

STAR FLEET BATTLE MANUAL

UPDATED 3rd EDITION

by ZOCCHI, KURTICK, AND REITZ

Each player captains a starship to
high adventure on the frontiers of space!



1981 WINNER - GAMES DAY AWARD:
Best Table-Top Rules for Any Period
1983 H. G. Wells Award Nominee

TNT

STAR FLEET
BATTLE MANUAL
3RD EDITION

GAMESCIENCE

CREDITS AND PUBLISHING INFORMATION

**STAR FLEET
BATTLE MANUAL**

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TABLE OF CONTENTS

1. Introduction	3	10. Damage	32
2. Equipment	3	10.1. Salvo Fire	32
3. Starship Logs	5	10.2. Shield Damage	32
4. Turn Sequence	7	10.2.1. Phaser Damage	32
5. Energy Generation	9	10.2.2. Photon Torpedo Damage	32
6. Energy Distribution	10	10.2.3. Disruptor Bolt Damage	32
6.1. Life Support	10	10.2.4. Plasma Bolt Damage	33
6.2. Sensors	11	10.2.5. Nuclear Devices	33
6.3. Defector Shields	11	10.2.6. T-Type Web	33
6.4. Phasers	12	10.3. Damage Location Table	34
6.5. Photon Torpedoes	12	11. Advanced Rules	35
6.6. Disruptors	12	11.1. Transporters	35
6.7. Plasma Bolts	13	11.2. Boarding Parties	36
6.8. Cloaking Device	13	11.3. Stunning Shots	36
6.9. Nuclear Devices	14	11.4. Tractor Beams	36
6.10. T-Type Webbing Device	15	11.5. Universal Cloaking	39
6.11. Propulsion	17	11.6. Federation Damage Control	39
7. Course Programming	19	11.7. Federation Scouts	40
8. Movement	23	11.8. Federation Tug Weapon Pod	40
9. Weapon Programming & Firing	25	12. Scenarios	40
9.1. Weapon Programming	25	12.1. Dilithium to Rima IV	40
9.2. Sensor Lock-on	26	12.2. War in Balance	41
9.3. Weapon Firing	27	12.3. The Dreadnought	42
		12.4. Kobayashi Maru	43
		12.5. Valley of Death	43
		13. Game Set-up	45

1. INTRODUCTION

The STAR FLEET BATTLE MANUAL (SFBM) simulates ship to ship combat in outer space. Each player captains a starship in combat between Federation forces and their major enemies. The rules cover such details as cloaking devices, photon torpedoes, plasma beams and webbing devices; as well as boarding parties, crystal burnouts, phasers and disruptor fire.

2. EQUIPMENT

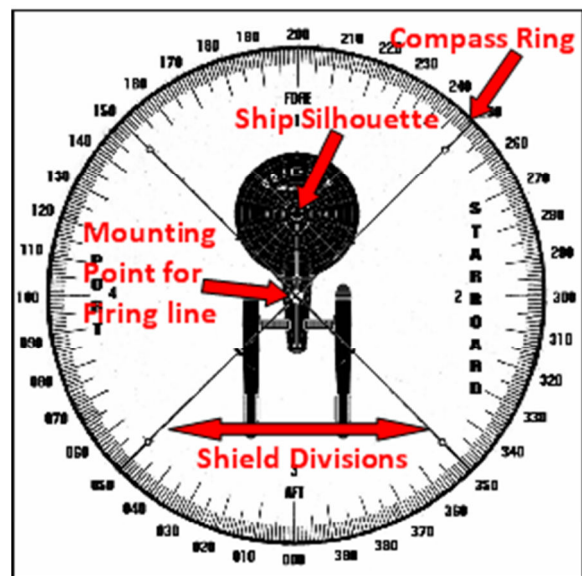
2.1. PLAYING AREA: The STAR FLEET BATTLE MANUAL requires a larger playing area than most games. For a fast game where ships come into contact very quickly a 4' X 6' or 4' X 8' table will serve adequately, but will result in limited maneuverability. The best area for SFBM is on a bare or short carpeted floor with 8' to 12' on a side. *(A clear playing area works best, but pieces of furniture can add a level of interest to the game; serving as asteroids and planets.)*

2.2. STARSHIP LOGS: STFM is a tactical level game with each player typically controlling one or two ships each. Each ship will need its own log sheet to record energy usage, weapon fire, and damage.

