STAR TREK

STARFLEET COMMAND®

VOLUME II

EMPIRES AT WAR™

Gameplay Manual & Reference Guide

14° East

STAR TREK
STARFLEET COMMAND®

VOLUME II
EMPIRES
AT WAR

Table of Contents

Star Trek®: Starfleet Command®
Volume II Empires at War
Game Play Manual and Reference

INTRODUCTION

Welcome to Starfleet Command Volume II Empires at War also known as SFC II or as it is often referred to in this manual just plain SFC. SFC is a game of Starship combat set in the 23rd century world of Star Trek. In SFC II, a new more immersing single player and online experience has been added; known collectively as the Metaverse.

The Metaverse will allow you to play as a member of one of the eight Empires, and your successes or failures will have a direct impact on the fate of your chosen race. In the online Metaverse, you will be able to join hundreds of SFC players as you try to help your Empire in a galaxy wide conflict.

Starfleet Command was inspired by the board game Star Fleet Battles (SFB) from Amarillo Design Bureau. SFB has been a popular, long-running franchise since its beginnings in the "pre-movie" Star Trek years. Starfleet Command uses a great deal of the SFB material, but has also made some changes and enhancements; one of the most important of these is that the game is no longer turn based, but occurs in real time in a 3D environment. (Diehard SFB players can take advantage of the game speed slider to have the game run almost as slowly as a turn-based game, though!).

But you shouldn't think that we tried to turn SFC into a first person shooter, or even a dogfight simulator. The ships in Starfleet Command are vast warships, and like ships in the age of sail, a naval engagement between these vessels is a deliberate and almost stately affair. The ship's turning radius, speed, and recharge rate all combine to make handling one of these ships a job for a real captain - one who knows his ship and its capabilities. Mind you, a good captain has a pretty good idea of what his enemy is working with, too.

> *Scattered throughout both the Game Play and Reference manuals you will find these gray boxes. Inside, you will find gems of knowledge to help you find your path on your way to a career in Starship Command. These can take different forms, from explanations of difficult concepts to tips from experienced Captains.*

STARTING YOU CAREER.

In SFC Volume II, you will play as a member of one of the eight empires to help your empire conquer the stars and defeat the plans of your enemies.

To start your career in one of the eight empires of SFC Volume II, Left-click on Single Player and then choose Campaign from the Single Player menu by Left-clicking on the button.

To reach the New Campaign screen, Left-click on the NEW GAME button on the bottom of the Campaign Selector screen.

On the New Campaign screen, there is a list of available Campaigns; choose the one you wish to play. The campaign you choose will determine what race you will be a member of. Pick an appropriate name for your alter ego and then Left-click on BEGIN NEW CAMPAIGN to begin your career.

From the Campaign (also known as Meta) screens you can move your ship, pick missions to fly, buy ships, and many other things. While on the map menu, you can move your ship by Left-clicking into one of the hexes adjacent to the your current position.

After you move, you can switch to the Missions screen to see a list of available missions. Left-click on PLAY to start a mission and jump to the conn of your ship.

Complete details on the campaign game can be found on page 81.

Your own space in the galaxy

TAKING THE CONN

Welcome to your new workspace.

Once you have accepted a mission you will be transported to the tactical screen. From here you will command your ship, and eventually, a fleet of up to three ships. Take a quick look around the screen. There is a lot of information available to you, Captain, and once you gain experience with it, you will have the ability to utilize the entire screen in any mission as you see fit. We will take a step-by-step approach in learning to use your ship's systems.

The pace of the game may be changed; in single-player, games may be changed while in play by using the "[" and "]" keys. If you are new to the SFC universe or just prefer a more leisurely paced game, use the "[" key to slow down the passage of time in the game. If a game speed of 1 is still a little too fast, single-player games may be paused by using the Pause key on your keyboard to give you even more time to familiarize yourself with the controls. When it comes time to speed up the pace of the game, use the "]" key to pick up the pace.

You cannot change the pace of the game during a multiplayer game. The host will choose what game speed you will play at during the setup of the game.

RANGE AND TURNS

All ranges and distances will be stated in standard units. Each unit has a value of 10,000km, so if you were at a range of 5.0 units from your target, your distance from the target would actually be 50,000km. The way ranges are calculated is as follows: A range includes the area from the actual number up to just before the next range. For example a range of 0 is anything from 0.00 to 0.99, a range of 1 is from 1.00 to 1.99.

A Turn is a convenient way to measure the passage of time. There are no artificial breaks in the flow of action, turns are just a way of expressing the amount of time an action, such as arming a weapon, will take.

RED ALERT

The first thing a new captain should do when entering a battle is go to Red Alert. You can do this by pressing the "R" key or by clicking on the Red Alert icon in the lower right hand portion of the tactical screen. Once at Red Alert, the shields will come up and ship's battle systems will come on line and begin charging.

You can control your alert status here

TARGETING

Once you have gone to Red Alert, press the "Y" key and take a look around you. You have just targeted an enemy vessel, if any are in range. Your ships targeting reticle will bracket the enemy's position and the Heads UP Display, or HUD, will give you vital information about the enemy ship. Above the ship is your targeting lock-on indicator. This tells you if your ship's computer has a good 'fix' on your target for fire control purposes. If the word "Allied" appears above this, your current target is an ally. Not to fear, your ships computer will prevent you from accidentally firing upon an allied ship. Below the ship will be given its class and your current range to the vessel. Tap on the "Y" key to cycle through the enemy ships, taking note of their ranges. The final item of information is the target's current speed. You will notice that this information is also repeated in the lower left hand corner of the 3-D display along with the Attack Shift [see page 30] and your currently selected weapons.

MOVEMENT

The next item you will want to take care of is giving your ship some speed. At the bottom middle of the Tactical screen is the speed bar.

You can change your speed by clicking on the speed slider at the bottom of the screen.

You may click anywhere on the speed bar to set your desired speed. Alternatively, using the "S" key to accelerate and the "A" key to

decelerate can control your ship's speed. As you change your speed, you will notice that there is a marker set at your desired speed. Your ship may take some time to reach this speed due to acceleration rates. You may also never reach a desired speed due to power limitations, particularly after taking damage during a battle. Regardless of available power, the absolute maximum speed for any ship is limited to 31.

Special Movement is controlled via the Helm Officer Display.

Special movement commands are handled using the Helm Officer multi-function display (MFD) [see page 117].

TURNING

Turning your ship to a new heading is easily accomplished by Left-clicking in the 3-D tactical display where you want your new heading to be. If you Left-click on an enemy ship, your heading will change to put you on a course directly for that ship. As you begin a turn, you will notice an arc that has appeared between your current heading and your desired heading. There is a color code to let you know the approximate time to complete this turn.

As your ship completes its turn, the indicator will change color to show you how much further it has to go.

Turn Rate

Each type of Starship has an associated Turn Rate. The Turn Rate determines how long it will take a particular ship to complete a 180-degree turn. The lower the Turn Rate, the faster the turn will be completed. As the speed of a ship increases, the amount of time to complete a turn will increase.

Movement Cost

Each type of Starship has a Movement Cost associated with it. This is the amount of energy required to move the ship. Smaller ships tend to have low movement costs while Dreadnoughts and Battleships have the largest costs.

The actual amount of energy required to move at any given speed is the Movement Cost multiplied by the desired speed.

Emergency Deceleration

Emergency Deceleration uses the warp engines to quickly bring your ship to a complete stop. This can be a useful tactic to help keep your ship in a desirable location that would otherwise be overshot. The drawback is that the maneuver puts a high amount of stress on the engines, causing a delay before your ship will be able to move again.
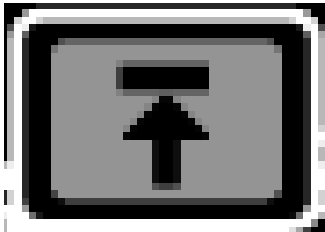
When you need to stop on a dime, this is your button.

Erratic Maneuvers

Erratic Maneuvers (EM) is putting your ship into a series of jink actions. This causes your ship to move back and forth in an unpredictable pattern. This makes your ship harder to hit. Your ship also feels the affect of EM in that your own weapon's ability to hit their targets is equally degraded. The cost of performing EM is six points of movement energy. The use of EM puts the following restrictions on your ship:

If nothing else, EM will make you dizzy.

> *No shuttles, fighters, missiles, or plasma torpedoes can be launched.*
>
> *Mines cannot be laid, nor can tractor beams be used.*
>
> *Your ship is more difficult to turn. The turn rate of your ship is increased by one.*
>
> *High Energy Turns are more difficult to accomplish.*
>
> *The chance of failure is increased by approximately 17%.*

Intercept Target

Clicking on the Intercept Target button puts your ship under the Helm Officer's control. He will attempt to plot the best course towards the current target. You will retain control of the ship's speed.
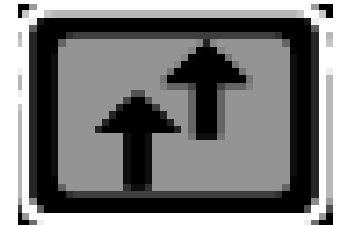
Clicking on this button will help you stay on his six.

High Energy Turns

High Energy Turns, or HET's for short, are a fast but dangerous way to quickly turn your ship around in battle using Warp Power. Complete details on HET's can be found in the reference section [see page 118].

WEAPONS

There are two basic types of ship-mounted weapons in Starfleet Command: Phasers and Heavy Weapons. All Starships have at least one type of Phaser and usually have at least one type of Heavy Weapon. Your ship's weapons and their current status can be found in the Tactical Ship Schematic and System Multi-Function Display (MFD). Each icon represents a specific location, or hardpoint, on the ship where all the weapons are of the same type and can fire in the same direction. The main portion of the icon indicates the type of weapon, while the small dots at the right, or front of the icon, indicate how many of that weapon type are in that hardpoint.
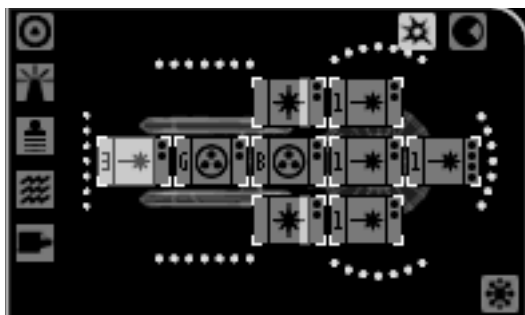
Your ship and it's weapons status available at a glance.

Phasers

Phasers are the primary and most plentiful of the weapons on a starship. Phasers are Direct Fire Weapons, which means that they hit or miss instantaneously when fired. There are five different type of Phasers, four of these are carried onboard Starships. The Type I phaser is the strongest of the ship bound phasers, followed by the Type II, and then the Type III and Type G. The Type G has the same firing strength as the Type III, but may fire as many as four times during a turn while all others types of phasers can only fire once. All shipboard Phaser types take 1 point of energy to fire except the Type III, which takes 1/2 point. The final type of Phaser is the Type IV. The Type IV is the strongest of all the phasers, and is only mounted on Bases and Planets.
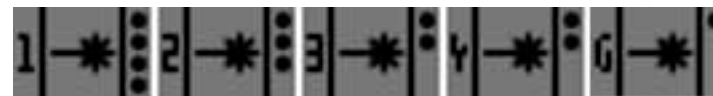
From L-R Phasers Type I, Type II, Type III, Type IV and Type G

When energy is allocated to Phasers it is not allocated to a specific one. Instead, there is a Phaser Capacitor that stores the energy in a pool. When a Phaser is order to fire, it draws the energy it needs from this pool. Further details on Phasers and the Capacitor can be found in the reference section [see page 173].

Heavy Weapons

Heavy Weapons are high yield weapons carried by Starships. They come in many different types based upon the Race of the ship that carries them. There are two different classes of Heavy Weapons: Direct Fire and Seeking Weapons.

Direct Fire Weapons

Direct Fire Weapons are weapons that hit or miss, instantaneously when fired. Examples of Direct Fire Weapons are Disruptors, Fusion Beams, Hellbore Cannons, Photon Torpedoes, and the Plasmatic Pulsar Device.

Disruptors are the primary heavy weapons used by the Klingons, Lyrans, and as support weapons by the Mirak. Disruptors take two units of energy and one turn to arm. Once armed, it takes 2 units of energy per turn to hold a Disruptor until fired. Disruptors have a maximum range of 40 but are most effective at short ranges, 4 or less, as their destructive energy dissipates over greater ranges.

Fusion Beams are one of the heavy weapons of the Hydrans. Fusion Beams take 2 units of energy and one turn to arm. After firing a Fusion Beam, the weapon must be cooled for one turn before arming. Fusion beams have a maximum range of 24 but are most effective at very short ranges, 1 or 0, as the beams destructive energy greatly dissipates as range increases.

Hellbore Cannons are the other heavy weapon in use by the Hydrans. Hellbore Cannons take 3 units of energy for 2 turns to arm. Once

armed it takes 3 units of energy per turn to hold a Hellbore Cannon until fired. Hellbore Cannons have a maximum range of 40 and are most effective at ranges of 15 or less. Their strength does decrease over range, but does not decline as rapidly as the Fusion Beam, making this an effective long ranged weapon.

Photon Torpedoes are the primary heavy weapons of the Federation. Photon Torpedoes take 2 units of energy for 2 turns to arm. Once armed, it takes 1 unit of energy per turn to hold a Photon Torpedo until fired. Photon Torpedoes have a maximum range of 30. Photons are most effective at ranges of 8 or less. The Torpedoes strength does not dissipate over range so a Photon that hits at a range of 30 does the same damage that one fired at range of 2 does.
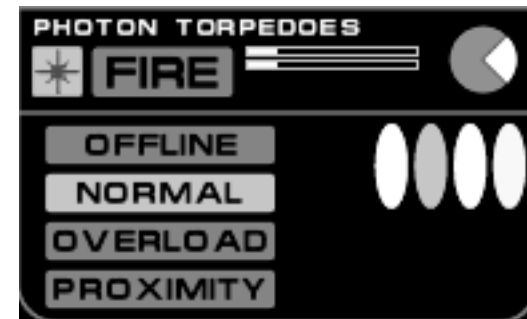
How would you like your Photon Torpedoes, Normal or Overloaded?

The Plasmatic Pulsar Device (PPD) is the primary heavy weapon in use on large ships by the Interstellar Concordium. The PPD takes 4 units of energy for 2 turns to arm. Once armed, it takes 2 units of energy per turn to hold a PPD until fired.

Note:The Phaser, though not a heavy weapon, is a direct fire weapon. This is due to the fact that it either hits or misses instantaneously when fired.

From L-R Disruptor, Fusion Beam, Hellbore Cannon, Photon Torpedo and PPD

Seeking Weapons
Seeking Weapons are weapons that, after being fired, must seek or travel to their target before detonating. Seeking Weapons may be degraded or even destroyed before they reach their target. Examples of Seeking Weapons are Missiles and Plasma Torpedoes.

Missiles are the primary heavy weapon of the Mirak, and are used as secondary heavy weapons by the Klingons and the Federation. Missiles require no energy to arm but must be reloaded from their rack after firing, which will take between 1/2 to 2 turns depending on the type of Missile rack. They have speeds that vary from 12 to 34, and will track the target for 3 turns before running out of fuel. Missiles have fixed warheads that do the same damage when they hit a target, no matter what range they are fired from.

Plasma Torpedoes are the primary heavy weapons of the Gorn and the Romulans. Plasma Torpedoes come in many types, and in normal mode, they all take three turns to arm. For a plasma torpedo, the amount of energy to arm, the amount of energy to hold, and the maximum range are dependent on the type of plasma torpedo. The amount of energy to arm can vary between 5 and 9 units spread over the three turns, and, once armed, it can take up to 5 units of energy per turn to hold until fired. Plasma Torpedoes have a maximum range that can vary from 15 to 30, with their warhead strength beginning to dissipate at ranges greater then 10 (5 for an "F" type) until they eventually degrade down to a strength of 1 when at maximum range.

Anti Missile Defense (AMD)
The Anti Missile Defense system is carried primarily by the Klingons and the Mirak, but is also found on Federation ships equipped with Missile G racks. The AMD system will attempt to shoot down incoming missiles and fighters. It is a very rapid-fire system with a limited supply of ammunition.

Expanding Sphere Generators
The Expanding Sphere Generator (ESG) is neither a Direct Fire nor a Seeking Weapon, but a different breed of cat altogether. The ESG is used by the Lyrans as both an Offensive and Defensive heavy weapon. The ESG creates an energy sphere around the firing ship that will damage enemy ships and weapons that come in contact with it. The ESG may have its diameter set from 0 to 3 units. The amount of damage it will cause is dependent on the size of the sphere and the amount of energy that has been allocated to it.

Each particular Heavy Weapon has it's own characteristics and modes of fire. For example Photon Torpedoes may be fired in Normal, Overload and Proximity mode. A full explanation of the Heavy Weapons types and modes of fire can be found in the reference section [see page 178].

Firing Arcs
Each weapon has a specific firing arc. This is the direction relative to the forward portion of the ship (bow) that the weapon can fire. There are many different arcs, and your weapons may use any of them or a combination of several arcs. There are two simple ways to tell which arc a weapon may fire in. The first indication is when a single weapon hardpoint is selected; the highlighted portion of the Firing Arc pie chart will indicate the direction, relative to the bow of the ship that the weapon may fire. The second method, is when a target is selected, all weapons that can currently fire at that target will be indicated by highlighted lines that border the weapon box.
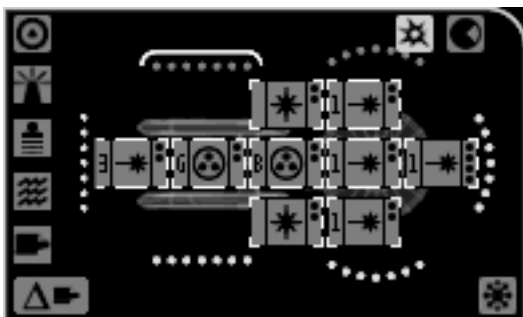
Weapons that could fire are bordered by bright lines.

Weapon Status
Weapons have various states, of which, they can only be in one at a time. The states are as follows: destroyed, stunned, discharged, charging, and fully charged. When a weapon is destroyed, it may no longer fire unless first repaired, and while down, it will no longer use any energy. A stunned weapon has been damaged by enemy weapons fire, and may not itself be fired until the time period of the stun is complete. An icon that is a lighter color than usual indicates a discharged weapon. A weapon that is charging is indicated by a darker shade of the same color filling the icon from left to right. The progress of this change from light to dark will indicate to you the progress of the charge. An icon that is completely filled with the dark color indicates that at least one weapon on that hardpoint is fully charged and ready to fire.

From L-R Destroyed, Stunned, Discharged, Charging, Ready to Fire

Selecting Weapons
To select a weapon to fire, you may Left-click on each individual weapon. To select a group of weapons by Left-clicking, select the first weapon, then hold down the shift key while Left-clicking on other weapons until you have selected all the weapons you desire. In the heat of battle, though, this is not an acceptable solution. To remedy this, four hot-keys have been provided to allow you to automatically select your favorite weapons' groupings.

These are the "1", "2", "3" and "4" keys located on the top row of the keyboard (note: not the ten-key pad). As you press each of these, you will see the selected weapons, indicated by the brackets surrounding the corners of the weapon icons. You may change these groups to reflect your personal taste. When allocating a hot key, select the grouping you want using the Left-click and Shift+Left-click method described above. When your desired group is selected, let go of the Shift key and hold down the Ctrl key while pressing the hot key you want to associate with this group. To select all weapons you can Left-click on the Select all Weapons button.

> **Tactical Tip: The Fifth Weapon Group**
> *Many people use one of the four available weapon group presets as an "all weapons" group. This is unnecessary, however, as an "all weapons" button is already built in. The "R" key which brings you to Red Alert status also selects all weapon systems, so if you're already at Red Alert then just think of the "R" key as the fifth weapon group, and save the other four for different groupings.*

Firing Your Weapons
When a target is selected and is at the optimal range, you may fire your weapons by one of several means. To fire a weapon, it first must be selected. Press the "Z" key or Left-Click on the Fire button in the Weapons MFD to fire the weapon. To fire all selected weapons in one massive volley known as an Alpha-Strike, hold down the "Shift" key and press the "Z" key.

Shields
When weapon fire hits a target, the first thing it will damage are the ships shields. When a ship is brought to Red Alert, the shields are raised to normal levels. The ship's shields are not a single entity; instead they are six separate arcs that work together to protect the ship. Once one of these shields has been destroyed, weapons fire can reach the ship through that shield's arc, and do internal damage. Complete details on shields and their reinforcements, along with other settings, can be found in the reference section [see page 153].

Internal Damage
Once weapon fire goes through a downed shield, internal damage occurs to that ship. Internal damage will be spread out over all the ships systems. Ship's internals include: batteries, bridge spaces, hull (crew space), impulse engines, labs, probe launchers, sensors, scanners, shuttle bays, tractor beams, warp engines, weapons, as well as and other systems depending upon the individual ship. As these systems are destroyed, the ship grows weaker and less able to fight, until it is finally destroyed.

Note: If you have not already, now would be a good time to work through the first two tutorials. These are Command 190 and Command 290. Much of what you have learned so far will be reinforced and expanded upon in the tutorials.

Electronic Warfare (EW)

Electronic Warfare (EW) is the use of the ships sensors to produce a jamming effect that will diminish an enemy ship's chance to hit your ship. EW can also be used by the firing ship to try and break through the jamming of the target.

Scramble your opponents picture and decode his with the EW panel.

ECM

Electronic Counter Measures (ECM) is used to degrade an enemy's ability to fire accurately at a ship. It is a form of jamming which the ship's sensors produce in order to prevent an enemy's firing computer from providing an accurate fix on a target.

ECCM

Electronic Counter Counter Measures (ECCM) is the firing ship's attempt to break through the jamming of ECM. If used properly, this will reduce or even remove the negative effects of ECM.

USE of Electronic Warfare

ECM is used when trying to prevent an enemy from hitting your ship. If you use more ECM

than your opponent uses ECCM, you produce a Net ECM Shift. This shift reduces both the enemy's ability to hit your ship and the damage a weapon will do when it hits.

To help ensure that your weapons have a good chance of hitting your opponent, you must use more ECCM than the target's ECM. If an imbalance exists that is not in your favor, a Net ECM Shift is produced and is shown on the lower left hand corner of the 3-D display.

The total amount of EW that your ship can produce is based on the current number of sensors on your ship (sensor rating). At the beginning of an encounter, this number is usually six. If you set your ECM to 6 and then set your ECCM to 2, your ECM would automatically be reduced to 4 in order to keep your total amount of EW used under the limit of 6. The actual ECM value may be higher due to other factors such as Erratic Maneuvers and terrain.

Direct fire weapons, such as Disruptors and Photon Torpedoes, are particularly vulnerable to Electronic Warfare. For all the aspiring Federation Captains out there, unless you want to see your valuable Photons that took two turns to arm sail off into the sunset, you'd better keep a close eye on your opponent's ECM. For a more in-depth look at EW, go to the reference section [see page 155].

Shield Reinforcement

Shields may be reinforced to provide extra protection to the shield arcs that you expect to

come under enemy fire. To reinforce a shield, you must Left-click on that shield in the Shield System MFD. Then, you must allocate the desired amount of reinforcement by moving the Reinforcement slider to the right. Left-click on the REINFORCE button to complete the process.
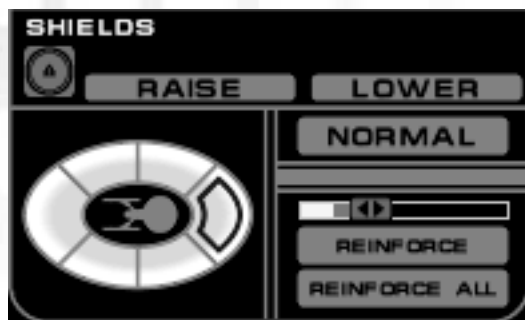
Reinforcing your shields is a snap with the handy dandy shield panel.

You can reinforce multiple shields by selecting more than one shield, or all shields may be selected by Left-clicking on the REINFORCE ALL button. You may Left-Click on the ship in the center of the arc selector to toggle to select all shields, or no shields.

As you select more than one shield, the amount of energy allotted becomes diluted over the selected shields. When all are selected, shields share only 1/2 the added protection that you would have gotten by selecting a single shield.

Defensive Officer

In the Defensive Officer panel, you are able to set up automatic defensive options to help protect your ship from incoming seeking weapons. You access this through the shield icon.

Point Defense Phasers

If the Point Defense toggle switch is on, the Defensive Officer will automatically fire any available phasers at an incoming missile or plasma torpedo. He will continue firing at the target until all phasers that can fire have, or the target is destroyed.

From L-R, Top to Bottom, Emergency Stop, Point Defense toggle, Defensive Tractor selector and Sensor decoy shuttle panel.

Defensive Tractors

Here you may allocate as many tractor beams as you wish, up to the current maximum of your ship, to grab any incoming missiles and hold them until they run out of fuel.

Sensor Decoy Launch Panel

From the Sensor Decoy Launch panel, you can launch an unmanned Senor Decoy Shuttle to distract incoming seeking weapons. The shuttle will draw all enemy seeking weapon's fire to itself until it is destroyed or the launching craft does something to void the protective power of the decoy, such as fire weapons or travel at high speeds.

Science Officer

In the Science Officer panel, you can launch science probes, activate your ships Deep Scan capability, and order your ship to Self-Destruct.

I need answers, Mister.

Probes

Probes can be used to gather data on targets from great distances. When launched, they will travel to the target, and then provide a glimpse of the target's internal configuration.

Probes may also be converted into crude weapons using the Scan/Weapon toggle. They take two units of energy to arm, have a maximum range of 6. Despite all this, a resourceful Captain can still make effective use of them.

Special Probes may become available from time to time. Your Science Officer will notify you of their availability.

Deep Scan

Your Science Officer can divert more energy into the sensors to improve their range. For an additional 3 units of energy, your sensor range will be increased by 33%.

Deep Scanners can also be used at close range to scan an enemy ship for hidden items.

If your Deep Scan is on and you get close enough to an enemy ship that is hiding something, your Science Officer should inform you of what he has found.

Self Destruct

Activating the ship's Self Destruct control will set your ship on a short 5-unit countdown to destruction. You may abort the countdown by Left-clicking on the control again.

Communications

Hailing frequencies open Captain

The Communication Officer panel provides the Captain with access to a log of all previous communications. It also provides you with the opportunity to communicate with the Captains of other ships in the game.

Communications Buttons will appear at the bottom of the panel when it is possible to communicate with the currently targeted ship.

Often a Captain at war will not have kind words for you. There are times, though, when communication is essential to completing a mission.

Do not forget that it is also possible to communicate with planets and bases as well as other ships. Remember to choose your words carefully. More than one war has been started by a poor choice of words.

The Communications panel can also be used to give orders to your crew to perform special functions. As an example, your Science Officer may tell you about the availability of a special probe. You would probably order him through the Communications panel to create this "special" item.

Security Officer

The Security Officer panel provides the Captain with the ability to order the ship's Marines to perform either Hit and Run raids on the target ship, or to attempt to capture the ship outright. There are actually two separate screens available here which are selected via the Capture and Hit & Run toggle switches.
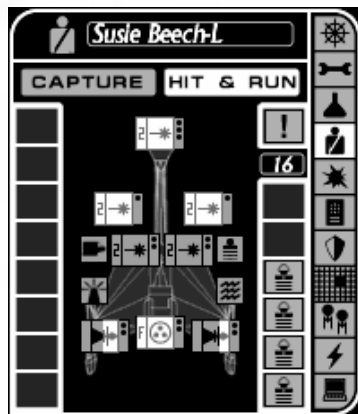
All right Marine, take out that phaser bank on the bounce!

