** The following forces are recommended:
Ship # 1: 3 Tholian PC's.
Ship # 2: Klingons: C8, 2 FF.
Gorns: 2 CA, 2 DD.
Kzinti: CV, 3 FF.

(86.0) BASIC PIRACY SCENARIO

In this scenario, one player will be operating a convoy and the other a single Orion Pirate Raider. The convoy player will select his forces from the list below, paying in victory points for the ships that he uses. After the scenario is over, points will be scored according to **(45.7)**, in addition to these points.

(86.1) NUMBER OF PLAYERS: 2 (The convoy player may be of any race).

(86.2) INITIAL SET UP: From three to six Freighters in hexes 2316, 2117, 1918, 2519, 2320, 2121. One escort (if desired) within three hexes of any Freighter. All heading in direction B, speed on last turn 6. One Orion CR Cruiser enters on any map edge, heading and previous speed at discretion of owner. The Pirate vessel may have weapons armed and ready when the scenario begins.

(86.3) LENGTH OF SCENARIO: The scenario lasts until all ships belonging to one player have been destroyed, captured, or Disengaged.

(86.4) SPECIAL RULES: The map is presumed to be "endless". When ships are about to move off of one edge, move everthing back a number of hexes (the same number for each) and continue. All ships of the convoy must remain together, in such a formation that the greatest distance between any two of them is 10 hexes or less (not counting ships catured by the Orion). On turn 30 begin rolling a die once each turn. When a "1" is rolled, discontinue rolling. This indicates that the SOS messages have been received and the relief force has arrived. This relief force is chosen (according to the race of the convoy player) from the list below:
Federation: CL, Klingon: D6, Kzinti: 12 Attack Shuttles, Gorn: CL, Romulan: KR, Tholian: 2 Patrol Cruisers.

(86.5) VICTORY CONDITIONS:
The convoy player receives 10 victory points for each Large Freighter and 5 for each Small Freighter that he had in his convoy. However, if he elected to have an escort, this will cost 25 victory points. After the scenario is completed, add victory points from the General System **(45.7)** to determine victory. However, if the Orion ship is captured, the game is automatically won by the convoy player.

(86.6) Convoy escorts are chosen from the following list:
Federation: DD, Klingon: F5 + E4, Kzinti: 2 Frigates, Romulan: KF5R, Gorn: DD, Tholian: PC.

(86.7) Q-ships. The Convoy player may include a Q-ship in his convoy. This costs 35 victory points for a small one and 75 for a large one.

(87.0) DUEL WITH A PIRATE

This scenario uses the basic concepts of **(46.0)** but is specifically geared to combat with an Orion Raider.
The Orion player will use a CR Cruiser (players may consider modifying it slightly to suit a particular opponent). The "police" player has a choice of:
Federation Light Cruiser, Klingon D6, Kzinti Light Cruiser, Gorn Light Cruiser, or Romulan War Eagle.
Use the basic victory system. However, if the Orion is captured, it is a decisive victory.

(88.0) PURSUIT INTO THE ASTEROID BELT

In this scenario a Navy Cruiser is pursuing a Pirate towards its home Base.

(88.1) NUMBER OF PLAYERS: 2.

(88.2) INITIAL SET UP: Deploy Asteroids using the system outlined in **(73.4)**.
Pirate: One CR in hex 0517, heading B, speed on last turn 31.
One BS in hex 4017 **(see 81.0)**.
Naval: One Heavy Cruiser (any type) in hex 0327, heading B, speed on last turn 31.

(88.3) LENGTH OF SCENARIO: The scenario lasts until all units of one player have been destroyed, captrued, or have Disengaged.

(88.4) SPECIAL RULES: See Asteroids, **(73.4)**. Both Starships may have weapons armed and ready when the scenario begins.

(88.5) VICTORY CONDITIONS: The Orion player scores 1 point if the Cruiser Disengages, two if it is crippled, five if it is destroyed and 10 if it is captured. The Navy player scores 1 point if the CR is crippled, 3 if it is destroyed, 10 if it is captured. He scores 4 if the BS is crippled, 20 if it is destroyed or captured.

(89.0) THE PIRATES GO FOR BIG GAME

On many occasions, a Pirate Cruiser operated in a particular sector long enough to attract the attention of main Fleet units. Usually this marked the end of the Pirate Captain's career, as few Raiders could stand up to the Heavy Cruisers of the Battle Fleet. On a few occasions, however, when things just happened to work out right (or were made to work out right), a Heavy Cruiser in hot pursuit could find itself facing not one but two, or even three Pirates and a stiff fight.

(89.1) NUMBER OF PLAYERS: 2

(89.2) INITIAL SET UP:

Orion Forces: CR # 1 in hex 2219, facing D, speed 31 on previous turn.
CR # 2 in hex 0725, facing B, speed 4 on last turn.
CR # 3 in hex 3625, facing F, speed 4 on last turn.
Navy Forces: One Cruiser (any type) in hex 2203, facing D, maximum speed on last turn.
Note: All ships have all weapons fully charged and loaded (Photons may be in the tubes, etc).

(89.3) LENGTH OF SCENARIOS: The scenario lasts until all ships belonging to one player have been destroyed, captured, or Disengaged.

(89.4) VICTORY CONDITIONS: The Pirates score 1 point if the Cruiser Disengages, 5 if it is crippled, 10 if it is destroyed, and 20 if it is captured. The Navy Forces score 2 points for each Pirate crippled, 6 for each Pirate destroyed, and 30 for each Pirate captured. (You can only score points for a given ship one time.)

