

# FEDERATION SPACE



© BELFLOWER/DIDIT '80

## A TASK FORCE GAME

**TABLE OF CONTENTS**

**THE BASIC GAME**

(1.0) INTRODUCTION . . . . .

(2.0) BACKGROUND . . . . .

(2.1) ALLIANCES AND TREATIES . . . . .

(2.2) COURSE OF PLAY . . . . .

(3.0) GAME COMPONENTS . . . . .

(3.1) THE PLAYING PIECES . . . . .

(3.2) THE GAME MAPSHEET . . . . .

(3.3) TERRAIN IDENTIFICATION CHART . . . . .

(3.4) GAME SCALE . . . . .

(4.0) SEQUENCE OF PLAY . . . . .

(5.0) MOVEMENT . . . . .

(5.2) STACKING . . . . .

(6.0) REACTIONARY MOVEMENT . . . . .

(6.1) ZONE OF CONTROL . . . . .

(7.0) COMBAT . . . . .

(8.0) DISENGAGEMENT . . . . .

(9.0) STARBASES . . . . .

(10.0) BASE STATIONS . . . . .

(10.1) THOLIAN BASE STATIONS . . . . .

(11.0) SOLAR SYSTEMS . . . . .

(12.0) CARRIERS AND FIGHTERS . . . . .

(13.0) FLEET ORGANIZATION . . . . .

(13.2) THE NEUTRAL ZONES . . . . .

(14.0) BASIC GAME SCENARIOS . . . . .

(14.1) THE THOLIAN INCIDENT . . . . .

(14.2) THE FIFTH KLINGO-KZINTI WAR . . . . .

**THE ADVANCED GAME**

(15.0) CHANGES TO THE COMBAT SYSTEM . . . . .

(15.1) SPLITTING FIRE . . . . .

(15.2) SHIP CAPTURE . . . . .

(15.23) USE OF CAPTURED SHIPS . . . . .

(15.3) SELF DESTRUCTION . . . . .

(16.0) ECONOMICS AND REPAIR . . . . .

(16.1) SIMPLE REPAIR SYSTEM . . . . .

(16.2) ADVANCED ECONOMICS . . . . .

(17.0) FLEET REPAIR DOCKS . . . . .

(18.0) FEDERATION SCOUTS . . . . .

(18.1) LONG RANGE SCANNERS . . . . .

(18.2) ECM CAPABILITIES . . . . .

(19.0) ORION PIRATES . . . . .

(19.1) PIRATE ECONOMICS AND PIRACY . . . . .

(19.2) ORION MERCENARIES . . . . .

**OPTIONAL RULES**

(20.0) OPTIONAL COMBAT RULES . . . . .

(20.1) COMBAT RANGE . . . . .

(20.2) FREE COMBAT . . . . .

(21.0) ROMULAN SPECIAL WEAPONS . . . . .

(21.1) MAULER . . . . .

(21.2) CLOAKING DEVICE . . . . .

(21.3) WARBIRD . . . . .

(22.0) KLINGON MUTINY . . . . .

**SCENARIOS**

(23.0) ADVANCED GAME SCENARIOS (TWO PLAYER) . . . . .

(23.1) REVISED BASIC GAME SCENARIOS . . . . .

(23.11) THE THOLIAN INCIDENT . . . . .

(23.12) THE FIFTH KLINGO-KZINTI WAR . . . . .

(23.2) ASSAULT ON THE HYDRANS . . . . .

(23.3) ENTER THE FEDERATION . . . . .

(23.4) THE ROMULANS STRIKE . . . . .

(23.5) THE FIRST INTRA-GALACTIC WAR . . . . .

(23.6) THE PIRATES OF ORION . . . . .

(24.0) ADVANCED GAME SCENARIOS (MULTI-PLAYER) . . . . .

(24.1) DEATH OF THE FEDERATION . . . . .

(24.2) THE KLINGON CIVIL WAR . . . . .

(24.3) THE CAMPAIGN GAME . . . . .

**TIE TO STARFLEET**

(25.0) RULES CHANGES . . . . .

(26.0) PLAYER'S NOTES . . . . .

(27.0) DESIGNER'S NOTES . . . . .

(28.0) CREDITS . . . . .

**(1.0) INTRODUCTION**

The computer-link to the astrogator clicked in to a whispered frenzy of activity, and Admiral Hogan silently gripped the arm-rest of the command chair on the bridge of the flagship U.S.S. ALLIANCE knowing well what that activity meant. He watched the screen of the astrogator without blinking, keeping careful track of the position of his six ships, waiting for whoever or whatever was out there, to appear. Slowly, as if moving through a thick mist, six other ships appeared on the screen; they were Klingon ships, led by the flagship KRENG, under the command of Admiral Kareng. Computers passed information with the speed of light, and simultaneously the Voice-Alarm sounded on Hogan's six ships, followed instantly by the sound of rushing feet as crews scurried to activate weapons, and the Federation ships accelerated smoothly and silently toward the Klingons. On command, the ALLIANCE'S heavy phasers crackled to electric life, leaving an ozone smell as they stung through the silent void of space toward the Klingon ships. Ship for ship the Federation paired off with the Klingons in deadly combat, the ALLIANCE singling out the KRENG and moving toward her, ominous and menacing, for the kill. The KRENG met the ALLIANCE'S challenge, lashing out in silent wrath with her phasers. Shields flashed electric blue, while phasers, photons, disruptors, and drones arced through the black vacuum with incredible accuracy. But the Klingon ships were hurtling, the Federation's firepower was far superior. Orders flashed from ship to ship in the Klingon squadron, directing them to disengage. Three did. One could not. The other two stayed to cover the retreat. The three that remained were quickly destroyed in blinding blue-white fire-balls of unchecked fury. The Federation had won the battle, but Hogan knew it would be a long and costly war.

(1.1) FEDERATION SPACE is a strategic level science fiction game based on the Star Fleet Universe. The game is divided into two parts: the Basic Game and the Advanced Game. Players should try the Basic Game first, and only when they feel they have mastered it, should they proceed to the Advanced Game. Included in the Advanced Game are a number of optional rules that players may add to increase the realism and excitement of the game.

**(2.0) BACKGROUND**

As players can see from looking at the map, the eight races portrayed in the game occupy a rather small area of the galaxy. The lower edge of the map represents the edge of the galaxy, while the top points roughly toward its core. Several other races border the ones which are shown, but these other races are either too small or too weak to have any bearing in the primary time frame of the game.

The United Federation of Planets (also known as the UFP, or Federation) is the major "empire" of the game. (Note that while only two of the races are actually empires, the term will be used to designate any "nation" or "political unit") The Federation is the only empire not dominated by one single race: Humans, Vulcans, Orions, Andoreans, Tellarites, Centaurians, Cygnians, as well as several other races are all represented in the ruling council. There are also some two dozen other races with affiliate membership on the Council, awaiting full membership. The Federation is easily the most idealistic of all the empires, having negotiated boundaries which they have never sought to expand through warfare with all of the empires surrounding them. However, they are quite aggressive in their at-

tempts to expand economically. The Federation has by far the strongest fleet, and although it has fought wars or skirmishes with all its neighbors, it has never begun a war, and will always give warning before its attacks. The Federation has an Alliance of Friendship with the Gorns, a Military Aid Alliance with the Kzintis, and Non-aggression Pacts with the Klingons and Romulans. It is also friendly with the Hydrans, but galactography prevents much contact between the two. As for the Tholians, they simply wish to be left alone, and so the Federation, as far as possible, does this.

The race second in military strength only to the Federation is the Klingons, but they are concerned with holding that position, for their aggressiveness has made enemies of all their neighbors. There are also problems within the Klingon empire for the empire is made up of at least twelve separate races besides the Klingons (who account for only about 40% of the crews of their starships), all subservient to the Klingons and waiting for a chance to rebel. All of which places the Klingon empire in a rather delicate balance of power which can be easily tipped to one side or the other. However, the Klingons are very cunning fighters and have more ships in their fleet than any other empire though their ships are generally inferior to those of their neighbors. The Klingon plan of action calls for annihilating the Hydrans and the Kzintis separately and then turning toward the Federation while constantly trying to foster enmity between the Federation and the Kzintis.

The Romulans are an off-shoot of the Vulcan race which colonized the planets Romulus and Remus. They are the most aggressive of the seven empires. There are few habitable planets in the Romulans territory, and most of these have barren and dry surfaces comprised primarily of desert, which contributes toward the Spartan existence the Romulans seem to enjoy. There is a belief handed down from generation to generation amongst the Romulans that they are destined to rule the galaxy and so they are constantly working toward this end. It is fortunate for the rest of the galaxy that the Romulans have a fighting force which is among the weakest of any empire. The main strength of the Romulan fleet is made up of ships which they have bought or leased from the Klingons, and antique Romulan ships converted to warp power. The Romulans have lost two wars to the Federation and are determined to avenge those losses. The Romulans have fought four wars with the Gorns and lost the three most recent of these. The Romulans claim almost half of the Gorns territory as their own and have initiated several border clashes attempting to provoke the Gorns into attacking. If the Gorns are the aggressors in such a war, the Federation is not bound by treaty to aid the Gorns.

The Gorns are both the Federation's closest ally and the Romulan's most bitter enemy. The Gorn Confederation consists of three sentient races, all of which developed on separate planets, but which are so nearly identical as to indicate a common ancestry. The three races have now joined into a single political unit. Their territory contains relatively few habitable planets and from these come no other sentient races than those three comprising the Gorns. The Gorns and the Federation first met in battle when several exploration ships sent out by the Federation blundered into Gorn space. The Federation quickly withdrew and signed a treaty with the Gorns when they learned of the Gorn empire's skirmishes with the Romulans. Since the Gorn-Federation alliance has proved to be the only one based on trust, the fleets stationed on their borders are mainly the ones rotated there for R&R.

The Kzinti Hegemony was originally made up only of the Kzinti homeworld and several other nearby systems which were also habitable. However, since that time the Kzinti empire has expanded, conquering several planets with native sentient races, but not allowing these races to leave their own planet. The Kzintis have been warring with the Klingons for over a century, even before the development of the trans-light starships. Warfare is the main entertainment of the Kzintis and they engaged in it quite fiercely, neither asking nor giving quarter; and this, perhaps, more than anything else, has kept them from be-

coming a stronger force in the galaxy than they are; for they will fight even when the odds are strongly against them, not caring whether they are prepared for battle. The Kzintis actually mistrust the Federation but retain good relations with them, cooperating with them in whatever way they can, knowing it is the Federation which supplies them with the majority of their technology. The Kzintis will gladly join with the Federation in fighting the Klingons, for their hatred for the Klingons knows no bounds.

The Hydran Monarchy is one of the smaller races, yet they are extremely aggressive when considering their precarious foothold within the galaxy. Hydrans are small, highly intelligent, yet physically weak, however they are excellent star pilots and their ships are among the most respected and feared in the galaxy. The Hydrans have fought the Klingons on three previous occasions. The Second Klingo-Hydran War (or the War of Retribution or the War of Infamy) ended in a smashing victory for the Klingons, after which the Hydrans were reduced to a second class Kingdom. The Hydrans were suspiciously quick to rebuild and returned to defeat the Klingons in a minor war. Since that time, the two races have been bitter enemies. The Hydrans have a treaty with the Kzintis, but neither would be great help if they other was attacked, except perhaps in tying down fleet units which might otherwise be diverted to the battle area.

The Tholian of the Holdfast are the descendants of a race which once dominated another galaxy, until their subjects led a galaxy-wide revolt, overthrowing their dominion. The Tholians still believe their former subjects are searching for them to destroy them, and so they will have little to do with the other empires in the galaxy, fearing that by so doing word of their whereabouts would, in some way, get back to their former subjects. A portion of the territory which the Tholians settled had been claimed by the Klingons (explaining the hostility between the two races; the Tholians only known dispute). The rest of their territory had either belonged to the Federation, or had been unclaimed territory. The Federation seems content to let the Tholians settle the territory taken from them with no interference.

The Pirates of Orion are not actually a separate empire, (Orion being officially a member of the Federation) but are simply an intergalactic crime cartel intent on dominating the galaxy economically. When the Federation disbanded its "national" fleets in favor of a combined Star Fleet, several Orion ships "disappeared" and these formed the core of the Orion Pirates. Although Orion officially denies any ties to the pirates, it is a well known fact that Orion-trained officers serve aboard pirate ships, and that pirate vessels are repaired at Orion facilities. Pirate smugglers operate in every empire except Hydra and Tholia.

## (2.1) ALLIANCES AND TREATIES

Alliances and treaties are the main concerns of most of the galaxy's diplomats and ambassadors. This section outlines the high points of the treaties which exist in the time frame of the game.

### THE TREATY OF PELIONE — 155 (FEDERATION-ROMULAN)

Forced on the Romulans after they lost the Second Federo-Romulan War. The treaty established a neutral zone between the Federation and the Romulans. Unlike the Organian Treaty, however, this zone was closed totally to ships of both sides. If a ship from either side enters the zone, a state of war automatically exists.

### THE TREATY OF ORGANIA — 156 (FEDERATION-KLINGON)

Ended the Second Klingo-Federation war almost before it began. The Organians forced the treaty onto both sides soon after hostilities began. The treaty not only ended the war, but banned any future wars. A neutral zone fifty parsecs across was established between the two. No armed ships are allowed into the neutral zone, but the solar systems within it are open to

colonization by either side. The Federation, therefore, has gained control of the major systems through economic means. The Organians mysteriously disappeared in 171, but the neutral zone has remained. If a warship of either side enters the neutral zone, an automatic state of war exists.

**THE TREATY OF ALGORAN — 157 (FEDERATION-GORN)  
THE TREATY OF FRIENDSHIP — 157 (FEDERATION-GORN)**

These two treaties were signed simultaneously at the Algoran Peace Conference (157) and not only ended the Gorn-Federation War, but created the Federo-Gorn Alliance. By these treaties, each race agreed to come to the aid of the other in the event of a Romulan attack and to trade information and technology. The mutual defense agreement only applies if the Romulans attack, not if one of the two races attack the Romulans. This is the only treaty established through mutual trust and respect.

**TREATY OF SMARBA — 159 (KLINGON-ROMULAN)**

Also called The Treaty of Fear by Federation historians because of the fear of a combined Klingon-Romulan attack, the treaty provided for the supplying of advanced technology, especially warp power and ships, to the Romulans by the Klingons. A brilliant move by the Klingons, the treaty forced the Federation to move main fleet units to the Romulan border, thus releasing the Klingons to move more ships into the Fourth Klingo-Kzinti War. The treaty does not provide for mutual military assistance against the Federation.

**TREATY OF THE BORDER STATES — 164 (KZINTI-HYDRAN)**

Signed in the Autonomous States of Merralias in 164, the treaty called for a combined effort against the Klingons in any war no matter who the real aggressor was. Both races agreed to immediately attack the Klingons if the other attacked or was attacked. If the Hydrans would have been aware of the Kzintis' extreme militarism, the treaty probably would never have been signed. The closing of Merralias to all outside contact in 165 has made the treaty almost impossible to execute, however, since the only lines of contact between the two races now extend across Klingon territory and are vulnerable to jamming by the Klingons.

**ARTICLES OF AGREEMENT — 166 (FEDERATION-KZINTI)**

Signed soon after the Fourth Klingo-Kzinti War, the articles provided for unspecified types of military aid in case of a Klingon attack against either race. The articles are very vague since neither race really trusts the other. The only real accomplishment of the articles was to provide the Kzintis with advanced technology and some military advisors from the Federation.

