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Thanks to A. Harding & J. Pierce

EXTENDED FOREWORD

Thank you for purchasing Star Trek®: Starfleet Command™, co-developed by 14° East, a division of Interplay Productions, and Quicksilver Software, Inc. The entire Starfleet Command team hopes you enjoy the game as much as we enjoyed bringing it to you.

As you may know, Starfleet Command is loosely based on a popular board game called Star Fleet Battles, from Amarillo Design Bureau.

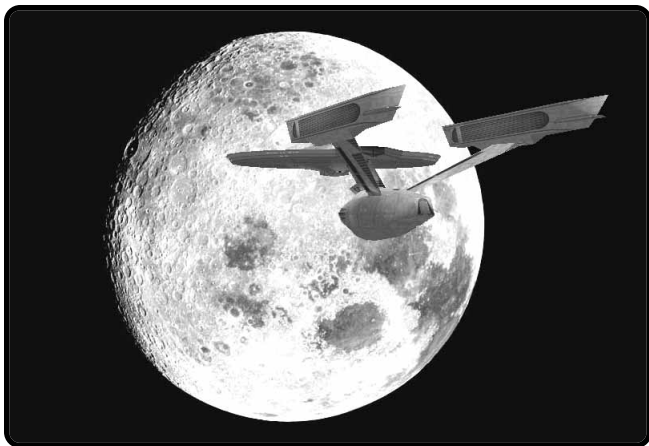
For Star Trek Fans

You are about to enter a different world, a different galaxy and a different universe. You are about to encounter strange alien life-forms, new ships, new technology and empires burning in the fires of conflict. This universe will be both familiar and different to you. Enjoy the richness and the chance to explore new worlds.

For Players of Star Fleet Battles

Starfleet Command will be both familiar and different to you as well. The design team members are long-time SFB fans and players. We have followed closely the spirit, if not the letter, of the Doomsday ruleset, but we had to make changes to have a better and workable computer game. Board games and computer games are obviously different and require a different mind-set to design and create. We ask that you bear with us, give us time, play the game, and enjoy what you've been waiting over 20 years for: SFB on the computer.

Again, the Starfleet Command team would like to welcome you to the helm of a starship in what we feel is the first, true Starship simulator set in the Star Trek universe. The Captain's chair is yours. Move out, explore the galaxy, conquer your enemies, and take command...



INTRODUCTION

Starfleet Command will give you the opportunity to command starships from one of six different races, from the Federation to the Hydran Kingdoms. Your mission will be to utilize all the weapons, systems and officers at your disposal in order to survive encounters with the enemy and bring your ship back to base.

Starfleet Command offers multiple ways to play:

First, there are the Skirmish missions. These are simple encounters and scenarios that will help develop your tactical command skills. Each mission can stand alone and is complete, with a defined beginning, middle and end. There are no consequences that must be considered before you can begin another mission. You will also have the opportunity to recreate special historical missions.

Starfleet Command also offers you the chance to join one of six empires as a young starship captain beginning a 30-year career. Gain experience and prestige as you complete successive missions in a unique, dynamically generated campaign. Your crew and ship will evolve with you as you work your way up to the highest possible flag ranks.

In addition, Starfleet Command allows you to challenge up to five of your friends (and we use that term loosely) in multiplayer battles. A variety of multiplayer challenges await you, both cooperative and competitive.

To help get you up to speed, there are tutorial missions available through the campaign menus.

This manual is designed to fully instruct you on the use of the interface, the ships, the races, the systems and the weapons at your disposal. You will be responsible for learning how to best use them all to successfully control your region of space.

There are two major sections in the manual: a race overview and a reference manual.

The race overview will introduce you to the six playable empires in the game and the non-player pirate cartels. Each race overview includes some background information, a listing of their starships and a brief description of the races' elite organization.

The reference manual gives detailed information for all of the game screens and instructs you on how to play the game. We highly suggest that you try the tutorial missions for either the Federation or the Klingons if this is your first time playing.

STARFLEET INTELLIGENCE BRIEFING

RACE OVERVIEW

THE UNITED FEDERATION OF PLANETS

The United Federation of Planets is comprised of hundreds of regional governments controlling thousands of planets across a large spectrum of space. The Federation is one of only a few major political units that include several races (Human, Vulcan, Orion, Andorian, Rigelian, Alpha-Centaurian, Cygnan, etc.) on the ruling council. Two dozen other races have been established as affiliate members. Colonies and bases have been established on around a thousand other planets. Most ships have a domination of one particular race with about 10% of the crew being a mixture of other races.



A typical Starfleet Officer in the Federation.

The Humans are the dominant race in the Federation, as they provide more than 70% of Star Fleet personnel and are key players in every phase of its operations. Humans are regarded as the most militaristic, but not the most warlike, of the member races in the Federation.

The Federation is probably the most idealistic of all the empires. Federation ships never attack without warning, and while the Federation has fought wars with all of the bordering races, it has never started one. The Federation eventually negotiated boundaries with all of its neighbors and has never sought to expand them militarily.

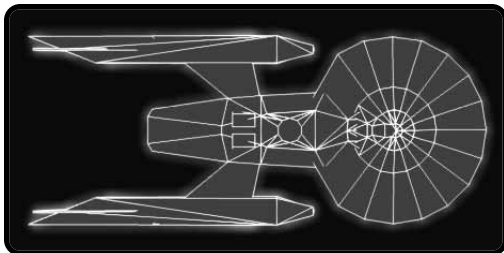
Economically, the Federation is the most aggressive race in known space. Federation merchant ships are found almost everywhere during peacetime, and the "Neutral Zones"

between the Federation and its neighbors abound with Federation colonies that had been set up within the strict letter of the relevant treaties. The Federation considers "peace" to include free access to the markets and ports of all other races. Since the Federation has the strongest economy, it has the most money with which to buy things, the most production capacity with which to build things, and the Federation tends to dominate the galactic economy.

FEDERATION STARSHIP DESCRIPTIONS

Federation starships are generally well-rounded and designed for more than just war. They have excellent overall shielding and better science systems than most ships. However, the power of the photon torpedo means that even the smallest Federation ship is a dangerous opponent.

You can get detailed information about these and other starships by using the Vessel Library in the Campaign menu. See page 87.



FRIGATE (F-FF)

A contemporary of the cruiser and destroyer designs, the Federation frigate has good forward firepower but has poor weapon arcs to the rear, like most Federation ships. The unique long-range ability of the photon means that the FF can support long-range bombardments, unlike most frigates of other races. The FF is useful in many patrol and escort roles, but the design was quickly upgraded to the FFG for wartime use.

IMPROVED FRIGATE (F-FFG)

This is an improved version of the Federation frigate with the plus refit. The missiles improved its firepower and combat flexibility, and improved protection from rear attacks.

DRONE FRIGATE (F-FFD)

DRONE FRIGATE: PLUS REFIT (F-FFD+)

Conceived simultaneously with the DDG, this design proved to be unpopular. The missiles do not make up for the lack of photons.

COMMANDO FRIGATE (F-CFF)

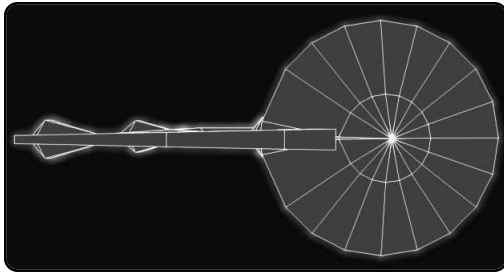
COMMANDO FRIGATE: PLUS REFIT (F-CFF+)

The Federation produced a commando variant of its FFT transport frigate able to carry an entire Marine battalion. Transporter facilities were increased to allow faster landings.

BATTLE FRIGATE (F-FFB)

One of the two competing designs for the Federation War Destroyer project, it was seriously considered because it could be built with frigate components. The design effectively included the plus refit.

After a fly-off, it was decided that the FFB was too small to accommodate future developments, and the competing DW was selected. A few ships besides the prototype were built. They were often used to lead a frigate squadron.



WAR DESTROYER (F-DW)

The Federation NCL class had effectively taken over the shipyards that had originally produced the destroyer class, ending DD production. This left a gap between the NCL and the FFG, which was covered by the steadily dwindling force of DDs and CLs. The shortage of these classes was noticed when variants were needed to support the rest of the fleet.

Recognizing the need for a War Destroyer class, the Federation commissioned two competing designs, the DW and the FFB. The DW was eventually selected, as it was larger and more capable than the FFB. The first prototype, the *Humberto Ortega*, appeared shortly after.

WAR DRONE DESTROYER (F-DWD)

This is a variant of the DW designed for missile support. It was used in direct combat and was considered operationally interchangeable with the standard DW.

COMMANDO WAR DESTROYER (F-CDW)

The CFF, an older design than the CDW, was found increasingly less capable of operating where interception might be a possibility. Unfortunately, there were many more missions than there were commando ships to perform them, resulting in a few serious losses. The Fleet Marine officer campaigned, successfully, for some of the new War Destroyer hulls to be diverted to CDWs. Larger, with better shielding, and faster than the CFF, the CDW would serve for a long period of time.

COMMAND WAR DESTROYER (F-DWC)

This heavier, and more expensive, DW variant was built for duty as a squadron leader. It never amounted to more than 20% of the total DW production.

DESTROYER (F-DD)

DESTROYER: PLUS REFIT (F-DD+)

The DD was designed as a smaller and less expensive stablemate to the CA, but was less successful. While it carries cruiser armament, it lacks the engine power of a cruiser, making full use of its photon torpedoes impractical. While this ship lacks maneuverability, its large saucer section makes it capable of taking considerable punishment without losing warp power.

The Federation destroyer was expected to carry out essentially the same research and exploration missions as the heavy cruiser class during peacetime. For this reason, it had the same laboratory facilities.

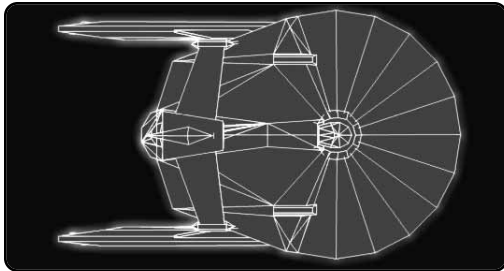
Several refits were designed in an attempt to improve this class, but production virtually ceased in favor of the NCL. A new, smaller war destroyer was built several years later.

GUIDED WEAPONS DESTROYER (F-DDG)

GUIDED WEAPONS DESTROYER: PLUS REFIT (F-DDG+)

Inspired by encounters with the Kzinti, the Federation deployed the first DDG as a test bed for missile technology. They abandoned the experiment because the missiles available at the time did not make up for the loss of the two photons. The prototype remained in service, using probe missiles as well as serving as a missile-launching platform for Federation anti-missile training.

When faster missiles became available, more DDs were converted to guided weapons destroyers. The more effective missiles made the DDG, a more effective ship than the original DD.



NEW LIGHT CRUISER (F-NCL)

NEW LIGHT CRUISER: PLUS REFIT (F-NCL+)

As wartime began to loom on the horizon, the Federation took a serious look at their ship building program. It was noted that the excellent command cruiser took too long to build and that the destroyer design had serious limitations on its combat capability. Famed designer Ray Olesen was tasked to produce an improved design. The result was the “new” light cruiser.

The NCL used the primary hull section of the destroyer, with some modifications, and it used a pair of more efficient engines. The NCL replaced destroyers in the production program on a one for one basis.

The design was so successful that the NCL was used as the basis for many variants.

NEW DRONE CRUISER (F-NCD)

NEW DRONE CRUISER: PLUS REFIT (F-NCD+)

Impressed with the ability of the Klingon missile bombardment ships to provide an additional concentration of firepower, the Federation designed this long-range missile bombardment ship

using the NCL hull as a basis. Technical problems delayed its introduction into Starfleet service.

NEW COMMANDO TRANSPORT (F-NCT)

NEW COMMANDO TRANSPORT: PLUS REFIT (F-NCT+)

With the supply of old hulls dwindling rapidly during wartime, the Federation developed this design to replace the Commando Cruiser. While it lacks the Commando Cruiser's ability to land directly on planets and is not as well armed, it has better shielding, is able to operate with other NCL hulls, and has a larger shuttle bay.

LIGHT COMMAND CRUISER (F-CLC)

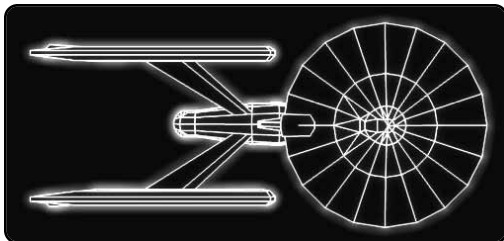
This ship was intended as a substitute for command cruisers. Proven inadequate in that role, it is used as a command cruiser for NCL squadrons.

NEW HEAVY CRUISER (F-NCA)

Faced with the shortage of heavy cruiser hulls, the Federation (like many other races) looked to its war cruiser design and created a "new heavy cruiser" that could be assembled in shipyards that were building NCLs (leaving the CA shipyards free to build CBs). The addition of the rear hull and the small center engine increased power, versatility and range.

NEW HEAVY COMMAND CRUISER (F-NCC)

A variant of the NCA, the NCC added command, communication and control abilities, and a small increase in firepower. It wasn't considered a very successful class, as it was too expensive to produce in meaningful numbers and it was too easily destroyed in combat.



HEAVY CRUISER (F-CA)

HEAVY CRUISER: R-REFIT (F-CAR)

HEAVY CRUISER: PLUS REFIT (F-CA+)

The workhorse of Starfleet, the Federation heavy cruiser (known as the Constitution class) is probably the most balanced, all-around starship known. In combat, this ship relies on its toughness and on the flexibility of its power usage. This ship incorporated several incremental improvements (i.e., refits) which kept it competitive throughout the long history of this class.

HEAVY DRONE CRUISER (F-CAD)
HEAVY DRONE CRUISER: R-REFIT (F-CADR)
HEAVY DRONE CRUISER: PLUS REFIT (F-CAD+)

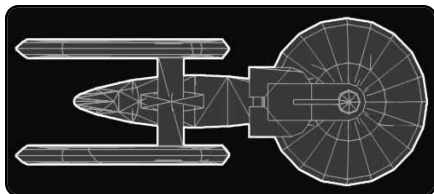
Once when a CA was badly damaged in an early battle, its photon bank was entirely destroyed. Due to the demand of photon tubes for new construction, it would have taken too long to repair the ship for duty. Rather than see an otherwise capable ship left in spacedock during the war, the Federation refitted it with missile racks, replacing the photons. Missile storage was increased.

COMMAND CRUISER (F-CC)
COMMAND CRUISER: PLUS REFIT (F-CC+)

The command cruiser is an improved variant of the standard heavy cruiser, noted for its firepower and versatility. During peacetime, the admiral often commands his fleet from a command cruiser. Command cruisers are marginally better in firepower and considerably superior in command, control and communication facilities as compared to normal heavy cruisers. During wartime, many surviving CAs were converted into CCs.

HEAVY COMMAND CRUISER (F-CB)

The CB is a highly improved version of the CC. This new design provided a 20% increase in phasers, a 100% increase in missile capability, a 25% increase in reserve power, and a 7.5% increase in warp power.



BATTLECRUISER, *KIROV*-CLASS (F-BCG)

During wartime, it became clear that even the CC would be overtaken by the rapid competition that the war had engendered. To maintain its leadership in cruisers, the Federation attempted to design the ultimate cruiser, the BCG, which could rely on existing technology. While similar to the CA/CC, the BC was not a modification or refit but a new design.

In an attempt to increase firepower without burdening the engines with additional photons to charge, the BCG added additional missile racks.

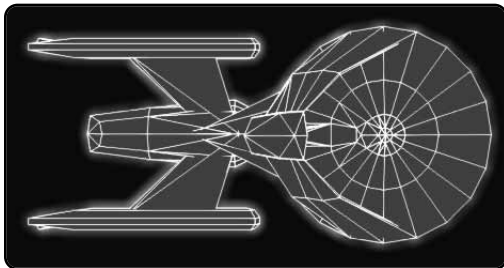
The BCF and NCJ are variants designed to use different types of weaponry.

BATTLECRUISER, *BISMARCK*-CLASS (F-BCF)

The BCF is a BCG that had been modified to use plasma torpedoes. A few plasma-F launchers were either made available from the Gorns or stolen from the Romulans.

BATTLECRUISER, *NEW JERSEY*-CLASS (F-BCJ)

The final version of the Federation heavy battlecruisers, the BCJ is intended to improve firepower over the BCG for base assaults. Additional photon torpedoes were installed in place of the additional missile racks of a BCG. This class proved to have the upper limit of photons that can be installed on this size hull.



DREADNOUGHT (F-DN)

DREADNOUGHT: PLUS REFIT (F-DN+)

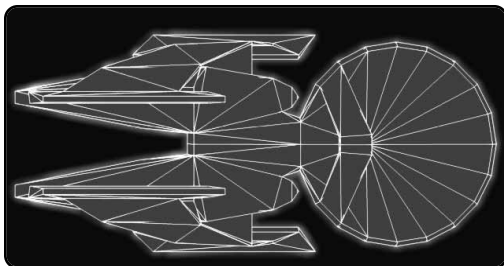
The original design concept of the Federation dreadnought was to include more capabilities, but only a minimal increase in firepower over the CC. This was found to be inadequate after other races began fielding DNs that reflected an approximate 50% increase in firepower over their respective heavy cruisers. During wartime, each fleet is commanded by an admiral in a dreadnought, but during peacetime, it is usually docked at a starbase because it is too expensive to operate.

IMPROVED DREADNOUGHT (F-DNG)

Having the first dreadnought was both a boon and curse to the Federation, who found their original DN weaker than those it faced in opposition. This was an improved design which brought the DN up to spec with the refitted dreadnoughts of the other races.

HEAVY DREADNOUGHT (F-DNH)

An attempt to add additional firepower to the Federation Improved Dreadnought, the Heavy DN represented the maximum amount of weaponry capable of being used on the dreadnought hull.



BATTLESHIP (F-BB)

20 The largest Federation warship ever designed, the cost of this ship was equal to a full squadron of heavy cruisers. Only a few were

ever produced, and those were based on an experimental design. It was decided by Starfleet Command that the cost of the BB was more expensive than it is worth.

REFITS

Federation starships were improved with various refits.

Plus Refit:

This adds various combinations of additional shielding, power, missile racks, and extra ph-3s for close-in defense against missiles. Ships that have had the plus refit are designated with a "+". Example: CA+.

Rear Phaser Refit:

Some heavy cruisers were refitted with rear-firing phasers. Ships that have had this refit are designated with an "R". Example: CAR.

FEDERATION ELITE ORGANIZATION

Starfleet Special Task Force (SSTF)

The SSTF is a special forces branch within Starfleet dedicated to "safeguarding the Federation against serious internal threats". When Federation members violate the Federation charter, or if there are hints of strife between Federation members, the SSTF is called in to deal with it, achieving peace through a mix of diplomacy, military force, and intelligence gathering. SSTF captains are usually intensely loyal to the Federation and idealistic in the extreme. There is a tradition for SSTF captains to renounce citizenship on their home planet and proclaim "the Federation is my home." This is not legally binding but the oath does emphasize the impartiality that is one of the most highly valued qualities of the SSTF.

For the last twenty years, dissension within the Federation has been extremely rare, and SSTF captains have become indiscernible from the rest of Starfleet except that they read more reports and do a bit more paperwork. Nonetheless, selection for the SSTF is considered one of the highest honors that can be bestowed by Starfleet.

THE KLINGON EMPIRE

Qo'noS (pronounced "chronos"): The capital planet of the Klingon Empire. Sometimes called "Klinzhai," it is also frequently referred to as "the homeworld." Qo'noS is an M class planet that orbits the star Klingon. While it is the only world in that five-planet system that is capable of sustaining life, Qo'noS still requires some degree of technology to make it habitable.

The Klingon Empire arose on the ruins of a previous empire, of which the Klingons had been a subject race. The Klingon Empire is relatively poor, and can only match the Federation in military power at the price of a harsher standard of living for its people.

Klingons are generally regarded as a brutal warrior race, but this characterization is not entirely fair. Very few Klingons are actually



A Klingon warrior prepares for battle.

selected as warriors, but few outsiders know this. Klingon warriors tend to be more aggressive than normal. They do not hesitate to use force if it is the most appropriate course of action, but they do not necessarily think of force as the first or only alternative.

The Klingon Empire includes at least 12 planets in multiple systems with native sentient races, all of them subservient to the Klingons themselves. Many of these "subject races" serve as crewmen on Klingon ships. They are almost never allowed to navigate the ships or fire their weapons.

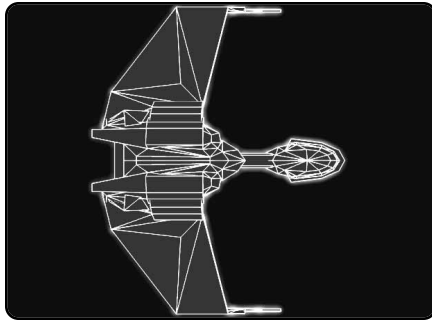
The Klingon military forces include the Deep Space Fleet (DSF), which is the regular military Navy, and the Internal Security Force (ISF). All ship names (DSF and ISF) are preceded with "IKV" (Imperial Klingon Vessel).

The ISF, which mostly operates small ships, is a combined police, customs, tariff regulation, border patrol, search & rescue, and anti-piracy force. It is also assigned the duty of watching the various subject planets for signs of dissidence. The ISF is inferior (in military, political and social standing) to the DSF.

The Empire Security Service includes internal security and counter-espionage branches, but is best known for the security forces which are on all ships to make certain that the subject races do not overstep their bounds (and to make certain that the officers do their duties to the Empire). External intelligence is a function of the Klingon General Bureau. The DSF and ISF also maintain their own external intelligence agencies, the DSF external intelligence is the Galactic Research Unit, and the ISF external intelligence is the Maximum Veracity Directorate. This leads to the usual duplication of effort and political infighting.

KLINGON STARSHIP DESCRIPTIONS

An accurate description of the typical Klingon starship would be heavier forward shielding and weapons, weaker rear shields, excellent turning rates and good firing arcs. Klingon ships are meant for battle, so they include fewer un-essential systems. While it is rumored that Klingon warships are not equipped with lavatories, and this is considered to be a large source of Klingon anger, it is only a rumor.



ESCORT (K-E4)

ESCORT: B-REFIT (K-E4B)

ESCORT: K-REFIT (K-E4K)

The E4 was the original Klingon frigate design, and it served as a consort to the D6. Eventually, small frigates, such as the E4, were proving inadequate and the Klingons increased production of the larger F5 to take over the frigate role. The E4 was relegated to convoy escort duty and, to some extent, police and border patrols.

DRONE ESCORT (K-E4D)

This was an attempt to get some service out of the remaining E4s, which were being relegated to convoy duty. The theory was that with more speed (having no disruptors to arm) and with the longer-range missile weapons, the E4Ds (all of which had the B-refit) could maneuver along the edges of the battle while contributing their firepower. The theory proved unsuccessful.

COMMANDO ESCORT (K-E4G)

COMMANDO ESCORT: B-REFIT (K-E4GB)

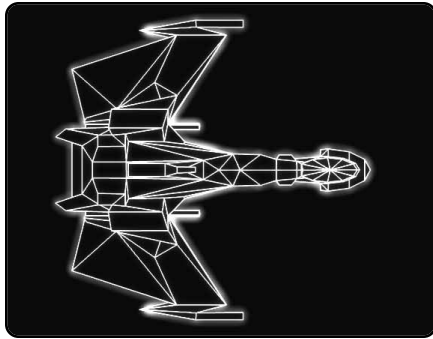
Designed to perform pre-war missions that did not require the attention of a D6G, the E4G would serve on for years after its basic hull design was regarded as obsolete. Mostly they reinforce or relieve garrisons behind the battle lines, but some have been pressed into service on the front lines, where they do not belong.

CLOAKING ESCORT (K-E4Y)

The E4Y is a modified E4 equipped with a low-power cloaking device. It was not considered a tactical success, though it did find some favor with the strategic intelligence branches of the Klingon military.

BATTLE ESCORT (K-E6)

In an effort to get further use out of the surviving E4 escorts, the Klingons modified several of the last remaining E4s into this heavier design. The increased power made the ship capable of stronger attacks at better speeds, but the small size of the hull made the ships unable to survive in heavy fleet combat. The ships were generally assigned to patrol duties where they were more likely to encounter and survive single-ship duels.



FRIGATE (K-F5)

FRIGATE: B-REFIT (K-F5B)

FRIGATE: K-REFIT (K-F5K)

This class was used for a multitude of patrol and escort duties. While an outstanding frigate design, the lack of a true destroyer in the Klingon fleet (the F5L being used as a frigate squadron leader) meant that the F5 frigates were often used in situations too difficult for a ship of their size but not important enough to warrant the attention of a cruiser. F5s, however, were very easy to build, and were produced in greater numbers than any other Klingon ship (and arguably in greater number than any other ship). The numerous variants produced attests to the strength of the basic design.

COMMANDO FRIGATE (K-F5G)

COMMANDO FRIGATE: B-REFIT (K-F5GB)

The F5G was designed for use in ground raids, particularly inside the Empire where its weaker shielding (before the refit) was not a problem. The small hull meant reduced capabilities, but the F5G was still adequate for many tasks, and freed larger commando ships for more important missions. During the pre-war years, F5Gs conducted the bulk of commando operations.

FRIGATE LEADER (K-F5C)

FRIGATE LEADER: K-REFIT (K-F5L)

Once called a destroyer, the F5C is used by the Klingons as the flagship of three-ship frigate squadrons. Most—but not all—of these ships were built originally as F5Cs. While the ship is similar to a standard F5, the modifications are extensive. The F5L never received the B-refit; equivalent improvements were already part of the original design.

CLOAKING FRIGATE (K-F5Y)

Developed around the same time as the E4Y, the F5Y was probably the most successful of the Cloaking Device-equipped Klingon starships. It was more able to withstand abuse that would cripple the escorts, and it had a better power curve when cloaked than the later D5Y. Still, it was not considered tactically practical. Several F5Ys were used as spy ships during the later parts of the war.

BATTLE FRIGATE (K-F6)

This was an interesting attempt to produce a more powerful frigate leader than the F5L. An excellent design, it is unclear why more than just a few were not built. Federation officers referred to it as the “frignought” class. The ships were individually named for “warrior colonies” that were established on subject planets to breed additional warriors for the Klingon Empire. This was largely a propaganda exercise to make the “colonial Klingons” more enthusiastic about the war effort, and to make the public point (which almost no one really believed) that colonials were the social equals of Klingons born on the homeworld of Klinzhai.

WAR DESTROYER (K-F5W)

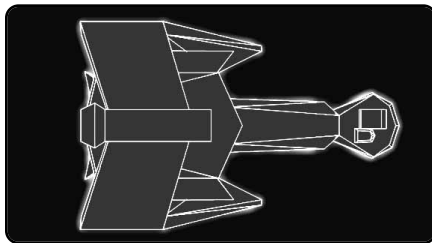
WAR DESTROYER: K-REFIT (K-FWK)

This was the ship that the F5 was born to become. F5s were always caught between the destroyers and frigates of the other races, and were expected to perform both missions. The F5W was designed for pure combat, standing in a fleet battle wing, and causing death and destruction. The defensive wing phasers (able to cover the forward arc as the original rear phasers could not) made it all but missile-proof, and allowed it to concentrate its disruptors and main phasers on the enemy.

WAR DESTROYER LEADER (K-FWC)

WAR DESTROYER LEADER: K-REFIT (K-FWL)

This ship was, in some ways, the epitome of the F5 series. The defensive wing phasers of the F5W gave way to offensive phaser-1s, making the ship a purely offensive fighting machine.



WAR CRUISER (K-D5)

WAR CRUISER: K-REFIT (K-D5K)

The Klingon Deep Space Fleet commissioned a special study to determine if the D7 class could be made more efficient by the introduction of new technology. Of the various proposals, the one from the Kozenko Design Bureau (known by the designation KDB-1104) was the most interesting and the most radical.

Smaller and easier to build than the D7, the KDB-1104, also known as the D5 was ingenious in the manner of the changes made. Frontal armament was reduced by one phaser, but the improved ph-1s were used, and the disruptors were given a wider arc. The waist phasers were considered superfluous and reduced to ph-3s.

WAR DRONE CRUISER (K-D5D)

Designed for direct combat with missiles, not for independent long-range bombardment.

WAR COMMANDO CRUISER (K-D5G)

Designed for use in ground assaults, it became the workhorse of the Klingon Marines. Good shielding and the copious supply of transporters made it a dangerous ship for fast raids.

WAR COMMAND CRUISER (K-D5C)

WAR COMMAND CRUISER: K-REFIT (K-D5L)

The D5C was designed as a squadron leader. While its command facilities are not equal to a D7C, they do not need to be.

WAR CLOAKING CRUISER (K-D5Y)

The D5Y is the largest Klingon vessel equipped with a Cloaking Device. The original D5 was a very successful hull to base a light cloaking cruiser on, but it wasn't designed to carry a cloaking device, and it suffered.

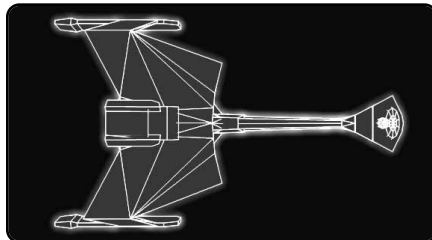
The primary problem with the cloaking device is the high rate of fire of the Klingon disruptors compared with the slower charging plasma torpedoes of the Romulans. This causes the Klingon vessel to decloak more often than the Romulans and come under additional enemy fire.

NEW HEAVY CRUISER (K-D5W)

The Klingon D5W is similar to the Federation NCA: a war cruiser built up to heavy cruiser size and power. This class shows an increase in overall engine power.

NEW HEAVY COMMAND CRUISER (K-DWC)

When the Klingon High Council thought that New Heavy Cruisers would require a squadron flagship, this design was the result, though only a few were produced. The additional flag command and control equipment was considered a waste on this war design.



BATTLECRUISER (K-D6)

BATTLECRUISER: B-REFIT (K-D6B)

BATTLECRUISER: K-REFIT (K-D6K)

This ship was the original Klingon standard cruiser, until it was replaced by the more powerful D7. Compared with the D7, the D6 has fewer phasers and the disruptors have a shorter range.

It should be noted, however, that one of the four shipyards building D6/D7 class ships never converted to D7 production and continued to produce D6s. They may have been kept in production originally to fill the “light cruiser” or “destroyer” roles. Most of the additional D6 production was used for variants. One of the hidden strengths of the Klingon Empire was the ready availability of cruiser hulls for support variants.

DRONE BATTLECRUISER (K-D6D)
DRONE BATTLECRUISER: B-REFIT (K-D6DB)

The D6D is a conversion of the D6 designed to provide fleet fire support. The D6D was capable of direct combat, but was designed for long-range fire support. Ships of these classes should never patrol alone, and they usually operate as part of a fleet.

COMMANDO CRUISER (K-D6G)
COMMANDO CRUISER: B-REFIT (K-D6GB)

Designed as a heavy assault transport to deliver troops to planetary combat, this is one of the most effective commando ships in the galaxy. However, because heavy cruiser hulls were hard to spare, very few of these were built.

BATTLECRUISER (K-D7)
BATTLECRUISER: B-REFIT (K-D7B)
BATTLECRUISER: K-REFIT (K-D7K)

This is the standard cruiser of the Klingon Deep Space Fleet. Less expensive than most other heavy cruisers, it lacks the full range of scientific capabilities and crew living conditions are spartan. In combat, the D7 is noted for its superior turn class and for its many transporters, which makes for effective hit and run raids, and boarding party actions.

DRONE BATTLECRUISER (K-D7D)

This ship was not intended as a long-range bombardment platform like the D6D, but was an experiment to produce a more effective cruiser for general combat purposes. If the experiment had been completely successful, many or most of the D7s would have been converted to this design. The lack of the rear-arc defenses was accepted by the captains but rejected by the admirals.

