

GMS 10107

STAR FLEET BATTLE MANUAL

IMPROVED, EXPANDED 2nd EDITION

by **ZOCCHI** AND **KURTICK**

Each player captains a starship to
high adventure on the frontiers of space!



1981 WINNER - GAMES DAY AWARD:
Best Table-Top Rules for Any Period
1983 H. G. Wells Award Nominee

United
Federation
Of Planets
STARFLEET COMMAND
**STARFLEET
BATTLE
MANUAL**

(extract from Starship Tactics I:
CMD 3.05 Standard Text, Eighth Ed.)
**Rules by Lou Zocchi & Michael
Kurtick**
Edited by Bob Portnell

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EDITOR'S COMMENTS

Star Fleet Battle Manual is a game of combat between faster-than-light spacecraft in the universe of Gene Roddenberry's *Star Trek*.

This document is my third trial at organizing & recasting the rules for this game which I love so well. The first was typed on a Smith-Corona cartridge ribbon typewriter in late 1981, not long after I received the game. The second was the so-called "Ultra-Deluxe" edition, compiled in the winter of 1995. This version is a light reorganization and rewrite of that edition, prepared for distribution on the World Wide Web.

I referred to it as the "Ultra-Deluxe" edition because it supplemented and supported my home-grown oversized box set. This rules set will utilize all the clever tricks and short-cuts I've found over the years; in some cases, I'll

step out of authorial/editorial voice to give tips and advice.

The document is written in the tone of an instruction manual for the elementary starship combat course at Starfleet Academy. I have not provided demonstrations or worked examples. The game should be simple enough that application should be self evident from the text. (Besides, my original intent was to use it solely for myself, as a instruction guide for my gaming friends.)

The original game, I hasten to note, was titled *Star Fleet Battle Manual*. In the interest of consistency to the modern standard, I have used Starfleet throughout. Likewise I use the nomenclature "Klingon," "Romulan," etc. rather than the "K-type," "R-type," etc. of the original game.

Some rules in the Deluxe Edition of *Star Fleet Battle Manual* have been omitted, specifically combat on the hex map. I like the original rules better. Also, Stephen V. Cole was kind enough to permit the wholesale import of ideas from his successor game *Star Fleet Battles* into SFBM. I have indicated these with the tag [SFB]. I have structured the rules in an outline for ease of reference. The details I've added make it longer than the original SFBM, but still much shorter than SFB.

Have fun! -- BP

EQUIPMENT

This list is much expanded from the materials that come with the Deluxe Edition game. Some are imported from other games to improve some aspect of the game; others are clever variations on the suggested game material.

A. Dice

Twenty-sided dice are used for generating appropriate random results during sensor lock-on and damage resolution. One is numbered 1-20; the other is numbered 0-9 twice in green and black (or other contrasting colors -- be consistent if you don't have a green/black die). You can use a regular d20, of course, with 1-10 reflecting green results and 11-20 for black.

B. Fire/No Fire Cards

are used in conjunction with

C. Weapon Cards

to explicitly identify what weapons are fired, if any, by a ship during a given turn. This is borrowed from the FASA Star Trek Starship Combat Simulator and eliminates “me-too” firing. Special thanks to designers Guy McLimore, Greg Poehlein and David Tepool.

D. Ship Counters

These four-inch squares represent the starship. They have the following key features:

1. **SHIP SILHOUETTE.** This identifies the ship class; a letter beneath the silhouette identifies a specific ship in the simulation. The silhouette and only the silhouette is used to determine if the starship is hit by enemy fire (see Weapons Programming & Fire).
2. **COMPASS RING.** This ring around the silhouette is scaled in tics, with 0 tics indicating directly aft, 200 tics indicating directly forward, and tics increasing clockwise. This is used with the Firing Line (below) for controlling changes of direction and for laying out weapons fire.
3. **FIRING LINE.** This length of monofilament line is anchored to the Miniature (below) base by a swivel mount; at the distant end is a nylon washer for ease of handling. This will be used to show the path of the starship's weapons fire; colored markings on the line show the range limits of various weapons.
4. **MINIATURE.** An actual scale model of the starship. Not necessary for play, but great fun. The base is more useful than the ship; it anchors the swivel for the Firing Line.

E. Ship Logs

These documents are used to record all the information about a ship's conduct during the simulation. The face of the sheet contains all the operational information: In my home games, I put on the back a copy of the Damage Table (customized for each ship class) and the Turn Sequence.

1. **RESTRICTED ANGLES OF FIRE CHART.** This diagram in the lower-left of the Log

shows a ship silhouette, labeled by ship class. Around the silhouette are various arcs identifying the firepower that may be applied over a given firing angle.

2. **SPEED SCALE.** This scale runs across the top of the log, with 0 to the far left. It is used for measuring out the ship's movement during a given turn.
3. **WARP FACTOR CONVERSION TABLE.** This table is just beneath the left edge of the Speed Scale. It is used to convert your linear speed (in multiples of light-speed) to warp factors (used when locking onto targets). When another cadet asks your speed, you reply with warp factor only.
 - a) **Maximum Safe Warp Speed.** One of the warp factors in the Conversion Table is boxed. This indicates the maximum safe WARP speed of the vessel. Flight at warp speeds in excess of the maximum may result in dilithium crystal burn-out or fracture (see Energy Generation, Course Programming & Movement).
4. **PROPULSION ENERGY/ACCELERATION CONVERSION TABLE.** This table is just beneath the right edge of the Speed Scale. It shows how much acceleration is received for each unit of energy used for propulsion.
5. **SYSTEMS STATUS.** This section is labeled “Units and Damage” and occupies the left body of the Log, between the Warp Factor Conversion Table and the Restricted Angles of Fire Chart. All abilities of the ship and all damages to ship systems are recorded here. It is divided into two sections: one for energy generation (which contains all the warp engines and the impulse engine) and one for energy distribution (which contains all other systems of the ship).
6. **ENERGY DISTRIBUTION.** Energy points received from the engines are logged here, in the top section. They are distributed (‘spent’) to power the ship's systems in the lower section.
7. **COURSE PROGRAMMING.** This section below Energy Distribution takes the energy received from the engines for movement and converts it to detailed heading changes and speeds for the ship.
8. **WEAPONS PROGRAMMING.** This section below Course Programming details how the

energy distributed to the weapons systems will be spent. This is pretty long-winded, but the Ship's Logs are really very easy and natural to use, and the original authors are to be commended.

F. Incidental Equipment

Other required equipment, including playing cards, force strength indicators (for Tholian webs), plasma torpedo templates, nuclear device markers, a ruler, and pencils. The original rules suggest using sheet protectors over your logs, written on with grease pencil. That tells you that the original rules were written before inexpensive photocopies! I use Hoyle-brand miniature playing cards since they fit the scale of the game so much better. And poker chips make fine debris/nuclear device markers as well as asteroids.

The rules now follow the Sequence of Play, allowing the novice cadet to move directly into the game, reading the rules as he goes.

ENERGY GENERATION

THE CADET DETERMINES HIS TOTAL RESOURCES OF ENERGY, WITHIN WHICH LIMITS HE MUST OPERATE HIS SHIP.

A. Power Received from Engines.

Each engine is listed individual on the Ship's Log; the numbers to the right indicate the amount of energy that engine can deliver in a given turn.

B. Total Energy Available

This is the sum of the power received from all engines during the turn. Log the number on the line labeled "Total Energy Available." No ship is allowed to spend more energy than is available in a given turn.

C. Effect of Damage.

Each hit scored on an engine reduces that engine's ability to generate power on the

following turn. For each hit scored, black out the highest (right-most) available digit for that engine. This is a standard procedure for marking off damage, and we will not iterate the method again unless a variation occurs.

D. Effect of Destruction.

If no energy can be generated by the ship, then Life Support fails, the crew dies and the vessel drifts on its last course and speed. It may make no other action.

E. Movement Energy Restriction.

1. MOVEMENT AND WARP POWER. Since all movement in the game is assumed to be faster-than-light, ONLY energy from the warp engines may be used for movement. If all warp engines are destroyed, the ship may not move under its own power. It may be towed or moved by other means.
2. MOVEMENT AND IMPULSE POWER. If all warp engines are destroyed, the ship may not move under its own power. It may use impulse engine power only to change heading.

Dilithium Crystals

These exotic crystals are essential to the operation of warp engines. Under normal conditions they are quite sturdy. However, when the engines generate high speed for a prolonged period, the crystals may burn out or fracture, thus reducing an engine's effectiveness. See Course Programming and Movement for details on the effects of dilithium crystal failure.

ENERGY DISTRIBUTION

IN THIS SECTION, POWER WILL BE ASSIGNED TO LIFE SUPPORT, SENSORS, SHIELDS, WEAPONS, OTHER SYSTEMS, AND MOVEMENT. UNUSED ENERGY MAY NOT BE RESERVED FROM ONE TURN TO THE NEXT.

This is easily the longest section of the rules, since it includes the detailed rules for using each ship's system.

A. Life Support Systems

Life Support is crucial, as without it all lifeforms in the ship will perish and the ship will not be able to complete its mission.

1. **POWER CONSUMPTION.** 1 point of power **MUST** be allocated to Life Support during each turn. If this point is not allocated, the crew dies and the ship drifts on its last heading and speed. Regardless of damage to the life support network, only 1 point need be allocated.
2. **REDUNDANCY.** All ships are equipped with multiple life support systems; this is indicated by the numbers to the right of "Life Support" on the Ship's Log. Since only one is in use at any given time, only 1 power point is required.
3. **EFFECT OF DAMAGE.** Each hit to Life Support destroys one Life Support system. The cadet may black out any of the numbers next to Life Support.
4. **EFFECT OF DESTRUCTION.** When all life support systems are destroyed, the crew dies. The ship drifts on its last heading and speed until out of the combat area.

B. Sensors

Sensors are essential if the ship wishes to engage in combat, since the sensor/computer linkage is the only thing which makes combat possible between faster than light ships.

1. **POWER CONSUMPTION.** It costs 1 point of energy to power all available sensor arrays. A ship may not fire unless power is allocated to operational sensor arrays.
2. **REDUNDANCY.** Each ship has multiple sensor arrays; these are indicated by the numbers to the right of "Sensors" on the Ship's Log. The ship may continue to fire so long as at least one array is operational and powered.
3. **EFFECT OF DAMAGE.** Each hit to sensors destroys a sensor array. The cadet should **CIRCLE** the lowest (left-most) digit available. Other effects of sensor damage are more fully described in Weapons Programming and Fire.
4. **EFFECT OF DESTRUCTION.** In the standard game, when all sensors are destroyed the ship may not fire weapons. Advanced

options exist for firing without sensors. See Weapons Programming and Fire and Advanced Rules.

C. Deflector Shields

All ships are equipped with four energy shields to help them resist incoming attacks. The shields are oriented with #1 forward and increasing clockwise to #4 port. They are each listed separately on the Ship's Log. Each shield receives power individually and will only protect its given area for a turn on which it receives power ("is raised").

1. **RAISING SHIELDS.** A shield provides protection from a number of hits **EQUAL TO** the amount of energy give to the shield generator up to the maximum rating for that generator. The maximum rating is indicated by the largest number to the right of that shield generator on the Ship's Log.
2. **EFFECT OF DAMAGE.** Each hit to a Deflector Shield reduces the capability of one shield by 1 point. The cadet should decide which shield generator is damaged. Blacken out the highest (right-most) available digit for that shield.
3. **EFFECT OF DESTRUCTION.** When all digits for a given shield have been blacked out, that shield is destroyed. All weapons fire coming through that shield's arc does so without reduction.
4. **OVERPOWERING SHIELDS.** When a weapon causes more hits to the shield than the shield can provide protection for, the hits in excess of shield protection penetrate to cause damage.
 - a) **Phaser Special Effect.** When a shield is matched or overpowered by phaser fire, the shield generator in the affected arc takes 1 hit of damage.
 - b) **Photorp Special Effect.** When a photon torpedo hits a shield, that shield is momentarily buckled. It will not protect against subsequent torpedoes fired from the same ship along the same angle during the same turn.
 - c) **Disruptor Special Effect.** When a disruptor bolt hits a shield, **TWO** units of disruptor energy are required to counter **ONE** unit of shield energy.

5. **STRETCHING SHIELDS (ADVANCED RULE).** When a shield has been completely destroyed, an adjacent shield may be stretched to protect both coverage arcs.
 - a) A stretched shield only provides half-power coverage to both areas (round down.)
 - b) Use a small double-headed arrow on the Ship's Log to indicate a stretched shield.
 - c) Any stretched shield suffers double damage if hit.
 - d) A shielded ship may stretch its shields to protect another ship IF:
 - i) Their ship counters are touching; and
 - ii) The protected ship has no shields of any kind raised.

The following systems are not all available to all ship Captains, as the installations vary with the class of ship. All other systems that consume energy, not including movement, will be listed here. Remember not to spend more energy than was generated.

D. Phasers

Phasers are a high-energy beam weapon consisting of a modified plasma pulse injected into a coherent electromagnetic carrier. They are the primary weapon of the Federation Starfleet, the Klingon Empire and the Tholian Assembly.

1. **PLACEMENT.** Phasers are mounted in 'banks' of one or more phasers. Each bank is listed separately on the Ship's Log; the number to the right of the bank indicates the number of phasers in the bank.
2. **CHARGING.**
 - a) Each phaser must be "armed" with 1 energy point before it may fire.
 - b) Phasers may be armed and fired in the same turn.

- c) Once a phaser is armed it will retain that charge and be ready to fire until it is either fired or destroyed.
 - d) One fired, the phaser must be re-armed before it may fire again.
 - e) No phaser may fire more than once per turn.
 - f) A ship may not put more energy into phasers than it has operating phaser weapons.
3. **FIRE CONTROL.** The range of a phaser shot is five feet. This is indicated by a black mark on the Firing Line. Available firing arcs are indicated on the Ship's Log. Consult with other players if you are unsure which banks may bear.
4. **EFFECT OF USE.** When a phaser attack along a given firing angle exceeds the strength of the defending shield, the defending ship takes one hit of shield damage, plus damage to a single ship's system equal to the number of penetrating hits.
5. **EFFECT OF DAMAGE.**
 - a) Each hit scored to "Primary Weapons" will damage a phaser, if such is installed and still operational.
 - b) The cadet will mark off the highest (right-most) number beside ANY phaser previously operational. If the phaser was armed and is destroyed before firing, that energy is lost.
 - c) No phaser which has been marked off may be armed or fired.
6. **EFFECT OF DESTRUCTION.** If all phaser weapons are destroyed, no aspect of phaser fire may be conducted. All power previously allocated to phasers is lost.

E. Photon Torpedoes ("Photorps")

Photon Torpedoes are quantities of matter and anti-matter, temporarily contained and separated by a force field. When the torpedo is detonated, the matter and antimatter annihilate one another, releasing violent amounts of energy. Photorps are the usual secondary weapon of the Federation Starfleet.

1. **PLACEMENT.** Phatorp launchers are called "tubes." Each tube is listed individually on the Ship's Log; the number to the right indicates the number of photorps which may be

fired in a single turn. Each tube may be targeted on independent firing lines.

2. ARMING PHOTORPS.

- a) Each photorp costs 1 point to generate. A tube is "armed" when a photorp has been generated and is being held.
- b) Tubes may be armed and fired in the same turn.
- c) Once a photorp is generated, it will remain in that tube and be ready until fired or destroyed. If destroyed, the photorp and its energy are lost, doing no damage.
- d) Once fired the tube must be re-armed before firing again.
- e) No tube may fire more than once per turn.
- f) A ship may not put more energy into photorps than it has torpedo generating capacity.

3. FIRE CONTROL. The range of a photorp is three feet. This is indicated by a RED mark on the Firing Line. Firing Arcs are indicated on the Ship's Log.

4. EFFECT OF USE. The first photorp firing along a given firing angle will IMMEDIATELY overload and disable that shield. All other torpedoes from the same ship fired on that angle will do one hit of damage per torpedo.

5. EFFECT OF DAMAGE.

- a) Each hit scored on "Secondary Weapons" reduces a tube's ability to generate photorps.
- b) The cadet will mark off the highest (right-most) number remaining next to any tube.

6. EFFECT OF DESTRUCTION. If all torpedo-generating capacity is lost, no aspect of torpedo fire may be conducted. All power previously allocated to photorps is lost.

F. Disruptors

Disruptors are a spatial distortion weapon, locally altering the shape of space-time and thus affecting any adjacent mass. They are the secondary weapons of the Klingon Empire.

1. PLACEMENT. Disruptors are mounted in banks of one or more disruptor modules. Each bank is listed individually on the Ship's Log; the number to the right indicates the number of disruptor modules in the bank.

2. CHARGING DISRUPTORS.

- a) Each disruptor module must be "armed" with 1 point of energy.
- b) Disruptors may be armed and fired in the same turn.
- c) Once a module is armed it will retain that charge and be ready to fire until it is either fired or destroyed.
- d) Once fired, the module must be re-armed before it can fire again.
- e) No module may fire more than once per turn.
- f) A ship may not put more energy into disruptors than it has functional modules.

3. FIRE CONTROL. The range of a disruptor bolt is three feet. This is indicated by the RED mark on the Firing Line. Available firing arcs are indicated on the Ship's Log. Consult with other players if you are unsure which banks may bear.

4. EFFECT OF USE. Each two points of disruptor bolt fired along a given firing angle will nullify [destroy] one shield point. After the entire shield is nullified, any other disruptor units will penetrate to the ship, doing one hit of damage per unit.

5. EFFECT OF DAMAGE.

- a) Each hit scored to "Secondary Weapons" will damage a Disruptor.
 - i) Exception: A Romulan Battlecruiser, equipped with disruptors and cloaking device, will have its disruptors damaged on "Primary Weapon" hits.
- b) The cadet will mark off the highest (right-most) available number of any disruptor bank he chooses.
- c) No disruptor module that has been marked off as destroyed may be armed or fired.