Only those treaties which affect the game are listed above. The treaties which ended the Klingo-Kzinti Wars and the treaties replaced by those listed above have been omitted. In addition to the actual treaties listed above, several unwritten agreements (such as the unwritten Federation-Tholian non-aggression agreement, and the Klingon-Kzinti vows to attack each other whenever the opportunity presents itself) also exist and are implied by the text above or by other treaties.

**(2.2) COURSE OF PLAY**

FEDERATION SPACE can be played by from two to eight players. Each player represents the overall commander of a space-faring race's starfleet. Basically, each player is trying to defeat the other players' fleets and conquer his major solar systems. Several scenarios representing hypothetical battles fought between the races is provided in the game. It should be determined how many players are to participate and one of the scenarios appropriate to that number of players should be chosen.

Players will notice that certain rules are followed by a number referring them to another rules section. This cross-referencing is intended to aid players in learning, and checking the rules during the course of the game.

Each game is divided into a specific number of turns, the exact number of which will be specified by the scenarios. Each Game Turn is divided into Player Turns. Each player conducts his movement and combat during his Player Turn, with the other players executing Reactionary Movement and some combat of their own.

The Tactical Combat Display represents, in simplified fashion, the area of space where each battle of the overall conflict is fought. Players will pair off their ships against one another and conduct fire using a Combat Results Table. With this table, players will determine which ships are damaged or destroyed.

A simplified step reduction system is used in which counters are kept face-up (front of the counter showing) to indicate an undamaged status, and upside down (back of the counter showing) to indicate a damaged status. The counter will be removed from the mapsheet to indicate a destroyed ship. Players will note that ships become weaker when damaged.

After players become more familiar with the game system, they may wish to add some or all of the Advanced rules, which are listed as such in the rulebook. The Advanced rules will provide players with more realism by adding rules on economics, repair, and other rules which, although they add some difficulty, enrich the playing of the game. Several Optional rules are also provided which players may wish to use to further enhance the game. Not all players will want to use all of the Optional rules, so participants should agree before the game begins as to which, if any of these will be used.

Finally, the game includes several rules for combining FEDERATION SPACE with Task Force's tactical space combat system found in STAR FLEET BATTLES. These rules are totally Optional as FEDERATION SPACE is a complete game on its own, but linking with STAR FLEET BATTLES will add a degree of realism not found in most space combat games.

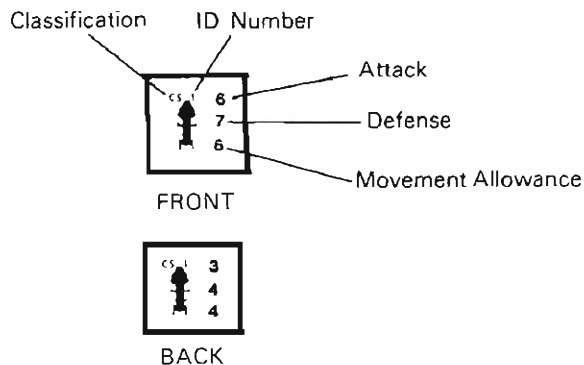
**(3.0) GAME COMPONENTS**

A complete game of FEDERATION SPACE includes the following items,

1. One rulebook
2. 4 sheets (432) die-cut playing pieces
3. One game mapsheet
4. One Tactical Combat Display
5. Five Fleet Organization Charts
6. Two six-sided dice

**(3.1) THE PLAYING PIECES**

FEDERATION SPACE includes 4 sheets of 108 one-half inch die-cut playing pieces (counters) which represent the various ships used by different fleets in the game. Each counter has a classification; identification number and color; and attack, defense, and movement values.



The Attack Value represents the combined firepower of all the ships weapons. The Defense Value represents the power of a ship's shields and its ability to take damage. The Movement Allowance represents the ships speed. The purpose of these values will be explained in the rules sections on Combat and Movement.

The Identification number is used to distinguish ships of the same classification. Classification identifies a unit as one of the following types:

#### FEDERATION

- BT — Fleet Tug w/ Battle Pod
- CC — Command Cruiser
- CL — Light Cruiser
- SC — Scout
- FS — Fighter Squadron
- DN — Dreadnought
- CA — Heavy Cruiser
- DD — Destroyer
- CV — Attack Shuttle Carrier
- SFHQ — Star Fleet Headquarters

#### KLINGON

- C8&C9 — Classes of Dreadnought
- F5 — Class of Frigate
- CV(T) — Fleet Tug w/ Carrier Pods
- D6&D7 — Classes of Battlecruiser
- E4 — Class of Escort
- FS — Fighter Squadron

#### ROMULAN

- DN — Condor Class Dreadnought
- MA — Mauler Assault Ship
- KF5R — Klingon-convert Frigate
- FS — Fighter Squadron
- KR — Klingon-convert Battlecruiser
- WE — War Eagle Class Cruiser
- WH — War Hawk Class Carrier

#### GORN

- DN — Dreadnought
- CL — Light Cruiser
- BT — Fleet Tug w/ Battle Pod
- CA — Heavy Cruiser
- DD — Destroyer

#### KZINTI

- CV — Assault Shuttle Carrier
- CVE — Escort Carrier
- CL — Light Cruiser
- FS — Fighter Squadron (CV)
- FSE — Fighter Squadron (CVE)
- CVL — Light Carrier
- CS — Strike Cruiser
- FF — Frigate
- FSL — Fighter Squadron (CVL)

#### HYDRAN

- P — Paladin Class Dreadnought
- L — Lancer Class Light Cruiser
- FSR — Fighter Squadron (Ranger)
- R — Ranger Class Cruiser
- FSP — Fighter Squadron (Paladin)
- FSL — Fighter Squadron (Lancer)

#### THOLIAN

- D — Dreadnought
- PC — Patrol Cruiser
- FS — Fighter Squadron
- C — Heavy Cruiser
- BW — Black Widow
- BS — Base Station

#### ORION

- SAL — Salvage Cruiser
- CA — Heavy Cruiser
- CR — Cruiser-Raider

#### ALL FLEETS

- SB — Starbase
- FRD — Fleet Repair Dock

Each races' fleets are designated by color

- FEDERATION — Black on Blue
- KLINGON — White on Black
- ROMULAN — Black on Red
- GORN — Red on White
- KZINTI — Black on White
- HYDRAN — White on Green
- THOLIAN — White on Red
- ORION — White on Blue

### (3.2) THE GAME MAPSHEET

The mapsheet represents the areas of the galaxy in which the various battles depicted in the scenarios take place. The map is superimposed with a hex grid to regularize movement and the placement of counters. Various symbols are used on the map to represent systems, borders, bases, etc.

### (3.3) TERRAIN IDENTIFICATION CHART (see map)

### (3.4) GAME SCALE

Each hex on the mapsheet represents an area approximately 500 parsecs across. Each turn represents approximately six months of game time.

### (4.0) SEQUENCE OF PLAY

(4.1) During each Game Turn of the Scenario being played, each player executes the following steps in the order given.

1. MOVEMENT PHASE
2. REACTIONARY MOVEMENT PHASE
3. COMBAT PHASE
4. RECORD KEEPING SEGMENT

The play always proceeds in the order prescribed in the scenario being played. The player who is executing his player turn is referred to as the "Phasing Player".

1. MOVEMENT PHASE — The Phasing Player may now move some, all, or none of his units in accordance with the rules on Movement (5.0).
2. REACTIONARY MOVEMENT PHASE — Any of the Phasing Player's ships which entered an enemy ship's Zone of Control are now subject to Reactionary Movement (6.0). Note that this phase actually occurs simultaneously with the Movement Phase.
3. COMBAT PHASE — Any opposing ships occupying the same hex are now removed to the Tactical Combat Display and Combat (7.0) is conducted.
4. RECORD KEEPING SEGMENT — Any record keeping required for the scenario is conducted at this time. Supply Point Calculation and ship repair is also conducted at this time (Advanced Game only)

The completion of each of these steps by the Phasing Player is called one Player Turn. After every player has completed his current Player Turn, the current Game Turn ends and a new Game Turn begins. During a given Game Turn, the player whose Player Turn is in progress is known as the Phasing Player. This player will remain the Phasing Player throughout his Player Turn. When his Player Turn ends, the next player in order begins his Player Turn and becomes the Phasing Player.

### (5.0) MOVEMENT

(5.1) All of a Phasing Player's movement is conducted during the Movement Phase of his player turn. Each ship may move a number of hexes equal to its Movement Allowance. The Movement Allowance of each ship is printed on that ship's counter. A ship may use some, all or none of its movement allowance in a given turn. Any unused movement points are lost. A ship may not accumulate movement points from turn to turn, nor may movement points be transferred from one ship to another. A ship expends one movement point for each hex entered during a Movement Phase. A ship must stop when all of its movement

points are expended or it is stopped by Reactionary Movement (6.0). Note that ships moved during the Reactionary Movement Phase do not expend movement points to do so, and may use their full movement allowance in their Movement Phase.

## **(5.2) STACKING**

Due to the difficulty in commanding large fleets in battle, fleet organization, and the need to cover large border areas, each player may stack no more than SIX of his ships in each hex. These stacking limitations apply at all times during the Game Turn. At no time during a Game Turn may a player have more than six of his ships in any hex. Starbases, basestations, Fleet Repair Docks (FRD's), star systems, fighters, and ships docked in starbases do not count against stacking limitations.

## **(6.0) REACTIONARY MOVEMENT**

### **(6.1) ZONE OF CONTROL**

All ships exert a Zone of Control in their own hex and the six surrounding hexes. The Zone of Control represents the area of space that a ship's sensors can operate in and warn of the presence of an enemy ship. Whenever a Phasing Player's ship enters a Non-phasing Player ship's Zone of Control, the Non-phasing Player has the option of using Reactionary Movement to halt the other player's ship.

**(6.2)** When a Phasing Player's ship or stack of ships enters the Zone of Control of a Non-phasing Player's ship or stack of ships, the Non-phasing Player may, if he wishes, move one or more ships into the moving ships hex to intercept. A number of the Phasing Player's ships equal to the number of intercepting ships must immediately cease movement in that hex and engage in combat during the Combat Phase. Any ships of the Phasing Player in excess of intercepting ships are free to continue movement if the owning player wishes.

**(6.3)** The number of intercepting ships may equal, but never exceed the number of ships they are intercepting. (Exception, see (6.4) ).

**(6.4)** The Non-phasing Player is never obligated to execute Reactionary Movement unless the Phasing Player enters the hex that the Non-phasing Player's ships already occupy. Note that in this case, the Phasing Player's ships must have begun movement adjacent to the Non-phasing Player's ships, or the Non-phasing Player must have declined Reactionary Movement when the enemy ships first entered his ships Zone of Control. In this case the Non-phasing Player's ships do not move in order to intercept, they intercept in the hex they already occupy. This is the only case in which the Non-phasing Player's ships may exceed the number of Phasing Player's ships.

**(6.5)** The Phasing Player may move one stack of ships at a time. The Non-phasing Player is then obligated to designate Reactionary Movement as the opportunity presents itself. This allows the Non-phasing Player's units to be "drawn off" to allow another stack of units to move by. Note that if the Phasing Player's ships enter the same hex as Non-phasing Player's ships, the Non-phasing Player may use any ships in excess of the number of Phasing Player's ships which entered that hex to execute Reactionary Movement into one of the surrounding hexes.

**(6.6)** A ship may only execute Reactionary Movement once per **PLAYER TURN**.

**(6.7)** A ship is not required to stop when entering a hex containing a starbase, base station or star system unless there are enemy ships also in that hex. If there are enemy ships also present, then the base or planet may also act as an intercepting ship.

**(6.8)** A ship may use reactionary movement to enter enemy territory, but doing so constitutes an act of war and the other player may immediately release his back up fleets (those he is specified to use on the fleet table.)

**EXAMPLE:** A group of six Klingon ships in hex 0506. Two Kzinti ships are in hex 0604 and two Kzinti ships are in hex 0603. The Klingon ships move to hex 0605. Note that since there are no friendly ships in the hex with the base, the base does not stop any Klingon ships. The Kzinti ships in hex 0604 decline to execute reactionary movement. The Klingons then move to hex 0604. The Kzinti ships in hex 0603 execute reactionary movement and also move to hex 0604. Note that since there are five Kzinti ships to the six Klingons, one Klingon ship could, if the Klingon player wished, continue movement using his remaining four movement points. Also, if there were only four Klingon ships, only one of the Kzinti ships in hex 0603 could execute reactionary movement into hex 0604.

## **(7.0) COMBAT**

Whenever enemy ships occupy the same hex, they must engage in combat. Take all opposing ships in that hex off of the mapsheet and mark that hex with the "Battle" counter. The ships are now placed on the Tactical Combat Display (7.3). The Non-phasing Player places one ship in the box marked "1", the Phasing Player now matches it with a ship of his own. The Non-phasing Player now places another of his ships in the box marked "2". The Phasing Player matches it with another of his own. This procedure continues until all the boxes are filled, or one of the players runs out of ships. If one player has more ships than the other, he may place these ships in any of the boxes that are already filled in an attempt to over-power the enemy. There is no limit to the number of ships which may occupy a box as long as every ship is opposed. Alternatively, he may place any extra ships in the box marked "RESERVE", and thus protect them from enemy fire. Note that there are seven boxes on the combat display. This is because of the fact that many races have fighters and thus may have more than six units fighting in a single hex.

Players now conduct fire between ships in opposing boxes on the Combat Display. Each player totals the number of attack strength points he has in that box. From this number, he subtracts the defense strength of the ship he is firing at. This will give the Combat Differential. Note that a ship must use all its firepower against a single enemy ship and that all fire against a single enemy ship must be conducted at once. (i.e. a ship may only be attacked once per combat round) Each player then rolls a die and consults the Combat Results Table (CRT). By cross indexing the die roll with his Combat Differential, each player determines what effect his fire had on the enemy ship. The effects of the firing are explained on the CRT. Firing is considered simultaneous, so a ship damaged in one combat round (not phase) may still fire at its full combat value even if it was damaged or destroyed that round. All of a player's ships in a box are added together when attacking, however, they are treated separately when defending.

**(7.1)** If a vacancy appears in a box as a result of combat, the player with the vacancy must fill it with a ship from his reserve. If he has no reserve, he must fill it with one of the ships which is "doubling up". If he cannot comply with either of these conditions, the ship which has no opponent may be placed in reserve or may be added to the combat in one of the already filled boxes. If a vacancy appears on each side in the same round, the unengaged ships must engage each other.

**(7.2)** Once a ship has entered combat against another ship, that ship may not withdraw from that box, except to fill a vacancy (as per (7.1) ), unless the ship it is opposing is destroyed or attempts to disengage, or the ship itself attempts to disengage.

