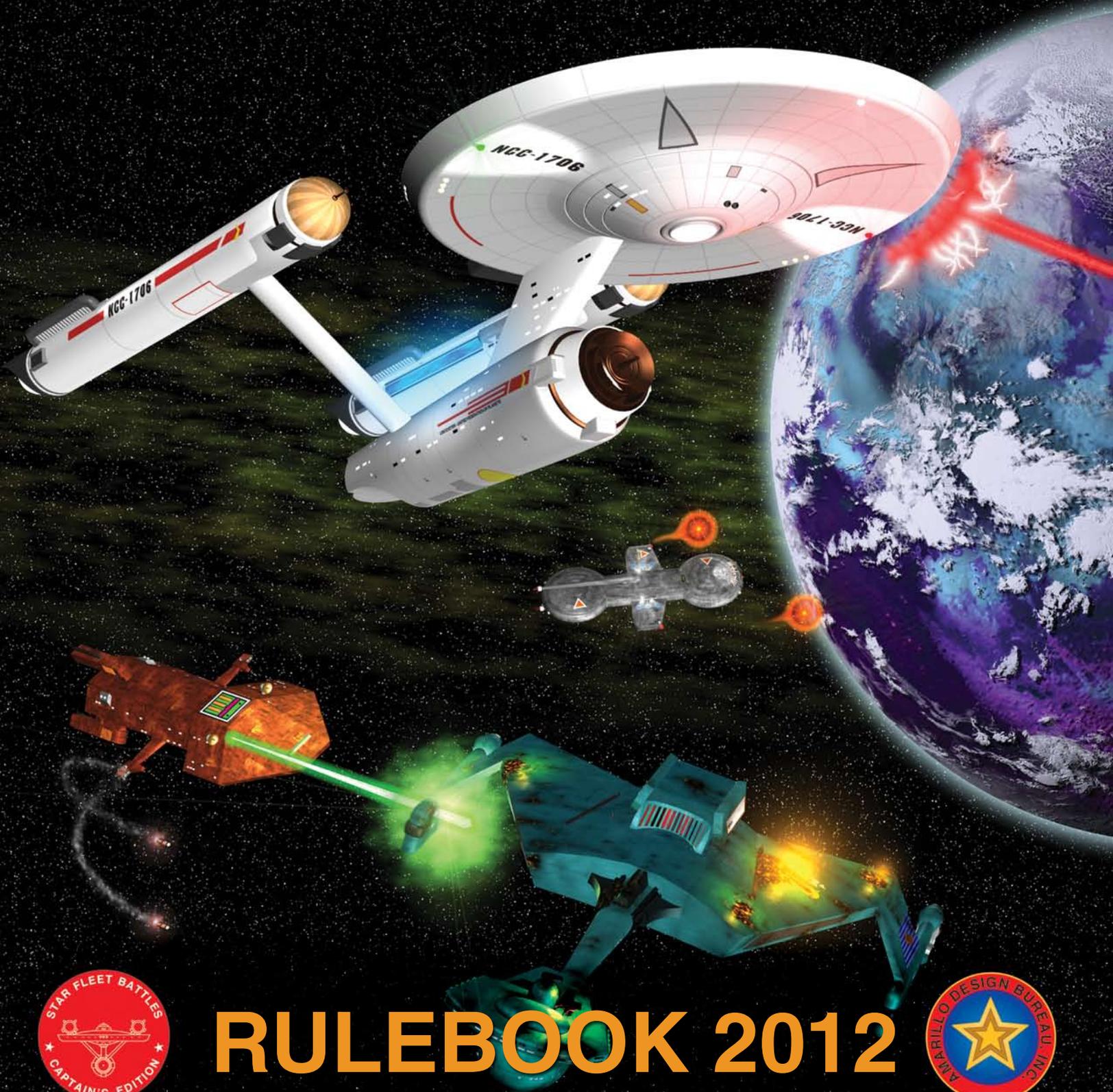


# STAR FLEET BATTLES

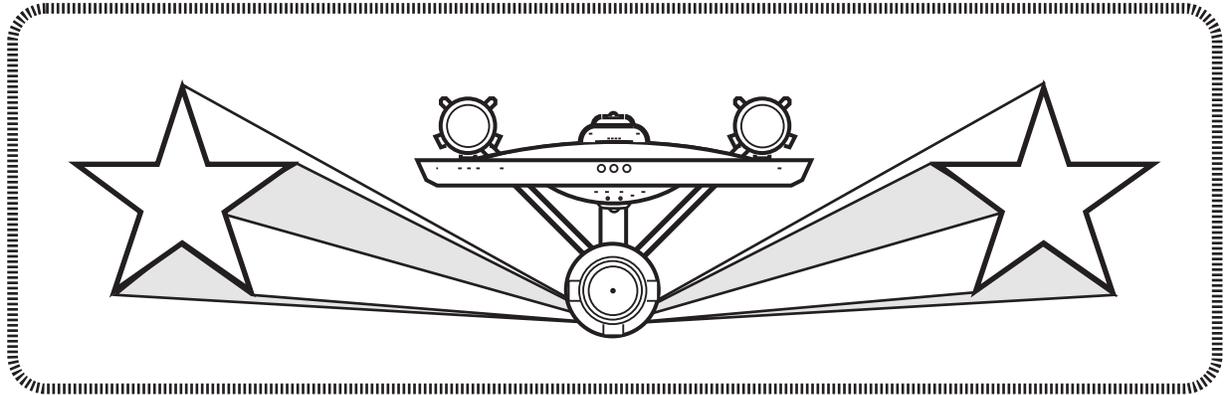
## CAPTAIN'S EDITION BASIC SET



# RULEBOOK 2012



# STAR FLEET BATTLES



## CAPTAIN'S BASIC RULEBOOK

BASIC GAME RULES

NAVIGATION & MANEUVERING

WEAPON SPECIFICATIONS

SYSTEM PARAMETERS

STARSHIP DESCRIPTIONS

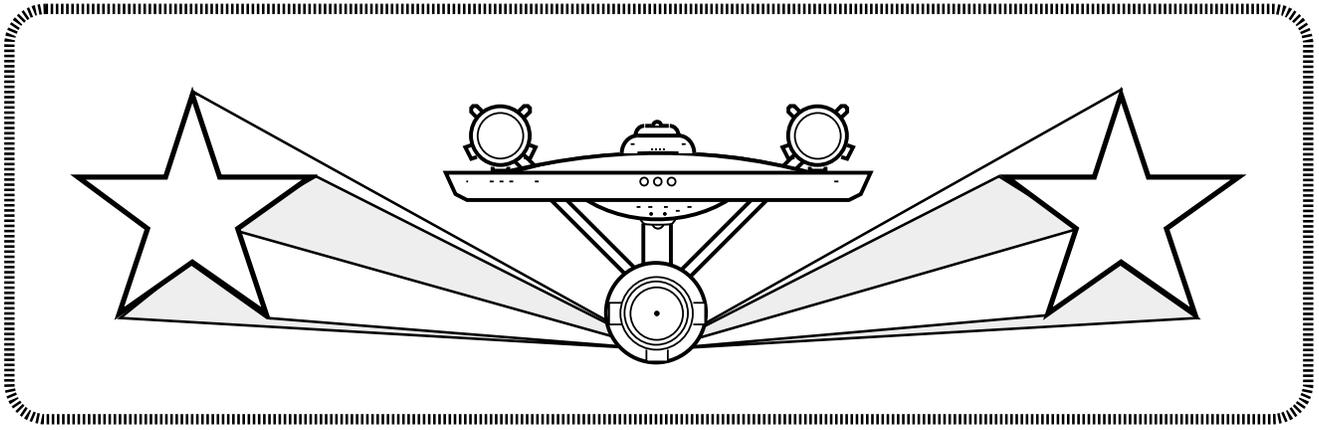
MISSION ASSIGNMENTS

DATA TABLES AND ANNEXES



2005





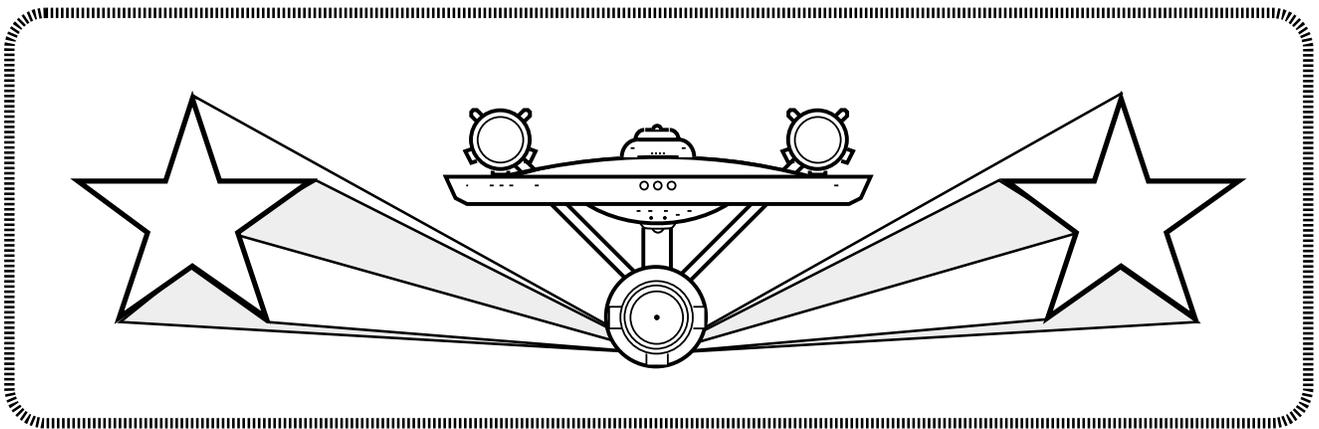
# STAR FLEET BATTLES THE CAPTAIN'S EDITION

is dedicated to

THE CAPTAINS

from all nations, creeds, and eras;  
of the hundreds, the thousands, and the millions;  
of the land, the sea, and the sky;

who led men into battle  
to fight for what they believed in.



FIFTH EDITION, 2012

**A0.0 GENERAL RULES**

- A1.0 INTRODUCTION
- A2.0 GENERAL COURSE OF PLAY
- A3.0 GENERAL INFORMATION
  - A3.1 RULES ORGANIZATION
  - A3.2 GAME EQUIPMENT
  - A3.3 BACKGROUND
  - A3.4 SCALE
- A4.0 CADET'S GAME
- A5.0 SAMPLE GAME

**B0.0 HOW TO PLAY**

- B1.0 GENERAL INSTRUCTIONS
- B2.0 SEQUENCE OF PLAY
- B3.0 ENERGY ALLOCATION

**C0.0 MOVEMENT**

- C1.0 GENERAL RULES
  - C1.1 PROCEDURE
  - C1.2 FACING
  - C1.3 PLOTTING
    - C1.31 FREE MOVEMENT
    - C1.32 PLOTTED MOVEMENT
  - C1.4 PERFORMING MOVEMENT
- C2.0 ENERGY COST OF MOVEMENT
  - C2.1 GENERAL PROCEDURE
  - C2.2 ACCELERATION
- C3.0 TURNING AND TURN MODES
  - C3.1 TURNING
  - C3.2 DEFINITION OF TURN MODE
  - C3.3 ASSIGNMENT
  - C3.4 RESTRICTIONS
  - C3.5 REVERSING DIRECTION
  - C3.6 QUICK REVERSE
  - C3.7 BASE ROTATION
  - C3.8 DIRECTED TURN MODES
- C4.0 SIDESLIP
- C5.0 TACTICAL MANEUVERS
- C6.0 HIGH ENERGY TURNS
