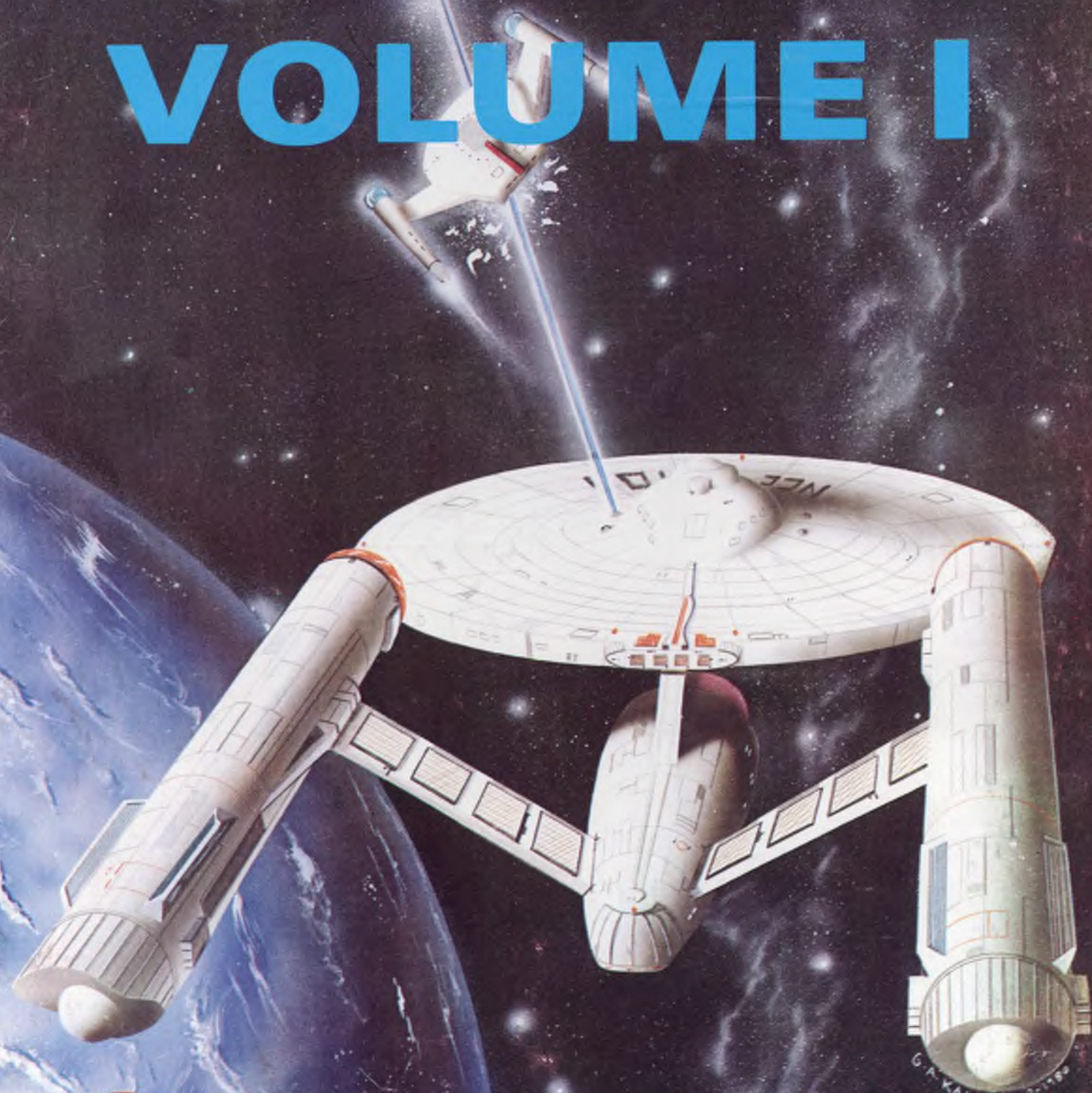


STAR FLEET BATTLES

VOLUME I

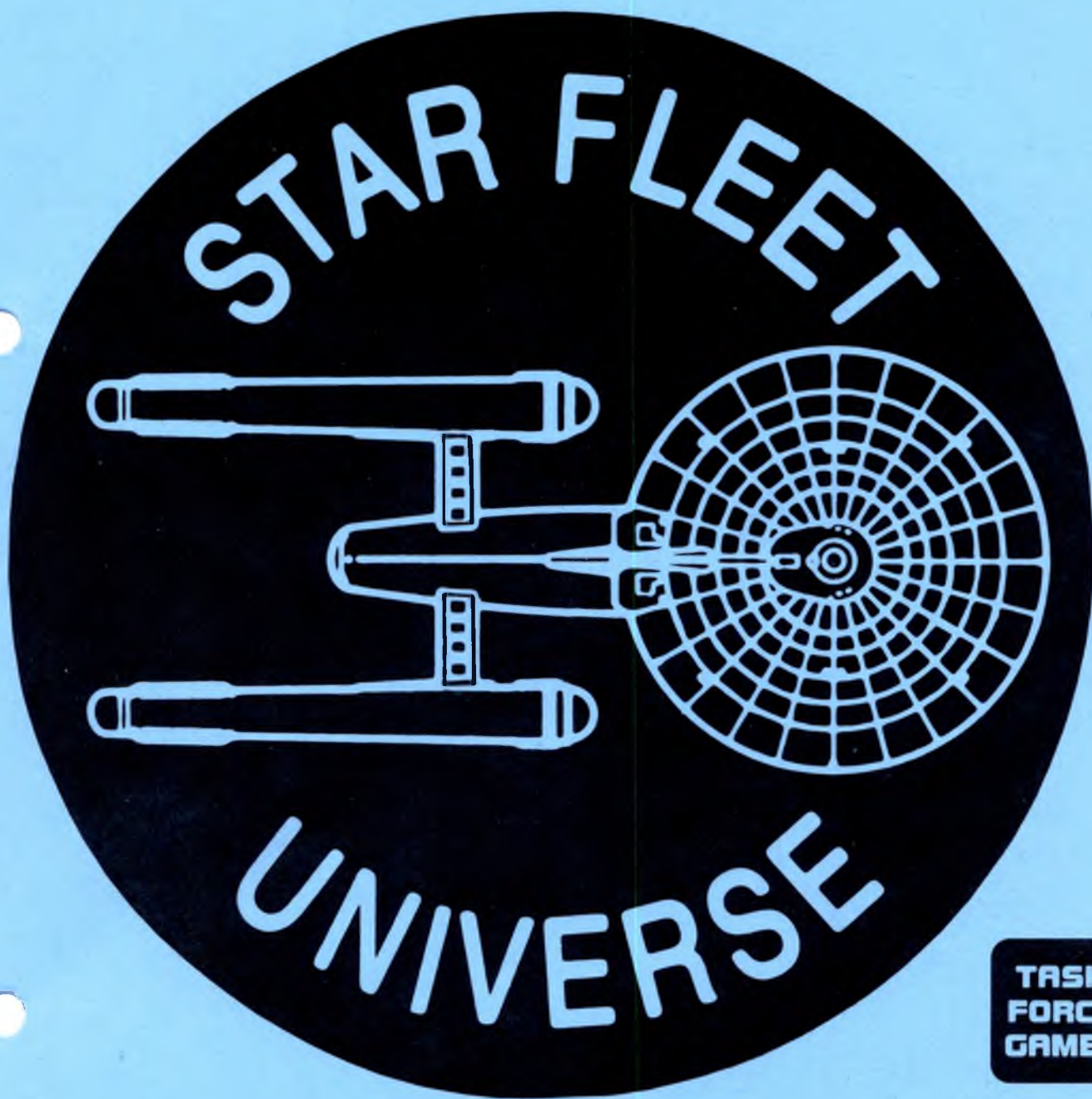


1, 2, or more players
Ages 12 and older

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#5001

STAR FLEET BATTLES COMMANDER'S RULEBOOK



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STAR FLEET BATTLES

— THE COMMANDER'S EDITION

TABLE OF CONTENTS

A0.0 GENERAL RULES	FD2.0 TYPES OF DRONES	P6.0 NEBULA
A1.0 INTRODUCTION	FD3.0 TYPES OF DRONE RACKS	P7.0 WYN RADIATION ZONE
A2.0 GENERAL COURSE OF PLAY	FD4.0 FIRING RATES	
A3.0 GENERAL INFORMATION	FD5.0 METHODS OF CONTROL	
A3.1 RULES ORGANIZATION	FP0.0 PLASMA TORPEDOES	Q0.0 SUB-LIGHT GAME
A3.2 GAME EQUIPMENT	FP1.0 GENERAL RULES	Q1.0 GENERAL RULES
A3.3 BACKGROUND	FP2.0 TYPES OF PLASMA TORPEDOES	Q2.0 MOVEMENT
A3.4 SCALE	FP3.0 FIRING ARCS AND LAUNCHERS	Q3.0 COMBAT
	FP4.0 PLASMA TORPEDO GUIDANCE	Q3.1 LASERS
	FP5.0 ENVELOPING PLASMA TORPEDOES	Q3.2 ATOMIC MISSILES
	FP6.0 PSEUDO-PLASMA TORPEDOES	Q3.3 ELECTRONIC WARFARE
		Q3.4 SPECIAL DAMAGE RULES
B0.0 HOW TO PLAY		Q3.5 DAMAGE ALLOCATION
B1.0 GENERAL INSTRUCTIONS		Q4.0 SYSTEMS AVAILABLE
B2.0 SEQUENCE OF PLAY		Q5.0 OTHER SUB-LIGHT RULES
B3.0 ENERGY ALLOCATION		QR0.0 SHIPS AVAILABLE
		QR1.0 GENERAL
		QR2.0 FEDERATION
