

(Q0.0) THE SUB-LIGHT GAME

(The First Romulan War) [Pages 65-66 Commander's Rulebook Volume I, 1983]

(Q1.0) GENERAL RULES

The SUB-LIGHT game is, functionally, an entirely separate and different game from the rest of *STAR FLEET BATTLES*. It represents the First Romulan War, which was fought approximately 100 years prior to the time shown in the rest of the game. The sub-light game can also be used to play scenarios from the early pre-warp drive wars between the Kzintis and Klingons.

This set of rules is not as fully developed as *STAR FLEET BATTLES* itself. Many areas, such as mines, planets, scenarios, etc., are not covered. Players should adapt the trans-light game to meet these needs. In time, an entire game or supplement on this subject may be produced covering these areas.

(Q2.0) MOVEMENT

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

(Q2.1) SUB-LIGHT GAME MOVEMENT CHART

| 6 | 5 | 4 | 3 | 2 | 1 |
|----------|----------|----------|----------|----------|----------|
| 1 | -- | -- | -- | -- | -- |
| 2 | 1 | 1 | 1 | -- | -- |
| 3 | 2 | 2 | -- | 1 | -- |
| 4 | 3 | -- | 2 | -- | -- |
| 5 | 4 | 3 | -- | -- | -- |
| 6 | 5 | 4 | 3 | 2 | 1 |

(Q2.2) HIGH ENERGY TURNS: Ships in the sub-light game can make high-energy turns. The cost is two units of impulse energy; the chance of breakdown for all ships is 5-6; standard +2 modifiers apply for the first HET each scenario by each ship. The effect of breakdown is three internal hits randomly distributed on the ship.

(Q2.3) TACTICAL MANEUVERS: Ships in the sub-light game can make up to three tactical maneuvers in each turn. Each can turn the ship up to three hex sides, and each costs one point of impulse power.

(Q2.4) DISENGAGEMENT: Ships in the sub-light game can only disengage by distance.

(Q2.5) ERRATIC MANEUVERS: Ships in the sub-light game may not use EM.

(Q2.6) OTHER: Ships in the sub-light game do not pay for fire control or life support.

(Q3.0) COMBAT

There are two primary weapons used in the sub-light game: lasers and atomic missiles.

(Q3.1) LASERS

The main weapon used in the Sub-light game is the laser beam. This is used just as phasers are used in the normal game. The laser, however, uses an entirely different combat chart. Each laser, if it hits, will score one point of damage, regardless of the range, so the chart below simply shows the number required (on a die roll) to secure a hit. One unit of energy is sufficient to power up to four lasers on a given ship. Fractional accounting can be used.

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

(Q3.2) ATOMIC MISSILES

Almost all the in the First Romulan War carry atomic missile launchers.
(NOTE: Use drone counters to represent atomic missiles. Players should borrow drone counters from the Klingons and Kzintis.)

(Q3.21) Players should add boxes to the SSD's to represent to represent the atomic missile launchers. These are destroyed on "drone" hits [or "Missile" hits on the below table]. Each launcher has 4 missiles and can fire one missile per turn.

(Q3.22) Atomic missiles have a speed of 12; they move two hexes each impulse. They have an endurance of three turns. They are seeking weapons and follow their targets as per (F2.0).

(Q3.23) Atomic missiles do four points of damage if they hit.

(Q3.24) Atomic missiles in flight are destroyed by one point of damage and could also be destroyed by another missile.

(Q3.25) Each ship carries eight reload missiles for each rack (which can be reloaded onto any rack). One or two missiles can be reloaded onto any rack. During one turn, but the rack cannot be fired during the turn it is being reloaded.

(Q3.26) All ships can control up to six atomic missiles. Bases can control up to twelve.

(Q3.3) ELECTRONIC WARFARE

Players may use the electronic warfare rules (D6.3) in the sub-light game if they wish. Fighters and atomic missiles are presumed to have three points of ECCM.

(Q3.4) SPECIAL DAMAGE RULES

Ships in the sub-light game move using impulse power exclusively. In the sub-light game, two "impulse engine" hits are required to destroy each impulse engine box on the SSD. The first such hit is marked with a slash. The second hit on that box is marked by making that slash an "X" or any other convenient means. A "half destroyed" impulse engine functions normally, but only one impulse engine box per ship can be considered "half destroyed" at a given time. Shields can take laser hits.