COMMAND BATTLECRUISER (K-D7C)
COMMAND BATTLECRUISER: K-REFIT (K-D7L)

These excellent ships represent the command version of the basic D7 design. Shields and weapons were improved. These ships never received the B-refits. The equivalent improvements had been incorporated into the original design.

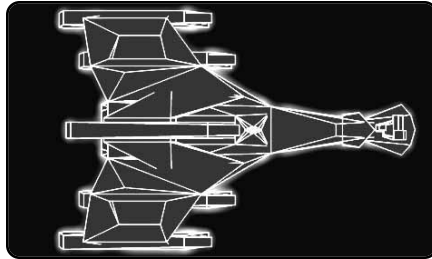
HEAVY COMMAND CRUISER (K-D7W)

The Kareli Design Bureau, exploring further enhancements in the venerable D7 hull, incorporated several innovative design features into the D7W. This was the most powerful D7 variant ever produced.

HEAVY BATTLECRUISER (K-C7)

During wartime, the races continued to improve their designs. Frigates, which were too small to survive in fleet battles, had given way to war destroyers. Cruisers were replaced by command cruisers, then heavy command cruisers, and finally heavy battlecruisers.

The C7 was a superb example of the BCH type, easily the equal to the Federation BCG. The improved firing arcs made up for the degraded turn rate.



DREADNOUGHT (K-C8)

DREADNOUGHT: B-REFIT (K-C8B)

DREADNOUGHT: K-REFIT (K-C8K)

The C8 was intended for use on the Lyran/Kzinti border. The C8 and C9 were designed and put through the prototype stage at the same time. The C8 was found to be better able to defend itself against missiles and fighters. This fact eventually made it the standard Klingon dreadnought design.

The C8 and C9 are 98% similar in design.

DREADNOUGHT (K-C9)

DREADNOUGHT: B-REFIT (K-C9B)

DREADNOUGHT: K-REFIT (K-C9K)

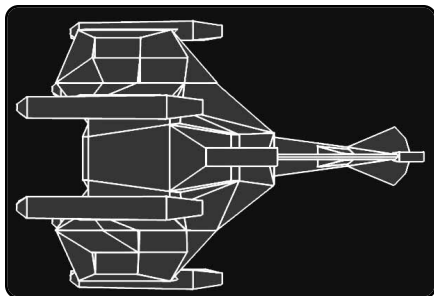
This class along with the very similar C8, was designed for extended operations. It is much larger than the D7-class Battlecruisers. The C9 was intended for use along the Federation border. Most of the C9s were later converted to C8s. A few other C9s were instead sold to the Romulan Star Empire at very favorable terms for the Klingons.

The C8/9s were very maneuverable and durable ships. It seems possible that most of these ships had their B-refits as part of the original construction.

HEAVY DREADNOUGHT (K-C10K)

The heavy toll on Klingon dreadnoughts during the War caused the Klingon Deep Space Fleet to design and build an upgraded version of the C8. The additional cost of construction was thought to be balanced by the planned increased survival rate of the C10K.

All of these ships were built with the K-refit installed at the shipyards.



BATTLESHIP (K-B10)
BATTLESHIP: K-REFIT (K-B10K)

The Klingon Empire was the first to build a battleship, and they were the only empire to deploy multiple battleships at the same time. The cost to build these ships was so great that it nearly bankrupted the Empire. The original construction estimate was four to five years to complete. It eventually took over 15 years to build the first B10. The B-refit was built into the original construction.

SUPER BATTLESHIP (K-B11K)

In an effort to have the largest battleship in the galaxy while continuing to drive their bankers crazy, the Klingon navy commissioned and built the largest warship ever. A slight improvement over the B10 in terms of weapons and shields, it put an upper limit on the size of starships.

REFITS

Klingon starships were improved with various refits.

“B” Refit:

Most Klingon ships built before the war received the B-refit to correct various design deficiencies. Some of these refits began before the Klingons went to war, and virtually all ships had them by the time they were committed to action in the various theaters. In general, rear shields were strengthened and other improvements were made.

“K” Refit:

Most Klingon ships were built with phaser-2s. As the technology for phaser-1s became more affordable, many ships were given a K-refit that upgraded some of their ph-2s to ph-1s. Those ships that received this refit are noted by the “K” designator. Command ships without the K-refit have the suffix C, those with the K-refit have the suffix L. A ship needing a K-refit must first receive the B-refit.

KLINGON ELITE ORGANIZATION

Klingon Black Staff

The Klingon Defense Forces' special force is the Black Staff, who call themselves “midshipmen for the Black Fleet”. (The Black Fleet is the fleet of Sto-Vo-Kor, the Klingon Afterlife, on which great Klingon Commanders serve). The Black Staff receives missions of

the utmost concern to the Klingon Empire, often dealing with internal threats from Klingon subject races. They also work with Klingon intelligence to perform espionage missions.

The Black Staff is greatly feared by other Klingon captains, and also by bureaucrats belonging to non-Klingon subject races, on whom “the eyes of the Black Staff rest”. Black Staff commanders are stoics; they often forego family, friendships and “distracting pleasures” in order to best serve the empire.

THE ROMULAN STAR EMPIRE



A Romulan Senator mulls over a difficult decision.

Romulans are an offshoot of the Vulcan race. The exact reason for the separation of the Romulans and Vulcans is a mystery that has troubled historians for many years. It is not expected to be solved any time soon.

The Romulans are the most aggressive of the known empires. Their territory includes even fewer inhabitable planets than the Gorns, and no other sentient species. The Romulans seem to honestly believe that they are destined to rule the galaxy and are constantly working towards this end.

The Romulan government includes the Emperor, the Praetor, the Senate, the Military Command (which includes the various fleets, training command, base commands and military production), and the Civil Administration (planetary governors, etc.)

The Emperor is a hereditary monarch although the lines of succession are not always clear. Theoretically a new emperor is selected by the members of the ruling House, but if they cannot agree (of it another House claims to be the rightful ruling House), the Senate makes the final decision.

The Praetor is a prime minister who is selected by the Senate. The Emperor may indicate his preference in this selection, and depending on the relative political power of the Senate and Throne, the Emperor may succeed in blocking the selection of an enemy or forcing the appointment of a friend. The Praetor may be a bureaucrat who serves as Chief of Staff to an active emperor, or may be the actual power.

The Senate consists of the ranking member of the various Houses.

30 A “House” is an extended family of Romulan nobles. Various family

members serve in positions within the Military Command and Civil Administration. A House will attempt to maneuver its members into positions that enhance the power, prestige and wealth of that House. By procedures that seem more Machiavellian than parliamentary, Houses can be divided or merged. New Houses can be declared and existing Houses can be declared terminated.

ROMULAN STARSHIP DESCRIPTIONS

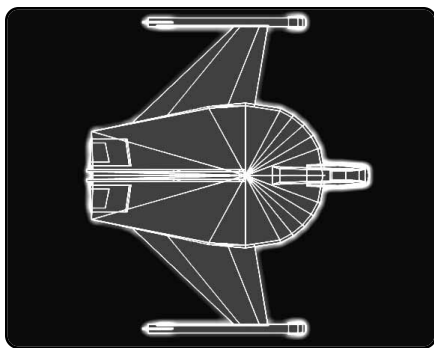
Romulan ships come in three distinct generations: Old Series, KR and New Series.

The Old Series ships were all originally sublight designs that had been modified for warp travel. These were the only ships the Romulans had for a long period of time, during which they were generally regarded as a nuisance.

The Klingons provided dozens of older light cruisers and hundreds of frigates and escorts, which make up the KR series. While these would have been mothballed by the Klingon Deep Space Fleet due to their age and cost to refit, the Romulans converted them to use Romulan plasma and cloaking technology. These ships formed the basis of the Romulan deep space navy. Newer Klingon construction was eventually sold to the Romulans at very steep prices.

Eventually, the Romulans were able to build a new generation of starships — the New Series. These excellent designs formed the basis of a major military power and a significant threat to peace.

Old Series



SNIPE-A FRIGATE (R-SNA)

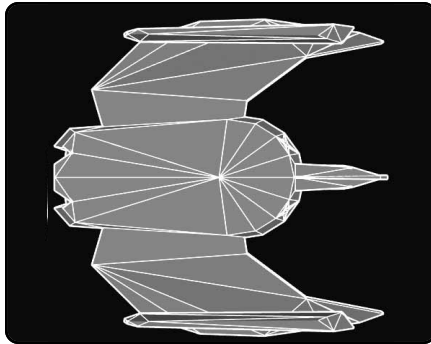
SNIPE-A FRIGATE: R-REFIT (R-SNAR)

At the time the Warbird was the standard cruiser of the Romulan navy, the Snipe was the corresponding frigate. Just as the Warbirds were updated to a variety of uses, the Snipes were also upgraded.

The Snipe-A is a warp-enhanced version of the Snipe-S sublight frigate. This ship provided necessary depth to the Romulan fleet in the early warp era. It was used as a police frigate and convoy escort in addition to its fleet role.

SNIPE-B BATTLE FRIGATE (R-SNB)

Like the King Eagle, the Snipe-B was the ultimate development of the Snipe design. These ships, being capable of fleet speed, served alongside newer ships. Some were added to Skyhawk squadrons to provide heavier torpedoes.



BATTLEHAWK DESTROYER (R-BH)

BATTLEHAWK DESTROYER: R-REFIT (R-BHR)

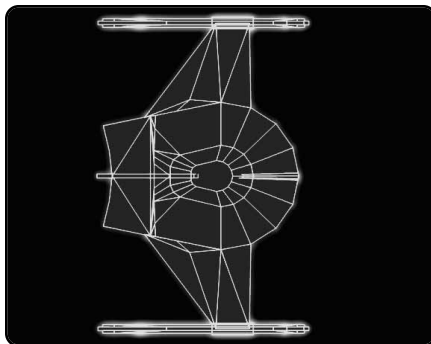
Like the Snipe and the Warbird, this is an older Romulan ship. The original Hawk-class was built in competition with the Warbird, but the Romulans evidently preferred the latter ship as they produced many more Warbirds than Hawks.

The Battlehawk is a warp-conversion. Originally classified as a “second-class cruiser”, it was treated as a destroyer.

COMMANDO HAWK (R-COH)

COMMANDO HAWK: R-REFIT (R-COHR)

The consort of the Commando Eagle, the Commando Hawk served well during the early stages of war. It was particularly popular for its ability to land directly on its target in order to rapidly offload its troops and equipment.



WARBIRD: PLUS REFIT (R-WB+)

32 The Romulan Warbird-class is an upgraded version of the Warbird. The Warbird was one of the first Romulan warships, a

very old design from the time before warp drive. As such, it is poorly suited for combat against modern ships. The limited stutter-warp drive allows it some method of high-speed strategic movement, but must slow to almost a crawl in order to fight. In modern times, the Warbird is limited to details usually handled by frigates. The power of the Type-R torpedo helps offset the lack of mobility.

WAR EAGLE CRUISER (R-WE)
WAR EAGLE CRUISER: R-REFIT (R-WER)

With the advent of the warp drive, the Romulans converted some of the older Warbird-class ships to the War Eagle-class. This was a very expensive and time-consuming procedure, that required the ship to be almost completely rebuilt. This is generally an undersized ship compared to other cruisers. The saving grace is the Type-R Plasma torpedo and the cloaking device.

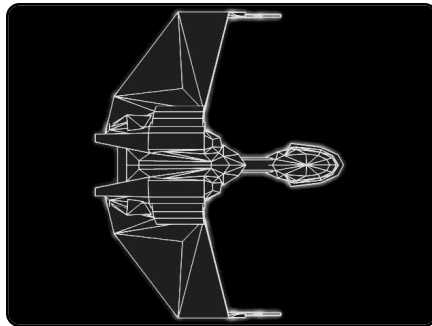
COMMANDO EAGLE (R-CE)

This is a modified version of a War Eagle that carried additional boarding parties. The Commando Eagle was used extensively until the newer generation of commando ships appeared. At that point, most were converted back to War Eagles or into Freight Eagles, a cargo ship variant.

KING EAGLE COMMAND CRUISER (R-KE)

As new Klingon technology was assimilated, the Romulans found that their War Eagle design could be further improved to this class. However, as the New Series ships were beginning to appear, it was considered a waste of resources to convert War Eagles to the improved class. When war became inevitable, the operational problems of integrating different generations into the same tactical formation became clear, the Romulans reversed their decision and converted a number of War Eagles to King Eagles for use as squadron leaders. They were then found to be extremely useful and more were produced for general combat purposes.

KR Series

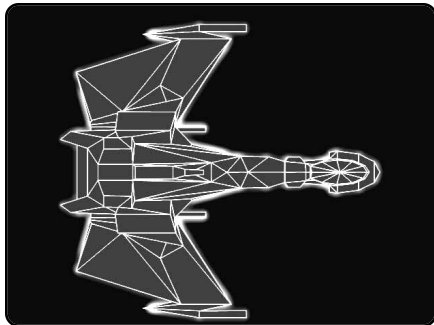


KLINGON-TYPE ESCORT (R-K4R)
KLINGON-TYPE ESCORT: B-REFIT (R-K4RB)

The Romulans requested new ships from the Klingons to replace battle casualties and to expand their limited fleet of warp-capable

ships. The Klingons were unwilling, however, to part with any D6 or F5 class ships at the time. After renewed appeals by the Romulans, the Klingons offered a group of E4 escorts, which the Romulans accepted and converted to this design.

The Romulans thought that they were to get relatively new ships from mothball storage, but the Klingons sold them ships worn out from decades of patrols and used the mothball ships in their own fleet. This forced the Romulans to spend extra effort refitting the ships, and modifications were extensive.



KLINGON-TYPE FRIGATE (R-K5R)
KLINGON-TYPE FRIGATE: B-REFIT (R-K5RB)

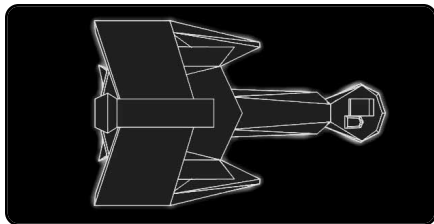
When the first Klingon D6 battlecruisers were delivered to the Romulans, a handful of F5 frigates were also transferred. These were converted into plasma-armed frigates to support the larger ships. Later, some of these ships were converted into variants.

KLINGON-TYPE FRIGATE LEADER (R-K5L)
KLINGON-TYPE FRIGATE LEADER: B-REFIT (R-K5LB)

The K5L is a variant of the F5L used to lead frigate squadrons. They had been converted directly from the Klingon ship or from existing K5Rs. The Type-G torpedo cannot be upgraded.

KLINGON-TYPE BATTLE FRIGATE (R-KFR)

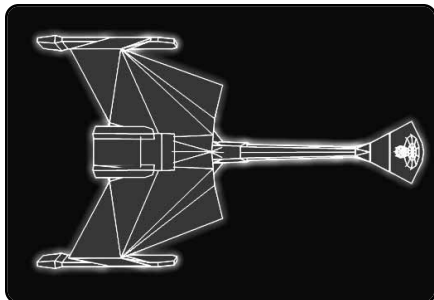
It is unclear whether or not the Romulans actually acquired a Klingon F6 and converted it to this class. Plans do exist for such a conversion, if a KFR is ever acquired.



34 KLINGON-TYPE WAR CRUISER (R-KDR)

Three Romulan SPAs were “detained” in Klingon space. After

negotiations, three Klingon D5s were exchanged for them. Evidence indicates that the Romulans, while initially annoyed at the exchange, found the twin Type-S plasma torpedoes on a war cruiser hull to be useful in base assaults and other situations. Unfortunately, the Romulans had difficulty maintaining the KDRs (which did not use the same spare parts as the other KR-types) and did not get any more of them.



KLINGON-TYPE BATTLECRUISER (R-KR)

KLINGON-TYPE BATTLECRUISER: B-REFIT (R-KRB)

The Klingons supplied the Romulans with advanced ships and technology. The most important ships supplied were nine older D6 battlecruisers. While these were strictly second-rate ships to the Klingons, they were, at the time, the most powerful ships in Romulan hands. Later, the Romulans acquired more D6s from the Klingons and, even later, converted some into variants.

KLINGON-TYPE COMMANDO BATTLECRUISER (R-KRG)

KLINGON-TYPE COMMANDO BATTLECRUISER: B-REFIT (R-KRGB)

The Romulans only converted a few of their KR-class ships to this Commando variant. It was based on the Klingon D6G cruiser. The B-refit was almost always added during this conversion.

KLINGON-TYPE BATTLECRUISER (R-K7R)

KLINGON-TYPE BATTLECRUISER: B-REFIT (R-K7RB)

Among the ships transferred by the Klingons were three D7 battlecruisers. These were converted to Romulan technology and deployed as a single squadron on the Federation border. KR's can not be converted to the K7R.

KLINGON-TYPE COMMAND BATTLECRUISER (R-KRC)

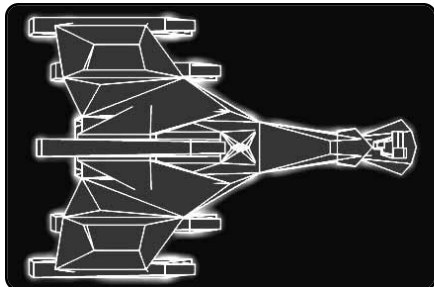
KLINGON-TYPE BATTLECRUISER: REFITTED (R-KRCS)

This is a conversion of the Klingon D7C command cruiser, three of which were purchased by the Romulans. It entered service as the KRC with Type-G torpedoes and was later refitted with the Type-S torpedoes.

KLINGON-TYPE HEAVY BATTLECRUISER (R-KCR)

The KCR is the Romulan conversion of a Klingon C7. This amount of weaponry aboard was determined to be the maximum amount that could be placed on a hull of this size. The cost of this ship was nearly the same as the cost of the K9R, but without that

ships improved weaponry or shielding. It is unknown how many C7s the Romulans can obtain, but probably just a few.



KLINGON-TYPE DREADNOUGHT (R-K9R)

KLINGON-TYPE DREADNOUGHT: B-REFIT (R-K9RB)

When Klingon Ambassador Count Vak Kaleen convinced the Romulans to attack the Federation, part of the agreement included the delivery of a new C9 dreadnought. The Romulans named this ship Behemoth and converted it to their technology. It was the most powerful single unit in the Romulan Fleet until the advent of the Praetor-class Heavy Dreadnought.

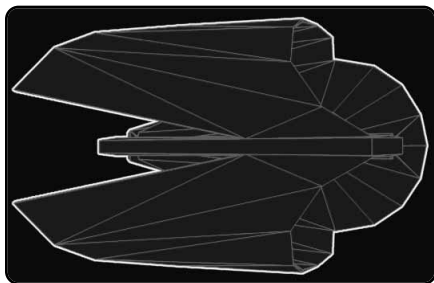
KLINGON-TYPE HEAVY DREADNOUGHT (R-K9RH)

A further development of the K9R, this version added additional phasers to increase the plasma defense and the offensive reach of the dreadnought. It could only be refitted from an existing K9RB, of which only a few existed in the Romulan fleet.

KLINGON-TYPE BATTLESHIP (R-K10R)

While it is doubtful the Klingons could have spared a B10 battleship hull for the Romulans to convert, the Romulans developed the conversion plans. The Klingons did actually sign a contract to deliver a B10 hull, but it was never fulfilled.

New Series



SEAHAWK FRIGATE (R-SEA)

36 The smallest of the third generation of Romulan ships, the Seahawk entered service long after its larger brethren. This was

acceptable because the Romulan shipbuilding program was very expensive and a large numbers of older ships (primarily Snipes) were already available to fill the frigate role.

The SEA was never produced in significant numbers, due to the fact that frigates were becoming tactically obsolete by that time. Most were consigned to escort duties and other non-fleet missions.

SEAHAWK-G TROOP TRANSPORT (R-SEG)

The Seahawk-G suffered from all the problems of its consorts. It was produced too late in order to make a difference. Still, the few ships of this class that were built found a variety of resupply and relief roles that they could fulfill.

SEAHAWK-L FRIGATE LEADER (R-SEL)

The SEL was a variant of the Seahawk designed to lead frigate squadrons. The additional cost to build the command and control systems did not provide enough of a performance gain to justify a large purchase order. Only a few SELs were produced, and they were destroyed early in the war.

SKYHAWK DESTROYER (R-SKA)

A destroyer-class ship, the Skyhawk was designed to be the consort to the Sparrowhawks. Using a slightly modified F5 boom (which the Romulans could build) and the same engines as the Sparrowhawk, construction was highly simplified. A module could be inserted into the rear of the basic hull in order to change the ship into any of a number of variants. These changes could be made in a matter of a few days at a shipyard, starbase or fleet repair dock.

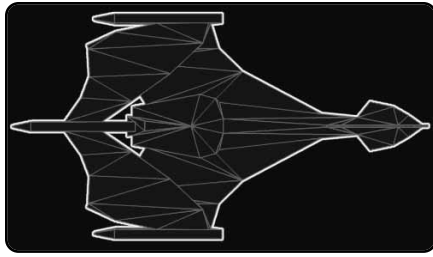
The SKA was the most basic type of Skyhawk and a more than adequate war destroyer. The SKA was very maneuverable, capable of performing aggressive tractoring, and could operate at high tactical speeds while cloaked.

SKYHAWK-G TROOP TRANSPORT (R-SKG)

Intended for raids rather than deliberate ground assaults, the SKG was often included in fleets where the mission was to capture enemy ships.

SKYHAWK-L DESTROYER LEADER (R-SKL)

The ultimate member of the Skyhawk series, this ship pushed the design to (and beyond) the absolute limit. The boom section was replaced by an entirely new design that had sufficient structural strength on which to mount a Type-G plasma torpedo. The conversion to the design was a permanent one requiring a shipyard and considerable time. The SKL loses its module ability in the conversion due to the placement of support structures.



SPARROWHAWK CRUISER (R-SPA)

SPARROWHAWK CRUISER: PLUS REFIT (R-SPA+)

The Romulan Imperial High Command received a report from the Bureau of Starships (Romulan Imperial Navy) that had been three years in the preparation. The result of this report was to commission a class of starships that was revolutionary in design: the Sparrowhawk modular cruiser.

The Romulans could not afford the time or the money to build a large number of specialized cruisers, so they instead built a single cruiser hull that different specialized modules could be attached to. This wasn't an easy process, and required the use of a full shipyard to convert the modules, but it allowed the Romulans to build a few ships in the time available.

The Sparrowhawk-A is the basic and most common version of this class. It is a balanced cruiser design and arguably one of the best light cruisers in service anywhere. It lacks, however, the staying power of the true heavy cruiser.

SPARROWHAWK-G TROOP TRANSPORT (R-SPG)

SPARROWHAWK-G TROOP TRANSPORT: PLUS REFIT (R-SPG+)

Carrying the 240 fighting men of an imperial marine battalion, the SPG was to prove itself, time and again, capable of fighting its way to its destination.

SPARROWHAWK LIGHT COMMAND CRUISER (R-SPL)

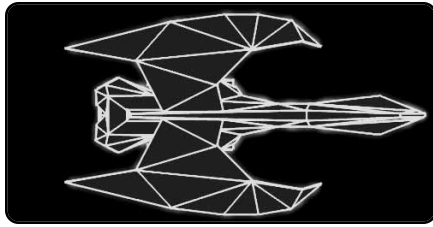
SPARROWHAWK LIGHT COMMAND CRUISER: PLUS REFIT (R-SPL+)

This module was intended to provide a command version of the Sparrowhawk with increased command facilities at the price of cramped crew quarters.

SPARROWHAWK-J ASSAULT CRUISER (R-SPJ)

In an attempt to field ships with more plasma firepower, the Romulans created a limited number of J-modules for their Sparrowhawk-class. These modules reduced the number of phasers but increased the number of plasma torpedoes.

The ship was not considered well designed, but was used to support base assaults. This ship was built only on refitted SPA+ hulls.



FIREHAWK HEAVY CRUISER (R-FHA)
FIREHAWK-K HEAVY CRUISER (R-FHK)

The Firehawk was the heavy cruiser version of the Sparrowhawk light cruiser. This ship is not modular. While it could be constructed with different modules, any given ship carried only a single type of module through its entire service. A FHA could be refitted with K-modules, producing the FHK. This was an extensive refit, however.

NOVAHAWK COMMAND CRUISER (R-NHK)

The Novahawk was the heavy command cruiser of the Heavy Hawk series. The Novahawk carried only K-modules.

REGALHAWK HEAVY CRUISER (R-RGK)

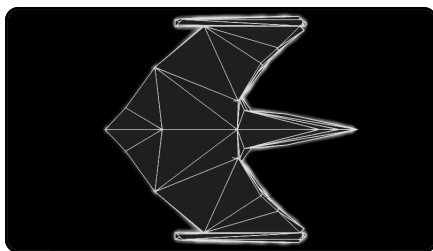
This ship was another Romulan effort to deploy more Type-R torpedoes. A variant of the Firehawk, it was less expensive and slightly less capable than the Royalhawk. These ships rarely operated alone, not from doctrine, but because their heavy torpedoes were in high demand for the most important attacks.

ROYALHAWK COMMAND CRUISER (R-RHK)

The RHK is a limited-production variant of the Novahawk. It was designed to field the massive Type-R plasma torpedo in larger numbers in order to counter the Gorn CS. Like the Novahawk, this ship only carried K-modules. This ship can be considered a BCH.

KILLERHAWK SUPER HEAVY CRUISER (R-KHK)

The ultimate extension of the Heavy Hawk designs, this was essentially an attempt to build a pocket dreadnought. The design was not considered successful since it placed too many weapons on too small of a hull. The maintenance cost to support this ship was far higher than any other Hawk design. Only a few were built.

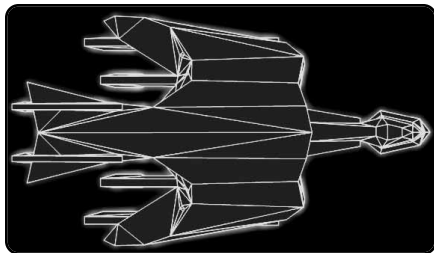


CONDOR DREADNOUGHT (R-CON)
CONDOR DREADNOUGHT: PLUS REFIT (R-CON+)

The Condor-class was the first of the larger third generation Romulan warships. Klingon technology and design influence is obvious. The Condor is one of the most powerful dreadnoughts in the known galaxy. The Condor was refitted to the CON+ version, which provided even more power.

PRAETOR HEAVY DREADNOUGHT (R-PRA)

This is the heaviest, and final variant, of the Condor dreadnought.



KING CONDOR BATTLESHIP (R-KCN)

The Romulans built their battleship based on enlarged Condor-class ship designs, with a greatly expanded rear hull and a second heavy torpedo launcher. The warp engines were considered failures. They had to be overhauled every few months, taking the ship out of service almost as much as it was in service.

REFITS

Many of the older (first generation) ships and some of the newer ones were given refits to various extents. Most of these refits incorporated new technology, such as transporters.

Plus Refit:

Some of the Romulan New Series ships, such as the SparrowHawk, were upgrades from type-G torpedoes to type-S torpedoes with this refit. Ships that have had the plus refit are designated with a "+".
Example: WB+.

"R" Refit:

Early Romulan ships had no rear-firing phasers. This was a problem that was solved by the R Refit, which added a rear-firing phaser-3 to each engine. Ships with this refit are designated by an "R" added to their type. Example: WER.

"B" Refit:

Most of the Klingon-supplied ships receive refits after serving a while in the Romulan fleet. These refits include changing type-G torpedoes to type-S and increasing the strength of the rear shields.

KR ships with this refit have a "B" added to their designation.

40 Example: K7RB.

ROMULAN ELITE ORGANIZATIONS

The Tal Prai'ex

The Tal Prai'ex is the Romulan Praetorian Guard, the personal forces of the Romulan Emperor. While the Tal Prai'ex follow the regular chain of command of the Romulan Imperial Star Navy, their orders can be countermanded by any ranking member of the Imperial Household. All Tal Prai'ex commanders are expected to provide regular intelligence to the Romulan Praetor. They are the space arm of the Praetorians, the elite Romulan marines, and just as the Praetorians serve as Romulus' most capable bodyguards, the Tal Prai'ex often serves as escorts for prominent Romulan ships.

To be a member of the Tal Prai'ex is one of the highest honors in the Empire. Tal Prai'ex captains are known for their fairness, honor, ability, and respect for the common people.

Tal Shi'ar

The most feared secret police in the galaxy is the Tal Shi'ar, the Romulan's elite intelligence units. While most Tal Shi'ar operatives are not ship captains, the Romulan Navy does make itself "available" to the Tal Shi'ar upon request. A few starships are even under de facto direct Tal Shi'ar control when their commanders become their operatives.

The Tal Shi'ar are the "Watchers of the Shadows" and are only controlled and barely by a strong Praetor or by the combined will of the Romulan Central Committee. The Tal Shi'ar have no love of honor or glory; duty and stability are their watchwords.

THE LYRAN STAR EMPIRE

The Lyran government is based on a feudal structure. There are 21 counties, each ruled by a count. Four of the 21 counties are "duchies" each ruled by a duke, who governs four of the remaining counties in addition to his duchy. The 21st county is ruled by the King-Emperor. The duchies include:

Homeworld (Royal-Imperial Province)

Red Claw Duchy

Black Stripe County
Pelt Hunter County
Golden Fang County
Predator County

Enemy's Blood Duchy

White Stripe County
Hidden Dagger County
Bloody Claw County
Dark Star

Far Stars Duchy

Doom Star County
Blood Star County
Night Star County
Dark Storm County

Foremost Duchy

Apex County
Silver Moon County
Black Claw County
Night Roar County

Each county controls and pays the cost of maintaining a portion of the fleet. Each station along the border is controlled by the local county, and the duchies control the starbases. There is a good



A Lyran Security officer addresses his troops.

deal of conflict within the Lyran Empire, which has kept the race as a whole from dominating a much larger area of the galaxy.

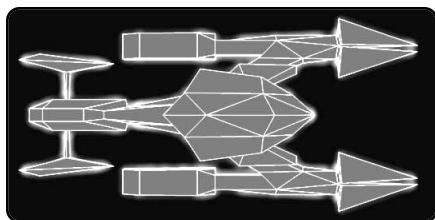
The Lyrans (pronounced Lear-uhns) are superficially similar to their Kzinti neighbors. Federation scientists have theorized that Lyrans and Kzinti are descended from a common stock, but if this theory is mentioned in the presence of a member of either race, the discussion is likely to become heated (and bloody). Federation diplomats attending international conferences have been advised not to stand physically between Lyran and Kzinti diplomats, even when the discussion is proceeding calmly.

LYRAN STARSHIP DESCRIPTIONS

Lyran starships use Disruptors as their primary heavy weapon. They also have the Expanding Sphere Generator (ESG) that can be used

both defensively and offensively. The Lyrans have excellent ships, they are well-balanced and well-designed. They are difficult to attack with missiles or fighters.

Many of the Lyran starships are based heavily on conversions from smaller hulls. Lyrans use as many common parts and systems as possible.



CHEETAH FRIGATE (L-FF)
CHEETAH FRIGATE: PLUS REFIT (L-FF+)
CHEETAH FRIGATE: P-REFIT (L-FFP)

Used for patrol and police duties, the Cheetah has plenty of firepower for a ship its size. Its diminutive size, however, rendered it unfit for service in the heavy battles that followed its introduction. The base hulls were used to create the Alleycat war destroyer.

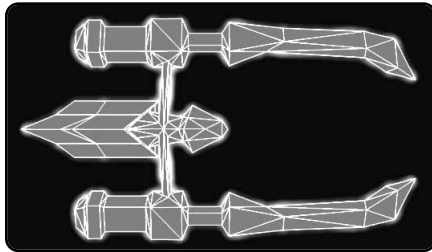
ALLEYCAT WAR DESTROYER (L-DW)
ALLEYCAT WAR DESTROYER: PLUS REFIT (L-DW+)
ALLEYCAT WAR DESTROYER P-REFIT (L-DWP)

A smaller brother to the Jaguar, the Alleycat was converted up from smaller frigates. The P-refit was extremely rare on this ship, only a handful of Alleycats received it.

