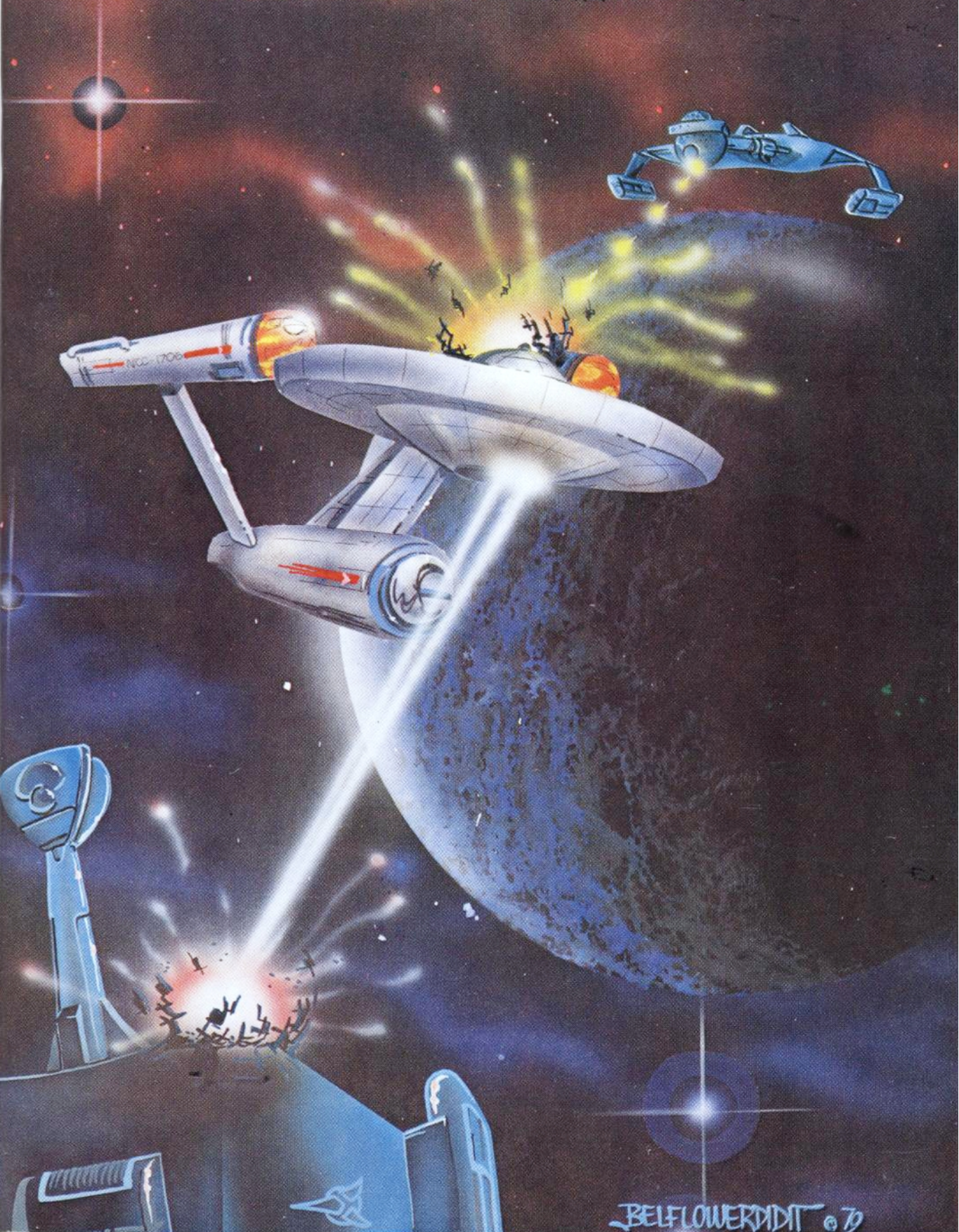


# STAR FLEET BATTLES

## TASK FORCE GAME #4



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Second Edition: Certain minor errors have been corrected since the first edition.

## 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 personnel problems (something that you, the game player, will not have to bother with).

The game covers five races/political units. These are the Federation, Klingon Empire, Kzinti Hegemony, Romulan Empire (formerly known as the Republic) and the Gorn Confederation. These are known, collectively, as "races" or "empires," even though the Federation and Klingon Empires are not dominated by a single race, and the Gorns and Federation are not actually empires. The game is primarily one of Heavy Cruisers, the work-horse Starships of all Fleets. A Cruiser can do everything that a Dreadnought can do, except fight another Dreadnought (and if properly handled, it might give a good account of itself against even one of those). Dreadnoughts, however, generally sit in Starbases and wait for war to break out. In the game, all races are provided with both Heavy and Light Cruisers, to give the players more variety.

### (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 three different type of phasers, and Rules 16.11, 16.12, and 16.13 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.

(3.2) Game Equipment — included in STAR FLEET BATTLES are: one rules booklet, one playing map, 108 die-cut multi-colored playing pieces, two copies of the Energy Allocation Form, one proportional movement chart, and one copy of each of the eight different Ship Systems Displays (hereinafter referred to as SSD's). Not included in the game but required for play are two six-sided dice and writing materials. Players should take great care with the SSD Sheets, as these are required for play. Players may wish to use clear plastic page protectors and grease pencils to record damage on the sheets (wiping the sheet clean after each playing) or to produce additional copies of the SSD Sheets. Purchasers of this game have the permission of the publishers to produce, by any convenient means, copies of the SSD Sheets for their own private use.

(3.21) 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 or Monster, etc.

(3.22) The race/nation/empire of the counter is shown by its color. Federation ships are printed in black on blue counters; Klingon ships in white on black counters; Kzinti ships in black on white counters; Gorn ships in red on white counters; and Romulan ships in black on red counters.

(3.23) Each counter contains a silhouette of the ship represented (in plan view) 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.