  - C6.5 BREAKDOWN
- C7.0 DISENGAGEMENT
  - C7.1 ACCELERATION
  - C7.2 SEPARATION
  - C7.3 SUBLIGHT EVASION
  - C7.4 AUTOMATIC DISENGAGEMENT
- C8.0 EMERGENCY DECELERATION
- C9.0 POSITRON FLYWHEEL

**D0.0 COMBAT**

- D1.0 GENERAL RULES
- D2.0 FIRING ARCS
- D3.0 SHIELDS
- D4.0 DAMAGE ALLOCATION
- D5.0 SELF-DESTRUCTION
- D6.0 FIRE CONTROL SYSTEMS
  - D6.1 SENSORS
  - D6.2 SCANNERS
  - D6.3 ELECTRONIC WARFARE
  - D6.4 NON-VIOLENT COMBAT
  - D6.5 UIMs
  - D6.6 ACTIVE FIRE CONTROL
  - D6.7 LOW-POWER FIRE CONTROL
- D7.0 SPACE MARINE BOARDING PARTIES
- D8.0 CRITICAL HITS
- D9.0 DAMAGE CONTROL

**E0.0 DIRECT-FIRE WEAPONS**

- E1.0 GENERAL RULES
- E2.0 PHASERS
- E3.0 DISRUPTOR BOLTS
- E4.0 PHOTON TORPEDOES
- E5.0 ANTI-DRONES
- E6.0 MONSTER CLOSE-IN DEFENSE

**F0.0 SEEKING WEAPONS**

- F1.0 GENERAL RULES
- F2.0 SEEKING WEAPON MOVEMENT
- F3.0 SEEKING WEAPON GUIDANCE
- F4.0 BALLISTIC TARGETING

**FD0.0 DRONES**

- FD1.0 GENERAL RULES
- FD2.0 TYPES OF DRONES
- FD3.0 TYPES OF DRONE RACKS
- FD4.0 FIRING RATES
- FD5.0 METHODS OF CONTROL

**FP0.0 PLASMA TORPEDOES**

- FP1.0 GENERAL RULES
- FP2.0 TYPES OF PLASMA TORPEDOES
- FP3.0 FIRING ARCS AND LAUNCHERS
- FP4.0 PLASMA TORPEDO GUIDANCE
- FP5.0 ENVELOPING PLASMA TORPEDOES
- FP6.0 PSEUDO-PLASMA TORPEDOES
- FP7.0 PLASMA SHOTGUN
- FP8.0 PLASMA BOLTS

**G0.0 SHIP'S SYSTEMS**

- G1.0 GENERAL RULES
- G2.0 CONTROL SYSTEMS
- G3.0 HULL
- G4.0 LAB
- G5.0 PROBES
- G6.0 SECURITY STATIONS AND KLINGON MUTINY
- G7.0 TRACTOR BEAMS
- G8.0 TRANSPORTERS
- G9.0 CREW UNITS
- G10.0 THE THOLIAN WEB DEVICE
- G13.0 CLOAKING DEVICES
- G14.0 TUGS AND PODS
- G15.0 ORION PIRATES SPECIAL RULES