		QR3.0 KLINGON
		QR4.0 ROMULANS
		QR5.0 KZINTI
		QR6.0 GORN
C0.0 MOVEMENT	G0.0 SHIP'S SYSTEMS	R0.0 RACES, BACKGROUND, STARSHIP DATA
C1.0 GENERAL RULES	G1.0 GENERAL RULES	R1.0 GENERAL
C1.1 PROCEDURE	G2.0 CONTROL SYSTEMS	R2.0 UNITED FEDERATION OF PLANETS
C1.2 FACING	G3.0 HULL	R3.0 THE KLINGON EMPIRE
C1.3 PLOTTING	G4.0 LAB	R4.0 THE ROMULAN STAR EMPIRE
C1.31 FREE MOVEMENT	G5.0 PROBES	R5.0 THE KZINTI HEGEMONY
C1.32 PRE-PLOTTED MOVEMENT	G6.0 SECURITY STATIONS AND KLINGON MUTINY	R6.0 THE GORN CONFEDERATION
C1.4 PERFORMING MOVEMENT	G7.0 TRACTOR BEAMS	R7.0 THE THOLIAN HOLDFAST
C1.5 ADDITIONAL MOVEMENT CARTS	G8.0 TRANSPORTERS	R8.0 THE ORION PIRATES
C2.0 ENERGY COST OF MOVEMENT	G9.0 CREW UNITS	
C2.1 GENERAL PROCEDURE	G10.0 THE THOLIAN WEB DEVICE	S0.0 SCENARIOS
C2.2 ACCELERATION	G11.0 SUPER-INTELLIGENT COMPUTERS	S1.0 GENERAL RULES
C3.0 TURNING AND TURN MODES	G12.0 SHIP SEPARATION	S2.0 VICTORY CONDITIONS
C3.1 TURNING	G13.0 CLOAKING DEVICES	S3.0 PLAY BALANCE
C3.2 DEFINITION OF TURN MODE	G14.0 TUGS AND PODS	SG0.0 GENERAL SCENARIOS
C3.3 ASSIGNMENT OF TURN MODES	G15.0 ORION PIRATES SPECIAL RULES	SG1.0 THE DUEL
C3.4 RESTRICTIONS OF TURN MODES	G16.0 STASIS FIELD GENERATORS	SG2.0 FLEET ACTION
C3.5 REVERSING DIRECTION		SG3.0 BASE DEFENSE