(90.0) THE MORAY EEL OF SPACE

The terror of the depths of space! A creature half a kilometer long, living in hard vacuum and eating Starships for breakfast (literally) is reported in a remote sector. A starship is sent to destroy the Monster.

(90.1) NUMBER OF PLAYERS: 1 (the Monster moves by automatic rules)

(90.2) INTIAL SET UP: The Eel of Space (Monster # 3) in hex 2217. A Starship (any class) enters on turn one from any edge, speed on last turn 10.

(90.3) LENGTH OF SCENARIO: Until the Monster is destroyed or the Starship is destroyed or Disengages.

(90.4) SPECIAL RULES: The Monster has a speed of 6 and a Turn Mode of 0. If the Starship is within 10 hexes, it will follow the ship as a Drone would. Because of the maneuverability of the Monster, the weapons of the ship cannot hit it if fired from beyond 5 hexes, or if the ship is moving faster than 8 hexes per turn.

The Monster attacks the ship by "biting" (with plasma tipped teeth) when it is in the same hex as the ship. The effect of the "bite" is shown on the table below:

DIE ROLL	1	2	3	4	5	6
DAMAGE	20	18	15	12	10	5

The damage is scored directly on the ship; Shields are ignored. The Starship MUST use pre-plotted movement, not free movement **(58.31)**. The Monster may move at double its normal rate on a given turn. Roll one die at the start of each turn (after movement has been plotted for the Starship). If the result is "1", the Monster will move, for the remainder of that turn only, at a speed of 12.

(90.5) VICTORY CONDITIONS: The Monster is destroyed when it has received an unknown number of hit points. After scoring 200 points of damage, the Starship player rolls a die. If the result is "1" the Monster has been destroyed. If not, the Starship player may roll the die again at the end of any Impulse in which at least 10 additional points of damage are scored (NOT once for each ten points, once on each Impulse when at least ten points are scored). If the die roll is a "1", the Monster is destroyed.

(91.0) THE COSMIC CLOUD

An unknown entity is destroying shipping in the Sigma Draconis Sector. The Fleet responds by sending a Starship. Weeks later, it is found floating in space, the entire crew dead from unknown causes. Another Starship is sent to investigate.

(91.1) NUMBER OF PLAYERS: 1 (the Monster moves by automatic rules).

(91.2) INITIAL SET UP: The Cosmic Cloud (Monster # 4) is placed in hex 2217. A Starship (any class) enters on any map edge, speed on previous turn 10.

(91.3) LENGTH OF SCENARIO: The scenario lasts until the Monster is destroyed or the Starship is destroyed or has Disengaged.

(91.4) SPECIAL RULES The scenario is identical to Scenario **(49.0)** The Space Amoeba, except that the Monster does not use Chart **(49.4)** to damage the ship. Instead, the Monster uses the chart below, which expresses losses in crew units. If the Shields are not operating at the standard setting, losses are doubled.

DIE ROLL	RANGE 0	1	2	3-5	6-10
1	4	4	4	3	2
2	4	3	3	3	1
3	3	3	3	2	0
4	3	3	2	1	0
5	2	2	1	0	0
6	1	1	1	0	0

(91.5) VICTORY CONDITIONS: Identical to **(49.5)**.

(92.0) ASSAULT ON A STARBASE
The most practiced military action, and one that has never occurred, is the assault on a Starbase by a Main Battle Fleet. Endless debates are carried on in the command schools and service acadamies of all of the Fleet as to the capability of Fleet Forces to destroy one of the "indestructable" Starbases. One of the problems in such an assault is that the attacking forces cannot be a major part of the Battle Fleet since such a huge force would attract too much attention in its assembly areas. There is also the matter of risking too many ships in one operation, and of a large force getting in its own way in the assault.

(92.1) NUMBER OF PLAYERS: 2 (the attacking force may be broken into several smaller units, each requiring a player.)

(92.2) INITIAL SET UP: Starbase player: One Starbase in hex 2217.
Attacking Player: One Main Battle Fleet (select from list below) arrives on any map edge (or edges) on turn 1, at any speed selected by the owning player. Weapons may be charged and armed before game begins.
Federation: 2xDN, 4xCA, 4xCL, 4XDD
Klingon: 2xC8/9, 4xD7, 4xD6, 4xF5
Kzinti: 2xCV, 4xCS, 4xCL, 4xFF
Gorn: 4xCA, 6xCL, 6xDD
Romulan: 4xKR, 8xWE, 8xKF5R

Add to all forces:

1. Suicide Attack Force: 2 Small Freighters, 1 Large Freighter, equipped with robot pilots. The Freighters are set on pre-established courses. If a Freighter enters the same hex as the Starbase, it explodes (the Cargo Holds are loaded with Thionite) with a force of two units of damage for each undestroyed Cargo box on their SSD.

2. Marine Assault Force: 50 Boarding Parties divided among two Small Freighters. Each Freighter has 5 of its Cargo boxes changed to Transporters.

(93.3) LENGTH OF SCENARIO: The scenario ends when the Starbase is destroyed or captured, or when all assaulting ships have been destroyed, captured or have Disengaged.

(93.4) VICTORY CONDITIONS: Points are awarded to the players for enemy ships (or Starbases) which have been crippled, destroyed or captured.

SHIP TYPE	CRIPPLED	DESTROYED	CAPTURED
DN, C8/9, CV	5	10	20
CA	3	6	12
CL	2	4	8
DD	1	2	4
FF	0	1	2
Starbase	25	50	100

(93.5) ORDER OF BATTLE VARIATIONS: It would be possible that two races might join forces to attack a Starbase. In such a case, each force of the Alliance would use half of the specified Main Fleet in the attack.
Note: The Starbase should be set to rotate 60 degrees per turn.