**(7.21)** Combat continues until all enemy ships are destroyed or have disengaged.

**(7.3) TACTICAL COMBAT DISPLAY** (See separate sheet)

**(7.4) COMBAT RESULTS TABLE** (See separate sheet)

**EXAMPLE:** A Federation and Klingon force meet in hex 1113. The Federation force consists of one DN, one BT, one CA, and one BS. The Klingon force consists of one C9, one D7, and two D6's. The UFP player places his DN in box one. The Klingon player places his C9 in box one. The UFP player places his BT in box two, the Klingon player matches it with a D7. The UFP player places his CA in box three and the Klingon matches it with a D6. The Klingon may now place his last ship in reserve, double it up on another ship, or place it in box four to fire at the base. He chooses to place it in box four. Fire is now conducted. Starting in box one, the Klingon player subtracts the DN's defense value from the C9's attack value and receives a differential of "0". He rolls one die and consults the CRT. Cross referencing his roll of "5" with the differential, he obtains a "D" result and the DN is flipped over. The UFP player then decides to fire the DN (which will still fire at full strength this round) AND the base (which could fire at any box). Subtracting the C9's defense value of 11 from the combined UFP attack value of 19, the UFP player receives an "X" result and the C9 is removed. The procedure is continued for boxes two and three. The D6 in box four now fires at the base and receives a "D" result so the base is destroyed (see (10.0)). This ends round one. At the start of round two, the Klingon player must fill the vacancy left by the C9. To do this, he must move the D6 to box one. Note that if the battles in boxes two or three had left another vacancy in the Klingon lines, the Federation player could either double up on one of the Klingon ships or pull a ship (probably the damaged DN) into reserve. This combat would continue until all the Klingon or Federation ships were destroyed or disengaged (8.0).

## **(8.0) DISENGAGEMENT**

If a player finds a certain combat situation undesirable, he may attempt to disengage. At the beginning of a combat round the player designates which ships are going to attempt to disengage. The opposing player then designates which ships, if any, will attempt to pursue. The pursuing ships must be unengaged or from the reserve. Note that a ship opposing a ship which is attempting to disengage is unengaged and may pursue any of the disengaging ships, join the reserve, or join another combat. The player attempting to disengage may use any ships from his reserve to intercept pursuing ships. One ship may intercept one pursuer. The two ships, pursuer and interceptor, are then placed in any empty combat box and conduct combat normally. Any ship which is not pursued automatically disengages.

When ships are being pursued, a die is rolled for the disengaging ship and a die is rolled for the pursuing ship and the current movement value of each is added to their die roll. If the disengaging ship's total (die roll plus movement value) is equal to or greater than the pursuer's, the ship successfully disengages. If the pursuer's total is higher, the attempt fails, and the two ships are placed in an empty box on the combat display. Normal combat is conducted against that ship by the pursuer, but that ship may not return fire. A ship may attempt to disengage only once per combat round. A ship which fails to disengage is still in the same area of space as the initial battle and is treated just as if it had never tried to disengage for the next combat round.

**(8.1)** If a disengagement attempt is successful, the disengaged ship is placed in any of the six hexes surrounding the battle. **HOWEVER**, the ship may not move into a hex containing enemy units, or any hex where it would violate stacking limits. If a ship must violate any of these conditions to disengage, it cannot do so. Reactionary Movement cannot be used against a ship which is disengaging.

**(8.2)** If a carrier wishing to disengage or pursue stops to pick up fighters, it has one subtracted from its engage or pursue die roll. Fighters can only disengage if they are on a carrier.

**(8.3)** Starbases, base stations, systems, and FRD's may neither pursue nor disengage.

**EXAMPLE:** At the end of a combat round, a Klingon force of one damaged D7, two D6's, and one F5 (in reserve) are up against a Federation force of one DN, one BT, and one CA. At the beginning of the next combat round the Klingon player announces his intention to have the D7 and D6's disengage. The Federation player designates the DN to pursue one of the D6's and the CA to pursue the other. He also designates the BT to pursue the D7. The Klingon player responds by using the reserve F5 to intercept the BT. Therefore, the D7 automatically disengages. The Klingon player rolls a die for the first D6 (rolling a "2") and adds his movement value for a total of "8". The UFP player rolls a die for the pursuing DN (rolling a "4") and adds his movement value for a total of "10". The first D6 does not disengage. The same procedure is followed for the second D6. The Klingon player obtains a result of seven as does the UFP player. Since a tie is won by the disengager, the D6 escapes. The BT and F5 now fire at each other and the DN fires at the D6. The Klingon player elects not to disengage the next round and the CA may now be added to either combat or held in reserve. This combat would also continue until one side was either destroyed or had the remaining ships disengage.

## **(9.0) STARBASES**

Starbases are military and administrative centers. They are extremely large and have a large amount of firepower. Starbases are placed on the corresponding starbase hex on the map. Unlike other ships, a starbase may divide its firepower among any number of targets. The starbase is placed in the center box of the Tactical Combat Display, but it may fire at any or all the boxes on the display. However, only unengaged ships or ships in the center box may fire at the starbase.

**(9.1)** Up to six ships may be docked inside a starbase. While docked, a ship may not be fired upon. If a starbase is destroyed, all ships inside it are destroyed as well. A ship may be docked or undocked any time during the movement or combat phase as long as it is in the same hex as the starbase. A ship may not be undocked during any combat round in which undocking it would bring the total number of ships (not including fighters) over six. A docked ship does not count against stacking limits. To designate a docked ship, place its counter under the starbase counter.

**(9.2)** A starbase may never be moved.

**(9.3)** (Advanced Game Only) Starbases have a boarding party strength of "50" and are considered destroyed if captured.

## **(10.0) BASE STATIONS**

Base stations are outposts intended to defend an area and to act as a base of operations. There are no counters provided for bases. Instead, they are printed on the Tactical Combat Display and their location is printed on the map. A base always occupies the center box on the Tactical Combat Display. A base may fire on any box on the Tactical Combat Display, but only unengaged ships or ships in the center box may fire at it. A base is destroyed on a "D" or "X" result on the CRT. Players should keep track of which base stations have been destroyed.

### **(10.1) THOLIAN BASE STATIONS**

Tholian base stations are protected by special "energy webs" and thus use special rules. Counters are provided for Tholian bases and these are placed on the map on the spaces marked as such. Tholian bases have a "damaged" status. Tholian bases are treated as a regular base station in all other respects. (ADVANCED GAME ONLY) Tholian base stations may be used just like a starbase for repair and replacement.

### **(11.0) SOLAR SYSTEMS**

The solar systems displayed on the map are only the major economic and population centers. While there would actually be several systems in each hex, they would only be useful for strategic purposes.

Systems have an intrinsic attack value of 10, and an intrinsic defense value of 10. These are no longer in effect once a system has been destroyed. A system must receive an "X" result to be destroyed. A "D" result simply prevents it from firing the next combat round. They are printed on the map and on the Tactical Combat Display. They fire and are fired at in the same manner as bases. Systems in the Neutral Zone have no intrinsic attack or defense values. An enemy system is controlled only as long as a starship is in its hex. Players should keep track of which systems have had their intrinsic defense values destroyed.

### (12.0) CARRIERS AND FIGHTERS

Every race, with the exception of the Gorns and the Orions, has some type of Attack Shuttle Carrier. A carrier carries one fighter squadron ranging in size from five to twelve fighters. The Federation carrier is the exception in that it carries two squadrons of twelve each. A fighter squadron can only move on a carrier, and can only be carried by the carrier type it is designated for (i.e. a Kzinti FS could not be carried by a CVL although any CV which did not already have fighters aboard could carry it). Any fighters which are left behind after all friendly ships are destroyed or have disengaged are considered destroyed. Any fighters which have no carrier to land on at the end of a combat phase are considered destroyed. Those fighter squadrons with no value printed on the back are destroyed by a "D" or "X" result on the CRT. A carrier cannot replace destroyed fighters in the basic game.

RACE	CARRIER	FIGHTER COUNTER
Kzinti	CV	FS
Kzinti	CVL	FSL
Kzinti	CVE	FSE
Federation	CV	2xFS
Klingon	CV(T)	FS
Romulan	WH	FS
Hydran	P	FSP
Hydran	R	FSR
Hydran	L	FSL
Tholian	BW	FS

### (13.0) FLEET ORGANIZATION

The fleets of all races (with the exception of the Orions) have very rigid fleet structures. The command structures of all the races' fleets have very strict plans for use of ships against the enemy. In this structure, each fleet is divided into a series of smaller fleets. The setup of each fleet is given on the FLEET ORGANIZATION CHART (13.1). There is a chart given for each fleet with the exception of the Hydrans and the Tholians. Their fleets are small enough that they set up anywhere in their territory and use their entire force against any foe. The fleets given may be set up anywhere in the areas given on the charts. Note that in some cases there are more than six ships listed to start in a single hex. In every one of these cases there is also a starbase in the hex. The excess ships should be docked inside the starbase.

The fleet organization charts also list which ships may be used against an enemy. The ships listed are "released" as soon as the enemy listed attacks, or on the turn the race attacks that enemy. Ships may not move until released. There are other circumstances in which a ship may be released. These are listed below. Note that in the case of two or more enemies attacking there may not be enough ships in the fleet listed to supply both fronts with the ships specified. In this case, the player should simply decide which ships should be sent where, up to the maximum allowed on that front.

Ships may also be released by the following circumstances:

- 1) If enemy ships enter an unreleased ship's zone of control, that ship is released if and only if it can and does execute reactionary movement.
- 2) If a starbase is destroyed, all fleets of that race marked "reserve" or "home" are immediately released.

- 3) If at least half (rounded up) of all star systems controlled by that race at the beginning of the game are occupied by enemy ships, all ships of that fleet are automatically released.
- 4) If at any time there are fewer than seven ships of that race unreleased and enemy ships are anywhere in that race's territory, all fleets of that race marked "home" or "reserve" are released.
- 5) If at any time enemy forces capture a race's home system (listed on the FLEET ORGANIZATION CHARTS) all that race's fleets are released.
- 6) If at any time a starbase cannot trace an unbroken line of hexes free of enemy zones of control to the home system of that race, all unreleased friendly forces within 5 hexes are released.

The fleet organization charts or scenario rules may also specify the release of other ships under certain circumstances. A FRD is always released. The Hydran's home system is HYDRA, the Tholian's is THOLIA.

### (13.1) FLEET ORGANIZATION CHARTS (See separate sheets)

### (13.2) THE NEUTRAL ZONE

The Neutral Zone was negotiated by treaty between the Federation and the Klingons and Romulans. If a Klingon or Federation ship enters the Neutral Zone between the two races (from hex 0906 to 1717), the two are automatically at war and the fleets of both races designated for use against each other are released. The Romulan Neutral Zone (hexes 2910 to 2117) acts in the same manner. If a Federation or Romulan ship enters the Neutral Zone, the two races are automatically at war. Also, if Kzinti ships enter the Klingon-Federation Neutral Zone they are at war with the Klingons and if the Gorns enter the Romulan Neutral Zone they are at war with the Romulans and the Federo-Gorn Treaty of Friendship is voided. Klingon, Romulan, Federation and Tholian Ships may all enter hexes 1718, 1817, 1917, 2017, and 2118 of the Neutral Zone without starting a war as this is simply unclaimed territory. (It is through this "free" corridor that the Klingons and Romulans trade.)

### (14.0) BASIC GAME SCENARIOS

The scenarios in FEDERATION SPACE represent the engagements between the entire battle fleets of the races portrayed. It is not unusual for single ships or groups of ships to meet and fight without a war being fought. Espionage and other subversive activities are conducted on a day-to-day basis with everyone merely ignoring them or retaliating with similar means. On those rare occasions when one race declares war, however, the battles are usually short and bloody, with entire task forces disappearing in a flash of phaser fire. The following two scenarios are representative of fleet engagements. In effect, they are "typical" battles. The first represents a short "hit and run" raid and the second a major engagement. These two scenarios are good for teaching the game system to the players before they proceed to the advanced game.

### (14.1) THE THOLIAN INCIDENT 167-168

In 171, the Klingon admiralty decided to conduct a series of war games. The mock battles staged by the Klingons turned out to be dismal failures, however, because the Klingon crews were never too excited about firing weapons which did no damage and having officials tell them they were "dead" just because a 1/100th power phaser touched their ship. So, the Klingons decided to conduct their wargames against the relatively weak and unsuspecting Tholians. In this way, their crews would get needed combat experience and teach the Tholians a lesson at the same time. The Klingon plan was to use a minimum of ships, attack quickly, then leave.



NUMBER OF PLAYERS: 2

INITIAL SETUP: KLINGONS: Tholian squadron within one hex of Tholian Border; 1xC9, 1xD7, 1xD6, 2xF5 on SMARBA. 2xD7, 1xD6, 2xF5, 1xE4 hex 1617 (unreleased); 1xD7, 2xD6, 1xF5, hex 1416 (unreleased)  
THOLIANS: 2xD on Tholia; 1xC on each base; all other forces anywhere in Tholian Space.  
The Klingons move first.

LENGTH OF SCENARIO: 3 Turns

SPECIAL RULES: Tholian ships may never move more than 3 hexes from the Tholian border. All Klingon forces must return to Klingon space on turn three. Any ships still in Tholian space at the end of the combat phase of turn three are considered destroyed for victory points. The Tholian player gets no third turn. No ships may enter Federation space or the Neutral Zone. Any ships entering Romulan space are considered destroyed.

VICTORY CONDITION: If the Klingons capture Tholia, the game ends and the Klingon player wins. If not, each player receives one point for each point of attack strength points of enemy ships destroyed. The player with the higher point total wins.

#### (14.2) THE FIFTH KLINGO-KZINTI WAR 169-171

This scenario reflects the beginning of the First Intra-Galactic War. The Kzintis were at war with the Lyrans (a Klingon ally to be introduced in a later expansion). In response to their treaty, the Klingons declared war on the Kzintis. The Kzintis, however, were able to get in the first punch by quickly raiding the Klingon border. The scenario lasts for six turns (until the year 171 when the Klingons declared war on the Federation and thus expanded the war).

NUMBER OF PLAYERS: 2

INITIAL SETUP: Use Fleet Organization Charts. The Kzintis move first.

LENGTH OF SCENARIO: 6 Turns

SPECIAL RULES: Neither player's ships may enter Federation, Hydran, or Tholian space. If any ships do so they are automatically destroyed.

VICTORY CONDITIONS: Each player receives two points for each enemy starbase destroyed and one point for each enemy system occupied at the end of the game. The player with the higher point total wins.

### ADVANCED GAME

The Advanced Game adds several additional rules to the Basic Game. Some rules in the Advanced Game may contradict some of the Basic Game rules. In this case, the Advanced rules take precedence. Players should play the Basic Game before reading these rules. This will allow players some familiarity with the game before proceeding to the more difficult rules sections.

#### (15.0) CHANGES TO THE COMBAT SYSTEM

The following rules are changes to the Basic Game combat system.

#### (15.1) SPLITTING FIRE

In the Advanced Game, ships may split their fire between enemy ships in the same box on the combat display. At the beginning of the current combat round a ship wishing to fire at more than one enemy ship announces his intention to do so. He designates which ships he will fire at, and how many attack strength points he will use against each ship. The total number of combat points allocated cannot exceed the ship's current attack value. A ship may only fire at enemy ships in the same box on the combat display and may not fire at the same ship more than once per combat round.

#### (15.2) SHIP CAPTURE

Damaged ships may be captured by enemy ships in the same combat box. This represents boarding parties beamed over by transporter in an attempt to capture the enemy ship. At the beginning of the combat round, a player may announce his intention to attempt a capture. The other player may then fire once at the capturing ships with "1" added to the attack die roll on the CRT. If there are any ships left at the end of this fire they may then attempt capture. Note that the player attempting capture may not fire in this round.

The player attempting the capture now adds together half the combat value (rounded down) of each ship attempting capture. Each player now rolls one die. The attacker adds his die roll to the value obtained above, and the defender adds his die roll to the current combat strength of his ship. If the attacker's total is higher, the defender's ship is captured. If the defender's total is higher, the capture attempt failed. If the totals are equal, the issue is still in doubt and the ship which is being attacked may neither fire nor be fired at in the next combat round, nor may it attempt disengagement. Instead, the players roll the dice again in the next round and the player rolling the higher total wins. If the die rolls are the same, continue rolling each combat round until someone wins (the ship may still not be fired at or attempt to disengage.) Fighters, base stations and system defenses may never be captured.