6. EFFECT OF DESTRUCTION. If all disruptor modules are destroyed, no aspect of disruptor fire may be conducted. All energy previously assigned to disruptors is lost.

G. Plasma Bolts

Plasma Bolts are projected plasma fields of great destructive power, able at close range to disintegrate metal. They are the primary weapon of the Romulan Empire.

1. PLACEMENT. A plasma bolt generator is so large that it cannot be turreted; it fires over one firing angle only, usually the ship's cen-

ter line (200). The number to the right of the Plasma Bolt represents the strength of a projected plasma bolt.

2. CHARGING A PLASMA BOLT.

- a) A plasma bolt must be "armed" with up to eight units of energy.
- b) A plasma bolt may be armed and fired in the same turn, or the cadet may take multiple turns arming the bolt.
- c) Once a plasma bolt is armed it will retain that charge and be ready to fire until fired or destroyed.
- d) Once fired, the plasma generator must be re-armed before it may fire again.
- e) Only one plasma bolt may be launched per turn.
- f) A ship may not put more energy into the plasma bolt generator than its maximum rating.

3. FIRE CONTROL. The range of a plasma bolt is indicated by solid templates which will be placed in the simulation area when appropriate. A plasma bolt only fires straight ahead (angle 200).

4. EFFECT OF USE. Templates are used to show the expansion and effect of the plasma bolt. A plasma bolt affects a ship when the template is placed and it touches a ship silhouette OR if a ship silhouette is moved into a placed template. A template remains in the play area for two turns only.

- a) Template #1. Place this template when the bolt is first fired. Lay out a few feet of Firing Line along angle 200; align the tip of Template #1 with the nose of the ship; align the guide mark at the far end with the Firing Line. The effect of Template #1 is to destroy the ship instantly, regardless of the strength of the bolt or of the defending shields.
- b) Template #2. This template is placed in the turn following the placement of Template #1; a strength indicator is placed on it face-down, indicating how much energy was used to arm this bolt. If a ship silhouette touches Template #2, the ship suffers an attack equal to the strength indicator.
- c) Template #3. This template is placed in the turn following the placement of Template #2; also, Template #1 is lifted from the playing area at this time. If a ship silhouette

touches Template #3, it experiences an attack equal to the strength indicator minus one.

- d) Template #4. This template is placed in the turn following the placement of Template #3; also, Template #2 is lifted from the playing area at this time. If a ship silhouette touches Template #3, it experiences an attack equal to the strength indicator minus two.

e) Further Template Usage. On the turn after Template #4 is placed, Template #3 is lifted. On the turn following that, Template #4 is removed from the playing area.

5. EFFECT OF DAMAGE.

- a) Each hit of damage scored to "Primary Weapons" will reduce the Plasma Generator by one point.
- b) The cadet will mark off the right-most (highest) number next to the Plasma Bolt Generator.

6. EFFECT OF DESTRUCTION. Once all generating capacity has been destroyed, no new plasma bolts may be launched. No energy may be allocated to the plasma bolt generator. All power previously allocated to the plasma bolt generator is lost.

H. Nuclear Devices

These thermonuclear explosives are seldom used except as self-destruct mechanisms. However, they may be used as mines, catching unwary ships off-guard. Nuclear Devices are only carried by ships of the Romulan Empire. Each Romulan ship carries two Devices; only one may be placed per turn.

1. JETTISONED NUCLEAR DEVICES. As described below in Damage, whenever a Romulan Warbird experiences battle damage, it must jettison a Debris Field, represented by a playing card. The Romulan Player may choose to include a Nuclear Device in the debris.

- a) *Indication.* The Romulan Player indicates a "mined" debris field by placing a red card (heart or diamond) face-down.
- b) *Detonation.* A Nuclear Device in a debris field may be detonated at any time by the Romulan player; or it may be detonated by weapons fire through the debris field.

2. TRANSPORTED NUCLEAR DEVICES. A Romulan ship may transport and detonate a Nuclear Device as an imprecise offensive weapon. The Romulan ship **MUST BE VISIBLE** (non-cloaked) to transport.
 - a) Fire Control. Treat this use of the Nuclear Device as regular offensive fire, using the rules for Transporting Material.
3. EFFECT OF DETONATION. Place a ruler with the 12 end at the site of the explosion. The highest number on the ruler **BEFORE** reaching a ship silhouette indicates damage potential. Shielding reduces this on a point-for-point basis. Roll any penetrating damage using the general damage rules. Notice that the Nuclear Device is the only weapon which can affect multiple ships simultaneously!

I. Cloaking Devices

These distortion fields hide starships from enemy sensors, rendering them nearly invisible. They are an innovation of the Romulan Empire, although Klingon ships have been observed using the cloak.

1. CHANGE STATES. A Cloaking Device is either **ON** or **OFF** for an entire turn. A ship may not cloak and de-cloak (or vice-versa) within a given turn.
2. WEAPONS LIMITATIONS. A cloaked ship may not fire weapons, employ tractors or use transporters, though it may be shielded and it may move.
3. ENERGY USE.
 - a) Activation. 6 units of energy must be fed into a Cloaking Device before a ship may become cloaked. This energy may be applied in one turn or several, but the ship may not cloak until 6 units have been applied. Cloaking begins **AFTER** Course Programming and **BEFORE** Movement.
 - b) Maintenance. Once the cloak is initiated, it must be maintained every turn it is in use. The Cloaking Device will consume power equal to its current maximum while maintaining the cloak.
 - c) Deactivation. A cloak may be deactivated at any time at no energy cost. Cloaking ends **AFTER** Movement but **BEFORE** Weapons Programming. Energy spent during a turn in which de-cloaking occurs

is applied to the next activation of the cloak.

4. MINIATURES. If a ship is cloaked, remove the Miniature from the Ship Counter.
5. EFFECT OF USE. If a ship is cloaked, Sensors **CANNOT** obtain a lock-on. Enemy ships wishing to fire on a cloaked ship must log their weapons use and fire angles **BEFORE** Movement occurs. Their shots will then be modified as appropriate for Firing Without Sensor Lock. If the ship de-cloaks, the pre-logged angles may be erased and Weapons Programming done normally.
6. EFFECT OF DAMAGE.
 - a) Cloaking Devices are hit on "Secondary Weapons" hits.
 - b) Each hit reduces the amount of energy which may be fed to a cloaking device in a given turn. Blacken the highest digit available.
7. EFFECT OF DESTRUCTION. If all units of a Cloaking Generator are destroyed, the ship may not cloak. No energy may be spent on cloaking. If the ship was cloaked, it becomes visible.

J. Webbing Device

This mysterious energy web is difficult to fire through and does damage to ships which contact it. It is used **ONLY** by the Tholian Assembly.

1. GENERAL. During each turn in which the webbing device receives power, a Tholian ship leaves a web strand in its wake, from its previous position to its current position. I use a thick gold-colored twine for webs, cut in assorted lengths. It looks better than the template provided in the game, but the template is still needed.
2. ENERGY USE. During each turn, the webbing device may receive up to 7 units of energy.
3. COUPLING. Two Tholian ships may cooperate to lay web.
4. WEB STRENGTH. Web strength is the same throughout the web; use a single strength indicator. Web strength is calculated thus:
 - a) Previous Web Strength;
 - b) plus Energy pumped into the web by every ship spinning it;

- c) minus the Warp Speeds of every ship spinning it;
 - d) minus one, if only one ship is spinning (even if two ships are connected).
5. WEB DECAY. If no additional spinning is done, the web will decay at the rate of 1 strength per turn.
6. EFFECT OF WEB. Note that Tholian ships themselves are NOT immune to these effects.
- a) Ships. Any ships contacting Web lose Engine points equaling the strength of the web.
 - b) Phaser Fire. Before the first is conducted, a Node Template is laid across the MOST RECENTLY laid web section AFFECTED by the fire. If the Firing Line intersects a node, the Phaser's Strength is added to the web's strength.
 - c) Photorp Fire. Before the first is conducted, a Node Template is laid across the MOST RECENTLY laid web section AFFECTED by the fire. If the Firing Line intersects a node, the Photorps detonate there without affecting the web or the target.
 - d) Disruptor Fire. Before the first is conducted, a Node Template is laid across the MOST RECENTLY laid web section AFFECTED by the fire. If the Firing Line intersects a node, the Disruptor's Strength is subtracted from the web's strength. If this causes the Web's strength to fall below 1, the entire Web is destroyed.
7. EFFECT OF DAMAGE. Each hit to the webbing generator diminishes the device's ability to spin and power the web. Mark off the highest (right-most) available digit on the Ship's Log.
8. EFFECT OF DESTRUCTION. If all units of the Webbing Device are destroyed, that ship cannot generate Web, nor can it assist another ship in generating web. No power may be allocated to the Webbing Device.

K. Transporters (Advanced Rules)

These matter/energy transportation devices allow near-instantaneous travel over short distances. All races have developed some type of transporter technology; for this

game's purposes, all will be considered identical.

1) TRANSPORTING PERSONNEL.

- a) For ship-to-ship transport, the ship counters must touch.
- b) No shields may be raised by either ship for a complete turn.
- c) No fire may be conducted by either ship for a complete turn.

2) TRANSPORTING MATERIAL.

- a) Maximum range is 6 feet, indicated by a green mark on the Firing Line.
- b) No shield may be raised in the coverage arc through which transport will occur.
- c) Range as well as angle must be specified.

L. Tractor Beams (Advanced Rules)

These focused energy beams are used to draw objects towards the ship (or the ship towards objects, as in docking). Damaged or derelict ships may be towed to safety for rescue or salvage purposes. All races have this technology.

- 1. For tractored towing, the ships must have touching ship counters.
- 2. When towing via tractor beam, acceleration is halved.

M. Cargo Pods

Some vessels have the ability to tow two large cargo containers ("pods") for extended periods. Use the following special rules.

- 1. ACCELERATION. The Energy-To-Acceleration ratio will change with the amount and type of cargo towed. Use the table on the front of the Ship's Log. OR: An unburdened tug accelerates 15 per energy unity to movement. It accelerates at 9 per energy unit with 4 mass units towed; reduce acceleration by 1 for each additional 2 mass units towed.
- 2. TRACTORS. If a cargo pod is towed, that tug may not use its tractors on another ship.
- 3. SILHOUETTE. Pods are counted as part of the Ship Silhouette; ship systems may be damaged even if only the Pod's silhouette is crossed by the Firing Line.
- 4. HITS. Cargo Pods are hit on "Secondary Weapon" hits. A pod is destroyed and will break loose after taking four hits. If no cargo pod is towed, assume all Secondary Weapons are destroyed.

- a) Multiple Pods. If multiple pods are towed, make a die roll to determine which pod is affected.
- 5. POD CLASSIFICATIONS.
 - a) Mk I. Used for hauling liquid goods. Mass: 6 units.
 - b) Mk II. Carries dry bulk goods. Mass: 6 units.
 - c) Mk III. Stores perishable goods. Mass: 5 units.
 - d) Mk IV. Used for transporting colonists, and as an emergency evacuation craft. Mass: 4 units.
 - e) Mk V. Transports finished goods. Mass: 6 units.
 - f) Mk IX. Combat Pod. See Advanced Rules below.

COURSE PROGRAMMING & MOVEMENT

In this section the cadet will maneuver his ship, converting movement energy into actual heading changes and speeds.

COURSE PROGRAMMING

- A. *Convert to Acceleration.* Using the Propulsion Energy/Acceleration table, convert the Energy Used for Propulsion this turn to acceleration (deceleration if the - sign was written). Record this value on line 1.
- B. *Distance Moved Last Turn.* This was logged on line 2 at the end of the previous turn.
- C. *Result of 1 and 2 above.* Add lines 1 and 2 to obtain Total Kinetic Energy. Record this sum on line 3.
- D. *Record Course Change.*
 - 1. ACCELERATION. A ship applying energy to speed up may change heading by no more than 100 tics in a single turn, or by no more than the Total Kinetic Energy value on line 3.
 - 2. DECELERATION. A ship applying energy to slow may change heading by any amount permitted within the Total Kinetic Energy limit.
 - 3. LOG the appropriate course change information, noting the direction of the turn (P/S) on line 4.
- E. *Subtract 4 from 3* to obtain Linear Momentum; log this value on line 5.

- F. *Record 10% of Line 5 on line 6.* This represents space-time's resistance to manipulation by warp drive.
- G. *Subtract Line 6 from Line 5* to get Distance Moved This Turn.
 - 1. RECORD the value, followed by a slash, on Line 7. Record the value again on line 2 of the next column.
 - 2. CONVERT Distance to Warp Speed using the Warp Factor Conversion Table.
 - 3. RECORD the Warp Speed following the slash on line 7.

MOVEMENT

A. Course Change

- 1. Hold the ship counter down.
- 2. Draw the Firing Line around until it lies across the new course.
- 3. Pin the Firing Line down.
- 4. Rotate the Ship Counter until the 200 mark lines up under the Firing Line.

B. Movement

- 1. Align the Speed Scale so that 0 is lined up with the AFT end of the Ship Counter. (If moving in reverse, use the FORWARD end.)
- 2. Move the ship by sliding the Ship Counter until the referenced end is aligned with the Distance Moved value.

C. Course Change (Advanced Rule)

- 1. An initial course change may be made (just like a regular rules course change) ONLY if energy was spent for movement. That change may not exceed the acceleration/deceleration created by this turn's energy.
- 2. If a second change is desired, it must come in the same direction as the first.
- 3. If NO energy was spent for movement, a single course change may come AFTER the movement and may be in either direction.
- 4. The total heading change from both changes may not exceed the limits established on Line 4.

D. Dilithium Crystal Failure

Any time the ship's Warp Speed (logged on Line 7) exceeds the Maximum Safe Speed (indicated on the Warp Speed Conversion Table), the potential for damage exists.

1. CRYSTAL AVAILABILITY. Each main engine has two crystals.
 - a) Exception: Romulan and Tholian main engines have only one crystal each.
2. EFFECT OF CRYSTAL FRACTURE. When a dilithium crystal fractures, the cracks in the crystal interfere with the operation of the engine. It is as though the engine had suffered two hits of damage.
3. EFFECT OF CRYSTAL BURN-OUT. When a dilithium crystal burns out, it is completely destroyed. It is as though an engine had suffered four hits of damage.
4. DETERMINING CRYSTAL DAMAGE.
 - a) Your current Warp Speed, minus the Maximum Safe Warp Speed, is your Stress Level.
 - b) Roll the Green/Black die. If the value of the roll is equal to or less than the Stress Level, then damage has occurred to a number of crystals equal to the value of the roll. A green result indicates fractures; black result indicates burnouts.
 - c) Mark off the appropriate number of hits to the main engines.
5. CRYSTAL REPAIR (ADVANCED). Starships occasionally have replacement dilithium crystals aboard. Use the following rules to account for this possibility.
 - a) Availability. At the beginning of the game each cadet is dealt two playing cards from a 52-card deck. The cadet should keep these hidden. An ace or face card represents a reserve crystal.
 - b) Replacement Procedure. The engine in which the crystal is to be used must be SHUT DOWN for three full turns; it may not be used to generate any power whatsoever.
 - c) Limitation. Once a new crystal is installed, a cadet may restore engine points previously lost to crystal failure or burn-out. This will not restore other damage from battle.

WEAPON PROGRAMMING & FIRE

IN THIS SECTION THE CADET WILL ASSIGN WEAPON FIRE BASED ON SHIPS' RELATIVE POSITIONS AND FIRING STRENGTHS, AND THEN DETERMINE THE SUCCESS OR FAILURE OF THEIR DECISIONS. ALL FIRE IS SIMULTANEOUS AND ALL DAMAGE IS RESOLVED AFTER ALL FIRE IS COMPLETED.

A. Initial Decision.

The cadet decides if he will engage in any offensive action this turn. Considerations include previous energy allocations, relative positions of ships, firing angles and firepower availability, and overall mission objectives and readiness.

B. Place Decision Cards.

Based on the Initial Decision, the cadet places combat cards face down where the opposition may see they remain undisturbed.

1. FIRING. If the cadet has chosen to fire any weapons, the combat cards he has placed face down will be:
 - a) a "FIRE!" card; and
 - b) Weapons cards corresponding to the weapons he intends to fire.
2. NOT FIRING. If the cadet opts not to fire any weapons, the combat cards he has placed face down will be:
 - a) a "HOLD FIRE" card; and
 - b) any other weapons cards (for bluffing purposes).

A master copy of the combat cards sheet is provided here. I've photocopied mine onto different colored papers (you could use card stocks) for use by different ships.

C. Determine and Log Firing Angles.

For each weapon dedicated to fire (as declared on the combat cards), log the Firing Angle and Strength of that weapon.

1. MECHANICAL AIDS FORBIDDEN. The Firing Line may not be moved while Firing Angles are being logged. No sighting aids of any kind may be used to assist in determining angles.
2. FIREPOWER RESTRICTIONS. Observe the Restricted Angles of Fire Chart when deter-

mining firepower over various potential lines of attack.

3. SALVO FIRE. Phasers fired along the same Angle from the same ship are considered to be "in salvo" -- their strengths add for the purposes of overpowering shields and inflicting damage. Disruptors may also fire in salvo. Photorps must fire in salvo to have any expectation of damage success.

D. Sensor Lock-On.

Best results are obtained when a ship's sensory suite has a "lock" on the target vessel.