(93.0) THE COMING OF THE METEOR
A massive Meteor is headed for the Industrial Colony on Pollux Nine. A Starship is dispatched to divert this menace, but when it sights the Meteor, an enemy Starship is also sighted. The enemy Starship seems to be guiding (and guarding) the Meteor toward the planet.

(93.1) NUMBER OF PLAYERS: 2.

(93.2) INITIAL SET UP: Defending Player: One class M planet in hex 4023. One Starship (any type) in hex 3634, heading in direction A, speed on last turn 27. Attacking Player: One small Moon in hex 0204, heading in direction C, speed 1 on last turn and one Starship (smaller than the one selected by the Defending Player) in hex 0205, heading in direction C, speed 1 on last turn.

(93.3) LENGTH OF SCENARIO: The scenario lasts until the Meteor strikes the planet or passes off the edge of the map.

(93.4) SPECIAL RULES: The meteor (Moon) is assumed to be a "ship" or guided weapon. It does not accelerate or decelerate. It moves one hex per turn in direction C at the end of each turn.

A Starship with an operable Tractor Beam may "tow" the Meteor one hex by being in a hex adjacent to the Meteor and exerting a force equal to two-third's of the Starships original Warp Engine power (this energy does not have to be Warp energy, however). The effect of this towing is to move the Meteor one hex in the direction that the Starship is pulling. Note that if both ships are pulling on the Meteor, they may cancel out each other's effects, or perhaps move the Meteor even closer to the planet. This towing is in addition to the normal movement of the planet, and does not change its regular course or speed. The sole effect of towing is to "displace" the Meteor onto a course parallel to its original course, but offset to one side. Obviously, the defending player is trying to move the Meteor aside from a collision course, and the attacking player is trying to move it back onto that course. Alternatively, the meteor may be broken up by weapons fire. One thousand points of damage will cause the Meteor to break up (replace it with an Asteroid counter). A ship (including a captured ship) may be crashed into the planet (the Self-Destruction Rules would be used) to assist in the accumulation of damage points. Of course, Suicide Shuttles, Drones, and all other weapons may be used.

(93.5) VICTORY CONDITONS: If the Meteor strikes the planet directly (enters its hex), then the planet is totally destroyed (the Meteor is over 1,000 km across). If the Meteor passes adjacent to the planet, or the Asteroid counter strikes the planet, major damage is done by fragments (90% of the population is destroyed) but the planet is not destroyed. If the Meteor passes two hexes away, or if Asteroids pass adjacent, minor damage is done (10% of the population will perish). These results are the only basis for judging victory. The Starships count for little when a vital planet is at stake.

(94.0) CRUISE DRONES
Not far from the "front lines", a solitary ship is escorting a Small Freighter bearing a critical Cargo. The enemy makes a massive effort, but is unable to reach the Freighter to bring it under the fire of their Phasers. However, they are close enough to use the new "Long Lance" Type III-X Cruise Drones in a not altogether vain hope of

destroying it.

(94.1) NUMBER OF PLAYERS: 1 (the Drones appear and move by automatic rules).

(94.2) INITIAL SET UP: The player places a Small Freighter in hex 0110, and an escorting Starship (the smallest type in the chosen fleet) within two hexes of it. Their heading is at the players option. Their speed on the last turn was 4.

(94.3) LENGTH OF SCENARIO: The scenario lasts until the Freighter leaves the map from a hex in the 4200 row, or is destroyed.

(94.4) SPECIAL RULES: Each turn, from 1 to 6, "Cruise Drones" appear on the upper map edge (roll a die to determine the number). Use the Kzinti Drone counters, and use them in numerical sequence. As each turn's Drones appear, place the first one in the hex ending with "01" in the same column as the Freighter, and place the others in hexes ending with "01" in every second column moving toward the higher numbered side. EXAMPLE: If the Freighter was in hex 1415, and three Drones were to appear, they would be placed in hex 1401, 1601, and 1801.

The Freighter is limited to a maximum speed of 4 because of its delicate Cargo. Odd numbered Drones are targeted on the Freighter, even numbered ones on the excorting Starship.

(94.5) VICTORY CONDITIONS: If the Freighter leaves the map from a hex in the "4200" column with at least 10 undestroyed Cargo boxes, the player wins the scenario. Any other result is a loss.

(95.0) ATTACK SHUTTLE GROUP # 26

Shortly after the introduction of the Attack Shuttle Carrier, a particulary cunning Klingon Officer (Lieutenant Commander Ardak Kumerian, Commanding the Frigate "Vigilance") reasoned that, since the attrition rate on Attack Shuttles was on the order of 25%, there must be a source of extra Shuttles somewhere in the Kzinti supply system. Taking his Frigate on a long circuit around the lead Kzinti elements, he found what he was looking for: Freighter FV-41, carrying Attack Shuttle Group # 26, a back-up unit for the CV "Sabre", flagship of the Kzinti 3rd Field Force.

(95.1) NUMBER OF PLAYERS: 2.

(95.2) INITIAL SET UP: Kzinti Player: One Small Freighter in hex 2217, facing direction E, speed on previous turn 4.

Klingon Player: one F5 class Frigate, in hex 4025, facing F, speed on previous turn 12.

(95.3) LENGTH OF SCENARIO: The scenario is over when the Klingon Frigate has been destroyed, captured, or has Disengaged, or when there are no Kzinti units remaining.