SNOW LEOPARD WAR DESTROYER LEADER (L-DWL)
SNOW LEOPARD WAR DESTROYER LEADER: P-REFIT (L-DWLP)

The DWL pushed the limits on the already heavily modified DW hull. Like all "leaders", it was intended to be the most heavily-armed unit in a squadron of 2-3 ships.

Most of the refits were standard.



LEOPARD DESTROYER (L-DD)
LEOPARD DESTROYER: PLUS REFIT (L-DD+)
LEOPARD DESTROYER: P-REFIT (L-DDP)

Used primarily to support larger ships in fleet actions, the excellent Leopard is a fully capable starship. Like the other Lyran ships, the base hulls of this ship were often used in building larger ships.

COMMANDO DESTROYER (L-DDG)
COMMANDO DESTROYER: PLUS REFIT (L-DDG+)

The Commando Destroyer served in the Lyran Empire for a long period of time. Most surviving examples were eventually converted into CWGs. They never received a phaser refit.

JAGUAR WAR CRUISER (L-CW)
JAGUAR WAR CRUISER: PLUS REFIT (L-CW+)
JAGUAR WAR CRUISER: P-REFIT (L-CWP)

A conversion from the Leopard destroyer, eventually the Jaguar became the most common Lyran cruiser. The amount of firepower was considered marginal. The original design was grossly inadequate in the way of power, making it slow and weak, but this was corrected with the addition of a power-pack in the + and P-refits.

COMMANDO WAR CRUISER (L-CWG)
COMMANDO WAR CRUISER: PLUS REFIT (L-CWG+)

Intended to support planetary assaults, the Commando War Cruiser was a seldom seen variant.

BLACK JAGUAR WAR CRUISER LEADER (L-CWL)
BLACK JAGUAR WAR CRUISER LEADER: P-REFIT (L-CWLP)

This ship was used as a squadron leader, or as a substitute command cruiser. Few of these ships left their shipyard without the plus pack and a refit.

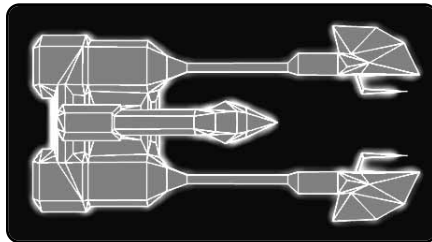
KING JAGUAR NEW HEAVY CRUISER (L-NCA)

This ship was intended to alleviate the shortage of heavy cruiser hulls in the late war years. To simplify production, few changes were made to the outside of the hull.

All applicable refits were incorporated into the design.

NEW HEAVY CRUISER LEADER (L-NCAL)

Intended to lead squadrons of King Jaguars, the NCAL was only produced in small numbers. The additional money and time involved in converting a NCA to a NCAL did not offer enough benefits to increase the production schedule.



PANTHER LIGHT CRUISER (L-CL)
PANTHER LIGHT CRUISER: PLUS REFIT (L-CL+)
PANTHER LIGHT CRUISER: P-REFIT (L-CLP)

An acceptable light cruiser, the Panther was produced in smaller numbers when the Wildcat battlecruiser was developed. The production lines used for the Panther were converted to help build the Wildcat.

TIGER CRUISER (L-CA)
TIGER CRUISER: PLUS REFIT (L-CA+)
TIGER CRUISER: P-REFIT (L-CAP)

A superb cruiser designed for patrol and combat duties, the Tiger is quite able to stand up against any other cruiser class in the area. Lyran Tiger-class cruisers have a flag bridge, as Tigers were the flagships of the counts.

BENGAL TIGER COMMAND CRUISER (L-CC)
BENGAL TIGER COMMAND CRUISER: PLUS REFIT (L-CC+)

The flagship of the Dukes prior to the advent of the dreadnoughts, it was a conversion of the Tiger CA. The Bengal Tiger was used as the basis for the Java Tiger CCH.

The P-refit was incorporated into the original construction.

JAVA TIGER HEAVY COMMAND CRUISER (L-CCH)

Replacing Tigers and Bengal Tigers in production, the Java Tiger had an enlarged hull with additional power systems, along with a pair of phasers.

The design incorporated all applicable refits.

WILDCAT BATTLECRUISER (L-BC)

WILDCAT BATTLECRUISER: POWER PACK REFIT (L-BCPP)

WILDCAT BATTLECRUISER: PLUS REFIT (L-BCP+)

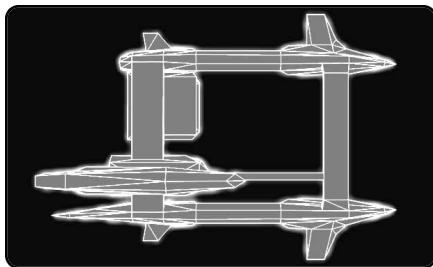
As work proceeded on the first Lion DN, the Lyrans started to work on a conversion that would not reduce the production of Lions yet still produce heavier hulls. The result was the Wildcat-class ship, designated a battlecruiser. Larger than most competing cruisers but smaller than a true dreadnought, the Wildcat was an anomaly resulting from the need to get as many heavy units into service as possible.

The Wildcat is sometimes regarded as a dreadnought, but it is in fact a cruiser. When compared to late cruiser production, however, the Wildcat became a dreadnought by default.

HELLCAT HEAVY BATTLECRUISER (L-BCH)

This improved version of the Wildcat was an attempt to remain equal to the new Kzinti BCH and the Federation *Kirov/Bismark*. The weapons were not improved beyond the standard refits, but increased power, protection, and number of shuttlecraft brought it up to superior standards.

The Hellcat included all refits.



LION DREADNOUGHT (L-DN)

LION DREADNOUGHT: POWER PACK REFIT (L-DNPP)

LION DREADNOUGHT: PLUS REFIT (L-DNP+)

As other races began to construct dreadnoughts, the Lyrans wasted a lot of time debating the issue. Opinion was (as is traditional with the Lyrans) divided along clan lines. As a result, when the first Federation DN was commissioned, and the first Klingon CB was preparing to sail later that year, the Lyrans had not even started construction.

Panic finally produced a consensus and the design that could provide a DN in the shortest amount of time was selected. Fortunately, this design proved to be very successful.

GIR LION HEAVY DREADNOUGHT (L-DNH)

The Lion DN, even with all the refits, was not considered viable after the introduction of the other heavy dreadnoughts. The Lyrans were the last race to introduce a major refit that added additional weaponry and defenses beyond what was earlier thought possible with the Lion DN hull.

The result was the Gir Lion DNH. It was easily the equal of the other heavy dreadnoughts.

CAVE LION BATTLESHIP (L-BB)

The same design staff that had designed and built the Lion DN in record time was commissioned to build a battleship to rival the Klingon B10. It is unclear if this ship was ever built.

The design is similar to the Lion DN, but larger. Like all things Lyran, clan politics may have interfered with the actual building of this ship.

No refits are available. The Lyrans would have incorporated all available technologies into the ship's design.

REFITS

Ships of the Lyran fleets received the following refits to keep them on par with warships of the other races.

Plus Refit:

The Lyrans began refitting their ships with the T-refit after minor conflicts, but before war. The refits consisted of increasing the rear shields in order to bring them in line with the forward starboard/port shielding.

“P” Refit:

Some of the larger ships also received a phaser refit. Either a phaser-2 or phaser-1 replaced one of the side phaser-3s. This increased firepower with a minimal energy cost increase. It was a common but informal refit, and many ships of the line did not receive it.

Power Pack Refit:

Some of the larger ships were found to be especially power deficient. To make up for this shortage, a power pack was designed and fielded after test runs. These APR power reactors, as well as a battery, were hard-welded to the hull.

LYRAN ELITE ORGANIZATIONS

The Red Claw Clan

The Red Claw is one of the most honored of Lyra's clans. They have one of the most honored and largest Lyran navies, the best trained Stalkers (Lyran marines/boarding parties), and some of the best technology in the empire. The Red Claw is also one of the proudest and most arrogant clans in the empire. Their Duke is obsessed with the clan's high position and maintaining their social status.

When a Red Claw cadet reaches a certain reputation, they may petition to join the clan's special forces. Those who rise to the top of the clan's military force will usually become a count after their retirement, although recently the clan's engineering corps has eclipsed the military in prestige.

The Iron Fang Clan

The Iron Fang was once one of Lyrans' great clans, but now lingers in obscurity. Sixty years ago, their leader, Duke Varashar, betrayed Lyrans by giving information to the Enemy Whose Name May Not Be Spoken Aloud, the perennial enemy of the Lyrans Empire. The clan lost nearly all of its ships and status because of this heinous act, and it has taken two generations for the rest of Lyrans to even look at this disgraced clan — they're still pariahs among most of the empire.

Joining the Iron Fang's military forces will probably be seen as a stigma, but the most successful commander of this generation is almost certainly to succeed the current Count of Iron Fang, and clan fortunes and prestige have been known to change very rapidly.

The Mountain Watchers Clan

This obscure clan has only recently arisen to power, mainly due to their political skill (though many accuse them of espionage and sabotage against other clans). They have a great deal of political influence at the Lyrans Court, although other clans are almost unanimous in their loathing of these obsequious little cats. The Mountain Watchers have also achieved a reputation for technical excellence.

THE HYDRAN KINGDOMS

The atmosphere of the Hydrans homeworld is rich in methane which they breathe. This would be uncomfortable (or fatal) to most Federation species.

Hydrans have three arms, three legs and three eyes. Their skin is tough and leathery. Hydrans have three sexes that are generally referred to as the Male, Female and Matriarchal. All births result in triplets (one of each sex), which are cared for by the Matriarchal. Males tend to dominate the command and technical positions, while females form most of the labor force, fighter pilots, and ground combat troops. Some females can hold command positions, or even the throne. Matriarchs are non-sentient and never hold positions in business or industry.

The Hydrans have a Pantheon of minor gods, some of which are of a higher order (and the order may change as different political factions come to power within any given group.) Each household has its own god or gods, as does each starship, squadron and fleet.

The Hydrans government is a Monarchy. The lines of succession are quite complex since the Hydrans are anything but monogamous. The Royal Family consists of approximately 30,000 beings, with some 1,200 Princes (both male and female.) Theoretically, any one of the princes could ascend to the throne. There is an extensive nobility that involves itself in internal politics and a strong Civil Service that



A Hydran pilot heads towards his fighter.

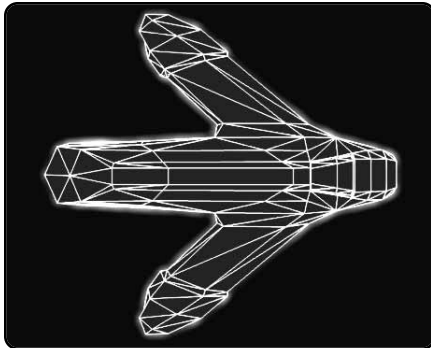
actually runs the day to day affairs of government.

The Hydrans were once conquered by the Klingons and Lyrans and held as a client state for nearly 50 years. Powerful merchant guilds setup the “Lost Colonies” during this time and eventually developed the technology and resources to remove the Klingons and Lyrans from their space.

HYDRAN STARSHIPS

The starships of the Hydran Kingdom come in one of three flavors: fusion and fighter armed for close combat, hellbore armed for long-distance support fire and command ships with both types of weaponry. The hellbore-armed ships are less common than the fusion and fighter armed ships. This is fitting with the Hydran fighter doctrine. The smaller fighters are used to harass and

attack the enemy, giving the fusion armed ship time to close the distance and reach firing range. Hydran ships are well known for their sturdiness. They can take a substantial amount of internal damage before losing critical systems.



HUNTER FRIGATE (H-HN)

A frigate-class ship, its hellbore-armed counterpart is the Cuirassier. The Hunter has been described as a suicide ship, and the combat history of the ship does much to bolster this reputation. It should be made clear, however, that this is the result of the aggressive tactics on the part of some of the crews, and not any fault of the design. An analysis of all major fleet actions in the last censure indicates an overall tendency for small ships to be lost at a higher rate than cruisers.

COMMANDO HUNTER FRIGATE (H-HNG)

Initially deployed concurrently with the Commando Lancer, Commando Hunters continued in service for a long period of time. The ships were too small for general duty at the height of the hostilities, but their ease of production kept them in service well past their time.

BUFFALO HUNTER WAR DESTROYER (H-DWF)

The Hydran war destroyer design was based on the Hunter frigate. The first prototypes appeared long before production began due to shipyard delays. The Hydrans regarded DWs as replacements for their frigates, but stopped building true DDs.

The Buffalo Hunter carries one squadron of two fighters.

CUIRASSIER FRIGATE (H-CU)

This is the hellbore version of the Hunter. It has significant standoff firepower.

RHINO HUNTER WAR DESTROYER (H-DWH)

The hellbore-armed companion to the Buffalo Hunter, the Rhino Hunter was a solid platform for the heaviest weapons and it added substantially to fleet firepower.

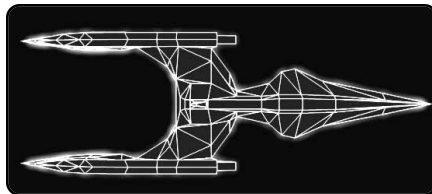
CRUSADER FRIGATE LEADER (H-CRU)

Used to support and command frigate squadrons, the Crusader was a very powerful frigate. Equipped with both fusion beams, a hellbore and increased phasers, the ship was used as a flagship for both Hunter and Cuirassier squadrons.

LION HUNTER DESTROYER LEADER (H-DWL)

The war destroyer hull was large enough to make a mixed weapons ship practical for command roles.

The Lion Hunter carried one squadron of two fighters.



LANCER DESTROYER (H-LN)

LANCER DESTROYER: PLUS REFIT (H-LN+)

The Lancer is a fusion-armed hybrid warship-carrier. Its hellbore-armed counterpart is the Knight. The Lancer was, class for class, the most effective of the fusion-armed ships.

The Lancer carries two squadrons of two fighters each.

COMMANDO LANCER (H-LNG)

COMMANDO LANCER: PLUS REFIT (H-LNG+)

This was the first commando ship deployed by the Hydran Kingdom after its restoration. The Commando Lancer served them well through many wars following.

COUNT DESTROYER LEADER (H-CNT)

The Count DDL was essentially a Lancer with the addition of a hellbore and the power to arm and fire it. Increases in batteries and shuttles were also provided. While no phasers were added, all were upgraded to phaser-1s.

The Count carries two squadrons of two fighters each.

HORSEMAN WAR CRUISER (H-HR)

HORSEMAN WAR CRUISER: PLUS REFIT (H-HR+)

Designed to be 90% as effective and only 70% as expensive as the Ranger/Dragoon series, this class of light cruisers came into use around the same time that other races developed war cruisers. It had fewer fusion beams than the Ranger did, but with a better firing arc.

The Horseman was a disappointment as a war cruiser and even the extensive refits did not solve the basic problems.

The Horseman was eventually replaced by the more powerful Mongol, but remained in production for use as source of variant hulls.

The Horseman carries two squadrons of three fighters each.

CATAPHRACT COMMANDO CRUISER (H-CAT)

Intended to support planetary assaults with landing forces, the Cataphract carries two squadrons of one fighter each.

MONGOL MEDIUM CRUISER (H-MNG)

Produced in the Old Colonies after the fall of the Hydran capital, this greatly improved version of the Horseman incorporated substantially improved firepower. Development began with the Horseman+ design, which had been refitted extensively.

The hull was stretched slightly, which provided more room for weapons and systems.

The Mongol carries two squadrons of three fighters each.

COMANCHE MEDIUM COMMAND CRUISER (H-COM)

This is the command version of the Mongol CM. While it has many different armaments, fusions are clearly preferred.

It carries two squadrons of two fighters each.

MOHAWK NEW HEAVY CRUISER (H-MHK)

50 The fusion-fighter version of the NCA series was easily the equivalent of the Ranger-class it was intended to supplant, with nearly equivalent systems and superior firing arcs. The Mohawk

was notable in that it had 20% more battery power than the Iroquois or Cheyenne.

The Mohawk carries two squadrons of four fighters each.

KNIGHT DESTROYER (H-KN)

KNIGHT DESTROYER: PLUS (H-KN+)

The hellbore-armed variant of the Lancer, this ship provided the needed depth to hellbore support of a battle fleet. As the largest pre-war Hydran ship without fighters, it demonstrated that a ship without fighters could still be effective. The value of this ship as a fire support platform made fleet admirals reserve it for larger actions, and it was rarely used for solo patrols.

EARL DESTROYER LEADER (H-ERL)

The Earl DDL was essentially a Knight with two fusion beams and the power to arm and fire them. As with the Count, the battery and shuttle facilities were also expanded. While no phasers were added, all present were upgraded to phaser-1s.

WARRIOR DESTROYER LEADER (H-WAR)

This was designed to provide a leader for destroyer squadrons of either type (Lancer or Knight.) Like most Hydran command ships, it included mixed weaponry. This ship was built with all applicable refits.

The Warrior carries two squadrons of one fighter each.

TRAVELER LIGHT CRUISER (H-TR)

TRAVELER LIGHT CRUISER: PLUS REFIT (H-TR+)

Corresponding to the Dragoon as the Horseman did to the Ranger, the Traveler-class was originally assigned to the Expeditionary Fleet. During the war, however, most of them served on border fleets.

BARON LIGHT COMMAND CRUISER (H-BAR)

Designed as a replacement squadron leader, it was found more suitable than a Ranger or Lord Marshal was as leader of Horseman/Traveler ships because of similar operating characteristics to them. This ship was built with appropriate refits as standard equipment. The Baron was eventually replaced by the Comanche and Apache.

The Baron carries two squadrons of three fighters each.

TARTAR MEDIUM CRUISER (H-TAR)

This is the hellbore version of the Mongol. The Tartar carried two squadrons of three fighters each.

APACHE MEDIUM COMMAND CRUISER (H-APA)

This is the command version of the Tartar CM. While it has mixed armament, hellbores are clearly favored over fighters and fusion beams.

IROQUOIS NEW HEAVY CRUISER (H-IRQ)

The Iroquois is the hellbore-armed Hydran NCA. It appears to have been a decent replacement for the venerable Dragoon. While there were only two fighters, the firing arcs were substantially improved.

The Iroquois carries two squadrons of one fighter each.

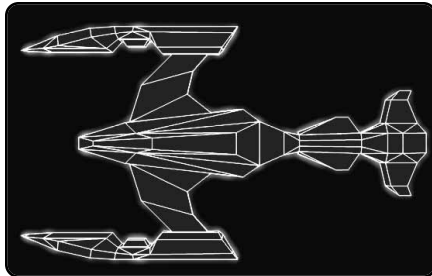
CHEYENNE NEW HEAVY CRUISER (H-CHY)

The Cheyenne was a singular and “unified” heavy cruise design, and while rejected in favor of the traditional pair of designs, it was certainly a capable ship.

The Cheyenne carries two squadrons of three fighters each.

SIoux NEW COMMAND CRUISER (H-SUI)

The Sioux was a modified Cheyenne with improved phasers. Additional command facilities greatly improved cruiser squadron coordination.



RANGER CRUISER (H-RN)

RANGER CRUISER: PLUS REFIT (H-RN+)

The Ranger, like most Hydran ships, is a hybrid cruiser-carrier, operating nine fighters for firepower support. The Ranger uses fusion beams and is designed for close-range combat. Its hellbore-equipped counterpart is the Dragoon.

When combined with Stinger-H fighters, the Ranger has the best of both worlds and more than acceptable long-range fire. The nine fighters are divided into three squadrons of three fighters each.

LORD COMMANDER EARLY COMMAND CRUISER (H-LC)

This was the original Hydran command cruiser design (before the invention of the hellbores.) Some of the Marshals and Bishops were of this class. There were no refits.

The Lord Commander carries two squadrons of three fighters each.

LORD MARSHAL COMMAND CRUISER (H-LM)

The flagships of the Hydran fleet until the advent of the Paladin, the Lord Marshal-class, along with the similar Lord Bishop, were the first combined technology (hellbore and fusion) ships built. The mixed weaponry was subject to rapid destruction in combat once the ship started taking damage.

The LM carries two squadrons of three fighters each.

LORD ADMIRAL HEAVY COMMAND CRUISER (H-CHA)

This ship, and the corresponding Lord Cardinal, were built on slightly stretched command cruiser hulls. The Lord Admiral replaced the Lord Marshal in production. It retained the fighters of the LM and gained two 360° phasers and the power to operate them.

The Lord Admiral carries two squadrons of three fighters each.

DRAGOON CRUISER (H-DG)

DRAGOON CRUISER: PLUS REFIT (H-DG+)

This is a modified version of the Ranger, with long-range hellbores instead of short-range fusion beams. The fighter groups are reduced to one squadron of three fighters in order to make room for the additional power reactors required in powering the hellbores.

LORD BISHOP COMMAND CRUISER (H-LB)

The LB was the hellbore-armed corollary to the fusion/fighter-armed Lord Marshal. Ships of this class were in the Lyrn Border and Expeditionary fleets prior to the wars. As the wars continued, ships of either type could appear in any fleet.

The Lord Bishop carries one squadron of three fighters.

LORD CARDINAL HEAVY COMMAND CRUISER (H-CHC)

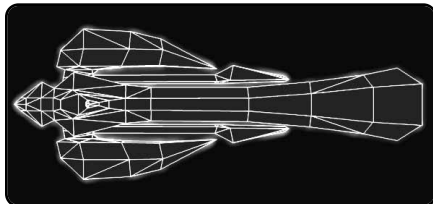
Like the Lord Admiral, the Lord Cardinal was built by stretching the Lord Bishop 7.6 meters. This accommodated two additional phaser-1s and the power to operate them.

The Lord Cardinal carries one squadron of three fighters.

OVERLORD BATTLECRUISER (H-OV)

Built in the Old Colonies at a rate of about one per year, the Overlord was the largest of the cruisers and equal in many respects to the dreadnoughts of an earlier decade. Rather than two parallel designs, the Hydrans settled on a single mixed-weapon type. The hull was a stretched Lord Marshal with an additional phaser battery amidships.

The Overlord carries two squadrons of three fighters each.



PALADIN DREADNOUGHT (H-PAL)

PALADIN DREADNOUGHT: PLUS REFIT (H-PAL+)

The Hydran Paladin was built to answer the C8 and C9 dreadnoughts used by the Klingons against the Hydrans.

It carries a mixture of fusion and hellbore cannons. Like most Hydran ships it carries fighters, which comprise a significant part of its combat power.

The Paladin DN carries two squadrons of six fighters each.

PALADIN HEAVY DREADNOUGHT (H-PAH)

A slightly beefed up version of the PAL+, the PAH was a modest improvement over the earlier DNs.

The Paladin DNH carries two squadrons of six fighters each.

MONARCH BATTLESHIP (H-MNR)

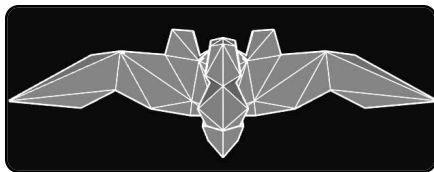
The Monarch is based on plans for an enlarged Paladin, with a wider rather than a longer hull. The design incorporates the phaser improvements given to the Paladin. The hellbores are very unusual, having more than the normal maximum of four. This is because the increased mass of the Monarch provides a more stable firing platform.

The Monarch carries three squadrons of six fighters each.

HYDRAN FIGHTERS

The Hydrans were the first race to use warp-powered fighters and consider them an integral part of fleet operations. They can increase a ship's firepower by as much as 300% and they also divert enemy attention (and weapons) from the ship.

Fighters based on fusion-armed ships tend to operate closer to the ship, as the ship should be operating close to the target. Fighters on hellbore-armed ships tend to operate at longer distances as the situation demands.



STINGER-1 (ST-1)

The "Lost Colony" Guilds developed the Stinger-1 fighter to combat the Klingon and Lyran ships without the Hydrans having to develop an economy.

These attrition units could be built faster and cheaper than capital ships.

The Stinger-1 is armed with a single phaser-3 and a fusion beam.

STINGER-2 (ST-2)

The Stinger-2 was developed in order to maintain Hydran fighter superiority. It is a vastly improved version of the basic ST-1 fighter. It can move faster, take more damage, and cause more destruction.

54 The Stinger-2 is armed with a phaser-6 and a fusion beam.

STINGER-H (ST-H)

The Stinger-H is the hellbore-armed variant of the Stinger fighter. It is based on the Stinger-2 frame and is a very capable long-range attacker. The Stinger-H is armed with a phaser-G and a hellbore.

REFITS

Hydran ships received few refits.

Plus Refit:

The major fleet refit was known as the plus refit. Each class and sub-class received various improvements (stronger shields, replaced some ph-2s with ph-1s, increased warp power, additional equipment, revised firing arcs, etc.) Ships with this refit are marked with a "+" after their designation, for example: RN+.

HYDRAN ELITE ORGANIZATIONS

The Hydran Keepership

Of the millions of religious cults of Hydra, some of the most prominent worship the Star-Beasts, spacefaring creatures that have been called "space monsters" by some. To allow Hydrans to more effectively worship these creatures, the Hydrans have built huge force field enclosures called Preserves to contain the Star-Beasts.

The Keepership is an order of starship captains dedicated to preserving the Star-Beasts and protecting the Star-Beast cults. They maintain the preserves, capture young Star-Beasts, and make certain they are held in livable conditions. Although the Keepership is not a particularly politically important order, their bravery is unquestioned and has earned them a place of honor in Hydran society.

Beast-Hunter Cult (*ulazhi*)

For a few, the hunting of Star-Beasts is considered the ultimate challenge. The Beast-Hunter cult of the Ulazhi has lately been blessed with many converts, and some of Hydra's richest young men and women have joined this cult, greatly increasing its resource base.

There are a few in the Beast-Hunters who claim that when the Odyssey, a legendary Star-Beast migration, occurs that the Star-Beast will transform anyone who captures them into a god. The Beast-Hunters claim that the Odyssey is near, a belief that drives many of the cult's newest recruits.

Sacred Beast Cult (*muriyz*)

There are many cults that worship the Star-Beasts, but the Sacred Beast cult is the most fanatical. The *muriyz* believe that no one is worthy of touching or manipulating the Star-Gods, a philosophy that has put them in conflict with the Keepership on numerous occasions.

The *muriyz* have also been strengthening their forces in recent years, and are responsible for many acts of terrorism against the Preserves. They have also used some political influence to

convince the Hydran administration to ignore their actions — when the galaxy's at war, what does the fate of a few Star-Beasts matter? The Keepership finds this attitude annoying.

THE GORN CONFEDERATION

Gorns are reptilian-humanoids with a high degree of intelligence and personal bravery. They are physically as large as or even larger than the Kzinti, and are taller than, and almost twice the mass of the average Human.



An outstanding example of the Gorn race.

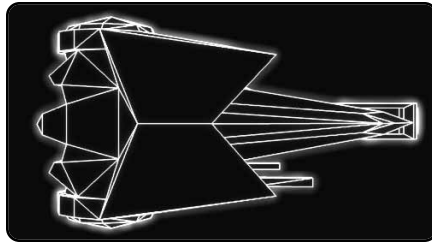
The Gorn Confederation consists of three sentient races (all developed on separate planets, but are so nearly identical they must have come from common stock) joined into a single political unit. Their area of space includes relatively few habitable planets and, apparently, no native sentient races beyond themselves.

The Gorns first met the Federation in war, but this was quickly settled when it became apparent that it had been a misunderstanding. During the peace talks, the Federation discovered that the Gorns had experienced a continuing series of armed disagreements with the Romulans concerning their common border.

GORN STARSHIPS

The Gorn fleet is small compared to that of the Romulans, but of high-quality ships. In Earlier times, the Gorn ships had relatively few heavy weapons. This was adequate against the sublight Romulan ships, but proved inadequate against warp-capable KRs. The Gorns refitted their ships with more and heavier plasma torpedoes, greatly increasing their combat power.

All Gorn ships have a Federation reporting name, a sort of "nickname" by which it could be cited in reports and studies. These names were dinosaur species from ancient Earth history, a fact that many Gorns found thoroughly amusing.



DESTROYER (G-DD)

DESTROYER: PLUS REFIT (G-DD+)

DESTROYER: F-REFIT (G-DDF)

The Gorn destroyer was a powerful antagonist when built, carrying the heavy Type-G plasma torpedo. While the torpedo could not rotate, the wide arc made this only a minor limitation.

The DD was designed with expansion in mind. The fact that this expansion was provided for may indicate why the Gorns produced an obviously inadequate destroyer design. The DD, is in fact, a very good frigate.

DESTROYER COMMANDO TRANSPORT (G-DDG)

DESTROYER COMMANDO TRANSPORT: PLUS REFIT (G-DDG+)

Designed as a consort for the Commando Transport, the DDG retained its plasma-G torpedo, enabling it to operate as a standard DD in a squadron.

DESTROYER LEADER (G-DDL)

DESTROYER LEADER: PLUS REFIT (G-DDL+)

This was one of several attempts to improve the underpowered destroyer and produce a satisfactory ship design for use as a squadron leader.

BATTLE DESTROYER (G-BDD)

BATTLE DESTROYER: PLUS REFIT (G-BDD+)

The Gorns produced two primary "wartime construction" classes, of which this was the smaller "war destroyer".

The Gorns were able to save money by converting existing destroyers to battle destroyers and also by using destroyer production facilities for BDDs.

COMMANDO BATTLE DESTROYER (G-BDG)

COMMANDO BATTLE DESTROYER: PLUS REFIT (G-BDG+)

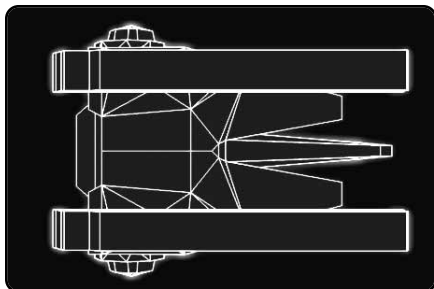
Essentially a DDG upgraded to the BDD design, the BDG carried a full battalion of troops with somewhat improved support. It was not a fully capable BDD, but was still a formidable design for a commando ship.

BATTLE DESTROYER LEADER (G-BDL)

BATTLE DESTROYER LEADER: PLUS REFIT (G-BDL+)

The BDL was intended to provide a squadron leader for cheaper than the cost for a Heavy Destroyer. The experiment was not

entirely successful from a financial standpoint. HDDs were, in the end, cheaper to build and more useful in combat than BDLs because the limit of the BDD design had been reached. The BDL is the maximum possible conversion of the BDD.



HEAVY DESTROYER (G-HDD)

HEAVY DESTROYER: PLUS REFIT (G-HDD+)

The Gorn version of the ubiquitous “war cruiser”, this ship designated a “heavy destroyer” to disguise its true power from the Romulans and its true cost from the budget-minded members of the Gorn government, is often considered the epitome of the lean-and-mean design concept. Using Type-F plasma torpedoes and a very well arranged phaser battery in addition to the single Type-S plasma torpedo, the HDD is a formidable opponent.

HEAVY COMMANDO DESTROYER (G-HDC)

HEAVY COMMANDO DESTROYER: PLUS REFIT (G-HDC+)

Intended to support planetary assaults with landing forces. The 32 boarding parties provided substantial marine support.

COMMAND DESTROYER (G-CDD)

Designed to replace destroyed heavier ships in the role of squadron leader. The most significant increase in firepower was the replacement of the wing phaser-3s with phaser-1s.

MEDIUM CRUISER (G-CM)

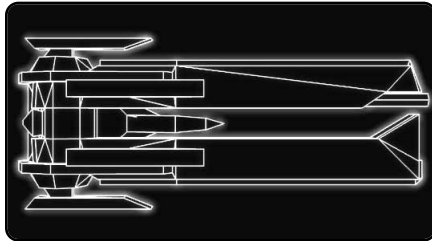
Showing surprising insight, the Gorns designed their Heavy Destroyer so that it could be modified into a heavier ship should the need arise. The result is fully equivalent to the battlecruiser, but is designated a “medium cruiser” to avoid confusion. The initial production was limited due to yard capacity. The CM was a popular design and preferred over the BC due to the superior firing arcs of the heavy torpedoes.