1. DECLARE TARGET FOR SENSOR LOCK. All cadets should do this, even if their hidden combat cards indicate a "Hold Fire."
2. ROLL THE 1-20 DIE. Subtract 1 for each hit to Sensors.
 - a) Scout Vessels [SFB]. Scout vessels have higher resolution sensors, letting the ship execute effective fire at a higher damage level. Do not begin subtracting from the die roll until only five arrays remain. Subtract one for each array destroyed thereafter.
 - b) Success. If the modified roll is equal to or greater than the target ship's Warp Speed, the cadet has acquired a lock-on.
 - c) Failed Lock. If the modified roll is less than the target's Warp Speed, lock has not been attained. Fire is still possible, however.

E. Abort Fire.

Those cadets who failed to achieve lock-on may abort their fire, picking up their cards without revealing them. All logged angles and strengths are erased.

F. Reveal Cards.

At this time all cadets with cards still concealed reveal them. Those with "HOLD FIRE" cards may pick them all up. Those with "FIRE" cards show which weapons will fire; all cadets will then verify that such fire is possible within limits of firing arcs and system damage.

G. Conduct Fire.

1. LAY OUT FIRING LINE.
 - a) Hold Ship Counter firmly.

- b) Swivel Firing Line around to correspond to logged angle for weapon.
2. MODIFY FOR FAILED SENSOR LOCK.
 - a) Roll the Green/Black die. Read a "0" as "10"
 - b) Change the logged angle by 10 times the rolled value. Black digit indicates port direction (subtract); Green digit indicates starboard (add).
3. EXTEND LINE TO TARGET.
 - a) Stretch the Firing Line along the (modified) Firing Angle.
 - b) If the Firing Line crosses any portion of the Ship Silhouette, damage may have occurred.
 - c) If the Firing Line does not cross any portion of the Ship Silhouette, damage cannot have occurred.
4. FRIENDLY FIRE. It is sometimes possible that the Firing Line will cross "friendly" ship silhouette on its way towards the target. If this occurs, roll the Green/Black die. "Green" indicates the shot missed the friendly ship; "Black" indicates the friendly ship was hit.

H. Determine Hits.

1. Compare Weapon Strength with Shield Strength.
2. Apply all appropriate special effect rules.
3. Determine number of hits/size of hits to be rolled for, if any.

I. Repeat. Do steps G, H and I until all weapons fire is accounted for.

DAMAGE

ALL CADETS NOW DETERMINE AND RECORD THE EFFECTS OF HITS RECEIVED IN COMBAT.

A. General Hit Location.

Use the Hit Location Table (below) to determine the systems affected by damage.

B. Resolving General Damage.

General damage is resolved with a one-hit/one-roll method. For each hit which penetrated the shields, roll the Green/Black die and follow the directions on the Hit Location Table.

C. Resolving Salvo Damage.

For each salvo which overpowers the shields, roll the Green/Black die once. Apply all hits from that salvo to the rolled system. Yes, this means one could get very lucky and scrub out the Life Support systems with one or two shots. Your commanders will be very impressed you brought home such a prize with so little damage!

D. Resolving Plasma Bolt Damage.

It is possible for a ship to avoid damage from a plasma bolt.

1. The Target Player has a pool of die rolls equal in number to the strength of the shield first affected by the Plasma Bolt.
2. The Romulan Player rolls once on the Hit Location Table to determine the system hit, as for general damage.
3. The Target Player can choose to use one of his pool rolls to attempt to avoid the damage. To do so, he rolls the Green/Black die.
 - i) A "Green" roll indicates the shields successfully warded off the damage. Return to Step 2.
 - ii) A "Black" result indicates the shields have not yet succeeded. The Target Player must continue to use rolls from his pool until he gets a "Green" result or the pool runs dry.

When the shield protection pool runs dry, resolve any remaining hits as general damage.

E. Federation Damage Control.

Federation crews are legendary in their ability to repair damage in combat.

1. At the end of the turn, a Federation player may roll the Green/Black die once to repair one hit to any system.
 - a) Life Support may never be repaired.
 - b) The damage repaired cannot have been acquired during the current turn; it must be at least one turn old.
2. A "Green" roll indicates success; a "Black" roll indicates failure to restore the hit.
3. Damage Control rolls may not be saved up. Use it or lost it, each turn.

F. Romulan Warbird Debris.

Whenever this small starship is damaged, its crew must jettison the damaged equipment in order to keep the ship running efficiently.

1. When the Warbird is hit and takes internal damage, the Romulan players places a playing card face down over the top of his ship silhouette. This represents a jettisoned debris field. (The ship counter moves normally out from under this card, leaving the card where it was.)
2. Offensive fire which contacts the debris field exposes whether or not a Nuclear Device is hidden within. The card is turned face up; a red suit indicates a Device was hidden there but has been detonated. Resolve possible damage effects as described above.

G. Hit Location Table

<u>DIE ROLL</u>	<u>SYSTEM HIT</u>	<u>EFFECT OF DAMAGE</u>
Any Black	Deflectors	Deflector Unit(s) Lost. If all Deflectors destroyed, treat as Green Roll.
Green 1-5	Main Engine	Main Engine Unit(s) Lost.
Green 6	Aux. Engine	Aux. Engine Unit(s) Lost.
Green 7	Life Support	Life Support system(s) lost.
Green 8	Sensors	Sensor Suite(s) lost.
Green 9	Sec. Wpns	Secondary Weapons unit(s) lost.
Green 0	Primary Wpns	Primary Weapons unit(s) lost.

Hits on any Green system which is already destroyed are assigned to Life Support.

That completes the Sequence of Play for a turn. If combat continues, return to Energy Generation and carry on!

TO BEGIN THE GAME

THIS SECTION DESCRIBES THE STANDARD SCENARIO FOR THE GAME, ADDS AN ADDITIONAL RULE FOR SCOUT SHIPS, AND PROVIDES OTHER SCENARIOS TO BE WORKED FOR EDUCATIONAL BENEFIT. THE ADDITIONAL SCENARIOS ADD EXTRA COMPLEXITY AND GOALS, ENHANCING THE REALISM OF THE PLAY -- COMBAT IS ALWAYS A MEANS AND NEVER AN END TO ITSELF.

A. *Standard Scenario: The Duel.*

1. **PLACEMENT.** All cadets of the same team start on the same side of the play area (floor/table/room/whatever).
2. **PREVIOUS TURN SPEED.** Assume that all ships moved at Speed 27 / Warp Factor 3 ("27/3") during the previous turn.
3. **WEAPONS STATUS.** Assume that no weapons are armed or charged.
4. **FIRST MOVEMENT.** All ships must fly directly toward the opposition during the first turn.
5. **CONFERENCES.** Discussion between captains should be limited; excessive talk slows play.

B. *Scout Vessel Variant Rules [SFB].*

These ships have extra sensor arrays of higher resolution, permitting better detection of hostile forces at a longer range. All ships of a side supported by a scout vessel enter the scenario...

1. ... with a previous turn speed one Warp Factor higher than the opposition; and
2. ... with all weapons fully charged and ready to fire.
3. Assume scout effects have already been accounted for in the scenarios below.

C. *Scenario: Dilithium To Rima IV.*

The Federation transport/tug U.S.S. Ptolemy is hauling a cargo container of vitally needed dilithium to Rima IV to reactivate the colony life support reactors. It is being escorted by the destroyer U.S.S. Saladin and the scout U.S.S. Bowie because a Klingon Battlecruiser

of the Klanthas class was reported heading in their direction after suffering minor damage in an attempt to break through the Federation defenses on the perimeter. Intelligence reports that the Klanthas may attempt to hijack the cargo pod.

1. **FEDERATION SETUP.** The tug tows a Mk I Pod. The destroyer and the scout are each within 2 feet of the pod (in any direction). All three ships are moving at 64/4.
2. **KLINGON SETUP.** The battlecruiser is 6 feet directly ahead of the tug, heading directly for the tug at 216/6. It has suffered one damage point each to the Port and Starboard Phasers.
3. **FEDERATION OBJECTIVE.** The tug must exit the far side of the combat area with more than 5 feet of separation between it and the battlecruiser; or the tug must be beyond the battlecruiser's weapons ranges and moving at such a speed that the battlecruiser cannot overtake.
4. **KLINGON OBJECTIVE.** Destroy one of the tug's deflector shields and transport a boarding party (which subdues the crew and steals the cargo); OR be closing with the tug (but still outside weapon range) when the ships leave the combat area, and rolling a higher die than the tug.

D. *Scenario: War In The Balance.*

A Romulan Warbird has crossed the Neutral Zone and will attack Federation Outposts. The heavy cruiser U.S.S. Lexington is the only Federation ship close enough to defend the outposts against the intruder.

1. **ROMULAN SETUP.** Place the Warbird at one edge of the combat area. The Warbird begins moving at 64/4, with all weapons charged and with cloak engaged.
2. **FEDERATION SETUP.** Place Outpost Alfa (a labeled poker chip) 3 feet away from and directly in front of the Warbird. Place Outposts Bravo through Fox such that they create a line across the combat area; separate the outposts by roughly 2 feet. Place the heavy cruiser 3 feet behind the furthest Outpost from Alfa, facing the Warbird, moving at 64/4 with fully charged weapons.
3. **ROMULAN OBJECTIVE:** The Romulan receives 1 point for each outpost destroyed

and 5 points for destroying the Lexington. The Romulan receives a 4 point bonus for escaping to the Neutral Zone (which lies 5 feet behind his start position). The Romulan must exit the combat area to receive any points.

4. **FEDERATION OBJECTIVE:** Defend the outposts from the intruder. An outpost can only be destroyed by being hit with Plasma Template #1.
5. **FEDERATION DEFENSE NETWORK:** After the first outpost is destroyed, the other outposts are alerted and may defend themselves with a single strength 1 Phaser. Outpost sensors are limited, and so these phasers may only fire along 10-tic increments. Outposts are exempt from the "firing without lock-on" rules.
6. **FEDERATION REINFORCEMENTS:** After each outpost is destroyed, the Federation player rolls the 1-20 die. If he rolls a number equal to or less than the current number of destroyed outposts, a dreadnought enters the combat area at the furthest possible point from the Romulan, moving at 512/8 with all weapons fully charged.
7. **VICTORY CONDITIONS.**

If the Romulan scores 1-5 points or is destroyed before escaping, call this a Federation victory.

If the Romulan scores 6-10 points, call this a Romulan victory.

If the Romulan scores 11 points or more, call this a Decisive Romulan victory, sure to cause the Romulan High Command to declare war on the Federation.

E. Scenario: The Dreadnought.

The first of the Federation-class dreadnoughts is on its shakedown cruise when it discovers a pair of Klingon battlecruisers deep in Federation space. The battlecruisers have apparently been monitoring the trials and now want to test the dreadnought's mettle.

1. **FEDERATION SETUP.** Place the dreadnought in the center of the combat area, with a destroyer at each side of the dreadnought at a range of 1 foot. The Federation ships have speed 0/0 and fully charged weapons.
2. **KLINGON SETUP.** Place the battlecruisers facing the Federation ships at a 5 foot

range. Klingons are moving at 125/5 and have fully charged weapons.

3. **VICTORY CONDITIONS.** A Federation victory occurs when both battlecruisers are destroyed. A Klingon victory occurs when the dreadnought is destroyed. Any other result is a draw.

ADVANCED RULES

Many advanced rules were included in the main text for clarity; other advanced rules follow. Advanced rules add complexity and detail to the game and should only be used by those entirely familiar and comfortable with the regular rules.

A. Fleet Rules

1. **NON-SIMULTANEITY.** Cadets move and shoot in the order in which they complete their logs (up to Weapons Programming).
 - a) The first to complete his Log and turn it face-down on the floor shouts "One!"; the second "Two!"; and so on.
 - b) The first cadet moves his ship and completes Weapon Programming and Fire, all before any other cadet may act.
 - c) All damage takes effect immediately. If may become necessary for later-acting players to reallocate energy to account for damaged engines or systems. Damaged weapons may NOT be fired.
2. **CAPTURE (Optional Fleet).** Points are scored based on damage levels and possible take-over of enemy craft.
3. **BOARDING PARTIES (Optional Fleet).**
 - a) A Boarding Party may be launched into another ship, providing safe transport may be obtained. (See the rules for transporting personnel.)
 - b) The defending captain rolls the Green/Black Die.
 - i) Green result indicates the Defending Crew is prepared to repel the boarders; see 'Boarding Party Battles' below.
 - ii) Black result indicates the Defending Crew was caught unawares; the boarding crew has taken control without significant resistance.
 - c) **Boarding Party Battles:** Both players roll the Green/Black Die. Whichever rolls the

highest digit wins the battle and control of the ship. In case of a tie the battle continues to the next turn.

- d) Limitation: A ship may launch only ONE boarding party per scenario.

B. Stunning Shots.

A captain may choose to operate phasers or disruptors at reduced power, option to disable the crew rather than damage the vessel.

1. DECLARATION. During Weapons Fire the player must announce that he is "firing to stun."
2. SHIELDS. ANY shielding of any strength will completely deflect stunning fire.
3. EFFECT OF HIT. On the next turn the affected ship may not change course or speed, may not initiate weapons charging, may not fire weapons, etc.
4. ATTEMPT TO RECOVER. At the end of the next turn in which the affected ship is NOT hit by stunning fire, the commanding player may roll the Green/Black Die. A green result indicates the ship may resume normal operation.
 - a) Note that the player utilizing stunning fire may repeat the stunning fire in the following turns. As long as the attacker continues to succeed, the affected player may not attempt to recover.

C. Universal Cloaking.

Since "military secrets are the most fleeting of all," it is possible to play games in which all ships are equipped with the Cloaking Device.

D. Firing Blind.

It may be possible to fire weapons effectively with NO operational sensors.

- 1) Firing Strengths and Angles must be logged ONE FULL TURN in advance of fire.
- 2) In the turn of fire, the Firing Angles will be modified as for Firing Without Sensor Lock.

TURN SEQUENCE

This chart summarizes the complete series of steps to complete a game. As men-

tioned previously, I like to photocopy this onto the back of the Ship Display sheets.

- A. All players total up energy received from their engines and log the number.
- B. All players complete the energy programming part of the log.
- C. All players turn their ships to new courses and move at the same time.
- D. All players log fire angles and energy used for primary and secondary weapons.
- E. All players reveal weapons cards and if firing identify the target and attempt sensor lock-on.
- F. Any players aborting shots announce it.
- G. All players assist one another in laying out shots and logging hits. Afterwards, damage is rolled for all hits received.
- H. Place Plasma Templates, assess effects, and return to Step A.

[The following was included in the expanded, revised 2nd Edition © Gamescience 1993.]

DESIGNER NOTES

The STAR FLEET BATTLE MANUAL rules can be used with our ALIEN SPACE BATTLE MANUAL so that the two games are played together. If the idea of 18 more exotic weapon systems and additional ships interests you, all that is needed to make the game compatible, is to abide by the simple changes listed below. For all practical purposes, blazers and phasers are similar. The only major difference between them is that the blazer has a longer range. The magma beam and the plasma bolt are similar enough to both work off the magma beam column of the Alien Space Weaponry Index Chart. Photon Torpedoes and Proton Torpedoes are enough alike that the effect of each on the other 18 weapons are listed on the Alien Space Weaponry Index Chart, is identical. The Proton, Photon and Javelin Torpedo all affect the T-type web as stated on the backside of the T-type ship record sheet. When Alien Space ships fire upon Star Fleet game ships, a 20-sided die is rolled to determine the location of hits. When STAR FLEET ships fire on Alien Space ships, hits on the shaded area will cause damage to the sensors & life support while hits aft of the shaded area damage man and auxiliary engines, and hits fore of the shaded area dam-

age main and auxiliary weapons systems. All ships will move and turn according to the rules of their respective games. STAR FLEET ships will have to roll the die for weaponry lock-on while ALIEN SPACE ships won't have to contend with a lock-on problem. Altho [sic] Blazer weapons shoot farther than phasers, they must exceed the strength of a shield before they can cause damage, whereas the phaser merely equals the shield to cause damage...

....

At the risk of losing all credibility, I must confess that I have never been in a battle between starships in outer space. Furthermore, I have never traveled at warp factor 9 or even approached the speed of light. Consequently, I am puzzled by the number of people who want to tell me how to "FIX" this design to make it more realistic.

The first fix I ignored was suggested in 1976 during a playtest session at Keesler AFB. Because all of his sensors were shot away, I told a gamer that he could not fire his weapons, even though they were still functioning.

He argued that he could shoot, after friendly ships radioed fire coordinates to his computer. Because the radio signals from the friendly ships were only moving at the speed of light, while the target was moving at 216 times the speed of light I refused to allow it.

Then he announced that he was sending his science officer to the front of the ship to fire his hand held phaser through the forward port hole. When I pointed out that the shot would probably destroy the glass and cause the officer to be sucked out of the ship as it lost its air through the opening, he demanded that we allow the officer to don a space suit so that he could stand on the outside of the ship's hull, while shooting his hand held phaser. When asked where the weapon would be aimed he pointed to an enemy ship moving at warp factor 6. If the ship appeared to be where the weapon was aimed, it must have departed that location some time earlier because it was traveling 216 times faster than the speed of light. He offered to lead the target, but since it was already moving 100,000 times faster than a rifle bullet, I re-

fused. He condemned the game as being totally unrealistic and stalked off.

Others have condemned the game because I refuse to let them continue controlling their ship when they are dead. They want a rule which allows them to ram the enemy or at least, self-destruct with such force that they can take their enemy along. Even SPACE GAMER magazine faulted us for failing to have a ramming rule. Apparently, everyone else knows that starships in combat at faster than light speeds, always ram each other. Since I have not been there, I am faulted for failing to take their word for it.

Please notice that I have also failed to create a rule which lets a crewman scotch tape his scout knife to the leading edge of the ship's exterior hull, so that it can function as a bayonet after all its weapons are shot away!

Since so many people seem to be the world's final authority on what space combat is really like, and because they are the only ones intelligent enough to identify and correct all the blatant blunders they know I have deliberately put into this design, and because I'm burned out from arguing against demands like I've just described, I've created the optional coverall rule listed below.