(95.4) SPECIAL RULES: Mark twelve of the Cargo boxes on the Freighter "Shuttle". The Freighter is carrying twelve Attack Shuttles (one complete group) and, beginning on the second turn, can launch two of them per turn. The Shuttles are NOT armed with Drones.

(95.6) VICTORY CONDITIONS: The Klingon player scores one point for each Shuttle destroyed. If the Freighter is captured with Shuttles still on board, the Klingon player scores two points for each of those Shuttles. The Kzinti player scores six points if the Klingon ship is crippled, fifteen if it is destroyed. The player with the greater total of points wins the scenario.

(96.0) DESIGNING YOUR OWN SCENARIOS

Players are encouraged to experiment with designing their own scenarios. The basis for these may come from novels, television or motion pictures. Players may discuss among themselves situations that may occur during combat operations and experiment with them. Mixed Fleets of unusual compositions (called "rag-tag" in popular histories) can be created. For example, a Federation Fleet built around old Light Cruisers, a Battle Tug, a couple of "Q-Ships" and perhaps an Orion Pirate on parole might try to defend Earth against a Klingon Main Fleet. Experiments with moveable Starbases and Base Stations may prove interesting. New weapons and new tactics are encouraged. Special situation scenarios (tame Monsters allied with Starships, Starliners transporting diplomats, etc.) can be created to suit your own taste.

The one real problem of such situations is one player setting up a scenario that he will obviously win. The logical solution is to have one player design the scenario, and give the other his choice of sides. It's amazing what that will do for fair play.

XI. ADVANCED CAMPAIGN GAMES

Section VI provides the players with two Campaign Games. These, however, use only the ships and materials of the Basic Game. This rules section adds the material of the Advanced Game to the Campaign Games.

(97.0) ADVANCED CAPTAIN'S GAME

Players may select the ships that they will use in the Campaign Game from any included in the Basic or Advanced Game, with the exception of Orion and Tholian ships. Those ships are not designed for the balanced operations required in the Captain's Game.

(97.1) Players should play two of the four available Monster Scenarios. The exact ones to be played may be selected by die roll, drawing pieces of paper from a cup, or any other method.

(97.2) A Piracy Scenario is to be added to the Campaign. Players using a Frigate or Escort would serve as the Escort in Scenario **(86.0)**. Players using a Heavy Cruisers will play either Scenario **(88.0)** or **(89.0)**. Players using CV's or Dreadnoughts will play both **(88.0)** and **(89.0)**. Players using CL's will play Scenario **(87.0)**.

(97.3) When several players are playing in the Captain's Game (each in his own ship), combat with enemy ships should be conducted between players of the game (this will serve to quickly reduce the number of players and determine a winner). Decision of who will fight who should be based on the point value **(45.7)** of the ships. The player who survives the Campaign Game, and began with the smallest ship (in point value) is declared as the winner.

(97.4) A Kzinti CV may obtain a maximum of 12 replacement Attack Shuttles during the entire Campaign Game.

(98.0) ADVANCED STAR FLEET DEFENSE GAME

The Campaign Game described in **(54.0)** uses only ships of the Basic Game. This rules section expands it to use all ships of the Advanced Game.

(98.1) BATTLE FLEETS OF THE FIVE MAJOR RACES:

FEDERATION: 6 Dreadnoughts, 6 Command Cruisers, 15 Heavy Cruisers, 12 Light Cruisers, 15 Destroyers, 6 Scouts, 3 Battle Tugs.
KLINGON: 4 C9 Dreadnoughts, 2 C8 Dreadnoughts, 24 D7 Battlecruisers, 24 D6 Battlecruisers, 24 F5 Frigates, 16 E4 Escorts.
ROMULAN: 9 KR Cruisers, 15 KF5R Frigates, 20 War Eagles, 10 Warbirds.
GORN: 8 Heavy Cruisers, 12 Light Cruisers, 18 Destroyers.
KZINTI: 4 Attack Carriers, 12 Strike Cruiser, 12 Light Cruisers, 20 Frigates.

The Federation could use no more than two-thirds of its forces against either the Klingons or Romulans, and no more than one-third against either the Kzintis or Gorns. The Klingons could use no more than two-thirds of their Fleet against the Federation, and no more than one-third against the Kzintis. The Romulans, being rather fatalistic, could use their entire Fleet aginst either the Federation or Gorns. The Gorns, having deep buffer zones of planetless stars, could use their entire Fleet against any enemy. The Kzintis would be able to use three-fourths of their Fleet against any enemy.

Multi-front wars would reduce the forces available for each front.

The defense game may be played between any two races that are adjacent to each other in space. Two of the six sectors on the second line should have Starbases (which will probably be bypassed), and one of the three sectors in the fourth line also should have a Starbase.

(98.2) Kzinti CV's may replace up to six Attack Shuttles between each round that they participate in.