MEDIUM COMMAND CRUISER (G-MCC)

Unlike the heavy cruisers, the addition of flag facilities was accompanied by a modest firepower increase. The Gorns were almost unique in building a command version of their “new heavy cruiser.”

STRIKE CRUISER (G-CS)

The CS was a variant of the CM. Produced at a low rate with the heavier Type-R plasma torpedo, this class was intended for special missions.



LIGHT CRUISER (G-CL)

LIGHT CRUISER: PLUS REFIT (G-CL+)

LIGHT CRUISER: F-REFIT (G-CLF)

The CL was designed by the Gorns to use as many components of the CA as possible. While this made construction easier, the ship is not optimally balanced for its missions. Nevertheless, it is a good ship for most situations.

COMMANDO TRANSPORT (G-COM)

COMMANDO TRANSPORT: PLUS REFIT (G-COM+)

COMMANDO TRANSPORT: F-REFIT (G-COMF)

Three modified CLs were converted to serve as commando transports. These were used to carry Gorn marines on raids against Romulan outposts, colonies, and the occasional pirate base. The ships carry a battalion of 32 boarding parties.

HEAVY CRUISER (G-CA)

HEAVY CRUISER: PLUS REFIT (G-CA+)

This is the standard workhorse of the Gorn battle fleet. It has two Plasma-G torpedoes, with fixed launch directions angling to either side. This lack of concentrated firepower made the ship awkward to use in battle although its powerful phaser suite partially made up for this problem.

BATTLECRUISER (G-BC)

When a Gorn CA receives both the plus and F refits, it is known as a Battlecruiser. The improved firing arcs and upgraded plasma fix the major deficiencies of the CA.

COMMAND CRUISER (G-CC)

COMMAND CRUISER: PLUS REFIT (G-CC+)

COMMAND CRUISER: F-REFIT (G-CCF)

This is a modification of the CA/BC with command facilities. Unlike the command cruisers of other races, there is no increase in combat power over the standard battlecruiser.

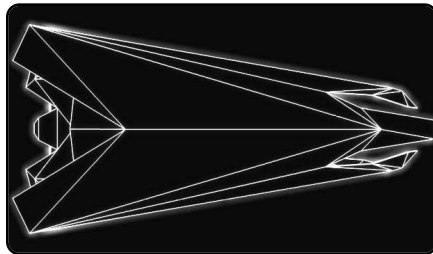
HEAVY COMMAND CRUISER (G-CCH)

The evolution of the CC to BCH is seen in this intermediate hull design, which entered service during the war. The CCH had all the improvements and refits of the CCs, but used an expanded front hull to provide for additional phasers, although there was not enough power available for their use.

In the final analysis, the CCH was a disappointment, if not a failure. The increase in combat power was not enough to warrant the increase in production expense.

HEAVY BATTLECRUISER (G-BCH)

As with other races, the Gorns eventually replaced dreadnought production with an improved battlecruiser design. The additional torpedo took the design to the limit. Increased power allowed the class to reach the full potential of the original CA design.



DREADNOUGHT (G-DN)

DREADNOUGHT: F-REFIT (G-DNF)

Constructed in response to the Romulan Condor, the Gorn DN is one of the most powerful ships ever launched. Like the Condor, it carries one Type-R plasma torpedo, as well as two Type-S torpedoes. The addition of the F-refit greatly improves this ships ability to respond to smaller targets.

HEAVY DREADNOUGHT (G-DNH)

Further tinkering with the DNF design produced the heavy dreadnought, the DNH. Like the majority of heavy dreadnoughts, the hull could not support additional heavy weapons beyond those of the refitted dreadnought. The additional phasers were welcome, however.

BATTLESHIP (G-BB)

Given the extreme length of the Gorn DN, the Gorn battleship was designed on a wider hull. Like the Romulans, the Gorns encountered problems with producing a stable warp engine large enough to propel this monster ship.

REFITS

Gorn ships were improved with the following refits:

Plus Refit

Ships with this refit exchanged their type-G plasma torpedoes for type-S improved plasma torpedoes. All eligible older ships were eventually upgraded with this refit, and some ships undergoing a plus refit received various additional improvements. Many of the newer ships included this refit during their original construction. Ships with this refit have a "+" added to their designation. Example: CA+.

"F" Refit

To provide increased protection against smaller units, this refit added two type-F plasma launchers, as well as a pair of phaser-3s. Ships with this refit added a "F" to their designation. One notable exception is the Gorn CA, which was called a BC. Other examples: DDF.

GORN ELITE ORGANIZATIONS

The King's Fleet Guard

The King's Fleet Guard is the personal guard of the King of Gihdahr, one of the three worlds that mark the center of Gorn power. The King is a constitutional monarch, whose power mostly rests on Gihdahr. His ability to influence events within the whole Gorn sphere depends on his personal political ability. The King is assigned a small fleet of personal operatives; *the King's Fleet Guard*, which is a special branch of the Gorn navy. *The Fleet Guard* are considered to be among the best pilots in Gorn space. They're fiercely loyal to the constitutional order, and pride themselves in their lineage and knowledge of historic ritual. Some Gorns view them as pompous twits and an embarrassing anachronism. Their prestige has declined in recent years, a reflection of the weakness of the current Gihdahr monarchy.

The Defenders of the Egg

The Defenders of the Egg is the fleet of worshippers of S'Yahazah, "the Great Egg Bringer" and the Mistress of Fertility, the most important of Gorn noble religions. According to Gorn mythology, The Mistress of Fertility and the Gorn Great Father were the two founders of the Gorn race, but the Great Father attempted to devour the eggs. The Mistress defeated him and banished him into the cold of space, and no one worships him.

The Mistress of Fertility takes the eggs of all Gorn Blue-Yellows, a scale coloration that's said to mark nobility and spiritual purity among Gorn-kind, and safeguards them against harm. She also provides certain fertilization methods that ensure maximum Gorn genetic potential, as a large clutch of Blue-Yellows, (especially among hereditary Gorn noble families), is an extremely important symbol of Gorn strength. Of late, the Mistress has been speaking out against the Gorn Confederate Assembly and its recent handling of Gorn affairs. People are starting to wonder if the GCA is planning to abandon its longstanding position of neutrality on Gorn internal conflicts.

The Guardians Errant

The Guardians Errant are an adventurer's society, part Three Musketeers, part Conquistador, and all mercenary. *The Guardians* are a semi-independent council of wandering Gorn knights, searching for adventure, frontier, and a place to create a small personal seat. They put together exploratory expeditions and look for artifacts and other things that will bring them fortune, power, and glory. Some of the *Guardians* are noble defenders of the realm. Others are pure opportunists. They allegedly represent all that is good and noble in Gorn society: ability, cunning, an aura of leadership, and personal strength.

The Guardians Errant get their power and authority from the Gorn Confederate Assembly, and their excesses are held in check by Assembly Decree. They usually hold themselves at arm's length from Gorn politics, which is usually seen as a good thing.

THE ORION PIRATE CARTELS

The Orion Pirates are difficult to describe as a political entity. Orion is a member of the Federation and is one of the most economically aggressive races, both within and outside Federation territory. Officially (according to the Orion Government, anyway), the pirates are simply individual privateers and criminals, many of whom are not even Orions, with no formal organization.

When the Federation was formed, a large number of the pre-Federation Orion Navy "disappeared" and formed the core nucleus of the Orion Pirate cartels.

The Orion Pirates are not a playable empire in Starfleet Command. They can, however, be encountered almost anywhere in the galaxy.

Although the Orion Colonies are officially neutral towards the pirates, there is definitely encouragement, however informal and unofficial, behind the scenes for privateer actions. The government employs a variety of covert branches including intelligence and undercover ops.

Official Orion policy does not permit government interference with the normal business of loyal privateers. As for the criminal element, the government has stated repeatedly that it has no knowledge of true Orions conducting illegal business, so it must be the work of outside races masquerading as Orions. At one time in the very distant past, Orion apparently supported a normally-structured military, but due to the demands of galactic economics, it seemed to be more profitable for the officers and crew to pursue personal interests throughout the Galaxy.

Some vestige of organization remains, for the pirates are divided into well-defined "operating zones" controlled by cartels which have exclusive right to "harvest resources" within their own area. Zones are guarded by enforcer ships, and several ships are maintained within the territory for smuggling. The older, stronger cartels can support their own cadre of ships. However, it is estimated that almost 2/3 of Orion ships function as independents which must lease ships, and sometimes territory, from a cartel lord. These independent ships must also

rely on the lessor cartel's facilities for supplies, ship maintenance, and weapons.

Orions designate ship types with names indicative of their particular brand of commerce, like "Marauder," "Privateer," and "Raider."

ORION PIRATE STARSHIP BRIEF

Not much is known about Orion starships. They tend to self-destruct instead of letting themselves be captured. One fact is always true: No two Orion ships are the same. All of their ships are customized to some degree. There are many different types of weapons that Orions may mount on their ships, depending on how successful their cartel is, and where they are located.

The following are the most common types of Orion Pirate starships. Remember that each Orion ship you encounter, even if they are of the same type, may have a different weapons package.

PRIVATEER-LIGHT RAIDER (O-LR)

The Orion Light Raider was the standard pirate ship for commerce raiding before large-scale war broke out. There are three option mounts, one in the bow and one in each wing. The Light Raider is not a viable warship, but does well against lightly armed freighters.

RAIDER-LIGHT CRUISER (O-CR)

The Raider-class light cruiser was the early backbone of the Orion Pirate forces. It is the equivalent to the light cruiser of most fleets in firepower although it quickly becomes combat ineffective when damaged. It is an excellent ship for its purpose: attacking cargo ships. While most pirates prefer to prey on unprotected ships, this vessel can defeat or disable most small escorts.

ASSASSIN-BATTLE RAIDER (O-BR)

The large number of warships operated by the galactic powers, along with the pre-emption of civilian convoys by the military, resulted in the disruption of normal pirate activities. The Battle Raider was designed to replace the standard Raider as the heavy raiding vessel of choice. It was substantially larger than the CR and could, if necessary, stand in combat with a warship, providing cover for the ever-present light raiders.

MARAUDER-HEAVY CRUISER (O-CA)

Each Orion cartel operates at least one heavy unit as an "enforcer." These ships, being much more powerful than the Raider, can outrun and outfight any other pirate ship. This gives each cartel overlord the capability to deal with rebellious ship captains.

Heavy cruisers are also used for specific pirate missions where a ship of their considerable firepower is necessary.

Larger Orion ships are known, but details are limited.

INTERFACE REFERENCE MANUAL

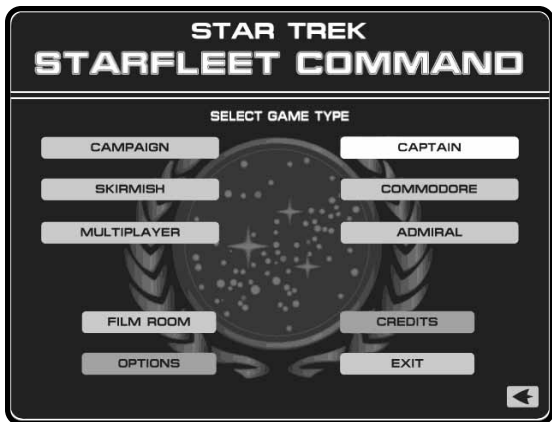
SELECT YOUR EMPIRE

After you start the game and watch the introductory movie, the first screen you see will be a view of the galaxy. You can press the ESC key to bypass the movie.



An overview of the available galactic empires. This is where you select your empire.

Federation Empire. All empires have unique looking screens, but all of them have the same functionality.



The Main Menu – the start of everything good.

Click on one of the empire emblems to select that empire. If you hold the mouse cursor over the emblem, the name of the empire will be displayed for you.

For beginning players, we highly suggest selecting the United Federation of Planets or the Klingon Empire as your starting race.

Once you select a race, you will see the main menu for your race. The screenshots we will be using are from the

We will be using Federation screens for screenshots in this manual. All of the screens have the same functionality. However, the screens for the other empires may have the buttons moved around. The text of the manual will also assume that you are looking at the Federation screen when describing the location of a button or a region on the screen.

As a note, all of the icons are the same, regardless of the empire's screen you are looking at. Learn one and you will learn them all.

From the main menu, you can select the following options:

Campaign

This will start a new single-player campaign. See page 78 for more information. Once you have started a single-player campaign, you can continue your game by selecting this option.

Skirmish

Select this option to play a single-player stand-alone mission. You will be able to select from a variety of missions that can be customized at your discretion. See page 76.

Multiplayer

Select this option to play multiplayer games over the Internet, LANs, or via modem or serial cable. More details about multiplayer missions can be found on page 66.

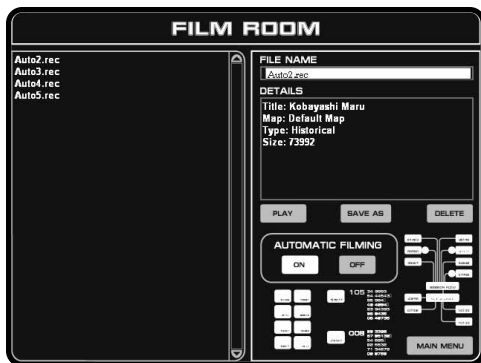
Captain/Commodore/Admiral

These are radio buttons; only one button can be selected at a time. These buttons control the game difficulty level for single-player games (either Campaign or Skirmish missions). See page 76 for more information.

Film Room

View previously saved gameplay films. As you play the game, Starfleet Command will save film footage of your tactical combats. Going to the Film Room will allow you to replay these films at a later date.

The list on the left shows all the films saved on your computer. Click on a film name to highlight it. This will show details in the small window.



Click PLAY to show the highlighted film.

Click SAVE AS to save that film under a new name.

Click DELETE to delete the highlighted film.

The Film Room will automatically save the last five missions played for future play back. You can turn this feature off by turning Automatic Filming OFF.

Options

Change keyboard settings.

Credits

This will allow you to see who developed Starfleet Command.

Exit

Returns you to your operating system. There is no confirmation. If you press this button, Starfleet Command will immediately quit.

Select the back arrow to return to the galactic overview map in order to select a new empire.



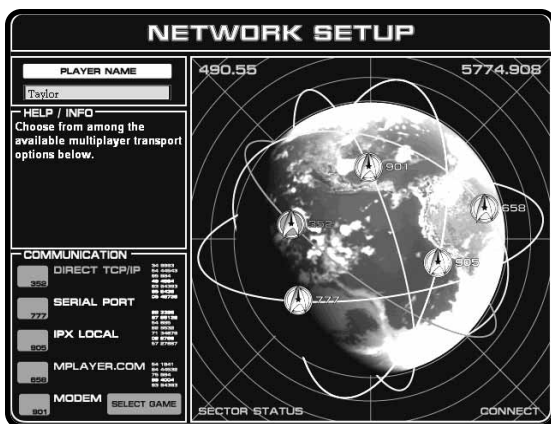
MULTIPLAYER GAMES

To start a Multiplayer game of Starfleet Command, click on the MULTIPLAYER button from the main menu. Your race is determined by what empire you select at the very start.

The Network Setup screen will then be displayed.

NETWORK SETUP

You can have up to five different types of multiplayer gaming to choose from, depending on your system setup. Buttons that are dimmed are not available on your system.



This screen allows you to select the type of multiplayer connection you will be using.

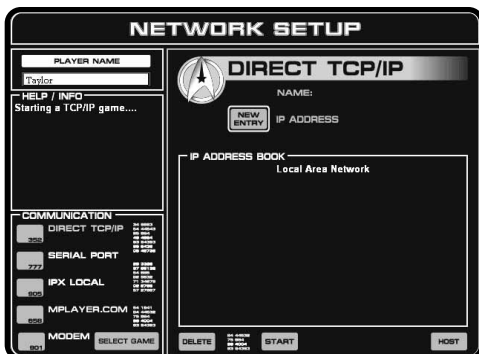
Player Name

This is used to set your player name; the name that all other players will see. To change the name, click in the box, delete the old text and type the new name.

Direct TCP/IP

This requires an installed TCP/IP protocol. If you are using a modem to connect to an Internet Service Provider that supports TCP/IP connections, you need to run Dial-Up Networking before you start Starfleet Command.

You will be required to enter the IP address of the host machine if you are playing over a modem TCP/IP account. You can use CTRL-V to paste a copied IP address into the address box.



You can run WINIPCFG from a DOS box or from the Start/Run menu to find your IP address. Starfleet Command uses DirectPlay 6.1a and UDP. TCP/IP ports used are 47624 for enumerations and port range 2300-2400 for inbound and outbound traffic.

If you are playing over a LAN (Local Area Network) configured for TCP/IP, you do not need to enter the IP address of the host. Starfleet Command will search a LAN for all valid IP addresses.

If you have both LAN and ISP connections, it is suggested that you disable your ISP account while playing over the LAN.

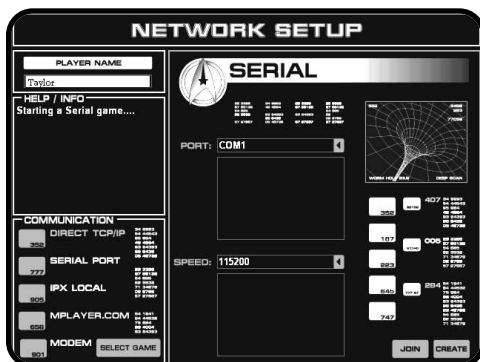
Direct TCP/IP games can support up to six players.

The host of the game should click on the HOST button. The guest players should select the proper TCP/IP address and then click START.

Serial Port

You need two computers with a serial cable hooked up to both machines. Starfleet Command will show you the available COM ports. Select the valid COM port for your connection. Both machines must select the same speed setting (baud rate).

One player will be the host and the other player is the guest. The host is in charge of selecting the scenario. The guest joins the host once the scenario is selected.



The host will want to click the CREATE button to go to the Customized Multiplayer Screen, see page 70.

The guest will want to click the JOIN button once the game session is ready. A maximum of two players may play using a serial port connection.

IPX Local

If you are running on an IPX-based local area network (LAN), you can choose this type of multiplayer setup. The IPX protocol must be installed.

If you select this type of network setup, Starfleet Command will search the LAN for hosted games.

If you are having problems seeing other IPX games, you should check your IPX Frame Type property. Open the NETWORK control panel. Select the IPX protocol under the Configuration menu and click the Properties button. Select the Advanced tab, then click on Frame Type. Set the value to: ETHERNET 802.3. All Starfleet Command players should have this identical setting.

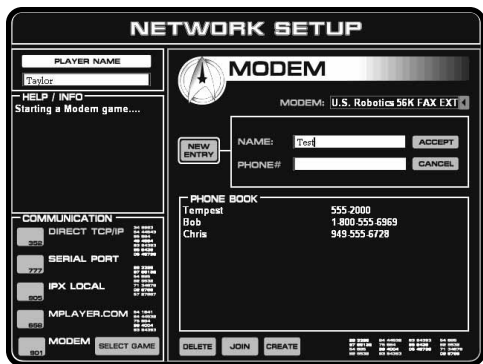
IPX games can support up to six players.

Internet

You can also play Starfleet Command using the Internet matching service. See the enclosed Multiplayer/Internet sheet for more information.

Modem

You need a modem and a working phone line. 28.8k is considered the minimum modem speed, but depending on your line conditions you may need a faster connection.



One player will be the host and the other player is the guest. The host is in charge of selecting the scenario. The guest joins the host once the scenario is selected.

The host clicks on the CREATE button to prepare the game. Once the game is prepared and the host clicks on the ANNOUNCE GAME button, his modem will be ready to answer the guest.

Once the game is prepared and the host is ready, the guest selects MODEM. He then selects the host from the phone book and clicks on JOIN. Once you click on the JOIN button, the CANCEL button will appear. If you wish to stop the dialing, click CANCEL.

If you are disconnected from a modem game, you will appear back at the Network Setup screen.

Modem games support two players only.

SELECT GAME

If you are playing a TCP/IP or IPX multiplayer game, the next screen you will see is the Select Session screen. Since multiple games may be running on the same network, you will have to choose which game session to join.

If you want to host a new session, click on the CREATE button.



This screen allows you to view and select from the different multiplayer games that are available.

Session Information

At the top of the screen is a list of the currently available games. Some basic information is shown about each game. Left-click on a game to select it and view more game info.

Game Name

This is the name of the game session. The host will set this.

Scenario

The type of multiplayer mission actually being played. The scenario will determine the game rules and victory conditions.

Max Players

The maximum number of players allowed in the game. This is shown as two numbers separated by a slash. Example: 2/6. The first number is the current number of players in the game and the second number is the maximum number of players. You cannot join a game that is full.

Speed

The host will determine the game speed slider setting. Once the game starts, the game speed slider cannot be adjusted in multiplayer games. The lower the setting, the slower the game will play. The higher the setting, the faster the game will play. Game speeds default to 6.

Game Info

When you select a game session, more detailed game information will be shown in the lower left hand corner of the screen.

Tactical Map

The map that will be used by the current session is shown in this box. This will give you an idea of the terrain. Keep this in mind when you are picking your ships.

Password

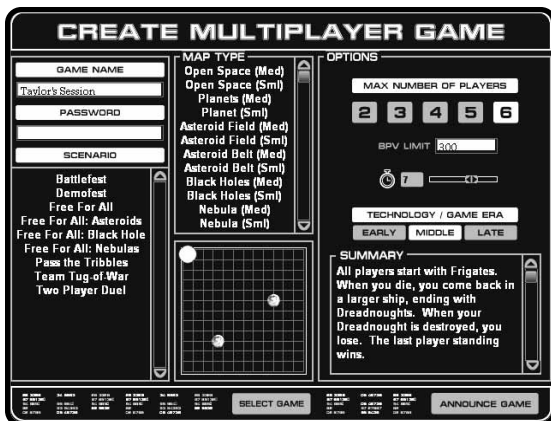
If the game is password protected, you will need to type the password.

Once you have selected the game session you wish to play, click on the JOIN button.

Click the back arrow to return to the Network Setup screen.

CREATE MULTIPLAYER GAME

A host will see this screen after clicking on the CREATE button. This screen allows the host to set the initial parameters of a multiplayer game.



This screen allows the host to customize the game session.

Game Name

Type the name of your game in this box.

The name of your multiplayer game session must be unique. If you pick the same name as an already announced session, you will see an error message. You must select a new name before you can announce your game.

Password

If you want to restrict players from entering your game, you may set a password. A player that wants to join must type the password on the Select Session screen. If the player does not type the proper password, they cannot join your session.

You can use programs such as ICQ™ to send passwords to players you wish to invite.

Scenario

This lists the available multiplayer scenarios that you can choose from. Click on a scenario name to select it. A description of the scenario and the rules will appear in the lower right hand corner.

70 Select the desired scenario before choosing the following settings:

Map Type

Once you select a scenario, you can select the map that the scenario will be played on. As you click on the map names, the tactical map will show the map layout.

Options

You can further customize your game session by selecting from the following options:

Max Number of Players

You can set the maximum number of players that can play in your session. The host counts as one player. Some scenarios only support a certain number of players.

Modern and Serial games only support a maximum of two players: the host and the guest.

BPV Limit

This sets the default number of points for all players. You will have a chance to override the individual values once you announce the game.

BPV

BPV stands for Basic Point Value, a method for determining the relative combat value between two or more ships. In general, the higher the BPV of a ship, the more powerful it is. This allows the host to set a maximum number of points that a player can use to purchase his ships.

Frigates cost around 60–70 points. Heavy Cruisers cost around 120–130 points. Dreadnoughts cost around 225–250 points.

Game Speed Slider

This sets the default game speed for your session. This value cannot be adjusted once you announce the game. The higher the number, the faster the game.

Technology/Game Era

This sets the game era, which will determine what ships and technologies are available.

Early

If you want a smaller selection of ships with fewer refits, select this era. Ships from this era are generally underpowered, with fewer weapons. This can make for an interesting game.

Middle

This is the default era. A wide variety of ships are available.

Late

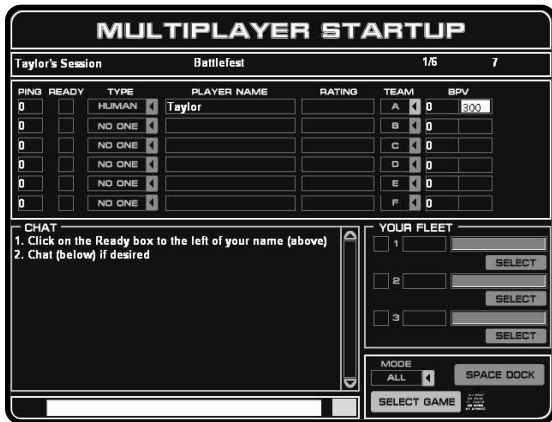
This is the era of the most advanced ships and technologies. The widest variety of ships is available.

Announce Game

Once you have customized the game to your desire, click on the ANNOUNCE GAME button to display the game session to the other players. This will take you to the Multiplayer Startup screen.

Click on the back arrow to return to the Select Session menu.

MULTIPLAYER STARTUP



Once you have joined an announced session, you will see this screen.

The top line shows the game session synopsis from the Select Session menu.

Depending on the multiplayer scenario, some of the following buttons and options may be darkened. In this case, they are not selectable.

You can choose your ships from this screen and chat with your fellow players before the game begins.

Player Information

This section of the screen shows information that is available to all players.

Ping

This value shows the amount of time it takes network messages to reach this player from your machine.

Ping Times

The ping times are reported in milliseconds. The higher the number, the worse the connection is, which increases the possibility of erratic gameplay. In general, you should try and play with other players whose ping times are good. This will improve gameplay. Good ping times for LANs are around 50. Good ping times for Internet games are around 200–250. Starfleet Command still plays well with pings approaching 1000 (one second), but for best play with the greatest number of players, find players with low ping times.

Ready

If the ready box is checked, that player is ready to play. You can click on your own ready box to toggle your checkmark.

The host will have to click the ready box for any AI players.

Type

This shows if the player is Human, AI or if there will be no player. Human players are obviously other human players. The computer controls the AI players. No One means there is no player for that team.

In some scenarios, you can have multiple AI players. The host can use the Team setting to place AI players on the appropriate teams.

The host can click on the type button to toggle between No One and AI.

Player Name

This shows the name of the player.

Rating

This is the rating of the player. This is only available in Internet games using the Internet matching service.

Team

There are up to six teams in a multiplayer game. Teams are lettered A, B, C, D, E, and F. Each human player can click their own button to cycle through the available teams. The host can also click on the team buttons of AI players.

Members of the same team share victory conditions. Team members cannot shoot at each other.

BPV

This column shows two numbers. The first number is the current total BPV of that player's fleet. The second column shows the maximum amount of BPV for that player.

The host can edit the maximum BPV for each player.

Special Host Commands

There are also a few special commands available just to the host player: FLEET, BOOT and CONFIRM.

FLEET

This button toggles the "Your Fleet" panel to the selected AI player.

This allows the host player to set up the ships for the AI player. If the host wants to see his ships again, or select a new fleet, he must click on the FLEET button next to his name.

BOOT

This allows the host to kick a human player out of the current game.

Once a player has been booted, he cannot see this game session and will be unable to rejoin this session. Clicking the BOOT button will not automatically kick the player out.

CONFIRM

When a BOOT button has been clicked, it will turn into a CONFIRM button. Click the CONFIRM button to actually boot the player from the current session.

Chat Modes

There are two chat modes: ALL and TEAM. Click the MODE button to toggle between them.

All

This sends your chat messages to all players in the session.

Team

This sends your chat messages to only the other players on your team.

You type your messages in the chat edit box, and read all messages sent to you in the chat area.

Your Fleet

This box is used to select the ships in your fleet. You must have at least one ship, and depending on the scenario and the amount of BPV you have been given, you can select up to three ships.

There is one line for each ship. Each line shows the same amount of data.

Checkbox

This checkbox toggles the use of this ship. If you pick multiple ships, but later decide not to use them all, you can use the checkbox to remove the extra ones from your fleet (and BPV point total). If you later decide you do want to use them, simply click the checkbox again to toggle them back into your fleet.

Ship Type

This box shows the type of ship you have selected. This is an acronym of the full ship class type. Example: A Federation Heavy Cruiser, with no refits, is a F-CA. A Klingon D7 Command Cruiser is a K-D7C.

Ship Name

This is the name of the ship. Ship names are pulled from the registry for that ship type. You can edit the ship name by clicking on the edit box and typing the new name.

SELECT button

Click this button to enter the "Choose Hull" screen (see page 88) to select the hull variant that you want to use. This button will allow you to change the type of ship as well.

SPACEDOCK

Click this button to take your current fleet of ships to the Spacedock (see page 91). Here you can select shuttles, missiles, marines and mines. At a cost of BPV points, of course.

Host Start Button

Once the host clicks his ready button, a START button will appear.

If the host clicks the START button, any player that has not clicked the READY button will get a warning message. The START button will change to a CONFIRM button for the host. If the host clicks the CONFIRM button, all non-ready players are booted out of the game. After ten seconds, or when all players are ready, the CONFIRM button will change back to the START button.

If the START button is pressed and all players are ready, the game will begin. Click on the back arrow to return to the previous screen.

CHAT MESSAGES IN MULTIPLAYER GAMES

During a multiplayer game, you can send chat messages to the other players. Press ENTER to display the chat box. Type your message and press ENTER again to send the message.

Press CTRL-ENTER to send a message just to your teammates.

When typing, you can press ESC to cancel the current message.

SINGLE-PLAYER GAMES

There are two types of single-player games: Skirmish and Campaign games.

Skirmish games are single games that have no consequences beyond that single scenario. They can be simple types of games against the computer just for fun, to help you train for multiplayer gaming, or they can be historical missions based on events in the Star Fleet Universe.

Campaign games are similar in that they are single-player games played against or with the computer, but from there, they are different. You will start as a young captain, in charge of a lowly frigate and work your way up through the ranks of command. Eventually, you will be able to control larger ships, and the size of your fleet will grow. The computer will handle assigning missions for you to complete, and you will be responsible for outfitting your ships and maintaining your crew. Effects from one mission will carry over into future missions, so you must not only be making choices for your current mission, but you must also consider what will happen to your ship and crew over the long haul.

What is Dynaverse™?

Dynaverse is the dynamic universe generator that controls the single-player campaign game. It determines the relationships between the various races, what happens in the galaxy, and provides appropriate missions for you, the player. Your actions will influence Dynaverse in turn. Depending on how you play, Dynaverse may make a different decisions based on your gameplay, and will create a completely unique outcome.

This means that every campaign game of Starfleet Command will be different.

The official Star Trek universe, as defined by the original TV show and the movies, and the Star Fleet Universe, the background for Star Fleet Battles, are just two of the possible outcomes of Dynaverse but your game could be completely different.

DIFFICULTY LEVEL

You can select the difficulty of single-player missions from the main menu. Starfleet Command defaults to Captain level games. As your skill increases, you can increase the challenge of the game to keep pace.

Captain

Computer officers are less skilled and the computer AI itself is reduced in ability and intelligence.

Commodore

The AI has access to better computer officers and can use more systems.

Admiral

Admiral games do not increase the number of points for computer opponents, but the computer is allowed better officers and can fully use all of the systems it has available.

You can switch the difficulty level at any time you are at the main menu and it will affect your current campaign game or skirmish mission. The difficulty level has no effect on multiplayer games.

SKIRMISH GAMES

Once you select SKIRMISH from the main menu, you will be able to select a skirmish mission to play. You can also customize the mission before playing, if you desire.

Select Skirmish Mission

Regardless of which empire you are playing, when you select "Skirmish Mission" from the main menu, you will see the following screen:



The Select Skirmish Mission screen

In the mission type area, you can select from the list of available skirmish missions. Some missions will not be available for the empire you are currently playing. If additional skirmish missions are available, you may need to scroll the list by using the scrollbar on the right side of the mission type area. Left-click on a mission name to select it.

Below the mission type and tactical map areas is the mission summary. This will give you a textual description of the currently selected mission.