OPTIONAL COVERALL RULES.

Regardless of whether you have the greatest game designing improvement ever conceived, or the world's most stupid, asinine and perverted piece of trash, you can put it into this game if **ONE** other person is willing to play it with you. If no one is willing to let you do it, neither will I! One more thing, if you see me at a game convention, please do not tell me all about the marvelous, exciting and thrilling Star Trek game on your school computer. I do not speak computer!

In England, on Sept. 27, 1982, the STAR FLEET BATTLE MANUAL on the GAMES DAY AWARD of 1st Prize for "Best Table Top Rules for Any Period".

PORT PHASERS	PORT PHOTORPS	PLASMA WEAPON
STARBOARD PHASERS	STARBOARD PHOTORPS	NUCLEAR DEVICE
FORE PHASERS	PORT DISRUPTOR	BOARDING PARTY
AFT PHASERS	STARBOARD DISRUPTOR	WEBBING GENERATOR
TOP PHASERS	FORE DISRUPTOR	FIRE!!!
BOTTOM PHASERS	AFT DISRUPTOR	HOLD FIRE

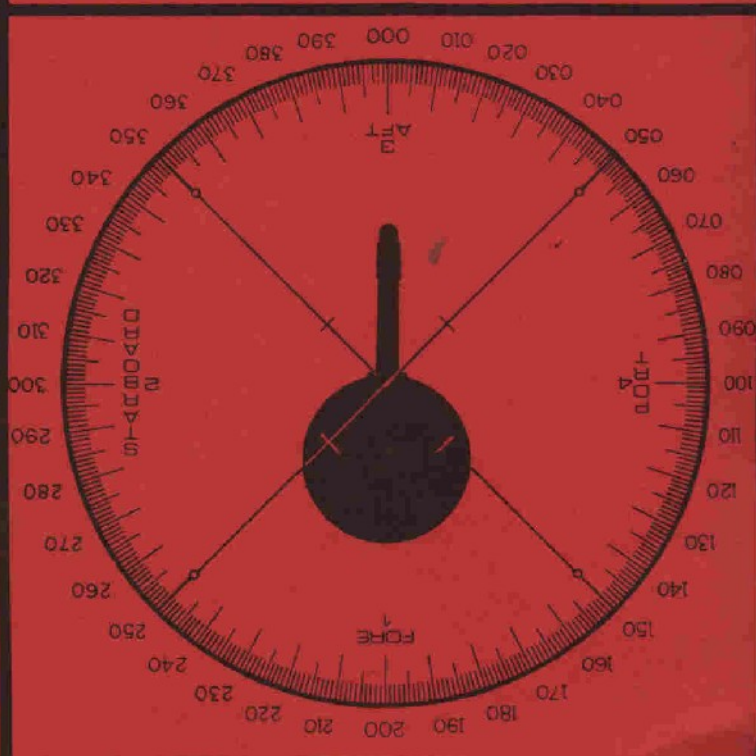
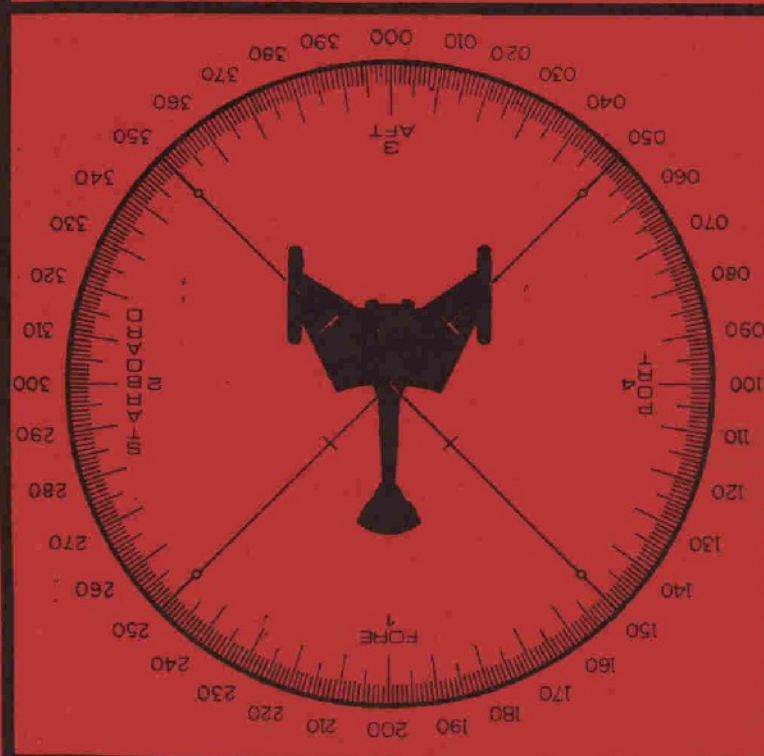
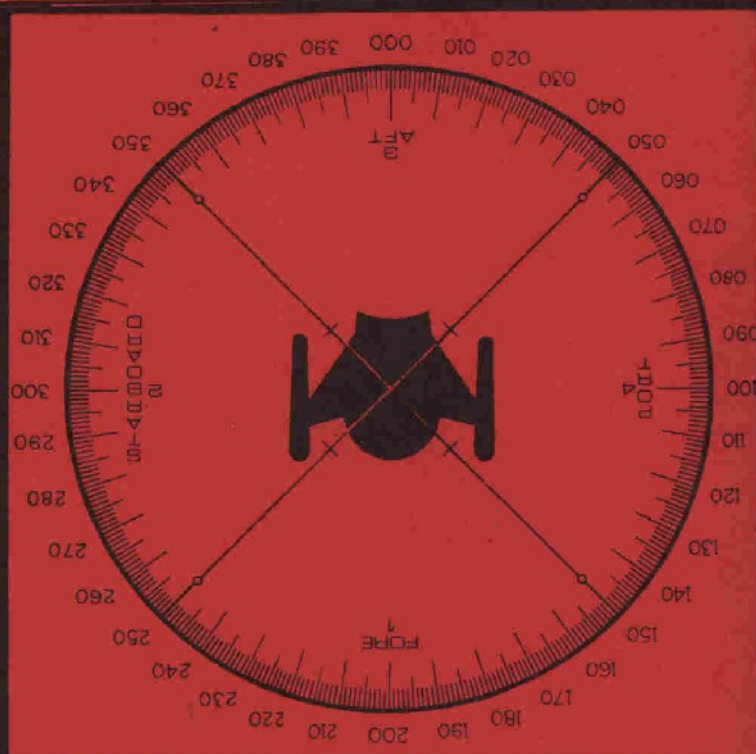
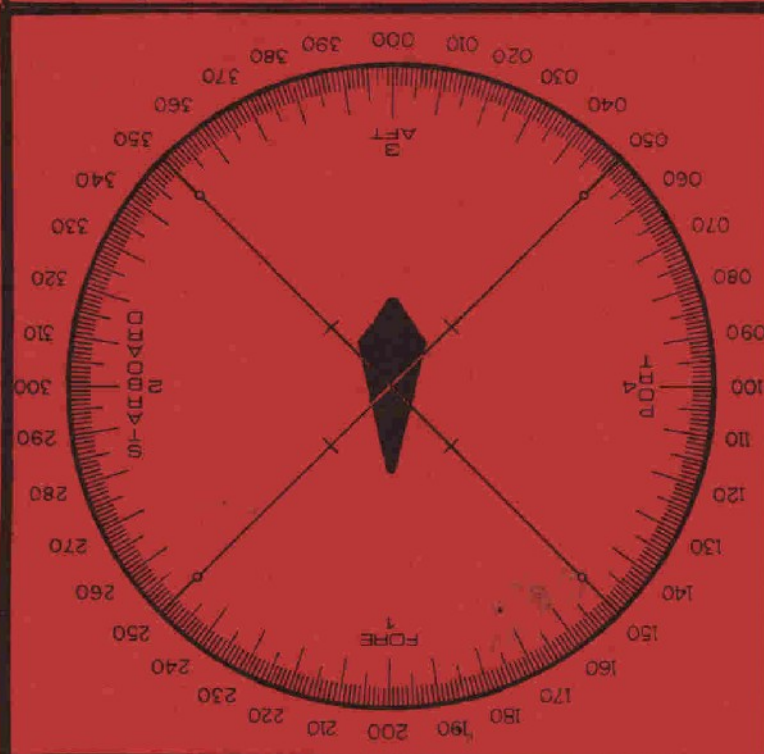
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THESE COUNTERS ARE TO BE USED IN THE HEX MAP VERSION OF ALIEN SPACE

CUT APART ON THE HEAVY LINES

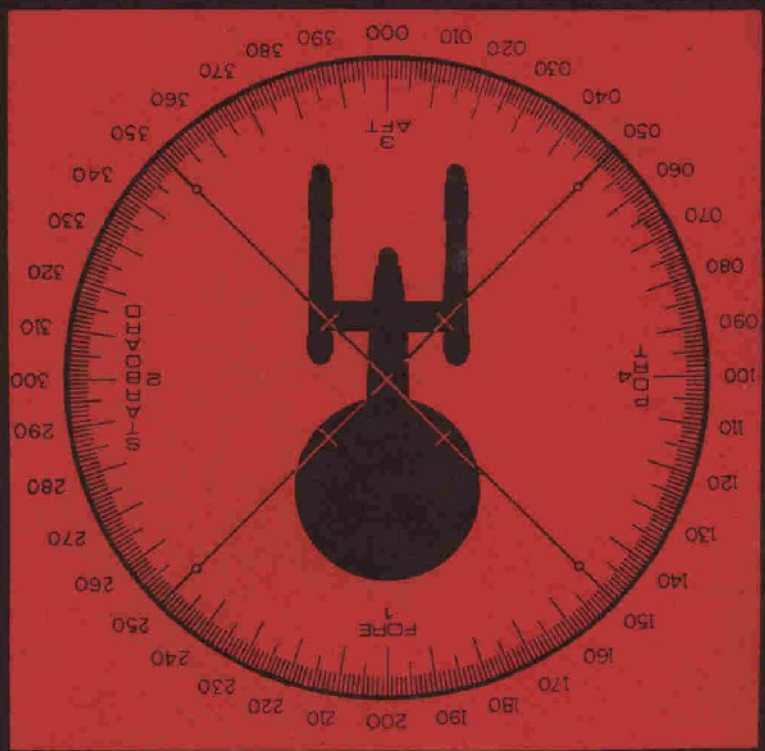
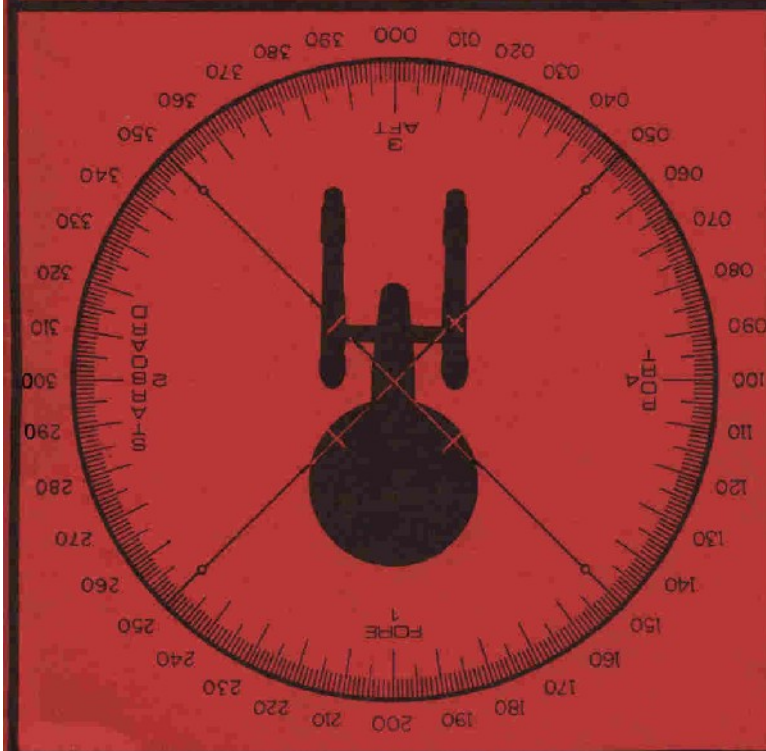
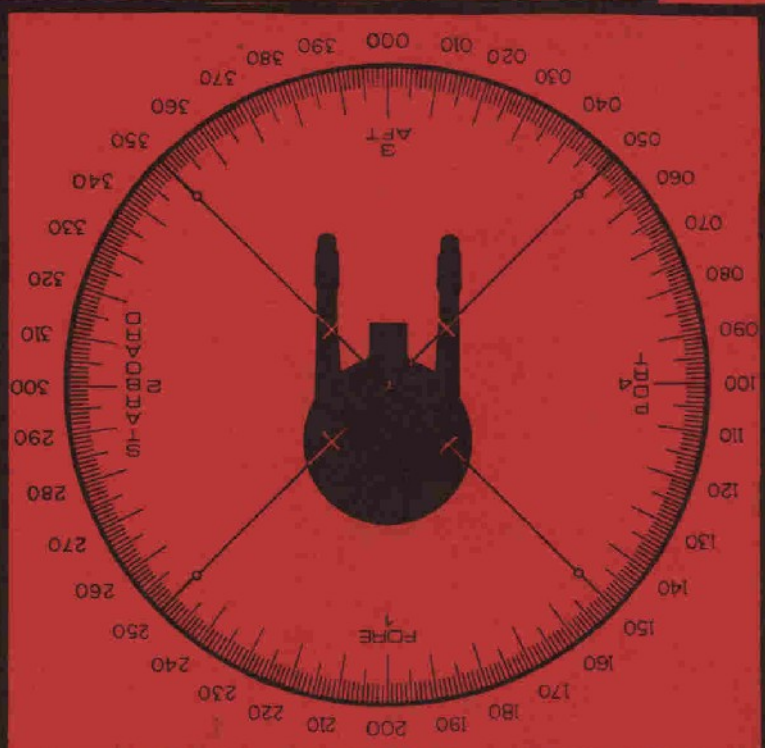
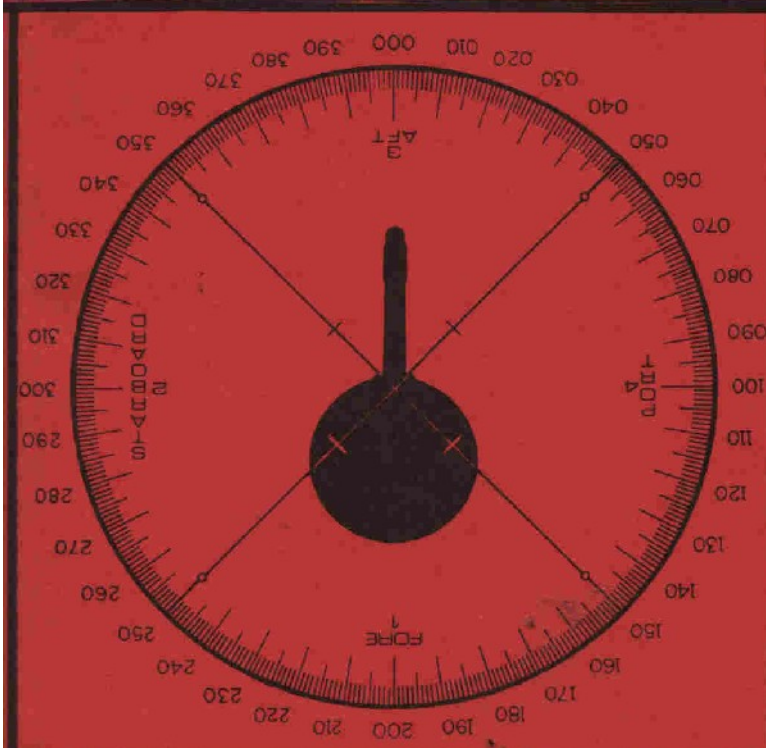


THESE MARKERS ARE GUIDED MISSILES FOR ALIEN SPACE

CARGO
CONTAINERS

THESE COUNTERS ARE TO BE USED IN THE HEX MAP VERSION OF THE STAR FLEET BATTLE MANUAL

MODE
TEMPLATE



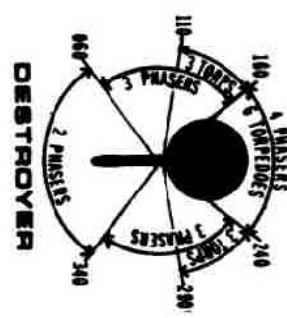


WARP FACTOR 1 2 3 4 5 6 7 8 9 10
 DISTANCE MOVED 1 8 27 64 125 216 343 516 729 1000
 PROPULSION ENERGY 1 2 3 4 5 6 7 8
 ACCELERATION 10 20 30 40 50 60 70 80

UNITS AND DAMAGE		ENERGY DISTRIBUTION	
MAIN ENGINE	1 2 3 4 5 6 7 8	TOTAL ENERGY AVAILABLE	
THRUSTER ENGINES	1 2 3 4	ENERGY USED-----	
LIFE SUPPORT SYSTEMS*	1 2 3 4	ENERGY USED-----	
SENSOR SYSTEMS*	1 2 3 4 5	ENERGY USED-----	
DEFLECTOR SHIELD #1	1 2 3 4 5	ENERGY USED-----	
DEFLECTOR SHIELD #2	1 2 3 4 5	ENERGY USED-----	
DEFLECTOR SHIELD #3	1 2 3 4 5	ENERGY USED-----	
DEFLECTOR SHIELD #4	1 2 3 4 5	ENERGY USED-----	
PHOTON BANKS	1 2	ENERGY USED-----	
STBD PHASER BANKS	1 2	ENERGY USED-----	
PORT PHASER BANKS	1 2	ENERGY USED-----	
STBD PHOTON TORPEDOES	1 2 3	ENERGY USED-----	
PORT PHOTON TORPEDOES	1 2 3	ENERGY USED-----	

RESTRICTED ANGLES OF FIRE

The diagram below is used to show the total amount of fire that can be used in any one particular direction. NEVER FIRE MORE WEAPONS THAN THE SHIP POSSESSES.