XII. GENERAL INFORMATION

(99.0) LIST OF ABBREVIATIONS

A HULL	Aft Hull
A P R	Auxiliary Power Reactor
A S	Attack Shuttle
AUX CON	Auxiliary Control
B	Boom (detached from Klingon ship)
BC	Battlecruiser
BT	Battle Tug
BTTY	Battery
C8 & C9	Classes of Klingon Dreadnoughts
CA	Heavy Cruiser
CC	Command Cruiser
CL	Light Cruiser
CR	Raider Cruiser (Pirate)
CS	Strike Cruiser
CV	Attack Shuttle Carrier
DISR	Disruptor Bolt
DD	Destroyer
DN	Dreadnought
D6 and D7	Classes of Klingon BC
EM BRIDGE	Emergency Bridge
EMER BRIDGE	Emergency Bridge
E4	Class of Klingon Escort
ES	Escort
F5	Class of Klingon Frigates
F	Freighter
FA	Forward Firing Arc
FF	Frigate
F HULL	Forward Hull
FZ	Forward Expanded firing arc
KF5R	Klingon Frigate in Romulan Service
KR	Romulan ship (Klingon design)
L	Left firing arc
LF	Left Forward firing arc
LR	Left Rear firing arc
LS	Left Side firing arc
P	Pod (Federation
PHAS	Phaser
PHOTON	Photon Torpedo
R	Right firing arc
RA	Rear firing arc
RF	Right Forward firing arc
RR	Right Rear firing arc
RS	Right Side firing arc
RX	Rear Expanded firing arc
S	Shuttle (or Shuttlecraft)
SB	Starbase
SC	Scout
SCRTY	Security Station
SHTTLE	Shuttlecraft
TORP	Torpedo (Photon, Plasma, or Disr.)
TRAC	Tractor Beam
TRANS	Transporter
TT	Transport Tug
WEB	Web Generator (Tholian)
W EN	Warp Engine
WB	Warbird
WE	War Eagle

(100.0) DESIGNER'S NOTES

There is considerable difficulty in doing a game on a subject where the "historical" data consists of some 100-odd hours of film, several novels, and a wide variety of semi-official "technical" data. In putting all of this into a game format, one must first consider that any "battles" shown in the films are not the only battles ever fought, and are most likely to be the most unusual battles. Then the designer must construct a game system which will provide good results for "average" battles, and yet still account for the "unusual" ones.

In a historical game one can expect different sources to at least agree in their basic concepts. The real world is reasonably consistent. But in Fiction in general, and this subject in particular, that consistency is simply not there. Not only do the later "add on" materials disagree considerably with the film in some cases; the various sections of the film disagree considerably with each other. The ancient bane of Science Fiction writers (the speed of light and the distances to be covered) strikes home particularly hard in this universe, where we find that at maximum possible speed the ship could not cover the "five year mission" in anything less than 250 years. But if a game was to be done, all of these conflicts had to be resolved — compromised with each other to create a realistic and yet playable game system. In this game the designer has assumed the film to be correct (even where it contradicts itself) and tried to work in the other material as consistently as possible.

The designer began his work on this game by analyzing the ships. The basis of the game was the Federation Heavy Cruiser. In using it in the game, it was found to have certain weak points which should have been accounted for. The designer's solution was to create the "Command Cruiser." The Dreadnought existed as a set of external blueprints and was easily enough factored into the game.

Problems began when the designer turned his attention to the Klingon Battlecruiser. There exists a set of semi-official blueprints for this ship, but the blueprints do not agree with the film in key areas. The blueprint Klingon is literally bristling with Phasers. These, of course, were never used on film. While rumor has it that the draftsman added them "because they looked good," the designer felt that he had to work them into the game. The solution came from another item on the blueprints, which indicated that the Klingons carried radar-homing Drone missiles (also never used on film). The Phasers were declared to be low powered "defensive" Phasers, intended to protect the ship from Drones. The relatively short range and low power neatly explained why they were never used on film. The unusual firing arcs of these Phasers (all can fire to the rear, but less than half to the front) seemed to support this. But who was using Drones against the Klingons?

The Kzintis were mentioned in some of the later films, and it seemed logical to use them for this hypothetical Drone-using race. The few mentions of them in the novels (which do not cover the same incidents as the films) indicated that the Kzintis were near the Klingons and had previously fought them. The Kzinti Strike Cruiser was created by the designer as a balanced ship that was at the extreme end of the "Drone technology" spectrum.

The Romulan blueprints (by the same draftsman that did the Klingons) also did not agree with the film. On film, Federation officers made the flat statement that the ship they were fighting used only "Impulse" power and was purely sub-light. The blueprints show a warp capable ship. To be sure, the idea of a sub-light ship in the film was rather ludicrous (it would have needed 50 years to cross the "neutral zone"), but the designer felt bound to honor the film. The blueprints were used as the basis of the War Eagle Class. (The designation of "Warbird" for the sub-light ship was invented by the designer and Lou Zocchi in a phone conversation three years ago.) The War Eagles make a good deal of sense. After the Klingon treaty provided the Romulans with warp technology, older Warbird hulls would be pulled into stardocks for refit. For similar reasons, the Federation Light Cruiser was designed as a counter-part to the Warbird, and the sub-light game created to use them. The silhouettes on the counters caused another problem. The ship on the film has an identical silhouette to that of the warp-speed cruiser in blueprints. The solution was to use this for the Warbird, and to add "auxiliary warp pods" for the War Eagle.

The blueprints provided a considerable amount of technical data on the "Plasma Torpedo" but this, unfortunately, caused more problems that it solved. The blueprints showed that the War Eagle was just barely capable of firing one. Using any realistic mathematical model, the Warbird could not possibly fire such a weapon. The designer felt obligated to honor the film, and the Plasma Torpedo is factored for the Warbird. All things considered, it probably would have been much easier to ignore the film and use the blueprints. But despite the fact that the most enthusiastic fans probably have the blueprints, it was obvious that far more people would have seen only the film. Playtesting of the War Eagle (which is far less hopeless than the Warbird) showed that the addition of Phaser batteries (which do not appear in anything but this game) make the ship much more effective.

The Gorns presented other problems. While the designer insisted on including them (primarily to provide a variety of cruisers) there was very little information on them. Physically impressive and personally fearless, they seemed particularly loath to stand up and fight a Federation Cruiser. This could indicate a severe shortage of ships, or perhaps an honest desire to avoid bloodshed. Their ships were created (by the designer) to show a mix of Federation and Romulan technology, and a penchant for ground combat (hence the large number of Shuttles).