(15.21) Gorns add "2" to all die rolls when either boarding or being boarded, Kzintis add "1". This is to represent the large size of these races and increased number of boarding parties on their ships. Hydrans subtract "1" from all die rolls because of their small size and physical weakness.

(15.22) Each ship may only attempt to capture one enemy ship per combat phase.

#### (15.23) USE OF CAPTURED SHIPS

Captured ships are useful both for learning about the enemy, and for use in one's own fleet. After being carefully studied, captured ships are modified to the capturing player's technology and used in that fleet. If a ship is captured, that ship must immediately be taken back to the nearest starbase. The ship may only move, all its weapons systems are inoperative. The ship must then spend one full turn at the starbase while it is examined by scientists. The following turn only, "1" is added to all combat die rolls (including attempted capture) against the race which the ship was captured from. The ship may then be repaired (see (16.22)) at double the normal cost and used in that player's fleet. All of the ship's factors remain the same. Thereafter it is treated in all respects like any other ship in that player's fleet.

#### (15.3) SELF DESTRUCTION

In desperate situations a player may attempt to have one of his ships self destruct to cause a large amount of damage with a suicide attack, or to prevent capture. At the beginning of any combat round a player may announce that a ship is self destructing. If no enemy boarding parties are aboard the ship, the attempt is automatically successful. If enemy boarding parties are aboard, roll one die. If the result is a "1-5", the ship self destructs. If a "6" is rolled, the ship may not self destruct

**that turn.** Any turn in which self destruction is unsuccessful, that ship may not perform any action such as fire or disengagement.

When a ship self destructs, that ship is destroyed and all enemy boarding parties on board are killed. Other ships in the same combat box may be damaged as well. To determine damage to other ships, add the current attack strength and movement value, this is the self destruct potential. For damage die rolls as a result of self destruction use this potential as the attack strength of the firing ship on the CRT. Roll a die. If the result rolled is a "1" or "2" the ship is attacked by the full self destruct potential. If the result is a "3" or "4", the ship is attacked by one half (rounded down) of the potential. If the result is a "5" or "6", there is no effect. Roll one die for each ship in the combat box regardless of whether it is enemy or friendly. Self destruction takes place before boarding.

## **(16.0) ECONOMICS AND REPAIR**

There are two economics systems. The first is a very simple system requiring very little paperwork but providing no system for replacement of destroyed ships. The second system is much more complex and requires more paperwork, but it includes economics and replacement.

### **(16.1) SIMPLE REPAIR SYSTEM**

Damaged ships may be repaired at either a starbase or FRD. The rules for FRD's are listed below. To repair a ship at a starbase, the ship must start the turn docked inside that starbase. The ship must spend that entire turn docked inside. At the beginning of the next turn the ship is fully repaired (flipped back over to the undamaged side) and may leave the starbase. Up to three ships may be repaired in each starbase at a time. When a carrier is repaired at a starbase, it may replenish its supply of fighters up to the maximum it may carry.

### **(16.2) ADVANCED ECONOMICS**

This economics system provides for using the solar systems as the basis for income. An extra step must be added to the sequence of play. Starting on turn three, and every second turn thereafter, add an Economics Phase. At the start of each Economics Phase, each player counts the number of solar systems he controls. He receives two Economics Points (EP's) for each system. He writes down this total on a piece of scratch paper. Every time he spends EP's for one of the items listed below, he subtracts that number from his current total. The amount of EP's a player has is accumulated from phase to phase so he may save them for future use.

**(16.21)** Economics Points have several uses. They may be used to repair damaged ships, replace destroyed ones, or "buying" Pirate mercenaries. The cost of purchasing mercenaries is given under the Orion Pirate rules (19.0). All economics are conducted in the Record Keeping Phase of that player's turn.

**(16.22)** Unlike the system given above, repairing ships takes money. A ship may be repaired in a starbase, or a FRD. It costs nothing to repair a ship in a FRD. To repair a ship in a starbase, use the procedure listed above. However, one EP must be spent per point of difference of the defense value in the damaged level and the undamaged level. This must be spent at the time the damaged ship enters the starbase.

**(16.23)** Ships destroyed in combat may be replaced using this system. A ship may be built at a starbase or a race's home system. To build a ship, the player must designate where that ship is going to be built. If that starbase or system is destroyed, the ship is destroyed and the money used to build it is lost. After designating the location, the player must immediately spend two EP's per defense strength point of the ship being built. It takes two turns to build a ship. At the start of the record keeping phase two turns after the money is spent, the ship is placed on the starbase or system where it was built. Starbases, FRD's, or bases cannot be replaced. A ship may only be built to

replace a damaged ship. The number of ships a race has may never exceed the number of ships he had at the start of the scenario plus the number of captured ships he still has. Captured ships may not be replaced once destroyed. Up to three ships at a time may be built in each system or starbase. Destroyed fighters must be rebuilt just as any other unit. However, there must be a carrier for them to be placed on. Fighters take only one turn to produce.

**(16.24)** EP's may be loaned from one race to another.

### **(17.0) FLEET REPAIR DOCKS (FRD'S)**

The FRD is the fleet's mobile drydock, capable of repairing heavily damaged ships in short periods of time. A FRD may repair a ship totally in four combat rounds. A ship being repaired inside a FRD cannot move or fire and is destroyed if it is docked inside the FRD when the FRD is destroyed. Any ships in the same hex as a FRD at the end of a player's turn are automatically repaired. A FRD may fire while it is repairing a ship.

**(17.1)** The FRD has no warp power and may therefore not move on its own. The FRD may be towed by any two starships at a speed not greater than three or the maximum speed of the slowest towing ship. A FRD (or any other ships being towed) may not disengage.

**(17.2)** A damaged FRD may never be repaired or replaced.

### **(18.0) FEDERATION SCOUTS**

The Federation's scouts are the only ships in the game which carried large amounts of science instruments. As such it has special rules to cover the use of these in the game.

#### **(18.1) LONG RANGE SCANNERS**

Part of the scout's instruments are special long range scanners. To reflect the use of these, the scout and any ships stacked with it have their zone of control (6.1) increased to two hexes outward from the hex the scout occupies. When an enemy force enters the first hex of the scout's zone of control, then the scout's force may move one hex **toward** the enemy. The scout then still has the option of stopping that force if it moves again or using its full two hex zone of control against another enemy force.

#### **(18.2) ECM CAPABILITIES**

The other part of the scout's instrumentation is a large Electronic Counter Measures (ECM) capability. Whenever the scout is in combat, one is subtracted from all enemy combat die rolls in that hex whether the ships are firing at the scout or some other ship.

### **(19.0) ORION PIRATES**

The Orion pirate ships also have some special rules to govern their use. Orion pirates have no zone of control, nor may reactionary movement be executed against them. Systems may not fire against pirates unless there are friendly ships in the hex, or the pirates fire at the system. Pirates treat Orion as their home system in all respects, except that they receive no income from it. Captured ships must be taken to Orion for examination and repair. Orion ships may be repaired at Orion just as if it were a starbase.

If Orion is attacked at any time, ALL pirate ships must proceed there immediately by the shortest possible route to defend or recapture it. The pirates will then join the Federation in fighting whoever attacked Orion. (If there is an Orion player he must fight whoever attacked. If not, all pirate ships are immediately added to the Federation fleet and treated as part of that fleet. All pirating against the Federation and mercenary activities must stop until that race surrenders.) This rule does not apply when the Federation tries to re-capture Orion. The Federation may never attack Orion except to re-capture it.

**(19.01)** Pirate ships may never control a star system.

### (19.1) PIRATE ECONOMICS AND PIRACY

The Orion Pirates have no controlled systems, therefore, they must use piracy and smuggling to obtain funds. For each system (except Orion) that a pirate ship ends its movement on, the pirates receive one EP. Each system can only be visited once every other turn. If the pirates visit a system, that system is only worth one point to the controlling player that economics phase. Orion ships are repaired and rebuilt at Orion.

### (19.2) ORION MERCENARIES

(NO PIRATE PLAYER) Orion ships may be "bought" temporarily by another race. During a player's record keeping phase, he may attempt to buy mercenaries not already on the board or destroyed. The cost to buy a ship is one EP per CR, and two EP's per CA or SAL. These are then placed on any friendly system. A player may also buy mercenaries controlled by another player by paying one EP more for that ship than the other player is paying. These ships then move their full movement allowance in any direction the buying player wishes, but may not move onto any enemy ships, bases, or systems. Ships bought in one of these two manners are treated just like any other ships of the player's fleet with the following exceptions:

- 1) If they are the last friendly ships left in a battle, they will automatically attempt to disengage.
- 2) If any friendly ships attempt to disengage, the pirates will also attempt to disengage.
- 3) If the pirates are outnumbered in firepower more than 2-1 at any time in any battle they will attempt to disengage.

(WITH PIRATE PLAYER) If there is a pirate player, he will decide whether or not his ships can be bought and what the price of those ships will be. He may switch sides at any time, or pull out his ships when he desires. Any money paid in this manner is added to the pirates EP total. At any time in a battle the pirate player may declare that his ships are disengaging, or joining the other side. If there is a pirate player, another player may declare at any time during his turn that pirates are in his hex that he is attacking the pirates. His ships must end all movement and attack the pirates in his combat phase. (Note that this cannot be done if there are enemy ships also in the hex.) Note also that pirates ships may only move once per Game Turn, therefore if they move with another fleet during its movement phase they cannot move in their own movement phase.

### OPTIONAL RULES

The following rules are optional. Players may use any of them, if they wish to increase the realism, excitement or challenge of the game. Some of the rules are meant to recreate the situations set forth in STAR FLEET BATTLES, while others are simply meant to make the game more challenging.

### (20.0) OPTIONAL COMBAT RULES

The following rules are intended to alter or replace the Advanced Game combat rules.

### (20.1) COMBAT RANGE

Certain races are more effective at certain combat ranges. For instance the Federation's phasers are more effective than the Klingon's at longer ranges and the Hydrans are the deadliest at close range. To reflect this, combat is divided into ranges. The first round of the combat phase is at LONG range, the second round is at MEDIUM range, and all other rounds are at CLOSE range. Use the following table to determine adjustments to the CRT at the specified ranges.

RANGE	RACE	ADJUSTMENT
LONG	KLINGONS	-1
LONG	HYDRANS	-2
MEDIUM	HYDRANS	-1
CLOSE	HYDRANS	+1
CLOSE	ROMULANS	+1
CLOSE	GORNLS	+1

The "ADJUSTMENT" is the number added to or subtracted from the base die roll on the Combat Results Table. Base stations, Starbases, and FRD's ignore the combat ranges.

### (20.2) FREE COMBAT

"Free" combat allows concentration of a fleet's firepower on a ship or small group of ships in a fleet. Players will find when using this rule, however, that dreadnoughts, battletugs and cruisers will be destroyed early in the game, leaving fleets composed mainly of destroyers and frigates.

When using free combat, the Tactical Combat Display is not used. The non-phasing player lines up his ships on the table. The phasing player then allocates his ships to attack. Any number of ships may attack a single enemy ship, and other enemy ships may be completely ignored. The phasing player now lines up his ships and the non-phasing player designates his attacks. Combat is still simultaneous, so any ships damaged or destroyed by the attacking player may still fire in this round. Ships may still split fire. No ship may be held in reserve and any number of ships may fire at a base or starbase. Combat continues until one side is destroyed or disengages.

### (21.0) ROMULAN SPECIAL WEAPONS

#### (21.1) MAULER

The Mauler is essentially a ship built around the outside of a weapon. Large numbers of batteries power the weapon which can be fired several times at partial power or once at full power. It can also fire with incredible firepower by putting in all its power into the weapon. This damages the ship, however. To reflect these two situations, two separate rules are used.

(21.11) The Mauler may elect to fire every other combat round at twice its current combat strength. This will give the Mauler the chance to damage large ships with a single shot, but will expose the Mauler to counter fire while it is recharging. The Mauler may fire the first combat round and recharge the second or vice-versa.

(21.12) The Mauler may elect to perform a "suicide" attack and thus fire at triple its current combat strength. The player owning the Mauler simply declares it is conducting a suicide attack. It may then fire at triple strength that round only. After doing so it is immediately damaged (or destroyed if already damaged) and may not fire in the next combat round.

#### (21.2) CLOAKING DEVICE

Romulan ships are equipped with a cloaking device which hides their ships from enemy sensors. At the start of any round, the Romulan may declare any ships to have their cloaking devices up. Any ships with an operating cloaking device may not fire and ships firing at it have 5 subtracted from their die roll. A ship facing a cloaked ship is no longer considered engaged and may withdraw that round to another box or to the reserve. A cloaked ship may automatically disengage. Once a Romulan ship has been captured and examined by another player, the cloaking device may no longer be used against that player.

#### (21.3) WARBIRD

Ten of the Romulan War Eagles are actually the older Warbird class ships. Warbirds are actually War Eagles before they are converted to warp power. The Romulans are converting them to War Eagles at about two per year. To use the Warbirds, decrease the War Eagle combat rating by two and decrease their speed to zero. Warbirds must be towed into battle (same as a FRD). The Romulan player may upgrade one Warbird

per turn in any scenario by moving it onto a Starbase or system and leaving it there for one full turn.

## (22.0) KLINGON MUTINY

The Klingons have suppressed several sentient races in their rise to power. Many of these races are used in Klingon starship crews. Sixty percent of all Klingon crews are non-Klingon. The Klingon crews are repressed by Klingon security forces, but will rebel the first chance they get. To reflect this, whenever a Klingon ship is first damaged, roll two dice. On a roll of "11" or "12", the ship mutinies and immediately surrenders (it is treated as a captured ship). The ship is considered to have a boarding party defense factor of "2" for the purposes of recapture by the Klingons.

Whenever a Klingon solar system (other than KLINGON) is attacked, roll two dice, on a roll of "12", the system's intrinsic value is destroyed by the planet's population and may not be used.

## (23.0) ADVANCED GAME SCENARIOS (TWO PLAYERS)

The period from 169 to 184 was the bloodiest time the galaxy had known since the Mind Control Wars of -232. It was during this fifteen year period that the First Intra-Galactic War was fought. The Organians mysteriously disappeared in 171 opening the way for the Klingons to declare war on the Federation. The First Intra-Galactic War saw the destruction of the majority of the battle-fleets of all major races. The Klingons and Romulans reached their height in this period against the combined fleets of the Federation, Kzintis, and Gorns. The Hydrans were also involved in the battle against the Klingons and later the Tholians entered the war after being attacked by the Klingons and Romulans. It was during this period and the time immediately following that the Orion Pirates reached their height. The Orions used an unprecedented number of ships against the Federation until the end of the war when they began raiding both sides. The Organians returned in 185 and ended the war. They gave no explanation for their absence.

Before play, players should determine which, if any, optional rules will be used and whether or not they will use pirate mercenaries; also, which economics system will be used.

In each of the following scenarios, the ships of a race may not enter a Neutral Zone or the space of a race not involved unless specified by the scenario. The Player who moves first is designated in the Initial Setup. The player who moves first sets up last.

## (13.1) REVISED BASIC GAME SCENARIOS

**(23.11) THE THOLIAN INCIDENT** — same as the basic game but using the advanced rules. If using the Advanced Economics, the Tholians start with 15 EP.