C3.6 QUICK REVERSE	H0.0 POWER SYSTEMS	SG4.0 BASIC PIRACY
C3.7 BASE ROTATION	H1.0 GENERAL RULES	SG5.0 DUEL WITH A PIRATE
C4.0 SIDESLIP	H2.0 WARP ENGINES	SG6.0 PURSUIT INTO THE ASTEROIDS
C5.0 TACTICAL MANEUVERS	H3.0 IMPULSE ENGINES	SG7.0 THE PIRATES GO FOR BIG GAME
C6.0 HIGH ENERGY TURNS	H4.0 AUXILIARY POWER REACTORS	SG8.0 ASSAULT ON A STARBASE
C6.5 BREAKDOWN	H5.0 BATTERIES	SG9.0 A VERY SPECIAL ALLY
C7.0 DISENGAGEMENT	H6.0 PHASER CAPACITORS	SH0.0 HISTORICAL SCENARIOS
C7.1 DISENGAGEMENT BY ACCELERATION	H7.0 RESERVE POWER	SH1.0 SABOTAGE!
C7.2 DISENGAGEMENT BY SEPARATION		SH2.0 THE SURPRISE REVERSED
C7.3 DISENGAGEMENT BY SUB-LIGHT EVASION	I0.0 This letter is not used.	SH3.0 THE COMING OF THE METEOR
C7.4 AUTOMATIC DISENGAGEMENT		SH4.0 CRUISE DRONES
C8.0 EMERGENCY DECELERATION	J0.0 SHUTTLECRAFT	SH5.0 ATTACK SHUTTLE GROUP #26
C9.0 POSITRON FLYWHEEL	J1.0 GENERAL RULES	SM0.0 MONSTER SCENARIOS
	J2.0 ADMINISTRATIVE SHUTTLES	SM1.0 THE PLANET CRUSHER
	J3.0 WILD WEASLES	SM2.0 THE SPACE AMOEBA
	J4.0 FIGHTERS	SM3.0 THE MORAY EEL OF SPACE
		SM4.0 THE COSMIC CLOUD
D0.0 COMBAT	K0.0 FAST PATROL SHIPS (Vol II)	
D1.0 GENERAL RULES	L0.0 (This letter is not used.)	TO.0 MINI-CAMPAIGNS (Vol II)
D2.0 FIRING ARCS	M0.0 MINE WARFARE	
D3.0 SHIELDS	M1.0 GENERAL RULES	U0.0 CAMPAIGN GAMES