**H0.0 POWER SYSTEMS**

- H1.0 GENERAL RULES
- H2.0 WARP ENGINES
- H3.0 IMPULSE ENGINES
- H4.0 AUXILIARY POWER REACTORS
- H5.0 BATTERIES
- H6.0 PHASER CAPACITORS
- H7.0 RESERVE POWER

**J0.0 SHUTTLECRAFT**

- J1.0 GENERAL RULES
- J2.0 ADMINISTRATIVE SHUTTLES
- J3.0 WILD WEASELS
- J4.0 FIGHTERS

**M0.0 MINE WARFARE**

- M1.0 GENERAL RULES
- M2.0 ROMULAN SPACE MINES
- M3.0 TRANSPORTER BOMBS

**P0.0 TERRAIN**

- P1.0 GENERAL RULES
- P2.0 PLANETS
  - P2.1 GENERAL RULES
  - P2.2 TYPES OF PLANETS
    - P2.21 CLASS M
    - P2.22 GAS GIANTS
    - P2.23 SMALL MOONS
  - P2.3 EFFECTS OF PLANETS ON COMBAT
  - P2.4 LANDING ON PLANETS

- P2.5 EFFECTS OF ATMOSPHERE ON COMBAT
- P2.6 STRUCTURE OF PLANETS AND ATMOSPHERES
- P3.0 ASTEROIDS
- P4.0 BLACK HOLE
- P5.0 VARIABLE PULSAR
- P6.0 NEBULA

**R0.0 RACES, BACKGROUND, AND STARSHIP DATA**

- R1.0 GENERAL
- R2.0 UNITED FEDERATION OF PLANETS
- R3.0 THE KLINGON EMPIRE
- R4.0 THE ROMULAN STAR EMPIRE
- R5.0 THE KZINTI HEGEMONY
- R6.0 THE GORN CONFEDERATION
- R7.0 THE THOLIAN HOLDFAST
- R8.0 THE ORION PIRATES

**S0.0 SCENARIOS**

- S1.0 GENERAL RULES
- S2.0 VICTORY CONDITIONS
- S3.0 PLAY BALANCE
- S4.0 WEAPONS ARMED STATUS
- S5.0 LOCAL CONDITIONS
- S6.0 DEFEATING MONSTERS

**SG0.0 GENERAL SCENARIOS**

- SG1.0 THE DUEL
- SG2.0 FLEET ACTION
- SG3.0 BASE DEFENSE
- SG4.0 BASIC PIRACY
- SG5.0 DUEL WITH A PIRATE
- SG6.0 PURSUIT INTO THE ASTEROIDS
- SG7.0 PIRATES GO FOR BIG GAME
- SG8.0 ASSAULT ON A STARBASE
- SG9.0 A VERY SPECIAL ALLY

**SH0.0 HISTORICAL SCENARIOS**

- SH1.0 SABOTAGE!
- SH2.0 THE SURPRISE REVERSED
- SH3.0 THE COMING OF THE METEOR
- SH4.0 CRUISE DRONES
- SH5.0 ATTACK SHUTTLE GROUP #26

**SM0.0 MONSTER SCENARIOS**

- SM1.0 THE PLANET CRUSHER
- SM2.0 THE SPACE AMOeba
- SM3.0 THE MORAY EEL OF SPACE
- SM4.0 THE COSMIC CLOUD

**T0.0 MINI-CAMPAIGNS**

- T1.0 GENERAL RULES
- T2.0 ECONOMY OF FORCE

**U0.0 CAMPAIGN GAMES**

- U1.0 GENERAL RULES
- U2.0 THE CAPTAIN'S GAME

**Z0.0 DESIGNER'S NOTES, PUBLISHER'S INFORMATION**

- Z1.0 DESIGNER'S NOTES
- Z2.0 ADVICE ON TACTICS
- Z3.0 NOTICE TO NEW PLAYERS OF SIMULATION GAMES
- Z4.0 DESIGN CREDITS
- Z5.0 THE STAR FLEET UNIVERSE
- Z6.0 COPYRIGHT AND PUBLISHER'S INFO

## (A0.0) GENERAL RULES

### (A1.0) INTRODUCTION

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

Starships in this game are portrayed at a level of detail and accuracy which had never been achieved when *STAR FLEET BATTLES* first appeared in 1979. Many games have imitated this level of detail in the last decade, but *STAR FLEET BATTLES* has continued to evolve and grow.

*STAR FLEET BATTLES* is, at the same time, both complex in its mechanics and simple in its execution. Many things that sound difficult upon first reading the rules will become clear as the players attempt them. Starship captains undergo years of training for their jobs; don't expect to master this game in a day. But conversely, you need not concern yourself with the thousands of details faced by a starship captain, who spends over half his time on administrative problems (something that you, the game player, will not have to bother with).

### (A1.1) INTRODUCTION TO THE CAPTAIN'S EDITION

**(A1.11) PREVIOUS EDITIONS:** The *Captain's Edition Master Rulebook* is the sixth edition of *STAR FLEET BATTLES* to appear in print. This section (A1.1) explains the various editions; you need not read it immediately. *STAR FLEET BATTLES* was designed in 1975 and published in 1979 as a 28-page "Pocket Edition" game with 14 starships, 7 scenarios, and 108 counters.

The instant popularity of the game resulted in the 1980 boxed Designer's Edition (roughly twice as large) and three expansions (each the size of the original pocket game). The combined Designer's Edition included a total of 174 pages, 540 counters, 41 scenarios, 5 campaigns, and about 180 different starships.

In 1983-5, the Commander's Edition appeared and replaced the two earlier versions of the game. Many rules were overhauled, and many more were added. During 1986-9, many products were added to the game system, most of which will eventually be revised and re-issued as part of the *Captain's Edition*.

In 1990, we issued a new Captain's (Doomsday) Edition of *SFB*. This was slightly upgraded by the 1994 reprint.

With the birth of the new ADB Inc. as the publisher, we issued the new 1999 (Resurrection) Edition of the rulebook. While not as great a change as the 1990 *Captain's Edition*, this was a much improved rulebook. The 2012 *Master Rulebook* includes all of the errata and rules changes to date.

**(A1.12) NOTES TO NEW PLAYERS:** This section of the 1990, 1994, and 1999 rulebooks (A1.12) explained how the various rulebooks from different products integrated together into a single rulebook. That is not relevant to the *Master Rulebook* since this has done the integration for you. If you have never played *STAR FLEET BATTLES* then we must advise you that the *Master Rulebook* is not enough to play the game, but simply a compilation of the main rules from all of the other products to date. To actually play the game, you would need a great many other products and manuals.

Each product includes a rulebook, and that rulebook includes four main sections: rules (that part went into the *Master Rulebook*), Ship Descriptions (details and history of each of the 1000 ship types and classes in the game), Scenarios & Campaigns (historical battles and set-ups for common engagements), and Annexes (charts, tables, and other data). As you need more than half of each rulebook (plus the SSD book, counters, maps, and other items) to complete the game, the *Master Rulebook* is not a good place for new players to begin the game system.

We do plan to eventually publish the *Master Ship Manual* and *Master Scenario Manual* separate products for those who want the material in that form. In theory, once these books are available (probably in 2015-2016) you could buy them, plus the counters and SSD Books, and have the complete game. We have published the *Master Annexes* as a separate book, see *Module G3*.