**(23.12) THE FIFTH KLINGO-KZINTI WAR** — same as the basic game but using advanced rules.

## (23.2) ASSAULT ON THE HYDRANS 170-172

The Hydrans actually declared war on the Klingons in 169, but a majority of their fleet was devoted to attacking the Lyrans to relieve some of the pressure on the Kzinti border. After dealing the Kzintis a crushing blow at the Battle of Zursk and thus freeing their reserve, the Klingons began a major assault on the Hydrans. They hoped to crush the Hydrans quickly and free all those ships for an assault on the Federation. The Hydrans were cut off from the rest of the Galaxy and therefore they were unaware of the Kzinti defeat. One of their major objectives of the Xxann campaign was to breakthrough to Kzin with a plea for help.

NUMBER OF PLAYERS: 2

INITIAL SETUP: Use Fleet Organization Charts. The Klingon 1st Reserve was destroyed in the battle with the Kzintis and has not yet been rebuilt. The 1st Reserve is not placed on the board. Klingons move first.

LENGTH OF SCENARIO: 5 Turns

SPECIAL RULES: The Hydrans tried to contact the Kzintis to get help. To do this, a fleet was sent to break through Klingon space to Kzin. If the Hydrans get at least one ship into Kzinti space, they score 20 VP.

VICTORY

CONDITIONS:

The Klingons score 2 Victory Points for each Hydran system held at the end of the game, 5 VP if the Hydran starbase is destroyed, 5 VP if HYDRA is captured, and an additional 10 VP if HYDRA is held at the end of the game. The Hydrans score 3 VP for each Klingon system held at the end of the game, and 5 VP for each Klingon starbase destroyed. The player with the higher point total wins.

## (23.3) ENTER THE FEDERATION 171-175

After weakening the Kzintis and Hydrans so there were, for the time being, no longer a threat, the Klingons turned their military might against their most hated enemy, the Federation. With the disappearance of the Organians, the Klingons decided to destroy the Federation once and for all, and to decide galactic supremacy for the next five hundred years. The Klingons moved to occupy BABYLON and DLITHM, testing the Federation's response. The Federation responded by mobilizing their fleets and ordering the Klingons out of the Neutral Zone. The Klingons in turn responded by attacking the Federation's border fleet. The war the Federation had expected and feared had begun.

NUMBER OF PLAYERS: 2

INITIAL SETUP: Use Fleet Organization Charts. Any ships of the Klingon's Federation Border Fleet may set up on BABYLON or DLITHM. Part of the Klingon fleet was still damaged from the Kzinti and Hydran campaigns. The Kzinti border fleet is composed of 1xC8, 2xD7, 2xD6, 3xF5, 1xE4. The Hydran border fleet is composed of 1xD7, 2xD6, 1xF5, 1xE4. Klingons move first.

LENGTH OF SCENARIO: 9 Turns

SPECIAL RULES: NONE

VICTORY

CONDITIONS:

The Klingon player scores 1VP for each Federation system held at the end of the game and 2 VP for each starbase destroyed. The Federation player receives 1 VP for each Klingon system held at the end of the game, 2 VP for each starbase destroyed, and an additional 10 VP if no Klingon ships are in the Neutral Zone or Federation space at the end of the game.

## (23.4) THE ROMULANS STRIKE 173-174

The Federation was straining to keep the Klingons at bay, even with the aid of the Kzintis, when the Klingons convinced the Romulans to hit the Federation from behind. The Romulans were coming and they were bent on revenge. This time the

Federation had no warning. Romulan warships swarmed across the Neutral Zone and dashed deep into Federation space. The Imperial Romulan Falcon, the symbol of the Romulan Empire, once again was raised over several Federation worlds.

**NUMBER OF PLAYERS:** 2

**INITIAL SETUP:** Use the Fleet Organization Charts. The Federation must set up all ships designated for use against the Klingons on the Klingon border. These may not be moved. (Note that this will leave the Federation fewer ships with which to fight the Romulans) Romulans move first.

**LENGTH OF SCENARIO:** 8 turns

**SPECIAL RULES:** The Federation player receives the entire Gorn fleet at the start of turn three. If the Romulans attack the Gorns before turn three, they are released at that time.

**VICTORY CONDITIONS:** The Romulans win if they hold five Gorn and Federation systems simultaneously at the end of the Federation Player's turn. The Federation player wins if he holds either Romulus or Remus at the end of the Romulans player's turn.

### (23.5) THE FIRST INTRA-GALACTIC WAR 169-185

The First Intra-Galactic War Scenario covers the entire war from the Kzinti attack on the Klingons to the return of the Organians in 185. The scenario is listed as two player, but up to eight people may play, one controlling each race.

**NUMBER OF PLAYERS:** 2

**INITIAL SETUP:** Use the Fleet Organization Charts. The Klingon player moves first but may not leave Klingon Territory.

**LENGTH OF SCENARIO:** 32 Turns

**SPECIAL RULES:** The scenario starts with the Klingons and Kzintis at war. The Federation's fleet is released to the Kzinti player on turn 5. The Romulan Fleet is released to the Klingon player on turn 8. The Gorn fleet is released to the Kzin-Fed player on turn 10. The Klingon-Romulan player controls the Orion Pirates starting on turn 10 (The Pirates may be set up anywhere outside of enemy Zone of Control at the start of turn 10.) The Tholian Fleet is released to the Fed-Kzin-Gorn player on turn 15, but Federation ships may not enter Tholian space. Gorns and Kzintis may do so. The Hydran Fleet is released only when the Klingons attack it. (They were too busy with the Lyrans to commit many forces to the Klingon campaign.) The Advanced Economics rules should be used.

**VICTORY CONDITIONS:** The Alliance (Fed-Kzin-Gorn-Thol) Player must force the surrender (see surrender rules below in multi-player rules) of both the Klingons and the Romulans by the end of Turn 32. The Coalition (Klin-Rom) Player must capture and hold five of the Alliance's Home systems simultaneously at the end of an Alliance Player Player Turn. If neither player fulfills these Victory conditions by the end of turn 32, the game is a draw.

### (23.6) THE PIRATES OF ORION

In the war-torn galaxy following the bloody Intra-Galactic War, the Orion Pirates reigned supreme. The various governments could spare few ships to track down the pirates who were raiding their convoys and the smugglers who ran drugs and slaves and arms.

**NUMBER OF PLAYERS:** 2

**INITIAL SETUP:** FEDERATION: 1xCC, 5xCA, 2xCL, 5xDD, 1xSC;  
KLINGON: 3xD7, 3xD6, 3xF5, 4xE4;  
KZINTI: 1xCVL, 2xCV#, 3xCS, 2xCL, 4xFF;  
ROMULAN: 2xKR, 7xWE, 2xKF5R;  
GORN: 2xCA, 3xCL, 4xDD;  
Set up anywhere in their own territory.  
ORIONS: 2xSAL, 4xCA, 6xCR  
Set up anywhere outside of enemy ship's ZOC.

**LENGTH OF SCENARIO:** 8 Turns

**SPECIAL RULES:** The ships of the various races may never leave their territory. The stacking limit is reduced in this scenario to three.

**VICTORY CONDITIONS:** The pirate player wins if he can accumulate 50 EP's by the end of the game. Any other result is a victory for the Government player.

### (24.0) ADVANCED GAME SCENARIOS (MULTI-PLAYER)

The following is a list of possible multi-player scenarios. The list is by no means complete as the players may create any scenario they wish. The order given on the Player Combination Chart is the order of setup and movement. The setup is always as per the Fleet Organization Charts.

The players will note that the victory conditions given for some races in some scenarios may "overlap". If players are using the alliances set forth in the game, if one of the two players holds a system, it is held by that "side" and both players control it equally and thus the side wins. Alternatively, the race to reach the system first controls it and the other player must use something other than military force to gain the system. This option makes it somewhat easier for the "other" player to win. (i.e. the Klingons in scenarios 3-1.) Players may also wish to experiment with "free-for-alls" in which the restrictions on fleet use against the various races is ignored and each player is simply trying to eliminate the others. The six, seven, and eight player scenarios are recommended for this.

Several scenarios list the surrender of the enemy as the victory conditions. A race surrenders when:

- 1) It has no fleet units on the board (units under construction do not apply,) or
- 2) The home system and at least two-thirds of all friendly systems (rounded up) are controlled by the enemy at the end of that player's Player Turn, or
- 3) The home system and at least half of all friendly systems (rounded up) are controlled by the enemy at the end of that player's Player Turn, ALL that player's starbases have been destroyed, and half (rounded up) of that player's fleet has been destroyed and not replaced.

Even if surrender is not specified as one of the victory conditions, a race still surrenders if all the above conditions are met.

## PLAYER COMBINATION CHART

- 2 PLAYER I: KLINGON PLAYER (KLINGONS)  
ALLIANCE PLAYER (FEDERATION,  
KZINTI)
- 2 PLAYER II: KLINGON PLAYER (KLINGONS)  
ALLIANCE PLAYER (KZINTIS,  
HYDRANS)
- 2 PLAYER III: KLINGON PLAYER (KLINGONS)  
ALLIANCE PLAYER (FEDERATION,  
HYDRANS, KZINTI)
- 2 PLAYER IV: ROMULAN PLAYER (ROMULANS)  
ALLIANCE PLAYER (GORNS,  
FEDERATION)
- 2 PLAYER V: COALITION PLAYER (KLINGONS,  
ROMULANS)  
ALLIANCE PLAYER (FEDERATION,  
KZINTIS, GORNS)
- 3 PLAYER I: KLINGON PLAYER (KLINGONS)  
FEDERATION PLAYER (FEDERATION)  
KZINTI PLAYER (KZINTIS)
- 3 PLAYER II: KLINGON PLAYER (KLINGONS)  
KZINTI PLAYER (KZINTIS)  
HYDRAN PLAYER (HYDRANS)
- 3 PLAYER III: ROMULAN PLAYER (ROMULANS)  
FEDERATION PLAYER (FEDERATION)  
GORN PLAYER (GORNS)
- 3 PLAYER IV: COALITION PLAYER (KLINGONS,  
ROMULANS)  
ALLIANCE PLAYER (FEDERATION,  
KZINTIS, GORNS)  
PIRATE PLAYER (ORIONS)
- 4 PLAYER I: KLINGON PLAYER (KLINGONS)  
FEDERATION PLAYER (FEDERATION)  
KZINTI PLAYER (KZINTI)  
HYDRAN PLAYER (HYDRANS)
- 4 PLAYER II: COALITION PLAYER (KLINGONS,  
ROMULANS)  
ALLIANCE PLAYER (FEDERATION,  
GORNS)  
KZINTI PLAYER (KZINTIS)  
PIRATE PLAYER (ORIONS)
- 4 PLAYER III: KLINGON PLAYER (KLINGONS)  
ROMULAN PLAYER (ROMULANS)  
ALLIANCE PLAYER (FEDERATION,  
GORNS)  
KZINTI PLAYER (KZINTIS)
- 5 PLAYER I: KLINGON PLAYER (KLINGONS)  
FEDERATION PLAYER (FEDERATION)  
KZINTI PLAYER (KZINTIS)  
HYDRAN PLAYER (HYDRANS)  
THOLIAN PLAYER (THOLIANS)
- 5 PLAYER II: KLINGON PLAYER (KLINGONS)  
FEDERATION PLAYER (FEDERATION)  
KZINTI PLAYER (KZINTIS)  
HYDRAN PLAYER (HYDRANS)  
PIRATE PLAYER (ORIONS)
- 5 PLAYER III: KLINGON PLAYER (KLINGONS)  
ROMULAN PLAYER (ROMULANS)  
FEDERATION PLAYER (FEDERATION)  
KZINTI PLAYER (KZINTIS)  
GORN PLAYER (GORNS)

- 6 PLAYER I: FEDERATION PLAYER (FEDERATION)  
KLINGON PLAYER (KLINGONS)  
KZINTI PLAYER (KZINTIS)  
ROMULAN PLAYER (ROMULANS)  
GORN PLAYER (GORNS)  
PIRATE PLAYER (ORIONS)
- 6 PLAYER II: FEDERATION PLAYER (FEDERATION)  
KLINGON PLAYER (KLINGONS)  
KZINTI PLAYER (KZINTIS)  
HYDRAN PLAYER (HYDRANS)  
ROMULAN PLAYER (ROMULANS)  
GORN PLAYER (GORNS)
- 7 PLAYER I: FEDERATION PLAYER (FEDERATION)  
KLINGON PLAYER (KLINGONS)  
KZINTI PLAYER (KZINTIS)  
HYDRAN PLAYER (HYDRANS)  
ROMULAN PLAYER (ROMULANS)  
GORN PLAYER (GORNS)  
PIRATE PLAYER (ORIONS)
- 8 PLAYER I: FEDERATION PLAYER (FEDERATION)  
KLINGON PLAYER (KLINGONS)  
KZINTI PLAYER (KZINTIS)  
HYDRAN PLAYER (HYDRANS)  
ROMULAN PLAYER (ROMULANS)  
GORN PLAYER (GORNS)  
THOLIAN PLAYER (THOLIANS)  
PIRATE PLAYER (ORIONS)

## VICTORY CONDITIONS

- 2 PLAYER I: The alliance player must force the Klingon player to surrender by the end of turn 7. Any other result is a Klingon Victory.
- 2 PLAYER II: The alliance player must control at least half (rounded up) of all Klingon systems by the end of turn 7. Any other result is a Klingon Victory.
- 2 PLAYER III: The alliance player must hold ALL Klingon systems by the end of turn 7.
- 2 PLAYER IV: The alliance player must force the Romulan player to surrender by the end of turn 6. Any other result is a Romulan Victory.
- 2 PLAYER V: The alliance player must force the surrender of BOTH the Klingons and Romulans by the end of turn 8. Any other result is a coalition victory.
- 3 PLAYER I: The Kzinti player must control FARLIN, GORMIL, KLINGON, and BCRADN. The Federation Player must control GORMIL, ARDAN, KLINGON, BORILL, and ANDAR. If neither player controls all his objectives at the end of turn 10, the Klingon player wins.
- 3 PLAYER II: The Kzinti player must control FARLIN, GORMIL, and BCRADN. The Hydran player must control BCRADN, XXANN, BORILL, and ZOOMAR. The Klingon player must control ZURSK, KARN, ORAX, and ALCREDENZA. If none of the players controls all his objectives at the end of turn 10, the game is a draw.
- 3 PLAYER III: The Romulan player must control PELIONE, ALTASAR, SARMANIX, and XOCLIW. The Gorn player must control ASTRA, MARCUS, and AUGUSTA. The Federation player must control MARCUS, AUGUSTA, and AURELLIUS. If no player controls all his objectives at the end of turn 8, the game is a draw.

3 **PLAYER IV:** The Coalition player must control force the surrender of one of Alliance player's races. The Alliance player must force the surrender of both the Coalition player's races. The Pirates must accumulate 200 EP. If no player satisfies his victory conditions by turn 20, the game is a draw.

4 **PLAYER I:** The Federation player must control GORMIL, ARDAN, BORILL, ANDAR, NAPAUN, SMARBA, and MORIAS. The Kzinti player must control FARLIN, GORMIL, ARDAN, BCRADN, and KLINGON. The Hydran player must control BCRADN, XXANN, BORILL, ZOOMAR and MORIAS. If none of these players holds all their objectives at the end of turn 15, the Klingons win.