You can click on the PLAY button to immediately play the mission with the default settings.

Click on the CUSTOMIZE button to change the mission settings.

Click on the MAIN MENU button to return to the main menu.

Customize Skirmish Mission

You can also customize skirmish missions. Select the CUSTOMIZE button from the select skirmish mission screen to display the following screen:

The exact customized changes you can make are dependent on the scenario type you have chosen. Some skirmish scenarios will allow you to make more changes than others.



The Customize Skirmish Mission screen, use this to change skirmish mission parameters.

At the very top of the screen you can select the Map Type. If there is more than one type of map available in the scenario, you can select Random which will randomly determine one of the maps available when you start the mission. If you want to see the map, click on SELECT MAP to go back to the Select Skirmish screen. You can go back and forth between the Customize and Select screen without interfering with the settings.

You can select from one to three ships, with the exact number of ships available depending on the mission type. Click on the SELECT SHIP button to select the ship. If the checkbox is checked, you will use the selected ship.

Under that you can select the starting position. You have two choices: Default and Random. Not all missions allow random starting positions. The default position is consistent — you will always start in the same place on the selected map if you keep with the default setting. The exact number of positions that you can randomly start at also depends on the specific mission.

There are three different game eras: Early, Middle and Late. The selected era will determine the type of starships available. Generally, the later the era you choose to play, the more advanced and powerful the ships you will have to work with.

You will have the opportunity to select the number of computer opponent teams. There will always be at least one computer opponent in a skirmish mission. You can have up to five computer opponents, depending on the mission type.

To change the settings of your computer opponent, first click on an AI button to select the computer opponent team you wish to modify.

You can set the TEAM that you want the AI to belong to. You are considered to be on Team A. The AI opponents can be set to any team from A to F. Team-members on the same team are allied with each other and hostile to all other teams.

You must then select the race of the opponent. If you select None, that team will not be used.

You can select the number of ships. Custom computer opponent teams can have between one and three ships. Regardless of the amount of points the computer has to spend, he will start with this number of ships.

You then select the smallest and largest hulls the computer can choose from. This will determine a range of hulls that the computer will attempt to purchase ships from using the number of points based on your ship decisions.

Finally, you can modify the amount of BPV points the computer has to spend. You have four options: Low, Med(ium), High and Max(imum). The computer will first count the amount of points you spent on your selected ships. Low is 50% of your points, Medium is equal to your points, High is 150% of your points and Maximum is an unlimited number of points.

The computer will use the available number of BPV points to purchase ships. It will always attempt to purchase the largest ships available first. It will then work it's way down the range of legal hull types until it can purchase a random ship of that hull size. If it runs out of BPV points to spend, but still hasn't purchased enough ships, it will buy the smallest and cheapest ships available.

Once you have configured the skirmish mission, you can select PLAY to start the mission or SELECT SKIRMISH to return to that menu.

CAMPAIGN GAMES

When you select the Campaign button from the main menu, you will be taken to this screen:

CONTINUE CAMPAIGN

If you are continuing a previously started campaign, press the CONTINUE CAMPAIGN button. You will then be taken to the LOAD GAME menu.

ENTER NAME

If you are starting a new campaign, you can enter the name of your Captain here. Click in the box and edit the previous name.

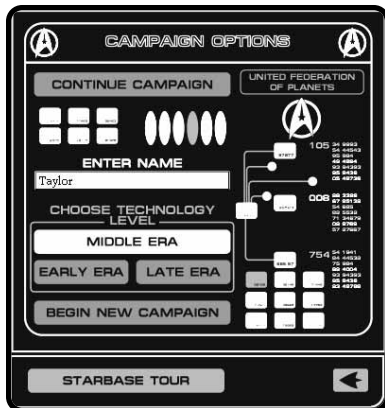
78 Press ENTER on your keyboard when you are done.

CHOOSE TECHNOLOGY LEVEL

Select from one of three different starting eras: Early, Middle and Late. The era controls what technology (ships, missiles and shuttles) are available. The later the era, the more powerful the technology you are able to use. Regardless of the chosen era, your campaign will run the same amount of time.

BEGIN NEW CAMPAIGN

When you have entered your captain's name and selected the appropriate era, click this button to start a new campaign as a young frigate captain.



Use this panel to start a new campaign or continue an existing campaign.

THE MAIN CAMPAIGN MENU

Once you have either started a new campaign or selected a previous campaign to continue, you will be presented with the Main Campaign Menu. From this screen, you can select the following options.

The Academy

Tutorial missions will teach you the basics of the game or give you training in race-specific special systems. Technical missions will test your skills.

Rank & Medals

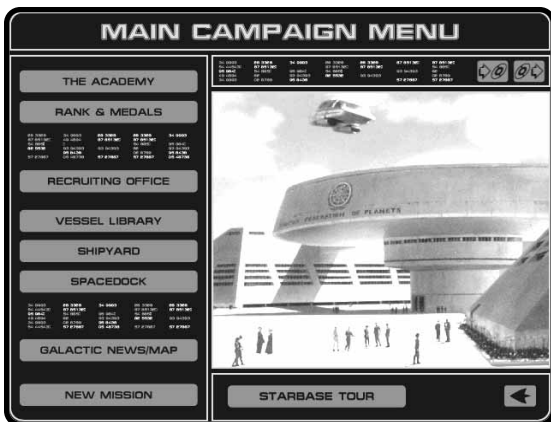
See the current progress of your campaign alter ego.

Recruitment Office

From here, you can use your prestige to select new officers for your ships.

Vessel Library

From this screen you can view information about what ships are currently available in the campaign, as well as view information on known ships of the other empires.



The main campaign menu is used to select all of the campaign screens.

Shipyards

Repair, refit and purchase new ships at the Shipyards.

Spacedock

Outfit your ships with optional equipment and replace used munitions or repair weapons.

Galactic News/Map

See the current status of the galaxy and request a transfer to a different sector.

New Mission

This will send you to the mission briefing screen for your next mission. You should only select this after you have used all the options you wanted to use on the Main Campaign Menu, as you cannot return once you start the mission briefing.

Not all of the options will be available at all times. Any options that are not available will be dimmed out.

Save Game

Click on this button to bring up the save game screen.

To save your current progress, you will need to use a slot to hold the game you wish to save. Each race has ten different savegame slots associated with it. Click on the desired slot. If you want, type the name of your new save. Click the OKAY button.

CANCEL will return you to the main campaign menu without saving the current game.

Load Game

To return to a previously saved game, use this button.

Click on the desired save game slot to load and click the OKAY button. Your current game will be lost.

The CANCEL button will return you to the main campaign menu without loading the save game. Your current game will not be lost.



Save your games here!



When you want to return to your previously saved position, this is the menu you will use.

Starbase Tour

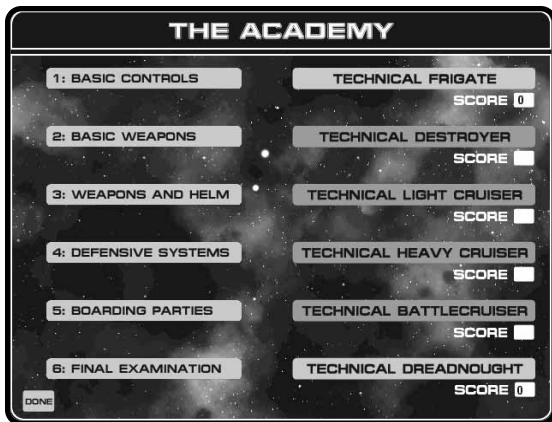
If you need help at the main campaign menu, click the STARBASE TOUR button. This will bring up a help screen.

When you are done with the tour, click the button again.



CAMPAIGN MENU - ACADEMY

The Academy is where you can access the tutorial missions, in order to learn the game in a “safe” environment. Once you feel up to the challenge, you can try the technical missions.



The academy can train you in a safe and sane environment, quite unlike a real school.

TUTORIALS

Each empire has a different set of tutorial missions. The tutorial missions for the Federation and Klingon empires are more fully featured and intended to help beginners. Tutorial missions are “safe”, that is they do not affect the rest of the campaign game. You can “die” in a tutorial and your character in the campaign game will be embarrassed but still alive and able to continue playing.

It is suggested that you start with the first tutorial and play them in order. That’s the way it was intended, but you are not required to play the tutorial missions in any particular sequence.

There are fewer tutorial missions for empires other than the Klingons and the Federation. They will only discuss the unique aspects of that empire.

TECHNICAL MISSIONS

Technical missions will test your command skills. There are six different technical missions. Each technical is based on a size of ship, ranging from the smallest, the Frigate, to the largest, the Dreadnoughts.

Technical missions have two parts: a technical challenge and a combat simulation. You must pass the technical challenge before entering the combat simulation.

The technical challenge is different depending on the technical mission chosen. The challenge is based on the size of the ship. The technical mission briefing will give you orders. Pay attention and carry out your orders carefully in order to pass the challenge test. All of these technical missions are challenging. Some missions are more challenging than others.

The individual technical challenge is the same in each technical mission for each empire.

Once you pass the challenge test, you will fight a never-ending stream of comparable enemy ships. Fortunately for you, they will attack one at a time. Unfortunately, your ship is not repaired or rearmed between battles.

You are scored for your ability to pass the technical challenge and the number of enemy ships you can defeat in the combat simulation. The more ships you destroy, the higher your score. Earn a score of 5 or higher and you will gain a medal.

Once you complete the challenge test successfully, the next time you attempt that technical challenge, you will immediately start the combat simulation. There is no need to redo the challenge test once you complete it successfully.

CAMPAIGN MENU - RANK & MEDALS

This screen allows you to view the current progress of your campaign character. As your campaign progresses, check back here to see how your character increases in rank and prestige.

At the top of your screen, you can see your name — just to make sure that you are looking at who you think you're looking at. Your current rank is also shown. Next to your current rank is your current lifetime prestige total. The next rank available to your character is also shown, along with the amount of lifetime prestige required to achieve that rank.

Gaining Ranks

Achieving a new rank requires a certain amount of prestige that you will earn throughout your career. You spend prestige points to "purchase" new ships, officers, and equipment. However, the amount you spend does not subtract from your total lifetime prestige earned. In other words (and much more simply put), making repairs and requisitions does not slow down or prevent your character from achieving higher ranks.



This screen is used to track the progress of your campaign alter-ego: The Captain.

When your current lifetime prestige amount equals or exceeds the required level for promotion, your character will be promoted in rank. Rank promotions reduce the prestige cost of requisitioning starships. Rank promotions happen automatically at the end of a mission where your lifetime prestige first exceeds the required level.

Federation Ranks

Lt. Commander
 Commander
 Captain
 Commodore
 Rear Admiral

Gorn Ranks

Jr. Commander
 Sr. Commander
 Jr. Captain
 Sr. Captain
 Commodore

Klingon Ranks

Lt. Commander
 Commander
 Captain
 Commodore
 Rear Admiral

Lyran Ranks

Lt. Commander
 Commander
 Captain
 Commodore
 Sr. Commodore

Romulan Ranks

Ante-Tribune
 Tribune
 Sub-Commander
 Commander
 Sub-Admiral

Hydran Ranks

Sub Commander
 Commander
 Captain
 Commodore
 Third Admiral

The different races have different names for their ranks. Regardless of the name, each rank promotion confers the same abilities.

Below your rank on the Medals screen is the elite organizations your character may have access to. You only gain access to elite organizations after your character has earned a minimum amount of lifetime prestige. You do not have to join the elite organization(s),

it is your decision. If you do decide to join the elite forces, your character will be sent on special missions.

You will be informed when you can join an elite organization. You have a limited amount of time to join an elite organization once the position is offered. You will be warned just before you can no longer join an elite organization.

Some races have multiple elite organizations. You can only belong to one elite organization at a time. Once you join an elite organization, there is no way to quit.

Federation Elite: Federation Special Task Force

Klingon Elite: Klingon Black Staff

Romulan Elite: Tal'Praiex and the Tal'Shiar

Lyrans Elite: Red Claw Clan and the Iron Fang Clan

Gorn Elite: King's Guard, Defenders of the Egg and the Guardians Errant

Hydran Elite: The Keepership

Your military accomplishments will also be shown at the bottom of this screen. Here, you can see just how many ships your character has destroyed, captured, crippled and defended from enemy destruction.

Your current "bank" of prestige is displayed. As you make repairs, resupply your ship and requisition new ships and officers, your current bank of prestige will decrease. Complete missions and your bank of prestige will increase. There is no penalty for having a current prestige of 0, except that you cannot call in any favors requisition new ships or convince the dockmaster to repair your ship.

Prestige

Starfleet Command uses prestige as a resource that limits how much your character can buy and repair. It may seem strange that a starship captain in a navy has to "buy" anything. But in reality, even a navy captain (maybe even especially a navy captain) would have a problem requisitioning all the equipment desired. In SFC, prestige is different for each race. In the Federation, it may be exactly that, the prestige of your character. When you requisition a new DD, you may actually be calling in a favor with the ship command board or you have been recognized for your past deeds. In the Klingon Empire, it might be your fame. For Romulans, it may be how much blackmail material you have managed to acquire. It should not be taken literally as whipping out a checkbook and signing your name on the dotted line. Unless you are an Orion...

Also on this screen is a display of your medals. You earn medals for your rank, completing tutorials, successfully earning a score of 5 or more on the technicals, and completing special missions.

Click the DONE button to return to the main campaign menu.

CAMPAIGN MENU - RECRUITING OFFICE

The Recruiting Office is used to manage your ship's officers. Not only can you "enlist" new officers by spending prestige, but you can also transfer officers between your ships.

There are five different types of officers:

Weapons

This officer controls the effectiveness of your weapons.

Security

This officer is in control of your ship's marines and boarding parties.

Science

Your science officer operates your ship's sensors and is useful when encountering strange new life.

Engineer

Your engineering officer is responsible for maintaining your ship and is in charge of repairs.

Helm

This officer controls the movement of your ship. You give the movement orders and the helm officer carries them out.

There are five different ranks an officer can be:

Rookie

The least experienced of the officers. Ensigns can actually cause your ship to perform worse than normal.

Junior

These are officers with some experience. While not as bad as Rookies, they can also have some problems with their performance.

Senior

The Lieutenant is standard officer rank. These officers perform aptly but do not excel.

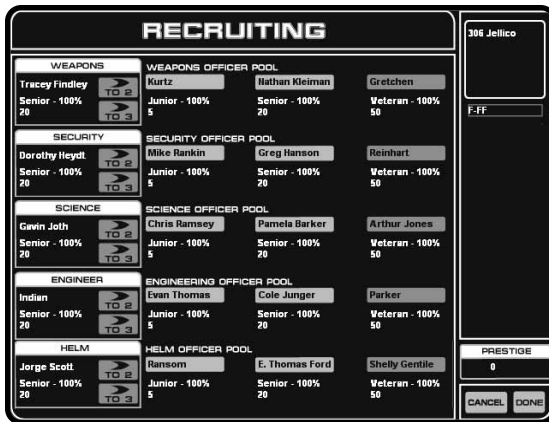
Veteran

These are outstanding officers. They often improve the performance of your ship.

Legendary

These are the rarest officers available. They are so outstanding that they can literally make your ship perform beyond design specs. A legendary officer is so special that normal officers cannot be trained to Legendary status. Their talent is extremely rare.

As time goes by, and based on your mission results, officers will improve with experience and increase in rank and ability.



It's not a job, it's an adventure.

The screen is comprised of three main areas: the current officer roster of the currently selected ship, the officer pool, and your ship list.

The officers are divided by rows. Each row is labeled with the officer type.

The Officer Pool

The most important part of this screen is the officer pool. These are new officers that are available or where old officers go when they've been transferred off of your ships.

Each officer has a name, rank, and proficiency level, as well as a cost. The cost is in prestige points.

The screenshot shows a typical recruiting officer. Your actual screen, and choice of officers will vary. The sector you are currently located in will dramatically influence officer choice.

Core sectors have the widest selection, but officers there are often the least experienced.

Colony sectors have a smaller selection, but their officers are very consistent.

Border sectors have the smallest selection, and their officers range in quality. Both the highest quality and lowest quality officers can be found here.

The unexplored sector has no officer pool, but you can still use this screen to transfer officers between ships.

Ship List

All of your ships are shown on the right of this screen. At the beginning of a campaign game, you will have only one ship. Once you play for a while, you will be offered the opportunity to purchase additional ships. You may eventually control up to three ships.

You may switch officer rosters by left-clicking on another ship. The currently selected ship will be highlighted.

Current Officer Roster

The officer roster for the currently selected ship is shown on the right side of the screen. You get the same information as the officer pool: name, rank, proficiency level, and a value. The value is how much prestige the officer is worth to you.

Part of being a captain is maintaining the quality and reputation of the officers and crew under your command. As those officers gain experience and increase in rank, you are awarded by an increase in prestige. You can only earn that prestige if you transfer that officer back to the officer pool and replace them with an officer of lesser value.

Transferring Officers

You may transfer officers, swapping them with officers in the pool or swapping them with officers on another ship in your fleet.

To transfer an officer from the pool to your currently selected ship, click on the officer in the pool. The officer on your ship will be transferred to the pool. Your prestige will change based on the cost of the officer from the pool and the value of the officer in your ship's roster.

To swap an officer from one ship with another, click on the TRANSFER TO SHIP button for that officer. This will swap the officer of that type on the current ship with the officer of that identical type on the selected ship. There can be up to two TRANSFER TO SHIP buttons, depending on the number of ships in your fleet. There is no prestige cost for transferring officers between ships of your fleet.

CAMPAIGN MENU - VESSEL LIBRARY

The Vessel Library is used to examine the statistics of known and available starships. For your own empire, you can see all starships that are currently available. For enemy or allied empires, you can only see starships that are known and that have been encountered in missions.

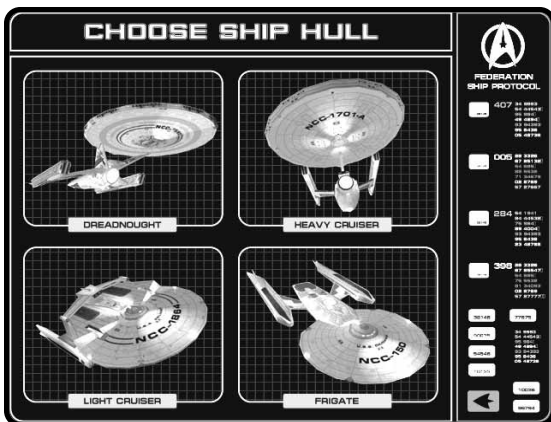
After you click on the VESSEL LIBRARY button on the main campaign menu, you will see this screen.

Click on the empire emblem that you wish to view. Races that you have



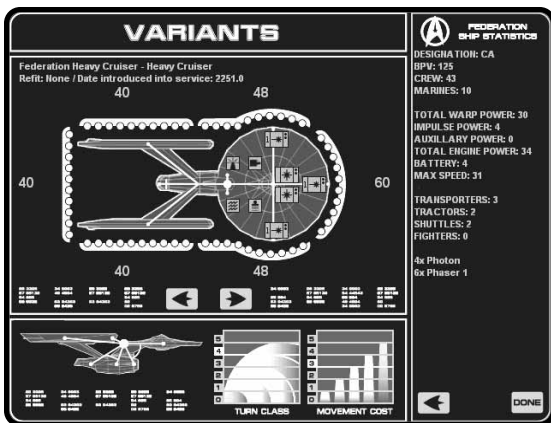
This screen is used to select the empire that you wish to view.

not encountered or know nothing about will be dimmed and are not selectable.



Then pick the hull for the ship you wish to examine.

Once you have picked a race to view, you must pick a hull category to view. Click on the hull to examine the variant selection screen.



This screen contains data about a starship.

The schematic screen will show you a ship's weapons, defenses, and systems.

You can use the LEFT and RIGHT arrows to view different ships.

TURN RATE

The turn rate determines how fast this starship can make a complete a 180 degree turn. The lower the number, the faster the ship can turn.

MOVE COST

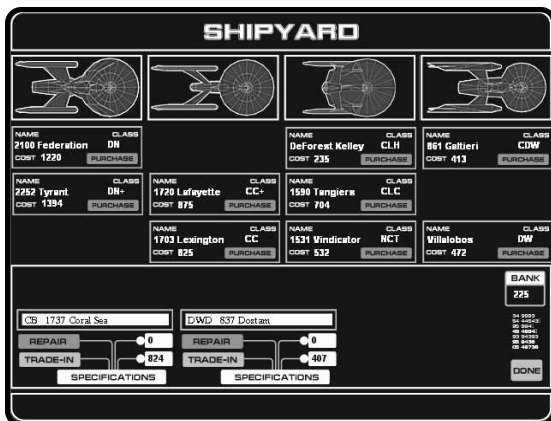
This shows how much energy it takes to move the ship. The lower the number, the less energy required. The amount of energy required to move is based on this move cost and on your desired speed.

CAMPAIGN MENU - SHIPYARD

The Shipyard is used to manage your fleet. From here you can trade in older ships, requisition new ships, repair ships that are damaged or refit ships and improve their abilities.

Remember, when you spend prestige to requisition a starship, it's not actually your name on the pink slip. You are simply renowned enough that you have been transferred to that ship (maybe you even pulled a few strings with the personnel department), or have had that ship transferred to your control.

We will use the term requisition, since it's much easier to write than "have transferred to your control since you are such a good captain."



The Shipyard allows you to control what ships appear in your fleet, in addition to being able to repair or refit your starships.

The Shipyard is divided into two parts: the ships that are currently under your control, and the ships that are available for you to take control of.

There are four hull types at the top of the screen. Under each hull type there can be up to three different ships available for purchase. You will see the name of the ship, the class of the ship, how much prestige it will cost you to requisition the ship, and a PURCHASE button to actually acquire the ship.

If you cannot requisition a ship, either because you do not have enough prestige in your bank, or if you are not of high enough rank to control multiple ships or ships of a large enough size class, the purchase button will be dimmed.

Since you can have a maximum of three ships under your personal control, there is only room for three ships at the bottom of the screen. Here you will see the name of the ship and four buttons:

REFIT

Clicking this button will refit that ship to the class listed next to the refit button. The cost of the refit, in prestige, is also shown. If you cannot afford the refit, this button will be dimmed.

Since you are having major work done on your ship, the cost of refitting automatically includes the cost to repair.

REPAIR

If a ship is damaged, clicking on it's repair button will fix the damage – but at a cost of prestige. The cost to repair the ship is shown. The cost of repair is based on the percentage of damage your ship has taken. The more damaged it is, the more expensive the repair will be. This cost is modified by the quality of your engineering officer. Better officers can make do with less equipment and will therefore cost you less in prestige points to repair the same amount of damage than a lesser officer will.

TRADE-IN

If you no longer desire to control this ship, you can trade it in and get a new one. The value of the trade-in, showing the amount of prestige that will be restored to your prestige bank, is listed. You cannot trade-in a ship if the additional prestige plus what is currently in your bank will not allow you to purchase and control at least one ship.

SPECIFICATIONS

Finally, this button will take you to the ship database, so you can see the statistics of your new ship.

Press the DONE button to return to the main campaign menu.

RENAMING YOUR SHIPS

You can rename your ship whenever you wish. Simply click within the name box of a ship under your control and edit the name.

SHIP AVAILABILITY

Not all ships will be available at all times. There are two things that determine ship availability: sector type and campaign date.

The closer you are to the core sector, the better selection of ships you will have, since that's where the actual shipyards are located.

New ships will also become available as time passes during the campaign. There are just a few ship class types available during the earlier years, and more ships available in the later years. Each ship can have a different year of availability, and that year will be consistent from campaign game to campaign game.

CAMPAIGN MENU - SPACEDOCK

If the shipyard allows you to control the ships in your fleet, the Spacedock gives you control over what is actually aboard your ships.

The screen is divided into three sections: the type of consumables you are working on, the actual consumables and a list of ships.

Ship List

The left of the screen displays the ships in your current fleet. The highlighted ship is the ship you are currently working on. Left-click on a ship icon to highlight and select it.

The dock cost under each ship shows how much prestige you are spending on it during this visit to Spacedock.

Consumables

To the right of the screen is a list of buttons. These can be:

Heavy Weapons

Missiles

Shuttles

Misc

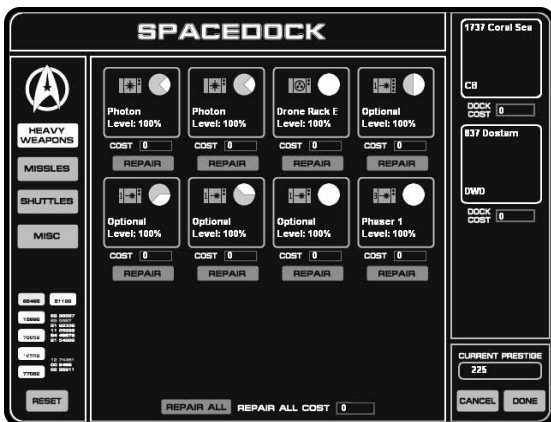
Fighters

The exact buttons that will show up depend on your ship. If your ship cannot carry missiles, for example, you will not see the missile button.

HEAVY WEAPONS

This allows you to replenish your stock of heavy weapon ammo, parts, coils, plasma goo – whatever it takes to make the weapon fire. Each heavy weapon hardpoint on the current ship is displayed, along with the name of the weapon, the firing arc of that weapon, the current status level of the weapon, the cost to repair the weapon and REPAIR button. Clicking the repair button will restore that weapon to 100% efficiency, either by repairing the weapon itself (replacing burnt coils and other easily damageable parts) or reloading it with new ammo (photon torpedoes, for example). Your prestige in the bank will be reduced by the cost to repair.

There is a REPAIR ALL button at the bottom of the heavy weapons sub-screen. Clicking this will repair all weapons to 100% and subtract the repair all cost from your current prestige.

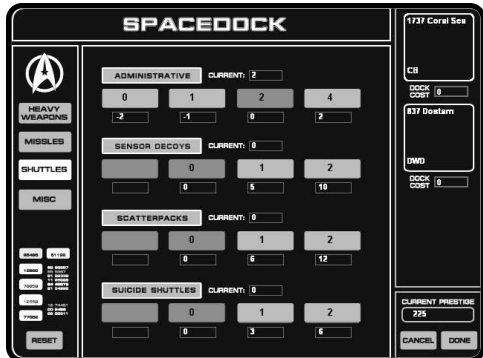


Spacedock is used to replenish your store of consumable items, such as weapons, missiles, shuttles and marines.

SHUTTLES

This sub-screen allows you to purchase replacement shuttles. There are four different types of shuttles: Administrative, Wild Weasel, Scatterpack, and Suicide Shuttles. The current number of shuttles on your ship for that type is shown next to the shuttle types.

You can purchase shuttles in packages. The exact number of shuttles in



the package depends on the size of your ship and the total number of shuttles it can hold in its shuttle bay.

The cost for the shuttle package is listed beneath the shuttle package button. Click on the button to purchase that shuttle package. Your prestige will be modified by the cost. If you trade down to a smaller package than what you currently have on your ship, you will gain extra prestige.

FIGHTERS

Fighters are small attack craft. Unlike Shuttles, which are purchased in groups but tracked individually, fighters operate in squadrons. A carrier can have up to four groups of fighters.

There are three different kinds of fighters: fighters, space superiority fighters and assault fighters. Fighters are the first generation. Most fighters are simply shuttlecraft with improved engines and slightly bigger weapons. Space superiority fighters are the next generation of combat shuttlecraft. They are designed from the ground up for space combat. Space superiority fighters are designed to dogfight other fighters. Assault fighters carry heavier weapons and are designed to attack starships and bases.

Patrol flights are composed of the cheaper first generation fighters.

Intercept flights are composed of space superiority fighters.

Heavy flights are composed of purely of assault fighters.

Assault flights contain assault fighters. In addition, they are escorted by regular fighters.

In Starfleet Command, only the Hydran race has fighters. It is believed that the other races are experimenting with them. The standard Hydran fighter is the Stinger-1. The Stinger-2 is a space superiority fighter. The Stinger-H is a hellbore-armed fighter designed to attack heavily shielded targets.

MISSILES

92

Those races that use missiles will also have another consumable available, if the selected ship is equipped to handle them.

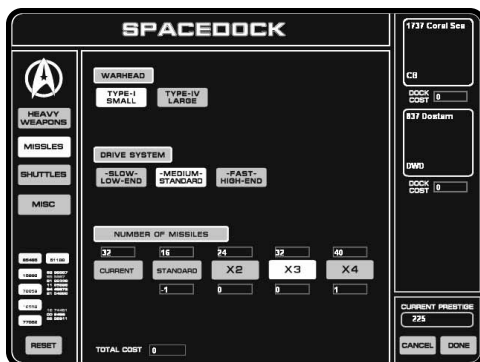
This panel is used to selected what type of missiles will be on the selected ship. All missiles on a particular ship must be of the same type.

There are two different sizes of missiles: Type-I and Type-IV.

There are three different speeds: Slow, Medium, and Fast. Depending on the era, the two fastest speeds may not be available.

A ship can also hold a number of reloads. This will affect the number of missiles on the ship. The more reloads onboard, the more missiles available. The current number of missiles onboard the ship is shown, as well as the standard number of missiles. Additional reloads may be available, depending on the time frame.

The total cost of all missiles is shown at the bottom of the screen.

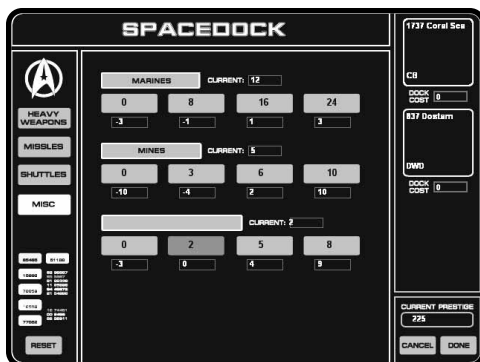


MISC

This is where you equip your starships with marines and mines.

Marines, also known as boarding parties, can be used to capture enemy ships or go on hit and run raids to destroy critical pieces of equipment.

Mines can be dropped out of the hatch to dissuade a pursuer from following. They can also be beamed out into space with transporters (they are known as t-bombs in this mode.) These are small mines. Larger mines are known, but the Organian Treaty stops them from being used in Starfleet Command.



Reset, Cancel and Done

If you click RESET, all the settings will be restored to what they were when you first entered this screen.

Clicking CANCEL will return you the main campaign menu without making any changes to the ships.

Clicking DONE will return you the main campaign menu with the desired changes. At this point, it is too late to go back and make any changes without spending more prestige.

CAMPAIGN MENU - GALACTIC NEWS/MAP

Your location in the galaxy is marked on this map. You can get current information about known empires (the news). You can also use some prestige to request transfers to other sectors of the galaxy.



This is a map of the Galaxy. You are here.

Each empire is marked on the map. Empires are divided into different areas, known as sectors. There are four types of sectors:

Core

This is the most developed sector of an empire. This is where the homeworld is located as well as where all the major industrial worlds are. It is the center of commerce and government, and the most powerful navies will

be stationed here. Unless it is during times of extreme war, no enemies will be found here. A starship captain in the core sector will only have to worry about the occasional pirate raid.

Colony

Colony sectors are adjacent to the core sector but still some distance from the borders. These sectors are a little less developed than the core sector.

Border

Border sectors are adjacent to the neutral zones that separate empires. These are barely colonized sectors, with plenty of things for a starship captain to do. Pirates, enemies and monsters can be found here. These are the most explosive sectors, requiring the highest degree of excellence from starship captains. Unfortunately, many of the empires send their politically liable officers and crews this far out.

Unexplored

Away from all the other empires lies the unexplored sector. This is new space. This sector is where all the "explore strange new world" missions take place. Pirates have been known to be found here, as it is far from the colonized worlds, and they are more easily able to escape detection. Occasionally enemy ships will wander far off-course (so they say) and will need to be intercepted.

Sectors will determine the available starships and officers.

94 Your current location is marked on the map with an icon.

MOVING AROUND THE GALAXY

It is possible to expend some prestige to request a transfer to another sector.