As to the game system itself, the designer felt that the basis had to be individual ships. This brought on the rather thorough "Energy Allocation" system. Careful analysis of the films demanded a proportional movement system to depict the warp-speed dogfights that are common in individual battles. The rest of the game more or less fell into place, using game mechanics to create the "feel" and the "flavor" of the films technology.

(100.1) NOTES ON THE DESIGNER'S EDITION

When the pocket edition of this game was in preparation, it was intended to produce at least two expansion kits, which would include new ships, rules and scenarios. When the pocket edition was released, it was very well received (to no one's surprise) but the most frequent question was "why didn't we produce it in boxed form." The decision had to be made between a succession of expansion kits, and being able to give the players everything (including first class components) at one time. The decision made, we all feel, was the right one. While we all wished that we could produce a separate "expansion kit" that would provide only the new material, it became obvious that virtually everything included in the old edition had to be so completely revised that the expansion would cost as much as the new edition. So don't consider your pocket edition to have been a waste of money. It wouldn't have been any cheaper to have bought just the new material.

In developing the new edition, the designer had the help of several rather prolific individuals in various areas. Mike Hillsgrove, who will doubtless go on to design his own games, was particularly helpful. The designer had intended to develop a "mass-based" movement system, but Mike sent it in, almost complete, before work was begun on it here.

A considerable amount of "technical" material exists on various ships, almost none of it with any legitimate claim to being "official". There are any number of publications on the Klingons, for example, and the designer, in the end, ignored all of them and designed the new Klingon ships to fit the missions intended for them. The "history" and background sections were created by the designer to explain various military aspects that almost all of the "technical" materials ignored. The political situation is a combination of common sense and convenient practicality.

The Kzintis presented a particular problem in so far as background was concerned. They are, of course, not a part of the Star Fleet universe at all, but were grafted onto it when a story involving them was rewritten to produce a Star Fleet story (there always seems to be a shortage of good plots). Careful examination of all of the printed material, however, leads one to believe that there are two complete Kzinti races: one a "tamed" race now included in the Federation; and the other a fierce warrior race that has been fighting the Klingons for generations. As the Orion Pirates were already an established entity, there seemed no point in having two races of pirates when a "Drone using" race was needed to balance the strategic situation. Every science Fiction writer who has produced material for the Star Fleet universe has taken the liberty of ignoring what was inconvenient and adding his own touches, and the Designer of Star Fleet Battles claimed no less than that same priviledge.

(100.2) REVISIONS FROM THE ORIGINAL EDITION

For those who have played (and perhaps mastered) the original pocket edition, a listing of specific changes and revisions has been included. Players not familiar with the pocket edition rules will find this section more confusing than interesting. Many minor technical revisions have been made, mostly dealing with the fact that there are now seven races included in the game, not just five. Step 9 of rules **(5.1)** has been reworded to eliminate various ambiguities. The original wording could be, and was, interpreted by players in a variety of ways. The maximum speed has been reduced from 32 to 31 as a part of the changes required to integrate the mass-based movement system. The pocket edition included ships of more or less same size. The designer's edition, with ships greatly varying in size, required the more complicated but more accurate system. Rule **(6.17)** has been significantly changed because it allowed unrealistic tactics to be developed. The Phasers have been designated with Roman numerals **(I, II, III, IV)** to simplify the nomenclature. The number of Drones in each Drone Rack was increased to improve their effectiveness. The endurance of Suicide Shuttles was increased. In rule **(44.5)** a minor change was made to the Federation Starbase to correct an oversight. The hex numbers in the scenarios were changed to reflect the larger map. Several significant changes were made to scenario **(48.0)** and one minor change to **(49.0)** to make these more challenging. The "sub-light" game has several minor changes to correct oversights. The Disruptor Bolt Tables have been changed to reflect the variety of ship types. The Plasma Torpedo table has been changed to give the Warbirds and War Eagles a chance to cripple an opposing ship, and to discourage unrealistic tactics that had been developed.

(100.3) ADVICE ON TACTICS

While tactics are a product of resources and the situation, there are some basic concepts that are common to most situations.

When first entering a combat situation, it is generally a good idea to begin arming weapons that will take some time to prepare. Long-range sniping with Phasers and Disruptors may be used to liven up the first few turns, but a minimal amount of energy used to reinforce the forward Shields will prevent this from causing any permanent damage.

Concentration of fire, both by a single ship or a Fleet, is probably the single most important concept. To score any permanent Shield damage, you must score enough hits to overcome reinforcement. To score any interior damage you must overcome one of the Shields. The most devastating attack any ship can launch is a combination of its Phasers and heavier weapons directly onto one enemy ship, and onto one of his Shields, during a single Impulse. If this Shield has previously been destroyed or weakened, so much the better. (It is generally a good idea to take a slightly longer ranged shot at a damaged Shield than a closer shot at an undamaged one.) This will permanently destroy that Shield and cause severe internal damage. A ship with its forward Shields down cannot effectively close the range with its opponent, and must fight a "retreating" battle behind his rear Shields (or fly into combat backwards, which is not very effective).

Klingon Drones, when used against Federation ships, lessen the effect of the powerful Federation Type I Phasers, as the Federation ships must use powerful Phasers to knock out small Drones.

