STAR FLEET BATTLES
VOLUME I
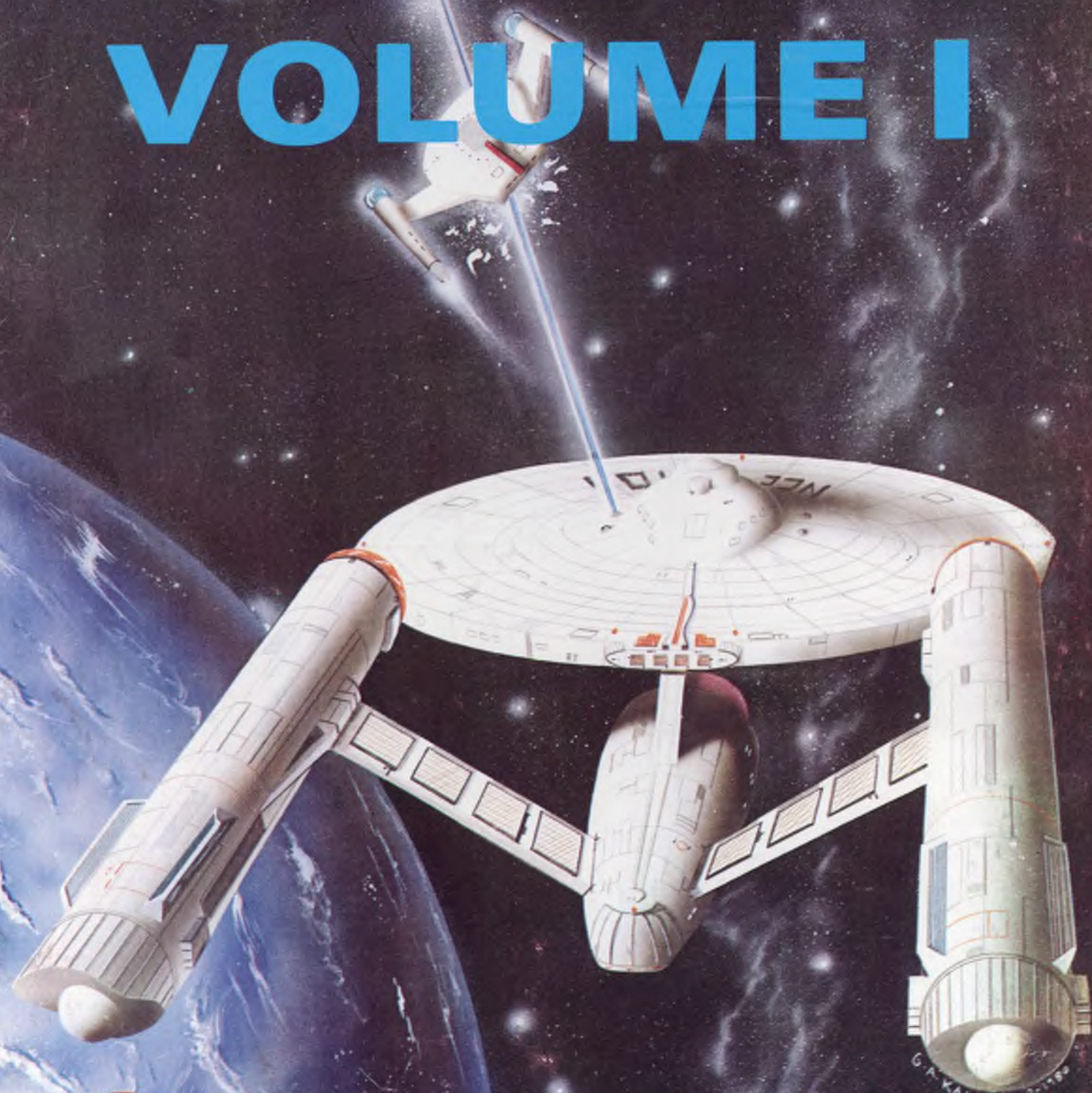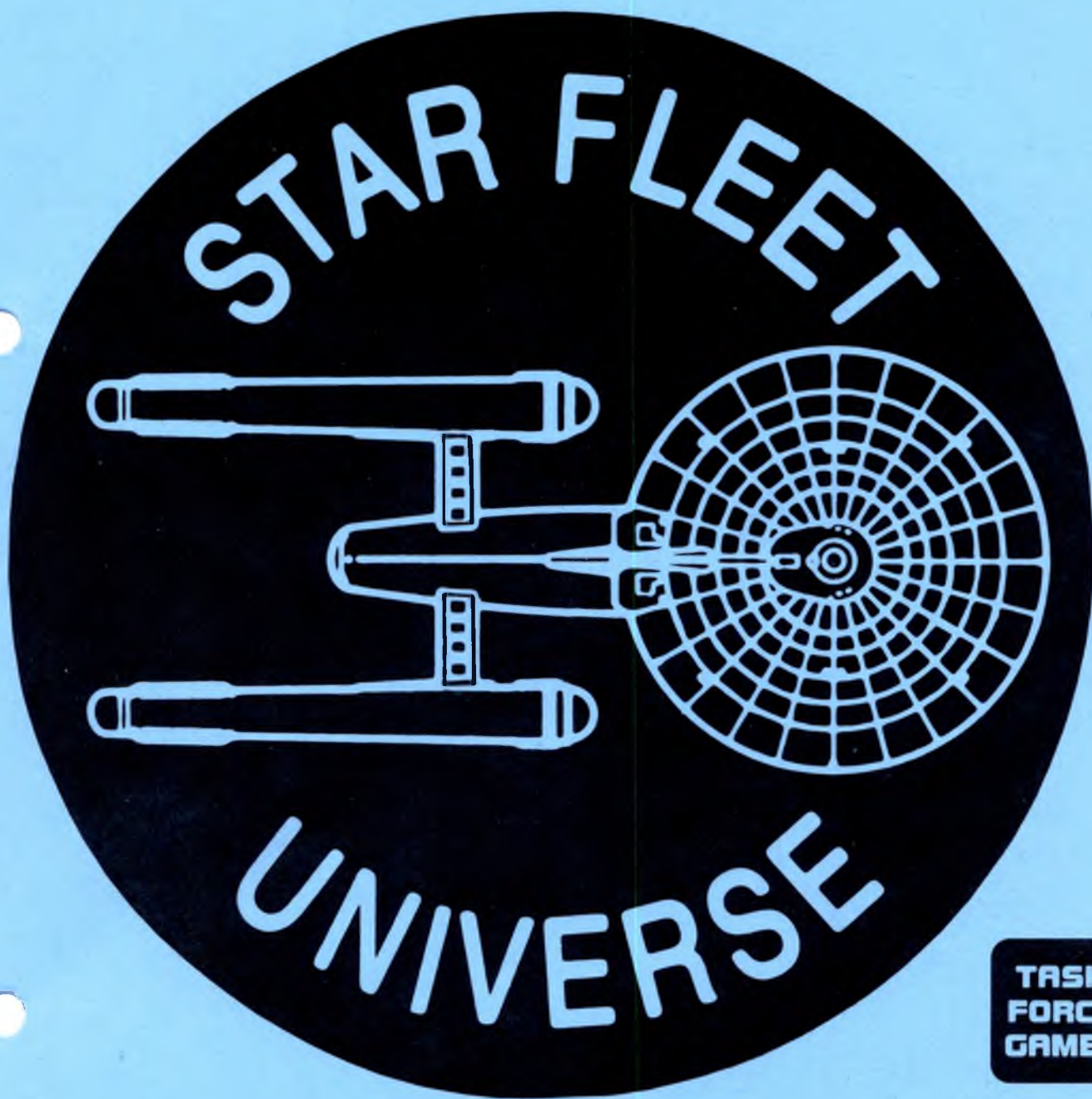
STAR FLEET BATTLES

COMMANDER'S RULEBOOK

TASK
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GAMES

STAR FLEET BATTLES
— THE COMMANDER'S EDITION

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(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 understanding 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 is 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 (W0.0). 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 × 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

STAR FLEET UNIVERSE

TASK FORCE GAMES

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