D4.0 DAMAGE ALLOCATION	M2.0 ROMULAN SPACE MINES	U1.0 GENERAL RULES
D5.0 SELF-DESTRUCTION	M3.0 TRANSPORTER BOMBS	U2.0 THE CAPTAIN'S GAME
D6.0 FIRE CONTROL SYSTEMS	N0.0 (This letter is not used.)	U3.0 STAR FLEET DEFENSE GAME
D6.1 SENSORS	O0.0 (This letter is not used.)	
D6.2 SCANNERS		V0.0 (This letter is not used.)
D6.3 ELECTRONIC WARFARE	P0.0 PLANETS, ASTEROIDS, AND OTHER NAVIGATIONAL HAZARDS	W0.0 MINIATURES RULES
D6.4 NON-VIOLENT COMBAT	P1.0 GENERAL RULES	X0.0 UP-RATED TECHNOLOGY (Sup #2)
D6.5 UBITRON INTERFACE MODULES	P2.0 PLANETS	Y0.0 (This letter is not used)
D7.0 SPACE MARINE BOARDING PARTIES	P2.1 GENERAL RULES	Z0.0 NOTES, PUBLISHER'S INFORMATION
D8.0 CRITICAL HITS D9.0 DAMAGE CONTROL	P2.2 TYPES OF PLANETS	
	P2.21 CLASS M	
E0.0 DIRECT FIRE WEAPONS	P2.22 GAS GIANTS	
E1.0 GENERAL RULES	P2.23 SMALL MOONS	
E2.0 PHASERS	P2.3 EFFECTS OF PLANETS ON COMBAT	
E3.0 DISRUPTOR BOLTS	P2.4 LANDING ON PLANETS	
E4.0 PHOTON TORPEDOES	P2.5 EFFECTS OF ATMOSPHERE ON COMBAT	
E5.0 ANTI-DRONES	P2.6 STRUCTURE OF PLANETS AND ATMOSPHERES	
E6.0 MONSTER CLOSE-IN DEFENSE SYSTEM	P3.0 ASTEROIDS	
	P4.0 BLACK HOLE	
F0.0 SEEKING WEAPONS	P5.0 VARIABLE PULSAR	
F1.0 GENERAL RULES		
F2.0 SEEKING WEAPON MOVEMENT		
FD0.0 DRONES		
FD1.0 GENERAL RULES		