**(A1.13) NOTES TO VETERAN PLAYERS:** The *Master Rulebook* grew from a request by a few players to create a book that had "all the rules, but not the ships, scenarios, or annexes." We doubted there was much of a market for such a thing but created a BBS topic for its discussion, and found a surprising number of people who wanted such a book. We began to take "official interest."

Even though the idea was interesting, we calculated that the cost would be prohibitive and told the players to just forget it. They refused and demanded that we investigate the matter. We did so (but only to prove everyone wrong) and were shocked to discover that such a publication was economically feasible.

There had been some discussion of what to do to celebrate the 25th anniversary of *STAR FLEET BATTLES*, and after some discussion it was decided that the *Master Rulebook* was just the thing. Work began in early 2004 and was completed a week before release. Fortunately, the production methods for this type of book allowed us to get them back from the printer in half of the time needed for more traditional books.

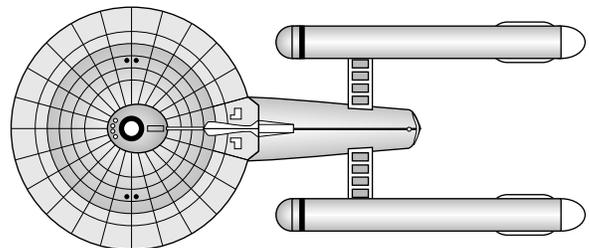
The only bad part of this is that the economics do not allow us to sell this product through stores or wholesalers. Doing so would mean either losing money on every copy or raising the price to at least double the actual market price.

As mentioned elsewhere, we have produced the *Master Annexes Manual* as *Module G3* (replacing the old *Module G1*), and will release the *Master Ship Manual* and *Master Scenario Manual* if there is sufficient demand. We will not update these books as new products are released (those new products *are* the updates!) but should we find a need to change or clarify a rule, close a loophole, cover an omission, or otherwise improve the rulebook, we will find a way to make the revised pages available.

### (A1.2) STAR FLEET MINIATURES

The game as presented in its various modules uses die-cut playing pieces to represent the starships, planets, asteroids, shuttlecraft, drones, monsters, etc. used in the game. There is an alternative, however, that will dramatically increase the visual imagery of the game: miniature starships. ADB, Inc. has released over 100 pewter scale-model starships in the *Starline* 2400 line to enhance your gaming experience.

We have also partnered with Mongoose Publishing which is producing the new *Starline* 2500 line of miniatures. These miniatures are done in a larger scale than the 2400 series. Some of the largest 2500s are cast in resin.



**(A1.3) SOURCE DATA**

At some point prior to 1970, the master computer at U.S. Air Force Security Control in Omaha, Nebraska, received a transmission, apparently via a time warp, from Star Fleet Headquarters some 250 years in the future. The Air Force discovered this information during 1970, and turned it over to Franz Joseph Designs, an aerospace-consulting firm, in 1973 for analysis.

The memory files, which comprise several thousand printed pages and were badly garbled in transmission and translation, appear to be a history of the United Federation of Planets, its Star Fleet, and nearby regions of the galaxy, including a considerable amount of technical data.

Through the cooperation between Franz Joseph Designs and Amarillo Design Bureau, this data (a very small portion of which was published earlier as the Star Fleet Technical Manual) has been used as a basis for this game. Changes made in the rules and history reflect additional information obtained from the tapes. At present, about 65% of the material has yet to be translated or analyzed. As more data is translated (by our dedicated staff), it will be used as the basis for additional games and supplements.

**(A2.0) GENERAL COURSE OF PLAY**

The game is divided into scenarios, which are specific missions (usually combat against enemy starships or other units). Each scenario is played in turns, and each turn is divided into several phases and a number of "impulses."

During each turn, the players will determine the amount of energy that is available from engines, reactors, and batteries and will allocate this power to move, fire weapons, operate shields, and use other instruments and equipment.

Then the starships in the scenario will actually be moved (using a proportional movement system to reflect relative speed) and will fire their weapons during movement as the "enemy" starships come within optimum range.

Damage is recorded on ship systems displays. These are a stylized layout of the ship with small boxes labeled for each of the various systems. As the ship takes damage in combat, the boxes are checked off. The ship's systems display is used to determine just what systems are still operating.

Play generally continues until one player has taken so much damage that his ship no longer has a chance of winning, and attempts to escape at high trans-light speed or other means. The player who managed to keep his ship relatively undamaged while damaging the enemy ship (or ships) wins the scenario.

In some cases, the enemy might be a "monster" of one type or another. These scenarios can be particularly challenging.

**(A2.1) BASIC CONCEPTS**

There are three basic concepts in *STAR FLEET BATTLES* that must be understood and mastered in order to get the most out of the game. These are ENERGY ALLOCATION, the SHIP SYSTEMS DISPLAY, and PROPORTIONAL MOVEMENT.

The Energy Allocation (EA) system is basically a management tool. Power can be drawn from the warp (anti-matter) engines, the impulse (nuclear ionic) engines, the auxiliary (nuclear) reactors, and (for short periods) from batteries. This is recorded on a special Energy Allocation Form (EAF), but is not a simple total. Movement at speeds greater than one hex per turn requires warp energy, as do certain weapons. Generally, there is never enough energy to move at full speed, fire all weapons, and operate all of the other equipment on the ship at the same time.

The Ship Systems Display (SSD) is the second basic concept. Each box on the SSD represents a specific piece of equipment, which has certain requirements and capabilities. The more boxes there are (or that remain unmarked) on the SSD, the more powerful the ship.

Proportional Movement is difficult to explain but relatively easy to perform. Each ship (or other unit) moves a number of hexes each turn. The exact number is determined by the energy allocated to movement. Each turn is divided into 32 impulses. A ship that is moving at a speed of 16 hexes per turn will move in every other impulse. A ship moving at a speed of 10 hexes per turn will move in

(approximately) every third impulse. Thus, all ships are continuously moving throughout the entire turn, but at the proper and relative rates of speed. This system closely approximates reality. This system is superior to systems where first one player moves his units and then the other player moves his, and to systems where all units move at the same speed but some stop moving during the middle of the turn while other, faster, ships keep moving.

**(A3.0) GENERAL INFORMATION****(A3.1) RULES ORGANIZATION**

Each rule in the *CAPTAIN'S EDITION* of *STAR FLEET BATTLES* is assigned an alphanumeric designation referred to as a "rule number." This system is organized in a hierarchy, reading left to right.

**(A3.11) SECTIONS:** The game is divided into sections, each designated by a letter. For example, you are now in "section A" which deals with "General Rules and Information." All rule numbers in section A begin with the letter "A" as in (A3.11), the number of this rule.

**(A3.12) SYSTEMS:** After the letter and before the decimal point are one or two digits which refer to a specific system, weapon, or major group of rules. These are read consecutively, and there is no particular relationship between, say, rule (G5.0) and (G15.0).

The letter and numbers to the left of the decimal point will bring you to a rule concerning one specific subject. For example, section (E0.0) concerns direct-fire weapons, while (E2.0) concerns phasers and (E4.0) concerns photon torpedoes. The system works from left to right, from the general to the more and more specific.

**(A3.13) SUBDIVISIONS OF THE RULES:** To the right of the decimal point, the numbers work somewhat differently. Rule (E1.23), for example, is not the 23rd thing the designer wanted to say about rule (E1.0), but the third thing about the second topic under subject #1.