There are a finite number of Marines aboard your ship, so use them wisely. Marines have high attrition during both Hit and Run Raids and Capturing actions.

Hit and Run Raids

Beaming your Marines over to an enemy ship in order to destroy a particular ship's system is called a Hit and Run raid. If the Hit & Run toggle is selected, you will be presented with a schematic of the enemy ship, showing all possible targets. Destroyed targets are shown as blacked out icons.

To perform a raid, simply choose your target by Left-Clicking on it to place it in the queue. When you are within a range of 5 to the chosen enemy ship and a downed shield is presented, your marines will beam aboard the enemy ship and try to destroy the selected system. An available, charged transporter is required for a raid.

Marines on the defending ship that are not otherwise occupied will provide protection for critical ship's systems. Therefore, when your marines arrive, a firefight might ensue preventing destruction of the target.

Capturing Enemy Ships

When a ship has been damaged sufficiently, a capturing action may be appropriate. In a capturing action, you send as many of your marines as possible to the enemy ship in order to overwhelm the defending Marines and capture/destroy the target's control facilities.

Left-click on the CAPTURE toggle when you are within transporter range (5 or 50,000km) to beam over your Marines to attempt to capture an enemy ship.

You can send over all available Marines by Left-clicking on the ALL MARINES button. If you wish to send over one Marine at a time, Left-Click on the individual Marines.

The progress of your capturing action will be shown at the top of the MFD (Multifunctional Display). The controlling race's emblem is in the center of the display. To the left of that is the number

of defending Marines and control spaces. To the right of that is the number of attacking Marines. A short period of time after the number of defenders is reduced to zero, and there are still attacking Marines remaining, the ship will be captured and the flag will change to the appropriate race.

If you capture a combat ship, it may be added to your fleet for the duration of the mission. If not, it will probably try to disengage by leaving the map.

Mines

Starships are capable of carrying mines for use against enemy targets. These mines may either by used as Transporter Bombs (see below) or they can be rolled out of a shuttle bay and laid as conventional mines.

To lay a mine, click on the deploy button in the Weapons Officer MFD, or press the "M" key. After deploying a mine, it will take a short period of time before the next one is prepared for laying.

After the mine is laid, your ship must move to a distance of 2 away before the mine will activate. When activated, the rings around the mine will change from green to red.

Transporters

The Transporter may also be used through the Transporter MFD to send items to and from your ship. Transporters can also be used to transport mines into space, creating Transporter Bombs.

Transferable objects

Items of interest may be available for transport to or from a ship. These will vary from the frequently present spare parts, to spies that can be useful during special missions.

The marvelous miracle machine, the Transporter.

In the BEAM OUT section are the items currently on your ship that you may beam to another ship (Marines not included). In the BEAM IN section are the items of interest on the currently targeted object.

When in transporter range (less than 5), you may transport an object to or from your ship by Left-clicking on the object and pressing the ENERGIZE button. In order to have a successful transport you must be in range to the object or target, the target must have no shield up in your direction, and you must have a transporter that is powered up and ready.

Transporter Bombs

Transporters may also be used to transport mines into space. When this is done the mines are called Transporter Bombs (T-Bombs).
T-Bombs can be placed by clicking on the T-Bomb icon, or by pressing the "B" key. This will change the mouse pointer to a large red X. When you move the mouse to a position in the 3-D display close enough to the ship to lay a mine, within a range of 5, the mouse pointer will change to a round reticle indicating you may transport a mine to that

location. Left-click to transport the mine to that location in space. When you transport the mine, a shield will be automatically lowered to enable the transport.

To lay multiple T-Bombs in a short time, press the "B" key then hold down the shift key. As long as there are Transporter that are energized and Mines available, you can lay T-Bombs by Left-clicking at the desired location.

Note: This would be a good point at which to take a break and work through tutorials Science 310, Weapons 380, and Weapons 480. Pack a lunch before starting 310, as it is a bit long.

Shuttles

Shuttlecraft or shuttles will be available in differing quantities and types based upon your current starship type. You may launch these shuttles, and depending on the type, they will have different actions that they will be able to take.

Administrative shuttles and fighters are the only two types of shuttles that will naturally appear onboard your ship. If you want to have any of the additional types, you will need to construct them out of available parts and a standard Administrative shuttle.

To launch a shuttle, you must choose a shuttle from the docked portion of the panel. Next, you must give it an initial order: Attack Target, Harass Target, Defend Target, or Defend Me (defend

your ship). The final thing is to actually launch the shuttle by clicking on the LAUNCH button. If you should need your shuttle to re-dock, click on the shuttle in the Active section and the click on RETURN.

Send your people out to die valiantly in these small unshielded craft.

Administrative Shuttles
Administrative shuttles are the common type of shuttlecraft, and almost every starship comes equipped with at least one of these. They can be used in a pinch to help harass your enemy or defend your ship.

Fighters
Fighters are highly specialized shuttles carried by starships referred to as carriers. Fighters are very heavily armed, but are still easily destroyed due to their small size and lack of shields. Fighters must return to the carrier after firing their heavy weapons to reload.

For information on additional types of shuttles, see page 166 in the reference section.

Shuttle Conversion
Administrative shuttles can be converted to other types of shuttles such as ground assault shuttles, scatter packs, suicide shuttles, and wild weasels, via the Shuttle Conversion panel.

Each type of shuttle has different requirements for the raw materials required for conversion, but each of them requires 2 turns to convert.

To begin conversion, simply click on the shuttle type you wish to make from the selections at the top of the panel; if the proper materials, including an available administrative shuttle exist, conversion will begin. When the conversion is complete the shuttle will drop back into the shuttle panel under the docked portion of the Shuttle MFD and will be ready for use.

Need a wild weasel, the shuttle conversion panel will allow you to do it yourself!

Pseudo Fighters (PFs)

Pseudo Fighters (PFs) are neither fish nor foul, they are smaller than frigates but larger than fighters. PFs, unlike fighters, have shields and are able to arm their own heavy weapons, but they are incapable of traveling at interstellar speeds and are carried into the field of battle by Tenders.

Tractor Beams

Tractor Beams may be used to anchor a ship close to your own (HOLD), for either combat reasons or to provide assistance, such as towing. You may also use your tractors to break free from some one who is holding you (REPEL). A single ship may either hold or repel. It cannot do both at the same time.

From the Tractor MFD, you may set the power level from 1 to 5, set to HOLD or REPEL, and ENGAGE the beam. When you have set the power level and chosen HOLD or REPEL, you can then press ENGAGE. The actual beam will not engage until you are within a range of 2.5 from the target.

Grab your target with your tractors and then slap it around a bit.

In order to hold a target, you must have tractor strength greater than your targets repel strength. To repel a holding action, your tractor strength must be at least equal to the enemy's beam strength.

Once a target is held, it may be rotated to try and give the holder an advantage. This would most likely be used to rotate towards a downed shield or away from the majority of its weapons.

Repairs

As your ship is damaged, it will become necessary to perform repairs. There are two ways repairs can take place: automatically and deliberately, through the use of spare parts.

As your ship takes damage, your engineers spring into action and repair the engines and shield systems. There is no action that you as Captain need to take, and no allocation of men or materials need to be made. The engineers just slowly bring these items back to capacity.

You can take proactive measures to repair ship's systems by using spare parts which come standard with your ship and may also be purchased separately. These spare parts appear as 'screws' in both the Engineering Officer MFD and the Transporter MFD.

To begin manual repairs, go to the Engineering Officer MFD and Left-click on a Damaged or Destroyed system. If there are still spare parts available, it will be placed in the queue to begin repairs. If it is the first in the queue, repairs will begin and proceed until the item is restored to full capacity.
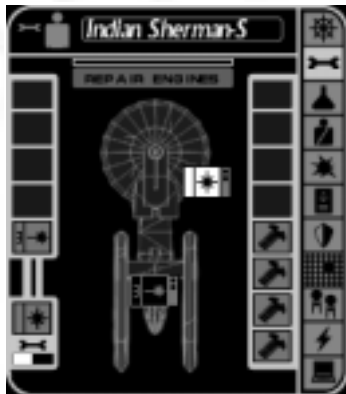
To repair ships in a more timely manner if spare parts are available, Left-click on the REPAIR ENGINES button at the top of the screen. The Repair of engines this way may take place at the same time as the repair of other damaged systems in the queue.

You want it when?

Cloaking Device

The Cloaking Device is a defensive weapon in use by the Romulans, Orion Pirates, and a few Klingon vessels. While a ship is cloaked it is invisible to the naked eye, but can still be tracked by the ship's motion scanners. A ship that is cloaked or in the process of cloaking/uncloaking may not fire weapons. The net effect of the Cloaking Device is not that the ship is totally invisible and can strike

without warning, but rather that the enemy ships have a more difficult time hitting the target due to a lack of sensor lock-on. In fact, seeking weapons may not be fired at a cloaked ship and a cloaked ship will not detonate mines as long as it maintains a speed of 6 or less.

While a ship is cloaking and uncloaking it is vulnerable to enemy fire, as it does not enjoy the protection of being cloaked. In addition, during this period it cannot use its weapons, tractor or transporter systems.

The Cloaking Device may be activated from many places including the EW MFD and the Energy Management MFD. Using the "X" key will also activate it. More information on the Cloaking Device can be found in the reference section [see page 202].

Energy

Energy is the life's blood of a starship, and the proper use of it can be the difference between victory and defeat. Starships have a limited amount of energy, and finding the proper balance between speed, weapons, and protection, is crucial to a successful campaign.

Where does the energy go?

This crucial balance may be checked via the Energy Management MFD, where Power is the amount of energy your

ship is producing, and Systems is the total amount of energy currently being used.

When there is not enough energy to fulfill all the demands placed on a ship by its various systems, the Engineering Officer prioritizes the delivery of energy. This ensures that the vital systems get the energy they need and the least important are shut out until the extra is available. The priority list from highest to lowest is provided below.

1.	Life Support	7.	Heavy Weapons
2.	Fire Control	8.	Sensors
3.	Cloaking Device	9.	Transporters
4.	Shields	10.	Tractors
5.	Speed	11.	Shield Reinforcement
6.	Phasers	12.	Batteries

Additional details on energy management can be found in the reference section [see page 144].

Fleet Control
The eventual command of more than one ship is a logical step in the career of a Captain. Once enough experience and prestige is gained, there will be the opportunity to acquire command of a second and eventually a third ship.

To control additional ships in battle, an additional interface is required. The Fleet Control panel allows you to control the actions of the other ships in your fleet.

Fleet Control MFD

The Fleet Control MFD must be selected in order to issue orders to your fleet. The Fleet Control MFD allows you to jump to direct control of a particular ship. To jump to the command of another ship in your fleet, click on the square to the right of that ship's name in the Fleet Control MFD.
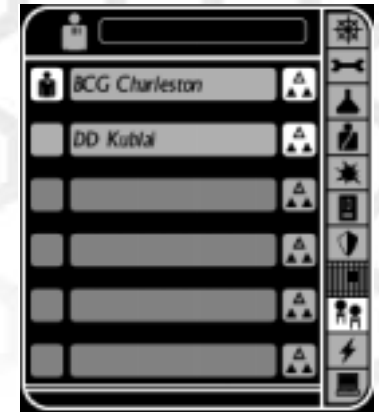
Take Command using the Fleet Control MFD.

The Fleet Control MFD also allows you to determine if a particular ship will be a member of your formation and be controlled by the Fleet Control panel. To release a ship from your formation, Left-click on the participation toggle to the right of the ship's name. To return a ship to the formation, Left-click on the toggle again.

Fleet Control Panel
The Fleet Control panel appears in the main tactical 3-D view and is broken up into two logical parts. The first part appears on the right of the screen and is the Formation Selection control. The second part is the Formation Detail control and there is a Detail control for each ship in your fleet.

Formation Selection Control
The Formation Selection control lets you choose which formation the ships in your fleet will adhere to. There are several to choose from, including lines and chevrons. To switch to a different formation, Left-click on the desired formation. There are variants of each formation available by Left-clicking on the formation a second time.

There are so many to choose from, it makes it hard to decide.

Formation Detail Control
There are four different areas in the Formation Detail control. These allow you to control your offensive options, see the current assignment target and health of that target, set the level of discipline within the fleet, and finally control the weapons status within your fleet.

Your Offensive Options for the current target are to destroy, capture, or defend it. There is a final button that can be used independently of the others to order a ship to tractor its target. The current condition of the fleet ship is also displayed here along with the ships name.

Set your fleets tasks and weapons settings here.

The Ship State panel shows the ship's current target, the target's condition and the task that the ship is performing on that target.

The Formation Disciple control allows you to determine how ships in formation will behave. All ships in the formation will fly in formation. In a loose formation, the ship will choose its own targets and firing time. In a Medium formation, a ship will attack your target but pick the time it thinks is optimal for firing. In a tight formation, the ship will attack your chosen target but will only fire its weapons when the Fire Now button is pressed. The Fire Now button will fire all available ship's weapons at the selected target immediately.

The final sets of controls are the Weapons State controls. These allow you to set the weapons on each ship in your fleet to: offline, normal, overload, and special if a special mode exists, such as proximity photons. The final button orders the ship to go to maximum ECM, or if equipped with a cloaking device, orders it to cloak.

Note: It's time to give the last tutorial, Command 590 a whirl. That is if you have waited this long to play it.

Terrain
Space is often thought of as a void. For the most part this is correct, however, the high speeds traveled make the few objects that do exist more of a problem. Another factor to consider is that many engagements in Starfleet Command take place near important landmarks, like planets.

Planets
Planets are large celestial objects. A collision with one will put a quick end to even the most promising of careers. They provide cover from weapons fire and prevent detection by sensors. Planets may also have defensive weapons and shields.

Suns
Due to the large amount of radiation created by a system's sun, it is very dangerous to approach one. They damage objects out to a range of 60,000km. As the range to a sun gets closer, the damaging effects can quickly become fatal.

Asteroids and Dust Clouds

Smaller than planets, asteroids are still large interstellar objects. Like planets, collisions with them will almost certainly be deadly. They also block line of sight, preventing weapons fire and sensor detection through them.

Asteroids are surrounded by dust clouds. These clouds are often found free floating (separate from asteroids) and are made up of various materials. An impact with a dust cloud is not instant death, though moving at high speeds through them can deplete your shields and damage your starship. Therefore, low speeds are encouraged while traversing dust clouds.

Black Holes

Who can explain the great enigma that is a Black Hole? If your starship encounters the gravity pull of one these objects, you just might be able to. That is, if you didn't die after your starship was pulled apart then compacted down to nothing before its journey through it.

Nebulas

Nebulas are very large interstellar phenomena covering vast expanses of space. They provide a natural 9 point ECM bonus to all units within them. While inside a nebula, shields operate only at minimum levels, shuttles that are launched are destroyed, seeking weapons are damaged as they fly to their targets, and sensor and deep scan ranges are halved. Cloaking Devices, ESGs, Mines, Probes, Tractor Beams, and Transporters are all useless while inside a nebula.

Reference Manual

STARFLEET COMMAND BRIEFING:

GALACTIC GOVERNMENTS

The Gorn Confederation

The Gorn Confederation is located spin-ward of the United Federation of Planets along the galactic axis, and core-ward of the Romulans. This positions the Confederation squarely between the galactic arms. Having only a sparse region of space, the Gorn Confederation has few habitable systems.

The average male Gorn is around 2 meters in height, and has a mass of about 215 kilos. Their hide has a tough, leathery quality that serves as a strong natural armor. Their physical strength is even greater than appearances would suggest, as the Gorn possess a high percentage of muscle mass. As impressive as the male Gorn is, the female is terrifying. Averaging almost 2.5 meters in height and around 250 kilos, the females are the stronger of the Gorn sexes. This has resulted in females making up the largest portion of Gorn marine units and their officers. The Gorn are not quite as dexterous as Humans, appearing almost sluggish, however, slow movement does not mean slow of wit; the Gorn are a highly intelligent race.

Positioned as they are, the Gorn have had contact with only three races during their

A Gorn officer poses for the camera.

recorded history. Their first encounter with another species was with the Paravians. This contact led to a fierce war and the eventual extermination of the Paravian race. The second race they had contact with was the Romulans. As the Romulans are also in a planet poor section of space, conflict ensued as both races competed for the few planets they could find. The resulting wars were vicious and bloody. Even to this day, the Gorn are in a constant state of conflict with the Romulans. Based on these two encounters, the Gorn understandably became a bit xenophobic. As such, when a Federation colony was setup on a Gorn world, the Gorn's response was immediate and aggressive. Fearing yet another invader, the Gorn responded with decisive force. A war between the Federation and the Gorn followed. Fortunately, negotiations were started, and the war was short-lived. The Romulans, fearing a Gorn/Federation Alliance, attempted to disrupt negotiations, however, this only served to cement the relationship between the Gorn and the Federation. To this day, the Gorn/Federation Alliance one of the few in known space that seems based on mutual trust and respect.

The Gorn Confederation is a loose governmental body that oversees the major issues faced by the Gorn citizens. Each planet is autonomous, but sends representatives to the Confederation Council to determine race wide issues.

Actually, the Gorn species is comprised of three different races, each having evolved on a separate planet. Soon after these races made contact, scientists discovered that genetically, all three were in fact the same species. In turn, it was discovered by examination of fossil records, that none of the three home worlds was the true world of origin for their species. This helped to quickly cement the three races into a solid political unit.

Gorn Space Command is responsible for the defense of the Gorn Confederation. Even though the Gorn posses fewer ships than any other galactic power, the Gorn Space Command maintains one of the most feared fleets. Gorn officers are highly trained and all have combat experience. This combination of strong ships and well trained crews makes the Gorn very formidable indeed.

Gorn Starships

The Gorn ships are designed with an attitude that reflects the Gorn people, straight forward and to the point. Gorn ships tend to be less maneuverable than those of the other races, however, they make up for it with excellent phaser arcs; most of a ship's phasers can fire in almost any direction. Their shielding is above average and, like the Gorn themselves, the vessels are very tough, able to withstand a fair amount of damage and still be battle

worthy. The heavy weapon of choice for the Gorn is the plasma torpedo, and Gorn ships typically carry more firepower than other races' ships of the same class.

The Hydran Kingdoms

The atmosphere of the Hydran homeworld is rich in methane, which they breathe. This is uncomfortable (if not fatal) to most Federation species. .

Hydrans have three arms, three legs and three eyes. Their skin is tough and leathery. Hydrans have three sexes, which are generally referred to as Male, Female, and Matriarchal. All births result in triplets (one of each sex) that 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, however, can hold command positions, or even the throne. Matriarchals 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). Each household has its own god or gods, as does each starship, squadron, and fleet.

The Hydran 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 extended nobility that involves itself in internal politics and a strong Civil Service that actually runs the day-to-day affairs of government.

A Hydran pilot on the move.

The Hydrans were once conquered by the Klingons and Lyrans and held as a client state for nearly 50 years. Powerful Hydran merchant guilds set up the "Lost Colonies", a haven for Hydran refugees, 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.

The Interstellar Concordium

The Interstellar Concordium (or ISC) is a technologically advanced collection of races located on the far side of the galaxy, beyond the Gorn-Romulan border. The Concordium is composed of over sixty sentient species occupying over two hundred settled worlds, and controls a sphere of influence only slightly smaller than that of the Federation. The ISC believes in peace at any costs, and will not hesitate to interfere or intervene in even the most trivial conflict. The ISC's prime conviction is, "a peaceful, harmonious and well-ordered universe is the right of all sentient species. Civilizations collapse when that right is violated, therefore it must be protected at all costs." The dark underside of the ISC is that they have no respect for individual or cultural rights that violate this fundamental principle, and will go to any lengths to enforce their idea of "peace, order, and good government".

The ISC is a democracy governed by a council of five central members, although some argue it's really a dictatorial oligarchy. There is no central ISC constitution; a loose "Declaration of Ideals" is the guiding principle of the Concordium, and as long as the two-thirds majority believes that an action supports the Declaration, their decision will not be challenged. There is no judicial branch to provide a "check and balance" on the legislature, and the idea of "tyranny of the majority" is an alien concept to most ISC member cultures.

Justice in the ISC is determined by telepathic investigation, and punishments often include forcing the victim to endure a telepathic recreation of the crime. Because telepathy is widespread among the member races of the ISC, no central authority exists among the member races to control it.

Recently, the Organians returned and asked the ISC for assistance in bringing order to the major civilizations of the alpha quadrant. As a result, the ISC moved the bulk of their military forces into the quadrant and began a peacekeeping operation to restore their idea of peace and harmony. All of the quadrant's native empires resisted the ISC effort, and as a result, a new war erupted. The ISC went into the Pacification campaign expecting an easy victory, arrogantly believing that their moral supremacy would quickly translate into a military victory; this proved to be a complete, and bloody, lie.

The main member races of the ISC include:

The Meskeen. The so-called "Captain's race", the Meskeen are an amphibious race that resemble terran frogs with digits. They occupy much of the same position in the ISC that humans do in the Federation, having similar levels of intelligence, ambition, and assertiveness. Meskeen growth does not slow down or halt as they age, nor do Meskeen die from old age. They continue to grow throughout their entire lifetime; while the average Meskeen is comparable to a human in age and size, the oldest are more than five meters long and thousands of years old.

The Veltressai. The most respected race of the ISC, they sometimes give birth to "quadruplicates", telepathically linked quartets who share each other's experiences and work together as one mind. The quadruplicates lead many of the ISC's scientific and engineering operations, as there are advantages to four minds simultaneously analyzing a problem. Veltressai and are a very gaunt and bald humanoid race. Their large crania show multiple pronounced lobe areas. Some have compared their physical appearance to the natives of the restricted Federation world Talos IV. Veltressai are avowed pacifists, though they have a reputation for arrogance.

A Meskeen. The "Captain's race" of the ISC.

The Q'Naabians. This ancient race joined the ISC solely out of curiosity about the rest of the universe. They have a love of history and an appetite for storytelling that is seemingly unmatched by any other race in the galaxy.Those few Q'Naabians who rise to the position of captain, perhaps taking a cue from their fictional heroes, have a well-earned reputation for boldness. They breathe an oxygen-chlorine atmosphere, which often forces them to keep to themselves.

The Pronhoulites. This saurian race may be related to the Gorn, although they are smaller and faster than their alien cousins. They are great builders and structural engineers; the monuments of Pronhoulis are famed throughout the galaxy. They are also capable soldiers and security officers. They have developed a preternatural "combat intuition", where they are able to anticipate an enemy's move with uncanny accuracy.

The Rovillians. The newest member race of the ISC resembles a cross between a turtle and a dolphin with crudely articulating digits. This race is barely capable of stellar travel, but their telepathic powers are the most formidable in the entire ISC. Despite their telepathic talents, they have a reputation for naiveté; most are incapable of understanding other species' darker impulses. Those Rovillians who have earned command of ISC ships seem to be more practical, and even the Veltressai admit that the best and brightest of the Rovillian race are more than a match for anyone else in the galaxy. Next to the Meskeen, they're the most ambitious race in the ISC, and the two races have increasingly become rivals in the ISC Parliament.
Rovillians can breathe in an oxygen atmosphere. They are ungainly on land, but their telepathic talent includes an aqua-kinetic ability that allows them to perfectly adapt to any aquatic environment, and also allows them to move with extreme gracefulness in water, even at great depths or under the effects of extreme atmospheric pressure and gravity.

The Korlivilar. It's unclear whether these "lynxes of the galaxy" are related to the Lyrans; they're certainly smaller than the Lyrans and their world is quite distant from the Lyran homeworld, and as is the case with the many humanoids in the

galaxy "not everything that looks alike has a common origin". The Korlivilar are quick and aggressive creatures that love combat more than any other race in the ISC, and use "play-fighting" rituals to settle personal disputes.

The Korlivilar have the keenest senses of any of the galaxy's known sentient species, and are extremely adept at hiding and using natural camouflage to their advantage. They are often employed as scouts by the ISC. A friendly rivalry exists between the Korlivilar and the Pronhoulites (which other ISC worlds find distasteful), and the two races cooperate to form the bulk of the ISC's Pacification teams and ground forces and compete for personal honor.

ISC Starships

The typical ISC starship is very capable; their PPD gives their large ships a strong punch at long range. Most of their designs did not appear until after their enemies had fielded their fleets. It seems the ISC are not above spying on and stealing ideas from the 'lesser' races.

The ISC do not name their ships as a government; instead they designate their ships with the ship type and a number designation. Proper names however, are often given by the ship's captain at its discretion.

The Klingon Empire

The capital planet of the Klingon Empire is sometimes called Klinzhai. To outsiders, it is known as Qo'noS (pronounced "chronos"). It is also referred to as simply "the homeworld." Klinzhai is an M class planet that is covered by clouds so that the

sun and stars are only visible on one day in a hundred.

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.

Outsiders generally regard Klingons as a brutal warrior race, but this characterization is not entirely fair. The Klingon culture is surely more violent then that of the Federation. 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 violent attitude of the race may be due to the shorter life span of the Klingon, proving the adage that the light that burns shortest burns brightest.

An Imperial race Klingon.

The Klingon Empire includes at least 12 planets throughout multiple systems. All of these planets have native sentient races which are all subservient to the Klingons. Some of these "subject races" serve as crewmen on Klingon ships. It need not be said that a subject race would never be allowed to hold a command position aboard a Klingon starship.

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 by "IKV" (Imperial Klingon Vessel).

The ISF, which mostly operates small ships, is a combined police, customs, tariff regulation, border patrol, safety & 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.

Imperial Security and Intelligence
Imperial Security is responsible for keeping order aboard Klingon starships. They operate from a special section within the pod of larger vessels, where they monitor the activity of the crew to make sure all is in order. They ensure that no activity, legal or otherwise, that is not approved of by Security, takes place on board a Klingon vessel.

Imperial Intelligence is the most feared of the Klingon Empires governmental branches. II is responsible for the well being of the Empire, operating above the law where necessary to ensure that the future of the Empire is always kept as priority one.

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.

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 King-Emperor rules the 21st county. 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 County
> > 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 Lyran fleet. The local county controls each station along its border, and the duchies control the starbases. There is a good 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 a feline, warrior race. They are the size of a large human and possess incredible strength. The Lyrans are extremely violent and brutal in their dealings with other empires, though this extreme ruthlessness does not imply that they are without allies. They Lyran are well acquainted with the theory that, "an enemy of my enemy is my friend".

A Lyran officer examines his battle claws.

The Lyrans are bitter enemies of the Mirak. The nature of both races makes personal contact between the two dangerous if not deadly. One Klingon Captain was heard to remark that it is better to spend an hour in the interrogation both than be caught in the middle of a Lyran-Mirak blood feud.

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.

The Mirak Star League
The Mirak Star League is a medium-sized stellar empire on the border of Lyran and Klingon space. The Mirak are a race of aggressive predatory carnivores. To be a Mirak is to be a survivor in harsh conditions against terrible enemies and predators, both on the harsh surface of Mirak worlds, and in the cold dark vastness of space.