Click on SET COURSE. Click on any adjacent sector to the one you are currently located in. This will set a course marker to that sector. You may then click on any adjacent sector of that sector. If you decide to change your mind, click on the sector again.

You can move up to two sectors. The prestige cost, and amount of time it takes to travel, increases with the number of sectors you move away from your present location.

RACE INFORMATION

You can also get information about a race and its empire. Click on the RACE INFO button and then left-click on any sector of an empire. You will get a picture of a typical member of the dominant species and some background of the race.

When you are done, click on the information window to close it.

CAMPAIGN MENU - NEW MISSION

Once you have made any changes to your ship(s), including new officers, repairs, and replenished stores, then you are ready for a new mission.

Once you click on the NEW MISSION button from the main campaign menu, there is no going back. Some missions will allow you to access some parts of the space station (the Shipyard or Spacedock, for example), but you will not know this until you actually start the mission. Be prepared.

BRIEFING SCREEN

The New Mission button will take you to the mission briefing screen. Missions that do not require your immediate departure from the space station may allow you to visit Spacedock and the Recruiting Office. When you are done with the briefing screen, you will play the mission. Once the mission is over, you will go to the debriefing screen.



The briefing screen. Campaign players will see it often.

The briefing screen gives you the name of the mission.

The briefing will give you your orders and other information about the mission. Your orders will determine what you must accomplish to successfully complete the mission.

There is a map section. It defaults to the tactical map, which will show the location of any known objects. Your ship, some asteroids, and known enemy ships are examples of what may be shown on the tactical map. You can also switch to the strategic map, which will show you where you are located in the galaxy.

DEBRIEFING SCREEN

The debriefing screen gives you the results of your mission. Your superior officers will give you an idea of their satisfaction with your mission performance. Here you can see some important statistics about the recent mission.



The Debriefing screen – successful campaign players will hopefully see "Mission Success" on this screen.

Play Again

It's not often that people get a chance to go back in time and correct a mistake. This button let's you do it after every mission. Click on this button and you can replay the mission. The mission statistics (level of victory, amount of damage, prestige earned) are not actually final until you click the DONE button on this screen.

View Replay

Your actions are recorded for posterity. Click on this button to review these actions and the results of the previous mission. Movies are temporarily stored. If you want to save a movie in a more permanent fashion, visit the FILM ROOM on the main menu. The five most recent movies are stored. The Film Room allows you to copy those movies and back them up.

TACTICAL SCREEN OVERVIEW

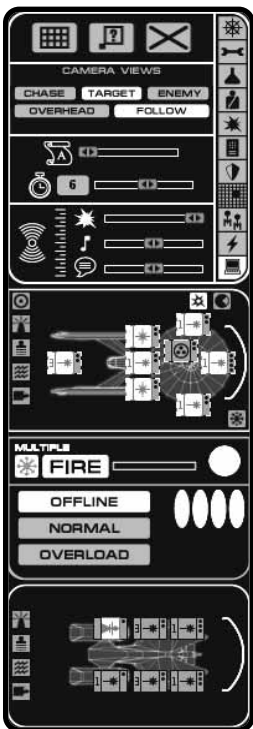
The tactical screen is where all the action takes place. No matter what kind of mission, campaign, skirmish or multiplayer, you will eventually end up here. Understanding the tactical screen will be one of your keys to victory.

The tactical screen is divided into three main components: the 3-D space view, the upper and lower data displays, and the interface bar.



A typical tactical view.

The 3-D space view is your view into the space near your starship. This is a 3rd person point of view; an external view of your starship will be visible on the screen. As you near other starships, they will appear on this part of the screen, as long as the screen view is pointing towards them.

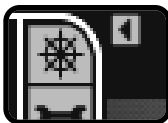


The Interface Bar.

The upper and lower data displays contain vital information that is always visible.

The interface bar gives you in-depth control of your starship and provides the most amount of information. It is very information and control dense. It is not necessary for play at all times, so it is capable of being slid off the screen until you need it.

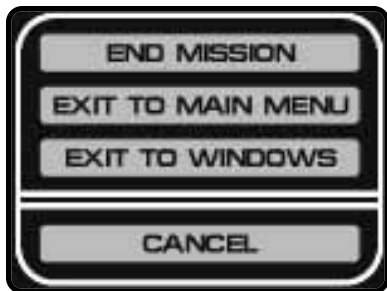
The interface bar is also divided into four sections: officer multi-function display (MFD), ship schematic display, system MFD and target schematic display. If your monitor's resolution is 640x480 mode, the ship and target schematics use the same area of the screen, and you need to use the Toggle Schematic button to toggle between the two modes.



This button will slide the interface bar on and off the screen.

ENDING A MISSION

You can exit a mission at any time by pressing ESC on the keyboard. You will see the End Mission menu displayed.



Use this dialogue box to end a mission.

TACTICAL 3D SPACE

This is an external view of your ship and all other objects in space. You can adjust the camera view using the Preferences panel, see page 114.

Camera Views

There are multiple camera views that can be used to change the view of the tactical 3-D space.

Chase

This places the camera directly behind your ship. It will give you a good idea of the area of space in front of your ship. You cannot rotate the camera view, but you can zoom in and out and adjust the camera angle.

Overhead

The camera is placed above the horizontal plane. You cannot adjust the camera angle, but you can zoom in and out and rotate the camera.

Tactical

The camera is placed on a 3/4 perspective. You can rotate, zoom and adjust the angle of the camera in this view.

Target View

This will display the viewpoint from the targeted ship, if the target is close enough to your ship. This is otherwise identical to the Tactical view.

Padlock Toggle

You can also toggle between padlock on and off. If the padlock is on, the tactical display will attempt to keep you and your target on screen at all times – rotating the camera as necessary to do so.

MOVEMENT

The primary use of this view is to give your ship a new heading (to turn it), to target enemy ships and to see the movement and actions of units in the game.

Left-click to set a new course heading. Your ship will turn to face the new heading. Depending on your HUD information level, you will see a heading indicator appear under your ship. This shows the desired heading and the color gives you a rough idea for how long it will take to complete the turn. The color will change as the ship completes the turn.

Red: Slow – this may take a while.

Yellow: Moderate – getting closer.

Green: Fast – almost there.

The turn rate and current speed of your ship will determine how long it will take to turn.

TACTICAL INFORMATION

Right-click on a unit or a unit tag to target. Depending on your HUD information level, a target reticle will appear on the target and the target schematic will update.



Typical information about a target.

Some information is displayed about units in the 3-D view. Depending on the level of tactical intelligence acquired (which is determined by how close you are to a unit), you can see some of the following information:

Class or Name of unit

Until you get close enough to identify the specific ship, the class of the unit is displayed.

Speed of unit

The speed of the unit is given in a multiple of 10,000 km. This is the distance traveled during the amount of time equal to the game speed slider setting.

Range to unit

The range to the unit is displayed in units of 10,000 km.

Unit Damage Reports

When you fire at a nearby unit, you can see a numeric count of the damage. This number is per volley. The displayed number is in damage points.

All of this information is only displayed if you have normal or maximum HUD information displayed. Normal HUD info shows targeting information for just your target. Maximum HUD info shows targeting information for all ships.

DATA DISPLAYS

There are two data displays on the tactical screen that are always shown.



The top data display.

The top of the tactical interface shows the following information:

Your Hull Integrity

The hull integrity of the starship you are currently controlling. Your ship is in danger of being destroyed when this bar is almost gone. The bar does not have to be completely gone before your ship can explode.

Phaser Capacitor

The phaser capacitor stores energy for all the phasers on your ship. You can click on the phaser capacitor to set the recharge rate of the capacitor bar. If the marker is moved to the center of the capacitor bar, the phaser capacitor will only draw half as much energy and it will recharge half normal speed. The capacitor will draw enough energy equal to firing the phasers one time until it is charged. You may want to do this if you are not planning on using all of your phasers within a short period of time and would rather use that energy elsewhere.

Target Hull Integrity

This displays the hull integrity of your current target. Like your ship, it is a rough gauge of how much damage the target can take before being destroyed.

Mission Timers

There are two mission timers. The first timer is how long it has been since the start of the mission. The second timer is used when there is a critical event that is taking place within the mission.



This information is on the bottom of the screen.

The bottom of the tactical interface shows the following information:

Speed

Your speed, both numerically and in a bar format. The numeric value is your specific current speed. The speed bar shows your current speed and your desired speed. The desired speed is shown with a marker. You can adjust the marker by clicking on the speed bar or using the keyboard commands.

Energy

Your current energy output and total use. The Power bar shows your current energy output both numerically and graphically. This bar shows the total amount of energy your starship is producing from warp engines, impulse engines, and auxiliary reactors. Next to it is the Systems bar which shows the total amount of energy your starship is currently using. Both the Power and Systems bars are on the same scale. If the Systems bar is longer than the Power bar you are attempting to use more energy than your ship is producing and something is suffering for it.

See page 112 for important information on Energy Allocation.

Alert Indicators

The alert indicator shows your current alert status. The GREEN ALERT, YELLOW ALERT and RED ALERT buttons can be used to set your alert level. It is highly suggested that you go to Yellow Alert in unknown dangerous situations and Red Alert before entering combat.

RED ALERT will change all weapons and raise shields.

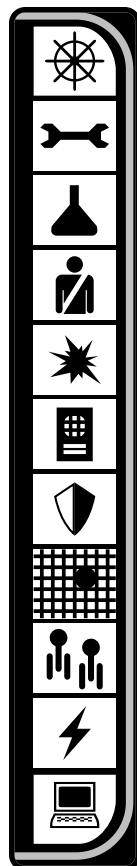
YELLOW ALERT will raise shields.

Fire All Button

Finally, there is also a FIRE ALL button that will fire all selected weapons within the arc and range to your current target. This will only fire one weapon off of each hardpoint. You would need to click this button up to four times to fire all weapons.

TACTICAL OFFICER MFD

The Tactical Officer Multi-Function Display (MFD) allows you to give orders to various officers on your ship to other ships in your fleet, and to change the display to monitor the results of those orders.

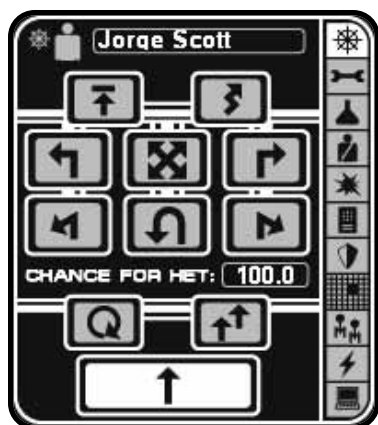


The Various Officer MFD Icons.

Since this is an MFD, you can change what the display actually shows. This is done through the use of the officer icon strip on the right side of the MFD. From top to bottom, these are the various officers and displays available:

1. Helm
2. Repair
3. Science
4. Security/Marines
5. Weapons
6. Communication
7. Defense
8. Tactical Map
9. Fleet Orders
10. Energy Management
11. Preferences

The currently selected officer/display will have their icon highlighted, simply left-click on an icon to select it. Only one screen can be displayed at a time.



The Helm Officer MFD display.

TACTICAL OFFICER MFD - HELM

This panel controls special movement commands. For normal movement commands, use the 3-D tactical space (for normal turns) and the speed bar at the bottom of the screen (to set the speed).

Emergency Deceleration

The Emergency Declaration uses the warp engines to stop as quickly as possible. This can be a little stressful on the ship, but sometimes less stressful than being hit by 100 points of plasma damage. You will stop as quickly as possible, but there will be a delay before you can begin moving again.

Erratic Maneuvers

By making small, swift course changes, you make yourself harder to hit. This generates four points of natural ECM (see page 118) to protect your ship. These ECM points also apply to any direct-fire from your ship (in other words, your own weapons are harder to use).

Using erratic maneuvers also causes the following restrictions to be placed on your ship:

- No launching of shuttles, fighters, missiles, or plasma torpedoes.
- No laying of mines or use of transporters or tractor beams.
- It is more difficult to turn. The turn rate of your ship degraded by one.
- It is more difficult to make High Energy Turns. The chance of failure is slightly increased (by about 17%).

102 The cost to use erratic maneuvering is six points of movement energy.

Orbit Target

The helm officer will attempt to place the ship in orbit around the current target.

Intercept Target

This puts the helm officer in control of your ship. He will attempt to intercept the current target.

High Energy Turns (HETs)

By using additional energy, the ship can be made to turn at a much higher rate than usual. This is known as a High Energy Turn or HET. This allows a ship to make up to a 180° turn nearly instantaneously. As you might expect, this is not good on the ship. The hull, systems, and crew take a tremendous strain. Eventually this strain will result in a breakdown. Some ships are better at making HETs without having a breakdown. Smaller ships, ships with a better turn rate (see page 88), and ships with superior helm officers can make more HETs without suffering a breakdown.

There are six types of HET buttons: five preset HETs and one HET that allows you to set the exact angle.

HET Left

Your ship will make a HET 90° to the left of its current course.

HET Right

Your ship will make a HET 90° to the right of its current course.

HET Hard Left

Your ship will make a 135° HET to the left.

HET Hard Right

Your ship will make a 135° HET to the right.

HET 180°

Your ship will make a HET of 180°. This is an incredibly sharp turn.

HET Free Angle

You can set the exact HET angle. When you left-click on this button, the cursor will change to the Set HET Angle mode. Left-click again in the 3-D space, as if you were making a normal turn, to set the HET angle. A right-click or clicking on another button before setting the angle will cancel this action. Firing your weapons will halt the High Energy Turn.

HET Chance of Success

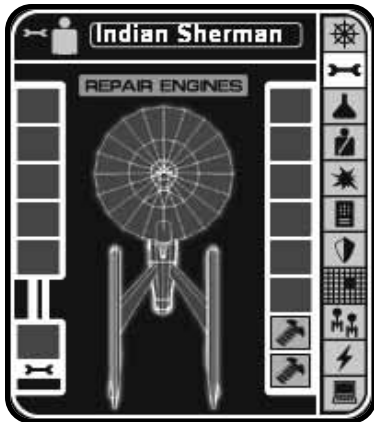
Ships have different chances of succeeding at this difficult maneuver. Your ships current percentage chance to successfully pull off a HET is displayed here as well. When you HET, your ship is stressed. You must wait for a period of time before your HET chance recovers.

Normal Maneuvering

This cancels all previous helm orders and returns the ship to its normal maneuvering mode.

TACTICAL OFFICER MFD - REPAIR

The Repair display shows any systems that are currently damaged. The Engineering officer is in charge of all repairs.



This an example of the Repair officer MFD, the exact screen will depend on your ship and what systems are damaged.

Repairing Damaged Systems

In the center of the MFD is a schematic of your ship. Only systems that are damaged are shown in this area. Left-click on a damaged system to add it to the repair queue. The first item in the queue is the active repair item. A progress bar next to the active repair item shows how close it is to being completely fixed. Additional items in the repair queue are shown above the active repair item. Left-click on an item in the queue to remove it from the queue.

Your damage control parties, lead by your Engineering officer, will only work on one item at a time. Darn 24th century unions.

Spare Parts

Each ship has a limited number of spare parts to repair most major systems. Larger ships tend to have more spare parts. The number of spare parts remaining is shown next to your ship.

One unit of spare parts is used every time your damage control team repairs a damaged system. It is important to note that the spare part is used immediately as soon as the repair starts on the system. Until the system reaches the front of the queue, you can cancel the repair command without losing spare parts. The moment the repair starts, the spare parts are used up even if you decide later to cancel.

TACTICAL OFFICER MFD - SCIENCE

The Science officer is in charge of probes, deep scanning, and self-destruction.

Probes can be used in one of two modes: standard and weapon. Left-click the probe mode button to toggle between the two modes. Each use of a probe will reduce the number of probes on a ship by one, regardless of mode used. The number of probes remaining is displayed on this screen, as well as a progress bar showing you when a probe is ready for launch.

Standard Probes

Probes used in their normal mode will increase the sensor ability of a ship. When you fire a standard probe, it will be launched towards the current target. You will then get more detailed information, if available, about the target – almost as if your ship were next to the target.

If you are not targeting, or you stop targeting by pressing the End Targeting hotkey (the default is “ \ ”), then the probe will fire in the direction the ship is pointing.

Standard probes have a range of around 100 and take no energy to prepare, only time. They have a 360° degree arc of fire.

Weapon Probes

Probes can also be used as makeshift weapons, but with some severe limitations.

While arming, they draw two points of energy. They can only be fired to the front of the ship, in a narrow arc, and they have a poor chance of actually hitting their target. Their chance to hit is based on the range. Only at extremely close range do they hit consistently. They have a max range of six.

To fire the weapon probe, you must have a target.

Deep Scan

Your Science officer can put more energy into the sensors to increase their range. For 3 points of power, your tactical intelligence range is increased by 33%. This will let you locate ships before they see you and it will give you more information about them at farther distances.

Self Destruct

Clicking this button will destroy your ship after a brief period of time. Click the button again to cancel.

TACTICAL OFFICER MFD - SECURITY/MARINES

The Security officer controls your attempts to board and capture enemy ships, and also controls the use of marines for hit and run raids.

There are two subpanels in the Security display. One for capturing and one for hit and run raids. Use the buttons to toggle between the two subpanels.

On both panels, the number of available transporters is shown. As transporters cycle and prepare for the next transporter action, they will fill in with progress bars. Each transporter requires 0.2 power per marine action.

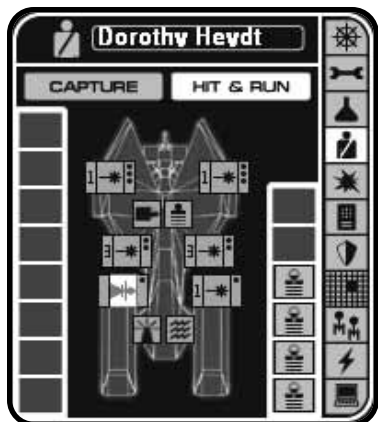
Boarding parties and marines are synonymous terms.

Capturing

You can send boarding parties over in an attempt to capture the targeted enemy ship. They will storm the ship, searching for



This is the Science officer panel.



The Capture and Hit and Run panels of the Security officer MFD.

pockets of resistance and attempting to take over the bridge and other vital systems. The marines on the target ship will resist them, and the defender always has an advantage. You must overwhelm the defender with boarding parties in order to be successful.

Click on the CAPTURE button to toggle to this panel.

Your boarding parties are sent by transporter. The target ship must have a downed facing shield, as well as active transporters. The use of your transporters in this manner will also drop your facing shield.

Click on the ALL MARINES button to send as many marines as possible. You can also click on a single marine icon to just transport that marine.

The number of marines that can be sent are equal to the number of active and available transporters your ship has. The number of marines remaining on your ship is also shown on this screen.

As your boarding parties and the enemy marines fight for control of the target ship, a progress bar will update you on their progress. When you have taken control of more than 50% of the ship, you will eventually win control under most circumstances.

The empire icon shows the owner of the ship. When you capture the ship, the emblem will change to your icon.

Hit and Run Raids

You can also send marines over to destroy specific systems on the target ship. This is known as a hit and run raid (H&R).

Click on the HIT AND RUN button to toggle to this subpanel.

Target known systems by left-clicking on them to add them to the H&R order queue. As long as you are within transporter range, have enough power to activate your transporters, and enough marines to send, your security officer will beam armed boarding parties across to destroy that system.

If the enemy is guarding that system, chances are that your boarding party will fail to destroy the system, fail to return, or both. Hit and Run raids are a dangerous business.

If the enemy is not actively guarding that system, chances of a successful H&R raid increase.

In either case, your security officer will continue to send marines until the desired systems in the order queue are destroyed.

Left-click on a system in the order queue in order to remove it from the queue.

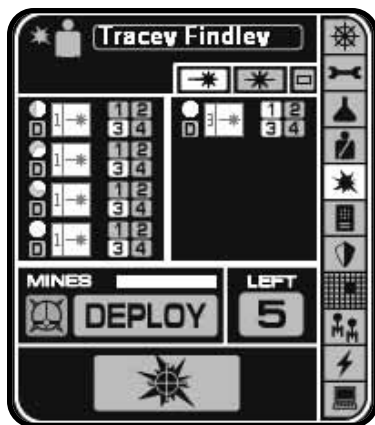
TACTICAL OFFICER MFD - WEAPONS

Use your weapons officer to keep track of your ship's entire weapons layout. The weapons panel can also be used to drop mines, track the remaining mine inventory, and set weapons to destroy or to disable.

The weapons panel details your ship's weapon layout. You can see your weapons by category: phaser or heavy weapon. You can also see a list of all weapons using the DISPLAY ALL WEAPONS button.

Mines

You can drop a mine from a hatch by clicking the DEPLOY button. The mine must have been readied previously. Mines dropped in this way do not lower your shields and are armed when you move 20,000 km away from you.

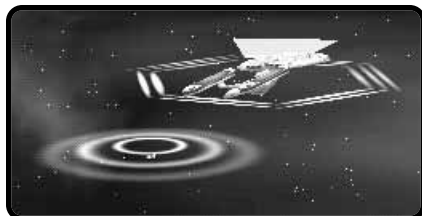


This is the Weapons officer panel.

Destroy/Disable Target

You have two options when firing your weapons. You can fire them in destroy mode, when you are just trying to do as much damage as possible, and in disable mode, which specifically targets weapon and power systems. Disable mode is a form of non-violent combat.

Targeting to disable is more difficult and is less likely overall to do damage. You can switch between the two modes at anytime by clicking on the toggle button.



Cloaking Device

If your ship is equipped with a Cloaking Device, this button will be available. It is a toggle that will turn the Cloaking Device on and off. Cloaking Devices are explained on page 139.

TACTICAL OFFICER MFD - COMMUNICATION

The communication panel allows you to talk to other ships and keep a record of all important messages.

Message Filter Buttons

At the top of the panel are four buttons. These buttons are message filters that can be toggled off and on.



*The Communication panel.
Please deposit \$.25 for the
first three minutes and \$.10 for
each additional minute.*

The most recent messages are at the bottom. You can use the scrollbars to scroll through the message text.

Communication Buttons

The communication panel also serves to send messages to other ships. Target the ship you wish to communicate with. At the bottom of the panel you will see between zero and two buttons.

This type of communication is used when you are playing single-player campaign and skirmish games. When communicating with other humans in multiplayer games, use the multiplayer comm system. See page 75.

Each button will have a brief description of the type of message you can send. Sending some messages will cause the other button to no longer apply, and the button for that message will be removed. An entire conversation can happen by you clicking on a message to send, the target responding, and then you clicking on a new button to respond to the response.

The exact message available will depend on the mission, the target and the situation.

TACTICAL OFFICER MFD - DEFENSE

The Defense panel controls the use of your defensive systems. From here you can set tractor beams to defensive mode, launch Wild Weasel sensor decoy shuttles, use Emergency Decelerate, or set phasers to active point defense.

Emergency Deceleration

The Emergency Decel (ED) button does the same thing as the ED button on the Helm panel. It's duplicated here since it is very useful to use ED in conjunction with a Wild Weasel.

ENGINEERING REPORTS

Toggles messages from your Engineering officer.

MISSION MESSAGES

Toggles general messages relating to the mission.

SCIENCE REPORTS

Toggles messages from your Science officer.

FLEET MESSAGES

Toggles messages from other ships in your fleet.

If a message filter is toggled off, messages of that type will not be displayed.

The display area shows the desired text.

Toggle Active Point Defense

This button defaults to off. Toggle it on with a left-click. All the phasers on your ship will be set to point defense mode (see page XX). Toggle it off again to restore the phasers to their previous setting. This overrides the Weapons panel settings.

Defensive Tractors

You can toggle the use of tractors as defensive beams with these buttons. When in defensive mode, tractor beams can “grab” a single missile for each active defensive tractor. Missiles grabbed this way will be held at a distance until they run out of fuel and self-destruct, until they are destroyed by weapons fire, or until the tractor is turned off or destroyed. Each tractor beam set to defensive mode will drain one point of energy.

Set the total number of tractors to be used defensively by clicking on the desired number button. If the button is dark, the tractor either does not exist on your ship or it has been destroyed. Each tractor pre-allocated in this manner will stop one missile.

Wild Weasels (Sensor Decoy Shuttles)

A starship is a big hunk of metal. But space is even bigger and all starships have to use sophisticated sensors to track enemy starships. The use of a Wild Weasel shuttle can confuse those tracking sensors and protect your ship from harm.

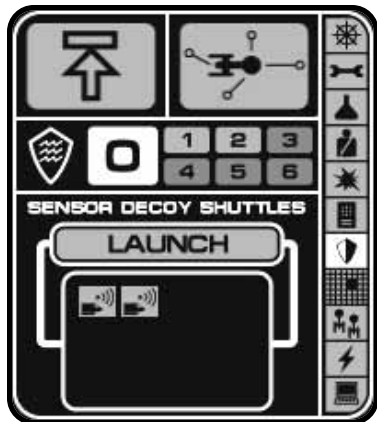
Wild Weasels (WW) are special shuttles that are outfitted with special EW gear that is designed to simulate the sensor returns of your ship. They must be purchased ahead of time, at the starbase's Spacedock and prepared in advance.

Wild Weasels only operate for their launching ship. They are too specialized to protect any generic ship without lots of preparation.

Wild Weasels offer two benefits: ECM and Seeking Weapon protection. A Wild Weasel will provide additional ECM that will help against enemy direct fire weapons. Seeking weapons targeted on the launching ship will change targets and head for the WW. Any additional seeking weapons launched during this time will also target the WW instead of the ship that they are protecting.

To be successfully used, the Wild Weasels owner must disable all active fire-control emissions. This means that the starship wishing to use a WW cannot fire weapons during this time.

Any use of weapons will immediately cause the WW to be voided. A voided weasel offers no protection. All seeking weapons targeted on the WW will reacquire the ship.

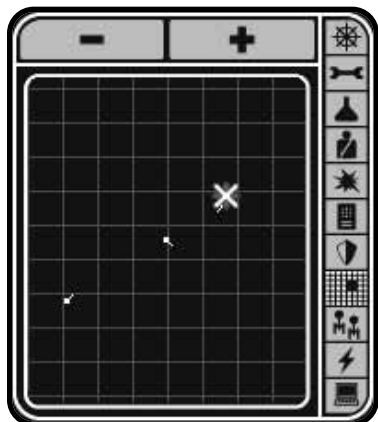


The Defense panel is used to keep your ship in good shape.

Since the WWV is a simple shuttle, it can easily be destroyed. When it is destroyed via incoming seeking weapons or by enemy direct fire, it will continue to provide protection for a brief period of time. If the ship that launched the WWV is too close to the exploding shuttle, it will take damage.

TACTICAL OFFICER MFD - MAP

This panel displays the area of space around your ship. It will attempt to identify known objects.



The tactical map. Use it to keep track of enemies outside of visual range.

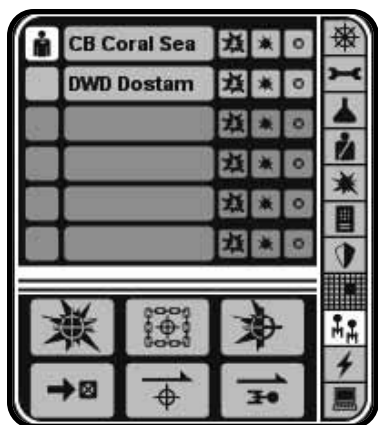
The map is very simple to operate. There are two zoom buttons. Clicking the + ZOOM decreases the size of the map, but makes it more accurate. Clicking the - ZOOM button increases the size of the map, but at the loss of accuracy.

Your ship is the dot near the center of the map. The map is centered on your ship.

Other objects that will be displayed are:

- All of your ships
- All allied ships
- All known enemy ships
- Planets, Asteroids, and other pieces of space terrain

TACTICAL OFFICER MFD - FLEET CONTROL



The Fleet Control panel is used to issue orders to other ships in your fleet.

Not only do you command your ship by giving orders to officers and crew, but you can also give orders to other ships in your fleet that are also under your command. To do so, you will need to use the Fleet Control panel.

Issue Orders

Each ship in your fleet, including your current ship, is listed on this screen. Any ships that are captured will also be displayed. You can issue different orders to any ship. You can issue orders to your ship, but it will not follow them until you transfer control (see below.)

To issue an order, you need to select the ship that will carry out that order. Left-click on the ship name to select the ship.

Left-click on an order type and an order intensity, if desired.

Order Types

Ships can be issued one of six basic orders:

Attack Target

Attack the current target with the intention of destroying it. After destroying the current target, the ship will hunt down the closest legal enemy.

Capture Target

Attack the current target with the intention of capturing it. After capturing the current target, the ship will return to the command ship with the captured ship in tow.

Disable Target

Attack the current target with the intention of disabling it. After disabling the current target, the ship will remain next to it until a new order is issued.

Go Here

Clicking on this order button will change the cursor to a Set Go Here mode. Left-click in the 3-D space to set the destination point for the ship you are issuing orders to. Right-click to cancel this operation.

Defend Target

Move to the current target and defend it from enemy attack.

Defend Command Ship

Defend the ship that the orders are currently being issued from.

In any case, starships will always defend themselves from attack and fire on any enemy ships that approach too close.

Order Intensity

In addition to issuing an order, you can also set the intensity at which that order will be carried out. There are three settings that range from Aggressive to Normal to Cautious.

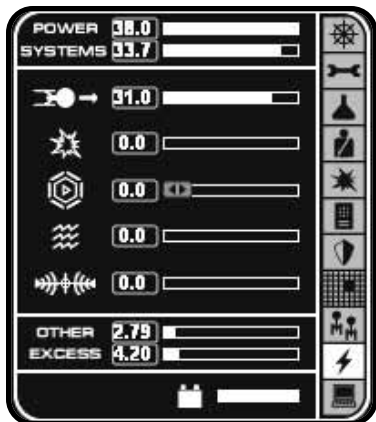
The intensity determines how likely the ship is to carry out your orders in the face of enemy opposition.

Take Control

You can also “jump” into the command chair of a ship in your fleet. This basically allows you to switch control from your current ship to another ship.

Left-click on the transfer control checkbox. Your previous ship will follow any orders previously set. If no orders are set, it will default to attacking the closest enemy ship.

TACTICAL OFFICER MFD - ENERGY MANAGEMENT



The Energy Management panel allows you to manage your energy output and usage.

The Energy Management display shows the current output of energy and what systems are drawing on that energy.

Energy in Starfleet Command can come from one of three locations: warp engines, impulse engines and auxiliary power reactors.

Power

This shows the total amount of energy being produced by your ship. Energy is produced by warp engines, impulse engines, auxiliary power reactors (APR), and auxiliary warp reactors (AWR).

Systems

This is the total amount of energy your ship is currently using. How fast you are

moving and what weapons you are charging are the primary uses of energy. Other systems can also use energy.

Movement

To move requires energy. The larger your ship, the more energy used to move. This bar shows the total amount of energy being used just to get you from point A to point B.

Weapons

This shows how much energy is being used to prepare heavy weapons and charge phasers.

Shields

How much energy is being used to raise and reinforce shields. You can add additional reinforcement energy by using the slider bar.

Sensors

This bar displays the total energy cost of your ECM and ECCM systems.

Other Systems

This shows how much energy is being used by all other systems on your starship. This includes basic shields, life support, tractor beams, deep scanning and transporters.

Excess Energy

If you are not currently using more energy than you are producing, the left over energy is called Excess Energy. This display bar shows the total amount of excess energy being produced but not used.

112 *A wise captain would say that having too much excess energy is just as dangerous in combat as not having enough.*

Batteries

Batteries hold a small amount of energy for a limited time. This bar shows the total amount of energy in your battery system. If you use more energy than what is being produced, your ship will start drawing from the batteries. When the batteries are drained, your Engineering officer will have to shut down some systems or reduce the amount of power going to those systems. Once your ship produces more energy than it is using, the batteries will be recharged. The net effect is to provide a short period of time where you can use more power than you are actually producing.

Cloaking Device

If your ship has a Cloaking Device installed, this display bar will show how much energy is being used to cloak the ship. The cloaking icon is also a button that can be used to toggle the Cloaking Device on and off. Cloaking Devices are explained on page 139.

