# Star Fleet Combat Simulator

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# Introduction

## Origin of Source Data:

Early in the year 1989, the Department of National Defense detected a strange magnetic disturbance in a remote area. To investigate the nature of the anomaly, the government contracted the services of an international consulting firm.

Because of the unique nature of the disturbance, the firm sent an exploration team made up of their three most senior and experienced specialists. The three members parachuted into the heart of the disturbance area and made an astonishing discovery!

A clearing in the dense bush pointed to the entrance of a network of caves formed out of the solid foundation of rock. Upon entering the caves, the trio followed the magnetic disturbance to an underground cavern, apparently of 'natural origin'. Further investigation of the cavern uncovered the existence of a large metallic-like 'pod' made from an unknown substance!

Because of National Security interests, the details of the events that followed have become classified. However, it is widely rumored that the metallic-like pod is a time traveling device once belonging to a researcher from the 26th century.

Contained in the pod's computer system is a wealth of historical and technical information from the 26th century! This data is furiously being decoded by our dedicated research team. The Star Fleet Combat Simulator is the first portion of decoded material available to the public that allows you to experience starship combat of the future, today!

## Background

The decoded material included here is from the period 2210 - 2300.

## Summary of Order of Play

Here is a brief summary for those Captains who wish to start playing Star Fleet Combat Simulator (SFCS) immediately. It is possible to read this summary within SFCS's Help files. If you find the information below cryptic read the expanded Order of Play below for complete

information.  The Glossary below contains definitions for all **bolded** words.

SFSC is divided into scenarios where each scenario is a separate assignment or mission with its own specific conditions for success and/or victory.  *The object of the game is to success-fully complete each* **Scenario Objective** *while incurring as little damage to your ship and crew as possible.*

Each scenario is divided into **Time Segments.**  At segment #1, the Captain (that's you) has the option to adjust the initial **Power Distribution** settings. (Many settings are computer controlled in this Beta version.)

During each subsequent segment, you will command your ship to take certain actions, such as moving or firing weapons.  To move, select the **Movement** Button and to fire weapons select the **Combat Button**. (By moving the mouse cursor on screen over each button its name is displayed just above the **Status Message Box**.)

To continue the game press the **Next Segment Button**.  In this manner, all ships will move proportionately to each other based on their speed while still giving each ship an opportunity to fire every segment.

**Weapons** can fire any segment by selecting the combat button then the **Fire Weapons Button**.  A form is displayed showing available weapons.  When selecting a **Target,** available weapons in that **Arc** are displayed as well the **Range** from **Source** to that target.  When selecting a weapon, it's **Damage Range** and **Probability to Hit** are shown.  Press the Fire Button when finished.  After a weapon has fired it must recharge.  **Phasers** take 12 segments while **Photons** require 24 segments to recharge.

The **Unit's System Display** records all **Damage**.  As a ship takes damage in combat it is first applied to the **Facing Shield**.  When all boxes of that shield are destroyed further damage is applied as **Internal Hits**.  Destroyed systems are marked **Red**.  Weapons that are recharging are colored **Yellow**.  Play continues until your ship has taken so much damage that you attempt to escape off the map (**Disengage**) or are destroyed.  Damage taken is applied instantly and may affect ship systems.

Play proceeds until your unit is destroyed or disengages.  When this occurs the **Mission Results Screen** is displayed.

## Glossary of Terms

Throughout this manual all words that are **bolded** have a special meaning within the context of SFCS.  See below for those definitions.

**Barrier** - Currently, every scenario in SFCS is played on a fixed map where the border is the edge of the screen.  Later, floating maps will be supported with the ability to zoom in and out

revealing more or less detail.

**Button Name Box** - This box in the Message Area displays the name of the button or unit that the mouse cursor is currently positioned over.

**Combat Button** - Main-level button that activates the sub-level button Fire Weapons.

**Control Buttons** - Graphical images along the left hand portion of the display that allows Captains to enter commands and control the course of play.

**Damage** - Hits recorded on a USD whether against shields or recorded as internals.

**Damage Range** - Minimum and maximum amount of damage that a weapon will cause at the current Range to the Target.

**Disengage** - Disengage means leaving the area of space represented by the scenario map. To disengage, you must leave the map through the designated side of the screen. Check the initial Scenario Objective for instructions on disengaging for that scenario.