For example, section (E3.0) refers to the disruptor bolts mounted on Klingon (and some other) starships. Rule (E3.1) identifies which boxes on the SSDs are disruptors; (E3.2) explains how to fire them; (E3.3) tells how to determine the amount of damage they cause; (E3.4) is the probability table used to resolve disruptor fire; (E3.5) describes how disruptors can be "overloaded" for additional effect at shorter ranges; and (E3.6) explains the effect of certain advanced targeting and fire-control systems on disruptor fire. There is no rule (E3.7) or (E3.8) because only six topics within the subject of disruptor bolts require discussion.

Rules (E3.20) through (E3.24) describe certain additional rules, restrictions, or information about firing disruptor bolts, i.e., rule (E3.2). These rules come between rules (E3.2) and (E3.3), not after them. In outline form, this would appear as:

**E0.0 DIRECT FIRE WEAPONS****(E1.0) GENERAL****(E2.0) PHASERS****(E3.0) DISRUPTORS****(E3.1) Boxes on the SSD****(E3.2) How to fire disruptors****(E3.20) Procedures****(E3.21) Energy required****(E3.22) Firing disruptors****(E3.23) How often they can fire****(E3.24) Must be fired when armed****(E3.3) Damage caused by disruptors****(E3.4) Disruptor Chart****(E3.5) Overloaded disruptors****(E3.6) Advanced Fire Control****(E3.61) Ubitron Interface Modules****(E3.62) Disruptor Extended Range Fire Control**

**(A3.14) EXCEPTIONS IN RULE NUMBERING:** As with all things, there are exceptions to the rules about the organization of the rules.

Section F, which deals with "seeking weapons" (those that home in on their targets), is divided into three major parts. Rules dealing with missiles (called drones in *SFB*) begin with FD, while rules

dealing with plasma torpedoes begin with FP. Other than having two letter superscripts, the rules work normally within those sections. Rules basic to both types of seeking weapons are designated F (known as F-Prime, a plain "F" including F-Prime, FD, and FP).

Section S (scenarios, the battle incidents you will be playing) is divided into general scenarios (SG), historical scenarios (SH), and monster scenarios (SM).

There is a further exception in section R, which deals with specific information about each unit (starship, base, fighter) in the game. In that section, and in that section only, numbers to the right of the decimal are fully consecutive. In this section only, rule (R2.11) comes after (R2.10), not between (R2.1) and (R2.2). Section R is home to another exception, letters after the decimal. Rule (R2.R1) is the first Federation refit, (R2.F3) is the third Federation fighter, and (R3.PF1) is the first Klingon PF (Fast Patrol Ship).

Sections T and U (campaigns) include scenarios (for example) designated (T2S1.0), i.e., scenario #1 that is part of Campaign T2.

**(A3.15) LEVELS OF RULES:** Rules in *CAPTAIN'S STAR FLEET BATTLES* are divided into several levels of complexity. Rules not otherwise marked are part of the STANDARD GAME. These are rules that should be learned and mastered; they are the core of the game.

Some of these rules are assigned by (A4.0) as part of the CADET'S GAME; a very simplified version designed to allow players to gain experience with the game after a very short period of study.

Some rules are marked as ADVANCED. These are rules that should be learned in order to experience the full enjoyment and challenge of the game. Players should master the STANDARD GAME before using any of the ADVANCED RULES. The "Advanced Game" is balanced as an integrated whole; if you use only some of the Advanced Rules you may experience problems with play balance.

The highest level is the COMMANDER'S LEVEL RULES, which are for the most experienced players. These rules are very complex and require considerable knowledge of the entire game system. The "Commander's Game" is balanced as an integrated whole; if you use only some of the Commander's Level Rules you may experience problems with play balance. Remember, each level of more advanced rules makes the game more complicated, but also makes it possible to get more out of your ship.

Then there are the OPTIONAL RULES. These rules are not necessary to play most of the scenarios, but may be used to add increased challenge, interest, or just to do something different. The use of optional rules requires the mutual consent of all players in the scenario. The inclusion or exclusion of any given optional rule should not affect play balance (except in obvious cases where only one side can use a given rule). Some optional rules are marked both "Commanders" and "Optional." These rules are optional, but are particularly detailed.

**(A3.16) ANNEXES:** Some information changes with every expansion to the game. The prime example is the MASTER SHIP CHART, which lists every ship in the game. Obviously, since each expansion adds new starships, the chart must be replaced with a new one listing all of the old ships together with all of the new ones. (Otherwise you would have six or more charts and not know which one had the Klingon D6 without checking all of them.) A series of annexes provides a capability to continually update the primary data of the game with each expansion.

It should be noted that the annexes provided with *BASIC SET* cover only the material in this product. Each additional product then expands or replaces the relevant annexes.

**(A3.17) EXCEPTIONS TO RULES:** Many rules have exceptions in other rules. Often, the exceptions to a given rule will be cited by cross-reference within it. For example, rule (D3.21) covers internal damage, but the two exceptions listed indicate cases when this damage is prevented.

The absence of such a cross-reference, however, does not invalidate the exception. If rule A states an exception to rule B, and rule B does not mention this exception, the exception is still valid. Usually this is done only in specialized cases. For example, just about every weapons rule should include mention that the range is limited while in a Radiation Zone (P15.0), but that would add dozens of such references and clutter the game. The designer has assumed that if you are playing a scenario in a Radiation Zone you will read the rule on such zones before starting play.

### (A3.2) GAME EQUIPMENT

**(A3.20) BOXED BASIC SET:** Included in the boxed *STAR FLEET BATTLES BASIC SET* are:

- ★ one 238-page rulebook.
- ★ one 24" x 20" playing map.
- ★ two six-sided dice. (Never use any dice but six-sided dice with this game. Using 12-sided dice will alter the probability structure.)
- ★ 216 die-cut multi-colored playing pieces (two sheets).
- ★ one 48-page SSD booklet with starship diagrams needed for play. These Ship Systems Displays (SSDs) should be kept for use as originals. Do not mark on them.
- ★ an 11x17" card with the Damage Allocation Chart, 32-Impulse Movement Chart, and two copies of the Energy Allocation Form. Do not mark on this card; use it as an original to produce photocopies for use in playing the game.
- ★ a 16-page "starter booklet" with four Federation CA SSDs, four Klingon D7 SSDs, and eight copies of the Energy Allocation Form. These copies can be written on and discarded after use. They should provide you with enough for your first gaming session, after which you can photocopy more from the originals or use plastic page protectors and erasable markers. (Some copies of the game have this 16-page starter booklet bound into the center of the 48-page SSD book. Be careful when removing these starter SSDs and do not confuse them with the masters.)

**CAPTAIN'S RULEBOOK:** If your copy of the *Star Fleet Battles* rulebook was included in the separate *Captain's Rulebook* (the *Basic Set* rulebook, along with the rules to *Advanced Missions, Modules C1, and C2*), or purchased individually as the *Master Rulebook* then the components above (except for the rulebook) will not be included.

**COPIES OF FORMS:** You will need a copy of the SSD and an Energy Allocation Form for each ship in the scenario each time you play. Since you must write on these forms to play the game, you will have to obtain copies of them. You might wish to use photocopies or have a local quick printer run off a hundred copies of your favorite ship. Players may wish to use marking pencils and page protectors (wiping the sheet clean after each use); some players have had their sheets laminated. Purchasers of this game have the permission of the publishers to produce, by any convenient means, copies of the SSD sheets, Energy Allocation Forms, and movement charts for their own private use (and the use of their opponents). Reproduction for sale or in publications is NOT authorized.