4 **PLAYER II:** The coalition player must control ZURSK, KARN, ZAAHM, GHAR, TELLUS, PELIONE, ALTASAR, SARMANIX, and XOCLIW. The Alliance player must control FARLIN, GORMIL, and ARDAN; and he must force the surrender of the Romulans. The Kzintis must control FARLIN, GORMIL, ARDAN, and BCRADN and must destroy Klingon Starbase I. If no other player holds all his required systems and meets all his other victory requirements at the end of the tenth turn, the Orion player wins.

4 **PLAYER III:** The Klingon player must control ZURSK, KARN, GHAR, PROCYON, TELLUS and SALAYNA. The Romulan player must control TEMIR, PELIONE, SALAYNA, ALTASAR and CORYPHIRE. The Alliance player must force the surrender of the Romulans and capture GORMIL and ARDAN. The Kzinti player must destroy Klingon Starbase I and control FARLIN, GORMIL, and BCRADN. If no one completes his victory conditions at the end of turn ten, the game is a draw.

5 **PLAYER I:** The Federation player must control SMARBA, NAPAUN, ANDAR, BORILL, ARDAN, and GORMIL. The Kzinti player must control GORMIL, BCRADN and FARLIN and destroy Klingon Starbase I. The Hydran player must control BCRADN, XXANN, BORILL, ZOOMAR, and MORIAS. The Tholian player must control SMARBA, NAPAUN, and MORIAS. If no other player controls all his objectives and completes all his victory conditions at the end of turn ten, the Klingon player wins.

5 **PLAYER II:** The Klingon player must control KLINGON, ARDAN, BCRADN, and XXANN. The Federation player must control GORMIL, ARDAN, BORILL, ANDAR, NAPAUN and SMARBA. The Hydran player must control BCRADN, XXANN, BORILL, and ZOOMAR. The Kzinti player must destroy Klingon Starbase I and control FARLIN, GORMIL, and BCRADN. If no player holds all his required systems and meets all his Victory conditions, the Pirate player wins.

5 **PLAYER III:** The Klingon player must control ZURSK, KARN, ZAAHM, GHAR, TELLUS and SALAYNA. The Romulan player must control SALAYNA, PELIONE, ALTASAR, SARMANIX, and XOCLIW. The Federation player must control MARCUS, AUGUSTUS, AURELLIUS, GORMIL, ARDAN, and ANDAR. The Gorn player must control ASTRA, MARCUS and AUGUSTUS. The Kzinti player must control GORMIL, FARLIN, and BCRADN. If no player controls all his objective systems by the end of turn twelve, the game is a draw.

6 **PLAYER I:** The Federation player must control GORMIL, BORILL, ANDAR, NAPAUN, SMARBA, AURELLIUS, AUGUSTUS, and MARCUS. The Klingon player must control ZURSK, KARN, GHAR, PROCYON, SALAYNA, and TELLUS. The Kzinti player must control FARLIN, BCRADN, and GORMIL and must destroy Klingon Starbase I. The Romulan player must control SALAYNA, PELIONE, ALTASAR and SARMANIX. The Gorn player must control ASTRA, and MARCUS, and must destroy Romulan Starbase II. If no player conquers all his objectives by turn twelve, the Pirate player wins.

6 **PLAYER II:** The Federation player must control GORMIL, BORILL, ANDAR, NAPAUN, SMARBA, MARCUS, AUGUSTUS, and AURELLIUS. The Klingon player must control ZURSK, KARN, GHAR, PROCYON, SALAYNA, and TELLUS. The Kzinti player must control FARLIN, BCRADN, and GORMIL and destroy Klingon Starbase I. The Hydran player must control BCRADN, XXANN, BORILL, ZOOMAR, and MORIAS. The Romulan player must control SALAYNA, PELIONE, ALTASAR, and SARMANIX. The Gorn player must control ASTRA and MARCUS and must destroy Romulan Starbase II. If no player controls all his objectives at the end of turn twenty, the game is a draw.

7 **PLAYER I:** Use the same victory conditions as the 6 **PLAYER II**, but the pirate player wins if no one accomplishes his objectives.

8 **PLAYER I:** Use the same victory conditions as the 7 **PLAYER I**, but the Tholian player wins if he controls MORIAS, NAPAUN, SMARBA, and AURELLIUS.

#### **(24.1) DEATH OF THE FEDERATION**

The Federation was the only true Democratic government in the known galaxy. Most of the other races of the time expected the Federation to either turn eventually to a dictatorship, or break up into several separate governments. This scenario represents the "land grab" following the breakup of the Federation.

**NUMBER OF PLAYERS:** 4 (Klingons, Kzintis, Romulans, Gorns)

**INITIAL SETUP:** Use the Fleet Organization Chart

**LENGTH OF SCENARIO:** 15 Turns

**SPECIAL RULES:** The Klingons may use all forces designated for use against the Kzintis and Federation. The Kzintis may use all forces designated for use against the Klingons and the Federation. The Gorns may use all their forces. The Federation Starbases and base stations are inactive and the Federation systems have no intrinsic defense value. the movement order is Klingons, Kzintis, Romulans, and Gorns.

**VICTORY CONDITIONS:** At the end of the fifteenth turn, each player counts up the number of systems he holds and subtracts the number he started with. The player with the highest total is the winner.

**OPTIONAL RULE:** (5 players) Place the Federation Home and Exploration fleets on or within two hexes of SOL, VULCAN, or SFHQ. This fleet should be played by a fifth player who moves last. Starbase III and SFHQ are active and controlled by the Federation player.

### (24.2) THE KLINGON CIVIL WAR

The Klingon Empire is always on the verge of civil war. Every Klingon Fleet Admiral fancies himself the next emperor. This scenario represents the power struggle after the death of the Klingon ruler. One admiral is backed by the Kzintis, the other by the Hydrans. Players will note that this is a difficult scenario to play because there are Klingon forces on both sides.

**NUMBER OF PLAYERS:** 2

**INITIAL SETUP:** Use the Fleet Organization charts. The Hydrans move first.

**LENGTH OF SCENARIO:** 10 Turns

**SPECIAL RULES:** Klingon starbases and base stations are neutral. Klingon Systems have no intrinsic defense value. The Kzinti player may use the Kzinti's 2nd Fleet and the Klingon's Kzinti Border Fleet and 1st Reserve Fleet. The Hydran player may use the Hydran Fleet and the Klingon's Hydran Border Fleet and 2nd Reserve Fleet. The Klingon's Federation and Tholian fleets are neutral.

**VICTORY CONDITIONS:** The player who controls KLINGON at the end of the game is the winner.

### (24.3) THE CAMPAIGN GAME

This scenario ignores all treaties and alliances except those the players make in the course of the game and also ignores the Fleet Organization Charts. Each player controls a different race. Treachery and backstabbing are common. The secret and variable victory conditions make it difficult to know who is winning until the end of the game. Players should use Advanced Economics.

**NUMBER OF PLAYERS:** 8

**INITIAL SETUP:** Fleets may be setup anywhere in the owning player's territory.

**LENGTH OF SCENARIO:** 30 Turns

**SPECIAL RULES:** The Fleet Organization Charts are NOT used. The Race Surrender and Advanced Economic rules should be used.

**VICTORY CONDITIONS:** At the end of turn 30, count up the number of star systems each player controls and divide by the number he started with. The player with the highest ratio wins.

### LINK TO STAR FLEET BATTLES

**(25.0)** The game FEDERATION SPACE is based on the universe created by STAR FLEET BATTLES. Therefore, the two games are compatible. FEDERATION SPACE may be used as the strategic map to record movement and STAR FLEET BATTLES used to resolve combat on the tactical level.

To use STARFLEET as the tactical combat system, use these rules as they are until ships have entered the same hex and are ready to begin combat. Then, get out your STAR FLEET BATTLES game. Get out the SSD's for all the ships on each side. The phasing player sets up his ships on any hexes of hex row 01xx. The non-phasing player sets up his ships on any hexes of hex row 42xx. If a battle has a system, starbase, or base in it, set this up in hex 2216 and all friendly ships set up

within 5 hexes. If the battle has a system in it, set up a planet with two ground bases (use base stations as per STAR FLEET rule (72.0) with one on each side of the planet.) If a system and starbase are both present, set up both in the same hex. All ships start with weapons armed. Ships may be repaired with damage control during the record keeping phase of the FEDERATION SPACE turn, with any unreparable damage repaired at starbases or FRD's. Any ships which disengage are placed in an adjacent hex using the FEDERATION SPACE procedure.

Players will note that Federation Space includes three ships (the Federation CV, the Gorn DN, and the Hydran P) and Federation fighters which are not included in STAR FLEET and EXPANSION #1. These ships are from the Second Expansion which will be released in 1982. Until players are able to obtain this expansion, they may ignore these ships or design those of their own until the second expansion is available.

### (26.0) PLAYER'S NOTES

There are as many strategies to FEDERATION SPACE as there are players. The important thing is to bring the significant portion of your fleet to the decisive point in the battle. Try to overwhelm the enemy wherever possible. With the combat system as it is, every ship is important. Several times players will find themselves trying to scrape together a fleet from damaged ships, frigates, and destroyers. This is not to say that a player should shy away from battle. If you run every time, the enemy is going to take your systems and break your economy. A few words on defense. Keep your fleets together, don't let your enemy crush you piecemeal. Build your defense around strong points: starbases, base stations, and systems. Don't let your enemy draw you off your defensive positions so he can bypass your bases. Remember that a fleet of small ships can tie down a large force for an entire movement phase by moving in with them and then attempting to disengage when the real battle starts. You'll lose ships, but your enemy will lose valuable time. Always keep a couple ships in reserve just behind your lines to stop any ships that breakthrough. Also, don't let your opponent open a hole in your defense by drawing your forces off with a "fake" force while his heavy ships dash through your lines and attack your rear areas. Finally, be prepared to take the initiative away from your opponent wherever possible by slipping a few ships into his territory. He'll have to divert valuable ships from the fight to track you down.

Notes for the attacking player: The strategies for attack are more varied than those for the defense. You have to be ready to take advantage of every hole in the defender's lines. You have to be ready to change your plans with the changing situation. Be fluid, ready to shift the entire front if needed. Don't let your fleets get tied down in one area. Keep your opponent guessing. The attacker usually moves first, so use this to your advantage. Overwhelm the defender before he has the chance to get organized. A good trick is to send a group of small ships forward first. If the defender stops them, send your heavies through the hole they created. If he lets them go, they can do a lot of damage behind his lines. Also try to lure the defender into battle where you have the advantage. If you lure him into a hex with your base, you have the advantage. But always make sure you don't get too aggressive. If you charge straight through his lines and leave nothing behind, he'll be more than happy to go take your systems while you're too far behind to stop him.

These are just some suggestions on strategy which you can use or ignore. In some games the roll of attacker and defender will shift so often there is no time to develop a "set" strategy. One final word, if you find a scenario unbalanced or too easy, CHANGE IT. These rules aren't set down on stone tablets, feel free to change or experiment.

### (27.0) DESIGNER'S NOTES

When it was decided that the design work of FEDERATION SPACE was to be done "in house" by the Task Force staff (rather than by the designer of STAR FLEET BATTLES), I





# STAR FLEET COMMANDER

You are the Commander of a huge and powerful Star Fleet from one of the galaxy's eight major space-faring races. You must use diplomacy, cunning, and military might to hold your race's position as one of the dominant forces in the galaxy. Tactical and strategic skills are tested to the limit as you try to out-guess and out-maneuver your enemies, while watching your friends and allies to keep them from turning on you. The fleets are deployed, the alliances made, the battle lines drawn. Your survival, and the survival of your race, depends on your skill.

**FEDERATION SPACE** is a science fiction game for two to eight players depicting the battles for Galactic Supremacy fought by the eight major races introduced in **STAR FLEET BATTLES** and **STAR FLEET BATTLES EXPANSION #1**. Players maneuver huge fleets in an attempt to destroy opposing fleets and conquer key planets. The battle fleets of the Federation, Klingons, Romulans, Kzintis, Gorns, Hydrans, Tholians and Pirates of Orion are depicted on a ship-by-ship basis instead of as abstracted fleet units. A simple, yet realistic tactical combat system recreates the excitement of space combat with a simple two-step reduction system. The comprehensive rules include Basic and Advanced rules, as well as several Optional rules which add to the realism and excitement of the game. Also included are Fleet Organization Charts, a short history and background of each race, a list of the major Treaties and Alliances, and a complete economics and repair system. Seven scenarios provide a history of the latest series of wars fought by these races and two other scenarios cover the hypothetical Klingon Rebellion and Death of the Federation. Complete rules are also provided for nineteen other scenarios including an eight player "Free for All" and a campaign game.

With **FEDERATION SPACE** you get:

- 432 full-color, back-printed playing pieces
- A 20x24 inch strategic map covering the area of the galaxy occupied by the eight races
- Complete charts and tables for easy reference
- Complete rules of play

## FEDERATION SPACE

- 28 scenarios for 2-8 players and a campaign game
- Playing Time: One to Two hours
- Complexity: Fairly Easy to Moderate
- Designer: Stephen G. Wilcox

5005

## STRATEGIC STAR FLEET BATTLES

**FEDERATION SPACE** is the third in the **STAR FLEET BATTLES** series of games. Although a complete game in its own right, **FEDERATION SPACE** may be combined with **STAR FLEET BATTLES** and **STAR FLEET BATTLES EXPANSION #1** to recreate the entire scope of intra-galactic war on the strategic and tactical levels. **FEDERATION SPACE** includes the huge fleets of the Klingons, the powerful technology and economy of the Federation, the treachery of the Orion Pirates, the small but effective Gorn fleet, the Romulan's "special weapons," the secretive Tholians, and the Hydran and Kzinti massed fleets and fighters. Every ship of every race is included, as well as three new ship types. Complete rules cover the link between **STAR FLEET BATTLES** and **FEDERATION SPACE**. The resulting "super-game" is ideal for club play or just one-on-one. The entire Federation is before you. It's yours to control.