**Experience Points** - Are points given to your ship that represent the level of difficulty of the scenario and cumulative benefit of experience gained by your crew. Later, as the ability to save your crew is incorporated, you will be given the option to use experience points to buy Legendary Officers (ex. Weapons Officer, Captain, etc.) These Legendary Officers will come with certain special abilities that enhance your ship's combat or scientific potential giving your vessel it's own personality.

**Hex** - Unit of space representing approximately 10,000 km in diameter.

**Hits to Destroy** - Number of damage points that unit will take before being destroyed.

**Facing** - Is the direction a unit is pointed in. When facing is towards the top of your monitor its Facing is 'A'. Facing ranges from 'A' to 'F' and is common to all hexagonal map games.

**Facing Shield** - To calculate which shield is hit during combat, draw an imaginary line from the source to the target. When the line is along the hex grid, there is an ambiguous situation that the computer automatically resolves. (It considers both units speed and current facing to arrive at its decision. As these situations occur watch what happens.)

**Fire Orders!** - Requester for targeting weapons on enemy units.

**Fire Weapons Button** - Shown after Combat Button selected. Press this button and Fire Orders! Requester appears.

**Firing Arcs (or Arcs)** - Can be seen on any USD. Arcs are calculated relative to the current facing of the source vessel.

**Internal Hits** - Damage that penetrates shields and is scored against all ship systems.

**Main-Level Buttons** - Located just below the Speed and Time Segment buttons.  This is the main control area.  Current options include Movement and Combat.

**Message Area** - Contains Status Message Box and Button Name box.

**Movement Button -** Main-level Button that activates the sub-level buttons to control ship.

**Next Segment Button -** Located in the Speed and Time Segment Area and graphically represented as an hour glass.  To continue press this button.

**Phase** - A subset of a segment. Represents a point where command orders are giving to execute specific functions on a ship. (Ex. Movement, Firing, etc.)

**Phasers** - Energy weapon used by many starships to inflict damage on enemy vessels.

**Photons** - High energy weapon used only by the Federation.  Requires a longer recharge time than Phasers and either hits (causing 8 points of damage) or misses.

**Power Distribution** - Located in the Speed and Time Segment Area and graphically represented as two ships.  Press this button when unshaded to manipulate the Power Distribution for your vessel.

**Probability to Hit** -  This value, expressed as a percentage, shows the likelihood of a hit.

**Range** - Distance from **Source** to **Target**.

**Red** - USD systems marked red are destroyed and unavailable for the remainder of the scenario.

**Scenario Objective** - Represents your specific mission for that scenario. You may establish your own agenda, but, this may endanger your vessel unduly and could result in it's destruction.  You are the Captain and the option is yours.

**Segment** - Each segment currently represents about 10 seconds of real time relative to the occupants of each vessel.  Each segment is divided into phases where instructions for piloting the starship are made. (Ex. Movement, Combat, etc.)

**Speed and Time Segment Area** - Located at the top left hand part of the screen.  Two buttons are located here. (Power Distribution and Next Time Segment).  Also contains information about the current segment, current ship speed, current Turn Mode at that speed, and status of weapons.

**Source** - Unit that is firing.

**Status Messages (or Status Message Box)** - Displays information regarding damage inflicted or suffered. Information is contained in a history buffer that can be checked at any time.

**Sub-Level Area** - Located just above the Message Area.  Contains buttons that give further choices to the button chosen in the Main-Level Area.  (Ex. for Movement button further choices include Straight, Slip Left or Right, etc.)

**Tactical Display** - Map showing a two-dimensional representation of the surrounding space.

**Target** - Unit that is being selected by source to fire weapons at.

**Time Segment or 'Segment'** - Represents 10 seconds of real time for starship personnel. Later this will be changed to finer gradations (i.e. 5 seconds) when larger ships are added that can attain higher velocities.