The official Mirak government is led by the Patriarch, who lives on a starbase in orbit around the original Mirak homeworld. The Patriarch's primary duty is to coordinate the movements of the Mirak fleets, in order to make certain they don't come into conflict with each other (wars between various fleets have occurred three times in the past two hundred years). The Patriarch has a private fleet, but it's hardly large enough to enforce his will, so he has to settle matters through diplomacy. Except in situations where the Patriarch is extraordinarily strong, the Mirak have a weak central leadership with several roving centers of strong regional power. The Patriarch is traditionally given authority over Mirak foreign relations, but the fleets also have influence; each fleet typically travels close to the border of a different Mirak neighbor, and relations with the neighboring empire is often dependent on the strength of the individual fleet. Very strong fleets don't hesitate to send ships across borders and raid worlds, even those belonging to traditional Mirak allies
It's impossible to talk about the Mirak Star League without talking about their vendetta against the Lyrans. Although neither side takes the idea seriously, the Hydrans discovered remarkable

A Mirak Captain on the hunt.

similarities in Mirak and Lyran genetic markers, and theorized that originally, the Mirak and the Lyrans shared the same planet, and had evolved from a common ancestor. The publication of this theory was considered by the Lyrans to be a deliberate insult, and used it as a pretext for a war against the Hydrans that lasted for three years.

The first Mirak-Lyran war began 150 years ago, and hasn't formally ended, as any attempt to get the two sides to negotiate with each other has broken down into lethal hand-to-hand combat between the diplomats. The Mirak also fought six wars against the Federation, but losses in those wars weakened the Mirak fleet to such an extent that when the Federation offered peace, the Patriarch accepted it with open paws. Since then, a tense spirit of cooperation has existed between the Federation and the Mirak. The Mirak also assisted the Hydrans during the Klingon-Lyran occupation, sealing a long-term alliance with them as well.

Several decades ago, there was a major Klingon-Lyran excursion into Mirak space, and it appeared as though the Mirak Star League might collapse. However, a combination of internal Lyran treachery, a Federation offensive against the Klingons, and the unexpected strength of surviving Mirak fleets allowed the Mirak to make a comeback

and regain their lost territory. The commander of the lead fleet took over the vacant position of the Patriarch, and greatly strengthened it.

Since then, the Mirak has engaged in an uncharacteristically patient rebuilding campaign. Also uncharacteristically, they sat out of the recent general war that occurred between the galactic powers following the disappearance of the Organians. All Mirak fleets are considered to be at full strength, and all key worlds are well fortified. There has been a wave of new developments in technology that has kept the Mirak on par with the other galactic powers. Only the strength of an unusually powerful and respected Patriarch has restrained the fleet captains from "running amok". Tensions continue to rise between the Lyran Empire and the Mirak, and it is likely that any incident could ignite the fires of a full-scale war.

Mirak Starships

Mirak starships use missiles as their primary heavy weapon but also carry disruptors in limited numbers. The Mirak were the one of the first races to employ shuttles in the fighter role. They were also the first race to build a dedicated carrier and still continue their reliance on the Missile – fighter combination.

The Romulans

The Romulan people are an offshoot of the Vulcan race. They have been separated for at least two millennia, and nobody knows how or why the two civilizations came to exist so far apart.

The heritage of their Vulcan blood is what drives the Romulans to such great extremes. They are thoughtful and passionate; given to

be calm intellectual beings one-moment, and savagely driven warriors the next. Despite what many believe, the average Romulan is well adapted to be a capable citizen, family person, warrior, or scientist. The Federation propaganda that portrays them as ruthless savages is nothing more than that - propaganda.

The Empire itself is driven by a martial philosophy of duty, glory, and obedience. The Romulan military is filled with well trained and disciplined warriors for whom the ability to serve the Empire is a high honor. The Romulan people do not necessarily believe that they are destined to rule the galaxy, however they do believe that it is the duty of the strong to control the weak, and if an enemy's weakness is perceived, they must go to war. With that said, the Romulans consider themselves, and their distant brethren the Vulcans, to be superior beings.

In the Romulan government, the Senate represents the people of the Romulan Star Empire. The Senate is also responsible for selecting the Praetor, who serves as the head of government and supreme military commander. It is the Praetor who sets the tone for the Empire's dealings with foreign cultures, and rules over the senate when issues of interest arise.

While a monarchy still exists within the Empire, the Emperor and Empress are merely figureheads who have no political power.

The Romulan people have not been terribly fortunate throughout their history, however that is beginning to change. Their slow

development of warp drive-capable starships held back their possible early rise to greatness, though their recent alliance with the Klingons has been beneficial; the Romulans gained advanced warp drive technology, and the Klingons gained a powerful ally against the Federation. The latest developments from this exchange have seen Romulan ship designs reach new heights; integrating high power plasma torpedoes and cloaking devices, along with the latest innovations in warp drive technology. In fact, some Romulan ships with cloaking technology are even beginning to find their way into the Klingon Navy.

A Romulan contemplates his next move.

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 due to a technology exchange with the Klingons. These ships comprised the Romulan fleet for a long period of time. Their lack of sophistication left the Romulans unable to fulfill their dreams of conquest and they were generally regarded as a nuisance by the other races.

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.

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 not controlled by a single race of beings. Several races (Human, Vulcan, Orion, Andorian, Rigelian, Alpha-Centaurian, Cygnan, etc.) hold seats on the ruling council. Two-dozen other races have been established as affiliate members. Colonies and bases have been established on a thousand other planets. Most Federation ships are manned 90% by one race, with the other 10% being a mixture of all others.

The Federation's population, however, is dominated by the Humans, including those of Earth parentage who were born on other planets. Humans provide more than 70% of Star Fleet personnel and dominate every phase of its operations.

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 its neighbors, the Federation

itself has never started one. The Federation has negotiated boundaries with all of its neighbors and has never sought to expand them militarily.

Economically, however, 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

A member of the idealistic Federation.

Federation colonies, 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 production capacity to build things with, and 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.

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.
Note: The Orion Pirates are not a playable empire in Starfleet Command Volume II Empires at War. 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 lesser 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.

NAVIGATING THROUGH THE TREACHEROUS MENUS

SELECT YOUR GAME

Single Player
Select this option to play a single-player campaign, a tutorial, or an historical skirmish.

You against the computer, or against humans, you decide.

Multiplayer
Select this option to play multiplayer games over the Internet, LANs, or via modem or serial cable.

Film Room
In the Film Room, you can 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. To view a film, you must first at least start a game of SFC so that the models will be loaded and visible.

Hot Keys
In this screen you can customize the "Hot Keys," as you see fit, to allow you one button access to the most important features of the game.

Credits
This will allow you to see who developed Starfleet Command Volume II Empires At War.

Vessel Library
The Vessel library will allow you to view information about known empires vessels.

Exit
This option returns you to your operating system. You will be asked to confirm that you wish to exit SFC. Left-click on the check mark to exit the game, or the NO symbol to continue your session.

Single-player Games
There are there different types of single player games available: Tutorials, Skirmishes, and Campaigns. To access any of these types of games, Left-click on the SINGLE PLAYER button at the Select Game menu.

You will then be taken to the Single Player Menu where you may pick the type of single player game you wish to play by Left-clicking on the TUTORIALS, SKIRMISH, or CAMPAIGN button.

Tutorials
The Tutorials are small games that will help you learn to play SFC if you are not already familiar with the game. An instructor will walk you through the different topics and help you learn the mechanics of SFC. The tutorials are a "safe" place to play and learn the game, as anything that happens in a tutorial will have no affect on your campaign or multiplayer status. For those are already familiar with the game, new features, such as the Fleet Control Panel, are introduced in the tutorials.

To play a tutorial, Left-click on the TUTORIALS button. This will take you to the Tutorials screen. From here, you can choose and start a specific tutorial mission.

Choose your course and learn the game

Tutorial Screen Information
At the top of the screen is a list of all available tutorials. Some basic information is shown about each of them. Left-click on a game to select it and view the topics that will be covered.

Tutorial Name
This is the name of the tutorial course.

Star Empire
This is the player Empire that will be used to play this tutorial.

Score
The score, if applicable, that was received when previously playing the tutorial.

Start Button
Left-click on this button to start the chosen tutorial.

Briefing Screen
The topics to be covered will be displayed here.

Skirmish
A skirmish is a stand-alone mission that can be played for practice or when you need a quick fix of SFC. Skirmishes take many forms, from simple hostile ship encounters all the way to complex self-contained story missions. They are played as a single-player mission, just you against the computer.

To go to the Select Skirmish screen, Left-click on the SKIRMISH button. From here you can choose a skirmish to play, and customize it, if applicable, to suit your needs.

Select Skirmish Screen Information
From the Select Skirmish screen, you can choose the skirmish mission you wish to play. You can also customize it to fit the particular combat session you wish to recreate. The list of available missions appears in the lower left hand corner.

Skirmish Map
In the upper left hand corner there is a map showing significant objects in the currently selected mission.

Mission List
In the lower left hand corner, all available skirmish missions are displayed. If you have more skirmish mission installed than will fit on your screen, a scroll bar is on the right hand side of the list to scroll through them all.

Mission Description
In the upper right hand section of the screen is the mission description, or briefing. This briefing will describe the mission and tell you what your objectives during the mission are.

Technology Era
Below the Mission Description section on the left side, is a toggle that allows you to set the Era that the mission will take place in. The Era, Early, Middle, or Late, will determine what ships will be available for the chosen skirmish.

Customize
Left-Click on CUSTOMIZE to be taken to one of two screens which will allow you to choose your ship(s) and the type of opponents you will face.

Play Game
Left-click on this button when you have chosen and customized the mission to your satisfaction.

In the Advanced Customize screen, you can pick the types of ships and teams available in the skirmish.

Advanced Customize Skirmish
There are several areas where you may customize your skirmish experience. The amount of customization you can order will depend on the mission selected. You can change your fleet, the AI teams, start position, skill level, and the Technology Era.

Your Fleet
You can pick the particular ship(s) that you want in your fleet. When a ship is selected using the "ACTIVE" RADIO button, you can use the Space Dock to outfit your ship with different shuttles, mines, marines, and missiles.

AI Teams
One at a time you can customize the AI teams. In order to make a team active, you must change the Star Empire from None to one of the games races; teams cannot be skipped and must be added in order.

You can choose what "side" each AI team will play on via the team toggle.

You can determine the minimum and maximum hull types that the team may choose from. You may also determine the quality of the ships; set the BPV to Low, Medium, High, or Max. The Number of Ships will determine how many AI ships will be on that team.

Start Position
The starting position can be set to either default or random map points.

Skill Level
The skill level set will determine the difficulty of that particular scenario. The most important variable that skill level will affect is the capability of the AI. As you move up from Captain, Commodore, and Admiral the abilities of the AI controlled ships will be greatly increased.

Technology Era
Set the Era that the mission will take place in. The Era, Early, Middle, or Late, will determine what ships will be available for the chosen skirmish.

The Basic Customize screen will allow you to pick the specific ships available in a mission.

Basic Customize Skirmish

You can also change the ships in your skirmish via the Basic menu. It is very similar to the advanced menu with the main exception being that you will pick the exact ships that all teams will fly during the mission.

Your Fleet

You can pick the particular ship(s) that you want in your fleet. When a ship is selected using the "ACTIVE" RADIO button, you can use the Space Dock to outfit your ship with different shuttles, mines, marines, and missiles.

AI Teams

When a team is selected, you can pick specific ships from the chosen Empire's inventory.

You can choose what "side" each AI team will be play on via the team toggle.

One at a time you can customize the AI teams. To make a team active, Left-click on the team number; teams cannot be skipped and must be added in order.

When an AI ship is selected using the "ACTIVE" RADIO button, it may be customized in the Space Dock.

Start Position

The starting position can be set to either default or random map points.

Skill Level

The skill level set will determine the difficulty of that particular scenario. The most important variable that skill level will affect is the capability of the AI. As you move up from Captain, Commodore, and Admiral, the abilities of the AI controlled ships will be greatly increased.

Technology Era

Set the Era that the mission will take place in. The Era, Early, Middle, or Late, will determine what ships will be available for the chosen skirmish.

Campaign

During a campaign, you will enlist in one of the Empires' Navies and participate in missions that will help ensure the future prosperity of your chosen people.
As you success grows so shall your career. Eventually, your achievements will lead to promotions and the ability to "purchase" larger ships, and even command of up to three ships at a time.

Note: The online Metaverse is played in very much the same way as a Campaign. Differences will be highlighted in a note.

When you Left-click on the Campaign button you will be transported to the Campaign Selector screen. From here, you will be able to either load and continue a saved Campaign game, or begin a new Campaign.

Continue an old campaign or start anew.

Campaign Selector
In the large top portion of the Campaign Selector screen will appear all of your saved games. There is a fair amount of information available to you.

SAVED GAME
The name given to the campaign when you saved it will appear in this column.

RACES
This will show the race you are playing in this campaign.

ERA
This is the technology era that the game is currently in.

YEAR
This is the year the campaign takes place in.

Note: Both the technology era and the year will affect the types of starships and equipment, like missiles, available in the game.

SAVED DATE
This will indicate when you lasted saved under this particular game name.

LOAD GAME
When you have selected the game you wish to play, you can start it by Left-clicking on the Load Game button.

NEW GAME
Left-click on this button to begin a new campaign and career.

Note: When you LOG IN to the Metaverse via the internet, you will receive a list of active Metaverse games. Select the one you wish to play in, and Left-click on it to join.

You will then be required to logon to flipside.com via the Metaverse. If you do not have a flipside.com account, you must set one up at this time.

New Campaign
When you start a new campaign you will be presented with several choices. The selections you make here will determine the basic starting points of your campaign.

Your new career starts here.

CAMPAIGN TYPE
There are many types of campaigns in SFC Vol. II. There is at least one campaign for each race, and some races will have two. In addition, there is a generic campaign that can be played by any race that does not include historical event missions.

Left-click on the name of the CAMPAIGN TYPE you wish to play. Additional information will be provided to you in the description box.

DESCRIPTION
A more detailed description of the currently selected campaign will appear here.

RACE
As you choose different Campaigns, the race portrait will change to indicate the player race that will play that particular campaign.

CHARACTER NAME
Enter the name of your alter ego here.

SKILL LEVEL
The skill level will determine the level of difficulty during your campaign. The most significant change is seen in the level of play of the AI. Other changes that can occur is that at the higher levels of difficulty (Commodore and Admiral), the ships you face in combat may be larger and stronger than at a lower level.

ERA
Set the Era that the mission will take place in. The Era, Early, Middle, or Late, will determine what ships and technology will be available for the chosen skirmish.

BEGIN NEW CAMPAIGN
Left-click on this button when you are setup and are ready to start your new campaign.

MAP
The campaign map allows you to control your ship's movement throughout the galaxy. You will begin your career near your Empire's homeworld. From here, you can move out into the galaxy to help your people achieve their rightful place amongst the stars.

There are several levels of detail available on the map, Left-click on the on screen controls to zoom in and out of the map; you can also pan around the map using these controls. At the highest levels of zoom, you will be able to see friendly and enemy units that surround you.

Your Fleet
On the top left corner of the map is your name and a list of the ships in your fleet. Also listed here is your current prestige level.

Save/Load Game
In the upper right hand corner of the screen is the save game button. To save your current progress, Left-click on the SAVE GAME button. To start your game from a previous save, Left-click on LOAD GAME.

View
The view drop down will allow you to choose how much data is presented on the Meta Map at any given time. There are different items that can be viewed, such as the movement cost (impedance) of the hex and its economic value to the empire. You may Right-click on any hex to view the data for that hex.

Campaign (Meta) Menu
The Main Meta will be available on the left hand side of the screen to allow you to

navigate through the various campaign screens. Left-click on any of the choices to jump to that screen.

Movement
Left-click on one of the adjacent hexes in order to move your ship. The movement cursor will appear, showing the direction that you are moving and the progress of that move.

Your ship moving to the "South East"

List/Help
The List/Help screen allows you access to data of interest and will be available to you on all of the campaign screens. Left-click on the button for the mode you wish to use.

List Mode allows you to list all of the players that are in nearby hexes. It will tell you their race, abbreviated to the first letter, and the player name.

Help Mode will give you a list of topics that you may learn more about. Choose a topic to read about by Left-clicking on it.

Chat
The chat window is available on all campaign screens. In the online Metaverse, this will allow you to chat with players that are around you in the Metaverse. Simply type in your message and press ENTER to send your message.

MISSION SELECTOR
As you move around the map you will encounter enemies in space, and also be called upon by your empire to perform special missions.

If you are offered a mission, you can choose to accept it by Left-clicking on the PLAY button.

When you are required to play a mission, there will also be a forfeit button. Forfeiting missions is not healthy for your career and can lead to negative repercussions from your empire, eventually culminating in a premature end of your career.

When you accept a mission by clicking on PLAY, you will transported to the conn of your ship to execute the mission.

Depending on your success in the mission, you will be awarded prestige points. These points can be used to buy supplies, repair your ship, and even buy another ship, when you have accumulated enough points.

You may choose from any of the available missions.

NEWS
In the news section you can read about recent events that have taken place in your metaverse campaign. The news section will tell you about the transfer of control of space due to battles,

recent promotions, and milestones in players' careers.

The drop down filters may be used to decide what kind of data will be displayed.

Read All About It!

SUPPLY

In Supply dock, you can repair your damaged ship, trade it in, and buy supplies for use on board your ships. It is also possible to sell unused supplies for extra prestige points.

To select a ship, if you have more than one, Left-click in its block. The selected ship will become gold in color. You may then buy or sell supplies for that ship, or you can trade the ship in.

You need missiles? We got what you need.

Repair
When your ship becomes damaged in battle, you can Left-click on this button to repair the damage. The cost of those repairs, in prestige points, is shown to the right of the button.

Trade In
When you have purchased another ship you may trade-in your older ship. While it is selected, Left-click on the TRADE-IN button to "sell" it back to your empire. The amount of prestige you will receive for this transaction is displayed to the right of the button.

Shuttles/Missiles/Fighters and Misc.
You may purchase shuttles, missiles, fighters, and miscellaneous items (Marine, Mines, and Spare Parts). Click on the item you wish to buy or sell. The item's name will appear; to the right of it is your base amount, the current amount you have, the maximum you are allowed, the cost per unit, and the total cost.

Note: You may only buy items that your ship would normally carry.

Click on the plus or minus sign to adjust the amount of the selected item on your ship. When you are finished selecting all the items for that ship, click DONE to complete the transaction. If at anytime before the transaction is complete you wish to cancel the deal or restore the counts to their current values, click RESET.
To purchase items for multiple ships, repeat this procedure.

SHIPYARD

The Shipyard will allow you to use your valuable prestige points to bid on and purchase new starships as they become available in your Empire. As ships become available, they will appear here and will remain "up for bid" until the closing time of the auction.

It's a seller's market here in the Metaverse!

To bid on a ship, Left-click to select it, then place your bid by selecting one of the four percentage ratings above the current bid. These are located at the bottom of the screen, right above the chat box. This will be your maximum bid. If you exceed the current bidders maximum bid, if any, yours will become the current bid. Your current maximum bid (Your Bid) will be hidden from other players, as theirs are hidden from you. You may not place a bid higher than your current prestige point total.

The minimum bid on a ship with no current bid will be the actual BPV with Your high Bid being equal to the value you choose from the bottom of the screen.

When the auction ends, if you are the highest bidder, you will receive custody of your ship.

MEDALS
The Medals screen will allow you to view any medals or special awards you have received during your career.

This one is from the time I took on 3 B11s with a single FF

MULTIPLAYER GAMES
To start a Multiplayer game of Starfleet Command, Left-click on the MULTIPLAYER button from the main menu.

The Game Connections screen will then be displayed.

This screen allows you to select the type of multiplayer connection you will be using, or allows you to logon to the Metaverse via flipside.com or regular Multiplayer via MPlayer using the Internet.

Game Connections
There are as many as seven different types of multiplayer connections available to you depending on your computer setup. Buttons that are blacked out are not available on your system.

METAVERSE
Logon to the Metaverse experience provided free via flipside.com using your pre-established Internet connection. The Metaverse is an online matching service where you may join an Empire and participate in the active defense of it. It includes special missions that can be either a multiplayer or single player experience. The Metaverse is an immersive experience provided free 24/7 to purchasers of SFC Vol. II.

For further information on the Metaverse see the Campaign section on page 81.

STANDARD MULTIPLAYER
Logon to MPlayer.com for standard multiplayer games.   MPlayer is a free matching service, available 24/7, which allows you to find an opponent from the Internet Community.

LAN TCP/IP
This multiplayer option requires an installed TCP/IP protocol, and is for use over an available Local Area Network (LAN). If TCP/IP is not installed, this button will be blacked out.

SFC 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.

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

LAN IPX
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, otherwise this button will be blacked out.

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

Note: If you are having trouble 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.

OTHER CONNECTIONS
There are three other ways to connect to other players for multiplayer games supported by SFC. These are TCP/IP, by the SERIAL PORT and by a MODEM to MODEM connection. Detailed descriptions follow.

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; you can use CTRL-V to paste a copied IP address into the address box.

Note: You can run WINIPCFG from a DOS box or from the Start/Run menu to find your IP address. Starfleet Command uses DirectPlay 7.0 and UDP. TCP/IP ports used are 47624 for enumerations and port range 2300-2400 for inbound and outbound traffic.

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

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.

A maximum of two players may play using a serial
port connection.

MODEM

In order to play multiplayer over a 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
Game screen. Since
multiple games may be
running on the same
network, you will have to
choose which game
session to join.

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

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

Available Games 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 information.

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

Scenario
The scenario describes the multiplayer mission being
played. It determines 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. In multiplayer games, once the game starts, the game speed slider cannot be adjusted. The lower the speed setting, the slower the game will play. The higher the setting, the faster the game will play. Game speeds default to 7.

Password
If the game is password protected, you will be prompted to enter the password after you attempt to join. Enter the correct password, then press join again to enter.

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 choosing your ships.

Update
If you believe a game exists that you are not seeing on your list, press the UPDATE button

to force an update. This should be unnecessary as the list is updated periodically.

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

Create
The host will want to click the CREATE button in order to go to the Create Multiplayer Game screen.

Back
Click the back arrow at the top of the screen to return to the Network Setup screen.

Create Multiplayer Game
The host will see this screen after clicking on the CREATE button. This screen allows the host to choose the game to be played and setup the initial parameters of a multiplayer game.

This screen allows the host to customize the game session.

Game Name
Type the name you wish to use to identify your game in this box. Something creative and unique is called for. Good examples would be "Bob's Game" or "Gorns Must Die."

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 different name before you can announce your game.

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

Note: 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 of your screen.

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 maps will show the map layout below.

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

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

Modem 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.

Note: 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. Setting a BPV limit allows the host to set a maximum number of points that a player can use to purchase his ships.

Frigates cost around 50-60 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, therefore, each turn will last a shorter period of time.

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, 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 at the top of the screen to return to the Select Game menu.

Mission Briefing

A short description of the scenario to be played will be displayed in the box in the lower left hand corner of the screen.

Multiplayer Startup

Once you have announced a game (host) or joined an announced session (clients), you will see this screen.

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

Session Information

On the top line of the display is the session information. It shows you the name of the session you are currently in, the name of the game to be played, and the game speed that were chosen by the host.

You can choose your ships from this screen, if applicable, 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. Each line represents one player, and provides current information about them.

Ping

This value shows the amount of time it takes network messages to reach this player from your machine. The lower the ping, the better your gaming experience will be.

Note: Ping Times
The ping times are reported in milliseconds. The higher the number, the worse the connection is, which increases the possibility of erratic game-play. In general, you should try and play with other players whose ping times are good. Good ping times for LANs are around 50 or less. 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, look for 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 the 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.

Star Empire

This shows the currently selected Empire of the player. Players may change their allegiance by clicking on the arrow to the right of the Empire's name.

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. If

special instructions are given about team membership, they must be implemented here.

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

BPV

This shows the current BPV of that player's fleet. This is the relative "cost" of the ships and supplies purchased by the player.

MAX

This is the maximum amount of BPV that the player has to "spend". The host set this value when the game was created. The host can edit the maximum BPV for each player individually.

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 players "AI Fleet". 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, the order must first be confirmed.

CONFIRM
When a BOOT button has been clicked, it will change color. Click it again to actually remove 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 outgoing messages in the chat edit box, and all messages sent to you will appear in the chat area.

Chat Color
You can select a distinctive color for your text by clicking on this button.

Your Fleet
This box is used to select the ships in your fleet. The number of select buttons that are visible indicates the maximum number of ships that you may purchase. If no boxes are visible, the game has selected a ship for you. If the maximum number of ships is more than one, the actual number of ships you end up with will depend upon how you spend the BPV given to you. You could spend a large amount of BPV on a single large ship or decide to get two or

three smaller ones.

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 had chosen multiple ships, but decide not to use them all, you can use the checkbox to remove the extra ships from your fleet (and BPV point total). If you later decide that you do want to use them, simply click the checkbox again to toggle them back into your fleet.

Ship Type
This box displays 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 designated F-CA. A Klingon D7 Command Cruiser is designated K-D7C.

Ship Name
This is the name of the individual 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 to select the hull variant that you want to use. This button will allow you to change the type of ship as well. If the top (number 1) button is not visible, you may not choose what ship you will be using in this particular scenario.

In the Choose Hull screen you can choose the ship you wish to use. Use the small arrows to choose from one of the four basic hull types: Frigate, Light Cruiser, Heavy Cruiser and Dreadnought. Use the Larger arrows to pick the exact variant you wish to purchase.

Host START MULTIPLAYER GAME Button
Once the host clicks his ready button, the START MULTIPLAYER GAME button will appear. The host may click this button to start the game.

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. You will have to click on the confirm button to verify that you wish to exit the game.

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 Enter, then type '/#' where the # is the team you wish to receive the message. Press ENTER to send the message to the designated team.

Before a message is sent, you can press ESC to cancel the current message.

TAKE THE CONN MISTER

Tactical Screen Overview
The tactical screen is where all the action takes place. No matter what kind of game is played, whether it is mission, campaign, skirmish, or multiplayer, you will eventually end up here. Understanding the tactical screen will be one of your keys to victory.
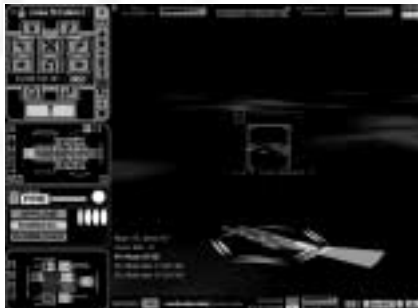
A typical tactical view.

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

The 3D space view is your view into the space around your starship. This is initially 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 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 intensive. 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-functions display (MFD), ship schematic display, system MFD, and target schematic display.
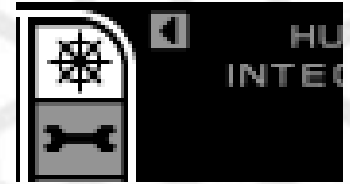
This button, or the "D" key, will slide the interface bar on and off the screen.

Quitting A Mission
You can exit a mission at any time by pressing the ESC key on the keyboard. The End Mission menu will then be displayed, then Left-click on your choice. If you decide to stay in the game, press the ESC key again or Left-click on cancel.

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. You may also change views by using the F1 through F5 keys.

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 in the display to set a new course heading. See page 16 for information on movement.

Right-click on a unit in order to target it. See page 16 for targeting information.

Camera Views
There are multiple camera views that can be used to change the view of the tactical 3D space. All views may be accessed through the preference panel or by pressing the Function keys listed below.

Chase (Default)

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. To access this view, press F3.

Overhead

The camera is placed above the horizontal plane. You cannot adjust the camera angle, but you can zoom in and out. To access this view, press F1.