- Abbreviations, Annex #5
Acceleration, C2.2
Active Terminal Guidance, FD5.2
ADD, see anti-drones
Administrative shuttles, J2.0
Aegis fire control, D13.0
Aerodynamic landing system, P2.433
Annexes, A3.16
Anti-drones, E5.0
Anti-matter bombs, G5.3
Armor, D4.12
Asteroids, P3.0
Atmosphere, P2.5
Atomic missiles, Q3.2
Attack shuttles, see fighters
Auxiliary control, G2.1
Auxiliary power reactors, H4.0
Background, A3.3
Base Stations, R1.3
Bases on planets, P2.7
Basic Point Value, S2.1
Batteries, H5.0
Battle Damage: Code Red, D4.6
Battle Stations, R1.2
Black Hole, P4.0
Boarding parties, D7.0
Booms, G12.11
Breakdown, C6.5
Bridge, G2.1
Cadet's Game, A4.0
Campaign Games, U0.0
Captain's Game, U2.0
Capturing a ship, D7.5, G7.41
Carrier operations, J4.6
Catastrophic damage, D5.6
Chaff, D11.0
Chain Reactions, D12.0
Cloaking Device, G13.0
Collateral damage, J3.31
Combat, D0.0
Combat, non-violent, See Non-violent Combat
Computers, G11.0
Control Systems, G2.0
Controller, C1.44
Crash landings, P2.431
Credits, Z4.0
Crew Units, G9.0
Crippled, S2.4
Critical hits, D8.0
Damage Allocation, D4.0
Damage Control, D9.0
Deceleration due to damage, C2.3
Deck crews, J4.81
DERFACS, D3.62
Designer's Notes, Z1.0
Direct Fire weapons, E0.0
Disengagement, C7.0
Disruptors, E3.0
Docking, C13.0
Dogfight Drones, FD2.5
Dogfighting, J7.0
Drones, FD0.0
ECCM, D6.3
ECM, D6.3
ECM drones, FD9.0
Electronic Warfare, D6.3
Emergency Bridge, G2.1
Emergency Damage Repair, D14.0
Emergency Deceleration, C8.0
Emergency life support, B3.1 (step 7)
Energizing phasers, E2.3
Energy Allocation, B3.0
Engines, H2, H3
Enveloping plasma torpedo, FP5.0
Erratic maneuvering, C10.0
Excess damage, D4.4
Facing, C1.2
Fast patrol ships, K0.0
Federation ships, R2.0
Fighters, J4.0
Fire Control, D6.0
Firing Arcs, D2.0
Flag bridge, G2.1
Fractional Accounting, B3.2
Fractions, rounding A3.5
Free movement, C1.31
Freighters, R1.5, R1.6
Fusion Beams, E7.0
Gas Giants, P2.22
Gatling phasers, E2.15
Gorn Ships, R6.0
Gravity landing system, P2.432
Guards, D7.83
Hangar Bay modules, R1.4
Hellbores, E10.0
High Energy turns, C6.0
Hit and Run raids, D7.8
Hull, G3.0
Impulses (of a turn), B2.3 (step 6)
Impulse engines, H3.0
Jump racks, FD3.6
Klingon ships, R3.0
Kzinti ships, R5.0
Lab, G4.0
Landing on planets, P2.4
Laser, Q3.1
Life Support, D3.3
Lock-on, D6.11
Marines, see boarding parties
Maulers, E8.0
Mines, M0.0
Miniatures, A1.2, R0.5, W0.0
Minimum crew, G9.8
Modified Victory Conditions, S2.2
Modifying Ships, R100.0
Monster close-in defense system, E6.0
Monsters, see SM scenarios
Moons, P2.23
Movement, C0.0
Energy Cost of, C2.0
Multi-warhead drones, FD8.0
Mutiny, G6.0
Narrow Salvos, E1.6
Nebula, P6.0
Negative tractor beam, G7.41C
Nexus magazine, Z5.0
Nimble Ships, C11.0
Non-violent combat, D6.4
Nuclear Space Mines, M2.0
Orion Pirate ships, R8.0
Orion Pirate special rules, G15.0
Overloads, see individual weapons
P/F, see fast patrol ships
Phasers, E2.0
Phaser capacitors, H6.0
Photon torpedoes, E4.0
Planets, P2.0
Plasma Shotgun, FP7.0
Plasma Torpedoes, FP0.0
Plasmatic pulsar device, E11.0
Plotting movement, C1.3
Pods (land tugs) G14.0
Point defense drones, see anti-drones
Positron flywheel, C9.0
Power Absorbers, D10.0
Power systems, H0.0
Probes, G5.0
Proximity fuse, E4.3
Pseudo-fighters, incorrect designation for "fast patrol ships"
Pseudo-plasma, FD6.0
Pseudo-pod, G14.6
Pulsar, P5.0
Pursuit plotting, C1.322
Q-ships, R1.7
Quick Reverse, C3.5
Range, D1.4
Ready rack, J4.822
Repair, G17.0
Reserve power, H7.0
Reversing direction, C3.5
Romulan ships, R4.0
Rotation (via tractor), G7.7
Rules organization, A3.1
Saucers, G12.12
Scanners, D6.2
Scatter packs, FD7.0
Scale, A3.4
Scout functions, G24.0
Scrambler, FD5.35
Security, G6.0
Seeking Weapons, F0.0
Self Destruction, D5.0
Sensors, D6.1
Separation, ship, G12.0
Sequence of Play, B2.0
Scenarios, S0.0
Shields, D3.0
Dropping, D3.5
Reinforcing, D3.34
Shield class, see size class
Ships, R0.0
Sideslip, C4.0
Size class, R0.6
Shuttlecraft, J0.0
Speed, C2.0
Stacking, C1.6
Standard Victory Conditions, S2.2
Starbases, R1.1
Star Fleet Defense Game, U3.0
Star Fleet Universe, Z5.0
Starline 2200, see Miniatures
Stasis field generators, G16.0
Storage (drone), J4.7
Sub-light Game, Q0.0
Swivel mounts, FP3.2, D2.34
Tactical maneuvers, C5.0
Tactics, Z2.0
Tholian Ships, R7.0
Towing, G7.32
Tractor Beams, G7.0
Tractor Repulsor Beams, E9.0
Transporters, G8.0
Transporter bombs, M3.0
Tugs and pods, G14.0
Tumbling, C6.55
Turning, C3.0
Turn Modes, C3.2
Ubitron Interface Module, D6.5
Uncontrolled, G2.2
Undermanned, G9.82
Variable Pulsar, P5.0
Victory, S2.0
Warp Engines, H2.0
Weapons Status, S4
Web, Tholian, G10.0
pulling a ship out of, G10.56
Web Caster, E12.0
Wild Weasels, J3.0
Winning, How to, S2.0