Running out of Power

If you start to run out of power, and you have exhausted your batteries, your Engineering officer will have no choice but to start shutting down systems in order to compensate.

The fastest way to adjust power is to adjust the speed of your ship. Slow down and you gain more power. Speed up and you use more power.

If this happens, the Science Officer will use the following order of priority to determine what gets shut down and when:

1. Life Support
2. Fire Support
3. Cloak
4. Shields
5. Speed
6. Phasers
7. Heavy Weapons
8. Sensors
9. Transporters
10. Tractors
11. Shield Reinforcement
12. Batteries

TACTICAL OFFICER MFD - PREFERENCES

The Preferences panel isn't used by an officer. Instead, it let's you change certain settings in the game to your liking.

Briefing

Click this button to display the current mission briefing.

End Mission

If you click this button, the End Mission dialogue box will appear. In multiplayer missions, if you are the host and click this button a new host will be selected.

Game Speed Slider

Use this to adjust the speed of the game. Moving the slider to

the right will increase the speed at which the game plays. Moving the slider to the left will slow down the gameplay. The numeric value shows the game speed. The higher the number, the faster the game will play. The default value is 6.



Get your preferences here!

Starfleet Command is based on Star Fleet Battles, a turn-based board game. The game speed slider adjusts how long the turn will be played out in SFC.

If you are just starting out, try moving the game speed slider to 3. Adjust it up or down based on your experience.

Camera Mode

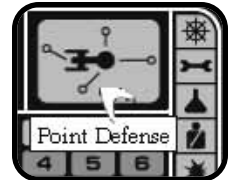
You can use this to toggle between the different camera modes in the 3-D tactical view.

Grid Toggle

This button toggles the grid display on and off.

Quicktips Toggle

Click this button to toggle the Quicktips help on and off. If on, Quicktips will appear if you hold the mouse over a button for a short period of time.



This is a sample Quicktip.

Text Speed Slider

This slider adjusts how fast the text is scrolled off the screen. Adjust it to better match your reading speed.

Master Volume Slider

This slider controls the overall volume of the audio. If you want to adjust how loud or quiet the sound effects are, use this slider and then adjust the other two audio sliders.

Music Volume Slider

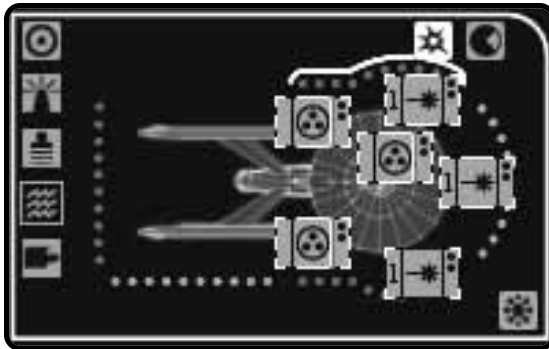
This slider controls the sound volume of the music. If you slide it all the way to the left, the music will be turned off.

Voice Volume Slider

If you find the in-game voices to be too loud or too quiet, you can use this slider to adjust the volume.

TACTICAL SHIP SCHEMATIC & SYSTEM MFD

The status of your ship is displayed in this section of the interface bar.



This is your ship. Use it wisely.

The exact schematic displayed will depend on your ship and its current status.

Normally, there are two ship schematics, one for you and one for your current target. In 640x480 resolution mode, you will only see your ship schematic. Click the schematic toggle button to switch between your ship and your target.

Weapon Icons

Displayed on top of the schematic are your ship's weapon hardpoint icons. These icons show the current status of the weapon hardpoints, and are also used to select weapons.

If a weapon is black, it has been destroyed. If it is flashing yellow, it is temporarily stunned from damage caused by an attack.

The weapon icon is broken down into three parts: weapon sub-type, weapon type, and number of weapons. Each icon represents a hardpoint. Each hardpoint can contain up to four identical weapons with the same firing arc.

The weapon type tells you if the weapon is a phaser or heavy weapon. If it's a heavy weapon, the icon will also tell you what type of heavy weapon it is.

The number of dots on the right of the icon shows the number of weapons at that hardpoint. Each dot represents one weapon.

The weapon sub-type is used for phasers and plasma torpedoes. See those weapons for specific descriptions.

Selecting Weapons

Left-click on a weapon to select it. Shift-left-click to add or delete the weapon from the currently selected group of weapons.

You can group weapons via the Weapon Officer panel. You can also press CTRL-1 through CTRL-4 to store the current weapon group. Press 1 through 4 to activate the stored group.

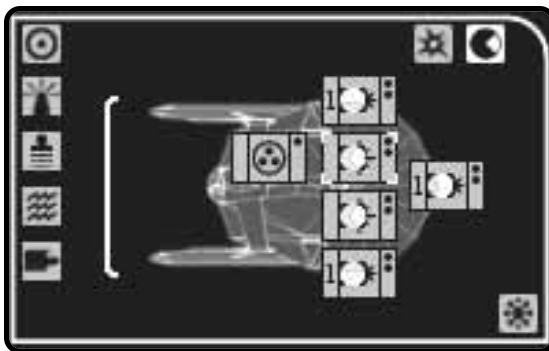
Selecting a weapon will also change the Tactical System MFD to the control panel for that weapon type.

Weapon Firing Status

If at least one weapon at that hardpoint is ready to fire, the icon will be a dark color. If all weapons are discharged, the color will be light. As the weapon is charging, you will see the light color will be filled in by the dark color. This is a progress bar.

Firing Arc

Weapons that can fire on the target ship are marked with a highlight box around the weapon icon. If you want to see the firing arcs for all weapons at the same time, you can use the Firing Arc Toggle button.



This button toggles the firing arc display on the weapon icons.

Select All Weapons

This button can be used to select all weapons into one big group.

Shield Indicators

Around your schematic, you will see six shield indicators, one for each shield arc. These icons will show if a shield is currently up, damaged, reinforced or down.

There is a highlight that runs around your ship. This highlight shows the current shield arc that is facing your target.

System Buttons

On the side of the schematic, you will see five buttons. These buttons control additional systems on your ship.

1. Shields
2. Electronic Warfare (Sensors)
3. Transporters
4. Tractors
5. Shuttles

Disabled Systems

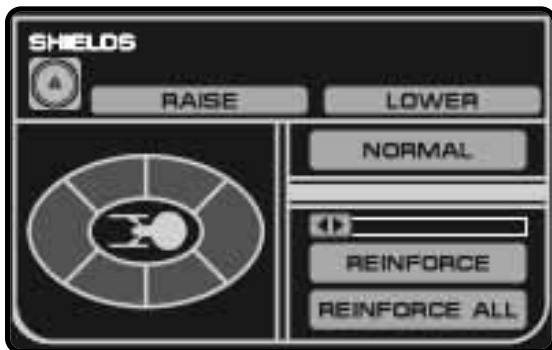
If your ship takes damage, there is a chance that some systems will be temporarily disabled. This is represented by a flashing yellow icon on the affected systems. When the system stops flashing, it is restored to use. Disabled systems will automatically repair themselves if at all possible. If not possible, then the system is destroyed.

Destroyed Systems

If a system is turned black, it has been destroyed. You can repair some systems using the Repair Officer MFD (see page 104). Destroyed systems cannot be used until repaired.

TACTICAL SYSTEM MFD - SHIELDS

This panel controls how much energy is going into your shields for reinforcement, which shields are being reinforced and it also allows you to control which shields are raised.



The shield control panel on the Tactical System MFD.

Going to red or yellow alert will raise shields. Going to green alert will lower them.

Unless otherwise directed, it is a good idea to go to red alert when encountering hostile units. When encountering units of an unknown nature, yellow alert is the preferred mode.

The large display shows the six shield arcs. Left-click on an individual shield arc to toggle selection. Left-click in the center area to select all shield arcs.

Raise

This button raises the selected shield arcs. Shields take time to be raised. If a shield arc is dropped and then you immediately try to raise it again, it will still take time. Take this into account when you plan your shield activities.

Lower

This button lowers the selected shield arcs. You probably won't be using this button too often. Systems that require shields to be

lowered (hit and run raids, transporter bombs) will do so automatically when you order that action, and they will be raised as soon as possible after the action has been completed.

Normal

This disables all current shield reinforcement and returns the amount of energy flowing to the shields back to their normal amount.

Reinforcement Slider

This adjusts the amount of reinforcement energy desired. After setting this level, you should use the REINFORCE button.

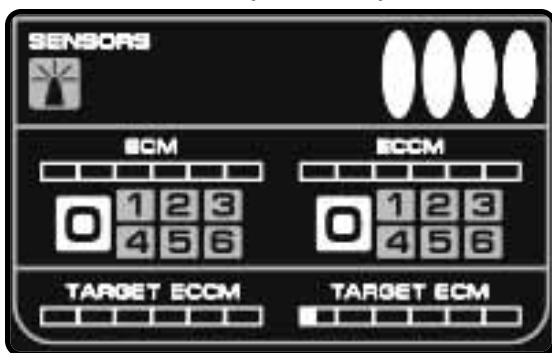
Reinforce

This reinforces the currently selected shield arcs with the desired amount of reinforcement energy. The more shields you reinforce, the less effective the reinforcement will be.

Reinforce All

This reinforces all shield arcs with the desired amount of reinforcement energy.

TACTICAL SYSTEM MFD - EW (SENSORS)



Your sensors panel at work.

Your sensors can be used to broadcast Electronic Countermeasure (ECM) signals in an attempt to diminish the enemies' ability to fire accurately at your ship, or you can use the sensors to broadcast Electronic Counter-Countermeasures (ECCM). You can refine the signals that your sensors receive, in an attempt to defeat an enemy ECM signal. This is collectively known as Electronic Warfare, since ECM and ECCM often fight it out.

ECM

These signals attempt to jam the enemy targeting computers. If successful, your ship will gain a small amount of protection from direct-fire and seeking weapons. You can set the desired ECM from 0 (no ECM) to 6 (maximum ECM). The maximum ECM may be adjusted by damage to your sensors.

Target ECCM

This display shows how much energy the current target is using on ECCM.

ECCM

This attempts to either overpower enemy ECM signals or spend more processing time decoding and filtering the jamming information. In any case, ECCM reduces the effectiveness of the target's ECM. You can set the desired ECCM from 0 (no ECCM) to 6 (maximum ECCM). The maximum ECCM may be adjusted by damage to your sensors.

Target ECM

This display shows how much energy the current target is using on ECM.

Energy Cost

Each point of ECM or ECCM costs one point of energy to create. Your total electronic warfare energy cost is equal to the total number of ECM and ECCM points you are generating.

Maximum Electronic Warfare

Your sensors can only generate a total number of ECM and ECCM points equal to your ship's current sensor rating. This is usually six. If you attempt to set one form of EW above the maximum, your Science officer will automatically adjust the other type to counterbalance.

To recap, generated ECM plus ECCM from sensors cannot exceed your ship's sensor rating (usually six or less).

Some terrain can add to your ECM. This terrain modifier can be in addition to any generated EW.

Plasma Torpedoes have three points of ECCM automatically.

ECM vs. ECCM

Each point of ECCM reduces the target's ECM by one. If ECM is reduced to zero, there is no effect of Electronic Warfare.

However, if a positive ECM still exists, it will modify the damage from all weapons. This is known as the Net ECM Shift. The larger the Net ECM Shift, the better protected you are if you are being shot at.

Exactly how is the Net ECM Shift calculated and how does it work?

ECM – ECCM	Net ECM Shift
1–3	1
4–6	2
9–15	3

To continue past 15, take the square root and drop all fractions.

The Net ECM Shift is a modifier that reduces both the To-Hit chance of a weapon and the amount of damage a weapon causes.

Cloaking Device

If your ship is equipped with a Cloaking Device, this button will be available. It is a toggle that will turn the Cloaking Device on and off. The button toggles between CLOAKING and UNCLOAKING. Cloaking Devices are explained on page 139.

TACTICAL SYSTEM MFD - TRANSPORTERS

Transporters are devices that can move objects from one point to another without having to cross the points in between. Transporters have three major functions in Starfleet Command: they can transport marines, items, or transporter bombs.



Transporter ready, Captain!

Marines

Transporters can move marines/boarding parties around for hit & run raids and to capture enemy ships. See the Security Officer MFD on page 105 for more information.

Items

You can move items around with a transporter. This can range from a case of Romulan Ale, spare parts for the damage control teams, to a vital diplomat or spy.

There are two sections on the transporter panel for items: Beam Out and Beam In. Beam Out is an inventory of what you are currently carrying that would be of any interest to transport. You could transport your dirty laundry, but why? Beam In is what is available on the target unit to transport.

To transport an item, click on the icon to highlight it. You can use Quicktips (see page 114) to get the name of the item in question. Then click the ENGAGE button. Each transporter action will send one unit of the item and use one transporter.

Transporter Bombs (Mines)

These are the same mines that can be dropped out the back of your ship. Since they are small mines, they can be rigged for transportation. You may beam them up to range 5.

Mines transported in this fashion are known as transporter bombs or t-bombs. They will explode after a short delay, as soon as any unit, including you, enters their detection range. Ships moving very slowly may fail to be detected.

T-bombs do 10 points of damage to all units within a range of 2.

A few Romulan ships also have a Nuclear Space Mine (NSM). They do 35 points of damage but can only be dropped out the back hatch.

Press SHIFT-M to drop a Romulan NSM.

The only other difference between t-bombs and laying mines is that t-bombs require a shield to drop.

See page 107 for mine laying.

When using the B hotkey to lay t-bombs, you can hold down SHIFT and lay multiple t-bombs. Each click of the mouse will transport one t-bomb as long as you hold down SHIFT, have t-bombs or transporters to deliver them.

Shields and Transporters

Transporters cannot transport through shields, except under really bizarre situations that you will never encounter in Starfleet Command. To use a transporter, one of the shield arcs must be dropped. Fortunately, your transporter operator is smart enough to communicate with your Weapons officer and only drop the shield at the proper moment and bring it up again as soon as possible. This will happen automatically when you order a transporter to perform an action.

This also means that the shields on your target must be down, if you are transporting items or marines. Bombs make their own hole, if necessary, and are never transported onto an enemy ship – just into space.

Energy Cost

It costs .2 points of energy to use a transporter for any action.

Remember that during marine activity, multiple transporters may be used at the same time. The .2 energy is for each transporter. Use five transporters, and it will cost you 1 point of energy.

It also takes time to recharge the transporter coils and grid. There is a one turn delay between transporter actions. The only exception to this is the Hit & Run teams – they may transport across and return immediately, since the transporter has a continuous lock on to the away team.

TACTICAL SYSTEM MFD - TRACTORS

Tractor beams are useful pieces of equipment. They can be used to tractor other units, like enemy starships, or incoming missiles or shuttles.

Tractors use directed force beams to “grab” an object and manipulate its movement.

Defensive Tractors

The primary purpose of defensive tractors is to stop incoming missiles and keep them from impacting on your shields or hull. The secondary purpose is to do the same to shuttles and fighters. These must be pre-allocated before they need to be used.

Defensive tractors are controlled on the Defensive Officer MFD panel, see page 109.

General Tractors

You can also direct the use of your main tractor system against ships and other units. This is most often used to “anchor” an opponent, to make sure that he cannot flee from you. It can also be used to drag a wounded ally out of harm’s way.



The Tractor panel controls your main tractor system.

Targeting

The tractor will target the unit that is the current target when the ENGAGE button is pressed. If you switch targets before the tractor beam is engaged, the tractor beam will attempt to tractor your new target. The main tractor system can only target one unit at a time. If you target another unit, the first unit will no longer be a valid target.

Beam Strength

The beam strength is how much energy is being diverted to the tractor system. The more powerful the beam strength the easier it is to grab a unit with the tractor or defend yourself from being tractored.

Click on the desired power level of beam strength. The tractor beam system takes time to charge and build the beam strength. Plan your beam strength before engaging the target. The beam strength will not start to build or draw energy until you click the ENGAGE button.

Power Level	1	2	3	4	5
Beam Strength	1	2	4	8	16

Hold

If you want to grab another ship, use this mode. It will hold the target as soon as the beam strength is filled and the target is within range.

Repel

If you want to protect yourself from being held by a tractor beam, use this mode. Repelling a tractor beam is easier than tractoring a unit. As long as your repel energy matches or exceeds the amount of hold energy, you cannot be held in a tractor beam.

Engage

Once you click this button, the main tractor beam will draw energy equal to the beam strength and the beam strength bar will start to fill. Once the beam strength bar has completely filled, a hold tractor will engage as soon as the enemy is around the range 2 to 2.5.



The tractor beam in action.

You must have a sensor lock-on in order to lock a tractor beam on to a unit. Click the ENGAGE button again to disengage the tractor beam and release the target.

Effects of a Tractor

Until the tractoring ship disengages the tractor beam, or the tractored unit can build enough repel beam strength, the two units are linked. The movement vector (direction and speed) and size of each ship will affect the other ship. The range between the two ships will remain constant.

Ships can continue to rotate on their own, bringing a different shield or weapon hardpoint to bear. Ships can also adjust their speed up or down (within the limits of their energy and available warp/impulse drives).

If either ship is destroyed, or if the tractor beam itself is destroyed, the tractor is released.

TACTICAL SYSTEM MFD - SHUTTLES

The shuttlecraft control panel is used to issue orders to shuttles and fighters. From here you can set your orders and launch individual shuttles or fighter groups.

Fighters are specialized shuttlecraft outfitted with higher performance impulse engines, improved fire-control, and targeting computers, not to mention the improved weapon load-outs. Fighters are also designed for higher stress tolerances.

It's important to note that fighters operate in groups. The size of the group depends on the size of the carrier. Larger carriers can operate larger groups of fighters. You are limited to maximum of four fighter groups.

Only one set of orders can be issued to a fighter group at a time, and all fighters follow the same orders.

It's also important to note that in Starfleet Command, only the Hydran race has access to fighters.

Types of Shuttles

There are four types of shuttlecraft: Admin, Wild Weasel, Suicide or Scatterpack.

Admin Shuttle

This is a manned shuttle. An admin shuttle is armed with a single 360° arc ph-3. It can accept all target options. They are primarily used for additional missile defense or to distract your foe. The most common order for Admin shuttles is Defend Me.

Wild Weasel (Sensor Decoy Shuttle)

Wild Weasels cannot be given orders. They will automatically start generating the powerful sensor decoy signals necessary to fool enemy targeting systems.

Once launched, Wild Weasels will protect your ship from seeking weapons until the WW is destroyed or until you void the protection by moving faster than speed four or by firing weapons. Wild Weasels also provide protection against direct fire weapons, like phasers and disruptors.

Suicide Shuttle

Suicide shuttles cannot be given orders. They will automatically attack the current target.

Suicide shuttles are armed with powerful anti-matter bombs. They will explode on contact with the target ship. They do 18 points of damage.

Scatterpack Shuttle

Scatterpacks cannot be given orders. They will automatically attack the current target.

124 Scatterpack shuttles are armed with six missiles. They are set to launch all missiles after a short period of time (as they calibrate

their arming sensors and fire-control). This is one of the fastest ways of getting a large number of missiles in the "air". The use of scatterpacks can easily overwhelm the ability of your ship to control missiles in flight. This could result in the loss of previously launched missiles. See Missiles on page 138 for more information.

The Shuttle Panel

There are four parts to the shuttlecraft panel.



The Shuttlecraft control panel.

Docked

These are the individual shuttles or fighter groups that are still on board the carrier. Left-click on a shuttle or group to highlight and select it. All future orders are carried out by the selected unit(s).

Active

These are admin shuttles (shuttles under human control) or fighter groups that are currently in space. If you want to change the current orders of an active unit, left-click on it to select and highlight the unit.



The Hydran Shuttle control panel, showing fighters.

Target Options

Left-click on one of these options to set the orders for the selected units:

Attack

This orders the shuttle or the fighter group to attack the target. They will close and attempt to do maximum damage to the enemy.

Harass

This tells the shuttle or fighter group to stand off and fire weapons from a distance. This provides maximum protection to the fighter group but decreases the amount of damage dealt to the enemy ship.

Defend

The shuttle or fighter group will fly to the current target and defend it. If enemy units approach too closely, the defending unit(s) will break off and attack. If the enemy units flee, the defenders will follow for just a short period of time and then return to their charge.

Defend Me

If you want your shuttlecraft or fighters to defend their carrier, select this option. It is the same as Defend, but with the defended target being the current ship.

Return

Tells the active shuttle or fighter group to return to the carrier and dock as soon as possible. For example, you can use this to rearm assault fighters, for example.

Launch

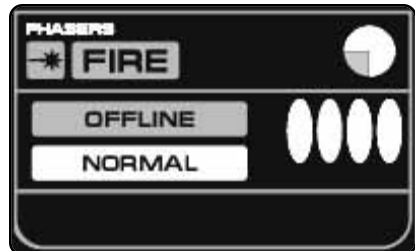
Once the shuttle has been selected, and an order given if necessary, click the LAUNCH button to throw the selected shuttle or fighter group into the vacuum of space.

TACTICAL SYSTEM MFD - WEAPONS

If you select one weapon, the tactical system MFD panel will switch to the control panel for that weapon.

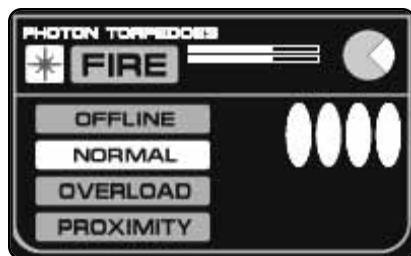
These are typical weapon panels. They have buttons for controlling the weapon settings, and they show the weapon name, charging status, and firing arcs. If there are multiple weapons of that type

at that hardpoint, there will be multiple charging status bars. All weapons at that hardpoint share the same firing arc, which is pointing in the same direction as the schematic for your ship. The right side of the firing arc circle is the front (or bow) of your ship. The light color shows the valid firing arc for the weapon.



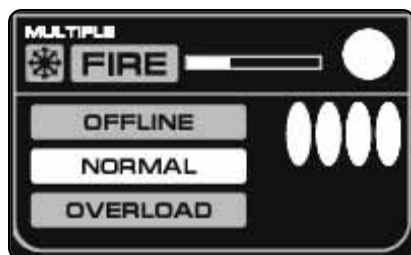
You can use this panel to change the settings for the selected hardpoint. Only that hardpoint will be affected. All other weapons of that type will keep their current settings.

See the individual weapon section for details on each of the weapon types.



If you select multiple weapons, you will see this panel:

This panel shows the common firing arc for all weapon hardpoints that are selected. It has three buttons: OFFLINE, NORMAL and OVERLOAD. Clicking one of these buttons will change all selected weapon hardpoints to that setting. Weapons that do not have an overloaded setting (phasers) will be set to normal if you click on the OVERLOAD button.



The charging bar for multiple weapons shows the charging status of the weapon that will be available in the shortest amount of time. In other words, if even only one weapon is charged and ready to fire, the charging bar will show full.

WEAPON SYSTEMS

Starships are equipped with a variety of weapon systems for both offensive and defensive purposes. Most of these weapons operate under one of two principles: direct-fire weapons and seeking weapons.

Most weapons take time and energy to prepare for use.

Each of the races specialize in their weapon systems. Their tactics are defined by what weapons their ships have and how they are best utilized.

Weapons have different modes that they can be placed in. All weapons have an offline and normal mode. Some weapons have an additional mode (like overload). Modes are set on the system MFD when you select a weapon.

Offline Mode

This turns the weapon hardpoint off, and no energy will be supplied to this weapon. All energy currently in the weapon is lost and the weapon cannot fire. It can be damaged or destroyed by enemy fire.

Normal Mode

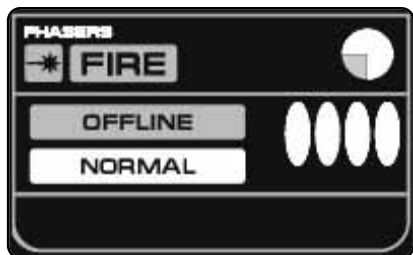
This is the standard firing mode of a weapon. It uses the normal amount of energy and does the normal amount of damage. As

long as the weapon is in this mode it will automatically start charging again as soon as it fired. See the specific weapon notes for more detailed information.

Loading Times

In the following descriptions, the term “turn” will be used. This is equal to the game speed slider. It is a convenient way of saying “standard loading time equal to the game speed slider” without having to use all those words.

PHASERS



Phasers are probably the most useful of the weapon systems and are also the most applicable for defensive purposes. There are multiple types of phasers, ranging from offensive, defensive, to large starbase sized phasers.

Each phaser must wait one turn after firing, with the notable exception of the ph-G. There must be enough

energy in the phaser capacitor to fire the phaser after it has cooled down.

Phaser, Type-1 (ph-1)

This is a high-quality offensive phaser. It is capable of doing the most damage for a ship-based phaser. It takes one point of energy to fire a ph-1.

Damage Table

Range	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
Min	4	4	3	3	2	2	0	0	0	0	0
Max	9	8	7	6	5	5	4	3	2	1	1
Avg	6.5	5.3	4.8	4.3	3.8	3.5	2.2	1	.5	.3	.1

Phaser, Type-2 (ph-2)

This is the same basic phaser as a ph-1, but it lacks the sophisticated targeting systems required for the most efficient use. It also takes a single point of energy to fire a ph-2.

Damage Table

Range	0	1	2	3	4-8	9-15	16-30	31-50
Min	5	3	3	3	0	0	0	0
Max	6	5	5	4	3	2	1	1
Avg	5.5	4.2	3.8	3.5	1.2	.7	.3	.1

Phaser, Type-3 (ph-3)

This is a smaller defensive phaser. It is primarily for missile defense or against smaller targets, like shuttles and fighters. It only takes 1/2 point of energy to fire a ph-3.

Damage Table

Range	0	1	2	3	4-8	9-15
Min	3	3	1	0	0	0
Max	4	4	4	3	1	1
Avg	3.8	3.7	3	1	.3	.2

Phaser, Type-4 (ph-4)

This is a large phaser that can only be mounted on larger units, such as bases or planets. The required use of positional stabilizers for fire control means this phaser can never be used on a mobile ship. It takes 2 points of energy to fire a ph-4.

Damage Table

Range	0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
Min	15	10	9	8	7	6	5	3	1	0	0	0	0
Max	20	20	20	15	12	10	8	6	5	4	3	2	1
Avg	18.3	15.3	12.8	9.5	8.2	6.5	5.5	4.5	3.2	2.2	1	.5	.1

Phaser, Type-G (ph-G)

The Hydrans were the first to develop the dreaded Gatling phaser. It is functionally equivalent to four type-3 defensive phasers. It can fire up to four times during the same time period as a single ph-3, with all shots having identical damage and range as a ph-3. It takes 1 point of energy to fire a ph-G four times.

Almost all ships and units are equipped with some sort of phaser. Their ability to target missiles, plasma torpedoes, ships and shuttles, along with their high energy to damage ratio makes them one of the best and most versatile weapons available.

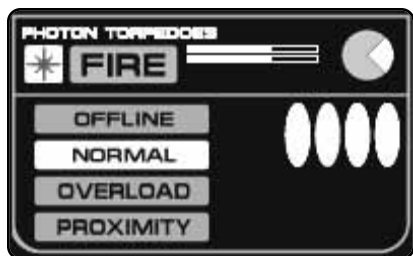
Unlike all other weapons, phasers can only be damaged on your ship if the attack came from a direction the phaser can fire in.

Phaser Capacitor

All phasers on a ship draw their energy from a common phaser capacitor. The amount of energy the phaser capacitor can hold is equal to the cost of firing all phasers once. When a phaser is fired, the energy to fire it will come from the capacitor at the moment of firing. You can adjust the recharge rate of phaser capacitors, see page 100. Phasers cannot be overloaded.

PHOTON TORPEDOES

Photon Torpedoes are the main heavy weapons of the Federation.



Photon Torpedoes do a fixed amount of damage, but have a chance to hit or miss based on range. In general, the closer your ship is to the target, the closer your photon torpedo launch tubes are. This is good for your photons and bad for your target.

Photons can be used in three different modes: normal, overload and proximity.

Normal

This is the standard photon. It has a max range of 30, but the chances of it actually hitting drop off quite dramatically after range 8. It takes 2 points of energy for two turns to charge and 1 point of energy to hold an armed photon. This cost is per tube. A photon hardpoint with two weapons, and a game speed slider of 30 seconds, would require 4 points of energy for one whole minute to charge. After that, they would be held for 2 points of energy until fired. These photons do 8 points of damage.

Range	0-1	2	3-4	5-8	9-12	13-30
To-Hit %	Special	83%	67%	50%	33%	17%

Warning: Normal photons fired at a range of less than 2 will cause minor feedback damage. Feedback damage strikes the shield facing your target. Normal photons fired at this range also do less damage than normal.

Overload

By stuffing additional energy into the photon, it is possible to overload it. This will make the photon unstable, which dramatically lowers its maximum range to 8. It takes 4 points of energy for two turns to charge an overloaded photon. Overloaded photons can be held at a cost of 2 points of energy per tube. Each overloaded photon does 16 points of damage.

Range	0-1	2	3-4	5-8
To-Hit %	100%	83%	67%	50%

Warning: Overloaded photons cause feedback damage if fired at range 0 or 1. This feedback damage will damage the shield facing your target.

Proximity

By setting the photon to explode by proximity warhead, the successful chance of doing damage at longer ranges can be increased.

130 Instead of striking the target and exploding, the proximity-fused photons will explode a short distance from its target. Damage is

reduced to 4 points per torpedo. Since the fuse doesn't arm until the torp has traveled some distance, these weapons cannot be used at a range of 8 or closer. Normal energy cost.

Range	0-8	9-12	13-30	31-55
To-Hit %	NA	67%	50%	33%

Switching Modes

You can switch modes until you give the order to fire. You can switch between normal and proximity without a problem.

Switching between overload and the others is handled a little differently. If you are switching to overload, it will take what energy is available in the photon and apply it to the overload. Switching from overload may cause excess energy to be discarded.

Warp Energy Requirement

Photon torpedoes must be charged with warp energy. Your engineer will handle this for you as long as you have warp energy available.

ECM

Photon torpedoes are vulnerable to Electronic Counter Measures. Use ECCM to help ensure that your photons hit your target.

DISRUPTOR BEAMS

Disruptors are the primary heavy weapons of the Klingon and Lyran empires. They do damage based on a disruptive energy principle. In general, they do half as much damage as a Photon, but they can be fired twice as often.



Since a large part of the Disruptor effect requires a stable firing platform, smaller ships have Disruptors with a shorter range than larger ships.

Disruptors have two firing modes: normal and overloaded.

The chance to hit and the amount of damage done by a disruptor is based on the range to the target.

Normal

Each Disruptor costs 2 points of energy to arm. It takes one turn to arm a Disruptor. It costs 2 points of energy to hold a normal Disruptor until you fire it. A Disruptor has a better than average or average chance to hit all the way out to range 30. The amount of damage done by a Disruptor beam depends on the range to the target.

Range	0	1	2	3-4	5-15	16-22	23-30	31-40
To-Hit %	100%	83%	83%	67%	67%	67%	50%	33%
Damage	5	5	4	4	3	2	2	1

Overloaded

By increasing the amount of energy used to arm the Disruptor, it is possible to increase the damage potential. It costs 4 points of energy for one turn to arm, and 4 points of energy to hold. Overloading doubles the amount of damage. Overloads can only be fired at range 8 or less.

Range	0	1	2-4	5-8
To-Hit%	100%	83%	83%	83%
Damage	10	10	8	6

Warning: Disruptors cause feedback damage if fired at range 0.

Switching Modes

It is possible to switch modes between normal and overloaded. Switching from normal to overloaded will cause all energy in the disruptor to be applied towards the overload energy requirement. Switching from overload to normal may cause excess energy to be discarded.

The Disruptor is so successful in part because of two Klingon technologies: UJM and DERFACS. Ubitron Interface Modules improve Disruptor fire at medium range and when firing overloads. The Disruptor Extended-Range Fire Attenuation Control System improves medium to long range fire. Both of these systems were created by the Klingons, and quickly copied by the Lyrans and the Orions.