Tactical

The camera is placed on a 3/4 perspective. You can rotate, zoom and adjust the angle of the camera in this view. To access this view, press F2.

Target View

This will place the focus of the camera on your target, if the target is close enough to your ship. This is otherwise identical to the Tactical view. To access this view, press F4.

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. To toggle the padlock view, press the F5 key.

MOVEMENT

Turning your ship to a new heading is easily accomplished by Left-clicking in the 3-D tactical display where you want your new heading to be. If you Left-click on an enemy ship, your heading will change to put you on a course directly for that

ship. As you begin a turn, you will notice an arc that has appeared between your current heading and your desired heading. There is a color code to let you know the approximate time to complete this turn.

> *Green*:
> Fast – for small course adjustments.
>
> *Yellow*:
> Moderate – for turns of 45 degrees or less.
>
> *Orange*:
> Slow – for turns of 45 to 90 degrees.
>
> *Red*:
> Yeoman get me a cup of coffee, this could take awhile - for turns between 90 and 180 degrees.

As your ship completes its turn the indicator will change color to show you how much further it has to go.

Tactical Information

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

Note: The amount of tactical information displayed on the screen is dependent upon how high of a detail level you have set. These are set by the F9 (lowest detail) to F11 keys (highest detail).

Depending on the level of tactical intelligence acquired (which is determined by your range to the unit), you can see some of the following information:

The maximum detail level for a targeted vessel.

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

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

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

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

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 is represented by a bar. As this bar recedes, your ship is in greater danger of being destroyed. Your ship can explode before the bar disappears entirely.

> *The Hull Integrity meter does not truly measure the 'life' remaining in your ship, rather it measures the BPV remaining in your ship. The BPV of a ship is a calculation of the ship's value in a battle; so there is a heavy weight placed on weapons, and to a lesser extent, energy producing systems.*
>
> *Keep in mind that a ship can become unstable and explode with systems still left in tact. Therefore, the meter may not be at zero when a ship explodes. In addition, a large scale 'Alpha Strike' type attack is more likely to destroy a weakened ship than a Mizia attack.*

Phaser Capacitor
The phaser capacitor stores enough energy for all of the phasers on your ship to fire once per turn. 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 recharge at half the normal speed. At normal speed, when all phasers have been fired, it will take one turn to recharge the capacitor. If not all the phasers were fired, it will take less time for the capacitor to charge. You may want to reduce the amount of energy the capacitor will draw if you are not planning on using all of your phasers within a short period of time, and would rather use the energy elsewhere.

The phaser capacitor control is often misunderstood. If the marker is set to the midway point of the capacitor, it will still charge to full power. However instead of taking one turn to completely charge, it would take two turns (assuming no phasers are fired) to reach full capacity. If the marker were set to 1/4 of the total, it would take four turns to fully charge the capacitor (again assuming no phasers are fired).

This is a handy tool that can be used to free up energy from the power hungry phasers when not needed, for other uses such as ECM.

Target Hull Integrity
This bar displays the hull integrity of your current target. Like the bar for 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 as a countdown timer when there is a critical event taking place during the mission.

This information is available on the bottom of the screen.

The bottom of the tactical interface shows the following information:

Speed
Your speed is shown 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 "S" key to accelerate and the "A" key to decelerate.

Energy
Your current energy output and total energy use is shown in both numeric and bar format as well. 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. Below it is the Systems bar that shows the total amount of energy your starship is currently using. The System bar also shows the requested amount of energy you wish to use, which may be different than the current amount being used, as systems take some time to reach full power. 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 144 for more 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.

Note:

RED ALERT
will charge all weapons and raise shields.

YELLOW ALERT
will raise the shields and activate fire control.

Fire Selected Weapons Button

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

Tactical Officer MFD

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

The various Officer MFD button icons.

Since this is an MFD, you can modify the display to meet your current requirements. 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

Left-click on the officer/display you wish to use. The currently selected officer/display will have its icon highlighted. Only one screen can be displayed at a time.

Tactical Officer MFD - Helm

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

The Helm Officer MFD display.

Emergency Deceleration

Emergency Deceleration uses the warp engines to stop as quickly as possible. This can be a little stressful on the ship, but sometimes certainly less stressful than ramming into an asteroid. 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, called a jink, you make yourself harder to hit. This

generates four points of natural ECM (see page 155) 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 shuttles, fighters, missiles, or plasma torpedoes can be launched.

*Mines cannot be laid, nor can tractor beams be used.

* It is more difficult to turn. The turn rate of your ship is increased by one.

* It is more difficult to make High Energy Turns. The chance of failure is slightly increased (by about 17%).

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

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 turn up to 180° almost instantaneously. As you might expect, this is not good for the ship. The hull, systems, and crew are tremendously strained. Eventually this strain will result in a breakdown. Some ships are better at making HETs without suffering a breakdown. Smaller ships, ships with a better turn rate (see page 18), and ships with superior helm officers can execute 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 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 3D space, as if you were making a normal turn, to set the HET angle. A left-click on another HET button before the turn has begun will cancel this action.

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

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

Note: The angle of any HET may be adjusted at any time before or during the turn. Your ship may run out of HET power before completing the turn, but it will complete as much of it as possible before resuming normal maneuvering.

HET Chance of Success

Ships have different chances of succeeding at this difficult maneuver. Your ship's current chance to successfully perform a HET is displayed in the HELM OFFICER MFD. After performing a HET, the chance for success will increase slowly until it reaches the ship's maximum.

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's course. He will attempt to intercept the current target, though you will still be in charge of the ship's speed. You can also use this order to attempt to 'tail' the target.

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 all systems that are currently damaged. The Engineering officer is in charge of all repairs.

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. Engines may be repaired by Left-clicking on the REPAIR ENGINES button, regardless of what is happening in the repair queue. These types of repairs take one Spare Part (see below).
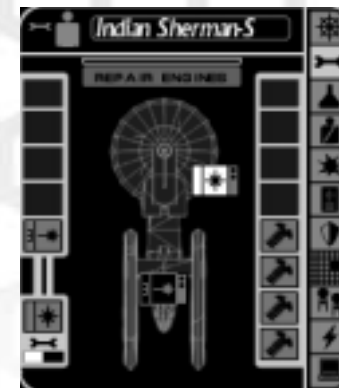
This an example of the repair officer MFD. Only damaged and destroyed items are visible on this screen.

Continual Engine and Shield repair are the exception to the rules above. Your Engineering team will continually work on repairing the ship's shields (which can be repaired no other way), and slowly tweak the ship's engines; they are engineers after all. This continual repair of shields and engines requires no spare parts.

Note: Engineers being single minded folks, generally speaking, will work on only one queue item at a time. In addition to this, they can work on Engine Repair and will work on continual Engine and Shield repair.

Spare Parts

Each ship has a limited number of spare parts that can be used to repair most major systems. Larger ships tend to have more spare parts. The number of spare parts remaining is shown to the right of your ship.

One unit of spare parts is used every time you order your damage control team to repair a damaged system. It is important to note that the spare part is used 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 the operation.

Tactical Officer MFD - Science

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

The science officer panel gives you access to information gathering tools.

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. On this screen, you will see the number of probes remaining on board your ship, as well as a progress bar showing you when the current probe is ready for launch. Probes can be launched by Left-clicking on the LAUNCH button or by pressing the "P" key.

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.

> **Tactical Tip: Probing for Plasma**
> *When you're fairly close to the target ship, your ship's sensors will tell you whether your opponent's weapons are charged or not. But when engaging a plasma-armed ship, you generally don't want to stay that close to the target. Plasma torpedoes are the most powerful of the heavy weapons in the game in terms of raw damage potential. Nine times out of ten, you'll want to evade that power rather than risk having it impact your ship. On the other hand, a plasma ship is vulnerable when its tubes are recharging, and you don't want to be too far away to make an effective attack when that window of opportunity opens.*
>
> *This is why the captain of the plasma ship will sometimes fire pseudo torpedoes. These are essentially "blanks" which will either drive you away from the target while it recharges its real guns, or lure you into thinking that the target is now vulnerable while it's actually just waiting for you to get close.*

Since you can't afford to guess whether an incoming torpedo is real or not, you can use a probe to check the status of the weapons. Just as the probe reaches the ship, and only for a second, your sensor display will show you the status of the target's weapon systems just as if you were close enough for your onboard sensors to show you that information. Use what you see there to determine whether you should attack or evade.

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

While arming, they draw two points of energy. They have a poor chance of actually hitting their target. Their chance to hit is based on the range to the target. Only at extremely close range do they hit consistently. They have a maximum range of six.

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

Special Probes
In specific missions, special probes may become available to you. When they do, your Science Officer will make you aware of this fact. Their preparation will either be handled automatically or via the Communications Officer panel. They will be fired in the normal way.

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
Left-clicking on the SELF DESTRUCT button will activity the self-destruct sequence. After 5 standard units of time, the ship will explode causing damage to nearby vessels. If you decide during the countdown that you would rather not blow yourself up, you may Left-click on the button again to stop the sequence.

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.

The Capture panels of the Security officer MFD.

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

.2 units of power per marine action. Each boarding party/marine unit consists of about 5 beings.

Boarding parties and marines are synonymous terms.

Capturing

You can send boarding parties over to the targeted enemy ship in an attempt to capture it. They will storm the ship, searching for pockets of resistance, as well as 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. 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 to the target. You can also click on a single marine icon to transport just that marine unit.

The number of marine units that can be sent is dependant on the number of active and available transporters your ship has, as well as how many marines are currently aboard your ship. The number of marine units 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 of the entire ship, under most circumstances.

The empire icon shows the owner of the target 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.

Hit and Run raids can be used to destroy vital enemy systems by placing your Marines in harms way.

To add known systems to the H&R order queue, you must target them by Left-clicking on them. As long as you are within transporter range, have enough power to activate your transporters, and have enough marines to send, your security officer will beam armed boarding parties to the target ship, in order to destroy that system. In order for this action to be carried out, the enemy must have a downed shield facing your ship.

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.

Marines that are not occupied in active capture or hit and run operations will automatically be assigned to guard key ships systems.

Hit and Run raids may be paused so that they will not occur at inopportune times. Left-click on the "!" or Go button. This will change it to show that the H&R raids are now paused. Select the systems you wish to raid as normal, then when you are ready to initiate the raid, Left-click on the Pause button to set your Marines to Go status. When the next available opportunity arises, they will beam aboard and attack.

Tactical Tip: Effective Hit & Run Strategy
The most important thing to keep in mind about conducting Hit & Run raids is that it's necessary to lower a shield in order to do so. This is not always desirable, as the enemy will have a chance to cause internal damage while your shield is down. There are two ways to minimize your risk of taking damage:

Remember to use the tactical MFD, which shows a schematic of the target ship and the status of its weapons. If you're within transporter range of the target, then you're close enough to see if it has weapons charged that will be in arc of your downed shield.If possible, try to execute the raid during a turn. If you time it just right, the shield that is lowered to transport the marines will not be the one facing the enemy when transport is complete.

Another thing to consider is that when you lower your shield to beam marines out, the enemy may well beam his own marines onto your ship. You could be at a disadvantage in this situation if the enemy ship has more transporters than you do. If you have three transporters and the enemy has six or seven, then it's probably not worth risking the exchange. Instead, hold off on your raids until after the enemy has taken some internal damage and has lost some marines because of it.

Finally, maximizing the damage done by your raids doesn't always equate to hitting one system at a time with all available transporters. Rather than focus all your marines on one system, it's better in many situations to distribute each wave of raids over many different systems. Although you are less likely to completely destroy a given weapon or system in this way, you will usually succeed in partially damaging some of them. This presents the enemy with a hard choice: spend precious repair parts on partially damaged weapons all over the ship, or save the spare parts and live with a lower overall combat effectiveness. Either way, it's an advantage for you.
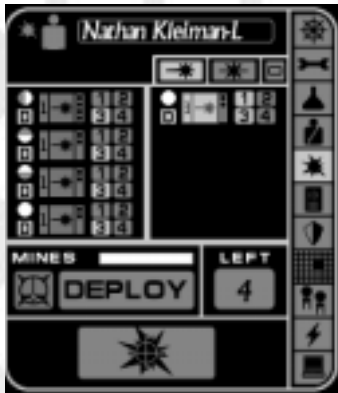
This is the Weapons Officer panel. Monitor your "Photon Torpedo load status" here by clicking on heavy weapons.

Tactical Officer MFD - Weapons

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

The weapons panel details your ship's weapons 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.

The information available to you about each weapon is: it's firing arc, whether or not it is part of your point defense, the weapon type icon including the number of weapons on that hardpoint, and the weapons groups that is a member of.

The small "D" toggle button determines if a phaser will fire as a member of the point defense. For an explanation of point defense, see the Tactical Officer MFD –Defense on page 133.

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 20,000km away from them.

A few Romulan ships also have a Nuclear Space Mine (NSM). They do 35 points of damage but can only be dropped out of the back hatch.

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, but 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 202.

Tactical Officer MFD - Communication

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

The Communication panel. You may communicate with other vessels, and even your own crew from here.

Message Filter Buttons

At the top of the panel are four buttons. These buttons are message filters that can be toggled off and on. 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. 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 screen, you will see between zero and two buttons.

Note: This type of communication is used when you are communicating with computer controlled ships and your own crew. When communicating with other humans in multiplayer games, use the multiplayer comm system (chat). See page 106.

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 those messages will be removed. An entire conversation can happen by clicking on a message to send, the target responding,

and then you clicking on a new button to answer their response.

The Communications Panel will also allow you to give non-standard orders to your crew, under special circumstances. Whether between ships or your crew, 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.

The Defense Officer panel will help keep your ship in good shape.

Emergency Deceleration

The Emergency Deceleration (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.

Toggle Active Point Defense

This button defaults to on. Toggle it off with a Left-click. While on, all the phasers on your ship will be set to point defense mode. Toggle it off to restore direct control over their targeting and firing. This button overrides the Weapons panel settings. Point defense mode sets all phasers to fire at incoming seeking weapons in order to try and

destroy, or at least diminish the seeking weapon's effectiveness.

Note: Although not controlled through this panel, ESGs can be used to destroy incoming seeking weapons. Their protective sphere will produce damage to incoming seeking weapons until they are destroyed, or the ESG is depleted.

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 from the ship until they run out of fuel and deactivate, 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.

Tactical Tip: Additional Anti-Missile Defense

It's entirely possible for your defensive systems to become overwhelmed by the sheer number of missiles inbound for your ship. This is especially true of smaller vessels that have fewer defensive tractors, AMDs, and phasers, but it can happen to any ship. There may be times when your defensive systems *could* handle the incoming weapons, but you would rather retain the power for an attack than spend it on defense. In both situations, there are some things you can try.

Remember that missiles will always seek you out, adjusting their flight path so that they will impact your ship. If you can place a mine between your ship and the path of the incoming missiles, the missiles will trigger the mine's proximity fuse as they pass through its detection area. The resulting detonation will destroy all missiles in the blast radius. How you deploy the mine is up to you: if you have time to maneuver, it's safer to drop the mine from the shuttle bay (using the "M" key) because this delivery method does not cause a shield to drop. But in a pinch, use the "T" key to deploy a transporter bomb in the path of the missiles. Remember that there is always a slight delay before a deployed mine is armed, so timing is important.

An alternate—and much more difficult—way to deal with incoming missiles is to use the terrain around you. Missiles are smart enough to change their course and chase you, but they can be fooled into hitting asteroids, planets, or even flying into black holes. Using the terrain in this way is very dangerous and requires that you have enough time and distance to plan and execute the maneuver(s) without hitting the terrain yourself, and should therefore be considered a last resort. However, it's very satisfying when executed just right; even your enemy will respect your bold move. Note that plasma torpedoes can be made to hit terrain just as well as missiles.

Wild Weasels

A starship is a big hunk of metal, but space is even bigger. All starships must 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.

Note: Wild Weasels (WW) are special shuttles that are outfitted with special Electronic Warfare (EW), designed to simulate the sensor returns of your ship. WW must be converted ahead of time from administrative shuttles. You may purchase additional administrative shuttles at the Starbase's spacedock before the beginning of a mission.

Wild Weasels only operate for their launching ship. They are too specialized to protect any generic ship without an inordinate amount of preparation and effort.

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 Weasel's 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.

Since the WW 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 WW is too close to the exploding shuttle, it will take damage.

Note: A Wild Weasel will be voided if any of the following occur on the launching ship:
1. *Exceeding a speed of 4.*
2. *Activating fire control (firing weapons).*
3. *Operating Transporters.*
4. *Launching a probe.*
5. *The launching ship exceeding a range of 35 from the WW.*

> **Tactical Tip: Defeating the Weasel**
> *Nothing ruins a plasma captain's day like a wild weasel. Launching those deadly plasma torpedoes only to see them trail off and impact harmlessly into a shuttle can be a frustrating experience. Fortunately, there are some tactics you can employ to defeat the weasel.*
> *torpedoes.*

1. A ship cannot deploy shuttles while it is being tractored. You can use this to your advantage by closing to tractor range and "anchoring" the target ship before firing your torps.   This has the additional benefit of keeping the target from outrunning the plasma and diffusing it, and is doubly effective if you turn your own ship so as to pull the target into the torpedoes.

2. A ship can have only so many shuttles, so it's to your advantage to try to make the target waste the weasels as often as possible. One way you can do this is by making use of pseudo torpedoes. The target can't really afford to guess whether a torpedo is real or not, so incoming pseudos may trick the enemy into launching a weasel. Another technique is to avoid launching all your torpedoes at once. If you alternate, firing one or two at a time, then you will still have the rest ready to go once the weasel is used up.

Tactical Officer MFD – Mini Map
The Mini Map allows you to keep track of objects at a great distance and geographical features at a glance.

The map has easy to use controls. You may Zoom Out by Left-clicking on the "-" button. Left-click on the "+" to Zoom In again.   As you zoom out, the map becomes less accurate but allows you to see farther.
Your ship appears as the dot in the middle of the map; its heading is shown by a small line pointing out from the dot.
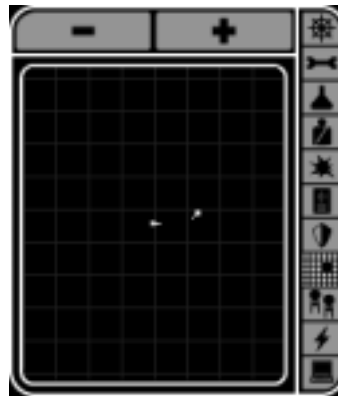
Back by popular demand!

Objects that are displayed in the map:
    All allied ships
    All known enemy ships
    Planets, Asteroids, and other terrain
    Map Boarders

Tactical Officer MFD – Fleet Control
When there is more than one ship under your direct control, you are in control of your own private fleet. The most common way to have a fleet is to purchase additional ships. Also, for special missions your Empire may assign you temporary control of additional ships.

Fleet Control MFD
To control your additional ships, the Fleet Control panel offers you a wide array of commands that can be assigned to each individual ship.   When you go to the Fleet Control panel, new information will fill the screen.
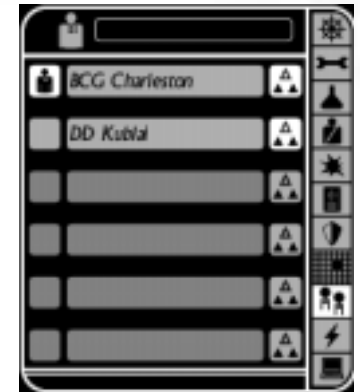
The Fleet Control MFD gives you access to the Fleet Control Panel and the ability to change your command to a different ship.

Taking Control
One of the most important things the fleet control panel will allow you to do is to take direct command of another ship of your fleet at any time you choose. If you need to jump to another ship in your fleet, simply Left-click on the box to the left of the ship's name, and you will automatically assume direct control of that ship. As your mouse moves over each of these boxes, an icon representing a Captain

will appear in the box, indicating the ability to take command of that ship.

Fleet Participation

You can also release the ship from your commands via the Fleet Control panel. If you Left-click on the fleet participation toggle to the right of the ship's name in the MFD, the ship will leave formation. It will become a free agent, plotting courses, picking targets, and firing as it sees fit. To have it rejoin the formation, simply Left-click on the participation toggle again.

Fleet Control Panel

The Fleet Control Panel appears in the main tactical 3d view, and is broken up into two logical parts. The first part appears on the right of the screen and is the Formation Selection Control. The second part is the Formation Detail Control, and there is a Detail Control for each ship in your fleet.

Formation Selection Control

The Formation Selection Control lets you choose which formation the ships in your fleet will adhere to. There are six different formations to choose from, with as many variations as there are ships in your fleet. The different formations from top to bottom are: Line Abreast, Line Astern, Chevron, Inverted Chevron, Diagonal Left and Diagonal Right. Once in a formation you

Atten-Hut! Get in formation you no-good slime devils.

may Left-click on the chosen formation again to change the placement of your ships within the formation.

Once placed in formation, your fleet will attempt to stay in the selected formation. Some things that will affect their ability to stay in formation are obstacles, and reduced available power due to damage. Discipline (see below) will not affect formation adherence.

Formation Detail Control

The Formation Detail Control is broken-up into four different areas. These areas allow you to control various aspects of your formation. These areas are from left to right: the Offensive Options, Ships State Panel, Formation Discipline control, and the Weapons State Control.

The formation Detail Control will allow you to issue orders to ships in your fleet

Offensive Options
You may assign different tasks to each member of your fleet through the Offensive Options controls. This control starts by showing you the name of the

Destroy the enemy or bring 'em back alive. The choice is yours.

ship it controls, its hull integrity, and the options controls. The different options or assignments are: destroy, capture, or defend target. Each ship may have a different assignment and may perform only one of the three tasks at one time. The final option is to tractor the target. Tractoring may be performed in conjunction with any of the three main assignments. The Offensive Options

control includes the hull integrity meter for that ship, so you can know the approximate health of each ship in your fleet at a glance.

Destroy tells the ships Captain to attack the current target with the intention of destroying it.

Capture tells the ship's Captain to use his weapons systems to disable the current target so that it may be captured. Once a ship is captured' it will either join your fleet or try and disengage.

Defend Target will tell the Captain to try and defend the chosen target from enemy attack.

Monitor your fleet's performance from the State Panel.

Tractor target will order that ship's Captain to try to grapple the current ship in a tractor beam. Once tractored, depending on whether the target is friend or foe, you may either attempt to drag it to safety, or pummel it with your phasers.

The ship's current target information will contain the name or class of the ship being targeted.

The hull integrity of its target is displayed to provide instant access to its approximate condition.

The ship's task is shown to tell you whether the ship is attempting to: destroy, capture or defend the current target.

Formation Discipline Control
The Formation Discipline control allows you to determine how rigidly the members of your fleet will follow your orders. There are three levels of discipline available: Loose, Medium, and Tight. The forth button on this panel is the "Fire Now" button which will order the selected ship to fire all weapons available at its current target.

When I say jump, you say how high! Now that's discipline!

In a Loose formation, target selection, and choosing when to fire is left up to the Captain directly in charge of that ship.

In a Medium formation, the ship will target your current target but will fire at the time when the ships Captain believes it is in an optimal position.

In a Tight formation, the ship will target your current target and will only fire its weapons when ordered by you via the "Fire Now" button.

"Fire Now" orders that ship to fire all weapons that are currently charged and are facing the target (in arc) to fire.

Weapons State Control
The Weapons State control allows you to have control over the weapons settings of the individual ships in your fleet. You may order that their weapons be set to offline, normal, overload, or even a special mode if one is

Control your fleet's weapons here

available. The final button on the panel will attempt to put the ships in your fleet into 'stealth' mode. Offline orders that ship to set its heavy weapons offline.

Normal (default) sets heavy weapons to the normal mode for that particular weapon.

Overload sets all weapons to overload mode if that mode is available.

In the special mode, the heavy weapons will be set to their special modes. If no special mode exists for a particular weapon, it will be set to overload if possible. The following list shows the special settings for all weapons:

Fusion Beams	– Suicide Overload
Photon Torpedoes	– Proximity
Plasma Torpedoes	– Enveloping
PPD's	– Underload

The Final control will set the ship to 'stealth' mode. The ship will use maximum ECM, and if capable, engage their cloaking device.

Tactical Officer MFD - Energy Management
The Energy Management display shows the current output of energy and which systems are drawing on that energy.

Note: Energy in Starfleet Command can be produce in 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. Primary uses of energy include maintaining speed of the ship, and charging weapons. Other systems can also use energy.

The Energy Management display allows you to determine how your energy is being 'spent' on ships systems.

Movement
To move requires energy. As your ship gets larger, more energy will be required to move it. The movement bar shows the total amount of energy being used just for movement.

Weapons
This shows how much energy is being used to prepare and hold heavy weapons and phasers.

Shields
The amount of energy being used to raise and reinforce shields is shown here.

Tractors
The total amount of energy being allocated to the tractor beam system is shown on this bar.

Sensors
This bar displays the total energy being used for Electronic Warfare (ECM + ECCM).

Other Systems
This shows how much energy is being used by all other systems on your starship. This includes life support, fire control, deep scanning, and transporters.

Excess Energy
If you are not currently using more energy then you are producing, the left over energy is called Excess Energy. This display bar shows the total amount of excess energy being produced.

Note: A wise captain would say that having too much excess energy is just as dangerous in combat as not having enough.

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 202.

Batteries
Batteries hold a small amount of energy and provide a short period of time where you can use more power than you are actually producing. 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 energy 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 battery toggle allows you to determine when to discharge your batteries. If the toggle is on, then energy will be released whenever the total output of your engines and APR are exceeded. When the batteries are toggled off, they will recharge as energy becomes available, but will not discharge until toggled back on.

Running out of Power
If you start to run out of power, and have exhausted your batteries, your Engineering officer will have no choice but to start allocating the available power to the most critical systems and starving others in order to compensate.

Note: The fastest way to adjust power is to adjust the speed of your ship. Slow down and more power becomes available. Speed up and you use more power.

You may reorder the priority of your ship's systems. Simply click on the number toggle to the left of the system, until the priority you desire is set; the lower the number, the higher the priority. The default priorities are:

1. Life Support
2. Fire Support
3. Cloaking Device
4. Shields
5. Speed
6. Phasers
7. Heavy Weapons
8. Sensors
9. Transporters
10. Tractor Beams
11. Shield Reinforcement
12. Battery Recharging.

Tactical Officer MFD - Preferences

There is no officer associated with the Preferences panel. Instead, the Preferences panel is the place to set game settings to your personal taste.

Personalize your gaming experience here. AKA: You want onions with that?

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 cursor over a button for a short period of time.

This is a sample Quicktip.

Exit Mission

If you click on this button, the End Mission menu will be displayed, then Left-click on your choice. If you decide to stay in the game, press the ESC key again, or Left-click on cancel.

Camera Views

You can use this to toggle between the different camera views available in the 3D tactical view.

Text Speed Slider

This slider adjusts how fast the text is scrolled off the screen. Adjust it to better match your reading speed.

Game Speed Slider

Use the game speed slider 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 gameplay. The numeric value shows the game speed. The higher the number, the faster the game will play. The default speed is 7.

Note: Starfleet Command is based on Star Fleet Battles (SFB), a turn-based board game. The game speed slider adjusts the length of the "turns" in SFB. The game speed can be set from 1 (very slow) to 11 (too fast for combat).

If you are just starting out, try moving the game speed slider to 3. Adjust it up or down based on your experience.