(Q3.5) DAMAGE ALLOCATION CHART

The following special DAMAGE ALLOCATION CHART can be used for the sub-light game. It is used in the same manner as the standard DAC, but uses only one six-sided die. The term "control" on the SLDAC refers to a control system, not to damage control.

| | | | | | | |
|---|-------|-------------|----------------|---------|---------|------------|
| 1 | Armor | Hull | Sensor | Control | Any Wpn | Excess Dmg |
| 2 | Armor | Hull | APR | Impulse | Any Hit | Excess Dmg |
| 3 | Armor | Hull | Shuttle | Laser | Control | Excess Dmg |
| 4 | Armor | Hull | Lab | Missile | Control | Excess Dmg |
| 5 | Armor | Hull | Btty | Impulse | Any Hit | Excess Dmg |
| 6 | Armor | Hull | Scanner | Control | Any Wpn | Excess Dmg |

(Q4.0) SYSTEMS AVAILABLE

As the sub-light game takes place considerably before the normal game, many systems are not available.

(Q4.1) SYSTEMS NOT AVAILABLE

The following systems and abilities are not available in the sub-light game and should be eliminated from any ships used in this game: probes, torpedoes, plasma torpedoes, warp engines, tractor beams, transporters, boarding parties, emergency deceleration, cloaking devices,

drone racks, and (with certain exceptions noted below) shields. Phasers are not available, but are usually replaced by lasers.

(Q4.2) REPAIR

Ships in the sub-light game can use damage repair. During each turn, one unit of power can be allocated to damage control. Each produces a number of "repair" points equal to the highest undestroyed on the damage control track (at the start of that turn). Points are produced in the Initial Activity Phase using the energy allocated during the energy Allocation Phase and can be used to repair certain systems noted below. While points can be accumulated toward repair of a specific (i.e. one) destroyed box on the SSD. The repair of a system is complete when the required number of repair points has been accumulated. Left-over points on the final turn of accumulation can be used for the repair of another system. Completed repairs take effect in the Final Activity Phase of the turn in which the repair points are produced. ONLY systems (boxes) destroyed prior to the start of a turn can be repaired during that turn.

(Q4.21) SUB-LIGHT GAME DAMAGE REPAIR COST CHART

| Cost | System |
|------|--------------------------------------|
| 1 | Damage point on a shuttle or fighter |
| 5 | Atomic missile launcher |
| 6 | Battery, lab |
| 10 | Laser |
| 15 | ½ destroyed impulse engine |
| 20 | APR, bridge (any), sensor, scanner |
| 30 | Impulse engine |

Repaired missile launchers must still be reloaded using (Q3.25). It is possible to perform repairs during a sub-light scenario (but not in the normal game) due to the different time scale. Hull and armor cannot be repaired during a scenario. Shields can be repaired for two points per box.

(Q4.3) DAMAGE CONTROL BETWEEN SCENARIOS

The ships in the sub-light may use the procedures of (D9.4) between scenarios.

(Q5.0) This number, mentioned in the index, is for later expansion. It is not currently an active rule.

(QR0.0) SHIPS AVAILABLE

(QR1.0) GENERAL RULES

Certain ships are available in the sub-light game. These are organized according to race below. Note that ships included in Volume II are listed here for the sake of production efficiency.

(QR1.1) SHUTTLECRAFT: Sub-light shuttles have a speed of three, a turn mode of 1, and one laser each (360°). The laser is limited to a range of five hexes. Sub-light shuttles are destroyed by the second damage point. These shuttles can be used for suicide, wild weasel, and scientific research.

(QR1.11) Scatter-pack shuttles are possible in this game. Each can carry two atomic missiles, but these must be drawn from the ship's supply.

(QR1.12) Suicide shuttles do six points of damage. Arming them requires two points of power on each of two consecutive turns; warp power is not required.

(QR1.2) BASE STATIONS: A version of the base station is available for use. Use the base station SSD, eliminate the listed systems, add 20 armor, add 4 atomic missile launchers (total of 48 reload missiles available), change all phasers to lasers.

(QR2.0) FEDERATION SHIPS

(QR2.1) CRUISER: The Federation light cruiser is available in this game. Eliminate the systems listed in (Q4.1) and use the phaser boxes as lasers. Add two additional APR boxes. Add two atomic missile launchers. Turn mode is 2.

(QR2.2) HEAVY CRUISER: An early version of the Federation heavy cruiser is available in this game. To convert the SSD for the CA to this type, eliminate the secondary hull and all systems listed in (Q4.1), EXCEPT that the CA may operate its shields at "minimum" setting. The Federation "early" CA has four APR boxes (carried in pods of two boxes each) and two shuttles. When the ships were converted to warp power, these pods were removed, which is why the CA has no APR. Add four atomic missile launchers. Turn mode is 2.

(QR3.0) KLINGON SHIPS

Klingon (and Kzinti) ships are provided, allowing players to recreate scenarios from the early Klingo-Kzinti wars. Klingon ships can mutiny. Their booms can separate.