DESTROYER

HEXES-----HEXES-----
 Partial-----Partial-----
 HEXES-----HEXES-----
 Partial-----Partial-----

WEAPON PROGRAMMING		COURSE PROGRAMMING		ENERGY USED FOR PROPULSION	
STBD PHASER ANGLE/STRENGTH		1. CONVERT TO ACCELERATION		ENERGY USED-----	
PORT PHASER ANGLE/STRENGTH		2. DISTANCE MOVED LAST TURN		ENERGY USED-----	
STBD TORPEDO ANGLE/STRENGTH		3. RESULT OF 1 AND 2 ABOVE		ENERGY USED-----	
PORT TORPEDO ANGLE/STRENGTH		4. RECORD COURSE CHANGE		ENERGY USED-----	
		5. SUBTRACT 4 FROM 3		ENERGY USED-----	
		6. RECORD 10% OF LINE 5		ENERGY USED-----	
		7. SUBTRACT 6 FROM 5 TO GET DISTANCE MOVED THIS TURN		ENERGY USED-----	

*Life support & sensor systems require only one unit of power to operate

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost
"Black"	Shields	for each hit scored. If <i>all</i>
Digits		factors are already des-
(or 0-9		troyed, read the digit as
or 1-10)*		though it were "Green".
"Green"	Main Drive	Each hit causes a loss of
1-5		one (1) unit of energy.
Green 6	Auxilliary	Each hit causes a loss of
	Engine	one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability
		to lock on.
Green 9	Secondary	Each hit reduces weapon
	Weapons	by one (1) unit.
Green 0	Primary	Each hit reduces weapon
	Weapons	by one (1) unit.

NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

***A NOTE ON DICE USAGE:**

Tables in STAR FLEET BATTLE MANUAL are based on 20-sided dice (D20). The "Black/Green" designation for digits is for a D20 with 0-9 twice, which should be linked in contrasting colors for a "low" and "high" set of digits.

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If you use a TRUE D20 (numbered 1-20), read 1-10 as "Black" results, 11-20 as "Green" results.

TURN SEQUENCE

- A. All players total up energy received from their engines and log the number.
- B. All players complete the energy programming part of the log.
- C. All players turn their ships to new courses and move at the same time.
- D. All players log fire angles and energy used for primary and secondary weapons.
- E. All players announce targets they are attempting to fire on and roll for a lock on.
- F. Any players aborting shots announce it.
- G. All players assist one another in laying out shots and logging hits.
- H. Place Plasma templates and go to step A.



MAP FACTOR	1	2	3	4	5	6	7	8	9	10
DISTANCE MOVED	1	8	27	64	125	216	343	512	729	1000

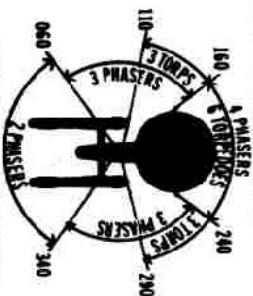
PROPULSION ENERGY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
ACCELERATION	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160

STBD MAIN ENGINE	1	2	3	4	5	6	7	8
PORT MAIN ENGINE	1	2	3	4	5	6	7	8
100% ST. ENGINES	1	2	3	4				
LIFE SUPPORT SYSTEMS*	1	2	3	4	5			
SENSOR SYSTEMS*	1	2	3	4	5	6		
DEFLECTOR SHIELD #1	1	2	3	4	5	6		
DEFLECTOR SHIELD #2	1	2	3	4	5	6		
DEFLECTOR SHIELD #3	1	2	3	4	5	6		
DEFLECTOR SHIELD #4	1	2	3	4	5	6		
PHSD PHASER BANKS	1	2						
STBD PHASER BANKS	1	2						
PORT PHASER BANKS	1	2						
STBD PHOTON TORPEDOES	1	2	3					
PORT PHOTON TORPEDOES	1	2	3					

UNITS AND DAMAGE

RESTRICTED ANGLES OF FIRE

The diagram below is used to show the total amount of fire that can be used in any one particular direction. NEVER FIRE MORE WEAPONS THAN THE SHIP POSSESSES.



HEAVY CRUISER

HEXES ----- HEXES -----

Partial ----- Partial -----

HEXES ----- HEXES -----

Partial ----- Partial -----

WEAPON PROGRAMMING	COURSE PROGRAMMING	ENERGY DISTRIBUTION
STBD MAIN ENGINE	1. CONVERT TO ACCELERATION	ENERGY USED-----
PORT MAIN ENGINE	2. DISTANCE MOVED LAST TURN	ENERGY USED-----
100% ST. ENGINES	3. RESULT OF 1 AND 2 ABOVE	ENERGY USED-----
LIFE SUPPORT SYSTEMS*	4. RECORD COURSE CHANGE	ENERGY USED-----
SENSOR SYSTEMS*	5. SUBTRACT 4 FROM 3	ENERGY USED-----
DEFLECTOR SHIELD #1	6. RECORD 10% OF LINE 5	ENERGY USED-----
DEFLECTOR SHIELD #2	7. SUBTRACT 6 FROM 5 TO GET	ENERGY USED-----
DEFLECTOR SHIELD #3	DISTANCE MOVED THIS TURN	ENERGY USED-----
DEFLECTOR SHIELD #4		
PHSD PHASER BANKS		
STBD PHASER BANKS		
PORT PHASER BANKS		
STBD PHOTON TORPEDOES		
PORT PHOTON TORPEDOES		

* Life support & sensor systems require only one unit of power to operate

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost
"Black"	Shields	for each hit scored. If <i>all</i>
Digits		factors are already des-
(or 0-9		troyed, read the digit as
or 1-10)*		though it were "Green".
"Green"	Main Drive	Each hit causes a loss of
1-5		one (1) unit of energy.
Green 6	Auxilliary	Each hit causes a loss of
	Engine	one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability
		to lock on.
Green 9	Secondary	Each hit reduces weapon
	Weapons	by one (1) unit.
Green 0	Primary	Each hit reduces weapon
	Weapons	by one (1) unit.

NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

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If you use a D20-PLUS (numbered 0-9 with a "+" on one set of digits), read plain 0-9 as "Black" results, +0-+9 as "Green" results.

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TURN SEQUENCE

- A. All players total up energy received from their engines and log the number.
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- C. All players turn their ships to new courses and move at the same time.
- D. All players log fire angles and energy used for primary and secondary weapons.
- E. All players announce targets they are attempting to fire on and roll for a lock on.
- F. Any players aborting shots announce it.
- G. All players assist one another in laying out shots and logging hits.
- H. Place Plasma templates and go to step A.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL "Black" Digits (or 0-9 or 1-10)*	Deflector Shields	One (1) capability is lost for each hit scored. If <i>all</i> factors are already destroyed, read the digit as though it were "Green".
"Green" 1-5	Main Drive	Each hit causes a loss of one (1) unit of energy.
Green 6	Auxilliary Engine	Each hit causes a loss of one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability to lock on.
Green 9	Secondary Weapons	Each hit reduces weapon by one (1) unit.
Green 0	Primary Weapons	Each hit reduces weapon by one (1) unit.

NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

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If you use a TRUE D20 (numbered 1-20), read 1-10 as "Black" results, 11-20 as "Green" results.

TURN SEQUENCE

- A. All players total up energy received from their engines and log the number.
- B. All players complete the energy programming part of the log.
- C. All players turn their ships to new courses and move at the same time.
- D. All players log fire angles and energy used for primary and secondary weapons.
- E. All players announce targets they are attempting to fire on and roll for a lock on.
- F. Any players aborting shots announce it.
- G. All players assist one another in laying out shots and logging hits.
- H. Place Plasma templates and go to step A.

SCOUT

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost
"Black" Digits (or 0-9 or 1-10)*	Shields	for each hit scored. If all factors are already destroyed, read the digit as though it were "Green".
"Green" 1-5	Main Drive	Each hit causes a loss of one (1) unit of energy.
Green 6	Auxilliary Engine	Each hit causes a loss of one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability to lock on.
Green 9	Secondary Weapons	Each hit reduces weapon by one (1) unit.
Green 0	Primary Weapons	Each hit reduces weapon by one (1) unit.

NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

***A NOTE ON DICE USAGE:**

Tables in STAR FLEET BATTLE MANUAL are based on 20-sided dice (D20). The "Black/Green" designation for digits is for a D20 with 0-9 twice, which should be inked in contrasting colors for a "low" and "high" set of digits.

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If you use a TRUE D20 (numbered 1-20), read 1-10 as "Black" results, 11-20 as "Green" results.

TURN SEQUENCE

- A. All players total up energy received from their engines and log the number.
- B. All players complete the energy programming part of the log.
- C. All players turn their ships to new courses and move at the same time.
- D. All players log fire angles and energy used for primary and secondary weapons.
- E. All players announce targets they are attempting to fire on and roll for a lock on.
- F. Any players aborting shots announce it.
- G. All players assist one another in laying out shots and logging hits.
- H. Place Plasma templates and go to step A.

Franz Joseph told us that the scout is used primarily to patrol secured areas or to haul ambassadors to vital meetings. It is also used to suppress Orion Pirate ships which occasionally raid the space lanes. It is not designed to participate in prolonged ship to ship combat.

After receiving a number of complaints that the scout lacked battle qualities, I asked Steve Cole, author of the game STAR FLEET BATTLES, how he solved the problem.

Steve increased the sensor equipment on all scouts so they could detect enemy ships at twice normal range. It can also jam enemy communications or confuse guided missiles. While the jamming of communications can be simulated by telling all enemy players to remain silent for the rest of the game, the guided missile jamming would not come into play until you incorporate ships from our companion game called, ALIEN SPACE.

Steve gave us permission to use this new rule for scouts in our game. When a scout is part of any collection of Federation ships about to go into battle, all Federation ships enter the game with all weapons fully charged and moving at least one warp factor faster than the enemy. An early warning from the scout has given all Federation ships extra time to prepare for combat.

Because the Scout has more sensor equipment than other ships, it will be able to lock on target without problems until only 4 are left in operation. When 4 sensors are left in operation, it must roll one digit higher than the enemy warp speed, to lock on.



WARP FACTOR										PROPULSION ENERGY ACCELERATION										SEE TABLE BELOW									
DISTANCE MOVED										ACCELERATION										SEE TABLE BELOW									
1 2 3 4 5 6 7 8 9 10										1 2 3 4 5 6 7 8 9 10										1 2 3 4 5 6 7 8 9 10									
STBD MAIN ENGINE										TOTAL ENERGY AVAILABLE																			
PORT MAIN ENGINE										ENERGY USED																			
IMPULSE ENGINES										ENERGY USED																			
LIFE SUPPORT SYSTEMS*										ENERGY USED																			
SENSOR SYSTEMS*										ENERGY USED																			
DEFLECTOR SHIELD #1										ENERGY USED																			
DEFLECTOR SHIELD #2										ENERGY USED																			
DEFLECTOR SHIELD #3										ENERGY USED																			
DEFLECTOR SHIELD #4										ENERGY USED																			
FWRD PHASER BANKS										ENERGY USED																			
AFT PHASER BANKS										ENERGY USED																			
ENERGY DISTRIBUTION										ENERGY USED FOR PROPULSION																			
1. CONVERT TO ACCELERATION										1. CONVERT TO ACCELERATION																			
2. DISTANCE MOVED LAST TURN										2. DISTANCE MOVED LAST TURN																			
3. RESULT OF 1 AND 2 ABOVE										3. RESULT OF 1 AND 2 ABOVE																			
4. RECORD COURSE CHANGE										4. RECORD COURSE CHANGE																			
5. SUBTRACT 4 FROM 3										5. SUBTRACT 4 FROM 3																			
6. RECORD 10% OF LINE 5										6. RECORD 10% OF LINE 5																			
7. SUBTRACT 6 FROM 5 TO GET DISTANCE MOVED THIS TURN										7. SUBTRACT 6 FROM 5 TO GET DISTANCE MOVED THIS TURN																			
FWRD PHASER ANGLE/STRENGTH										FWRD PHASER ANGLE/STRENGTH																			
AFT PHASER ANGLE/STRENGTH										AFT PHASER ANGLE/STRENGTH																			
WEAPON PROGRAMMING										WEAPON PROGRAMMING																			
NO CONTAINERS										NO CONTAINERS																			
1 MK IV CONTAINER or WEAPONS POD										1 MK IV CONTAINER or WEAPONS POD																			
1 MK I, II, III, or V CONTAINER										1 MK I, II, III, or V CONTAINER																			
2 MK IV CONTAINERS										2 MK IV CONTAINERS																			
2 MK III and/or IV CONTAINERS										2 MK III and/or IV CONTAINERS																			
2 MK I, II, or V CONTAINERS										2 MK I, II, or V CONTAINERS																			

RESTRICTED ANGLES OF FIRE

The diagram below is used to show the total amount of fire that can be used in any one particular direction. NEVER FIRE MORE WEAPONS THAN THE SHIP POSSESSES.



TRANSPORT/TUG

HEXES-----HEXES-----
Partial-----Partial-----
HEXES-----HEXES-----
Partial-----Partial-----

* Life support & sensor systems require only one unit of power to operate

TRANSPORT/TUG

Because the tug has only two phasers to fire forward, and two more to fire backward, it is unable to fire more than a strength 2 blast in any direction. If its forward port mount and aft port mount were destroyed, it would be totally unable to fire at targets on its port side, and could only fire with strength 1 forward or backward, and strength 2 to starboard.

There are 5 different types of cargo pods and many different possible weight combinations of pods and tug. Use the table below to determine the tugs acceleration capability.

15=tug with no pods

9=tug with one Mk IV pod

8=tug with one Mk I, II, III or V pod.

7=tug with two Mk IV pods

6=tug with any combination of III & IV

5=tug with any combination of I, II & V

The tug can not use its tractor beam to move any other ship, if it is carrying a cargo pod. When pulling other ships, the standard tractor beam rules apply. If the dice call for secondary weaponry hits, log it against the cargo pod, if carried, or life support if not carried. Pods which suffer 4 hits have their cargo destroyed and will break loose from the tug. The pod which has no value can be jettisoned with out any loss of speed, regardless of whether it is the fore or aft pod. If jettisoned, it decelerates like a ship without power. As pod hits occur, roll the die again with green digits showing hits on the fore pod and black digits indicating hits on the aft pod. Additional data detailing which pod carries what type of cargo, can be found in the STAR FLEET TECH MANUAL by Franz Joseph, published by Ballantine books.

NOTICE...Only Federation Starfleet ships have crewmen skillfull enough to jury-rig temporary repairs. R-type, K-type and T-type alien ships have no damage control. During step H, all Starfleet captains may roll the die once to repair one unit of damage inflicted on a previous turn. A roll of any green digit, repairs one unit of damage. Life support can not be repaired. Unused repair rolls can not be saved up from one turn to the next nor can they be traded between friendly ships. At least one game turn must be played without the unit functioning, before repair can be attempted.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost
"Black"	Shields	for each hit scored. If all
Digits		factors are already des-
(or 0-9		troyed, read the digit as
or 1-10)*		though it were "Green".
"Green"	Main Drive	Each hit causes a loss of
1-5		one (1) unit of energy.
Green 6	Auxilliary	Each hit causes a loss of
	Engine	one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability
		to lock on.
Green 9	Secondary	Each hit reduces weapon
	Weapons	by one (1) unit.
Green 0	Primary	Each hit reduces weapon
	Weapons	by one (1) unit.

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- G. All players assist one another in laying out shots and logging hits.
- H. Place Plasma templates and go to step A.

Franz Joseph maintains that the tug is a cargo type ship only. The few weapons each tug carries, are strictly for self defense.

The Star Fleet Battles boardgame by Task Force states that the Federation has modified several of its starliner cargo pods into weaponry pods. It is my understanding that tugs which have been reconfigured with all this additional firepower are much like the Q ships of WWII. A Q ship looks like a normal freight cargo ship, but it has many extra hidden guns that are turned upon the enemy raider as the raider begins his attack.

No tug carries more than one weapons pod. When a weapons pod is carried, no other type of pod can be carried. The weapons pod has the same mass as a mark IV cargo container. The weapons pod has 6 forward firing photon torpedo tubes and 4 phaser mounts. 2 of these mounts are on the bottom side of the forward end of the pod, and the other 2 are on the bottom side of the aft end of the pod. Each mount has a 360 degree angle of fire.

When Steve Cole, author of the STAR FLEET BATTLES game, gave us his permission to describe battle pods, he also told me that TASK FORCE will probably offer a metal battle pod model for players who want them. We like the battle pod idea and think it will greatly spice up your games, when one of these tigers sinks his teeth into an unsuspecting commerce raider.