**(7.3) COMBAT RESULTS TABLE**

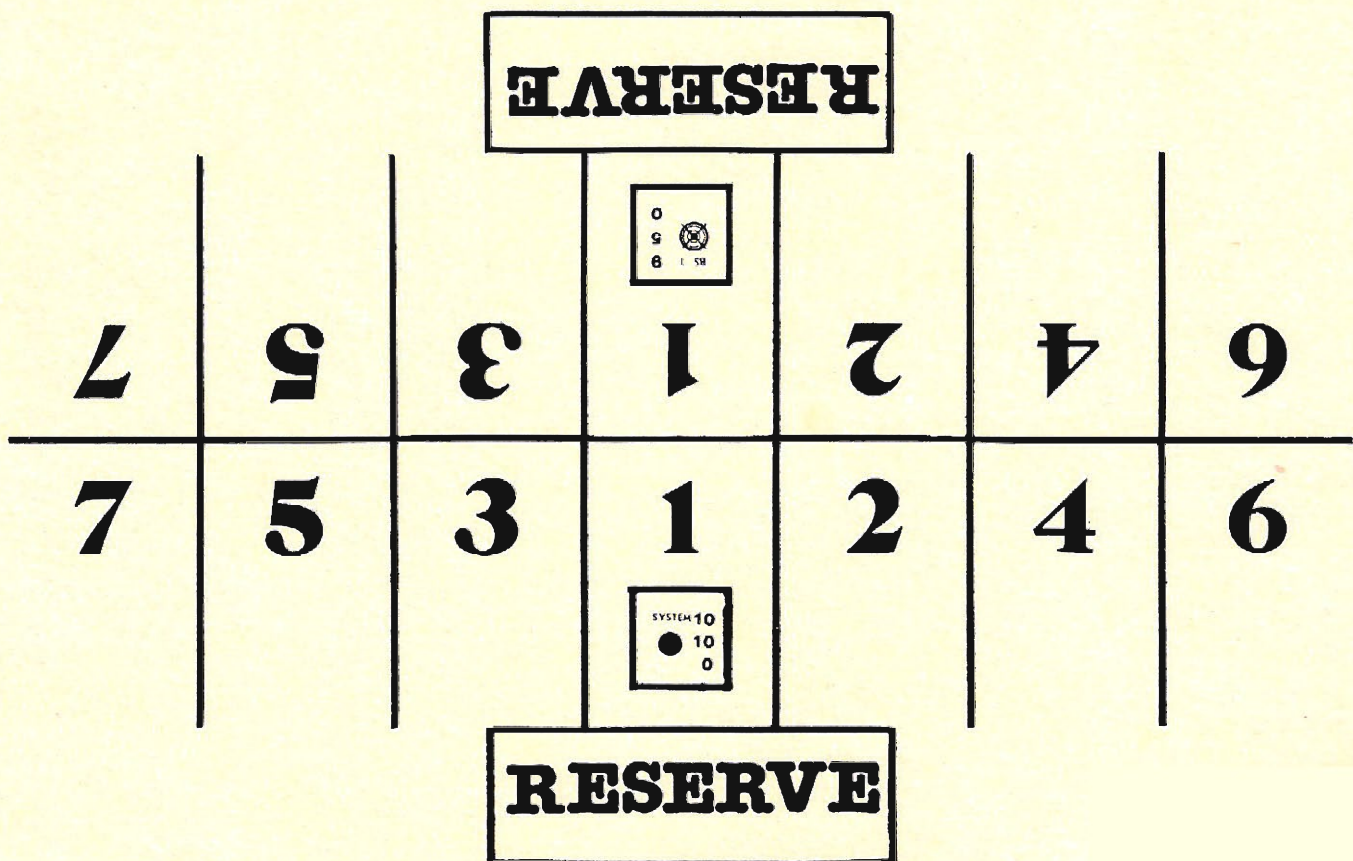
	-11 LESS	- 7 -10	-5 -6	-4 -3	-2 -1	0 1	2 3	4 5	6 9	10 15	16 25	26 +
DIE -1	—	—	—	—	—	—	—	—	—	—	D	X
ROLL 0	—	—	—	—	—	—	—	—	—	D	D	X
1	—	—	—	—	—	—	—	—	D	D	X	X
2	—	—	—	—	—	—	—	D	D	D	X	X
3	—	—	—	—	—	—	D	D	D	D	X	X
4	—	—	—	—	—	D	D	D	D	D	X	X
5	—	—	—	—	D	D	D	D	D	X	X	X
6	—	—	—	D	D	D	D	D	D	X	X	X
7	—	—	D	D	D	D	D	X	X	X	X	X
8	—	D	D	D	D	D	X	X	X	X	X	X

— = NO EFFECT

D = TARGET SHIP DAMAGED (FLIPPED TO REDUCED VALUE)

X = TARGET SHIP DESTROYED (REMOVED FROM THE MAP)

# FEDERATION SPACE TACTICAL COMBAT DISPLAY



# FEDERATION FLEET ORGANIZATION

HOME FLEET: 4xDN; 1xBT; 2xCA; 2xCL; 4xDD; 3xCV; 2xFRD. SETUP: 1 DN on each Starbase, 1 CV on Starbase I, II, HQ. All other ships within 5 hexes of SOL or on Starbase.

1st (KLINGON) FLEET: 1xDN; 1xBT; 1xCC; 3xCA; 2xCL; 3xDD; 1xSC. SETUP: All ships on Ghar or within 2 hexes of Klingon Neutral Zone.

2nd (ROMULAN) FLEET: 1xDN; 1xBT; 1xCC; 3xCA; 2xCL; 3xDD; 1xSC. SETUP: All ships on Pellione or within 2 hexes of Romulan Neutral Zone.

3rd (KZINTI) FLEET: 1xCC; 2xCA; 1xCL; 2xDD; 1xSC. SETUP: All ships within 2 hexes of Kzinti Border.

4th (GORN) FLEET: 1xCC; 2xCA; 1xCL; 2xDD; 1xSC. SETUP: All ships within 2 hexes of Gorn Border or on Altair or Vega.

5th (THOLIAN) FLEET: 1xCC; 1xCA; 2xCL; 1xDD; 1xSC. SETUP: All ships within 1 hex of Tholian Border.

EXPLORATION FLEET: 1xCC; 2xCA; 2xCL; 1xSC. SETUP: Hex 1701, 1901, or 2101.

## FORCES AVAILABLE VS:

Klingons: 1st Fleet; 5th Fleet; Exploration Fleet; 3xDN, 1xBT, 1xCA, 1xCL, 2xDD, 2xCV (From Home); 1xCC, 1xCA, 1xDD, 1xSC (From 4th)

Romulans: 2nd Fleet; 5th Fleet; Exploration Fleet; 3xDN, 1xBT, 1xCA, 1xCL, 2xDD, 2xCV (From Home); 1xCC, 1xCA, 1xDD, 1xSC (From 4th)

Kzinti: 3rd Fleet; Exploration Fleet; 2xDN, 1xBT, 1xCA, 2xDD, 2xCV (From Home); 1xCC, 1xCA, 1xDD, 1xSC (From 4th)

Tholian: 5th Fleet; Exploration Fleet; 1xDN, 1xCA, 2xDD, 1xCV (From Home); 1xCL, 2xDD (From 1st); 1xCL, 2xDD (From 2nd)

Home system = SOL and VULCAN.  
ALL fleets released if enemy comes within 1 hex of SOL or VULCAN. ALL fleets released if at war with both the Klingons and Romulans.

# KLINGON FLEET ORGANIZATION

HOME FLEET: 1xC9; 1xCV(T); 2xD7; 2xD6; 2xF5; 1xE4; 1xFRD. SETUP: All ships on Klingon (Home System).

1st RESERVE FLEET: 1xC9; 2xD7; 2xD6; 2xF5; 1xE4.

SETUP: All ships on Starbase I.

2nd RESERVE FLEET: 1xC9; 2xD7; 2xD6; 2xF5; 1xE4.

SETUP: All ships on Starbase II.

FEDERATION BORDER FLEET: 1xC9; 6xD7; 6xD6; 6xF5; 4xE4. SETUP: All ships within 2 hexes of Federation Neutral Zone.

KZINTI BORDER FLEET: 1xC8; 1xCV(T); 5xD7; 5xD6; 5xF5; 3xE4. SETUP: All ships within 2 hexes of Kzinti Border.

HYDRAN BORDER FLEET: 1xC8; 4xD7; 4xD6; 4xF5; 3xE4. SETUP: All ships within 2 hexes of Hydran Border.

THOLIAN NUISANCE SQUADRON: 3xD7; 3xD6; 3xF5; 3xE4. SETUP: All ships within 1 hex of Tholian Border.

## FORCES AVAILABLE VS.:

Federation: Federation Fleet; 1st Reserve; 2nd Reserve; 1xD7, 1xD6, 1xF5, 1xE4 (From Tholian)

Kzinti: Kzinti Fleet; 1st Reserve; 1xC9, 1xCV(T), 1xD7, 1xD6, 1xF5, 1xE4 (From Home); 1xD7, 1xD6, 1xF5 (From Federation)

Hydran: Hydran Fleet; 2nd Reserve; 1xC9, 1xCV(T), 1xD7, 1xD6, 1xF5, 1xE4 (From Home); 1xD7, 1xD6, 1xF5 (From Tholian)

Tholian: Tholian Squadron; 1xC9, 1xD7, 1xD6, 2xF5 (2nd Reserve)

Home System = KLINGON

## ROMULAN FLEET ORGANIZATION

HOME FLEET: 1xDN; 2xKR; 1xMA; 1xWH; 5xKF5R; 9xWE; 1xFRD. SETUP: All ships within 3 hexes of Romulus or Remus.

2nd (GORN) FLEET: 1xDN; 2xKR; 1xMA; 1xWH; 5xKF5R; 9xWE. SETUP: All ships within 2 hexes of Gorn Border.

3rd (FEDERATION) FLEET: 1xDN; 2xKR; 1xMA; 1xWH; 5xKF5R; 9xWE. SETUP: All ships on Starbase I or within 2 hexes of Neutral Zone.

THOLIAN PATROL SQUADRON: 3xWE. SETUP: All ships within 1 hex of Tholian Border.

### FORCES AVAILABLE VS.:

The Romulans, being rather fanatical, are able to use their entire force against any foe.

Home System = ROMULUS and REMUS.

## GORN FLEET ORGANIZATION

1st (HOME) FLEET: 1xDN; 3xCA; 4xCL; 6xDD; 3xBT; 1xFRD. SETUP: All ships within 3 hexes of Gdhar I, II, or III.

2nd (ROMULAN) FLEET: 1xDN; 3xCA; 5xCL; 7xDD. SETUP: All ships within 2 hexes of Romulan Border.

3rd (FEDERATION) FLEET: 1xDN; 2xCA; 3xCL; 5xDD. SETUP: All ships within 2 hexes of Federation Border.

### FORCES AVAILABLE VS.:

The Gorns are able to use their entire force against any enemy.

Home System = GDHAR I, II, and III.

## KZINTI FLEET ORGANIZATION

1st (HOME) FLEET: 1xCV; 1xCVL; 1xCVE; 3xCS; 3xCL; 3xFF; 1xFRD. SETUP: All ships on Kzin and Krath.

2nd (KLINGON) FLEET: 1xCV; 1xCVL; 1xCVE; 3xCS; 3xCL; 6xFF. SETUP: All ships within 2 hexes of Klingon Border.

3rd (FEDERATION) FLEET: 1xCV; 1xCVE; 3xCS; 3xCL; 5xFF. SETUP: All ships within 2 hexes of Federation Border.




























4th (RESERVE) FLEET: 1xCV; 1xCVL; 3xCS; 3xCL; 4xFF. SETUP: All ships on Starbase I and II.





























### FORCES AVAILABLE VS.:

Klingons: 2nd Fleet; 4th Fleet; 1xCV, 1xCVL, 2xCS, 2xCL, 3xFF (From 1st); 1xCS, 1xCL, 2xFF (From 3rd)

Federation: 3rd Fleet; 4th Fleet; 1xCVL, 1xCVE, 2xCS, 3xCL, 4xFF (From 1st); 1xCS, 1xCL, 2xFF (From 2nd)

Home System = KZIN.

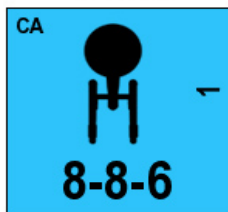
	EMPIRE	CLASS	DESCRIPTION	#	ATT1	DEF1	MOV1	ATT2	DEF2	MOV2	COLOR
 BT 2 11 9 5	Federation	BT	Fleet tug w/ Battle Pod	3	11	9	5	6	5	3	blk/blu
 CC 4 9 8 6	Federation	CC	Command Cruiser	6	9	8	6	5	4	4	blk/blu
 CL 8 5 5 6	Federation	CL	Light Crusier	12	5	5	6	3	3	3	blk/blu
 SC 2 2 6 6	Federation	SC	Scout	6	2	6	6	1	3	3	blk/blu
 FS 3 6 3 0	Federation	FS	Fighter Squadron	6	6	3	0	3	2	0	blk/blu
 DN 5 10 11 6	Federation	DN	Dreadnought	6	10	11	6	5	6	5	blk/blu
 CA 2 8 8 6	Federation	CA	Heavy Cruiser	15	8	8	6	4	4	4	blk/blu
 DD 13 7 6 6	Federation	DD	Destroyer	15	7	6	6	4	3	3	blk/blu
 CV 3 4 8 6	Federation	CV	Attack Shuttle Carrier	3	4	8	6	2	4	4	blk/blu
 SFHQ 25 20 0 0	Federation	SFHQ	Star Fleet Headquarters	1	25	20	0	18	10	0	blk/blu
 SB 3 25 20 0	Federation	SB	Starbase	3	25	20	0	18	10	0	blk/blu
 FRD 2 2 5 0	Federation	FRD	Fleet Repair Dock	2	2	5	0	1	3	0	blk/blu
 C8 2 12 11 6	Klingon	C8	C8 Dreadnought	2	12	11	6	6	6	5	wht/blk
 C9 4 11 11 6	Klingon	C9	C9 Dreadnought	4	11	11	6	5	6	5	wht/blk
 F5 11 3 4 6	Klingon	F5	Frigate	24	3	4	6	2	2	3	wht/blk
 CV(T) 12 7 5 5	Klingon	CV(T)	Fleet tug w/ Carrier Pods	2	7	7	5	4	4	4	wht/blk
 D6 16 5 6 6	Klingon	D6	D6 Battlecruiser	24	5	6	6	3	3	4	wht/blk
 D7 11 6 6 6	Klingon	D7	D7 Battlecruiser	24	6	6	6	3	3	4	wht/blk
 E4 14 3 3 6	Klingon	E4	Escort	16	3	3	6	1	1	2	wht/blk
 FS 1 5 3 0	Klingon	FS	Fighter Squadron	2	5	3	0	2	2	0	wht/blk
 SB 1 25 20 0	Klingon	SB	Starbase	3	25	20	0	18	10	0	wht/blk
 FRD 1 2 5 0	Klingon	FRD	Fleet Repair Dock	1	2	5	0	1	3	0	wht/blk
 DN 2 13 12 6	Romulan	DN	Condor Class Dreadnought	3	13	12	6	6	6	5	blk/red
 MA 2 4 7 6	Romulan	MA	Mauler Assault Ship	3	4	7	6	2	4	4	blk/red
 KF5R 12 3 5 6	Romulan	KF5R	Klingon-convert Frigate	14	3	5	6	1	3	3	blk/red
 FS 1 5 3 0	Romulan	FS	Fighter Squadron	3	5	3	0	3	2	0	blk/red
 KR 4 6 8 6	Romulan	KR	Klingon-convert Battlecruiser	6	6	8	6	3	4	4	blk/red
WE 1 5 6 6	Romulan	WE	War Eagle Class Crusier	30	5	6	6	3	3	4	blk/red