(A0.0) GENERAL RULES**(A1.0) 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).

(A1.1) INTRODUCTION TO THE COMMANDER'S EDITION

STAR FLEET BATTLES began 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 boxed Designer's Edition (roughly twice as large) and three expansions (each the size of the original pocket game). Long before the third of those expansions was complete, it was realized that the rules had outgrown the organizational format (which was still that of the pocket game). *STAR FLEET BATTLES* had to stop and "catch its breath," and the result was this rulebook.

This edition of the game has been designated as *COMMANDER'S EDITION STAR FLEET BATTLES*, as distinguished from the *DESIGNER'S EDITION* and *POCKET EDITION*.

Many of you reading this will be unfamiliar with the original editions of the game. You have the advantage of not having to wade through changes made (rather haphazardly) over a period of years, but will have to suffer through a few "ghosts" in the rules. Some things will not be clear until you have studied volume II.

Veterans of the game (who have awaited this rulebook with considerable excitement) will find that many things have been simplified and codified. Many rules sections (such as phaser capacitors and the infamous "anything on any impulse" rule) have been presented in bits and pieces, while others (such as tractor beams, webs, and cloaking devices) have been continually revised until what is left as the "rule in force" is a patchwork of three different systems. All of this has been corrected in this rulebook. These rules supersede all previously published rules. If a familiar rule is gone, you can safely assume that it has been voided, not simply forgotten. One example is that, under the *COMMANDER'S EDITION*, there is no penalty for firing overloaded weapons.

Volume I of the new *COMMANDER'S EDITION* includes everything from the old boxed Designer's Edition, plus all of the errata from the three expansions and certain rules sections from them. Volume II will include the remainder of the material from the three expansions. Volume III will include all of the material from the unpublished expansions 4, 5, and 6 and will complete the project. Thereafter, the rules will be expanded by supplements and material from the two magazines (*NEXUS* and *CAPTAIN'S LOG*).