Overall Volume Slider

If you want to adjust the volume of the overall game sounds, use this slider. All the way to the left is off, while to the right is full volume.

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. On the left of the display are the control buttons to access the subsystems for Shields, Electronic Warfare (Sensors), Transporters, Tractor Beams, and Shuttles.
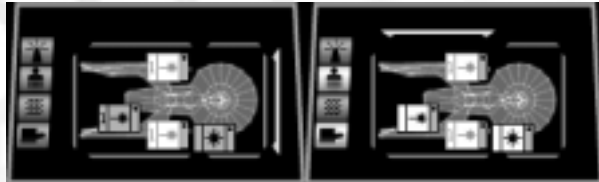
This is your ship. This is your ship after a plasma torpedo hit. Any questions?

The exact schematic displayed will depend on your ship and its current status.

System Buttons

On the side of the schematic, you will see six buttons. These buttons allow you to control additional systems on your ship.

> Shields
> Electronic Warfare (Sensors)
> Transporters
> Tractors
> Shuttles
> Shuttle Conversion

Left-clicking one of these buttons will change the Tactical System MFD to display that control panel. From that control panel you can control that system.

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 the shield indicator for your ship. This highlight shows the current shield arc that is facing your target.

Weapon Icons

Displayed on top of the ship 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.

The weapon icon is broken down into three parts: weapon type, weapon sub-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.

From L-R: 4 phasers, 1 Disruptor, 1 Fusion Beam, 1 Hellbore Cannon, 2 Missiles, 2 Photons, 1 Plasma Torpedo type R and 1 PPD

The number of dots on the right of the icon represents the number of actual weapons at that hardpoint.

The weapon sub-type is used to specify the types of phasers and plasma torpedoes. See those weapons for specific descriptions.

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.
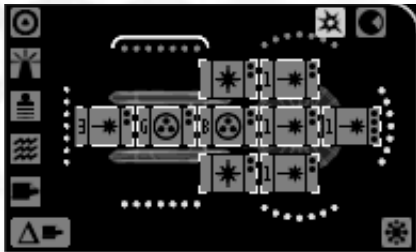
The highlighted button toggles the firing arc display on the weapon icons.

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 progression, from left to right, of the light color changing to the dark color.

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.

To make a group of weapons, select the grouping you wish by Shift + Left-clicking all the weapons you wish to include for that group. When you are done, release the shift key, then hold down the Ctrl key and press 1, 2, 3, or 4 on the main part of the keyboard (not the ten keypad). Release the Ctrl key when finished. Now if you wish to use your grouping, press the key (1-4) that you selected.

Selecting a weapon will also change the Tactical System MFD to the control panel for that weapon type.

Select All Weapons
This button is used to select all weapons simultaneously.

Disabled Systems
If your ship takes damage, there is a chance that some systems will be temporarily disabled. If this happens, a flashing yellow will appear on the affected system's icon. When the icon stops flashing, unless it has turned black, it is restored to use. Disabled systems will automatically repair themselves if possible. If not possible, then the system is destroyed.

Destroyed Systems
If a system's icon turns black, it has been destroyed. You can repair some systems using the Repair Officer MFD (see page 120). Destroyed systems cannot be used until repaired.

Tactical System MFD - Shields
This panel controls which shields are raised, which shields are reinforced, and how much energy is going into your shields for reinforcement.
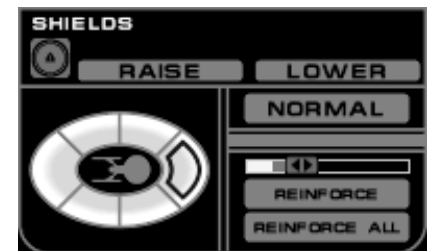
The shield control panel on the Tactical System MFD.

Going to red or yellow alert will raise shields. Going to green alert will lower them.

Note: 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 or conversely to un-select all of the shield arcs.

Raise
This button raises the selected shield arcs. Shields take time to fully rise. If a shield arc is dropped and 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. Actions that require shields to be lowered (hit and run raids, transporter bombs, etc.) will do so automatically when you order that action, and they will be raised as soon as possible when the action is completed. If you are working in a team, you may wish to lower a shield to allow an ally to beam over spare parts or any other important item.

Normal
This disables all current shield reinforcements, and returns the amount of energy used for the shields to its 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.

Reinforce All
This reinforces all shield arcs with the desired amount of reinforcement energy.

Reinforcing More Than One Shield
You may reinforce as many shields as you desire. However as you do, the reinforcement energy becomes diluted. When all shields are reinforced, for each shield you get half the added protection you would receive when reinforcing a single shield, but the protection is provided in all directions.

Tactical System MFD - EW (Sensors)
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, and you can use the sensors to try and break through enemy ECM. This technique of trying to break through the enemies 'jamming' is called Electronic Counter-Countermeasures (ECCM).

Not keeping an eye on this panel can cause your Photon Torpedoes to hit about as often as an American League pitcher.

This is collectively known as Electronic Warfare (EW), since the use of ECM and ECCM often determine the outcome of the larger battle.

ECM
These signals attempt to jam the enemy's 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 reduced 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 reduced by damage to your sensors.

Target ECM
This display shows how much energy the current target is putting into their 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.

Note: 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.

The Net shift for your ship to hit it's current target is shown in the 3-D display as the Attack Shift.

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 itself toggles between CLOAKED and DECLOAKED. Cloaking Devices are explained on page 202.

Tactical System MFD - Transporters

Transporters are devices that can move objects from one point to another almost instantaneously, by disassembling the object and converting it to energy. This energy is transmitted on a carrier wave and the object is reassembled at

its final destination. Transporters have three major functions in Starfleet Command: they can transport marines, items, or transporter bombs. Transporters have a maximum range of 5, or 50,000km.

A spare part is standing by to be transported to places unknown.

Marines

Transporters can move marines/boarding parties around for hit & run raids and capturing enemy ships. See the Security Officer MFD on page 125 for more information.

Items

You can move items around with a transporter. This can range from a case of Romulan Ale or 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 off your ship. Beam In is what is available and of interest on the target unit, ready to transport to your ship.

To transport an item, click on the icon to highlight it. You can use Quicktips (see page 148) to get the name of the item in question. Click the ENGAGE button when your item is ready for transport. 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 out into space, 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 enters their detection range. They will even explode for you. Ships moving very slowly may fail to be detected.

T-bombs do 10 points of damage to all units within a range of 2.

The only other difference between t-bombs and regular mines is that t-bombs require a shield to drop (due to the use of the transporter).

See page 130 for mine laying.

Note: 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, and have available mines and transporters.

Shields and Transporters

Transporters cannot transport through shields. To use a transporter, one of the shield arcs must be dropped. This will happen automatically when you order a transporter to perform an action. After the transport is complete, the shield is brought up again as soon as possible.

If you are transporting items or marines, the shields on your target must be down. Bombs are never transported onto an enemy ship – just into space, and therefore do not need a downed enemy shield.

Energy Cost

It costs .2 points of energy to use each transporter for any action. Remember that in marine activity, multiple transporters may be used at the same time. When using five transporters, 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 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, 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 tractors must be pre-allocated before they can to be used.

Defensive tractors are controlled on the Defensive Officer MFD panel, see page 133.

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.
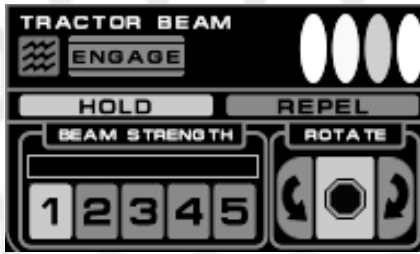
You can use your tractor system to hold enemy or friendly ships..

Targeting

The tractor will target the unit that is the current target when the ENGAGE button is pressed. The main tractor system can only target one unit at a time. If you target a second unit, the first unit will no longer be a valid target.

Beam Strength

The beam strength is determined by 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.

To determine the strength of the tractor beam, click on the button that corresponds to the desired strength. The tractor beam system takes time to charge and build the beam strength, and beam strength must be determined before engaging the target. The tractor beam will not start to build strength or draw energy until you click the ENGAGE button.

Power Level	1	2	3	4	5
Beam Strength	1	2	4	8	16

Once the beam strength is set, you need to determine how to use it: HOLD or REPEL. You can only use one mode at a time.

Hold

If you want to grab another ship, use this mode. It will hold the target as soon as the beam strength bar is filled and the target is within range.

Repel

If you want to protect yourself from being held by a tractor beam, or break free of a tractor, 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 desired 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 targets range is less than 2.5.

You must have the sensors locked-on to a unit in order to lock a tractor beam on to that unit. Click the ENGAGE button again to disengage the tractor beam and release the target.
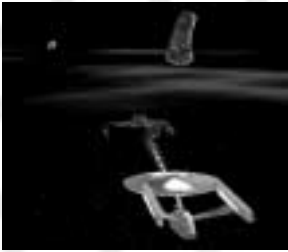
Rotation

Tractor rotation can be used to put your enemy between a rock and a hard place.

Once a target has been grabbed, you may revolve the target around your ship. To begin rotation, Left-click on either the clockwise or counterclockwise rotation button, this will begin to rotate the tractored ship around yours. The rate of rotation is 60 degrees per 'turn'. When the target is in the desired position, Left-click on the stop button, which is located between the two rotational direction buttons. This can come in handy when wanting to smash your opponent into a convenient asteroid.

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) of each ship will affect the other. The range between the two ships will remain constant.

Ships can continue to turn 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 system itself is destroyed, the tractor is released.

Tactical Tip: Tractor Talk
Using a Repel beam isn't the only way to defeat a tractor beam. Conducting a successful Hit & Run raid focused on the enemy's tractor will also do the job. Similarly, if you are the one doing the tractoring, taking out the enemy's tractor system will prevent him from breaking your Hold beam with a Repel beam.

Tactical System MFD - Shuttles

The shuttlecraft control panel is used to issue orders to shuttles, pseudo-fighters and fighters. From here, you can set your orders and launch individual shuttles or fighter groups.

Note: 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 will follow the same orders.

Pseudo Fighters (PFs) are larger than fighters but are smaller than frigates. PFs, unlike fighters, have shields and are able to arm their own heavy weapons, but they are incapable of traveling at interstellar speeds and are carried into the field of battle by Tenders.

Types of shuttles

There are five types of shuttlecraft: Administrative (Admin), Wild Weasel, Ground Assault, Suicide and Scatterpack. All the different types of shuttles, except Admin, need to be made by converting them from Admin shuttles in the Shuttle Officer MFD, see page 169.

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.

Wild Weasel

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 the protection is voided, by either moving the ship too fast, or firing your weapons. Wild Weasels also provide protection against direct fire weapons, like phasers and disruptors.

Ground Assault

These are shuttles filled with Marines. They will travel to the current target and then attach itself to that target. Once attached to the target, the Marines will break into the target ship and begin a capturing action.

Suicide

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 25 points of damage.

Scatterpack

Scatterpack shuttles, or simply Scatterpacks, cannot be given orders. They will automatically attack the current target.

Scatterpacks 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 Shuttle Panel

There are four parts to the shuttlecraft panel.

Docked

These are the individual shuttles or fighter groups that are still on board the carrier. Left-click on a

The Shuttlecraft Control panel.

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(s).

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 improves protection for 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 carrier.

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. It will be necessary to have your shuttles return to their carrier after they have exhausted their weapons to reload so they can attack again.

Launch
Once the shuttle has been selected, and an order given if necessary, click the LAUNCH button to launch the selected shuttle or fighter group into the vacuum of space.

Tactical System MFD – Shuttles Conversion
The Shuttle Conversion display will allow you to convert your ship's administrative shuttles into one of four types of shuttles: Suicide, Wild Weasel, Scatterpack, and Ground Attack. When conversion begins, the shuttle will move from the docked portion of the shuttle panel to the conversion panel where you can watch its conversion progress.

Get more bang for your buck by converting your shuttles here.

Note: The shuttle conversion panel appears in the upper portion of the screen along with the officer panels.

To convert a shuttle, you must have an available administrative shuttle and the necessary parts to convert to the particular type of shuttle you want. Left-click on the icon of the shuttle you wish to make. If you have an available administrative shuttle and the required parts to make the desired shuttle type, conversion will begin.

1. Suicide shuttles require one mine and two turns to convert.
2. Wild Weasels require one point of energy for two turns to convert.
3. Scatter Packs require the ship to be equipped with spare missiles to be used in the scatter pack, and two turns to convert.
4. Ground Assault Shuttles (GAS) require two marine units and two turns to convert.

Once converted, the shuttle will move back to the shuttle panel's docked section. Once there, it can then be launched at your discretion.

Tactical System MFD - Weapons

If you select one weapon, the tactical system MFD panel will switch to the control panel for that weapon.

Shown is a typical weapon panel. They have buttons for controlling the weapon's settings, and they show the weapon's 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 direction shown by your ship's schematic. The right side of the firing arc circle is the front (or bow) of your ship. The light color of the icon shows the valid firing arc for the weapon. The darker color means that weapon cannot fire in that arc.

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's section for details on each of the weapon types.

If you select multiple weapons, you will see this panel.
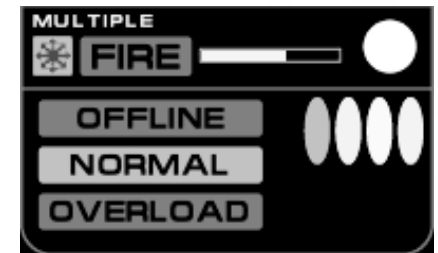
This panel shows the common firing arc for all weapon hardpoints that are selected. It has three buttons: OFFLINE, NORMAL and OVERLOADED. Clicking one of these buttons will change all selected weapon hardpoints to that setting. Weapons that do not have an overloaded setting (phasers) will be set to normal if you click on the OVERLOADED button.

The charging bar for a group of 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 fall into one of two types: direct-fire weapons and seeking weapons.

Direct-Fire Weapons

Weapons of this type either hit or miss their targets instantaneously when fired. Direct Fire Weapons in SFC are Disruptors, Fusion Beams, Hellbore Cannons, Photon Torpedoes, and the Plasmatic Pulsar Device.

Seeking-Weapons

Seeking weapons travel at speeds close to, and sometimes less than, the Starships in the game. Seeking weapons must seek or travel to the target before detonating. Seeking Weapons may be degraded or even destroyed before they reach their target. Examples of Seeking Weapons are Missiles and Plasma Torpedoes.

Most weapons take time and energy to prepare for use. When a time to arm a weapon is specified, this is the minimum time. This assumes that enough energy is available to charge the weapon at its maximum rate. If less energy is available, the charging time will be longer.

Each of the races specializes 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 a normal mode. Some weapons have additional modes (like overload). Modes are set on the system MFD when you select a weapon.

Offline Mode

This turns the weapon hardpoint off, and energy will no longer be supplied to this weapon. All energy currently in the weapon is lost and the weapon cannot fire. It can still 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 to arm, and does the normal amount of damage. As long as the weapon is in this mode, it will begin charging as soon as it is fired. See the specific weapon notes for more detailed information.

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, to defensive, to large starbase sized phasers.
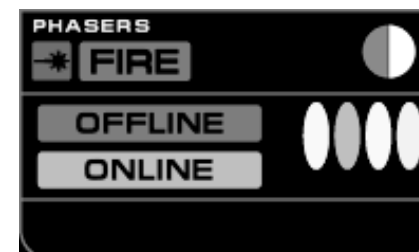
Each phaser must wait one turn to cool down after firing before it can fire again, with the notable exception of the ph-G. In order to fire a phaser after it has cooled, there must be enough energy in the capacitor to fire it
.

Phaser, Type-1 (ph-1)
This is a high-quality offensive phaser. Of all the ship-based phasers, it is capable of doing the most damage. It takes one point of energy to fire a ph-1.

PHASER 1 DAMAGE TABLE											
RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
MINIMUM	4	4	3	3	2	2	0	0	0	0	0
MAXIMUM	9	8	7	6	5	5	4	3	2	1	1
AVERAGE	6.5	5.3	4.8	4.5	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.

PHASER 2 DAMAGE TABLE								
RANGE	0	1	2	3	4-8	9-15	16-30	31-50
MINIMUM	5	3	3	3	0	0	0	0
MAXIMUM	6	5	5	4	3	2	1	1
AVERAGE	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 used for missile defense or against smaller targets, like shuttles and fighters. It only takes 1/2 a point of energy to fire a ph-3.

PHASER 3 DAMAGE TABLE						
RANGE	0	1	2	3	4-8	9-15
MINIMUM	3	3	1	0	0	0
MAXIMUM	4	4	4	3	1	1
AVERAGE	3.8	3.7	3	1	.5	.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 starship. It takes 2 points of energy to fire a ph-4.

PHASER 4 DAMAGE TABLE
(STARBASE)

RANGE	0-1	4-1	6	7	8	9	10	8-10	14-17	18-25	26-60	46-70	71-100
MINIMUM	15	10	9	8	7	6	5	3	1	0	0	0	0
MAXIMUM	18	19	20	15	12	11	9	6	5	4	3	2	1
AVERAGE	16.5	13.3	12.6	9.3	8.2	6.3	5.5	4.3	3.3	2.3	1	3	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 individual shots calculating damage and range as if it were a ph-3. It takes 1 point of energy to fire a ph-G four times.

Most ships and units are equipped with some sort of phaser. The phaser's 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 other weapons, phasers can only be damaged on your ship if the attack comes from the direction of the arc in which the phaser can fire.

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 on your ship once. When a phaser is fired, the energy to fire it will come from the capacitor at the moment of firing. You can set the recharge rate of the capacitor, see page

113. Phasers cannot be overloaded.

Anti Missile Defense (AMD)

Anti Missile Defense (AMD) is a defensive weapons system carried primarily by the Klingons and Mirak. It is composed of short-range hyper-velocity kinetic energy weapons that shred their target when

The AMD can help save your skin when fighting the Mirak

they hit. AMD can only be used against unshielded targets, namely Missiles, Shuttles and Fighters.

AMD comes in special racks that can hold either six or twelve weapons each. Each rack has two complete sets of reloads. AMD racks are specialized and cannot be used to hold or fire other missiles.

AMD fires automatically at incoming hostile. Each rack can fire 32 times per turn until exhausted. When the AMD hits a missile, the missile is destroyed. If used against a fighter, the AMD will do 1-6 points of damage to the fighter. When not in use the rack will reload. To reload one weapon or the entire rack takes one complete turn.

Damage to scanners will reduce the chance of the AMD hitting its target. If the firing ship is performing Erratic Maneuvers the chance of the AMD hitting is also reduced.

Type G Missile Racks carried primarily by the

AMD HIT TABLE

RANGE	0	1	2	3	4 +
TO HIT %	0%	33%	50%	67%	0%
MISS %	100%	67%	50%	33%	100%

Federation come equipped with supplemental AMD racks to provide protection against incoming missiles.

Disruptor Beams

Disruptors are the primary heavy weapons of the Klingon and Lyran empires. Disruptors inflict damage by compressing and contracting the targets atoms approximately 100 times a second. 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 the Disrupters on 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 and one turn to arm. It costs 2 points of energy per turn to hold a normal Disruptor until it is fired. A Disruptor has at least a 50% chance to hit all the way out to range 30.

NORMAL DISRUPTOR TABLE

RANGE	0	1	2	3 - 4	5 - 15	16 - 22	23 - 30	31 - 40
TO HIT %	N/A	83%	83%	67%	67%	67%	50%	33%
DAMAGE	0	5	4	4	3	3	2	1

Overloaded

By increasing the amount of energy used to arm the Disruptor, it is possible to increase the damage potential. An Overloaded Disruptor costs 4 points of energy for one turn to arm, and 4 points of energy to hold. Overloading doubles the amount of damage, but they can only be fired at range 8 or less.

OVERLOADED DISRUPTOR TABLE

RANGE	0	1	2 - 4	5 - 8
TO HIT %	100%	83%	83%	83%
DAMAGE	10	10	8	8

Warning: Overloaded Disruptors cause feedback damage if fired at range 0

Switching Modes

It is possible to switch Disruptor 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, and the extra energy in the overloaded Disruptor will be lost when switching to a normal Disruptor.

Note: The Disruptor is so successful in part because of two Klingon technologies: UIM and DERFACS. The 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, Mirak and the Orion Pirates.

It was once thought that UIM modules could burn out with use, but it was later discovered that this was either a Federation misunderstanding or just propaganda.

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 fuse and become helium nuclei, releasing tremendous energy at the moment of contact.

Cooling

After the fusion beam is fired, it requires one turn to cool 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.

NORMAL FUSION BEAM TABLE

RANGE	0	1	2	3 - 10	11 - 15	16 - 24
MINIMUM	8	4	2	0	0	0
MAXIMUM	13	8	6	4	3	2
AVERAGE	9.8	6.3	3.8	1.8	1.2	.5

Overload

This increases the amount of energy used to create the fusion beam. This increases the damage potential, but reduces the range to 8. It costs 4 points of energy to create. Damage is increased 50% over the normal firing mode.

OVERLOADED FUSION BEAM TABLE

RANGE	0	1	2	3 - 8
MINIMUM	12	6	3	0
MAXIMUM	19	12	9	6
AVERAGE	14.5	9.5	5.5	2.5

Suicide Overload

This costs 7 points of energy to charge and, like the overload, only 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 inflicted by a suicide overload far more than doubles the damage capacity of a normal fusion beam.

SUICIDE OVERLOAD FUSION BEAM TABLE

RANGE	0	1	2	3 - 8
MINIMUM	24	12	6	0
MAXIMUM	39	24	18	12
AVERAGE	29.5	19	11.5	5.5

Hellbore Cannons

This is the other heavy weapon that is commonly used on Hydran warships. A Hellbore cannon fires a high-velocity fusion bomb that utilizes a special magnetic field. This magnetic field causes the fusion explosion to wrap around the entire ship and implode. Due to the nature of shields, most of the damage done by Hellbores will be incurred by the weakest shield.

Firing Modes

Hellbores can be fired in one of two modes: normal and overload.

Normal

Normal Hellbores cost 3 points of energy for 2 turns to arm, and cost 3 points of energy to hold 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 done by Hellbores 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.

NORMAL HELLBORE TABLE

RANGE	0 - 1	2	3 - 4	5 - 8	9 - 15	16 - 22	23 - 40
TO HIT %	97%	92%	83%	72%	58%	42%	28%
DAMAGE	20	17	15	13	10	8	4

Overload

Overloading a Hellbore increases damage dealt, but reduces its effective 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.

OVERLOADED HELLBORE TABLE

RANGE	0 - 1	2	3 - 4	5 - 8
TO HIT %	97%	92%	83%	72%
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 susceptible to the effects of ECM as compared to other direct fire weapons.

Photon Torpedoes

Photon Torpedoes are the main heavy weapons of the Federation.
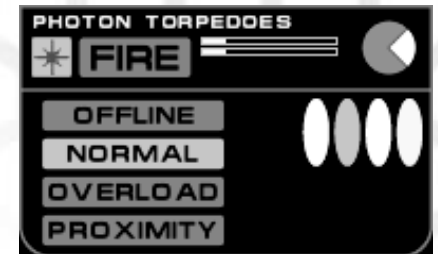
Photon Torpedoes do a fixed amount of damage, but have a chance to hit or miss that is based on range. The closer your ship is to the target, the closer your photon torpedo launch tubes are. This is a good thing; a very good thing for your photons ability to hit their target, and a bad thing for anyone that lets you get that close.

Photons can be used in three different modes: normal, overload, and proximity.
·*
Normal

This is the standard photon. It has a max range of 3O, 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. This cost is per tube. A photon hardpoint with two weapons, and a game speed slider of 3O seconds per turn, would require 4 points of energy for one whole minute to charge. After that, they would be held at a cost of 2 points of energy per turn until fired. These photons do 8 points of damage when they hit.

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 PHOTON TORPEDO TABLE
DOES 8 POINTS OF DAMAGE ON IMPACT

RANGE	0 - 1	2	3 - 4	5 - 8	9 - 12	13 - 30
TO HIT %	100%	83%	67%	50%	33%	17%

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 turn per tube. Each overloaded photon does 16 points of damage.

Warning: Overloaded photons cause feedback damage if fired at range 0 or 1. This feedback damage will damage the shield facing your target.

OVERLOADED PHOTON TORPEDO TABLE
DOES 16 POINTS OF DAMAGE ON IMPACT

RANGE	0 - 1	2	3 - 4	5 - 8
TO HIT %	100%	83%	67%	50%

Proximity

By setting the photon to explode by proximity warhead, the chance of doing damage at longer ranges can be increased. 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 torpedo has traveled some distance, these weapons cannot be used

at a range of 8 or closer. Proximity photons have the same time and energy requirements to arm as a normal photon.

PROXIMITY PHOTON TORPEDO TABLE
DOES 4 POINTS OF DAMAGE ON IMPACT

RANGE	0 - 8	9 - 12	13 - 30	31 - 55
TO HIT %	N/A	67%	50%	33%

Switching Modes

You can switch the mode of a photon until it is fired. 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. You lose excess energy when switching from overloaded to normal.

ECM

Photon torpedoes are extremely vulnerable to Electronic Counter Measures. If you want to increase your photon's chance to hit, use ECCM to ensure you have an attack shift of 0.

Plasmatic Pulsar Devices (PPDs)

The Plasmatic Pulsar Device (PPD) is the primary heavy weapon used on large ISC ships. The PPD fires a series of intensely focused plasma energy pulses that travel to the intended target via a carrier wave. These pulses arrive over the course of several seconds, effectively hitting the target up to four times with one blast.

The PPD is a long-ranged weapon that cannot be fired at a range of less than 4. It fires a series of pulses one after another. Once one of the pulses hit, the carrier beam is locked on and under normal conditions, the rest of the pulses for that firing will hit as well.

When a PPD hits a ship, its damage splashes over several shields. When looking at the PPD combat chart, the damage done to the facing shield is the center of the three numbers in the splash row. The shields to the left and right take the damage as indicated to the left and right of center on the splash row. If the PPD hits on the corner between the two shields, the damage is distributed to each as indicated on the Alt row.

Once a PPD hits, it will become locked on the target and will continue to hit until all the pulses are discharged. If the range to the target decreases to less than 4.0 the weapon will maintain a lock, but all subsequent pulses will be lost unless the range to the target increases to 4.0 or greater again.

The exceptions to the maintaining of lock are if the target completely cloaks, gains an ECM shift, or passes behind a planet or other large celestial object. If the target is completely cloaked, the lock on it is lost, and each of the remaining pulses must attempt to hit individually; the hit is no longer automatic. If the target achieves a positive

ECM shift over the firing ship, the lock is lost and the firing ship must attempt to regain lock.

Normal
A PPD fired in normal mode has a maximum range of 40 and minimum range of 4. It takes 4 points of energy for two turns to charge, and 2 points of energy to hold per PPD. A normal PPD pulses four times and is most effective out to range 20. The damage shown in the combat chart is per pulse that hits.

PPD Combat Chart (damage is per pulse)

PLASMATIC PULSAR DEVICE TABLE							
DAMAGE IS PER PULSE							
RANGE	0 - 3	4 - 10	11 - 15	16 - 20	21 - 25	26 - 30	31 - 40
TO HIT %	0%	83%	72%	58%	42%	28%	17%
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

Overloaded
An overloaded PPD has a maximum range of 8 and retains the minimum range of 4. It takes four points of energy on one turn and 8 points on the second to charge an Overloaded PPD. The damage done by an Overloaded PPD is no different per pulse than a normal PPD. However, the Overloaded PPD fires two additional pulses, for a total of six pulses.