(QR3.1) EARLY D6: An early version of the D6 was available. Eliminate the systems listed in (Q4.1), add four APR boxes, change phasers to lasers, change disruptors to atomic missile launchers. Turn mode is 2. The early D6 can operate its shields at minimum level.

(QR3.2) EARLY FRIGATE: An frigate design was available. To approximate this ship, take the SSD of the F5, eliminate the systems listed in (Q4.1), add two APR, change phasers to lasers, change disruptors to atomic missile launchers. Turn mode is 1. The early F5 had no shields, but had five boxes of armor. This approximates an earlier frigate design that was scrapped after warp engines were developed.

(QR4.0) ROMULAN SHIPS

(QR4.1) ROMULAN Warbird: The Romulan Warbird is available in this game. Use the SSD from the basic game. Eliminate the systems listed in (Q4.1); use the phaser boxes (from the War Eagle) as lasers. Add two atomic missile launchers. Turn mode is 1.

(QR4.2) ROMULAN Warhawk (Volume II): An early version of the Warhawk was used by the Romulans during this period. To make this conversion, take the Warhawk SSD and eliminate the systems listed in (Q4.1). Replace the phasers with lasers. Add two atomic missile launchers. Turn mode is 1. The Warhawk carries 5 fighters and 15 extra atomic missiles (in addition to its own reloads). The deck crews are capable of loading five missiles (one on each of five fighters) each turn.

(QR4.3) ROMULAN EARLY FIGHTER (Volume II): The Warhawk carried an early version of the "Gladiator" fighter. It moves at a speed of nine (two hexes on impulses 2, 4, and 6) and is otherwise the same as a sub-light shuttle. It has one laser (FA) limited to a range of five hexes and carries one atomic missile. Players should adapt the trans-light rules for other functions of these fighters.

(QR5.0) KZINTI SHIPS

(QR5.1) EARLY CRUISER: This ship was an early design scrapped after warp power became available. To approximate it, take the SSD for the strike cruiser, eliminate the systems listed in (Q4.1), add three APR, change the phaser-I's to lasers, change each pair of phaser-III's to one laser (two in the center), replace the drone racks with atomic missile launchers, add ten armor. Turn mode is 2.

(QR5.2) EARLY FRIGATE: This ship was basically identical to the current frigate (with the changes noted here), and the first warp-powered ships in Kzinti hands were early frigates converted to the current design. Take the SSD for the frigate, eliminate the systems listed in (Q4.1), add one APR, change all phasers to lasers, change all drone racks to atomic missile launchers, add five armor. Turn mode is 1.

(QR6.0) GORN SHIPS

(QR6.1) GORN SUB-LIGHT BATTLESHIP: This ship type was used only during the first Gorn-Romulan War, when all ships were sub-light. Unlike other fleets, the Gorns scrapped these ships rather than having them rebuilt to use warp technology. The SSD represents the ship equipped with lasers and atomic missiles. Turn mode is 2.

(QR6.2) GORN DESTROYER: A ship similar to the Gorn destroyer was used in the first Gorn-Romulan War. To approximate this ship, using the SSD of the Gorn destroyer, eliminate all systems listed in (Q4.1), add five armor, change all phasers to lasers, add two atomic missile racks, and add one APR. Turn mode is 1.

SUB-LIGHT GAME – MASTER SHIP CHART

| Race | Class | Crew | BPV | Turn | Rule |
|------|-------|------|-----|------|-------|
| Fed | CA | 20 | 100 | 2 | QR2.1 |
| Fed | CL | 14 | 80 | 2 | QR2.2 |
| Klin | D6 | 18 | 100 | 2 | QR3.1 |
| Klin | FF | 10 | 80 | 1 | QR3.2 |
| Rom | WB | 15 | 80 | 1 | QR4.1 |
| Rom | WH | 17 | 90 | 1 | QR4.2 |
| Rom | Ftr | -- | 5 | 1 | QR4.3 |
| Kzn | CS | 20 | 110 | 2 | QR5.1 |
| Kzn | FF | 10 | 80 | 1 | QR5.2 |
| Grn | BB | 30 | 110 | 2 | QR6.1 |
| Grn | DD | 12 | 75 | 1 | QR6.2 |
| | Shtl | -- | 2 | 1 | QR1.1 |
| | BS | 30 | 100 | -- | QR1.2 |

CHRONOLOGY OF EVENTS

| YEAR | EVENT |
|-------|--|
| 40-46 | The First Romulan War (between the Federation and the Romulan Republic). |
| 45 | Introduction of the Cruiser Design by the Federation. |
| 46 | The Romulan Ceasefire. |
| 50-82 | First Klinko-Kzinti War. |