Those of you who have the three previously published expansions should be able to continue using them (with only minor difficulty) until Volume II is released. Those who are meeting *STAR FLEET BATTLES* for the first time need not fear that you have only "half a game." You have a complete game; Volume II simply adds to and builds on it. You can play *STAR FLEET BATTLES* with ease and pleasure without ever seeing Volume II. Anything mentioned in this rulebook which is identified as a Volume II rule can be safely ignored until (and unless) you add Volume II (or other expansion). Players will find numerous references to Volume II, Supplement I, and other products. This will make integration of those volumes easier; the fact that such references are available indicates the advantage of knowing what will be in those volumes in advance.

Many rules sections have undergone major (or minor) "damage repairs" since their original publication. These include electronic warfare, cloaking devices, scenario format and victory conditions, and the Tholian web. A few hours of study (for those familiar to the Designer's Edition rules) will yield a full understand-

ing of these changes. It should be obvious that a player familiar with the changes will hold a considerable advantage over one who is not, especially if the moment of calling attention to the change is judiciously chosen.

(A1.2) STARLINE 2200 MINIATURES

The game as presented in this package 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.

A boxed set of five miniature starships, also produced by Task Force Games, is available to complement *STAR FLEET BATTLES*. This special set of starships is available in most of the finer toy and hobby stores where *STAR FLEET BATTLES* itself is available. A special set of miniatures rules (section W) is included in *COMMANDER'S SFB*, as are the needed turn gauges and other equipment. A special scenario (SN6.0) designed specifically to be used with this set of miniatures is included in section (WO.0). If you purchased this boxed set of miniatures with your *COMMANDER'S SFB* game, you will find everything included here to use them immediately. It might be noted that while the boxed set includes five ships, and while scenario (SN6.0) uses all five ships, the Klingon D7 battlecruiser and Federation heavy cruiser can be used in scenario (SG1.0), which is the basic duel scenario of the Cadet's (or beginner's) Game. See (A4.0).

This boxed set of miniatures will introduce you to the *STARLINE 2200* series of miniatures, all in a constant 1/3788 scale. (In this scale, the Federation heavy cruiser is 3" long.) At the time of this writing, some 30 ships are available, with more being added all the time.

(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 material obtained from the tapes. At present, virtually 75% of the material has yet to be translated or analyzed. As more material is translated (by our dedicated staff), it will be used as the basis for additional games.

(A2.0) 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 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. 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.

COULD YOU COMMAND A STARSHIP?

The challenge of starship command: out-thinking, out-shooting and out-maneuvering your opponent in a warp-speed dogfight! Only your skill and cunning can bring you victory as you face other starships, fearsome monsters and unknown aliens.

TYPICAL SHIPS INCLUDED IN THIS 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.

STAR FLEET BATTLES captures the excitement of individual starship combat in deep space. Each player commands one or more starships, and allocates the energy available, fires the weapons and plots movement. Hits are scored on "Ship System Displays" (included), which show the layout of the particular starship's weapons and other systems. Movement and combat are simultaneous, based on preplotted instructions by the players. Although the situations vary, the normal objective of the game is to engage and defeat your opponent's starships while minimizing damage to your own starships.

STAR FLEET BATTLES is the starting set for gaming in the *STAR FLEET UNIVERSE*. Though complete in itself, **STAR FLEET BATTLES** is the gateway to many different gaming possibilities in the "Final Frontier."

Included in **STAR FLEET BATTLES** are:

- ★ The Commander's Rulebook
- ★ 216 die-cut playing pieces
- ★ Large 20 x 24 inch tactical map
- ★ Dice, Charts, Ship System Displays

STAR FLEET BATTLES includes seventeen different scenarios, including solitaire, two player, and multiple player situations. Several scenarios are included for beginning players. Also included are two campaign games for extended game play.

A variety of ships are featured from the Federation, Klingon Empire, Kzinti Hegemony, Romulan Empire, Gorn Confederation, Tholian Holdfast, and the Orion Pirates fleets.

Number of Players: One, Two, or More

Age: 12 Years or Older

Playing Time: Variable, Depending on Scenario
—From One Hour

Complexity Level: Moderate to Advanced
(Introductory Scenarios included)

Game Design: Stephen V. Cole and the
AMARILLO DESIGN BUREAU

