VII. THE SUB-LIGHT GAME

(The First Romulan War)

The are the sublight game rules originally published in the 1979 Pocket Edition and Designer's Edition of Star Fleet Battles. As you will note, we numbered rules differently in those long-forgotten days. As you will see, these were more a few notes than a full set of rules. Scott Johnson was kind enough to recover the rules text for us, and to do several SSDs, which provide more data than was originally available. A very minimal effort was made to bring these rules up to the current stylebook (spelling fixes, capitalization, format, etc.).

The sublight game is, functionally, an entirely separate and different game from the rest of *Star Fleet Battles*. It covers a time period including the First Romulan War, which was fought approximately 100 years prior to the time shown in the original television series.

(55.0) MOVEMENT

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

(55.1) SUB-LIGHT GAME MOVEMENT CHART

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

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

(56.0) COMBAT

(56.1) LASERS: The main weapon used in the *Sublight Game* is the Laser Beam. These are 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 all the lasers on a given ship.

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

(56.2) ATOMIC MISSILE COMBAT: Both the Romulan Warbird and the Federation light cruiser carried nuclear-tipped missiles during the First Romulan War.

Note: Later data, in Module Y, changed this, and the Warbird carried other weapons.

These are not shown on the SSDs for the ship. Both ships have two such launchers, and each launcher has four missiles. Each launcher may fire one missile per turn. These use the Drone Rules (20.0) except that the warhead strength is 4. Players should borrow drone counters from the Klingons and Kzintis, which are not used in the *Sublight Game*. [Drones: speed 8, Turn Mode 1, 3-turn endurance, 4 hit points.]

Scott Johnson toyed around with missiles having a max speed of 6 (or speed 8 using an 8-segment turn with the ships still only going a max speed of 6) and 1 or 2 hit points, as well as faster shorter range missiles.

(56.21) Players should add two boxes to the SSDs to represent the atomic missile launchers. These would be destroyed on "Drone" hits. Use Type I Drones. [60.0 speed 8, endurance 3, warhead 12 (4), hits to destroy 4, space 1]

(57.0) SHIPS AND SHIP SYSTEMS

At the time period 100 years prior to that shown in the *Sublight Game*, much of the technology of the later time was not available. Also, the ships which were available in this *Sublight Game* are rather limited.

Note: While this is the original text, and defined how to change published warp-speed SSDs into sublight SSDs, the SSDs provided by Scott Johnson already reflect the correct layout.

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

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

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

(57.4) An early version of the Federation cruiser is available in this game. To convert the SSD for the CA to this type, eliminate the Secondary Hull and all the systems listed in (57.1), EXCEPT that the CA may operate its Shields at "minimum" setting. [(5.1.11) requires one unit of power provides five Shield boxes in each Shield with power]

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

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

[Scott Johnson fiddled around with fast shuttles packing one or two one-turn endurance missiles and having a light (short range) laser, but only two hit points (a shuttle taking an atomic missile and two lasers (or six lasers) to kill seemed wildly tough in the sub-light game).]

Notes by Steve Cole: If we ever decide to do *Module Q*, we will start with the data in *Module Y* and *Module Y2*, as this includes a considerable amount of information on the earlier ships.