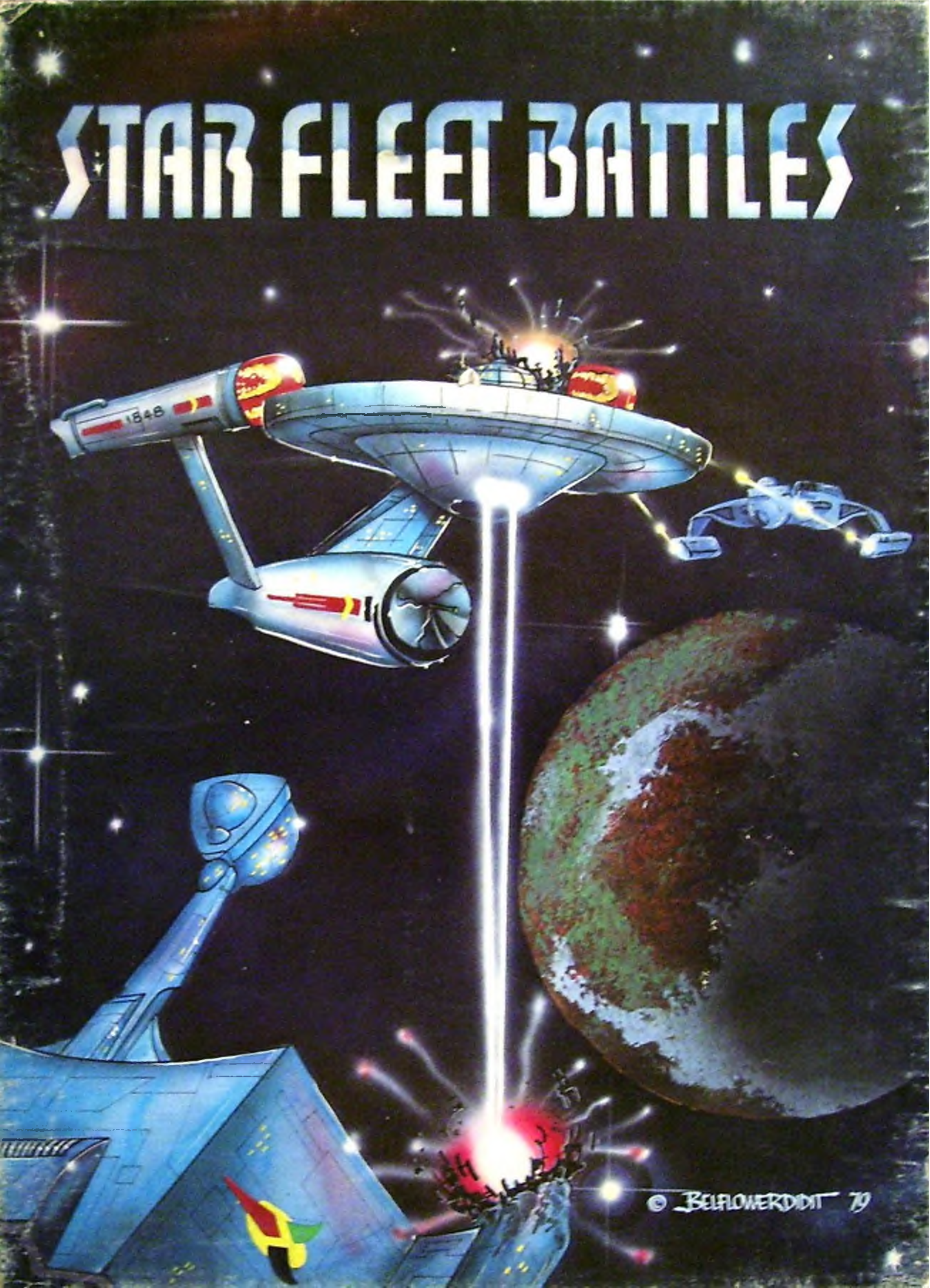
STAR FLEET BATTLES



STAR FLEET BATTLES

INTRODUCTION TO THE DESIGNER'S EDITION

Unlike most "Designer's Editions", this game is considerably different from the original version. The first edition was in a "pocket game" format, containing less than half as much material as this edition. Players who have not seen the earlier version may find it helpful to know that most of Rules Sections I through VII were included in that earlier version. Many small details that appear to be contradictory between these sections and the "Advanced Game" material will be understood when considered in this light.

Players who purchased and played the original edition are cautioned that the addition of the Advanced Game material has necessitated considerable revisions in various sections of the rules. A special section of the Designer's Notes calls attention to the specific changes.

STAR FLEET BATTLES is not, all in all, an overly complex game. However, there is a considerable mass of detail (more than almost any other game) which must be remembered (if not memorized outright) if you are to get the most out of any given Starship. Specifics are not as necessary as general ideas of what your Ship's capabilities are — what systems are available to you to accomplish your mission.

I. GENERAL RULES

(1.0) INTRODUCTION

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

Starships in this game are portrayed at a level of detail and accuracy never before reached in simulation games. The game is, at the same time, both complex in its mechanics and simple in its execution. Many things that sound difficult upon first reading of 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).

The game includes units from seven Fleets. These are the Federation, Klingon Empire, Kzinti Hegemony, Romulan Empire (formerly known as the "Republic"), Gorn Confederation, Tholian Holdfast and the Orion Pirates. These are known, collectively, as "races", "empires" or "Fleets", even though Federation and Klingon ships employ multi-racial crews; the Gorns, Tholians and Federation make no claim to be empires; and the Orions are part of an intra-galactic piracy cartel, not a formal battle Fleet.