Underloaded

An underloaded PPD has the same range limitations as a Normal PPD. The underloaded PPD take 2 points of energy for two turns, and requires 2 points of energy to hold. The underloaded PPD will only pulse two times.

Missiles

Missiles are used as primary weapons by the Mirak and as secondary weapons on Klingon and Federation ships. Missiles, unless used in large numbers that can overwhelm defenses, are primarily used to draw phasers to itself that would otherwise be aiming for your ship.

Missile Types

There are two basic types of missiles used by the galactic powers: the Type-I and the Type-IV warhead. Both types of missiles carry enough fuel for a flight time of three turns.

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 6 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 12.
> Medium: Speed 22.
> Fast: Speed 34.

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 1/2 to 2 turns to cycle the reloading mechanism and prepare a rack to fire again.

Missile Racks

Missiles are carried in racks. Each of these racks has different characteristics pertaining to the base number of missiles that can be carried and the rate at which missiles can be fired.

MISSILE RACK TABLE

RACK TYPE	BASE NUMBER OF MISSILES	RATE OF FIRE
A	4	1 PER TURN
B	4	1 PER TURN
C	4	2 PER TURN
F	4	1 EVERY 2 TURNS
G	4	1 PER TURN

Fire One/Fire All

Missiles can be set to fire one at a time with each click of the FIRE button. To fire all readied missiles, click the FIRE ONE button and it will toggle to the FIRE ALL button. In this mode, all missiles will be fired with a click of the FIRE button.

> **Tactical Tip: Missile Spreads**
> *It's easier for a single mine or transporter bomb to destroy missiles if they are grouped closely together. Setting your missile racks to "FIRE ONE" while spreading out the pattern a bit can help prevent this from happening.*

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 missile control rating. For most ships this value is equal to their sensor rating, usually 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 more missiles and some control fewer. The missile control rating is available to you when you 'purchase' a ship in the ship variant screen.

Missiles launched from a scatterpack shuttle (see page 167) count against the total number of missiles controllable at any one time.

Plasma Torpedoes

Plasma Torpedoes are balls of plasma (matter on the verge of becoming energy). They are the heaviest of the heavy weapons in the game. They are the primary weapons of the Romulans and the Gorns.

The damage of a plasma torpedo is based on the size of the torpedo and the distance traveled after launch. Plasma torpedoes do a large amount of damage over short distances. The farther they 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.

Feedback Damage

When a plasma torpedo is fired at a range of zero it will do damage to the firing ship. This damage is equal to 1/4 of the torpedoes warhead strength.

Firing Modes

Plasma can be fired in three different modes: normal, enveloping, and shotgun. The Type-F torpedo can only be fired in normal mode.

Normal

This is the standard plasma torpedo.

Enveloping

Additional energy is applied to the torpedo in order to increase the size of the torpedo, and to the change the field that holds the torpedo 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 the normal damage, but it is spread across all six shields.

Shotgun

The plasma torpedo has a problem when attacking smaller units. For example, a single plasma torpedo is usually overkill for a shuttle. Fortunately (well, not for the shuttle), a single large plasma torpedo can be divided into several smaller Type-F torpedoes. Each Type-F 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 torpedo per target. Excess torpedoes are lost.

Torpedo Types

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 torpedoes 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, the Type-R was developed by Romulans and is more common in the Romulan navy than the Gorn navy. It can inflict up to 50 points of damage within a range of 10, and 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 5 to hold until fired. An EPT or shotgun 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.

PLASMA R TABLE

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, the Type-S is the standard medium plasma torpedo 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 if energy to hold. A Type-S EPT/Shotgun costs 12 to arm and 4 to hold. In Shotgun mode, a single Type-S creates three Type-F torpedoes.

PLASMA S TABLE

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. Due to the advent of the Type-S torpedo, few ships will carry the Type-G. During the early era, it is commonly found on Gorn ships.

A Type-S torpedo costs 7 energy points over three turns to arm, and 1 point of energy to hold. A Type-S EPT/Shotgun costs 10 to arm and 3 to hold. In Shotgun mode, a single Type-S creates two Type-F torpedoes.

PLASMA G TABLE

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 point of energy to arm. If charged in a true Type-F launcher, plasma torpedoes cost no energy to hold. If charged in Type-R, S, or G launchers, they only take two turns to charge and cost 1 point of energy to hold. Type-F torpedoes cannot be fired in either enveloping or shotgun modes.

PLASMA F TABLE

RANGE	0 - 5	6 - 10	11 - 12	13 - 14	15
DAMAGE	20	15	10	5	1

Type-I

Type-I torpedoes are rear mounted defensive Type-F torpedoes used by the ISC. Designed as an anti fighter weapon, they were used in limited numbers in the middle area. With the development of Pseudo-Fighters by the Romulans and the Gorn in the late era, the ISC equipped more of their ships with these torpedoes to help control the PF menace.

You have some limited control over the defensive plasma I torpedo.

In Defensive mode, Type I torpedoes will automatically fire at fighters and pseudo-fighters with one exception; once a turn, a single type I per hardpoint may be fired at a starship target. In this mode, one torpedo will not be fired against fighters/pseudo-fighters, but will be kept in reserve to fire against large ships.

Type I torpedoes come up in Defensive mode when you go to red alert, but have several additional modes available.

Offline takes the weapon out of service; it draws no power and cannot fire.

Main acts as if the weapon is a single plasma Type-F.

Full Defense uses all torpedoes for fire against fighters/pseudo-fighters and will not fire on large ships.

Type I torpedoes can only be used against fighters and pseudo-fighters with one exception; once a turn a single type I per hardpoint may be fired at a starship target.

Pseudo Plasma Torpedoes (PPTs)

The long delay between the firing times of Plasma Torpedoes means that they are difficult weapons to use effectively in combat. The Pseudo Plasma Torpedo (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 there is a long period of time before they can be used again.

A PPT is merely a shell of a plasma torpedo designed to look like a real torpedo when scanned, but do no damage on impact.

Plasma Defenses

Plasma Torpedoes can be weakened, and even destroyed by phaser fire. Every 2 points of phaser damage done to a plasma torpedo reduces the plasma damage by 1. Certain types of terrain can also weaken plasma Torpedoes. See page 205.

Destroyed Plasma Launchers

If a plasma launcher with a completed plasma torpedo inside 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.

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, and it can even be used to "ram" an enemy ship. It is not considered either a direct-fire or a seeking weapon.

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 sized capacitors can hold 7 points of energy for each ESG on the ship. You can set the maximum amount of energy you want the capacitor to hold 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 is. 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. The field is visible as it takes 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 radius of the sphere, and the amount of energy in the capacitor. 5 units of energy is the maximum amount used by the ESG. 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 to determine the damage done:

EXPANDING SPHERE GENERATOR TABLE

FOR ENERGY ALLOCATED AND RADIUS OF SPHERE

RADIUS	1 PT. ENERGY	2 PTS. ENERGY	3 PTS. ENERGY	4 PTS. ENERGY	5 PTS. ENERGY
0	4 DAMAGE	8 DAMAGE	12 DAMAGE	16 DAMAGE	20 DAMAGE
1	4 DAMAGE	7 DAMAGE	9 DAMAGE	13 DAMAGE	18 DAMAGE
2	3 DAMAGE	7 DAMAGE	10 DAMAGE	13 DAMAGE	17 DAMAGE
3	3 DAMAGE	6 DAMAGE	9 DAMAGE	13 DAMAGE	16 DAMAGE

Hellbore Interaction

ESG fields and Hellbores interact in peculiar manner. Any Hellbore that crosses the path of an ESG, even if it is targeted at another ship, will strike the ESG field and damage it. If the ESG is completely drained, any excess damage will strike the ship generating the ESG.

Cloaking Device

Most Romulan ships (and some Orion and Klingon ships) are equipped with a Cloaking Device, which makes the ship practically invisible. 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, or while in the process of cloaking or uncloaking. 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's 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.

When a ship is properly cloaked, and the cloaking device fully engaged, weapon systems will be unable to lock-on to it. This will prevent the firing of missiles or plasma torpedoes at the cloaked vessel.

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, and will use less energy to cloak. The amount of energy required to cloak is displayed on the SPECIFICATIONS screen in the Vessel Library.

Cloaking Weaknesses
Cloaked ships are vulnerable to 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. The cloaked ship will take damage from the ESG field and will become temporarily exposed 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 quickly, it may be tractored.

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 void of matter. This matter is referred to as terrain.

Asteroids
Probably the most common of all space terrain, asteroids have three simple rules:
1. If you run into them you will die.
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.

Planets
Planets are large. Like asteroids, they also have fairly simple rules:
1. If you run into them you will die.
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, though this is considered to be 'bad form' if it is a friendly planet, but for enemies, war is war.
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 bases.

Suns

A sun is a gaseous body. Immense amounts of heat and radiation are generated by the fusion reactions that take place inside of suns. 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.

Nebulas

A Nebula is a large gas cloud, so large that stars can be borne within them. These areas are highly charged with electrical power that interferes with a ship's sensors.

Within a nebula:
1. All units have 9 points of natural ECM, in addition to any other source of ECM.

2. Shields operate at minimal levels only.

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 tactical intelligence range is reduced to 50% of normal.

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 of space. A dust cloud region has many hundreds of thousands of times that amount of material. There is enough dust and debris that even mighty starships, with their deflection screens, can be damaged.

The faster a ship is going when it enters a dust cloud, the more likely it is to take damage, and as long as the ship maintains high speeds, it is vulnerable to damage. A 'safe' speed would be on the order of six or less.

Dust clouds also exist around asteroids making the already hazardous large rocks extremely dangerous.

Black Holes

Black holes are the most unusual of the space terrain. A Black Hole, also known as a singularity 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: they attract objects. 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.

Credits

TALDREN

Lead Designer
Erik Bethke

Lead Programmer
Marc Hertogh

Art Director
David T. Potter

Game Systems Architect
Zachary Drummond

Graphics Programming:
Sean Dumas

Senior Designer
Joshua Morris

AI Programming
Michael Todorovic
Zachary Drummond

Audio Programming
Michael Todorovic
Sean Dumas

Lead Mission Programmer
Daniel Suleski

Programmers
Paul Schreiber
Erik Bethke
Alex Sherman
Ken Yeast

Scripting Engine
Zachary Drummond
Daniel Suleski

Artists
Bradley W. Schenck
Ed Lacabanne
Nate Simpson
Jaime DiSalvio

Mission Programmers
David Ferrell
Scott Bruno

Additional Mission Programmers
Dutch Blomenkamp
John B. Williston
Richard K. Glover

Quality Assurance
Mark Pfeiffer
Warren Schultz

Design
David Ferrell

Additional Design
Marc Hertogh
Scott Bruno
Warren Schultz

Campaign Mission Design
Scott Bennie

Manual Author
David Ferrell

Editor Game & Manual
Beth Drummond

WWW
Bradley W. Schenck

Audio Production
Sean Dumas
Warren Schultz

Voiceover Supervisor
Joshua Morris

Line Producer
Mark Pfeiffer
Warren Schultz
Associate Producer
Joshua Morris

Producer
Erik Bethke

INTERPLAY

Division Director, 14 Degrees East:
Brian Christian

Executive Producer:
Rob Nesler

Senior Producer:
Steve Baldoni

Associate Producer, UK:
Scott Burfitt

Senior Designer:
Chris Taylor

Marketing Manager:
Kevin Johnston

PR Manager:
Heather McLaughlin

Creative Services Manager:
Kathy Helgason

Traffic Manager:
Brian Harkins

Manual Design & Layout:
Schlieker Design

Box and Ad Design & Layout:
Charles Gregory, Visionati

Special Thanks:
Brian Fargo, Ron Austin, Eric Whelpley,
Gina Cabrera and Tina Aughinbaugh.

INTERPLAY AUDIO

SFX and Music Supervision
Adam Levenson

Mastering and Scripting Supervisor
Craig Duman

SFX Design
Adam Levenson
Charles Deenen
Tim Walston (Soundstorm)

Music Composer and Conductor
Inon Zur

Additional Music
David Leon

Music Preparation
Paul Taylor

Music Editing
Howard Drossin (Yo Eleven Productions)
Ron Valdez

Music Performed by
Seattle Symphony Orchestra
Recorded at Studio X

Music Mixed by
Dori Amarilio

Mastering
Frank Szick

Sound Effects Assistant
JP Walton

Voice Over Casting and Direction
Chris Borders

Voice Over Talent
George Takei
Alan Oppenheimer
Michael Bell
Grey Delisle
Cam Clarke
Michael Gough
Nick Jamison
Dian Michelle
Kevin Michael Richerdson
B.J. Ward
Frank Welker

Voice Over Editing
The Post Shop

Audio Operations Manager
Gloria Soto

OPENING MOVIE

Script and Storyboards
David T. Potter

Art Director
Todd Camasta

Lead Artist
Larry Bowman

Artists
Stephen Beam
Mark Bergo
Scott Bieser
Jaime DiSalvo
Glenn Price
Manuel Salazar
Perry Scalf

SFX Design
Paul Menichini

Re-recording Mixer
Charles Deenen

Mixed in Dolby Surround Sound at Interplay
DOLBY SURROUND

INTERPLAY VIDEO

Video Services
Dan Williams
Dave Cravens
Bill Stoudt
Chris Folino

INTERPLAY QUALITY ASSURANCE

Director
Mike Motoda

Manager
Greg Baumeister

Operation Manager
Monica Vallejo

IS Technicians
Bill Delk
Tom Quast

Compatibility Supervisor
Derek Gibbs

Compatibility
Josh Walters
Dave Parkyn
Jack Parker
Tony Piccoli

Project Supervisors
John Kirkland
Ed Hyland

Senior Testers
Henry C. Lee
Daniel Martinez

Testers
John Boomershine
Ismael Quijano
Greg Didieu
Mark Holtzclaw
Scott Taylor
Matt Golembiewski
Damien Foletto
Albert Perez
David Vodhanel
Alendor "Zack" Vulaj
Matt Monaco

MONDO MEDIA

Director
Mark Giambruno

Producer
Nancy Fitzgerald

Production Coordinators
Dana Belben
Matt Pomeroy

Technical Director/Artist
Eric Chadwick

Artists
Cody Chancellor
Johnny Harrup
Johannes Huber
Kelly Kleider
Kelley Lamsens
Jeanne Litooy
Mat Smiley

PARAMOUNT PICTURES

Director, Product Development – Interactive & Technology
Harry Lang

Supervisor, Product Development – Interactive & Technology
Daniel Felts

ADB, INC.

Star Fleet Battles Game Design
Stephen V. Cole, PE

Star Fleet Battles Executive Developer
Steven P. Petrick

Lyran Creator
Jim Curtis

Hydran Creator
Andrew Robinson

ISC Creator
Josh Spencer

SPECIAL THANKS TO:

SFC 1 Artists
Scott Bieser
Adam Rote

Survival Guide Author
Dennis "SFCShadow" Greene

The Inner Circle
Dennis "SFCShadow" Greene (Liaison)
Brad "bbarr97" Barr
Dutch "Khoros" Blomenkamp
James "Remus" Carter
James "TalonClaw" Carter
Nicholas "Korvus" Cioran
E.L. "S'faret" Crisler
Anthony "BK" Daly
Dave "SFCSpoonman" Feiker
Richard K. Glover
Salvatore "OScottyO" Grasso
Shaun R. Hendricks
Karl "Dark Elf" Hiesterman
Jeremy(Jay) "NTDN" Jeffery
Ian "Modavian" Jones
Russ "Tumulorum Fossor" Khater
Rich "YnrohKeeg" Matheson
James D. Pierce
Paul Schaefer
Matt "Catnip Inc" Smyth
Bradley B. Upson II

Paramount Pictures:
Rick Berman
Dave Rossi
Andrea Hein
Terri Helton
Pam Newton
Sylvia Cascallar

TECHNICAL SUPPORT

NORTH AMERICAN CUSTOMER SERVICE INFORMATION
This information is only valid in North America.

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, Windows NT, Windows 98, 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 CONFIG.SYS and AUTOEXEC.BAT files from your hard drive

A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 8:00AM-5:45PM and Friday 9:00AM-4:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

Interplay Entertainment Corp. Technical Support
16815 Von Karman Avenue • Irvine, CA • 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com

WORLD WIDE WEB: www.interplay.com

FTP: ftp.interplay.com

===

CUSTOMER SERVICE INFORMATION FOR ALL OTHER COUNTRIES
This information is not valid in North America.

Technical Support
France

Virgin Interactive
BP 319000
233 rue de la Croix Nivert
Tel: 0 803 09 41 64 (1,09F TTC/ minute)
Fax: 04 42 16 52 13
Web: www.virgininteractive.com

Germany

Virgin Interactive Entertainment (Deutschland) GmbH
Borselstr. 16 C
22765 Hamburg
direct line: 040-8970 33 00 (M-F 15.00-20.00)
24 hour infoline: 040-8970 33 33
Fax: 040-8970 33 11
Web: http://www.setupcs.de
E-Mail: hotline@setupcs.de

Spain

Virgin Interactive Entertainment ESPA-A, S.A.
C/ Hermosilla, 46-2? Derecha
28001 Madrid
Tel: (91) 578.13.67
Fax: (91) 575.45.88

UK & remaining European countries
Virgin Interactive
Customer Support
74a Charlotte Street
London W1P 1LR
Tel: 0171 551 4266
Fax: 0171 551 4267
Web: www.vie.co.uk
Email: customer_support@vie.co.uk

All Other Territories outside Europe & N. America
Contact your local distributor for support as listed in your game manual.
In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.

Interplay disclaims all responsibility for incidental or consequential damages. These statements do not affect your statutory rights.

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

* Speed and Manufacturer of your Processor.

* Make and Model of your Sound Card and Video Card.

* Make and Model of your CD-ROM drive.

* Amount of RAM present.

* Any additional Hardware and Peripherals.

* Information contained in your Config.Sys and Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier. It is extremely important that you have the information above at hand when you call. When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

HINT LINE

Stumped?!?! Frustrated?? Stuck?? Or do you just want to know the latest codes and tricks for this and many other Interplay titles?? Well, look no further because the solution for all these problems is just a phone call away. Pick up the phone and call the Interplay Hintline at 1.900.370.PLAY<7529>.

You can call this line 24 hours a day, 7 days a week. And best of all, it only costs 95¢ a minute, with all long distance charges included in that price…. you can't beat that for a great deal. Remember, you must be over 18 or have your parent's permission to call the hintline. You must have a touch–tone phone. This service is only available in the U.S. Charges and information are subject to change without notice.

LIMITED WARRANTY

INTERPLAY LIMITED 90–DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Productions™ product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LIMITED WARRANTY

If the compact disc or floppy disk(s) should fail after the original 90–day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for $ 5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a $ 5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (949) 553–6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and $ 5.00 to:

Warranty Replacements

Interplay Productions • 16815 Von Karman Avenue • Irvine, CA 92606

COPYING PROHIBITED

This software product and the manual are copyrighted and all rights are reserved by Interplay Productions and are protected by the copyright laws that pertain to computer software. You may not copy the software. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile,

disassemble, or otherwise reverse engineer or derive source code from all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

Notice: Interplay reserves the right to make modifications or improvements to the product described in the manual at any time and without notice.

SOFTWARE USE LIMITATIONS AND LIMITED LICENSE

This copy of STARFLEET COMMAND (the Software) is intended solely for your personal noncommercial home entertainment use. You may not decompile, reverse engineer, or disassemble the Software, except as permitted by law. Interplay Productions retains all right, title and interest in the Software including all intellectual property rights embodied therein and derivatives thereof. The Software, including, without limitation, all code, data structures, characters, images, sounds, text, screens, game play, derivative works and all other elements of the Software may not be copied, resold, rented, leased, distributed (electronically or otherwise), used on pay–per–play, coin–op or other for–charge basis, or for any commercial purpose. Any permissions granted herein are provided on a temporary basis and can be withdrawn by Interplay Productions at any time. All rights not expressly granted are reserved.

Modem and Network Play: If the Software contains modem or network play, you may play the Software via modem transmission with another person or persons directly without transmission through a third party service or indirectly through a third party service only if such service is an authorized licensee of Interplay. For the purposes of this license, a third party service refers to any third party service which provides a connection between two or more users of the Software, manages, organizes, or facilitates game play, translates protocols, or otherwise provides a service which commercially exploits the Software, but does not include a third party service which merely provides a telephonic connection (and nothing more) for modem or network play. Authorized licensee services are listed on the Interplay Productions World Wide Web Site located at http://www.interplay.com. This limited right to transmit the Software expressly excludes any transmission of the Software or any data streams thereof on a commercial basis, including, without limitation, transmitting the Software by way of a commercial service (excepting those specific commercial services licensed by Interplay) which translates the protocols or manages or organizes game play sessions. If you would like information about obtaining a pay–for–play or commercial license to the Software, please call Interplay Productions in the US at (949) 553–6655.

Acceptance of License Terms: By acquiring and retaining this Software, you assent to the terms and restrictions of this limited license. If you do not accept the terms of this limited license, you must return the Software together with all packaging, manuals and other material contained therein to the store where you acquired the Software for a full refund.

INTERPLAY WEBSITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high–quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games… and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo

C.E.O.

HOW TO GET THERE

From your Internet account, point your favorite browser to:

www.interplay.com

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products. This site features our demos, upgrades, product information and ordering information.

This website is not intended for technical support, but to offer new machines and the latest product information. For technical support, please contact Interplay as described in the Customer Support section.

INTERPLAY WEB STORE

Looking for a quick, easy way to get your favorite Interplay games? Well look no further……you can now order directly from Interplay. Just turn on your computer and go to www.interplay–store.com.

This is your one–stop shop for everything Interplay. Buy the hottest new releases or maybe get a copy of that hard–to–find game that you've been looking for. Purchase some ultra–cool merchandise; or make a bid on a unique collectible in the Online Auction. All this, seasonal specials and much more. So don't delay…… go to www.interplay–store.com and get shopping!!

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.

Aft
The Rear part of a ship

Alpha Strike
Firing all weapons in one big burst. The most likely attack to break a shield and cause internal damage.

AMD
Anti-Missile Defense. A kinetic energy weapon system capable of damaging or destroying missiles and fighters at short range.

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 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.

CV
Carrier: A ship with the primary purpose of delivering fighter shuttles to the theatre of battle. They take a long time to build and are a huge drain on the economies of the Empires that build them.

DD
Destroyer: A ship with abilities between that of frigates and light cruisers. They are often elements of fleets. They are not enough power 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 early campaigns.

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 quickly to a stop.

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: One of the smallest warships commonly available.

Fore
The Forward or front part of a ship.

Fus
Fusion Beam: 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 much 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.

ISC
The Interstellar Concordium. A galactic empire that believes it can 'enforce' peace on the rest of the galaxy.

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 10,000km per turn. Small ships have move costs from .25 and up. Heavy Cruisers usually have a move cost of 1 energy point per 10,000km 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.

Pl-D
Plasma, Type-D: The smallest plasma torpedo.

Pl-F
Plasma, Type-F: A small low cost plasma torpedo.

Pl-G
Plasma, Type-G: An early medium plasma torpedo.

Pl-I
Plasma, A specialized Type F, used by the ISC

Pl-R
Plasma, Type-R: The largest plasma torpedo.

Pl-S
Plasma, Type-S: An improved version of the Type-G plasma torpedoes. Not as large as the Type-R.

Port
When facing the forward end of a ship, the port side is on your left.

PPD
Plasmatic Pulsar Device. A Heavy weapon on large ships used by the ISC.

PPT
Pseudo Plasma Torpedo: A decoy plasma torpedo 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 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 10,000km increments. This matches the range in hexes in SFB.

Rank
Rank is the officer level. Higher ranked officers command more and 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 boardgame 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; They are usually outfitted with weapons, shields, systems, and engines. They cannot maneuver like fighters.

Speed
The distance a starship travels in one turn, in 10,000km 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.

Starboard
When facing the forward end of a ship, the starboard side is on your right.

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
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. You can adjust these hotkeys by using the Option screen.

Key	Action
ESC	Exit from the
F1	Overhead Camera
F2	Chase Camera
F3	Follow Camera (Default)
F4	Target Camera
F5	Toggle Camera Target lock
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
F12	Take Screen Shot
1-4	Select Weapon Group #
CTRL+ 1-4	Set Weapon Group #
5-8	Select Target From Memory
CTRL+ 5-8	Set Target to Memory
O	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
ENTER	Multiplayer Chat
CTRL+ ENTER	Multiplayer Chat (Team Message)
Y	Yellow Alert = Y
R	Red Alert = R
A	Decelerate
S	Accelerate
Z	Fire All Selected Weapons
SHIFT+ Z	Alpha Strike (Fire All)
T	Cycle through targets
SHIFT+ T	Cycle through target (reverse order)
Y	Cycle through enemy targets
SHIFT+Y	Cycle through enemy targets (reverse order)
I	Toggle Deep Scan

D	Slide the interface bar on and off the screen
M	Drop a mine out the shuttle bay
SHIFT+M	Drop a nuclear mine out of the shuttle bay
B	Place a Transporter Bomb
O	Switch Schematic Displays
P	Fire Probe
[	Game Speed Slider Slower
]	Game Speed Slider Faster
\	Deselect Target
A	Slow Down
S	Speed Up
D	Hide/Show Interface Bar
F	Maximum ECM
G	Maximum ECCM
H	Electronic Warfare Panel (ECM and ECCM)
J	Tractor Panel
K	Shield Panel
L	Defensive Panel
;	Repair Panel
'	Helm Panel
N	Transporter Panel
,	Shuttle Panel
.	Energy Panel
/	Preferences Panel
SPACE	Target Nearest Hostile Seeking Weapon
X	Toggle Cloak
C	Max Defensive Tractor
V	Max Point Defense
PAUSE	Pause & Issue Orders (single-player only)
HOME	Move Camera Counter-Clockwise
END	Move Camera Clockwise
PAGE UP	Tilt Camera Up
PAGE DOWN	Tilt Camera Down

Number Pad

1	Reinforce Aft Port Shield
2	Reinforce Aft Shield
3	Reinforce Aft Starboard Shield
4	
5	
6	
7	Reinforce Forward Port Shield
8	Reinforce Forward Shield
9	Reinforce Forward Starboard Shield
0	Emergency Deceleration
.	Orbit Target
/	Erratic Maneuvers
*	Follow Target

You may use the Hot Keys screen off of the main menu to change the hotkey bindings.