Kzinti ships call for entirely different tactics. Without a heavy offensive punch from direct fire weapons, their primary ability to destroy an enemy requires overwhelming him with Drones (so many that all can't be hit and some must get through). One way to do this is to launch one wave toward the target, then follow them closely, adding a second wave on the next turn (thereby putting the maximum number of them in the target area at the same time). This requires careful timing and shrewd tactical skill. Captains who can win with Kzinti ships have earned some bragging rights. The Kzinti CV lends itself to even more interesting tactics. One possibility is to launch a wedge of fighters, which in turn launch a wedge of Drones. The result is a powerful ship with two or three dozen "little brothers". Cleaning up the Drones and Shuttles is a little like stepping on ants — you just can't get them all. Another tactic (that requires more skill) is to use the fighter group as an "artificial" Starship. After all, it takes 96 hits to destroy it (12 x 8) and it has 12 Phasers, not to mention Drones. The carrier could then circle its opponent and drive it back into the fighters.

Ships armed with Plasma Torpedoes again require new tactics. The Plasma Tropedo is the single most powerful weapon in the game — IF properly employed. Firing from behind an enemy ship that is just working up to full speed will do little more than encourage him to leave (which he is probably doing anyway). If the range is even close to the difference in speed, you either won't catch him at all, or will do so only at the end of the Torpedoes run, when its power is diminished sharply. The best time to release a Plasma Torpedo is directly in front of an opponent that is going too fast to brake and reverse direction. The only thing that he can do is reinforce the front Shields, fire all his Phasers at the Torpedo at the last instant, and pray. Even with considerable luck the torpedo will smash the front Shield. The only real defense against a Plasma Torpedo is to avoid being in its primary short range firing arc, which makes tackling a Plasma Torpedo armed Starship a tedious operation.

Using Shuttles (even Kzinti fighters) in a dogfight creates an interesting situation. While they improve the offensive power of the ship (by the Type III Phasers they carry) and its defense (by drawing fire) they have the effect of tying a Starship to a speed at which they can keep station. Otherwise they end up being left behind. The life expectancy of Shuttle crews is not great.

Every player of STAR FLEET BATTLES should have the chance to participate in an attack on a Starbase, perhaps as a club project. The various tactical principles stated above apply, but it should be obvious that Plasma Torpedoes will be a particularly effective weapon. The firepower of a Starbase, however, is more than capable of crippling at least one ship per turn, so don't waste any time once you have gotten started.

Boarding Parties add more new dimensions to tactics. If one Shield can be knocked down the Marines can swarm aboard, knocking out Security Stations (causing Klingon mutiny) and heavy weapons (this may be the best way to deal with Plasma Torpedoes). Players should also experiment with the smaller ships of the games, particularly with the Frigates. These ships require special handling and thought, as they are not just miniature Starships, but have seriously different ratios of firepower to protection.

And, as a last word, a brief mention of speed is in order. Zipping around the map at Warp 3 may be fun, but it leaves little power for fighting. The best dogfight speeds are the fastest ones to permit a Turn Mode of 2 (or perhaps 1, or 3). This allows adequate maneuverability, sufficient speed, and plenty of power.

(100.4) NOTES TO NEW PLAYERS OF SIMULATION GAMES

Due to the subject matter of this game, many people will have purchased it as their first venture into simulation gaming (i.e. "wargames"). The Designer's (and the company's) best wishes go out to these people, who are entering a new and fascinating hobby. However, these people should be cautioned that STAR FLEET BATTLES is relatively complex as wargames go, and may be simply too much for them to master. If you simply cannot master the game mechanics, or cannot understand what you are supposed to be doing, please do not give up! It is suggested that you return to the store where you purchased this game and ask the manager if he can put you in touch with other people who are playing it. These people will be able to show you how the game works, and can also show you other games in this hobby that may interest you. Games are available on almost any historical, fantasy, or science-fiction subject.

As an alternative, there are any number of inexpensive introductory games on the market. Try one of these, and after you have mastered it, return to STAR FLEET BATTLES. The designer strongly recommends another game that he designed: STARFIRE. This game cost abouts one third of what the designer's edition of STAR FLEET BATTLES costs. While it was never intended to serve as an introductory game for Star Fleet, by the very nature of its subject (Starships shooting at each other) it is similar in concept, and far simpler (it has less than one third as many rules). Players who have mastered STARFIRE will have little difficulty in moving up to STAR FLEET BATTLES. Alternatively, your store manager may be able to suggest other games. Go to him and list the Science Fiction and Fantasy areas that interest you. He should be able to provide you with games, from a variety of companies and at a variety of price levels, on many of these areas.

(101.0) CREDITS

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(102.0) COPYRIGHT AND PUBLISHER'S INFORMATION

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(16.110) TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51+
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

(16.120) TYPE II OFFENSIVE / DEFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31+
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

(16.130) TYPE III POINT DEFENSE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

(16.140) TYPE IV HEAVY PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71+
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

For all four Phaser Tables, for each Phaser fired, roll a single die and cross-index the result with the range at the instant of firing. The resulting number is the number of hit points scored on the target.

NOTE: Point Defense Phasers may not fire at any target more than 15 hexes away.

(17.7) PHOTON TORPEDO CHART

DIE ROLL	RANGE 0-1	2	3-4	5-8	9-12	13-30
1	Miss	Hit	Hit	Hit	Hit	Hit
2	Miss	Hit	Hit	Hit	Hit	Miss
3	Miss	Hit	Hit	Hit	Miss	Miss
4	Miss	Hit	Hit	Miss	Miss	Miss
5	Miss	Hit	Miss	Miss	Miss	Miss
6	Miss	Miss	Miss	Miss	Miss	Miss

To determine if a given Photon Torpedo has hit its target, roll a single die and cross-index the result with the range. This will yield either a "hit" or a "miss" result. Each Torpedo must be rolled for separately.