The basic Game is primarily a game of Cruisers, the workhorse Starships of all Fleets. A Heavy Cruiser can do anything that a Dreadnought can, except fight another Dreadnought (and properly handled, it can give a good account of itself against even one of those). Traditionally, however, Dreadnoughts are held at Starbases until the outbreak of war, as they are too expensive to operate on routine patrols. The rules of the Basic game are primarily intended to cover Light and Heavy Cruisers. The Federation Dreadnought is also included in the Basic Game to show the differences between this class and the Cruisers. The Advanced Game covers larger and smaller ships. The Tholian and Orion ships are not covered in the Basic Game because the operation of their ships requires special Advanced Rules.

(2.0) GENERAL COURSE OF PLAY

The game is divided into scenarios, which are specific missions (usually combat against other Starships). Each scenario is played in turns, and each turn is divided into 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 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. The player who has 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 are particularly challenging.

(3.0) GENERAL INFORMATION

(3.1) Rules Organization — the rules to STAR FLEET BATTLES are divided into a number of sections, each of which is assigned a number. Each such rules section deals with a specific type of system, activity or function. Frequently, when there are several similar items within a general rules heading, these are assigned sub-divisions of the basic rules section. For example, Phasers are covered in Rule 16.0. Rule 16.1 points out that there are four different type of phasers, and Rules 16.11, 16.12, 16.13 and 16.14 tell specific things about each one of these types. Then Rules 16.2, 16.3, and 16.4 tell how all Phasers operate, calling attention to the specific differences in each type.

(3.11) The rules of STAR FLEET BATTLES are further grouped into major divisions. Players who wish to get into the game as quickly as possible should read Division I (Rules 1-7), Division II (Rules 8-25), skip Division III (Rules 26-42) and read only enough of Rules 43 and 44 to get into the Introductory Scenario **(46.0)**.

(3.12) Rules 26-42 (Division III) are Optional Rules that players may add at their option to increase their enjoyment of the game. These rules are NOT required, and players need have no fear that they are only playing "half of the game" if they do not care to use these. However, players who are trying to re-create certain situations or to use certain equipment may wish to use these. Players should decide at the start of the scenario which optional rules they will, or will not, use in that scenario. By mutual consent, such rules may be added to a scenario at any point.

(3.13) The STAR FLEET BATTLES rules are extensively cross-referenced. Players reading these rules for the first time may wish to, upon finding an unfamiliar term or concept, turn to the referenced rules section and learn about this new item. Alternatively, you may wish to simply ignore any terms that are unfamiliar, confident that by the time you have finished the rules you will understand them.

COULD YOU COMMAND A STARSHIP?

The Challenge of Starship Command: out-thinking, outshooting, and out maneuvering your opponent in a warp speed dogfight. Your crew lives or dies on your skill and cunning, as you turn to bring your strongest shields and most powerful weapons toward your enemy — an enemy that might be another Starship, a massive robot Berserker or an alien being that dwarfs even your massive ship.

Over 200 playing pieces represent Federation Dreadnoughts, Cruisers (Heavy, Light, and Command), Destroyers, Scouts and Tugs; Klingon Dreadnoughts, Battlecruisers, Frigates and Escorts; Gorn Heavy and Light Cruisers and Destroyers; Romulan Warbirds, War Eagles and KR Cruisers; Tholian Patrol ships; Orion Raiders; and Kzinti Carriers, Strike and Light Cruisers and Frigates; as well as Shuttlecraft, Freighters, Outpost Stations, Star Bases, Asteroids, three kinds of planets and four Monsters. The rules allow you to use phasers, drones, plasma torpedoes, tractor beams, transporters, photons, boarding parties, sensors, scanners and science labs as you maneuver your Starship across the playing map using a new and revolutionary proportional movement system.

This Deluxe Designer's Edition includes all material from the original edition, with revised and expanded rules on movement, combat and energy allocation. Additional ship classes and weapons have been included to cover every aspect of the battles of Star Fleet.

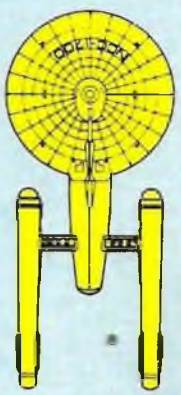
In this game you get:

- over 200 multi-colored full thickness die-cut counters that represent the ships of the seven fleets
- a 20 x 24 inch tactical map
- comprehensive rules of play
- easy to use game charts and displays that reduce the complexities of space combat

STAR FLEET BATTLES captures the excitement of individual ship actions in deep space. Two or more players test their skill as they deal with the constantly changing situation.

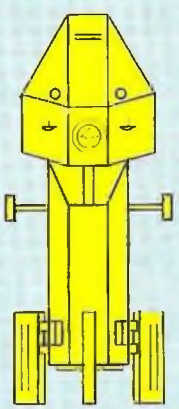
STAR FLEET BATTLES
- 12 Scenarios (including 5 solitaire) and two campaign games for one, two, or more players
- Playing Time (each scenario): 30 minutes to one hour
- Complexity Level: Moderate to advanced (basic scenario: Introductory)

TYPICAL SHIPS INCLUDED IN THE GAME



Federation Heavy Cruiser
While reflecting the best balance between combat, exploration, and research, this very balance makes it an expensive ship to build and maintain.

Klingon D7 Battlecruiser
Designed primarily as a combat ship, the D7 packs a tremendous punch in its disruptors, drones and phasers; but cannot absorb as much punishment as ships of other races.



Kzinti Attack Shuttle Carrier
Virtually the only ship to use armed shuttles as primary weapons; the Attack Carrier retains full offensive armament and often follows the fighter group into direct combat.

Copyright 1979 by Task Force Games, Amarillo, Texas. Trademark applied for.

Produced under license from Franz Joseph Designs, authors of the STAR FLEET TECHNICAL MANUAL

5001