2.3. COMPASS CARDS: Each ship is represented on the playing area by a four-inch compass card. The construction of these is detailed in the *Set-up* section at the end of these rules. Each card has the following features:

2.3.1. SHIP SILHOUETTE: Centered on the card is a top-down silhouette of the ship class: Dreadnaught, Heavy Cruiser, Destroyer, Scout, Tug (in various towing configurations), Cargo Pods, K or R-Type Battlecruiser, R-Type Warbird, and T-Type Patrol Ship. Only the silhouette is used to determine if a starship is hit by weapon fire.

2.3.2. COMPASS RING: The ring around the ship silhouette is divided into 400 tic marks (gradients rather than degrees), with 200 directly forward and 000 aft. The tics are used for making heading changes and for weapon fire. The ring is



COMPASS CARD

divided into four sections (150-250 Fore 1, 250-350 Starboard 2, 350-050 Aft 3, and 050-150 Port 4) representing the four shield areas of the ship.

2.3.3. FIRING LINE: Attached through the center (*see Set-up section*) is a length of string (monofilament fishing line works best). This is used for course changes and weapon fire.

2.3.4. MINIATURE: (OPTIONAL) A starship miniature may be used to represent correct ship type. This is mounted through the center of the card. While not necessary, miniatures add a visually dynamic element to the game – they're fun!

2.4. DICE: A twenty-sided die (d20) is used to determine sensor locks, and damage.

2.5. RULER: A copy of the ruler used for SFBM is provided in the player aids. These are best is printed on cardstock, with one provided for each player. Optionally you may use a ruler or tape measure with an agreed upon scale. Centimeters work best.

2.6. VARIOUS MARKERS AND STRING: Depending on the starships used you will need markers for debris, plasma bolts, plasma strength, T-type webs, and webbing strength



A game in Progress – A pair of Heavy Cruisers engaging three K-type Battlecruisers

3. STARSHIP LOGS

Ship logs are used to record damage suffered during combat and to note the status of ships during each game turn. Because the game includes eight different classes of ships, plus variations for the Transport/Tug there are 12 different starship logs. The differences between classes of ships will be covered later. Generally speaking, most logs are laid out like the Class 1 Heavy Cruiser's. During each game turn, players will record energy allocation, course programming, weapon programming, and document damage. Compare the class 1 heavy cruiser log with the information provided below, to learn how a log is used.

The image displays a starship log layout with four callout boxes pointing to specific sections:

- Damage Record:** Points to the top red section containing a ship diagram with labels like DEFLECTOR SHIELD #1, FORWARD PHASERS, SENSORS, PORT PHASERS, LIFE SUPPORT, STAR PHASERS, IMPULSE ENGINE, and DEFLECTOR SHIELD #3.
- Energy Distribution:** Points to the blue table with columns for TURN 1 through TURN 10 and rows for various systems like TOTAL ENERGY AVAILABLE, ENERGY USED, LIFE SUPPORT SYSTEMS, SENSORS SYSTEMS, and various SHIELD and PHASER systems.
- Drive Energy/Acceleration Table:** Points to the yellow table with columns for PROPULSION ENERGY (1-10) and ACCELERATION (10-100).
- Damage Location Table:** Points to the bottom green section with columns for DIE ROLL, SECTION HIT, and EFFECT, listing damage types like REFLECTOR SHIELD, WARP ENGINE, IMPULSE ENGINE, LIFE SUPPORT, PHOTON TORPEDOES, and PHASERS.