It was once thought that UJM modules could burn out and be destroyed with use, but it was later discovered that this was either a Federation misunderstanding or just propaganda.

PLASMA TORPEDOES



Plasma Torpedoes are balls of plasma (matter on the verge of completely becoming energy). They are the heaviest of the heavy weapons in the known Galaxy. They are the primary weapons of the Romulans and the Gorns.

The damage of a plasma torp is based on the size of the torpedo and the distance traveled after launch.

Plasma torpedoes do a large amount of damage if they travel a short distance before they hit their target. The farther they have to travel, the less damage they do.

Charging

All plasma torpedoes require a substantial amount of time and energy to charge. The larger the torpedo, the more energy it requires. Torpedoes take three turns to fully charge. The only exception is if you charge a Type-F torpedo in a Type-R, S or G launcher, which takes only two turns.

Torpedoes cannot be overloaded, but they are capable of using some special firing modes.

Firing Modes

Plasma can be fired in three different modes: normal, enveloping and defensive. The Type-F torpedo can only be fired in normal mode.

Normal

This is the standard plasma torpedo.

Enveloping Plasma Torpedo (EPT)

Additional energy is applied to the torpedo in order to increase the size of the torp and to change the field that holds the torp together.

The magnetic field is modified to envelop the target on impact and cause damage to all shield arcs. The amount of damage caused is twice what is normal, but it is spread across all six shields.



Defensive (Shotgun)

The plasma torpedo has a problem when attacking smaller units. A single plasma torp is usually overkill for a shuttle, for example. Fortunately (well, not for the shuttle), a single large plasma torp can be divided into several smaller Type-F torpedoes. Each torpedo must have a different valid target. At least one torpedo will be fired at your current target. The remaining torpedoes will pick legal targets within the firing arc of the launcher; one shotgun torp per target. Excess torpedoes are lost.

There are four types of plasma torpedoes: Type-R, Type-S, Type-G and Type-F. A launcher can only create certain size torpedoes. The maximum size of the launcher is shown in the ship schematic. A launcher can create a torpedo of the size displayed or smaller. Click on the torpedo type button on the plasma torpedo panel to set the size.

Type-R

The largest plasma torpedo known, it is more common in the Romulan navy than the Gorn navy. It can cause up to 50 points of damage within a range of 10, and it has a maximum range of 30. The torpedo preparation chamber and launching mechanism are so large that it can only be mounted on a handful of hulls. Any small hull ship that has a Type-R is literally built around this massive weapon.

A Type-R torpedo costs 9 energy points over three turns for a normal charge, and costs 3 points per turn to hold until fired. An EPT or defensive can be charged for a total of 14, and costs 4 to hold. It can create five Type-F torpedoes when fired in Shotgun mode.

Range	0-10	11-15	16-20	21-25	26-28	29	30
Damage	50	35	25	20	10	5	1

Type-S

An improved version of the Type-G torpedo, this is the standard medium plasma for most ships in the middle and late eras.

A Type-S torpedo costs 8 energy points over three turns to arm and 2 points per turn to hold. A Type-S EPT/Shotgun costs 12 to arm and 3 to hold. In Shotgun mode, a single Type-S creates three Type-F torps.

Range	0-10	11-15	16-20	21-23	24	25
Damage	30	22	15	10	5	1

Type-G

This is the original Gorn plasma torpedo. Historically only a few ships carried it once the Type-S became available. During the early era, it was commonly found on Gorn ships.

A Type-S torpedo costs 7 energy points over three turns to arm and 1 point per turn to hold. A Type-S EPT/Shotgun costs 10 to arm and 2 to hold. In Shotgun mode, a single Type-S creates two Type-F torps.

Range	0-10	11-15	16-18	19	20
Damage	20	15	10	5	1

Type-F

This is the smallest of the plasma torpedoes available. It is carried by the smallest ships, or as additional heavy weapons on larger ships to back up a larger tube.

The Type-F torpedo costs 5 energy points over three turns to arm. If charged in a true Type-F launcher, plasma torpedoes cost no energy to hold. If charged in a Type-R, S, or G launcher, they only take two turns to charge and cost 1 point of energy per turn to hold. Type-F torpedoes cannot be fired in either enveloping or shotgun modes.

Range	0-5	6-10	11-12	13-14	15
Damage	20	15	10	5	1

Pseudo Plasma Torpedoes (PPTs)

The long delay between the times that you can fire, means that the Plasma torpedo is a difficult weapon to use effectively in combat. The Pseudo Plasma Torp (PPT) is designed to help alleviate one problem: your opponents ability to determine when you are recharging your plasmas and vulnerable to attack.

In each plasma torpedo control panel there is a button marked PSEUDO. Clicking this button will launch one PPT at your current target. The charging bar next to the Pseudo button shows when the next pseudo torpedo will be ready. PPTs take no energy to prepare but they do require a long period of time before they can be used again.

134 PPTs act as a normal plasma until impact, and they cause no damage. A PPT is merely a shell of a plasma torpedo designed to look like a real torp when scanned.

Plasma Defenses

Plasma Torpedoes can be weakened, even destroyed, by phaser fire. Every 2 points of phaser damage done to a plasma torp reduces the plasma damage by 1. Certain types of terrain can also weaken plasma torpedoes. See page 143.

Destroyed Plasma Launchers

If a plasma launcher with a completed plasma torpedo is destroyed, the torpedo will remain stable for a brief period of time, during which it can be fired. After this short delay, if the torpedo is not launched, it degenerates and is lost.

FUSION BEAMS

One of the two heavy weapons used by the Hydran navy, fusion beams are short-range weapons capable of a very powerful burst of energy. Its power is derived from a stream of excited tritium and deuterium nuclei that are projected to the target. The nuclei are then fused into helium, releasing tremendous energy at the moment of contact.

Cooling

After the fusion beam is fired, it requires one turn to cool the weapon before it can be charged to fire again.

Firing Modes

Fusion Beams can be fired in any one of three different modes: normal, overload and suicide overload.



Normal

Fusion beams fired in this mode have a maximum range of 24. It costs 2 points of energy for one turn to arm each fusion cannon.

Range	0	1	2	3-10	11-15	16-24
Min	8	4	2	0	0	0
Max	13	8	6	4	3	2
Avg	9.8	6.3	3.8	1.8	1.2	.2

Overload

This increases the amount of energy used to create the fusion beam. This increases the amount of damage potential, but reduces the range to 8. It costs 4 points of energy. Damage is increased 50% over the normal firing mode.

Range	0	1	2	3-8
Min	12	6	3	0
Max	19	12	9	6
Avg	14.5	9.3	5.5	2.5

Suicide Overload

This costs 7 points of energy to charge and has a range of 8. It will substantially increase the amount of damage done to the target, but the fusion beam is destroyed in the process of firing. A small amount of additional damage is also done to the firing vessel. Damage done by a suicide overload quadruples the normal damage.

Range	0	1	2	3-8
Min	32	16	8	0
Max	52	32	24	16
Avg	39.33	25.33	15.33	7.33

HELLBORE CANNONS



This is the other heavy weapon in common use on Hydran warships. A Hellbore cannon fires a high-velocity fusion bomb that contains a special magnetic field. This magnetic field causes the fusion explosion to wrap around the entire ship and then implode. Due to the nature of shields, this will cause the most damage to the weakest shield.

Firing Modes

Hellbores can be fired in one of two modes: normal and overload.

Normal

They cost 3 points of energy for 2 turns to arm, and they cost 3 points of energy to keep ready until fired. The maximum range of a Hellbore is 40, but the chance to hit is no greater than 50% past range 15. The maximum amount of damage is 20, divided across six shields, but this is also reduced by range. The greatest percentage of damage will be done to the weakest shield(s) on the target. The remainder of the damage is spread across the other shields.

Range	0	1	2	3-4	5-8	9-15	16-22	23-40
To-Hit%	97%	92%	83%	75%	67%	58%	50%	42%
Damage	20	20	17	15	13	10	8	4

Overload

This increases damage dealt at the cost of its range. It also increases the energy cost to 6. Overloaded Hellbores can be fired at a range of less than 1, but this will cause some minor feedback damage to the firing ship.

Range	0-1	2	3-4	5-8
To-Hit%	92%	83%	75%	67%
Damage	30	25	22	19

ESG Interaction

Hellbores and ESG interact in a bizarre manner. Any Hellbore that crosses the path of an ESG, even if targeting another ship, will immediately damage the ESG field. Excess damage will strike the ship generating the ESG.

Reduced Effects of ECM

Hellbore cannons are not as affected by ECM as some other weapons can be.

EXPANDING SPHERE GENERATOR

The Expanding Sphere Generator (ESG) is used by the Lyran Star Empire as an offensive as well as a defensive weapon. It creates a field of energy around the generating ship. This field can be used to protect against missiles, destroy smaller units like shuttles and fighters, or it can even be used to "ram" an enemy ship.



ESG Capacitor

All ships equipped with ESGs are also equipped with an ESG capacitor. This capacitor, very similar to the phaser capacitor, is used to hold energy for all the ESGs on the ship. The maximum size of the capacitor is 7 points of energy for each ESG on the ship. You can adjust the recharge rate of the capacitor by moving the slider.

Radius

The radius of the ESG can be set on the ESG panel. This determines the size of the sphere. The larger the sphere, the less powerful the field. The radius must be set prior to activating the field and cannot be changed once activation has occurred. Prior to activation, only the player wielding the ESG will know the eventual size of the sphere.

Activation

Click the FIRE button to activate the ESG. The field takes a small amount of time to completely activate. During this activation period, everyone can see the field start to take shape. Once the field is complete, it will damage any unit that contacts the sphere. The amount of damage the sphere is capable of causing is based on the amount of energy in the capacitor and the radius of the sphere. The maximum amount of energy capable of being used is 5 points of power. This energy comes from the ESG capacitor.

Damage

The total amount of damage the ESG field can project is based on the amount of energy used and the radius of the field.

Cross-reference the radius of the field with the amount of energy used (usually 5 points) on the following table:

Radius	Energy 1 pt	2 pts	3 pts	4 pts	5 pts
0	4	8	12	16	20
1	4	7	11	15	18
2	3	7	10	13	17
3	3	6	9	12	15

Hellbore Interaction

ESG fields and Hellbores interact in peculiar manner. See page 137 for details.

MISSILES



Missiles are used as secondary weapons on Klingon and Federation ships. Few ships are armed exclusively with missiles, with the notable exception of an enemy of the Lyrans thought to be lurking to the galactic north of the Lyran Star Empire.

Missiles, unless used in large numbers that can overwhelm defenses, are primarily used to soak up phasers that would otherwise be shooting at you.

Missile Types

There are two basic types of missiles used by the galactic powers: the Type-I and the Type-IV warhead.

Type-I

This is the smallest offensive missile. It takes 4 points of damage to destroy a Type-I missile. If it hits, it will cause 12 points of damage.

Type-IV

This is a larger missile. It takes 8 points of damage to destroy and does 24 points of damage on impact.

Missile Speeds

Missiles were originally developed with small warp engines. As time progressed, these engines were made more and more powerful and missiles became faster. Faster missiles are more expensive, but more likely to catch their target.

Slow: Speed 16.

Medium: Speed 24.

Fast: Speed 32.

In all games, the game era will determine what speed missiles are available.

Energy Cost & Reloading

Missiles require no energy to fire or reload. It takes one turn to cycle the reloading mechanism and prepare a rack to fire again.

Fire One/Fire All

Missiles can be set to fire one missile at a time with each click of the FIRE button. Click the FIRE ONE button and it will toggle to the FIRE ALL button. In this mode, all ready missiles will be fired with a click of the FIRE button.

Guidance & Control

Missiles are guided to their target by launching ships. Computers onboard the missiles are too small to avoid being “spoofed” by enemy counter-electronics. The high-speed warp engines used by missiles also interfere with their ability to track their own targets.

Most ships can only control a number of missiles equal to their sensor ability. This starts at six. If six missiles are in flight and a seventh missile is launched, then one of the first six missiles will self-destruct.

Some ships have the ability to control twice the normal number of missiles. This would normally be twelve and is called “Double Missile Control.” Ships that have four or more missile launchers at the start of a mission have Double Missile Control. This ability is expensive and limited mostly to starships specifically designed to carry missiles.

Missiles launched from a scatterpack shuttle (see page 124) count against the total number of missiles controllable at any one time. Since scatterpacks carry six missiles, this is usually the maximum number of missiles a ship can control unless it has Double Missile Control.

CLOAKING DEVICE

Most Romulan ships (and some Orion and Klingon ships) are equipped with this device, which makes detection of the ship almost impossible. However, while the ship itself cannot be seen, the effect of its cloaking field can be seen by the distortion of light from the background of stars and will give at least a general idea of where the ship is. This invisibility comes at a price: the ship cannot fire weapons while cloaked. While uncloaking, the ship is extremely vulnerable.

Operation

If a ship is equipped with a Cloaking Device, it can be activated in one of three places on the interface: Weapons Officer MFD, Energy Management Officer MFD, or the Sensors System MFD.

The ship can either be uncloaked (not using the Cloaking Device), cloaked (invisible) or in the process of cloaking or uncloaking.

Cloaked

The ship is nearly invisible, making it very difficult to see. All weapon fire at the cloaked ship suffers a penalty in terms of both to-hit chance and damage. The closer the firing ship, the more likely damage will occur.



The Romulan Cloaking Device in action.

The cloaked ship cannot use fire control and cannot fire any weapons. It also cannot use transporters or tractor beams. It can, however, drop mines out of the shuttle bay hatches (very useful). The cloaked ship can launch Wild Weasel shuttles, but not other types of shuttlecraft. A ship cannot use Erratic Maneuvering and a Cloaking Device at the same time.

Cloaking works against both direct-fire and seeking weapons.

Uncloaking

This is a dangerous time for the cloaking ship. It cannot use its weapons and slowly loses the benefits of the Cloaking Device. When completely uncloaked, the fire control will automatically come back up and the ship may once again fire weapons and use all of its systems.

Cloaking

As soon as the Cloaking Device is activated, the ship loses fire control and cannot fire weapons. The tractor and transporter systems cannot be used. The cloaking ship does not immediately get the full effect of the cloak until a few moments have passed.

Energy Cost

The energy cost to maintain a cloaking field is substantial. The exact amount of energy depends on the type of ship. Some ships are easier to cloak than others are, and will cost less energy to cloak. The amount of energy required to cloak is displayed on the SPECIFICATIONS screen in the Vessel Library.

Cloaking Weaknesses

The cloaked ship must move slower than it normally would. Moving too quickly will allow enemy ships to gain a lock-on and fire regardless of the Cloaking Device.

Cloaked ships are also vulnerable to the explosions (t-bombs, mines and other exploding ships). These explosions can “flash” the cloaked ship and make it temporarily visible on enemy scanners.

The Lyran ESG is very effective against the Cloaking Device. Since the ESG applies damage to an area of space, it doesn't matter if a ship is cloaked or not. It will take damage from the ESG field and it will become exposed temporarily to enemy fire control lock-ons.

Normally, ships cannot tractor a cloaked ship since that requires very sensitive control. If a cloaked ship is exposed by an explosion, an ESG or by moving too fast, it may be tractored. This is bad for the cloaked ship.

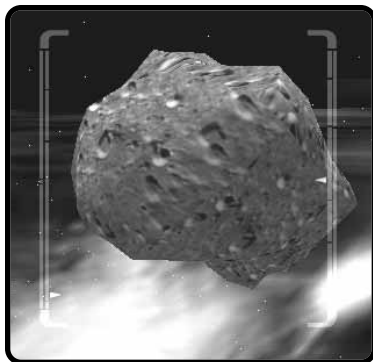
TERRAIN

Space is vast. The majority of space is just that – open space. However, combat in Starfleet Command usually revolves around something of importance. This is usually in an area of space that is not completely open. This is called terrain.

Asteroids

Probably the most common of all space terrain, asteroids have three simple rules:

1. Don't run into them.
2. They are often surrounded by smaller particles, these are known as Dust Clouds. See below.
3. They block line of sight. If a ship moves behind an asteroid, you will lose tracking and will not be able to fire at it. Asteroids block weapons fire. It is impossible to destroy an asteroid.



Suns

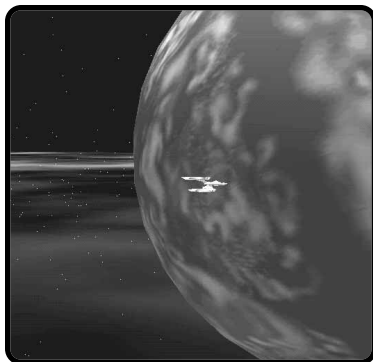
A sun is a gaseous body. There is a nuclear reaction happening in a sun that generates light, heat, and radiation. Do not approach a sun too closely, or your ship will take heat and radiation damage.

Suns start to damage ships and units at range 60. They do moderate damage at range 30. If you get within range 20, it will most likely be fatal.

Planets

Planets are large. Like asteroids, they also have fairly simple rules:

1. Don't run into them, either. It won't do you or the planet any good.
2. Planets also block line of sight, just like asteroids. Except planets are bigger and they have more lines to block. Planets also block weapons fire. You may target and fire on planets. Most races will consider this a bad thing to do, especially if the planet is inhabited.
3. Inhabited planets may have defenses. It is not uncommon to see defensive weapon batteries on the planetary surface and/or defensive satellites in orbit. Some planets are even orbited by a base.



Nebulas

A Nebula is a large gas cloud; perhaps the very earliest version of a proto-star will come out of a Nebula. These areas are highly charged with electrical power that interferes with a ship's sensors.

1. All units have 9 points of natural ECM, in addition to any other source of ECM.
2. Shields operate at minimal levels only. Shield reinforcement is a maximum 5 points total.
3. Fighters and shuttles are destroyed if launched.
4. Wild Weasels are destroyed before they begin to function.
5. Missiles take damage as they fly towards their target.
6. Plasma Torpedoes also take damage and lose some of their effectiveness.
7. These systems are disabled:
 - a. Tractor Beams
 - b. Transporters
 - c. Cloaking Devices
 - d. ESGs
 - e. Mines
 - f. Probes
8. Normal tac intel range is reduced to 50%.
9. The effect of Deep Scan is halved.

Dust Clouds

Even if space is open, it is not truly empty. There may only be one particle of matter for every cubic meter. A dust cloud region has many hundreds of thousands of times of that amount of material. There is enough dust and debris that even mighty starships, with their deflection screens, can still be damaged by the smallest of particles.

The faster a ship is going when it enters a dust cloud, the more likely it is to take damage. As long as the ship is moving through a dust cloud at high speeds, it is potentially vulnerable to this.

Black Holes

Black Holes are the most unusual of the space terrain. A Black Hole, also known as a singularity or a hypermass, is an incredibly dense body. It is so dense that even light cannot escape its gravitational pull, thus the term Black Hole. Black Holes do one thing, but they do it very well: anything that gets close to a Black Hole is attracted to the singularity. The closer you get to the Black Hole, the more powerful the attraction.

If a ship gets too close to a Black Hole, it will be destroyed.

Black Holes affect seeking weapons as well. The area of space around a Black Hole is stressed and can have a negative effect on other systems.

TACTICAL ADVICE FOR YOUNG STARSHIP CAPTAINS

Being a starship's Captain is not an easy profession. It will take experience and skill to master the Captain's chair.

When you start a mission, you should go to Red Alert. This will power your weapons and raise your shields. Without exception, it is better to be ready for danger than surprised by it. If you are playing a multiplayer game with respawning ships, don't forget this tip after the first respawn...

A successful Captain will learn the power curve of his starship: how fast can he go while charging weapons and how to use necessary systems. Power management will be your most difficult task to learn and it is best to start mastering this skill early. You can adjust the phaser capacitor recharge rate to decrease the energy draw of the phasers. The single largest energy charge will be either your movement or the weapons. You will often have to balance the need to go faster with the need to shoot something when you approach your destination.

The tricky systems that must be learned are: mines and t-bombs, electronic warfare (ECM and ECCM), and the High Energy Turn. All of these systems have both defensive and offensive uses. All of them require proper timing.

Remember to use your auxiliary systems: transporters, tractors, and shuttles. The little details can make a big difference.

Each race has different tactics which are primarily determined through their available weapons. Examine the weapon range brackets for their average to-hit chance and average damage caused. Fight from a range to your target that will benefit your race. Learn the other races' assets and limitations so you can fight outside their effective range or know to close the distance when required. Besides their weaponry, the different races have different shielding and internal systems.

Concentration of fire is important, try and cause as much damage to a single shield as possible. In return, spreading the enemy's return fire around as many of your shields as possible is important as well. The first person to do internal damage will hold the advantage. Holding your fire to get through a downed shield requires patience.

One last thing: speed is life.

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Fletch
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Bill Moore
Andrew Harding
Commodore Rook
John Kim
And to all the other beta testers and posters on the Starfleet Command forum

In memory of DeForest Kelley & Robert Berzins

TECHNICAL SUPPORT

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at

www.interplay.com/support/

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX

www.interplay.com/support/directx/

Joysticks

www.interplay.com/support/joystick/

Modems and Networks

www.interplay.com/support/modem/

(For game-specific information and additional troubleshooting, visit our main page at www.interplay.com)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Computer manufacturer
- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

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GLOSSARY OF TERMS AND ACRONYMS

The following is a list of common terms and acronyms found in Starfleet Command.

ADB	Amarillo Design Bureau: The company that designs and produces SFB.
Alpha Strike	Firing all weapons in one big burst. The most likely attack to break a shield and cause internal damage.
Anchor	Using tractor beams to hold a target. Usually combined with “crunch” weapons, like Plasma, Missiles or Photons.
APR	Auxiliary Power Reactor: A nuclear reactor that provides power to the ship’s systems. After warp and impulse engines, APR provide most of the ship’s power.
AWR	Auxiliary Warp Reactor: An improved nuclear reactor that provides warp energy.
BB	Battleship: The largest warships ever built. They are extremely rare.
BC	Battlecruisers: Ships between heavy cruisers and dreadnoughts. Cheaper to build than a dreadnought and nearly as powerful.
BCH	Heavy Battlecruiser: An improved and more powerful version of the battlecruiser.
BPV	Basic Point Value: a number that is used to numerically compare the worth of various objects against each other. Starships have a BPV that helps you determine how powerful they are.
Breakdown	A sudden crash or other calamitous event for a starship that temporarily disables the ship.
CA	Heavy Cruiser: The mainstay of the naval forces. The heavy cruiser can perform any of the tasks assigned, but is usually a serious commitment in time and money to build.
CL	Light Cruiser: A less powerful cruiser, they are often found in fleet situations. They take nearly as long to build as a heavy cruiser.
DD	Destroyer: A ship with abilities between that of frigates and light cruisers. Often elements of fleets. They are not powerful enough to defend themselves against the most common solitary warships, but too expensive to be used in the role of a frigate.
Dis	Disruptor: A heavy weapon used by Klingons and Lyrans.

DN	Dreadnought: The most common of the very large ships. These are not designed for anything except fleet combat, and are usually mothballed during times of peace.
DW	War Destroyer: Destroyers built with improved weapons and defenses. They are not available in an early campaign.
ECCM	Electronic Counter-countermeasures: Software and more powerful targeting signals to reduce the effect of ECM.
ECM	Electronic Countermeasures: The use of jamming signals and computer noise to fool enemy targeting computers.
ED	Emergency Deceleration: Using the ships warp engines to come to a sudden halt.
EM	Erratic Maneuvers: Small, high-speed course changes designed to throw off enemy fire at the cost of weapon accuracy and movement energy.
Empire	One of the six playable empires in the game: United Federation of Planets, The Klingon Empire, The Romulan Star Empire, The Gorn Confederation, the Lyran Star Empire and the Hydran Kingdoms.
ESG	Expanding Sphere Generator: A Lyran heavy weapon.
EW	Electronic Warfare: The use of ECM and ECCM.
FF	Frigate: the smallest warships commonly available. A smaller type of warship, the police ship, is not simulated in SFC.
Fus	Fusion: A Hydran heavy weapon. The fusion beam is short-ranged, very powerful but very, very short-ranged.
H&R	Hit and Run Raid: Marine parties that quickly beam over to an enemy ship to destroy a targeted system and then return just as quickly.
HB	Hellbore: A Hydran heavy weapon. The hellbore causes damage to all shields but concentrates damage on the weakest shield.
HET	High Energy Turn: A type of turn that uses extra energy to turn the ship far faster than it normally could. This is very stressful and multiple HETs increase the chance of a breakdown.
HUD	Heads Up Display: Information displayed where you can easily see it – in the middle of the tactical screen.
MFD	Multi-Function Display: An area of the screen that can be changed to show different information or controls. In Starfleet Command, there are two MFDs of note: the Officer MFD and the System MFD.

Mizia	Using short bursts of weapon fire over a longer period of time. The opposite of an Alpha Strike. Mizia attacks cause more damage to weapons and critical systems, but take longer to achieve. To Mizia, you fire one weapon, wait 1/20 of a turn, fire another weapon and repeat.
Move Cost	How much energy it takes to move a starship 10,000 km per turn. Small ships have move costs from .25 and up. Heavy Cruisers usually have a move cost of 1 point of energy per 10,000 km per turn. Dreadnoughts usually have a move cost of 1.5.
NCA	New Heavy Cruiser: A ship nearly as capable as a heavy cruiser, but with a cost and build time similar to a light cruiser.
NCL	New Light Cruiser: The next generation of light cruisers. The Federation NCL matches the firepower of the heavy cruiser and is in many ways a superior ship.
Orions	Orion Pirates: A loose collection of pirate cartels that plague each of the empires in the game.
Ph-1	Phaser, Type-1: An offensive phaser.
Ph-2	Phaser, Type-2: An offensive/defensive phaser.
Ph-3	Phaser, Type-3: A defensive phaser.
Ph-4	Phaser, Type-4: A large phaser found only on bases. The most powerful phaser in the game.
Ph-G	Phaser, Gatling: A Hydran weapon that can fire four ph-3 shots.
PI-F	Plasma, Type-F: The smallest plasma torpedo.
PI-G	Plasma, Type-G: An early medium plasma torpedo.
PI-R	Plasma, Type-R: The largest plasma torpedo.
PI-S	Plasma, Type-S: An improved version of the Type-G plasma torpedoes. Not as large as the Type-R.
PPT	Pseudo Plasma Torpedo: A decoy plasma torp that can be used to fool the enemy into thinking that you are recharging your plasmas.
Prestige	A representation of how well the player's character is doing. Prestige can be reputation, honor, or any number of different characteristics. The higher the prestige, the more the player's character can do. Prestige can be spent to requisition ships, repairs, refits, and more. The lifetime prestige, the total amount of prestige earned, ignoring your purchases, is used to determine your captain's rank.
Race	In this game (and in this manual), it is sometimes used as another word for empire.

Range	The distance from one unit to another, in 10,000 km increments. This matches the range in hexes in SFB. 1.0 – 1.9 = 1 hex.
Rank	Rank is the officer level. Higher ranked officers command larger ships but have more responsibility. In SFC, higher ranks allow the player more ships as well as larger ships to control.
RSE	Romulan Star Empire
SFB	Star Fleet Battles: A board game of starship combat set in the Star Trek universe.
SFC	Starfleet Command: A computer game of tactical starship combat set in the Star Trek universe.
Ship	Starship: A type of unit in the game Starfleet Command. Usually outfitted with weapons, shields, systems and engines. They don't maneuver like fighters.
SP	Scatterpack Shuttle
Speed	The distance a starship travels in one turn, in 10,000 km increments. All combat in SFC takes place at sub-light speeds.
SS	Suicide Shuttle: A shuttlecraft loaded with anti-matter and they target enemies like a seeking weapon.
ST-1	Stinger-1 Fighter: The basic Hydran fighter.
ST-2	Stinger-2 Fighter: The Hydran space superiority fighter.
ST-H	Stinger-H Fighter: The Hellbore-armed variant of the Stinger fighter.
Turn	A period of time equal to the setting of the game speed slider in the preferences panel. One turn is the standard amount of time between actions (firing a phaser, use of a transporter). Some actions can take more time (charging a plasma torpedo...) or less time (the delay before you can move again after an emergency deceleration...).
Turn Class	A statistic that describes how good a starship is at making turns. AA is the best (fastest turns), F is the worst (the slowest turns). The faster a ship is going, the more turn class will affect the turn rate of that ship.
UFP	United Federation of Planets
Unit	Either a ship, shuttle, fighter, or base.
WW	Wild Weasel: A shuttlecraft modified to emit the same sensor return as the ship that launches it. It is a defensive item that will attract seeking weapons launched at the ship that the WW is pretending to be.

COMPREHENSIVE HOTKEY LIST

This is a list of the default game key bindings:

ESC	End Mission
F1	Overhead Camera
F2	Chase Camera
F3	Follow Camera (Default)
F4	Enemy Camera
F5	Toggle Target Padlock
F6	Jump to ship #1
F7	Jump to ship #2
F8	Jump to ship #3
F9	HUD Minimal Information
F10	HUD Normal Information
F11	HUD Maximum Information
`	Target Nearest Enemy
1 - 4	Select Weapon Group #
CTRL+ 1 - 4	Set Weapon Group #
5 - 8	Select Target from Memory
CTRL+ 5 - 8	Set Target to Memory
9	Fleet Control Panel
0	Communications Panel
-	Zoom In
+	Zoom Out
BACKSPACE	Quickjump to Target Player Ship
TAB	Tactical Map Panel
Q	Launch Suicide Shuttle
W	Launch Wild Weasel
E	Launch Scatterpack
R	Red Alert!
T	Target (cycles)
SHIFT - T	Target (reverse order)
Y	Target Enemy (cycles)
SHIFT - Y	Target Enemy (reverse order)
I	Toggle Deep Scan

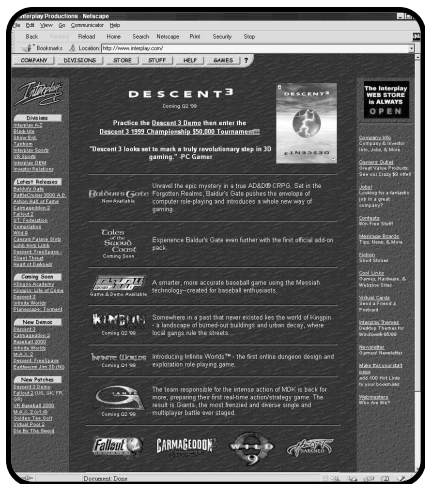
O	Switch Schematic Displays
P	Fire Probe
[Game Speed Slower
]	Game Speed Faster
\	Deselect Target
A	Slow Down
S	Speed Up
D	Slide Interface Bar
F	Max ECM
G	Max ECCM
H	Sensors Panel (ECM and ECCM)
J	Tractor Panel
K	Shield Panel
L	Defense Panel
;	Repair Panel
'	Helm Panel
ENTER	Chat Toggle
CTRL –ENTER	Chat Toggle (Team Message)
Z	Fire (Fire one weapon on each hardpoint)
SHIFT – Z	Alpha Strike! (Fire all)
X	Toggle Cloak
C	Max Defensive Tractor
V	Max Point Defense
B	Transporter Bomb
N	Transport Panel
M	Drop Mine
SHIFT – M	Drop NSM (Romulans only)
,	Shuttle Panel
.	Energy Panel
/	Preferences Panel
SPACE	Target Nearest Hostile Seeking Weapon
PAUSE	Pause & Issue Orders (single-player only)
HOME	Move Camera Right
END	Move Camera Left

PGUP	Tilt Camera Up
PGDN	Tilt Camera Down

Number Pad

1	Reinforce Aft Left Shield
2	Reinforce Aft Shield
3	Reinforce Aft Right Shield
4	Reinforce Left Shield
5	Start HET
6	Reinforce Right Shield
7	Reinforce Forward Left Shield
8	Reinforce Forward Shield
9	Reinforce Forward Right Shield
0	Emergency Deceleration
-	Orbit Target
/	Erratic Maneuvers
*	Follow Target

Use the Options screen on the main menu to change the hotkey bindings.



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Once again, welcome.

Brian Fargo
C.E.O.

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