### (A3.21) COUNTERS (PLAYING PIECES)

**(A3.211)** The die-cut counters are used to represent the various starships and weapons which are used in the play of *STAR FLEET BATTLES*. Generally, each counter represents one starship, weapon, shuttle, monster, etc.

**(A3.212)** The race/nation/empire of the counter is shown by its color. Because each new product adds new counters with new empires, the colors are given in Annex #7A.

**(A3.213)** Each counter displays a top view silhouette of the ship represented as well as an identifying abbreviation to more readily distinguish ship types and an identification number to distinguish one ship from another of the same type. The abbreviation is used on the Master Ship Chart and in the Ship Description (section R). The identifying numbers are assigned arbitrarily in no particular pattern.

**(A3.214)** While the counters included with the game will be adequate for most of the scenarios in the game, players who are devising their own scenarios may wish to have more of some particular type. There is nothing wrong with using a counter for something that it was not specifically intended to be, so long as this is made known to your opponent prior to the start of play. For example, if you wished to have five Federation heavy cruisers in a given scenario, you might use two command cruisers to "fill in," telling your opponent of the substitution. Alternatively, if you wished to have 12 Klingon D7 cruisers in a given scenario, you might use the three D7s that come with the game, then use the three D6s, the three Romulan KRrs, and three Kzinti strike cruisers. So long as the usage is consistent and known to the opponent, any substitution of counters is acceptable. Note, however, that it would be confusing to have both players using counters from the same empire/nation. Additional counters are available (Z36.1).

**(A3.22) THE MAPSHEET (PLAYING BOARD)**

**(A3.221)** The map used in *STAR FLEET BATTLES* is overlaid with a hex grid, used to regularize the position of each ship and its distance to other ships.

Players may, if they wish, obtain a larger hex grid or additional maps (Z36.1), to expand the field of play if they are using large fleets, but the map included with the game should be adequate for all scenarios. (Some players cut the map into six sections so that, if their battles tend to drift one direction or the other, the map can be “leapfrogged” in front of the action. Do not do this unless you are certain that you want to.)

If you obtain a mapsheet somewhere else, check to see how it is numbered. On the standard *STAR FLEET BATTLES* maps, the odd-numbered columns are “above” the even-numbered ones. On some other maps this is the reverse, having the effect of shifting all units in odd-numbered columns “down” one hex, creating some amusing problems.

Alternatively, if one unit moves off the map, all ships can be shifted enough hexes to one side to correct the situation (S1.43).

**(A3.222)** Players should note the two directional displays on the map. One is composed of numbers, the other of letters. These are used to determine direction. Players should refer to the movement rules (C1.21) for explanation of the use of these displays.

**(A3.23) UNIT CATEGORIES:** The terms “ship” and “unit” are critical to the way the *STAR FLEET BATTLES* rules are written. All ships are units, but not all units are ships.

The most basic category is a COUNTER or playing piece. There are two types of these: units and markers.

A MARKER is an informational item. Markers include planets, asteroids, and (in later products) such things as explosions, wild unit markers, cloak markers, and so forth.

A UNIT is a something that actually does something. All are either machines (ships, bases, fighters, etc.) or living beings (monsters). Units include ships, shuttles, seeking weapons, mines, and monsters.

SEEKING WEAPONS include drones, plasma torpedoes, and seeking shuttles. See (F0.0). Seeking shuttles are seeking weapons in some regards and shuttles in others. Some drones are self-guiding, while all plasma torpedoes are.

SHUTTLES include fighters and non-fighter shuttles. Non-fighter shuttles include Administrative Shuttles and (in later products) other types.

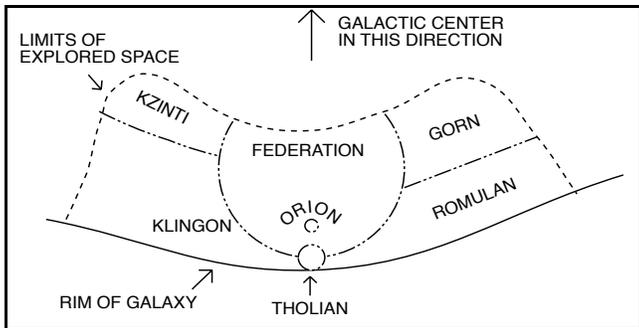
SHIPS include PFs (fast patrol ships, see *Module K*) and bases, unless stated otherwise. PFs includes the sub-category of Interceptors (K3.0). Bases include those with positional stabilizers (all of those in *Basic Set* have them) and those without.

UNIT													
Monster	Seeking Weapon			Shuttle				Ship				Mine	
Monster	SGSW	Non-SG	Seeking Shuttle	Non-Ftr		Fighter		PF	Ship (except)	Base		Mine	
Monster	Plasma	Drone	SP SS	Adm	Other	Std Ftrs	Heavy Ftrs	INT	PF	Ship (except)	with Stab	without Stab	Mine

SGSW = Self-guiding seeking weapon; SP = Scatter-Pack; SS = Suicide Shuttle; INT = Interceptor; PF = Fast Patrol Ship. The exceptions under ships refer to cases where the terms “ships but not bases” or “ships not including PFs” are used.

**(A3.3) BACKGROUND**

As can be seen from the map (below), the empires portrayed in the game occupy a rather small area on the edge of the galaxy. Background material for the individual empires is included in section R. More empires are added to the game by *Modules C1, C2* (and eventually *C3*).



The chronology below describes the major events of the game universe.

YEAR	EVENT
1.....	First contact between Humans and their nearest neighbors (Vulcans).
4.....	Formation of the Federation.
40-46.....	The first Romulan War (between Federation and Romulan Star Empire).
45.....	Introduction of the cruiser design by the Federation.
46.....	The Romulan-Federation ceasefire.
50-82.....	First Klingo-Kzinti War.
62.....	Federation begins conversion of cruisers to warp power.

62-67.....	All empires (except the Romulans and Paravians) develop warp-powered ships.
71.....	Federation Star Fleet is formed, member nations begin disbanding their “national” fleets in favor of the unified fleet.
79.....	Tholians arrived and occupied an area claimed by the Klingons.
82.....	Klingons win First Klingo-Kzinti War, depriving Kzintis of three key colony planets.
83.....	Klingons encountered the newly arrived Tholians and began the first of several wars in their continuing attempt to destroy them.
102.....	Federation declares its formal (circular) border. Numerous border skirmishes are fought with the Klingons and Kzintis.
103-106.....	Second Klingo-Kzinti War is won by the Kzintis, regaining the three planets.
110-111.....	First war between the Federation and Klingon Empire. The war is bitter, but inconclusive.
113.....	The Federation completes the disbanding of the “national” fleets in favor of the unified Star Fleet. Sixteen Orion starships (of various types) with almost 9,000 skilled crewmen mutiny and disappear. They form the nucleus of the Orion Pirates.
123-131.....	Third Klingo-Kzinti War. Inconclusive results.
150-170.....	Primary time frame of the ships in <i>Basic Set</i> and of the original film background.
154-155.....	Second Romulan War (between Romulan Empire and Federation) results in a treaty of the Neutral Zone.
156.....	Second War between Federation and Klingon Empire ends in the Organian Treaty.
157.....	Initial confrontation between the Gorns and the Federation ends in Treaty of Friendship.
158-162.....	Fourth Klingo-Kzinti War. Results inconclusive.