(18.6) DISRUPTOR BOLT CHART

RANGE	0	1	2	3-4	5-15	16-22	23-30	31-40
Hit #	0	5	5	4	4	3	2	2
Damage	—	5	4	4	3	2	2	1

For each Bolt fired, roll a single die. If the die roll result is equal to or less than the #, the Bolt has hit and scored the number of damage points appropriate for that range.

MAXIMUM RANGES: Klingon E4 - 10 hexes, F5 - 15 hexes, D6 - 22 hexes, D7 - 30 hexes, C8/9 - 40 hexes. Kzinti CS, CV, CL - 30 hexes, FF - 15 hexes.

(19.5) PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	1-10	11-15	16-18	19	20	21-24	25-28	29	30
Romulan	50	35	25	25	25	20	10	5	1
Gorn	20	15	10	5	1	—	—	—	—

The above Table gives the strength in hit points of a Plasma Torpedo after it has traveled the indicated range. This strength may be reduced by enemy Phaser fire.

SHIP TYPE	(32.8) CREW UNITS	(33.1) BOARDING PARTIES	(45.8) BPV	(58.56) BREAK DOWN	(58.11) COST PER HEX	(59.21) SPARE SHUTTLES
THE FEDERATION FLEET						
DN	50	14	60	3-6	1 ½	4
CC	45	10	35	5-6	1	3
CA	43	10	30	5-6	1	3
CL	37	8	18	4-6	3/4	2
DD	20	6	20	3-6	1/2	1
SC	19	6	16	3-6	1/2	1
TT+1	22	2	10	2-6	1	1
TT+2	22	2	10	2-6	1 ½	1
TT+3	22	2	10	2-6	2	1
TT+BP	30	10	63	2-6	1 ½	1
SL	4+30	2	5	—	†	—
BP	8	8	53	—	†	—
THE KLINGON FLEET						
C-9	62	24	62	3-6	1 ½	2
C-8	60	24	59	3-6	1 ½	2
D-7	45	14	26	5-6	1	1
D-6	44	14	24	5-6	1	1
F-5	22	8	12	4-6	1/2	—
E-4	14	6	8	4-6	1/2	—
DN BOOM	12	6	31	2-6	1/2	—
THE KZINTI FLEET						
CV	50	20	36	5-6	1	3+3
CS	40	16	27	5-6	1	2
CL	30	10	21	5-6	2/3	
FF	20	6	10	5-6	1/3	1
AS	—	—	2	0	*	—
THE GORN FLEET						
CA	46	16	40	5-6	1	3
CL	32	8	26	4-6	2/3	2
DD	20	6	18	4-6	1/2	1
THE ROMULAN FLEET						
KR	40	10	37	5-6	1	1
KF5R	20	5	18	4-6	1/2	0
WE	20	5	21	5-6	1	0
WB	15	5	15	—	†	0
THE THOLIAN FLEET						
PC	12	5	20	5-6	1/2	1
THE ORION FLEET						
CR	20	12	24	6	2/3	2
BS	40	10	30	—	‡	—
ALL FLEETS						
BS	60	12	40	—	‡	2
SB	250	50	200	—	‡	6
F,s	1	—	4	1-6	1/3	—
F, I	2	—	7	1-6	1/2	—
S	1	—	1	—	*	—

— indicates not applicable
† indicates that the ship is a sub-light vessel
‡ indicates that the type does not move
* indicates that the ship moves by special rules not the regular movement system

(7.51) DAMAGE ALLOCATION CHART

Die Roll	A	B	C	D	E	F	G	H	I	J	K	L	M
2	**Bridge**	**Flag Bridge**	**Sensor**	**Damage Control**	**A Hull**	Left W En	Trans	Tractor	Shuttle	Lab	F Hull	Right W En	Excess Damage
3	**Drone**	**Phaser**	Impulse	Left W En	Right W En	A Hull	Shuttle	**Damage Control**	Center W En	Lab	Battery	Phaser	Excess Damage
4	**Phaser**	**Trans**	Right W En	Impulse	F Hull	A Hull	Left W En	A P R	Lab	Trans	Probe	Center W En	Excess Damage
5	**Right W En**	A Hull	Cargo	Battery	Shuttle	**Torp**	Left W En	Impulse	Right W En	Tractor	Probe	Any Weapon	Excess Damage
6	F Hull	Impulse	Lab	Left W En	**Sensor**	Tractor	Shuttle	Right W En	Phaser	Trans	Battery	Any Weapon	Excess Damage
7	Cargo	F Hull	Battery	Center W En	Shuttle	A P R	Lab	Phaser	Any W En	Probe	A Hull	Any Weapon	Excess Damage
8	A Hull	A P R	Shuttle	Right W En	**Scanner**	Tractor	Shuttle	Left W En	Phaser	Trans	Battery	Any Weapon	Excess Damage
9	**Left W En**	F Hull	Cargo	Battery	Lab	**Drone**	Right W En	Impulse	Left W En	Tractor	Probe	Any Weapon	Excess Damage
10	**Phaser**	**Tractor**	Left W En	Impulse	A Hull	F Hull	Right W En	A P R	Lab	Trans	Probe	Center W En	Excess Damage
11	**Torp**	**Phaser**	Impulse	Right W En	Left W En	F Hull	Tractor	**Damage Control**	Center W En	Lab	Battery	Phaser	Excess Damage
12	**Aux Control**	**Emer. Bridge**	**Scanner**	**Probe**	**F Hull**	Right W En	Trans	Shuttle	Tractor	Lab	A Hull	Left W En	Excess Damage