TABLE OF WEAPON FIRING ARCS

ALL   FA   FAL   FAR   FH

FHL   FHR   FLL   FLLX   FRR

FRRX   FX   L   LLR   LP

LS   LW   R   RA   RAR

RAL   RH   RP

RRR   RS

RW   RX
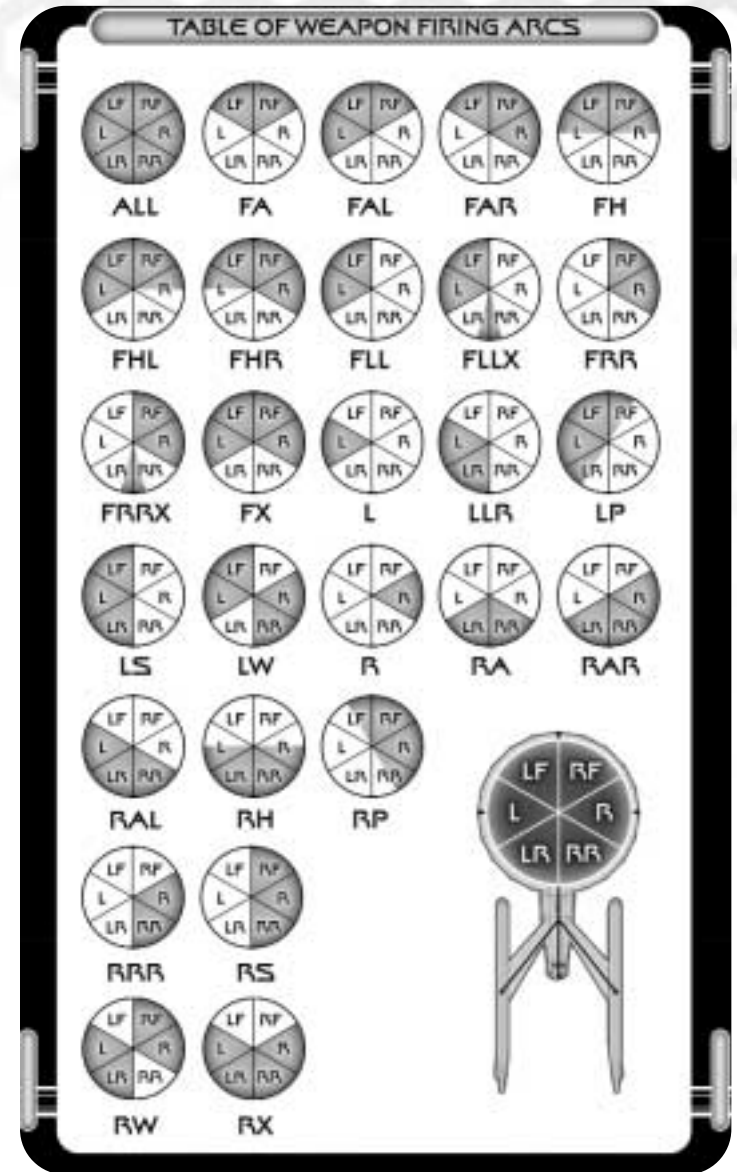
STARFLEET COMMAND CADET ACADEMY TRAINING

Author: Dennis J. Greene

O1 STARFLEET COMMAND ACADEMY TRAINING COURSE

1OO INTRODUCTION BRIEFING TO STARFLEET COMMAND TRAINING

101 Basic Training
Top 25 things to remember
Four ways to improve your performance

2O1 STARFLEET TACTICAL INTELLIGENCE STARSHIP BRIEFING

201-01 The United Federation of Planets
Vs Federation
Vs Klingon
Vs Gorn or Romulan
Vs Lyran
Vs Hydran
Vs Mirak
Vs ISC

201-02 The Klingon Empire
Vs Federation
Vs Klingon
Vs Gorn or Romulan
Vs Lyran
Vs Hydran
Vs Mirak
Vs ISC

201-03 The Romulan Star Empire
Vs Federation
Vs Klingon
Vs Gorn or Romulan
Vs Lyran
Vs Hydran
Vs Mirak
Vs ISC

201-04 The Lyran Star Empire
Vs Federation
Vs Klingon
Vs Gorn or Romulan
Vs Lyran

Vs Hydran
Vs Mirak
Vs ISC

201-05 The Hydran Kingdoms
Vs Federation
Vs Klingon
Vs Gorn or Romulan
Vs Lyran
Vs Hydran
Vs Mirak
Vs ISC

201-06 The Gorn Confederation
Vs Federation
Vs Klingon
Vs Gorn or Romulan
Vs Lyran
Vs Hydran
Vs Mirak

Vs ISC

201-07 The Mirak Star League
Vs Federation
Vs Klingon
Vs Gorn or Romulan
Vs Lyran
Vs Hydran
Vs Mirak

Vs ISC

201-08 The Interstellar Concordium
Vs Federation
Vs Klingon
Vs Gorn or Romulan
Vs Lyran
Vs Hydran
Vs Mirak
Vs ISC

About the Author

01 STARFLEET COMMAND CADET ACADEMY TRAINING COURSE

Combat can be offensive or defensive in nature, thoroughly planned or spontaneous, victorious or unsuccessful. Much of what occurs in combat has to do with training and practice, but just as often, depends upon a Captain's instinct. To be an outstanding starship Captain, you must have a good understanding of the basics and possess inherent talent. Know every trick in the book, and then keep a few extra ones up your sleeve for moments when unconventional tactics could very well save you and your crew.

Basically this Academy Course is to give you, the Starship Captain, some insight into what it takes to not only be victorious, but also what it takes to be a truly great Starship Captain. We'll look briefly into the strengths and weaknesses of each race and then some very basic tips on how to play each race against the other races.

100 INTRUCTION TO STARFLEET COMMAND CADET TRAINING

What is Starship Combat?

Most people think of combat as simply trading shots with an enemy, but the actual process involves much more then that. First, you must travel safely to the sphere of action. Then, you must detect the enemy and assess the situation. What kind of starship is he captaining? What are his weapon's capabilities? Performance characteristics? Will this be a speed fight, a turning fight, or should you save combat for another day and return to base? All things considered, you must then generally maneuver into the most advantageous position possible before actually firing your weapons.

Combat has several distinct phases. These phases do not necessarily occur linearly. In fact, combat is most often an ever-changing mix of the five:

- *Detecting the Enemy*
- *Positioning for an Attack*
- *Maneuvering during combat*
- *Firing weapons*
- *Defending during an attack*

There was a famous WWI fighter pilot in old earth history, Oswald Boelcke, whose commandments are followed by warriors of 'maneuver' even today.   Rephrased, Boelcke's Dicta state:

- *Take any advantage you can before you start an attack.*
- *After you commit to starting an attack, make sure you finish it.*
- *Stick to shots that are sure to cause damage to your opponent, and don't fire until you're able to get the most out of the shot.*
- *Constantly know where your opponent is. Don't glance away and let him fool you with his maneuvers.*
- *Make your attack from behind if you can.*
- *If an enemy is making a straight in attack on you, don't evade it. Instead, try using his attack as an advantage, by leading him into a mine, an asteroid, or into the waiting guns of your allies.*
- *When operating in enemy territory, remain aware of your escape route toward friendly lines.*
- *Attack in Numbers.*

1O1 BASIC TRAINING

General Tips

Top 25 things to remember:

1.	ECM, don't forget to use it!
2.	Hit and Run opponent's tractor beams, especially if you are a missile-using race.
3.	Never fire a plasma at a fleeing opponent, unless the intent is to keep them running.
4.	Missile Tactic: Go slow, launch SP and Racks, and follow them in; tractor SP for later use, plenty of reinforcement on the number 1 shield. Follow at four km.
5.	Take advantage of turn modes; consider launching missiles when your opponent turns, knowing where he will be throughout the turn.
6.	Launch everything on an overrun - EVERYTHING!!!
7.	Watch opponents EW for clues as to what he is going to do
8.	Nothing good ever came out of an enemy shuttlecraft
9.	Less than speed 24 gives your opponent the advantage
10.	End a slow turn at speed 16 minimum, enabling fast acceleration if necessary
11.	Pseudo Scatterpack; launch a standard admin shuttle first, but make sure to launch the real one outside effective phaser range
12.	Pseudo plasma; lead regular plasma with a pseudo to soak up phaser fire and keep them guessing if you fired real ones or fake ones.
13.	Try firing missiles every two seconds instead of every second or firing them all at once. Spread them out to avoid t-bombs
14.	Use probes; use everything

15	Use the turn corners to take advantage of best speed/turn mode plots (This is typically speed 13)
16	Reinforce your 2 and 6 shields.
17	When in doubt, shoot.
18	It is better to have lost a battle and learned from it, then to have won a battle and learned nothing.
19	It's better to fire through a down shield then at a fully armed shield.
20	Mines are great for stopping missiles from hitting, so use them between yourself and the incoming missile.
21	If someone is following you and you can't shake them, drop a mine. Turn opposite of where they turn to allow you to extend or come about.
22	Sometimes it's better to run away and give yourself time to repair then to push a bad situation.
23	Fight and lose (retreat from) a battle today, so you can learn and win a battle another day.
24	Phasers are the MOST important weapon in the game, use them!
25	Power management is everything; manage your power poorly and you will lose, manage it well and you can win.

Four ways to improve your combat performance, requires four basic skills:

Analysis	Keep records of tactics, and build a dossier of successful, as well as unsuccessful, tactics. Pay special attention to speed and energy manage ment, maneuvering errors, and shield levels at game end. Analyze your ship and your opponents for damage potential, combat power curves, and general design strengths and weaknesses. The ability to review battles with the 'movie' feature of simulation makes Analysis easier.
Preparation	Try to take care of the details before the engage ment begins. Include average damage charts (be aware of what your weapon damage is at any given distance, as well as your opponents), oppo nent specific start and early strategies, energy management controls, and contingency plans based on enemy speed and movement.
Surprise	A highly underemployed area. Look to deceive your opponent with deceptive power practices, deceptive movement practices, and going against 'the book.' Surprise can be achieved not only from the typical "ambush" method, but also by being unpredictable. At the same time, esti mate your opponent's power and energy man agement; Be aware of min-max speed change options, while not dismissing unique strategies on your opponent's part.
Execution	The only time you know exactly what the situation is like is before the simulation begins; this is why starting strategy is so important. At the same time, executing your strategy is a fluid, demand ing science, and you have to pay attention to the dynamic aspects of the situation as they change. Remember to be flexible and do not lock yourself into only one plan of attack or defense, no plan survives intact when contact is made with the enemy.

201 STARFLEET TACTICAL INTELLIGENCE STARSHIP BRIEFING

201-01
Empire: The United Federation of Planets
Race: Varied
Referred to as: Federation

FRIGATE CLASS
Maneuverability: Very Good
Firepower: Average
Weapon Arcs: Very Good
Durability: Average
Shielding: Below Average

DESTROYER CLASS
Maneuverability: Average
Firepower: Above Average
Weapon Arcs: Good
Durability: Above Average
Shielding: Average

LIGHT CRUISER CLASS
Maneuverability: Average
Firepower: Above Average to Good
Weapon Arcs: Good
Durability: Above Average
Shielding: Average

HEAVY CRUISER CLASS
Maneuverability: Below Average
Firepower: Good
Weapon Arcs: Good
Durability: Good
Shielding: Good

DREADNOUGHT CLASS
Maneuverability: Poor
Firepower: Good to Excellent
Weapon Arcs: Very Good
Durability: Very Good
Shielding: Very Good

BATTLESHIP CLASS
Maneuverability: Very Poor
Firepower: Excellent
Weapon Arcs: Very Good
Durability: Very Good
Shielding: Excellent

The Federation starship is perhaps the least distinctive when it comes to the characteristics of the ships of the other races in the known Galaxy. Our ships lack the unique devices of other empires, like the cloak for the Romulans or the Plasmatic Pulsar Device of the Interstellar Concordium. While the Federation is better balanced in regards to any race for maneuverability and weaponry of their starships, some empires can best the Federation in either category (most notably the ISC and Gorn for weaponry, or the Klingon and some of the Romulan designs for maneuverability). This is due to the broad range of missions that Federation starships must fulfill. With duties ranging from diplomatic to exploration to interior patrol and anti-piracy, as well as being the military arm during times of war, the Federation starships enjoy a greater durability and capabilities than many of the other empires.

Due to Starfleet maintaining strong crews on their Starships and internal onboard systems, our ships have the edge in endurance over our opponents. Our laboratories and extra non-combat systems with redundancies make our ships better then average for absorbing damage and our ships regenerate shields faster then those of our counterparts. Federation starships also have an advantage in sensor and scanner abilities over most races' ships, enabling them to see and gather information better then the other empires. With the addition of the fighter in Starfleet, Federation carriers are some of the best available, and have the most variation for choice of fighter types with armaments ranging from missiles to photons and phasers.

The majority of the weaponry on our Federation Starships is energy based in some form; the firepower of our starships remains very consistent when compared to such races like the Mirak, who rely heavily on their disposable weapons, the missile. Due to two neighboring Empires penchant for Missiles, the Federation has duplicated their Anti-Missile Defense system and made it our own as well. Our primary weapons are the phaser 1 and the photon torpedo, though we also utilize the missile, the plasma F, and the phaser G, 2, and 3 as secondary weapons.

Vs Federation
Fire at range 4 instead of trying to close in to point blank range. This will give you a good chance to hit, and firing first lets you recharge first. This will let you get

into a better position for your second shot since you will be able to fire before your opponent. If you have a sensor decoy available you can use its 6 ECM to help you out. If you fire first, launch the sensor decoy; this will give you some protection against his weapons, but be sure to keep your speed at or below 3 so as not to invoke an Emergency Deceleration. This will keep you mobile while giving you protection. You could also launch the sensor decoy first and wait for your opponent to attack but this is a bit more risky. However you will be able to use your hit and run without worrying about getting hit through an open shield. Remember the weakest points on a Federation ships are the rear sides, it has the fewest number of weapons that can bear to those positions, so learn to protect them and exploit them.

Vs Klingon
Try keeping your speed around 10-14 with overloaded photons, ECM, and reinforcement of the front shield. This forces the Klingon player to get in close where your photons can do their damage. Use your tractors to catch the incoming missiles so that your phasers can be used on your opponent. Be aware however that it will be one turn before you can fire your phasers to destroy the missiles. One method to remove slower missiles after tractoring them is to turn away from the missiles, then increase your speed such that it is greater than the tractored missiles. Then turn off the tractors, get some distance and drop a mine, or simply out run the missiles until they run out of fuel. Once the missiles are dealt with and the phasers are charged you could use the stored power to overload the photons, or increase ECM/ECCM.

If the Klingon attacks from medium range and does not close, use proximity photons to damage his shields. Keep the phasers handy for when he gets into close range.

Vs Gorn or Romulan
You must keep your speed up! You can only create a limited number of sensor decoys, so you must pick your moments to use them, and not waste them indiscriminately. Do not let your opponent get into tractor range loaded with plasma, or else your opponent will tractor you then fire their plasma, and you will not be able to launch your sensor decoys. Firing your overloaded photons at range 4 will

give you a good chance to hit and still give you time to react to return plasma fire. One tactic sometimes used is to move your ship at speed 3 and launch the sensor decoy early on. Your opponent will not see it (due to being launched around range 12 or so) and will be in shock when their plasma goes sailing off after the decoy.

Vs Hydran
Keep a tractor beam ready to keep him out of point blank range, save your phasers for the fighters and keep your ECM up. If you break off from the mothership but are chasing or being chased by fighters, tractor a fighter group and use a mine to destroy the fighters by forcing them into the mine. The most important thing is to keep out of range 1 or range 0, this reduces the damage taken from fusion considerably. Try to maintain a range of 4 or 5 to keep the damage you do to a maximum while keeping the damage done by your opponent to a minimum. If you have the opportunity to fire at the fighters from long range, use the photons on proximity; this may take out 1 or 2 fighters. Once the fighters are gone, their launching ship should be easier to dispatch.

Vs Lyran
Try to stay at range 5 or 6, staying out of the maximum range of the ESGs of 3.99. If you manage to stun his ESGs, use your hit and runs to take them out. Otherwise, do not attempt it or else you may get caught with your shield down when your opponent fires his ESG. Once you get his ESG it will be easier to destroy the ship. Your weapon of choice will be your overloaded photons.

Vs Mirak
Very similar to the Klingons, though missiles become a larger threat. The sensor decoy may be as necessary as it is with the Gorn, Romulan, and ISC, so use it wisely. Unlike the Klingon, though, it may be better to keep your speed up as if you were facing a plasma-armed race. The strength of your missile defense will determine how easy a time you will have.

Vs ISC
Follow the advice given for the Gorn and Romulan when you close (if you close) within plasma range of their ships. If you have fighters available to you, then these are your weapon of choice. Most ISC ships are VERY vulnerable to fighters and are poorly equipped to deal with them. If you can get behind an ISC ship, you have an edge despite their rear firing light plasmas. Use plenty of ECM and shield reinforcement to help limit the damage it can do, and use overloaded photons when and where possible. Fighting the ISC armed with both PPD and plasma is tricky because if you fight too far away, the PPD will get you (if they are so armed), and if you fight too close, you deal with plasma. If they don't have PPD, treat like a Gorn with mediocre firing arcs. If they don't have plasma, treat like a Klingon only they do not have missiles to distract your phasers.

General Tactics
One interesting tactic is to arm the probe as a weapon at the beginning of the game and use it to destroy enemy sensor decoys, scatterpacks, or suicide shuttles. You have to be quick with the targeting key and remember that your hit and run selections will be erased when switching targets. Another use you can get from a sensor decoy is after laying a mine or two on your opponent, you can launch your sensor decoys at the mines to set them off if your opponent's speed precludes setting the mines off. You can also use a suicide shuttle for this, but it's not worth it unless the mine happens to be a NSM.

201-02
EMPIRE: The Klingon Empire
Race: Klingon
Referred as: Klingon

FRIGATE CLASS
Maneuverability: Outstanding
Firepower: Below Average
Weapon Arcs: Good
Durability: Poor
Shielding: Below Average

DESTROYER CLASS
Maneuverability: Outstanding
Firepower: Average
Weapon Arcs: Good
Durability: Below Average
Shielding: Average

LIGHT CRUISER CLASS

Maneuverability: Excellent
Firepower: Average to Above Average
Weapon Arcs: Very Good
Durability: Average
Shielding: Average

HEAVY CRUISER CLASS

Maneuverability: Excellent
Firepower: Above Average to Good
Weapon Arcs: Very Good
Durability: Above Average
Shielding: Above Average to Good

DREADNOUGHT CLASS

Maneuverability: Below Average
Firepower: Very Good
Weapon Arcs: Excellent
Durability: Good
Shielding: Very Good

BATTLESHIP CLASS

Maneuverability: Poor
Firepower: Excellent
Weapon Arcs: Excellent
Durability: Very Good
Shielding: Excellent

When one thinks about the Klingons, they think of maneuverability. The Klingons are the sharks of the Galaxy; their starships class for class are the most maneuverable of any race with few exceptions. A few ships, like some of the Romulan starships, can match them, but none can beat them. The reason for this is that Klingons ONLY build warships. Starships, exploration vessels, and personnel transports are extremely rare designs and many analysts feel that "personnel transports" are only what their warships are called during peacetime.

A unique system on a few of their ships is the cloaking device, gained from a technology trade with the Romulans. To the Galaxy's dismay, the Klingons traded some of their hull designs for the cloaking technology. The Klingons now have greater successes in raiding our border worlds while making the Romulans more of a threat. This is of great concern to Starfleet and will require greater diligence of our Captains and crews when facing these opponents.

Despite their starships being geared for warfare, the majority of the Klingon starships are not as robust as some of ours or those of our allies. They don't enjoy as powerful a shielding or internal system as we do. Klingon ships were meant for war and carry powerful weaponry in both quantity and, in later developments, quality. Klingons take advantage of their maneuverability and firepower, relying on the ability to dance in and destroy the enemy before that enemy gets a chance to score heavily against them. The Klingon carrier is a fighting carrier, meant to follow its complement of fighters into combat and provide supporting fire. Their fighters are almost as deadly with missiles as the Mirak fighters, while carrying disruptors and phasers as well.

Like the Federation, the Klingon's main weaponry is energy based, but they do rely on missiles to a greater degree then the Federation does. These missiles, unlike those of the Mirak Empire, are mainly used to tie up an opponent's weaponry or limit the opponent's ability to maneuver. Of course, there are some exceptions like the specialized missile bombardment ships and missile-heavy carrier groups. In addition to missiles, the Klingons developed the Anti-Missile Defense system to help reduce the threat of Mirak missiles against Klingon Warships in battle; both the Mirak and the Federation quickly duplicated this system. The primary weapons of the Klingons are the phaser 1 and 2, as well as the disruptor. Although many of their ships also carry missiles, their launchers are typically in small numbers and are considered secondary. Other secondary weapons are the phaser 3 and the photon.

Vs Federation

Fire at range 9-12 instead of trying to close in to point blank range, make sure you have a speed advantage. This will give you a good chance to hit, and firing at this range lets you do damage typically without return fire. Even if he fires proximity photons at you, you fire twice as fast. Try and take any incoming fire spread over your front three shields. Once you have damaged or destroyed a shield or two, then close the range and start fighting in earnest. Once you get close however you will be able to use your hit and run without worrying since your ships are better equipped with transporters then his ships. Remember, the weakest points on a

Federation ships are the rear sides, it has the fewest number of weapons that can bear to those positions so learn to exploit them once in close proximity.

Vs Klingon
Try keeping your speed around 20-22, your ECM levels high, and reinforce the facing shield. This forces the opposing Klingon player to use more power to close against you. Use your tractors to catch the incoming missiles so that your phasers can be used on your opponent whenever possible. Be aware however that it will be one turn before you can fire your phasers to destroy the missiles. One method to remove slower missiles after tractoring them is to turn away from the missiles and increase your speed such that it is greater than that of the tractored missiles. Then turn off the tractors, get some distance between yourself and the missiles and drop a mine, or simply out run the missiles until they run out of fuel.

If the Klingon attacks from medium range and does not close, then it's more a battle of wits, whoever blinks first loses. Keep the phasers handy for when he gets into close range.

Vs Gorn or Romulan
You must keep your speed up! You can create a limited number of sensor decoys, so you must pick your moments to use them; do not waste them indiscriminately. Do not let your opponent get into tractor range loaded with plasma or else your opponent will tractor you then fire their plasma and you will be unable to launch your sensor decoys. Firing your overloaded disruptors at range 8 will give you a good chance to hit and still give you time to react to return plasma fire. The trick here is to NOT get hit with their plasma, keeping your distance until you wear their shields down and begin causing internal damage. This is a fight of patience; learn to be patient.

Vs Hydran
Keep a tractor beam ready to keep him out of point blank range, save your phasers for the fighters, and keep your ECM up. If you break off from the mothership but are chasing or being chased by fighters, tractor a fighter group and use a mine to destroy the fighters by forcing them into the mine. The most important thing is to keep out of

range 1 or range 0 this reduces the damage taken from fusion considerably. Try to maintain a range of 4 or 5 to keep the damage you do to a maximum while keeping the damage done by your opponent to a minimum. If you have the opportunity to fire at the fighters from long range, use the disruptors; this may take out 1 or 2 fighters. Once the fighters are gone, their launching ship should be easier to dispatch.

If the Hydran is hellbore armed, the best strategy is to close the distance to breach a shield quickly and then use your Hit and Run parties to destroy the Hellbore. Then dance back out to range and pick him apart, once he has bled enough and is weak, move in for the kill.

Vs Lyran
Try to stay at range 5 or 6, staying out of the maximum range of the ESGs of 3.99. If you manage to stun his ESGs, use your hit and runs to take them out. Otherwise, do not attempt it or else you may get caught with your shield down when your opponent fires his ESG. Once you get his ESG it will be easier to destroy the ship. Your weapon of choice will be your overloaded disruptor.

Vs Mirak
Very similar to the Klingons, though missiles become a larger threat. The sensor decoy may be as necessary as it is with the Gorn, Romulan. and ISC, so use it wisely. Like fighting the Klingon, it is important to keep your speed up as if you were facing a plasma-armed race. The strength of your missile defense will determine how easy a time you will have.

Vs ISC
Follow the advice given for the Gorn and Romulan when you close (if you close) within plasma range of their ships. If you have fighters available to you, then these are your weapon of choice. Most ISC ships are VERY vulnerable to fighters and missiles, since your fighters can also fire missiles; you use their weakness against them as they are poorly equipped to deal with them. If you can get behind an ISC ship, you have an edge, despite their rear firing light plasma's. Use plenty of ECM and shield reinforcement to help limit the damage it can do, use overloaded disruptors when and

where possible. Fighting the ISC armed with both PPD and plasma is tricky, because if you fight too far away, the PPD will get you (if they are so armed), and if you fight too close, you deal with plasma. If they don't have PPD, treat like Gorn with mediocre firing arcs. If they don't have plasma, treat them like Klingons, only the ISC does not have missiles to distract your phasers.

General Tactics
One interesting tactic is to arm the probe as a weapon at the beginning of the game and use it to destroy enemy sensor decoys, scatterpacks, or suicide shuttles. You have to be quick with the targeting key and remember that your hit and run selections will be erased when switching targets.

Your ships are typically better equipped then any other race when it comes transporters; consider this when you want to surgically remove a specific weapon or system from your opponents. Be aware that the more marines you use in this manner, the more vulnerable you are to their return marines, but just the same, yours are superior.

201-03
Empire: The Romulan Star Empire
Race: Romulan
Referred to as: Romulan

FRIGATE CLASS
Maneuverability: Below Average to Outstanding
Firepower: Average
Weapon Arcs: Average
Durability: Below Average
Shielding: Average

DESTROYER CLASS
Maneuverability: Below Average to Outstanding
Firepower: Average
Weapon Arcs: Average
Durability: Average
Shielding: Above Average

LIGHT CRUISER CLASS
Maneuverability: Average to Excellent
Firepower: Above Average
Weapon Arcs: Average
Durability: Average
Shielding: Above Average

HEAVY CRUISER CLASS
Maneuverability: Below Average to Excellent
Firepower: Good
Weapon Arcs: Good
Durability: Above Average
Shielding: Very Good

DREADNOUGHT CLASS
Maneuverability: Poor to Below Average
Firepower: Good to Excellent
Weapon Arcs: Good
Durability: Good
Shielding: Very Good

BATTLESHIP CLASS
Maneuverability: Very Poor to Poor
Firepower: Excellent
Weapon Arcs: Good
Durability: Very Good
Shielding: Excellent

Many initially discount the Romulan starship, and this is often their last mistake. The Romulans are expert at the art of elusion, compounded by the use of their cloaking technology. Although their starships are typically more fragile then ours, they make up for it with the ability to cloak and use their massively powerful plasma torpedoes.

With few exceptions, their ships can cloak and almost all of them carry a plasma torpedo of some type. The Romulan Starfleet is also unique in its development of starships. There are basically three generations in regards to their starship design; the old style ships, which tended to be conversions of pre-warp ships, and therefore slower then most races, with heavy plasma; Klingon conversions, which were more nimble but not as plasma heavy as their other designs; and their 3rd Generation starship, which were more balanced between maneuverability and firepower. Regardless of which generation, in an effort to make up for their rather fragile internal onboard systems and the period of vulnerability before and after

cloaking, their vessels, class for class, typically have superior shielding to other starships.

The Romulan relies on his ability to get close to his opponent using a combination of his cloaking device and stealth, and then overwhelm him with plasmas. The Romulans, due to their lack of resources as compared to the Federation, are a very efficient race economically, and opted not to build resource-expensive carriers with their attending expensive fighters and used a design borrowed from the Lyrans. They utilized a special carrier type called the Pseudo Fighter Tender, also copied from the Lyrans. These Tenders were capable of carrying small and powerful gunboats called pseudo fighters (PFs). Their PFs are typically armed with smaller plasma torpedoes as well as phasers; unlike fighters they also carried shields. The primary weapons on Romulan ships are the plasma R, S, and G, as well as the phaser 1. Secondary weapons are the phaser 3 and plasma F and D.

Vs Federation
Use your ECM advantage to provide as much defense against photons as possible. Try to keep the range at about 15. Employ the attacks from the side and try to get to his rear arc. Once there, stick to him like glue in this position. The Federation ship is very weak in the rear as far as weapons. You are just as maneuverable and can easily stay on his tail. Use the plasma in single shot volleys and knock down a shield or two. If two shields are down and at least two more are damaged, shift to enveloping torpedoes. Otherwise use opportunity fire with the Phasers on a downed shield.