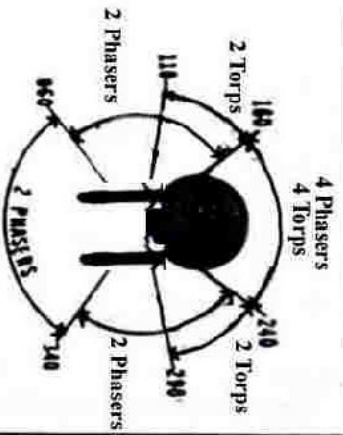


WARP FACTOR	1	2	3	4	5	6	7	8	9	10
DISTANCE MOVED	1	8	27	64	125	216	343	512	729	1000

PROPULSION ENERGY	1	2	3	4	5	6	7	8
ACCELERATION	1	2	4	9	16	25	36	49

UNITS AND DAMAGE															
MAIN ENGINE	1	2	3	4											
MAIN ENGINE	1	2	3	4											
THRUSTER ENGINES	1	2	3	4											
LIFE SUPPORT SYSTEMS*	1	2	3	4											
SENSOR SYSTEMS *	1	2	3	4	5										
DEFLECTOR SHIELD #1	1	2	3	4											
DEFLECTOR SHIELD #2	1	2	3	4											
DEFLECTOR SHIELD #3	1	2	3	4											
DEFLECTOR SHIELD #4	1	2	3	4											
ENERGY DISTRIBUTION															
STBD PHASER BANK 5	1	2													
PORT PHASER BANK 5	1	2													
STBD PHOTON TORPEDOES	1	2													
PORT PHOTON TORPEDOES	1	2													
TOTAL ENERGY AVAILABLE															
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
ENERGY USED	—	—	—	—	—	—	—	—	—	—	—	—	—	—	

UNITS AND DAMAGE



Federation Light Cruiser

HEXES _____ HEXES _____
 Partial _____ Partial _____
 HEXES _____ HEXES _____
 Partial _____ Partial _____

WEAPON PROGRAMMING		COURSE PROGRAMMING										ENERGY USED FOR PROPULSION																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							
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Digits		factors are already des-
(or 0-9		troyed, read the digit as
or 1-10)*		though it were "Green".
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- E. All players announce targets they are attempting to fire on and roll for a lock on.
- F. Any players aborting shots announce it.
- G. All players assist one another in laying out shots and logging hits.
- H. Place Plasma templates and go to step A.



WARP FACTOR	1	2	3	4	5	6	7	8	9	10	11	12	13	14
DISTANCE MOVED	1	8	27	64	125	216	343	512	729	1000				
PROPULSION ENERGY	1	2	3	4	5	6	7	8	9	10	11	12	13	14
ACCELERATION	12	24	36	48	60	72	84	96	108	120	132	144	156	168

UNITS AND DAMAGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14
STBD MAIN ENGINE	1	2	3	4	5	6	7							
PORT MAIN ENGINE	1	2	3	4	5	6	7							
AUXILIARY ENGINES	1	2												
LIFE SUPPORT SYSTEMS*	1	2	3	4										
SENSOR SYSTEMS*	1	2	3	4	5									
DEFLECTOR SHIELD #1	1	2	3	4										
DEFLECTOR SHIELD #2	1	2	3	4										
DEFLECTOR SHIELD #3	1	2	3	4										
DEFLECTOR SHIELD #4	1	2	3	4										
STBD PHASER BANKS	1	2	3	4										
PORT PHASER BANKS	1	2	3	4										
STBD DISRUPTOR BANKS	1	2	3	4										
PORT DISRUPTOR BANKS	1	2	3	4										
CLOWING DEVICE*	1	2	3	4	5	6								
(R-type Battle Cruiser Only)														
TOTAL ENERGY AVAILABLE														
ENERGY USED														
ENERGY USED														
ENERGY USED														
ENERGY USED														
ENERGY USED														
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ENERGY USED														

RESTRICTED ANGLES OF FIRE

The diagram below is used to show the total amount of fire that can be used in any one particular direction. NEVER FIRE MORE WEAPONS THAN THE SHIP POSSESSES.



K-TYPE OR R-TYPE BATTLE CRUISER

The K-type ship carries a secondary weapon known as disruptor bolts. They are similar to photon torpedoes in that their range is only 3 feet. Disruptor bolts are area destruction devices, rather than pinpoint weapons like phasers, and the damage they cause to the interior of a ship once its shields have been shot away, must be rolled for like photon torpedo hits. Disruptor bolts are unable to penetrate shields and must first destroy the shield before interior damage to a ship can be inflicted.

1. PREPARATION: Game play will be speeded greatly if a knot is tied at 3 feet from the center of the card, on the shooting string, to show the range limit of the disruptor bolts.

2. ENERGY USAGE. Up to 4 units of energy may be put into each of the 2 disruptor banks, thereby generating the ability to fire 4 bolts out of each aperture on the leading edge of the engine nacelles. As damage is taken on the port or starboard bolt bank, the ability to create bolts is lost, i.e. The port bank may generate 4 bolts when undamaged. If it has taken 2 hits, its ability is reduced to an output of two. Energy stored in a bank, which is damaged before it can fire, is lost and can not be used for any other purpose. Just like photon torpedoes, once disruptor bolts are armed, they remain ready for use in that turn and any future turn. Once fired, the bank must be recharged before another salvo can be launched.

3. DISRUPTOR FIRE: is plotted the same as phasers and must be logged before the string can be stretched out. Each pair of disruptor bolts can destroy one unit of shielding. A single bolt hitting a shield causes no damage at all. If 8 disruptor bolts hit a strength 6 shield, the shield suffers 4 units of damage and is reduced to strength 2. Because disruptor bolts and phasers hit the target simultaneously, damage done to shields by the bolts, is not effective until the following turn. When the disruptor bolts fired, exceed the shields strength, the extra bolts penetrate into the interior of the ship. Each penetrating bolt is rolled for separately to see what is damaged. If 6 disruptor bolts hit a strength 2 shield, 4 of the bolts would destroy the shield. The remaining bolts would cause interior damage and the die would be rolled two times to see what is hit. If no shields were energized, all disruptor bolts cause interior damage. Each single hit scored on the ships interior, is rolled separately on the hit locator table.

4. R-Type Battle Cruiser.

The R-Type battle cruiser was originally a K-Type ship. When operated as an R-Type, the battle cruiser may be equipped with a cloaking device similar to that of the R-Type Warbird. The following restrictions apply:

a. When a battle cruiser has a cloak device, one of its weapons must be removed. Draw a line thru either the phaser banks, or the disruptor banks. No battle cruiser may carry all 3 types of units at the same time.

b. Use exactly the same rules as are found on the back of the R-Type Warbird's Log Sheet when using the cloaking device.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost
"Black"	Shields	for each hit scored. If all
Digits		factors are already destroyed, read the digit as
(or 0-9		though it were "Green".
or 1-10)*		
"Green"	Main Drive	Each hit causes a loss of
1-5		one (1) unit of energy.
Green 6	Auxiliary Engine	Each hit causes a loss of
		one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability
		to lock on.
Green 9	Secondary Weapons	Each hit reduces weapon
		by one (1) unit.
Green 0	Primary Weapons	Each hit reduces weapon
		by one (1) unit.

NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

*A NOTE ON DICE USAGE:

Tables in STAR FLEET BATTLE MANUAL are based on 20-sided dice (D20). The "Black/Green" designation for digits is for a D20 with 0-9 twice, which should be inked in contrasting colors for a "low" and "high" set of digits.

If you use a D20-PLUS (numbered 0-9 with a "+" on one set of digits), read plain 0-9 as "Black" results, +0-+9 as "Green" results.

If you use a TRUE D20 (numbered 1-20), read 1-10 as "Black" results, 11-20 as "Green" results.

TURN SEQUENCE

- All players total up energy received from their engines and log the number.
- All players complete the energy programming part of the log.
- All players turn their ships to new courses and move at the same time.
- All players log fire angles and energy used for primary and secondary weapons.
- All players announce targets they are attempting to fire on and roll for a lock on.
- Any players aborting shots announce it.
- All players assist one another in laying out shots and logging hits.
- Place Plasma templates and go to step A.

NOTICE....Only Federation Starfleet ships have crewmen skillfull enough to jury-rig temporary repairs. R-type, K-type and T-type alien ships have no damage control. During step H, all starfleet captains may roll the die once to repair one unit of damage inflicted on a previous turn. A roll of any green digit, repairs one unit of damage. Life support can not be repaired. Unused repair rolls can not be saved up from one turn to the next nor can they be traded between friendly ships. At least one game turn must be played without the unit functioning, before repair can be attempted.



		• Life support & sensor systems require only one unit of power to operate	
HEXES ——— HEXES ——— Partial ——— Partial ——— HEXES ——— HEXES ——— Partial ——— Partial ———	WEAPON PROGRAMMING 5THD PHASER ANGLE/STRENGTH PORT PHASER ANGLE/STRENGTH 5THD DISRUPTION ANGLE/STRENGTH PORT DISRUPTION ANGLE/STRENGTH	COURSE PROGRAMMING 1. CONVERT TO ACCELERATION 2. DISTANCE MOVED LAST TURN 3. RESULT OF 1 AND 2 ABOVE 4. RECORD COURSE CHANGE 5. SUBTRACT 4 FROM 3 6. RECORD 10% OF LINE 5 7. SUBTRACT 6 FROM 5 TO GET DISTANCE MOVED THIS TURN	ENERGY USED FOR PROPULSION

- Life support & sensor systems require only one unit of power to operate

K-TYPE OR R-TYPE BATTLE CRUISER

The K-type ship carries a secondary weapon known as disruptor bolts. They are similar to photon torpedoes in that their range is only 3 feet. Disruptor bolts are area destruction devices, rather than pinpoint weapons like phasers, and the damage they cause to the interior of a ship once its shields have been shot away, must be rolled for like photon torpedo hits. Disruptor bolts are unable to penetrate shields and must first destroy the shield before interior damage to a ship can be inflicted.

1. PREPARATION: Game play will be speeded greatly if a knot is tied at 3 feet from the center of the card, on the shooting string, to show the range limit of the disruptor bolts.

2. ENERGY USAGE. Up to 4 units of energy may be put into each of the 2 disruptor banks, thereby generating the ability to fire 4 bolts out of each aperture on the leading edge of the engine nacelles. As damage is taken on the port or starboard bolt bank, the ability to create bolts is lost, i.e. The port bank may generate 4 bolts when undamaged. If it has taken 2 hits, its ability is reduced to an output of two. Energy stored in a bank, which is damaged before it can fire, is lost and can not be used for any other purpose. Just like photon torpedoes, once disruptor bolts are armed, they remain ready for use in that turn and any future turn. Once fired, the bank must be recharged before another salvo can be launched.

3. DISRUPTOR FIRE: is plotted the same as phasers and must be logged before the string can be stretched out. Each pair of disruptor bolts can destroy one unit of shielding. A single bolt hitting a shield causes no damage at all. If 8 disruptor bolts hit a strength 6 shield, the shield suffers 4 units of damage and is reduced to strength 2. Because disruptor bolts and phasers hit the target simultaneously, damage done to shields by the bolts, is not effective until the following turn. When the disruptor bolts fired, exceed the shields strength, the extra bolts penetrate into the interior of the ship. Each penetrating bolt is rolled for separately to see what is damaged. If 6 disruptor bolts hit a strength 2 shield, 4 of the bolts would destroy the shield. The remaining bolts would cause interior damage and the die would be rolled two times to see what is hit. If no shields were energized, all disruptor bolts cause interior damage. Each single hit scored on the ships interior, is rolled separately on the hit locator table.

4. R-Type Battle Cruiser.

The R-Type battle cruiser was originally a K-Type ship. When operated as an R-Type, the battle cruiser may be equipped with a cloaking device similar to that of the R-Type Warbird. The following restrictions apply:

a. When a battle cruiser has a cloak device, one of its weapons must be removed. Draw a line thru either the phaser banks, or the disruptor banks. No battle cruiser may carry all 3 types of units at the same time.

b. Use exactly the same rules as are found on the back of the R-Type Warbird's Log Sheet when using the cloaking device.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost for each hit scored. If all factors are already destroyed, read the digit as though it were "Green".
"Black" Digits (or 0-9 or 1-10)*	Shields	
"Green" 1-5	Main Drive	Each hit causes a loss of one (1) unit of energy.
Green 6	Auxiliary Engine	Each hit causes a loss of one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability to lock on.
Green 9	Secondary Weapons	Each hit reduces weapon by one (1) unit.
Green 0	Primary Weapons	Each hit reduces weapon by one (1) unit.

NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

*A NOTE ON DICE USAGE:

Tables in STAR FLEET BATTLE MANUAL are based on 20-sided dice (D20). The "Black/Green" designation for digits is for a D20 with 0-9 twice, which should be inked in contrasting colors for a "low" and "high" set of digits.

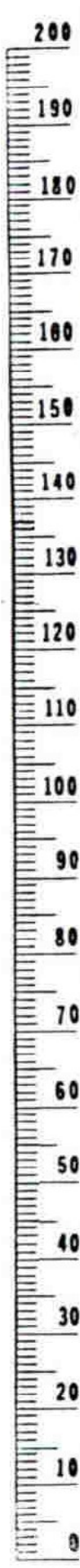
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TURN SEQUENCE

- All players total up energy received from their engines and log the number.
- All players complete the energy programming part of the log.
- All players turn their ships to new courses and move at the same time.
- All players log fire angles and energy used for primary and secondary weapons.
- All players announce targets they are attempting to fire on and roll for a lock on.
- Any players aborting shots announce it.
- All players assist one another in laying out shots and logging hits.
- Place Plasma templates and go to step A.

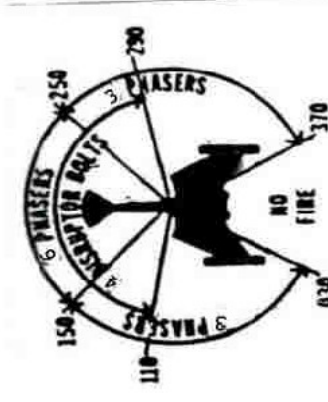
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WARP FACTOR	1	2	3	4	5	6	7	8	9	10
DISTANCE MOVED	1	8	27	64	125	216	343	512	729	1000

UNITS AND DAMAGE	1	2	3	4	5	6	7	8	9	10	PROPELSION ENERGY ACCELERATION	1	2	3	4	5	6	7	8	9	10
STBD MAIN ENGINE	1	2	3	4	5																
PORT MAIN ENGINE	1	2	3	4	5																
AUXILIARY ENGINES	1	2																			
LIFE SUPPORT SYSTEMS*	1	2	3	4																	
SENSOR SYSTEMS*	1	2	3	4																	
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PORT PHASER BANKS	1	2	3																		
STBD DISRUPTOR BANKS	1	2																			
PORT DISRUPTOR BANKS	1	2																			

WEAPON PROGRAMMING	STBD PHASER ANGLE/STRENGTH	PORT PHASER ANGLE/STRENGTH	STBD DISRUPTOR ANGLE/STRENGTH	PORT DISRUPTOR ANGLE/STRENGTH
ENERGY USED FOR PROPELSION	ENERGY USED	ENERGY USED	ENERGY USED	ENERGY USED
COURSE PROGRAMMING	1. CONVERT TO ACCELERATION	2. DISTANCE MOVED LAST TURN	3. RESULT OF 1 AND 2 ABOVE	4. RECORD COURSE CHANGE
	5. SUBTRACT 4 FROM 3	6. RECORD 10% OF LINE 5	7. SUBTRACT 6 FROM 5 TO GET DISTANCE MOVED THIS TURN	



K-Type
Light Cruiser

HEXES-----HEXES-----
Partial-----Partial-----
HEXES-----HEXES-----
Partial-----Partial-----

* Life support & sensor systems require only one unit of power to operate

K-TYPE OR R-TYPE BATTLE CRUISER

The K-type ship carries a secondary weapon known as disruptor bolts. They are similar to photon torpedoes in that their range is only 3 feet. Disruptor bolts are area destruction devices, rather than pinpoint weapons like phasers, and the damage they cause to the interior of a ship once its shields have been shot away, must be rolled for like photon torpedo hits. Disruptor bolts are unable to penetrate shields and must first destroy the shield before interior damage to a ship can be inflicted.

1. PREPARATION: Game play will be speeded greatly if a knot is tied at 3 feet from the center of the card, on the shooting string, to show the range limit of the disruptor bolts.

2. ENERGY USAGE. Up to 4 units of energy may be put into each of the 2 disruptor banks, thereby generating the ability to fire 4 bolts out of each aperture on the leading edge of the engine nacelles. As damage is taken on the port or starboard bolt bank, the ability to create bolts is lost, i.e. The port bank may generate 4 bolts when undamaged. If it has taken 2 hits, its ability is reduced to an output of two. Energy stored in a bank, which is damaged before it can fire, is lost and can not be used for any other purpose. Just like photon torpedoes, once disruptor bolts are armed, they remain ready for use in that turn and any future turn. Once fired, the bank must be recharged before another salvo can be launched.

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4. R-Type Battle Cruiser.

The R-Type battle cruiser was originally a K-Type ship. When operated as an R-Type, the battle cruiser may be equipped with a cloaking device similar to that of the R-Type Warbird. The following restrictions apply:

a. When a battle cruiser has a cloak device, one of its weapons must be removed. Draw a line thru either the phaser banks, or the disruptor banks. No battle cruiser may carry all 3 types of units at the same time.

b. Use exactly the same rules as are found on the back of the R-Type Warbird's Log Sheet when using the cloaking device.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost for each hit scored. If all factors are already destroyed, read the digit as though it were "Green".
"Black" Digits (or 0-9 or 1-10)*	Shields	
"Green" 1-5	Main Drive	Each hit causes a loss of one (1) unit of energy.
Green 6	Auxiliary Engine	Each hit causes a loss of one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability to lock on.
Green 9	Secondary Weapons	Each hit reduces weapon by one (1) unit.
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NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

*A NOTE ON DICE USAGE:

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If you use a TRUE D20 (numbered 1-20), read 1-10 as "Black" results, 11-20 as "Green" results.

TURN SEQUENCE

- All players total up energy received from their engines and log the number.
- All players complete the energy programming part of the log.
- All players turn their ships to new courses and move at the same time.
- All players log fire angles and energy used for primary and secondary weapons.
- All players announce targets they are attempting to fire on and roll for a lock on.
- Any players aborting shots announce it.
- All players assist one another in laying out shots and logging hits.
- Place Plasma templates and go to step A.