3.1. ENERGY GENERATION/ DISTRIBUTION: The energy generation/distribution section of the log is used to record how much energy ships gain from their main and auxiliary engines. This energy is used to run Life support, sensors, deflectors, weaponry and propulsion. Unused energy cannot be saved up from one turn to the next. The amount of energy each engine can generate is indicated by the number of unmarked boxes in the Damage Record section. *The heavy cruiser has 20 points of energy – 8 from each warp drive and 4 from the impulse engine.*

3.2. DRIVE ENERGY ACCELERATION TABLE: The drive energy acceleration conversion table tells how much acceleration is gained for each unit of engine energy spent on propulsion. (Warp drive is propulsion) Different vessels have different accelerations. The weight to power ratio for most Federation ships enables them to accelerate by ten times the speed of light for each unit of energy spent on propulsion. *A Cruiser using 2 units of energy on propulsion would increase its speed by 20 times the speed of light.*

3.3. DAMAGE LOCATION TABLE: The Damage Location table is used to determine the damage received during combat. Each ship has slightly different results based on their individual systems. A twenty-sided die is rolled to determine damage..

3.4. DAMAGE RECORD: This section of the log is used to record damage received. As each system is hit, fill in a corresponding box. For the purpose of energy generation the number of unmarked boxes is counted.

The screenshot shows a game interface for a 'HEAVY CRUISER'. It features several key components:

- Warp Space Resistance Calculator:** A table at the top with columns for movement ranges (1-10 to 150-160) and rows for 10% and 100% resistance values.
- Ship Class & Views:** A vertical yellow bar on the left labeled 'HEAVY CRUISER' with three circular views of the ship.
- Movement Calculations:** A large orange table with columns for turns (1-10) and rows for various calculations: 1) ACCELERATION, 2) TOTAL OF 1) - 2) (MOST > 0), 4) DISTANCE MOVED LAST TURN, 5) TOTAL OF 3) + 4) (MOST > 0), 6) POST MOVEMENT COURSE CHANGE, 7) TOTAL OF 5) + 6) (MOST > 0), and 8) 10% OF 7).
- Warp Factor Conversion Table:** A blue table with columns for warp factors (1-10) and rows for distance moved (1, 0, 27, 64, 125, 216, 343, 512, 729, 1000).
- Firing Chart:** A green table with columns for turns (1-10) and rows for firing angles: FORWARD PHASER ANGLE, STBD PHASER ANGLE, PORT PHOTON TORPEDO ANGLE, and STBD PHOTON TORPEDO ANGLE.
- Weapon Programming:** A purple circular chart on the left showing phaser and torpedo firing angles (100, 240, 110, 290, 060, 340) and labels for 'PORT PHASERS 1', 'PORT PHASERS 2', 'FWD PHASERS', 'STBD PHASERS 1', 'STBD PHASERS 2', 'PORT PHOTON TORPEDOES', and 'STBD PHOTON TORPEDOES'.

3.5. WARP SPACE RESISTANCE CALCULATOR: Resistance to movement at warp speed is 10% of the number logged on line #7 of the Movement Calculations section.

3.6. MOVEMENT CALCULATIONS: The energy assigned to propulsion on the Energy Distribution section and converted to acceleration from the Acceleration Table is recorded here. Records of course changes and total movement are computed in this section.

3.7. WARP FACTOR CONVERSION TABLE: This table is used to convert warp speeds into light speed distances. *If a ship is moving at 127 times the speed of light, it is moving at warp factor 5.* Each warp factor covers its base speed up to the number just below the next warp number. *So a speed of 124 is warp 4, but 125 is warp factor 5.* When another player asks your speed, you reply with your warp factor only. The warp factor in the box is the maximum safe cruising speed of the ship.

3.8. WEAPON PROGRAMMING: Weapons that are charged may fire by recording the strength and firing angles here.