Vs Klingons
This is probably one of your toughest foes. Use an ECM shift in your favor to neutralize his disruptors. He will typically fly fast and away from you so use the Phasers to effect. Hold back the plasma for sure shots. To counter missiles, use your shuttles and maintain a speed near 20. The Klingon ships are tough, but that glass rear shield is their weakness. The Phaser is most effective on Klingons. Cloak is very effective against his missiles, so get used to fading in and out; if you're lucky you'll draw him to you as you cloak and can show him the terror of the plasma up close.

Vs Romulans
Fights with other Romulans tend to be long and drawn out affairs. Use T-Bombs to utilize the flashcube effect to get some plasma shots in. Try to keep at least range 5 or better at all times and keep your speed near 20. This way if he uncloaks you can scoot out to a distance that neutralizes the plasma he possesses. Once he is damaged and you are sure he has no plasma, go for the anchor to keep him from cloaking and fleeing.

Vs Gorn
Similar to fighting the Romulan, neither side can close due to the power of the other side's plasma. These fights typically are a bloodbath in the end, but this is the kind of fight the better captain can win. Try to keep your speed near 20. Try to use the fire from your side arcs and mix it with the shuttles. Once he is damaged and you are sure he has no plasma, go for the anchor to keep him from fleeing.

Vs Lyrans
Against the typical Lyran player, this is an easy fight. They will seek to close to use the ESG as a ram plate. Just go to the broadside tactic and nail them as they come. Against the advanced players, the Phaser will be the only weapon for a while, and it will take a while since they have better shields than their Klingon allies. If they do keep closing, fire plasma so it hits BEFORE the ESG gets to you. When you have a downed shield fire all Phasers. You are hoping to disrupt their weapons on their pass.

Vs Hydrans
The first things you will have to deal with are their fighters. Begin by loading your plasma as shotgun. This will knock the fighters out early. Without the fighters in a BPV match, the Hydran ship is much weaker than yours. Against the Ranger, just move to the Broadside and keep him at range.

Vs Mirak
The tactics used against the Klingon will typically work against the Mirak as well. If the Mirak becomes too prolific with his missile use, cloak and watch them all disappear, once the Mirak is out of missiles, he's easy pray for your plasma.

Vs ISC

Fighting the ISC is much like fighting either a Gorn or a Romulan if they are plasma armed, and much like a Klingon if they are PPD armed. Don't be afraid to close the distance with an ISC starship as plasma exchanges are in your favor. Use your cloak to make the PPD useless if they have it and once in close proximity, show them how plasma really works.

General Tactic

The Romulan posses a fair number of transporters and boarding parties, especially on the Klingon conversion ships. Set your hit and run raids to hit the enemy transporters first. This will neutralize their ability to use H&R on you to take out your plasma.

Use the cloaking device while closing on your opponent; try to time your emergence from the cloak right when you're about to overrun them if you can. The Cloaking device, if used correctly, can bait your opponent to get in close where you are strong, and if not, it will help protect your ship from getting destroyed if they insist on staying at range.

201-04
EMPIRE: The Lyran Star Empire
Race: Lyran
Referred as: Lyran

FRIGATE CLASS
Maneuverability: Very Good
Firepower: Below Average
Weapon Arcs: Average
Durability: Poor
Shielding: Below Average

DESTROYER CLASS
Maneuverability: Good
Firepower: Average
Weapon Arcs: Average
Durability: Below Average
Shielding: Average

LIGHT CRUISER CLASS
Maneuverability: Above Average
Firepower: Average to Above Average
Weapon Arcs: Good
Durability: Average
Shielding: Average

HEAVY CRUISER CLASS
Maneuverability: Average
Firepower: Above Average
Weapon Arcs: Very Good
Durability: Above Average
Shielding: Above Average to Good

DREADNOUGHT CLASS
Maneuverability: Below Average
Firepower: Good
Weapon Arcs: Excellent
Durability: Good
Shielding: Very Good

BATTLESHIP CLASS
Maneuverability: Poor
Firepower: Very Good
Weapon Arcs: Excellent
Durability: Good
Shielding: Excellent

The Lyrans are a technologically advanced race, equal to the Federation in technology. They are unique in that they utilize a system called the Expanding Sphere Generator field (ESG), which is an offensive and defensive tool. The ESG works extremely well vs. races that like to use close-ranged attacks, like the Hydran, Klingon, Gorn or Romulan, as well as giving them an excellent tool vs. the missiles utilized by the Mirak, Klingons, and our own Federation vessels or the fighters of the other races, most notably the Hydrans and the Federation.

Their ships are typically average where maneuverability is concerned, and rely heavily on phasers and disruptors for their offensive power. The Lyrans are also the inventors of the first Pseudo Fighters (PFs) and use these instead of the fighters preferred by many of the other races. Pseudo Fighters (PFs) are basically small gunboats with excellent regenerative firepower similar to starships, but much cheaper to build. PFs carry minimal shielding along with disruptors and phasers and are larger then the fighters used by those other races.

A flotilla of six of PFs easily equals the firepower of a Dreadnought at closer ranges, but costs a fraction of the resources to build. To get these gunboats into combat, the Lyrans developed the Pseudo Fighter Tender as well as a special system called the Mech Link. The Mech Link is a based on the tractor beam and enables some of their regular starships to also carry a few PFs into combat. The primary weapons of the Lyran starship are the disruptor and phaser 1, in Addition to these weapons; they use the ESG, phaser 2, and phaser 3.

General

Read the Klingon tips for engagement of the enemy when it comes to the use of your disruptors and phasers. Ignore any reference regarding missiles. You have an excellent defensive system, when fighting other races that have fighters and or missiles, in your ESG. Many players like to use the ESG as a space born battering ram, but this isn't always its primary purpose. When faced with Plasma armed races, such as the Hydrans or the Federation, use of the ESG in an offensive capacity is a good idea, but for most other races it's best to keep it for defense .

If you have access to pseudo fighters, use them to harass your opponent while your warship destroys the opponent. When faced with fighters, use those pseudo fighters to engage their fighters and deal with the enemy warship yourself, which will typically be inferior to your own.

201-05
Empire: The Hydran Kingdoms
Race: Hydran
Referred to as: Hydran

FRIGATE CLASS
Maneuverability: Very Good
Firepower: Below Average
Weapon Arcs: Very Good
Durability: Average
Shielding: Below Average

DESTROYER CLASS
Maneuverability: Good
Firepower: Average*
Weapon Arcs: Good
Durability: Above Average
Shielding: Average

LIGHT CRUISER CLASS
Maneuverability: Average
Firepower: Above Average*
Weapon Arcs: Good
Durability: Above Average
Shielding: Average

HEAVY CRUISER CLASS
Maneuverability: Average
Firepower: Good*
Weapon Arcs: Very Good
Durability: Very Good
Shielding: Good

DREADNOUGHT CLASS
Maneuverability: Below Average
Firepower: Good*
Weapon Arcs: Excellent
Durability: Excellent
Shielding: Very Good

BATTLESHIP CLASS
Maneuverability: Poor
Firepower: Very Good*
Weapon Arcs: Very Good
Durability: Outstanding
Shielding: Excellent

The Hydran starship is the master of the knife fight, specializing in fighting an opponent at close range. Their starships are built extremely well and are capable of taking substantial internal damage before they lose critical systems. Although other races carry fighters, the Hydrans are unique in that MOST of their starships carry fighters to some degree, making them dangerous opponents while their fighter compliments are still available in combat.

Without their fighters though, their ships are slightly outclassed by their typical opposite number, class for class. The Hydrans have two unique weapons available to them called the Fusion Beam and Hellbore Cannon. The

Fusion beam is meant to be used at very close ranges and is the primary heavy weapons used by their fighters. To compliment their Fusions, the Hellbore Cannon a long ranged heavy support weapon they developed and is carried on their heavier fighters. Also invented by the Hydrans is the Gatling phaser (Phaser G), a rapid-fire phaser 3, which is an excellent defensive phaser vs missiles and other fighters. This weapon is also utilized on their fighters.

Fighters are meant to harass and break up an enemy's fleet formation and allow their supporting ships to destroy them piecemeal. Hydrans basically come in three varieties: Fusion and fighter armed starships for close combat; Hellbore armed starships (with few fighters) for long-distance support, and ships armed with both types of weaponry for a more balanced approach also carrying fighters. Despite 80% of their ships being capable of carrying fighters, the Hydrans also developed pure fighter carriers. Where their Hybrid carriers were designed to go into combat along with their fighter compliment lending support, the Hydran carrier isn't as capable in combat as their standard ships. The primary weapons of the Hydran starship are the fusion beam, hellbore cannon, phaser 2, and phaser G. Secondary weapons are the phaser 1 and 3.

* Firepower is for starship only. If there are fighters present, this can be a one or even two-step increase in score.

Vs Federation
The primary tactic to use against the Federation is the overrun. Although your fighters can and will be effective, it's best to launch your fighters as a secondary attack. Close rapidly toward the Federation starship, at 10k launch your fighters; by the time you have finished you should be able to run over the Federation with overloaded weapons opening up at least one shield. The fighters will keep the Federation busy as you extend and rearm, repeat as needed. If you have hellbores, you can move away and use the Hellbore to pick the Federation apart as it deals with the fighter.

Vs Klingon
This is similar to the tactic used against the Federation if the Klingon has only a small number of missile launchers available to him. If not then you may want to

keep your fighters close to you, possibly even tractoring them for added point defense as you engage the Klingon. Except for their late era ships, the Klingon is vulnerable to the Hellbore due to its weak rear shields, use that to your advantage.

Vs Gorn or Romulan
These two races are probably the hardest empires to face, with the possible exception of the ISC. That is because their plasmas and even shielding combined with their typically superior phaser 1s can be a very tough combination to overcome. Use massed fighter attacks combined with scoring against a specific shield to allow fighter born hellbores or ship born hellbores to do their work.

Vs Lyran
The Lyran is nearly the equal to the Hydran when it comes to fighting in close. Use your fighters to overcome their strong shields and keep them on harassment mode to keep them outside of the ESG radius. Once a shield is breached, close and use hit and run teams to destroy their ESG capability, once that is done, they are no match for you.

Vs Hydran
The key to winning here is to destroy his fighters before he destroyers your fighters. Either send your fighters to engage his fighters or destroy them yourself if he launches too early. Hellbores are a VERY efficient weapon for destroying fighters, so use them.

Vs Mirak
The Mirak are much like the Klingons, missile defense is your primary concern. In your fighters you have an excellent point defense force, allowing you to use most if not all your weaponry against the Mirak, where you usually have the edge in weaponry. Once the Mirak runs out of missiles, your efforts will be much easier.

Vs ISC
The fighter is the ISC's biggest weakness. Exploit it, overwhelm the ISC opponent with fighters and victory is yours. Concentrate on using your fighters to engage and tie up the ISC's weaponry, and pound him as quickly

and as powerfully as you can. Be careful though, because once your fighters are gone, the ISC, like the other stronger plasma races, has the advantage.

201-06
EMPIRE: The Gorn Confederation
Race: Gorn
Referred as: Gorn

FRIGATE CLASS
Maneuverability: Good
Firepower: Below Average
Weapon Arcs: Very Good
Durability: Average
Shielding: Below Average

DESTROYER CLASS
Maneuverability: Average
Firepower: Average
Weapon Arcs: Good
Durability: Average
Shielding: Average

LIGHT CRUISER CLASS
Maneuverability: Average
Firepower: Average to Above Average
Weapon Arcs: Very Good
Durability: Above Average
Shielding: Average

HEAVY CRUISER CLASS
Maneuverability: Below Average
Firepower: Above Average to Good
Weapon Arcs: Very Good
Durability: Very Good
Shielding: Good

DREADNOUGHT CLASS
Maneuverability: Poor
Firepower: Very Good
Weapon Arcs: Excellent
Durability: Excellent
Shielding: Very Good

BATTLESHIP CLASS
Maneuverability: Very Poor
Firepower: Excellent
Weapon Arcs: Very Good
Durability: Excellent
Shielding: Excellent

Of all the races, the Gorn are probably the least maneuverable. They don't rely on fancy systems or fancy tactics to survive while they obliterate their enemy; they just build tough, straightforward warships. They compensate for their rather direct approach to combat by utilizing strong plasmas combined with phaser 1s with extremely good weapon arcs. Sneaking up on a Gorn from a particular direction in the hopes of not facing his weapons, despite its lack of nimbleness is impossible. Also to offset their plodding maneuverability, Gorn ships use reinforced hull plating and superstructure to give their starships a toughness rarely seen in other starships. In addition to this famed ability for absorbing damage, their shielding is also some of the best seen on any starships.

Initially the Gorns didn't carry very heavy plasma torpedoes, relying primarily on phasers to engage their typical antagonists the Romulans. But once the Romulans began receiving the Klingon hull classes and developing better starships of their own, the Gorns were forced to refit their ships with heavier plasma torpedoes and even better weapon arcs, significantly increasing their firepower. The Gorn plasma torpedo used in later era starships, is mounted on a special device they developed called the swivel mount, this enables them to fire their plasma within a very wide arc.

Like the Romulans and Lyrans, the Gorns also developed Pseudo Fighters (PFs) to counter the Romulan's powerful gunships. The Gorn also employ the use of the Pseudo Fighter tender; to get their plasma armed gunships into combat. The primary weapons of the Gorn are the Plasma S, G, and F, as well as the phaser 1. Their secondary weapons are the plasma R, plasma D and phaser 3.

Vs Federation
While technically an ally, some border skirmishes still occur. Use your ECM advantage to provide as much

defense against photons as possible. Try to keep the range at about 15. Employ the broadside tactic and try to get to his rear arc. Once there, stick to him like glue in this position. The Federation ship is very weak in the rear as far as weapons are concerned. You are just as maneuverable and can easily stay on his tail. Use the plasma in single shot volleys and knock down a shield or two. If two shields are down and at least two more are damaged, shift to the shredder tactic. Otherwise, use opportunity fire with the Phasers on a down shield.

Vs Klingons

This is not an historical enemy but is probably one of your toughest foes. Use an ECM shift in your favor to neutralize his disruptors. He will typically fly fast and away from you so use the Phaser Enema to effect. Hold back the plasma for sure shots. Keep near speed 20 and use the Shuttle Swarm to counter missiles. The Klingon ships are tough, but that glass rear shield is their weakness. The Phaser is most effective on Klingons.

Vs Romulans

The traditional enemy of the Gorn, fights with Romulans tend to be long and drawn out affairs. Use T-Bombs to utilize the flashcube effect to get some plasma shots in. Try to keep at least range 5 or better at all times and keep your speed near 20. This way if he uncloaks you can scoot out to a distance that neutralizes the heavier plasma he possesses. Once he is damaged and you are sure he has no plasma, go for the anchor to keep him from cloaking and fleeing.
Vs Gorn
Similar to fighting the Romulan, neither side can get to close due to the power of the other side's plasma. These fights typically are a bloodbath in the end, but this is the kind of fight the better captain can win. Try to keep your speed near 20. Use the Broadside tactic and mix it with the shuttle swarm. Once he is damaged and you are sure he has no plasma, go for the anchor to keep him from fleeing.

Vs Lyrans

Against the typical Lyran player, this is an easy fight. They will seek to close to use the ESG as a ram plate. Just go to the broadside tactic and nail them as they come. Against the advanced players, the Phaser will be the

only weapon for a while, and it will take a while since they have better shields than their Klingon allies. If they do keep closing, fire plasma so it hits BEFORE the ESG gets to you. When you have a downed shield, fire all Phasers. You are hoping to disrupt their weapons on their pass.

Vs Hydrans

The first things you will have to deal with are their fighters. Begin by loading your plasma as shotgun. This will knock the fighters out early. Without the fighters in a BPV match, the Hydran ship is much weaker than yours. Against the Ranger, just move to the Broadside and keep him at range.

Vs Mirak

The tactics used against the Klingon will typically work against the Mirak as well. If the Mirak becomes too prolific with his missile use, use your tractor beams and your superior number of phasers to take care of them, once the Mirak is out of missiles, he's easy pray for your plasma.

Vs ISC

Fighting the ISC is much like fighting either a Gorn or a Romulan if they are plasma armed, and much like a Klingon if they are PPD armed. Don't be afraid to close the distance with an ISC starship as plasma exchanges are typically in your favor. PPD can be very dangerous to you, so you must close as quickly as possible, once within range 4, PPD is useless. You can now show them how plasma really works.

General Tactic

The Gorn posses a fair number of transporters and boarding parties, with the Gorn CA, for example, having three transporters. Set your hit and run raids to hit the enemy transporters first. This will neutralize their ability to use H&R on you to take out your plasma.

201-07
Empire: The Mirak Star League
Race: Mirak
Referred to as: Mirak

FRIGATE CLASS
Maneuverability: Excellent
Firepower: Average*
Weapon Arcs: Average
Durability: Below Average
Shielding: Below Average to Average

DESTROYER CLASS
Maneuverability: Very Good
Firepower: Above Average*
Weapon Arcs: Average
Durability: Below Average
Shielding: Average

LIGHT CRUISER CLASS
Maneuverability: Good
Firepower: Above Average*
Weapon Arcs: Average
Durability: Average
Shielding: Average

HEAVY CRUISER CLASS
Maneuverability: Average
Firepower: Good*
Weapon Arcs: Above Average
Durability: Above Average
Shielding: Good

DREADNOUGHT CLASS
Maneuverability: Below Average
Firepower: Very Good*
Weapon Arcs: Good
Durability: Good
Shielding: Very Good

BATTLESHIP CLASS
Maneuverability: Poor
Firepower: Excellent*
Weapon Arcs: Good
Durability: Very Good
Shielding: Excellent

The Mirak starship is a master of the expendable throw away weaponry. They favor the use of missiles, a lot of missiles! Their ships are of average maneuverability when compared to their opponents however. Typically their frigates carry more missiles then the Federation or Klingon Heavy Cruisers or even Battlecruisers. This only gets more troublesome the larger the Mirak ships get, with their Dreadnoughts and Battleships carrying more missiles then the Starbases of the Klingons.

The Mirak were also the first of the races to incorporate pure carriers, primarily so they could get even more missiles into space to overwhelm and destroy their opponents. However, with a few exceptions, once their missile armament is expended, their starships are weaker offensively than their counterparts. Defensively, they too developed the Anti-Missile Defensive system, rending themselves practically invulnerable to missile attacks. In addition, their respectable, well-balanced shielding can absorb damage to protect their internal structure.

Their fighters, while carrying missiles, can also be disruptor and phaser armed. The primary weapons of the Mirak starship are the missile, disruptor, and phaser 3. For secondary weapons, they carry phaser 1s and 2s.

* Firepower include missiles in their rating, once missiles are exhausted, this rating can be one or even two-steps reduced in score.

General
Everything about how the Mirak fight is about getting as many missiles active at one time as possible. The idea is to overwhelm your opponent so he cannot use his weapons against you. At the very least, this lets you use what few energy weapons you have without danger of them using their weapons against you; at the best, you use your missiles along with your other weapons to destroy your opponents.

Everything about your ships is geared for getting missiles out to the enemy; if you exhaust your missiles then you are in a lot of trouble because all races, with the possible exception of the Hydrans will out-gun and out-power you. So learn to use missiles effectively. If you need to use

your missiles to keep opponents away, then do so. If you need to use your missiles to tie up weapons, then use them as such. If you need to use your missiles to destroy your opponent, then gear your tactics that way too.

201-08
EMPIRE: The Interstellar Concordium
Race: Varied
Referred as: ISC

FRIGATE CLASS
Maneuverability: Above Average
Firepower: Average
Weapon Arcs: Average
Durability: Below Average
Shielding: Average

DESTROYER CLASS
Maneuverability: Above Average
Firepower: Average
Weapon Arcs: Average
Durability: Average
Shielding: Average

LIGHT CRUISER CLASS
Maneuverability: Average
Firepower: Good
Weapon Arcs: Good
Durability: Good
Shielding: Good

HEAVY CRUISER CLASS
Maneuverability: Below Average
Firepower: Very Good
Weapon Arcs: Very Good
Durability: Good
Shielding: Very Good

DREADNOUGHT CLASS
Maneuverability: Poor
Firepower: Excellent
Weapon Arcs: Very Good
Durability: Very Good
Shielding: Excellent

BATTLESHIP CLASS
Maneuverability: Very Poor
Firepower: Outstanding
Weapon Arcs: Very Good
Durability: Excellent
Shielding: Excellent

The ISC, like the Lyrans and the Federation, is a technologically superior race. Because of this, and due to their nature, they studied in detail the ships utilized by the known races and designed their ships to be superior to them in many ways.

Although ISC ships are average to below average where maneuverability is concerned, they are typically better shielded and armed than their opposite number. They are also unique in that they are the only race to employ the Plasmatic Pulsar Device in addition to using their phasers and plasma torpedoes.

Like the Federation, the ISC is rich in resources and developed their own version of the carrier as well as their own fighters. Their carrier groups when combined with their regular warships are a very frightening sight, and cause their opponents great trepidation.

Their ships come equipped with superior weapon arcs to the front and side, but are very vulnerable to the rear, so they developed special tactics and defensive systems utilizing the Plasma F torpedo, called the Plasma I, which enables them to fire specially controlled plasma Fs to their rear and rear quarter area of their ships. When utilized in fleet formations, this makes them extremely difficult to engage.

The ISC feel it is their duty to save the galaxy from the insanity of war, and their warships are designed to enable them to achieve this task. The primary weapons of the ISC are the Plasma S, G, and F, as well as the phaser 1. Secondary weapons include the PPD, Plasma R, I, and D along with the phaser 3.

Vs Federation
Only difficult to deal with when they field carriers with large number of fighters. Concentrate on the carriers.

Vs Klingons or Mirak

This is why the engineering department provided the "D" refit. Target the ships with long-range disrupters. The only realistic time to use a PPD against shuttles is against a Klingon fleet with 37 scatter-packs. Wild weasels should ALWAYS be kept ready.

Vs Lyrans

Closing can be painful due to the ESG. Otherwise similar to Klingons, target ships with long-ranged disruptors.

Vs Hydrans

Hydrans are a real pain. There will be lots of HBs present and lots of fighters. Do not close with them. Hydran fighters can overwhelm you, and the fusions will make you miserable. Distance must be kept beyond range 3. Key targets are the HB ships for their long distance weaponry. Since ships are carriers, there is no single carrier to target as the solution to the fighter problem. Therefore, kill the fighters, quickly.

Vs Romulan

Similar to Gorn, fly at speed 20+. The direct fire capabilities of the PDD work to your advantage. Pick on ships with the largest torpedoes. Watch for cloaked ships trying to get behind the echelon. Look for R-torpedoes and concentrate on them.

Vs Gorns

Speed is critical; fly at speed 20+. The direct fire capabilities of the PDD work to our advantage. Pick on ships with the largest torpedoes.
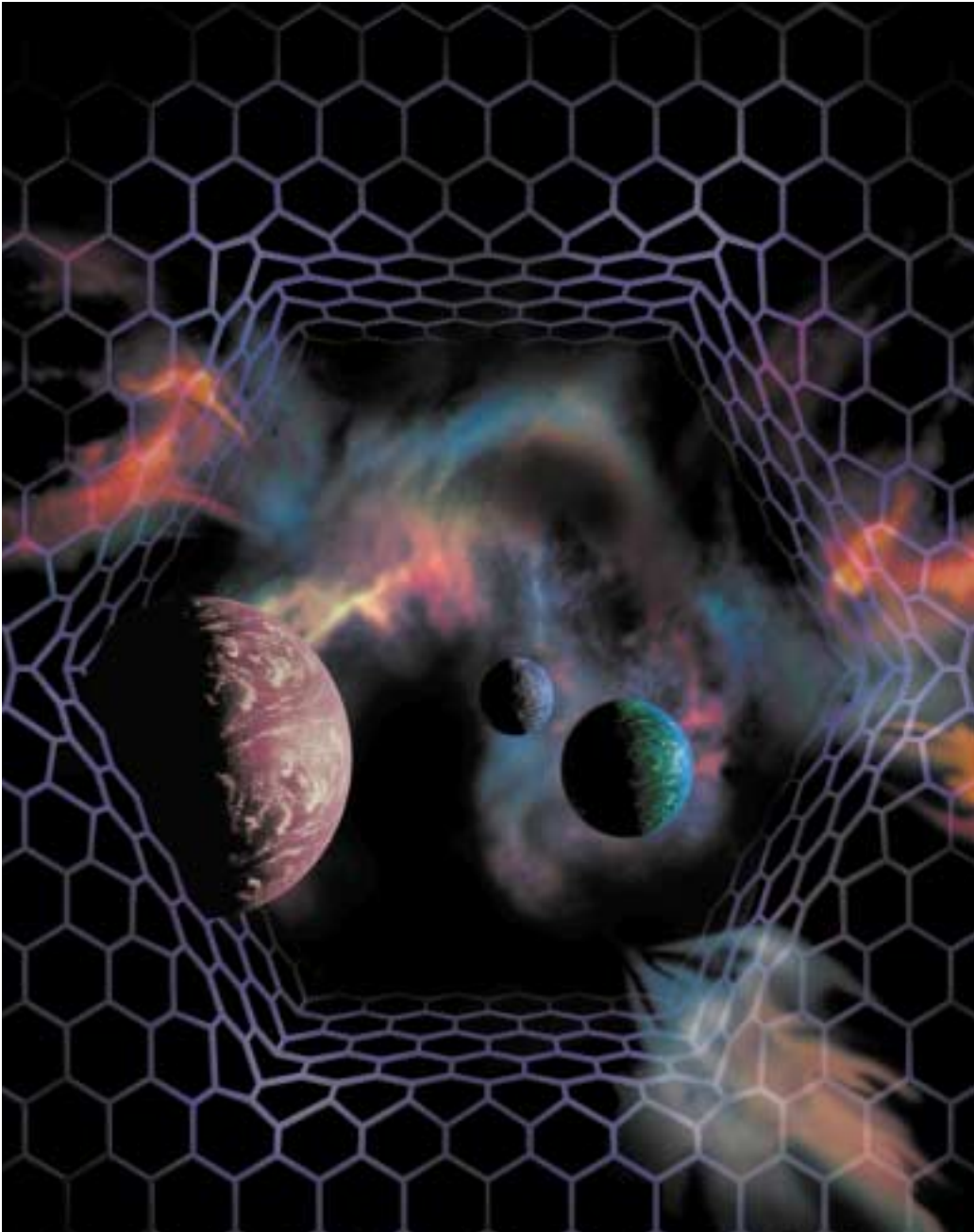
Note: The scores given for the starship types are based on using the Federation Heavy Cruiser as the median.

About the Author

For the last year, Dennis J. Greene aka SFCShadow, has been involved pretty deeply within the Starfleet Command community. He has spent much time and energy in trying to provide players who enjoy this game the ability to enjoy it to its maximum potential.

Dennis's love of writing and sharing lead to the start of the popular online fanzine Hailing Frequencies (http://hailingfrequencies.tripod.com). Teaming up with Ed Crisler, they developed a way to inform players in the community how to play and play well, as well as great information about not only Starfleet Command, but also Starfleet Command II.

Dennis has also written the complete Strategy Guide for Brady Games, which should be an excellent addition and reference for any player of Starfleet Command II. If you want a greater understanding of this game beyond this simple "New players survival guide," look for it on store shelves where you purchased this great game!

NOTES

NOTES

NOTES

MN-C95-1185-O