		EMPIRE	CLASS	DESCRIPTION	#	ATT1	DEF1	MOV1	ATT2	DEF2	MOV2	COLOR
 2 8 6	<b>Romulan</b>	WH	War Hawk Class Carrier	3	2	8	6	1	4	3	blk/red	
 2 20 0	<b>Romulan</b>	SB	Starbase	2	25	20	0	18	10	0	blk/red	
 2 5 0	<b>Romulan</b>	FRD	Fleet Repair Dock	1	2	5	0	1	3	0	blk/red	
 2 12 6	<b>Gorn</b>	DN	Dreadnought	3	14	12	6	7	6	5	red/wht	
 12 6 6	<b>Gorn</b>	CL	Light Crusier	12	6	6	6	3	3	3	red/wht	
 2 10 9 5	<b>Gorn</b>	BT	Fleet Tug w/ Battle Pod	3	10	9	5	5	4	3	red/wht	
 5 8 7 6	<b>Gorn</b>	CA	Heavy Cruiser	8	8	7	6	4	4	4	red/wht	
 13 4 5 6	<b>Gorn</b>	DD	Destroyer	18	4	5	6	2	3	3	red/wht	
 2 25 20 0	<b>Gorn</b>	SB	Starbase	2	25	20	0	18	10	0	red/wht	
 1 2 5 0	<b>Gorn</b>	FRD	Fleet Repair Dock	1	2	5	0	1	3	0	red/wht	
 3 8 9 6	<b>Kzinti</b>	CV	Assault Shuttle Carrier	4	8	9	6	4	5	4	blk/wht	
 2 5 5 6	<b>Kzinti</b>	CVE	Escort Carrier	3	5	5	6	2	3	3	blk/wht	
 2 5 5 6	<b>Kzinti</b>	CL	Light Crusier	12	5	5	6	3	3	3	blk/wht	
 2 6 3 0	<b>Kzinti</b>	FS	Fighter Squadron (CV)	4	6	3	0	3	2	0	blk/wht	
 2 2 1 0	<b>Kzinti</b>	FSE	Fighter Squadron (CVE)	3	2	1	0	-	-	-	blk/wht	
 1 6 7 6	<b>Kzinti</b>	CVL	Light Carrier	3	6	7	6	3	4	4	blk/wht	
 1 6 7 6	<b>Kzinti</b>	CS	Strike Cruiser	12	6	7	6	3	4	4	blk/wht	
 18 4 4 6	<b>Kzinti</b>	FF	Frigate	18	4	4	6	2	2	3	blk/wht	
 3 4 2 0	<b>Kzinti</b>	FSL	Fighter Squadron	3	4	2	0	2	1	0	blk/wht	
 1 25 20 0	<b>Kzinti</b>	SB	Starbase	2	25	20	0	18	10	0	blk/wht	
 1 2 5 0	<b>Kzinti</b>	FRD	Fleet Repair Dock	1	2	5	0	1	3	0	blk/wht	
 3 12 12 6	<b>Hydran</b>	P	Paladin Class Dreadnought	3	12	12	6	6	6	5	wht/grn	
 1 5 6 6	<b>Hydran</b>	L	Lancer Class Light Cruiser	9	5	6	6	3	3	3	wht/grn	
 5 4 2 0	<b>Hydran</b>	FSR	Fighter Squadron (Ranger)	5	4	2	0	2	1	0	wht/grn	
 3 8 9 6	<b>Hydran</b>	R	Ranger Class Cruiser	6	8	9	6	4	5	4	wht/grn	
 2 6 3 0	<b>Hydran</b>	FSP	Fighter Squadron (Paladin)	3	6	3	0	3	2	0	wht/grn	
 1 2 1 0	<b>Hydran</b>	FSL	Fihter Squadron (Lancer)	9	2	1	0	-	-	-	wht/grn	
 1 25 20 0	<b>Hydran</b>	SB	Starbase	2	25	20	0	18	10	0	wht/grn	

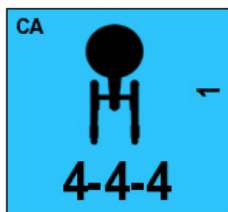
EMPIRE		CLASS	DESCRIPTION	#	ATT1	DEF1	MOV1	ATT2	DEF2	MOV2	COLOR	
FRD 1	2	Hydran	FRD	Fleet Repair Dock	1	2	5	0	1	3	0	wht/grn
D1	12	Tholian	D	Dreadnought	2	12	11	6	6	6	5	wht/red
PC 2	3	Tholian	PC	Patrol Cruiser	8	3	5	6	2	3	3	wht/red
FS 1	4	Tholian	FS	Fighter Squadron	2	4	2	0	2	1	0	wht/red
C 2	6	Tholian	C	Heavy Cruiser	3	6	8	6	3	4	4	wht/red
BW 2	2	Tholian	BW	Black Widow	2	2	5	6	1	3	3	wht/red
BS 3	9	Tholian	BS	Base Station	3	9	10	0	5	3	0	wht/red
SAL 2	6	Orion	SAL	Salvage Cruiser	2	6	6	6	3	3	3	wht/blu
CA 2	8	Orion	CA	Heavy Cruiser	4	8	7	6	4	3	3	wht/blu
CR 1	4	Orion	CR	Cruiser-Raider	6	4	4	6	2	2	2	wht/blu

427 + blanks

**Sample Counter**



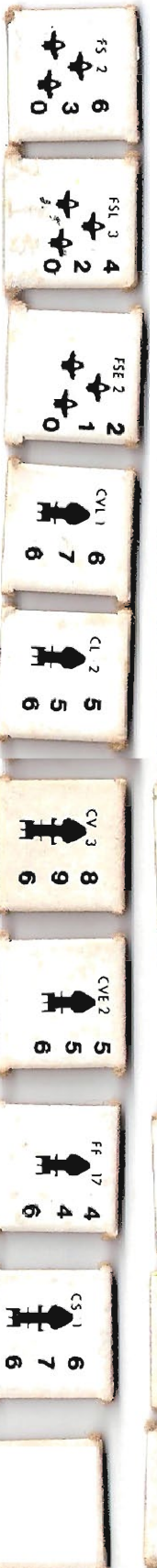
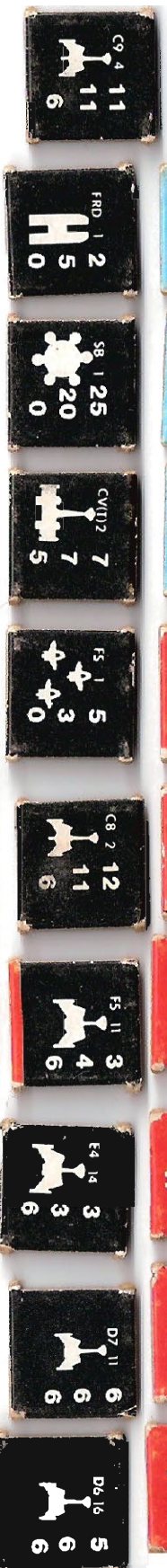
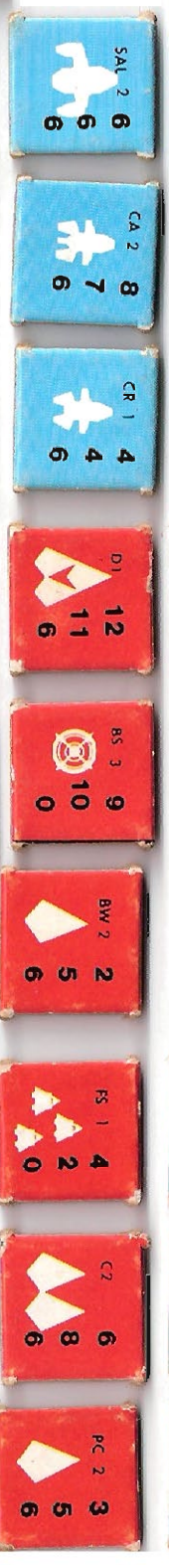
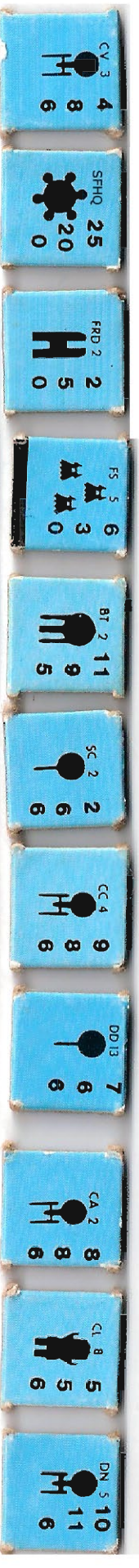
**FRONT**

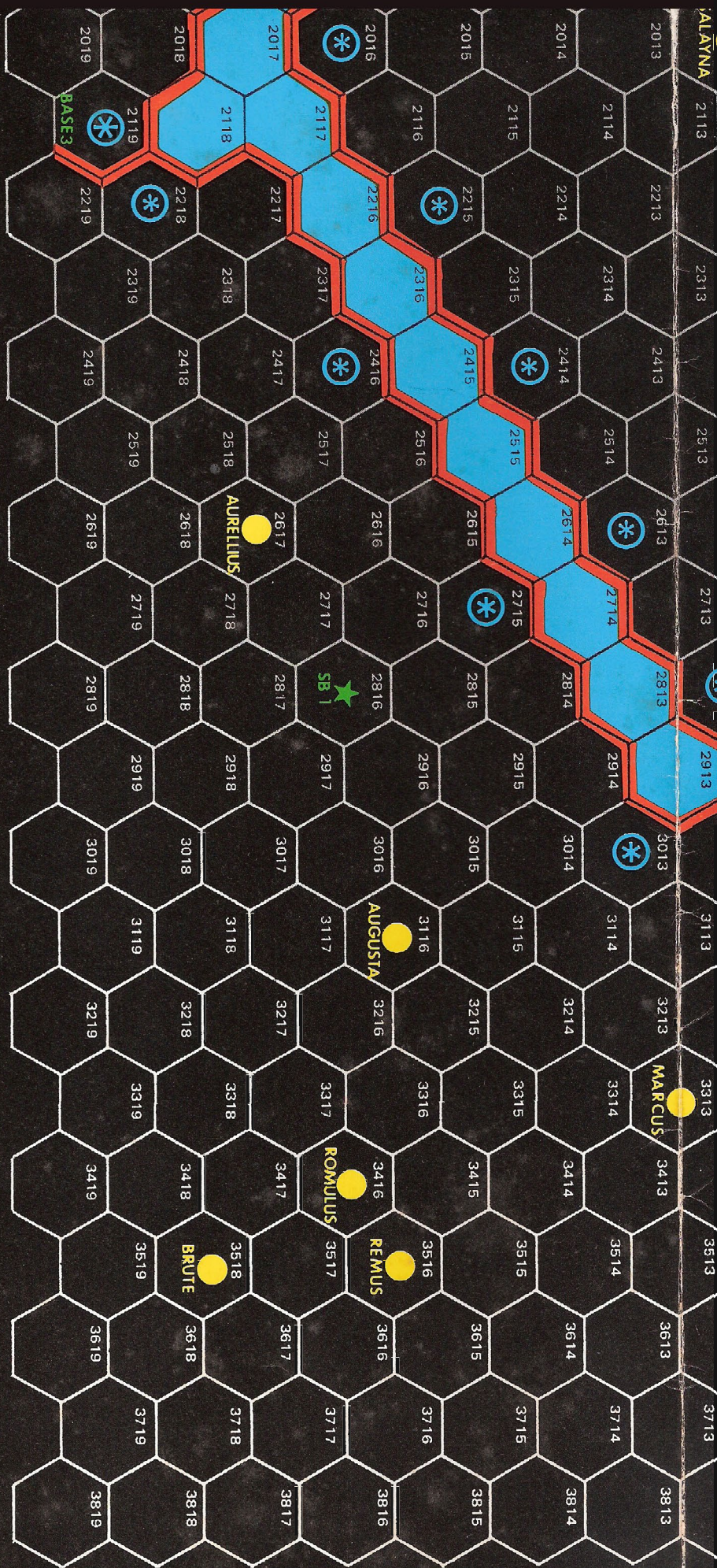


**BACK**

**Suggestion:** Use the Space Counters Rendering Machine at [http://zho.berka.com/rules/war/ship\\_counter.shtml](http://zho.berka.com/rules/war/ship_counter.shtml) with the data above and your favorite image editing application to generate the counters you need for FEDERATION SPACE. You'll need to generate the values for both front and back, and arrange them left-to-right on one side of the sheet, and right-to-left on the flip side in order to get printable 2-sided counters the game uses.





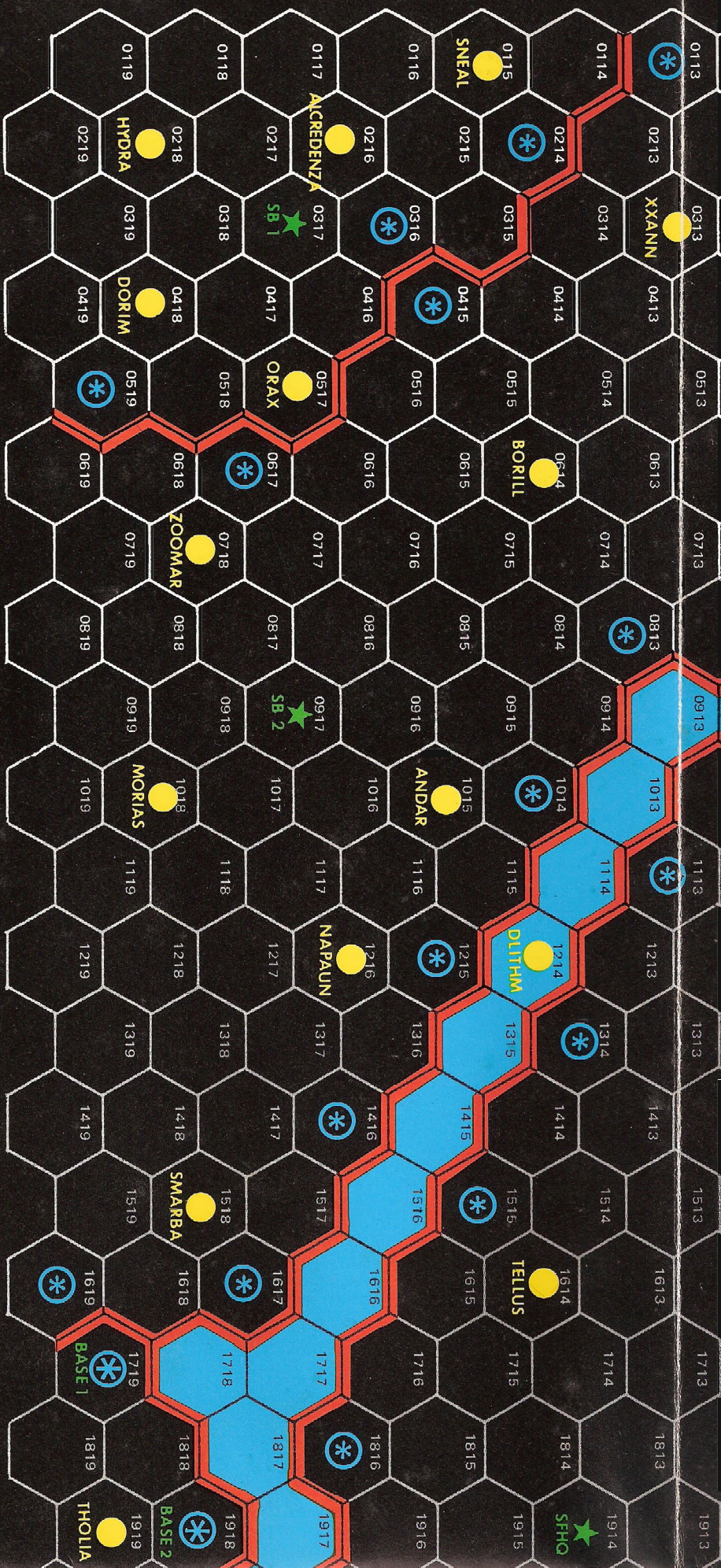


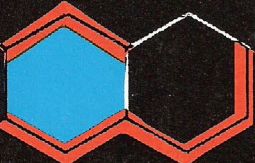
# FEDERATION SPACE

Copyright 1981 TASK FORCE GAMES












**BORDER**




**THOLIAN BASE STATION**




**NEUTRAL ZONE**



**STARBASE PLACEMENT HEX**



**BASE STATION**



**MAJOR SYSTEM**

