LET'S PLAY...
STAR FLEET BATTLES

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STAR FLEET BATTLES is a game of starship combat. Each player commands one ship (experienced players learn to command several), and the general idea is to destroy the other player's ship without losing your own.

Let's play a sample turn of *STAR FLEET BATTLES,* using the rules and ships from the *CADET TRAINING MANUAL.* The Cadet manual is specifically designed to teach you the game, and opens the doors to the entire Star Fleet Universe.

Here is your ship, the Federation heavy cruiser (CA) *Eagle.* The first action in each turn is to determine how much energy you have available. In this case, you can see the 16 boxes of warp power, two impulse boxes, and two APR (auxiliary reactor) boxes, for a total of 20 points of power.

A Klingon D7 is out there, so arm the weapons! Two points of warp energy go into each photon, and three points go into phasers. This leaves 12 points of warp and one point of impulse, for a total speed of 13, fairly fast for a cadet ship.

As you can see in the map in the above right corner, your ship is maneuvering toward the Klingon. As you can see on the turn mode chart above, at a speed of 13 your ship has a turn mode of 2 at this speed, meaning that it must move two hexes forward in a straight line before it can turn. The cadet game turn is divided into 16 impulses, and your ship will move during 13 of these, not moving during Impulses #1, #6, and #11. The map shows only part of the action during the game turn, during which you moved toward the Klingon, turned across his bow, and achieved the position shown by the counter on Impulse #7.

During each impulse, you will have the opportunity to fire your weapons. At the particular point shown on the map (which is Impulse #7), you have two possible targets, the Klingon ship and a nuclear-armed drone which is maneuvering to hit your ship. You will engage both targets.

Note the small six-pointed firing arc diagram above the ship, indicating the six possible arcs into which weapons can fire.

The drone will be engaged by phaser #2, the left side phaser. Note that this phaser can fire into the three 60° arcs designated LF (Left Front), L (Left), and LR (Left Rear), and that the drone is in the Left Front firing arc. To fire a Phaser-1, you will of course use the Phaser–1 Table, which is shown below:

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6– 8	9– 15	16– 25	26– 50	51– 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

You roll one six-sided die, and the result is a 4. As the drone is three hexes away (range 3), you cross-index the die roll with the range to determine that the phaser scored 4 damage points on the drone. Since a drone is killed by 4 damage points, the drone is destroyed and will not threaten your ship again.

Now we will fire at the Klingon ship itself. There are two phasers (#1 and #3) able to fire on the Klingon, which is in the Right Front
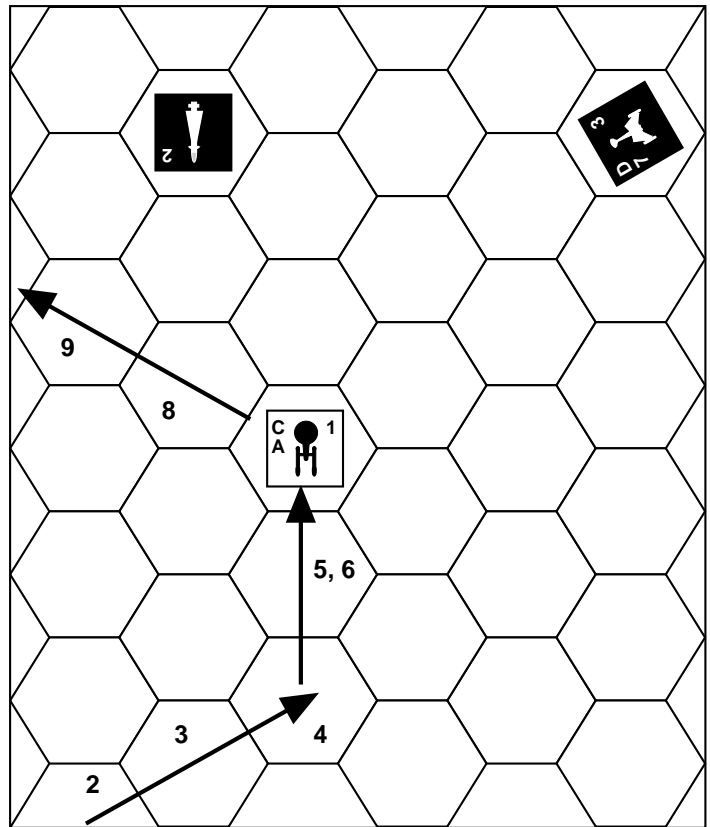
firing arc. (Note that phaser #2 could not have fired at the Klingon ship in any case, since it cannot fire into the RF arc.) Roll two dice, one for each phaser. You get a 1 and a 5, scoring (at range 4, as you can tell by the map) 8 damage points.

Now for the photon torpedoes! These work differently than phasers. If they hit, they will do 8 damage points regardless of the range (up to a maximum of 30 hexes).

PHOTON TORPEDO TABLE

RANGE	0–1	2	3–4	5–8	9–12	13–30
HIT	NA	1–5	1–4	1–3	1–2	1
DAMAGE	NA	8	8	8	8	8

You roll one die for each photon, with results of a 2 and a 3. Since both of these results are within the hit range (1-4) for this range, both have hit! This scores another 16 points of damage on the Klingon D7, for a total of 24.

Notice from the map that the Klingon ship's #1 shield (the one covering the 60° hex side facing forward) is facing your ship. This shield stops the first 16 points of damage you caused, but is now "down." The Klingon also used the reserve power from his two batteries to block another two points of damage, leaving six to be resolved internally. This damage is resolved by die rolls on a Damage Allocation Chart, destroying two hull boxes, two engine boxes, and two other boxes, which you can see marked on the SSD. Note that one drone has been fired from the rack.

Having inflicted severe damage on the Klingon ship, you now turn 60° away from him and move out of his range. The Klingon retreats, giving you control of the star system!