- 159.....Klingon-Romulan Treaty of Friendship is signed. Klingons begin supplying advanced technology fleet units from Klingon border to Romulan border, releasing Klingon ships to fight Kzintis.
- 160.....First KR's and K5R's delivered to Romulans.
- 161.....Kzintis introduce Attack Shuttle. This early fighter cannot guide its own drones and is considered only a manned drone launch platform.
- 162.....Romulans begin conversion of Warbirds to War Eagles.
- 164.....Kzintis deployed the Advanced Attack Shuttle, which was able to guide its own drones. The concept of dedicated fighter carriers (rather than simply adding a couple of fighters to standard warships) began.
- 165.....Kzintis launch the first of a class of shuttle carriers.
- 166.....Federation-Kzinti Articles of Agreement.
- 168.....All empires begin introducing new ship classes and preparing for the coming war.
- 168-185.....The First General War. All of the empires in *Basic Set* (and several in *Module C1*) are involved in a very destructive war that covers most of the known regions of the galaxy.
- 186-187.....The ISC (in *Module C2*) attempt to save the warring galaxy from itself by occupying most of it.
- 188.....The Andromedans (*Module C2*) invade the galaxy.
- 202.....After a long campaign, the Andromedans are defeated.

Some locally operated campaign games are set within certain time periods, limiting the ships and technology available.

**(A3.4) GAME SCALE**

Each hex in *STAR FLEET BATTLES* represents an area 10,000 kilometers across. Movement at a speed of one hex per turn equals movement at the speed of light. Thus, each turn represents 1/30 of a second of subjective time. However, using relativistic variable time distortion, the time elapsed during a turn appears to the crew inside the ship to be about a minute.

**(A3.5) FRACTIONS**

Many of the calculations in the game will produce fractions. If not otherwise stated, drop fractions of 0.499 or less; round fractions of 0.500 or more to the next higher number.

Note that in cases where a fraction can be used, the fraction is not rounded up or down. An example is Commander's Options in which fractions might be used to purchase a round of transporter artillery (0.25) or a truck (0.20).

**(A4.0) THE CADET'S GAME**

Players unfamiliar with *STAR FLEET BATTLES* should begin by playing the "Cadet's Game." (This is sometimes known as the "beginner's game.") This involves only certain rules sections (less than 10% of this rulebook) which are not otherwise marked. Reading them will allow you to play, within an hour or two of opening this volume, a battle between a Federation heavy cruiser and a Klingon D7 battleship. Once you have played that scenario (perhaps two or three times), you will, no doubt, be anxious to read and master the remainder of the rules.

**(A4.1) FIRST CADET SCENARIO: COMBAT WITH PHASERS**

Read the following rules:

- (B2.1), (B2.3), (B3.0),
- (C1.1), (C1.2), (C1.31), (C1.4), (C2.0), (C3.0),
- (D1.0)-(D1.4), (D2.0), (D3.0) except (D3.5)-(D3.6), (D4.0),
- (E1.0), (E2.0),
- (H1.0) through (H6.0)
- (R2.4), (R3.4),
- (S1.0), and (SG1.0).

to Romulans, resulting in greater pressure on Federation border. Federation transfers main  
Read the indicated sections and play scenario (SG1.0) NOW, before going on to read any other sections. Then play the Second Cadet Scenario (A4.2).

You will be using phasers only for this scenario. Without the heavier photons and disruptors it will be all but impossible to destroy the enemy, but the point is to learn the concepts of maneuver and the mechanics of firing weapons.

Anything on the SSD sheet which is not within these rules can be ignored. If your opponent destroys it, assume that you weren't planning to use it anyway so it's not important.

Play this scenario only once, and stop after 5 or 6 turns. By that time, you will be ready for more advanced combat.

For all of the Cadet Scenarios, assume that this is a "peacetime" patrol encounter and that either ship can "concede" at any point. The ship that concedes will then leave the area and the other ship is the victor.

**(A4.2) SECOND CADET SCENARIO: COMBAT WITH HEAVY WEAPONS**

Read rule sections (E4.0), (E4.1), and (E4.2) regarding photon torpedoes. If you aren't sure you understand them completely, play a battle (SG1.0) between two Federation CAs to get a feel for arming and firing the photons.

Then read rule sections (E3.0), (E3.1), (E3.2), and (E3.3) regarding Klingon disruptors. If you aren't sure you understand them completely, play a battle (SG1.0) between two Klingon D7s to get a feel for arming and firing these weapons.

You are now ready for the basic duel of *STAR FLEET BATTLES* between a Federation CA and a Klingon D7. Read the description of such a battle in (A5.0) and then try it for yourself. The battle in (A5.0) uses the Cadet (A4.2) rules plus the rules for overloaded weapons. This was done because overload range (8 hexes) is a key tactical consideration.

**(A4.3) THIRD CADET SCENARIO: COMBAT WITH SEEKING WEAPONS**

Read the following rule sections on drones:

- (F1.1), (F1.21), (F2.11), (F2.12), (F2.2), (F2.3), (F3.1),
- (FD1.1) through (FD1.4),
- (FD1.51) through (FD1.55) [skip (FD1.53)], (FD1.6),
- (FD3.1), (FD4.1), (FD4.2), (FD5.3).

Ignore (FD2.0). The two drone racks on the Klingon D7 each hold 4 drones and can launch one per turn. They cannot launch a drone within 8 impulses of a drone launched by the same rack on the previous turn. Each drone is speed 20, takes 4 damage points to destroy, and does 12 points of damage to the ship if it hits it.

Then play scenario (SG1.0) again, this time allowing the D7 to use its drones. After playing this a few times, you can read rule sections (FD1.56) [but not (FD1.561)] and (F2.5) and allow the Federation CA to use the one drone rack provided in its refit (see the SSD).

When you are familiar with drones, read the following:

- (FP1.1) through (FP1.6),
- (FP2.3) and (FP2.5),
- (FP3.1), (FP4.1), and (FP4.2).

Then play scenario (SG1.0) again using a Gorn CA (without the refits) against either the Federation CA or the Klingon D7. (Play at least once with each.)

**(A4.4) ASSUME COMMAND!**

AFTER reaching this point, return to the rules and read those sections that immediately capture your interest. Some suggestions include:

- Overloaded weapons (E3.5) and (E4.4).
- Cloaking Devices (G13.0).
- Other ships: Romulan KR (R4.4), Kzinti CS (R5.2).

After playing another scenario or two, stop and read all rules that are NOT marked as Advanced, Optional, or Commander's Level. These other rules can be added later, after you have mastered the Standard Rules.

**(A5.0) SAMPLE GAME**

New players may feel overwhelmed by the mass and seeming complexity of the rules. Rest assured that the extensive rules are provided because players who have learned the game want to explore every aspect of starship operations, and those who are terrified at this point will shortly be reaching for more and more rules as they take their starships into uncharted territory. For now, however, the problem is to actually begin playing and to begin learning just what all of these rules are for. [NOTE: Read section (A4.0) and the rules designated in it at this time.] We shall observe Bill and his friend Jane as they play scenario (SG1.0).