NOTICE....Only Federation Starfleet ships have crewmen skillfull enough to jury-rig temporary repairs. R-type, K-type and T-type alien ships have no damage control. During step H, all starfleet captains may roll the die once to repair one unit of damage inflicted on a previous turn. A roll of any green digit, repairs one unit of damage. Life support can not be repaired. Unused repair rolls can not be saved up from one turn to the next nor can they be traded between friendly ships. At least one game turn must be played without the unit functioning, before repair can be attempted.



WARP FACTOR	1	2	3	4	5	6	7	8	9	10
DISTANCE MOVED	1	8	27	64	125	216	343	512	729	1000
PROPULSION ENERGY	1	2	3	4	5	6	7	8		
ACCELERATION	14	28	42	56	70	84	98	112		

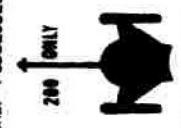
UNITS AND DAMAGE	ENERGY DISTRIBUTION	TOTAL ENERGY AVAILABLE
STBD MAIN ENGINE PORT MAIN ENGINE	1 2 3 4 5 1 2 3 4 5	ENERGY USED
LIFE SUPPORT SYSTEMS*	1 2 3 4 5	ENERGY USED
SENSOR SYSTEMS*	1 2 3 4 5	ENERGY USED
DEFLECTOR SHIELD #1	1 2 3	ENERGY USED
DEFLECTOR SHIELD #2	1 2 3	ENERGY USED
DEFLECTOR SHIELD #3	1 2 3	ENERGY USED
DEFLECTOR SHIELD #4	1 2 3	ENERGY USED
PLASMA BOLT GENERATORS	1 2 3 4 5 6 7 8	ENERGY USED
CLOWING DEVICE	1 2 3 4 5 6	ENERGY USED

ENERGY USED FOR PROPULSION
1. CONVERT TO ACCELERATION
2. DISTANCE MOVED LAST TURN
3. RESULT OF 1 AND 2 ABOVE
4. RECORD COURSE CHANGE
5. SUBTRACT 4 FROM 3
6. RECORD 10% OF LINE 5
7. SUBTRACT 6 FROM 5 TO GET DISTANCE MOVED THIS TURN

WEAPON PROGRAMMING
NUCLEAR DEVICES 1 2

RESTRICTED ANGLES OF FIRE

The diagram below is used to show the total amount of fire that can be used in any one particular direction. NEVER FIRE MORE WEAPONS THAN THE SHIP POSSESSES.



WARBIRD

HEXES-----HEXES-----
Partial-----Partial-----
HEXES-----HEXES-----
Partial-----Partial-----

* Life support & sensor systems require only one unit of power to operate

R-TYPE WARBIRO

1. **CLOAKING DEVICE.** When activated, the cloaking device makes it impossible for sensors to lock on to a warbird. The drawback is that its user must drop his cloak before shooting. Damage to the cloaking generator increases the time required to cloak, but does not diminish the power it consumes.

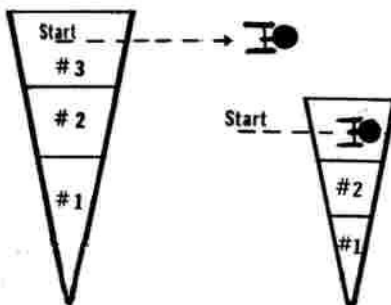
2. **CLOAKING ENERGY.** During each turn in which the cloak is used, 6 units of energy must be fed into the generators. For each generator destroyed, spend one extra game turn putting 6 units of energy into the generators, before cloaking results. With undamaged generators, the warbird may vanish during the game turn in which it cloaks. It can not appear and disappear all in the same game turn. The ship can't cloak if all its generators are destroyed.

3. **EFFECTS OF BEING CLOAKED.** When an enemy starship wishes to fire at a cloaked warbird, the enemy player writes his angle of fire **BEFORE** either ship moves in that game turn. Since a cloaked warbird can not be locked-on, the recorded shot will be fired by the procedure outlined in paragraph 4.83 of the main rules. If the warbird drops his cloak in that turn, the pre-recorded angle of fire may be erased and normal fire is conducted. The warbird must drop its cloak before it can fire its plasma bolt or materialize its old style nuclear weapons. Because both warbird weapons are area destruction types, the warbird does not have to roll a die to lock on to a target before using either of its weapons.

4. **THE PLASMA BOLT.** The warbird fires an implosion field which moves much slower than phasers or disruptors. Its implosion field ignores most deflector shields and literally disintegrates metal. A starship drawing, touched by the bolt template, is hit and takes the damage indicated below. Its first template, regardless of power, destroys all ships and their shields are no help. Its 2nd section causes damage equal to the power fed into the generators. A normal playing card, with a number equal this power, is laid face down on the template section. Its 3rd section causes damage of one factor less than its second section, and the 4th section causes damage two factors less than the 2nd section. A ship touched by the #2, #3 or #4 template, will have the damage die rolled against it one time for each power factor carried by the bolt. As each damaged area is identified by the die roll, the captain of the damaged ship rolls the green and black 20 digit die to learn what partial effect his shield may have. For each power factor spent on the shield first touched by the plasma bolt, the defender rolls the die one time. Each time he rolls a green digit the area slated to be damaged, escapes the damage. **EXAMPLE:** A ship which is shot where it has a strength six shield, is touched by the 2nd plasma template which has a power of 7. The warbird captain rolls a black 4 which means one unit of damage to the shield which was hit. The defending captain now rolls to see if this damage can be averted. If he rolls a black digit on his first try, he receives no help and must roll the die again until he has used up his 5 remaining rolls or gets a green digit, whichever comes first. It is possible that he might use up all 6 of his saving throws trying to fend off the first damage and would then have none left

to fend off the 2nd or subsequent damage rolls. He does not have the option of saving back any defending throws to see if a more valuable system will be hit. A bolt stops and is expended against the first thing it hits. If it hits a T-type web, it passes thru without losing any of its power and the web gains no strength from the encounter, nor is it weakened. Hits on the warbird which call for damage to primary weapons, are logged on the plasma generators. Hits on the secondary weapons will be logged on the cloaking device. As generators are destroyed, the amount of power which can be used for each shot diminishes. When only one unit of power is spent on the generator, an ace would be laid face down on template #2 to show it had only one factor of damage power and templates #3 and #4 would not be laid out. The R-type plasma weapon templates are laid down at the rate of one per game turn. Each template remains in place for 2 game turns. As template #3 is laid down, #1 is picked up and removed from play. As #4 is laid down, #2 is picked up and removed.

PREPARATION: Cut the plasma template sheet along its heavy dark lines so that it can be used like the illustration on this page.



In the above illustrations, both cruisers are affected by the plasma template #3 because both of them were touched by it. One ship was hit before it could move out of the way, and the other ship flew into a template already laid out.

5. **NUCLEAR DEVICE.** The warbird must make himself visible to fire his old style nuclear devices. He carries 2 of them but can only send out one per game turn. He may materialize one of them out to 6 feet in any direction, with his transporter, in the same turn during which his plasma is fired. He has the option of using a transporter to place one even when he does not fire his main weapon. The exact distance and bearing must be written on the appropriate line of his weapons programming section. The distance and bearing for the materialization must be written in the proper column, before any angles or distances are measured. Place a ruler with its number 12 end at the explosion point. The highest number readable on the ruler, before reaching the ship drawing, equals the damage caused. Subtract one damage point for each shield factor in use if the explosive damage must pass thru a shielded area before reaching the ship drawing. If damage points exceed shielding, roll one time for each damage point, just as if you had been hit by a salvo of photon torpedos. The power needed to run the transporter is

so small that it need not be counted. To materialize a nuclear device with the transporter, all shields in the quadrant of transporting must be turned off.

When not leaving Nuclear devices as debris you must roll for lock-on when attempting to place nuclear device. If lock-on is not achieved, roll again for how many degrees missed, just as with phaser fire.

6. **HITS.** Each time the warbird is hit, it must leave debris. Debris is simulated by the placement of a face down ordinary playing card, directly on the ship drawing. When the ship moves off, the debris card remains face down where the ship used to be. The card remains on the ships last location, face down, until fired upon. If the card is a black faced card, it may be removed from play once some type of weapon fire touches it. If the debris card is red, that indicates that one old style nuclear device was left behind. A weapon left in the debris may be detonated by the warbird at any time he chooses, or it can be prematurely set off if the card is hit by fire from enemy ships.

7. **DYLITHIUM.** The warbird carries two dylithium crystals. When one of the crystals is cracked, 2 factors of power are lost from the engine. When a crystal is burned out, 5 factors of energy are lost from the engine concerned.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector Shields	One (1) capability is lost for each hit scored. If all factors are already destroyed, read the digit as though it were "Green".
"Black" Digits (or 0-9 or 1-10)*		
"Green" 1-5	Main Drive	Each hit causes a loss of one (1) unit of energy.
Green 6	Auxiliary Engine	Each hit causes a loss of one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability to lock on.
Green 9	Secondary Weapons	Each hit reduces weapon by one (1) unit.
Green 0	Primary Weapons	Each hit reduces weapon by one (1) unit.

NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

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TURN SEQUENCE

- All players total up energy received from their engines and log the number.
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- All players turn their ships to new courses and move at the same time.
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- All players announce targets they are attempting to fire on and roll for a lock on.
- Any players aborting shots announce it.
- All players assist one another in laying out shots and logging hits.
- Place Plasma templates and go to step A.



MAJOR FACTOR	1	2	3	4	5	6	7	8	9	10
INTERVIEW MOVED	1	8	27	64	125	216	343	516	729	1000
PROPULSION ENERGY	1	2	3	4	5	6	7	8	9	10
ACCELERATION	10	20	30	40	50	60	70	80	90	100
	110	120	130	140						

STBD ENGINE	1	2	3	4	5	6	7
PORT ENGINE	1	2	3	4	5	6	7
AUXILIARY ENGINES	1	2					

LIFE SUPPORT SYSTEMS *	1	2	3	4	5
SENSOR SYSTEMS *	1	2	3	4	5
DEFLECTOR SHIELD #1	1	2	3	4	5
DEFLECTOR SHIELD #2	1	2	3	4	5
DEFLECTOR SHIELD #3	1	2	3	4	5
DEFLECTOR SHIELD #4	1	2	3	4	5
STBD FLASER BANKS	1	2	3	4	
PORT FLASER BANKS	1	2	3	4	
PLASMA BOLT	1	2	3	4	5

PLASMA FOLT FIRES FORWARD ONLY



R-TYPE
HEAVY CRUISER

HEXES-----HEXES-----

Partial ——— Partial ———

HEXES-----HEXES

Partial Partial

[illegible]

THE ROMULANS HAVE DEVELOPED A SMALLER, BUT LESS POWERFUL, PLASMA GENERATOR. WHEN INSTALLED THERE IS NO ROOM FOR THE CLOAK OR NUCLEAR MINES. ENERGY MAY BE FED INTO THE DEVICE FOR ONE OR SEVERAL TURNS, UP TO THE MAXIMUM UNDEAMAGED LEVEL OF THE GENERATOR. USE ONLY THE FIRST TWO TEMPLATES. ON TEMPLATE 1 THE BOLT DOES DAMAGE EQUAL TO THE ENERGY FED INTO THE GENERATOR.

* Life support & sensor systems require only one unit of power to operate

ON TEMPLATE 2, DAMAGE IS -2 FROM TEMPLATE 1.

ON TEMPLATE 2, LAMGE IS -2 FROM
TEMPLATE 1.

R-TYPE WARBIRO

1. **CLOAKING DEVICE.** When activated, the cloaking device makes it impossible for sensors to lock on to a warbird. The drawback is that its user must drop his cloak before shooting. Damage to the cloaking generator increases the time required to cloak, but does not diminish the power it consumes.

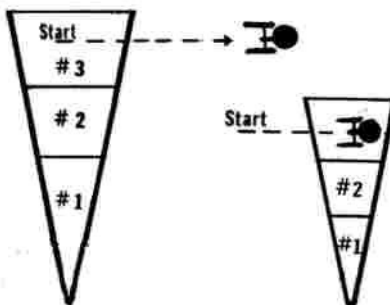
2. **CLOAKING ENERGY.** During each turn in which the cloak is used, 6 units of energy must be fed into the generators. For each generator destroyed, spend one extra game turn putting 6 units of energy into the generators, before cloaking results. With undamaged generators, the warbird may vanish during the game turn in which it cloaks. It can not appear and disappear all in the same game turn. The ship can't cloak if all its generators are destroyed.

3. **EFFECTS OF BEING CLOAKED.** When an enemy starship wishes to fire at a cloaked warbird, the enemy player writes his angle of fire **BEFORE** either ship moves in that game turn. Since a cloaked warbird can not be locked-on, the recorded shot will be fired by the procedure outlined in paragraph 4.83 of the main rules. If the warbird drops his cloak in that turn, the pre-recorded angle of fire may be erased and normal fire is conducted. The warbird must drop its cloak before it can fire its plasma bolt or materialize its old style nuclear weapons. Because both warbird weapons are area destruction types, the warbird does not have to roll a die to lock on to a target before using either of its weapons.

4. **THE PLASMA BOLT.** The warbird fires an implosion field which moves much slower than phasers or disruptors. Its implosion field ignores most deflector shields and literally disintegrates metal. A starship drawing, touched by the bolt template, is hit and takes the damage indicated below. Its first template, regardless of power, destroys all ships and their shields are no help. Its 2nd section causes damage equal to the power fed into the generators. A normal playing card, with a number equal this power, is laid face down on the template section. Its 3rd section causes damage of one factor less than its second section, and the 4th section causes damage two factors less than the 2nd section. A ship touched by the #2, #3 or #4 template, will have the damage die rolled against it one time for each power factor carried by the bolt. As each damaged area is identified by the die roll, the captain of the damaged ship rolls the green and black 20 digit die to learn what partial effect his shield may have. For each power factor spent on the shield first touched by the plasma bolt, the defender rolls the die one time. Each time he rolls a green digit the area slated to be damaged, escapes the damage. **EXAMPLE:** A ship which is shot where it has a strength six shield, is touched by the 2nd plasma template which has a power of 7. The warbird captain rolls a black 4 which means one unit of damage to the shield which was hit. The defending captain now rolls to see if this damage can be averted. If he rolls a black digit on his first try, he receives no help and must roll the die again until he has used up his 5 remaining rolls or gets a green digit, whichever comes first. It is possible that he might use up all 6 of his saving throws trying to fend off the first damage and would then have none left

to fend off the 2nd or subsequent damage rolls. He does not have the option of saving back any defending throws to see if a more valuable system will be hit. A bolt stops and is expended against the first thing it hits. If it hits a T-type web, it passes thru without losing any of its power and the web gains no strength from the encounter, nor is it weakened. Hits on the warbird which call for damage to primary weapons, are logged on the plasma generators. Hits on the secondary weapons will be logged on the cloaking device. As generators are destroyed, the amount of power which can be used for each shot diminishes. When only one unit of power is spent on the generator, an ace would be laid face down on template #2 to show it had only one factor of damage power and templates #3 and #4 would not be laid out. The R-type plasma weapon templates are laid down at the rate of one per game turn. Each template remains in place for 2 game turns. As template #3 is laid down, #1 is picked up and removed from play. As #4 is laid down, #2 is picked up and removed.

PREPARATION: Cut the plasma template sheet along its heavy dark lines so that it can be used like the illustration on this page.



In the above illustrations, both cruisers are affected by the plasma template #3 because both of them were touched by it. One ship was hit before it could move out of the way, and the other ship flew into a template already laid out.

5. **NUCLEAR DEVICE.** The warbird must make himself visible to fire his old style nuclear devices. He carries 2 of them but can only send out one per game turn. He may materialize one of them out to 6 feet in any direction, with his transporter, in the same turn during which his plasma is fired. He has the option of using a transporter to place one even when he does not fire his main weapon. The exact distance and bearing must be written on the appropriate line of his weapons programming section. The distance and bearing for the materialization must be written in the proper column, before any angles or distances are measured. Place a ruler with its number 12 end at the explosion point. The highest number readable on the ruler, before reaching the ship drawing, equals the damage caused. Subtract one damage point for each shield factor in use if the explosive damage must pass thru a shielded area before reaching the ship drawing. If damage points exceed shielding, roll one time for each damage point, just as if you had been hit by a salvo of photon torpedoes. The power needed to run the transporter is

so small that it need not be counted. To materialize a nuclear device with the transporter, all shields in the quadrant of transporting must be turned off.

When not leaving Nuclear devices as debris you must roll for lock-on when attempting to place nuclear device. If lock-on is not achieved, roll again for how many degrees missed, just as with phaser fire.

6. **HITS.** Each time the warbird is hit, it must leave debris. Debris is simulated by the placement of a face down ordinary playing card, directly on the ship drawing. When the ship moves off, the debris card remains face down where the ship used to be. The card remains on the ships last location, face down, until fired upon. If the card is a black faced card, it may be removed from play once some type of weapon fire touches it. If the debris card is red, that indicates that one old style nuclear device was left behind. A weapon left in the debris may be detonated by the warbird at any time he chooses, or it can be prematurely set off if the card is hit by fire from enemy ships.

7. **DYLLITHIUM.** The warbird carries two dyllithium crystals. When one of the crystals is cracked, 2 factors of power are lost from the engine. When a crystal is burned out, 5 factors of energy are lost from the engine concerned.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
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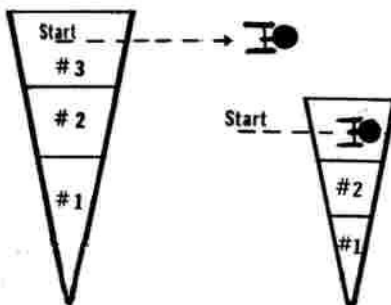
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- Place Plasma templates and go to step A.