Bill, commanding the Federation CA, notes that he is 44 hexes from the Klingon D7 commanded by Jane. He has 34 units of power available (30 warp engine, 4 impulse engine, no reactors) and his 4 batteries are full. He must now allocate this power. At such a long range, the first decision must relate to movement, because if he wants to move much closer to the D7, it will take a lot of power. However, he does not wish to close the range during this turn because his photon torpedoes (which take two turns to arm) cannot be ready until Turn #2.

Therefore he allocates his 34 points as follows: 1 to life support, 1 to fire control (both required), 6 to phasers (he knows he will not be able to fire them all, but wants to store the energy in the capacitors for next turn), 8 to photons (2 points to each of the four), 2 to activate the shields, 12 to reinforce the #1 shield (to discourage long-range Klingon sniping), and 4 to movement. He knows that even if the Klingon moves at a speed of 31, his ship can avoid the 8-hex range of overloaded disruptors.

Jane is aware of the arming rate for photon torpedoes and guesses that Bill will not move very quickly. She wants to be able to score at least some damage. She has 39 units of power (30 warp, 5 impulse, 4 reactor) to allocate and does so as follows: 1 to life support, 1 to fire control, 7 to phasers (less than the maximum of 9, but she plans to run straight in and won't need the right side phasers, and wants to maximize power output on this turn), 8 to disruptors (non-overloads), 2 to raise the shields, 6 to reinforce the front shield, 2 to reinforce the #6 shield, and 12 to move. Her batteries remain fully charged.

When speed is announced, both players immediately realize that the other is playing a fairly standard strategy. For our purposes, both will move straight ahead, and since the chances of a hit are continually improving, neither will fire until the last impulse. At that point, the D7 has moved 12 hexes and is in 3009. The CA has moved 4 hexes and is in 1128. The range is 28 hexes. The Klingon ship fires disruptors (die rolls 1-2-4-5, two hits, total 4 damage points) and the four facing phasers (die rolls 2-3-4-6, one hit, total 1 damage point) for 5 damage points. This reduces the Federation ship's reinforcement, but since that energy is expended and reallocated each turn, the tactical result is meaningless. (Indeed, Jane wasted the four points of phaser energy.) The Federation ship does not fire, saving its phaser energy.

On Turn #2, the tactical advantage shifts to the Federation, as its photon torpedoes will now be armed. Since the ships are still 28 hexes apart, and must close to 8 hexes or less to use overloaded weapons, both players must make a critical choice about their speed. The Federation ship, which must use warp energy for its photons, can move at a maximum speed of 23 while charging photons, or at a lower maximum speed if overloading them. Jane, who knows the rules and how to subtract, is aware of this fact. While her D7 does not need warp energy for disruptors, the demand for overload energy (16 points) will inevitably use much of her warp power. Paradoxically, if both overload their weapons to the maximum extent, it is possible that they will not be within the maximum range of overloaded weapons!

Bill decides to overload his weapons, while Jane decides to leave her weapons on standard settings.

Bill's energy allocation: 1 to life support, 1 to fire control, 0 to phasers (all are still charged), 16 to photons (2 to torpedoes 1 & 2, standard loads, and 6 each to 3 & 4, full overloads of 8 points each counting the 2 points on the previous turn), 2 to raise shields, 0 to reinforcement (a risky choice since any damage will mark off boxes), and 14 to movement.

Jane's energy allocation: 1 to life support, 1 to fire control, 6 to phasers (3 points are left in the capacitors from last turn), 8 to disruptors, 2 to raise shields, 7 to reinforce shield #1, 2 to reinforce shield #6, and 12 to move.

Bill does some quick arithmetic. With combined speeds of 26 and a starting range of 28, the two ships will come within range of his overloaded photons. Jane reaches the same conclusion. Bill determines to close the range.

The two ships then begin moving. Both move on Impulse #3. The D7 turns right (having fulfilled its turn mode on the prior turn). This is not a retreat but a plan to keep the range open. On Impulse #11, the D7 (in 2708) turns to move to 2608. The CA is in 1625. By Impulse #19, the D7 (in 2409) turns to 2410. The CA is now in 1924. At the critical Impulse #25 (critical because weapons fired after that point cannot be fired on Impulse #1 of the next turn; this is known to SFB veterans as the Impulse of Decision), the CA is in 2123 and the D7 is in 2412. The CA fires its two left phasers (die rolls 3-4, one damage point absorbed by reinforcement) because he plans to turn and these phasers will no longer have a target. On Impulse #30 the ships are in 2120 and 2414, a range of only 7. Both players know that they will not reach a range of 4, and their heavy weapons will be no more effective at range 5 than range 7 (or 8 for that matter), so both fire. (Bill should have realized that while his photons would be no more effective at range 5 than range 8, his phasers would have been devastating at range 5. Perhaps Bill was afraid that Jane would turn away if he did not fire soon?)

Bill fires two standard photons (2-5, one hits, 8 damage points), two overloaded photons (1-3, both hit, 32 damage points), and 4 phaser-1s (2-3-4-6, total 8 damage points) for a total of 48 damage points. These penetrate the shield and its reinforcement, scoring 11 points of internal damage, 2 of which destroy warp engine boxes.

Jane fires 4 disruptors (1-2-4-6, 3 hits, 9 damage points) and 4 phaser-2s (1-2-3-4, total 7 damage points) for 16 damage points, destroying more than half of the CA's front shield.

On the final impulse, the CA moves to 2119, while the D7 turns to 2315, firing its three remaining phasers (1-2-3, 6 damage points), reducing the front shield to only 8 boxes.

The third turn becomes critical. The Federation ship cannot arm photons in one turn and has a choice of standing still (using the energy to reinforce the shields) or trying to run. The Klingon will be able to fire overloaded disruptors on Impulse #6.

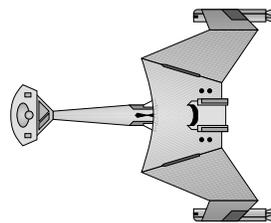
Bill's allocation: 1 to life support, 1 to fire control, 6 to phasers, 8 to photons, 2 to raise shields, 20 points (including batteries) to reinforce the front shield, no movement.

Jane's allocation: 1 to life support, 1 to fire control, 6 to phasers, 16 to disruptors (overloads), 10 (including two of the batteries) to general reinforcement (because she cannot reinforce shield #1, which is down), 5 to movement. (The other two points were lost in the damage received.)

On Impulse #6 (when both can fire), neither ship has moved. The CA fires four of its phasers at the D7 (1-2-4-6, total 11 damage, which removes the general reinforcement and scores 6 points on shield #6). On Impulse #13, the D7 has reached 2116. It fires four disruptors (2-2-3-5, three hit, total 24 points damage) and six phaser-2s (1-2-3-4-5-6, 21 points damage) for a total of 45 points, enough to destroy the reinforcement (20), knock down the shield (8), and score 17 points of internal damage. Bill fires his remaining two phasers (which just came into firing arc) and rolls a 3 and a 4 for 8 points of damage on the D7's #6 shield. The D7 continues to 2018. At this point-blank range, the two ships will savage each other with overloaded weapons on the next turn. The players are left to work this out for themselves.

Both Bill and Jane are obviously novice players as their tactics consist of little more than closing and firing. Bill's decision to bring his ship to a complete stop gave Jane the tactical initiative, but she was unable to capitalize on it.

If you still do not understand the game, see (Z3.0).



**END OF SECTION (A0.0)**