WARP FACTOR										PROPULSION ENERGY									
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8		
DISTANCE MOVED										ACCELERATION									
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8		
STBD MAIN ENGINE																			
CNTR MAIN ENGINE																			
PORT MAIN ENGINE																			
IMPULSE ENGINES																			
LIFE SUPPORT SYSTEMS*										TOTAL ENERGY AVAILABLE									
1 2 3										ENERGY USED-----									
SENSOR SYSTEMS*										ENERGY USED-----									
1 2 3 4										ENERGY USED-----									
DEFLECTOR SHIELD #1										ENERGY USED-----									
1 2 3 4 5										ENERGY USED-----									
DEFLECTOR SHIELD #2										ENERGY USED-----									
1 2 3 4 5										ENERGY USED-----									
DEFLECTOR SHIELD #3										ENERGY USED-----									
1 2 3 4 5										ENERGY USED-----									
DEFLECTOR SHIELD #4										ENERGY USED-----									
1 2 3 4 5										ENERGY USED-----									
PHASER BANKS										ENERGY USED-----									
1 2 3 4										ENERGY USED-----									
WEBBING DEVICE										ENERGY USED-----									
1 2 3 4 5 6 7																			

RESTRICTED ANGLES OF FIRE

The diagram below is used to show the total amount of fire that can be used in any one particular direction. NEVER FIRE MORE WEAPONS THAN THE SHIP POSSESSES.

PATROL SHIP

WEAPON PROGRAMMING

1. CONVERT TO ACCELERATION

2. DISTANCE MOVED LAST TURN

3. RESULT OF 1 AND 2 ABOVE

4. RECORD COURSE CHANGE

5. SUBTRACT 4 FROM 3

6. RECORD 10% OF LINE 5

7. SUBTRACT 6 FROM 5 TO GET DISTANCE MOVED THIS TURN

PHASER FIRE ANGLE/STRENGTH

HEXES-----HEXES

Partial-----Partial

HEXES-----HEXES

* Life support & sensor systems require only one unit of power to operate

T-TYPE PATROL SHIP

The T-Type patrol ship should not be expected to stand up toe to toe with a cruiser class ship and give as good as it gets because it is a smaller class ship, more like the destroyer than anything else. The patrol ship can lay an energy web along its path which is dangerous to cross and difficult to fire thru. The patrol ship spins its web from energy flowing thru its webbing device. During each turn in which the device operates, the ship lays a web strand in its wake, stretching from its last position to its new one. **PREPARATION:** Cut the node template and strength markers from the red sheet. Use ribbon, string or tape to represent web strands laid in the ships wake. Cut the string, etc. to equal the distance moved and place it along the path moved by the ship. Since there is no way an effective web can be laid when the ship moves at warp 7 or faster, you might find it easier to cut several lengths of string, etc. to be 342 light speed increments long and then lay out only enough of the string to portray the move being made, while folding the excess back and forth over the portion needed to show the area covered by web. **ENERGY USAGE:** Up to 7 units of energy may be sent into the ships webbing device. Each unit of energy powering the webbing device, increases the strength of the web by one factor. After laying each strand of the web, a strength marker is laid on it to show its power. The web strength is determined by subtracting the warp factor moved from the energy spent generating the web strand. Add this number to the last strength marker placed and subtract 1. The web strength marker applies to the entire web created so far, so as new web sections are connected, its strength increases. For example: on turn 1 the patrol ship puts 7 units of energy into the webbing device & moves warp 3. The proper length of string or tape is cut and laid along the ships wake. A web strength marker of 3 is used in this case because the ship spent seven units of energy for webbing, but had to subtract 3 points from the web strength because he was moving at warp 3 while the web was being laid. Since only one ship is laying the web section, an additional one point of web strength loss occurs which brings the web strength down from 7 to 3 (7-3=4, 4-1=3). When two patrol ships create web sections from the same starting point, or if their sections cross each other, you add the web energy from both ships together and subtract the total of both ships warp factors. For example, One ship spends 6 factors of power and the other spends 5; 6+5=11. The strength of the first web section is 11 minus the combined warp factors of the two ships laying this web. If one ship were moving at warp 4 and the other at warp 3, (4+3=7) seven points of strength would be subtracted from the 11 point strength of the web which leaves a web strength of only 4. If the combined speed of the patrol ships is greater than the power pumped into the web plus the webs former strength, the web dissolves. Consequently, patrol ships must be sure that they provide enough power input to offset the speed at which new web is being spun. As another example, if two

ships pumped 7 factors each into a common web segment while moving at warp two, the web would have a strength of 14-4=10. If in the next turn, each ship put in 2 more factors of energy while increasing its speed to warp 5, the 2 factor energy input from each ship would bring the web strength to 14 because 2+2+10=14. However their combined speed of 5+5=10 so 14-10=4. The web strength would fall from 10 to 4 in this turn. If both ships stopped and spent 7 factors each in the next turn, the web would increase! ... 4+14=18. If one of the ships stops making web while the other continues, an additional one point of web decay must be charged against the web during each game turn. If both ships were to stop charging up the web, it would decay at the rate of one factor per game turn.

EFFECTS OF WEB: All friendly and enemy ships which cross a web section lose main engine power equal to the strength of the web. A cruiser crossing a strength 4 web permanently loses 4 units from its main engines just as tho it had been hit by enemy weaponry fire. The web does not lose any of its strength when this happens. Before any ship may fire thru a web, a node template must be placed on the web section fired over, with its arrow on the last junction created. To clarify this a bit, please understand that the last junction is not necessarily defined as being the most recently laid section, but rather the most recently laid section which interposes itself between the shooting ship and its target. If the phaser can fire thru the web without touching a node, nothing unusual will happen. However, if the phaser shooting line touches a node, the strength of the shot is added to the strength of the web. A strength 4 phaser shot which hits a strength 3 web node will increase the web's strength to 7. (4+3=7). If a photon torpedo (or any other type of weapon referred to as a torpedo), hits a web node, the torpedo explodes harmlessly with no other effect. Disruptor fire into a web node, causes the web to lose power equal to the strength of the disruptor hit i.e. a strength 8 disruptor hit on a web with a strength of 7, destroys the whole web network. Plasma and magma do not destroy the portion of web over which they pass and they continue on their course as tho nothing had happened. The web gains nothing from this contact.

SECONDARY WEAPONS. The webbing generator is the secondary weapon of the Patrol ship. Each unit of damage inflicted on the webbing generator, diminishes the ability of the device to power the web. When all of the units are shot out, the patrol ship is unable to produce an energy web and it can not assist another patrol ship in maintaining a web already constructed. Deflector shields are unable to provide protection from damage suffered by ramming a web.

A T-type patrol ship which flies thru its own web, or the web of an allied patrol ship, suffers damage like every other ship in this game.

DYLITHIUM The patrol ship carries three dylithium crystals. When one of the crystals is cracked, 2 factors of power are lost from the engine. When a crystal is burned out, 3 factors of energy are lost from the engine concerned.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost for each hit scored. If all factors are already destroyed, read the digit as though it were "Green".
"Black" Digits (or 0-9 or 1-10)*	Shields	
"Green" 1-5	Main Drive	Each hit causes a loss of one (1) unit of energy.
Green 6	Auxiliary Engine	Each hit causes a loss of one (1) unit of energy.
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- F. Any players aborting shots announce it.
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- H. Place Plasma templates and go to step A.

NOTICE...Only Federation Starfleet ships have crewmen skillfull enough to jury-rig temporary repairs. R-type, K-type and T-type alien ships have no damage control. During step H, all Starfleet captains may roll the die once to repair one unit of damage inflicted on a previous turn. A roll of any green digit, repairs one unit of damage. Life support can not be repaired. Unused repair rolls can not be saved up from one turn to the next nor can they be traded between friendly ships. At least one game turn must be played without the unit functioning, before repair can be attempted.

T-TYPE PATROL SHIP

The T-Type patrol ship should not be expected to stand up toe to toe with a cruiser class ship and give as good as it gets because it is a smaller class ship, more like the destroyer than anything else. The patrol ship can lay an energy web along its path which is dangerous to cross and difficult to fire thru. The patrol ship spins its web from energy flowing thru its webbing device. During each turn in which the device operates, the ship lays a web strand in its wake, stretching from its last position to its new one. **PREPARATION:** Cut the node template and strength markers from the red sheet. Use ribbon, string or tape to represent web strands laid in the ships wake. Cut the string, etc. to equal the distance moved and place it along the path moved by the ship. Since there is no way an effective web can be laid when the ship moves at warp 7 or faster, you might find it easier to cut several lengths of string, etc. to be 342 light speed increments long and then lay out only enough of the string to portray the move being made, while folding the excess back and forth over the portion needed to show the area covered by web. **ENERGY USAGE:** Up to 7 units of energy may be sent into the ships webbing device. Each unit of energy powering the webbing device, increases the strength of the web by one factor. After laying each strand of the web, a strength marker is laid on it to show its power. The web strength is determined by subtracting the warp factor moved from the energy spent generating the web strand. Add this number to the last strength marker placed and subtract 1. The web strength marker applies to the entire web created so far, so as new web sections are connected, its strength increases. For example: on turn 1 the patrol ship puts 7 units of energy into the webbing device & moves warp 3. The proper length of string or tape is cut and laid along the ships wake. A web strength marker of 3 is used in this case because the ship spent seven units of energy for webbing, but had to subtract 3 points from the web strength because he was moving at warp 3 while the web was being laid. Since only one ship is laying the web section, an additional one point of web strength loss occurs which brings the web strength down from 7 to 3 (7-3=4, 4-1=3). When two patrol ships create web sections from the same starting point, or if their sections cross each other, you add the web energy from both ships together and subtract the total of both ships warp factors. For example, One ship spends 6 factors of power and the other spends 5; 6+5=11. The strength of the first web section is 11 minus the combined warp factors of the two ships laying this web. If one ship were moving at warp 4 and the other at warp 3, (4+3=7) seven points of strength would be subtracted from the 11 point strength of the web which leaves a web strength of only 4. If the combined speed of the patrol ships is greater than the power pumped into the web plus the webs former strength, the web dissolves. Consequently, patrol ships must be sure that they provide enough power input to offset the speed at which new web is being spun. As another example, if two

ships pumped 7 factors each into a common web segment while moving at warp two, the web would have a strength of 14-4=10. If in the next turn, each ship put in 2 more factors of energy while increasing its speed to warp 5, the 2 factor energy input from each ship would bring the web strength to 14 because 2+2+10=14. However their combined speed of 5+5=10 so 14-10=4. The web strength would fall from 10 to 4 in this turn. If both ships stopped and spent 7 factors each in the next turn, the web would increase! ... 4+14=18. If one of the ships stops making web while the other continues, an additional one point of web decay must be charged against the web during each game turn. If both ships were to stop charging up the web, it would decay at the rate of one factor per game turn.

EFFECTS OF WEB: All friendly and enemy ships which cross a web section lose main engine power equal to the strength of the web. A cruiser crossing a strength 4 web permanently loses 4 units from its main engines just as tho it had been hit by enemy weaponry fire. The web does not lose any of its strength when this happens. Before any ship may fire thru a web, a node template must be placed on the web section fired over, with its arrow on the last junction created. To clarify this a bit, please understand that the last junction is not necessarily defined as being the most recently laid section, but rather the most recently laid section which interposes itself between the shooting ship and its target. If the phaser can fire thru the web without touching a node, nothing unusual will happen. However, if the phaser shooting line touches a node, the strength of the shot is added to the strength of the web. A strength 4 phaser shot which hits a strength 3 web node will increase the web's strength to 7. (4+3=7). If a photon torpedo (or any other type of weapon referred to as a torpedo), hits a web node, the torpedo explodes harmlessly with no other effect. Disruptor fire into a web node, causes the web to lose power equal to the strength of the disruptor hit i.e. a strength 8 disruptor hit on a web with a strength of 7, destroys the whole web network. Plasma and magma do not destroy the portion of web over which they pass and they continue on their course as tho nothing had happened. The web gains nothing from this contact.

SECONDARY WEAPONS. The webbing generator is the secondary weapon of the Patrol ship. Each unit of damage inflicted on the webbing generator, diminishes the ability of the device to power the web. When all of the units are shot out, the patrol ship is unable to produce an energy web and it can not assist another patrol ship in maintaining a web already constructed. Deflector shields are unable to provide protection from damage suffered by ramming a web.

A T-type patrol ship which flies thru its own web, or the web of an allied patrol ship, suffers damage like every other ship in this game.

DYLITHIUM The patrol ship carries three dylithium crystals. When one of the crystals is cracked, 2 factors of power are lost from the engine. When a crystal is burned out, 3 factors of energy are lost from the engine concerned.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
ALL	Deflector	One (1) capability is lost for each hit scored. If all factors are already destroyed, read the digit as though it were "Green".
"Black" Digits (or 0-9 or 1-10)*	Shields	
"Green" 1-5	Main Drive	Each hit causes a loss of one (1) unit of energy.
Green 6	Auxiliary Engine	Each hit causes a loss of one (1) unit of energy.
Green 7	Life Support	Ship is dead.
Green 8	Sensors	Each hit reduces ability to lock on.
Green 9	Secondary Weapons	Each hit reduces weapon by one (1) unit.
Green 0	Primary Weapons	Each hit reduces weapon by one (1) unit.

NOTE: Hits on any "Green" systems which are already destroyed, are logged against the life support system.

*A NOTE ON DICE USAGE:

Tables in STAR FLEET BATTLE MANUAL are based on 20-sided dice (D20). The "Black/Green" designation for digits is for a D20 with 0-9 twice, which should be inked in contrasting colors for a "low" and "high" set of digits.

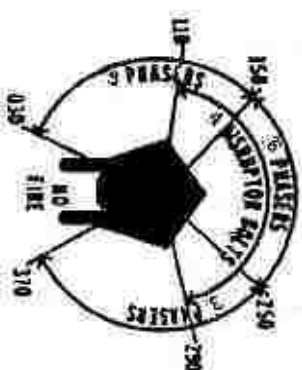
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If you use a TRUE D20 (numbered 1-20), read 1-10 as "Black" results, 11-20 as "Green" results.

TURN SEQUENCE

- A. All players total up energy received from their engines and log the number.
- B. All players complete the energy programming part of the log.
- C. All players turn their ships to new courses and move at the same time.
- D. All players log fire angles and energy used for primary and secondary weapons.
- E. All players announce targets they are attempting to fire on and roll for a lock on.
- F. Any players aborting shots announce it.
- G. All players assist one another in laying out shots and logging hits.
- H. Place Plasma templates and go to step A.

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[illegible]Orion
Pirate

HEXES ——— HEXES
Partial ——— Partial
HEXES ——— HEXES
Partial ——— Partial

[illegible]

- Life support & sensor systems require only one unit of power to operate

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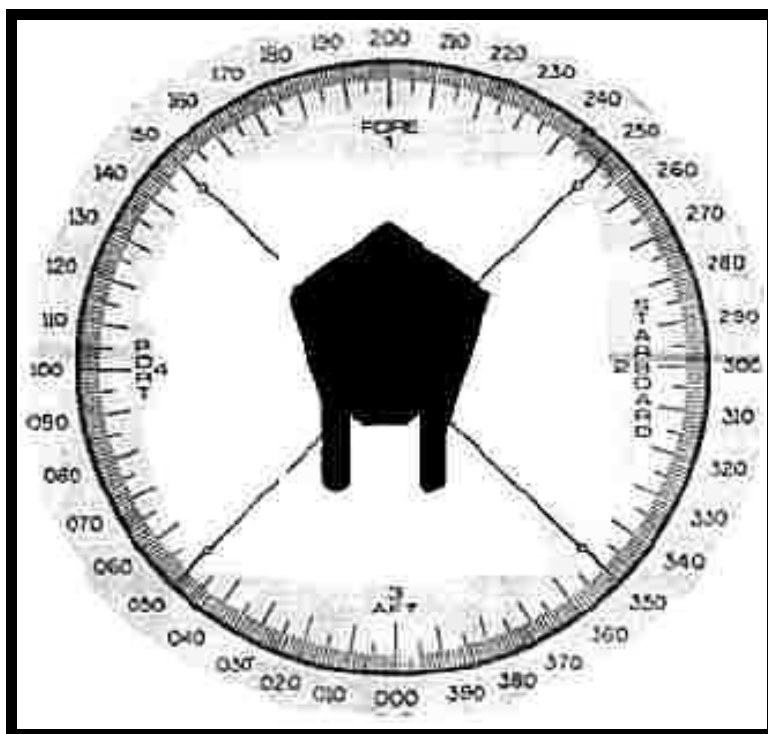
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CUT APART ON THE HEAVY LINES ↘ ↙

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CUT APART ON THE HEAVY LINES

COMMAND A STARSHIP IN HIGH ADVENTURE ON THE FRONTIERS OF SPACE!

The 1981 winner of England's Games Day Award: First prize for *Best Table-Top Rules for Any Period*, and a 1983 H. G. Wells Award nominee, **STAR FLEET BATTLE MANUAL** simulates ship-to-ship combat in outer space, and comes with counters and mapsheet for boardgaming as well as 8 four-inch top-view starship counters for table-top battles. Each player captains a starship in combat between Federation forces and their major enemies. The rules cover such details as cloaking devices, photon torpedoes, plasma beams and webbing devices, as well as boarding parties, crystal burnouts, phaser and disruptor fire, fleet-size battles and formulas for converting **STAR FLEET BATTLE MANUAL**'s companion game **ALIEN SPACE** into a boardgame format. (**ALIEN SPACE** can be played simultaneously with ships from the **STAR FLEET BATTLE MANUAL** and vice versa.) Plays in approximately 2 hours as a tabletop game for 2 players, up to 4 hours for 8 players. Boardgame version provides 32 individual starship counters.

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