**Turn Mode** - As a ship's speed increases, it becomes more difficult to turn, therefore, the greater the speed, the greater the Turn Mode.  Each starship must travel a certain number of hexes forward before given the option to turn.  This is reflected in the Turn Mode of the ship.

**Weapons** - Phasers, Photons and Drones.

**Unit** - Icon representation of friendly and enemy units on the **Tactical Display.**

**Unit's System Display (USD)** - Graphical representation of starship showing available systems, destroyed systems, recharging weapons, firing arcs and containing context sensitive Help.

**Yellow** - Weapon systems marked yellow are recharging and are currently unavailable to fire.


# Order of Play


Star Fleet Combat Simulator is a game of starships.  This version pits you against the computer, flying a single starship in various scenarios.  (Later a two player option will be added and scenarios will be expanded into full campaigns.)

SFSC is divided into scenarios where each scenario is a separate assignment or mission with its own specific conditions for success and/or victory.  *The object of the game is to success-fully complete each* **Scenario Objective** *while incurring as little damage to your ship and crew as possible.*

After loading your first scenario you will notice the screen broken up into two areas:
1.    The **Map Area** on the right
2.    The **Control Area** on the left.

**Map Area** - This area, called the **Tactical Display,** graphically represents all detected units in space.  Your ship is displayed as an icon on this hexagonal map with each hex representing about 10,000 km's of space.  By clicking on each unit further information can be displayed. Game play occurs on this map that is bounded by a **Barrier**.  Units attempting to move into the Barrier will suffer 5 points of **Damage** to the facing shield.

**Control Area** - This part of the screen displays a large number of controls that allow Captains to control their starships.  It is divided into 4 areas:
1.    At the top is the Speed and Segment **Control Buttons**
2.    Then the Main-Level Buttons (Two are active, Movement and Combat)
3.    Below that is the Sub-Level Buttons (Depending on the Main-Level Button depressed additional buttons are displayed giving further options
4.    At the bottom is the Message Area containing the **Button Name Box** and the **Status Message Box**

You will notice that a number of control buttons are shaded.  These buttons are not active and will become active in later versions.  When the mouse cursor is placed over one of the active buttons a description is displayed in the Message Area.

## Decision Phases

The fundamental unit of game play is a **Time Segment**.  Each time segment is further subdivided into **Decision Phases**.  This version contains three active Decision Phases, **Power Distibution**, **Movement** and **Combat**.  (Other phases will become active later such as **Marines**, **Seeking Weapons**, **Ship Systems**, etc.)

**Power Distribution Decision Phase**

On time segment #1, you can control the Power allocated to different systems. Initially movement can be controlled.  Your ship will continue at it's present speed until you change it or lose warp engine power in battle.  Because it takes time to power up and power down the warp engines, speed does not change instantaneously.  You will notice a slight delay from the time orders are given.  There is currently no acceleration or deceleration limits to speed changes.

Each scenario begins at time segment #1.  Each time segment currently represents about 10 seconds of real time (time relative to the occupants of each vessel).  Therefore the action that occurs over 6 time segments simulates the action occurring over 1 minute of real time.  This game is meant to be played slowly (like Chess), so think about your moves and plan

accordingly.

NOTE: The registered version allows the distribution of power to all ship systems.  The value of this is having more control over all ship functions (i.e. the ability to reinforce specific shields).  Planning and Tactical Strategy are your tools for success in this phase.

## Movement Decision Phase

Depending on your ship speed, this phase may be available every time segment, or not at all.  When a ship is required to move, it must move.  Select the Movement button and the following choices become available:

Straight       - Moves the vessel into the hex directly in front.
Slip Left       - Moves the vessel into the hex that is forward and to the left of the current hex without changing the facing of the ship.
Slip Right       - Moves the vessel into the hex that is forward and to the right of the current hex without changing the facing of the ship.
Turn Right       - Turns the vessel 60 degrees clockwise (one hex facing), then moves the ship forward one hex.
Turn Left       - Turns the vessel 60 degrees counter clockwise, then moves the ship forward one hex.

The objective of movement is to close the range with the enemy to unload your ordnance (i.e., fire your weapons); while at the same time limiting the enemy's opportunities to fire.

When moving, each starship must travel a certain number of hexes forward before given the option to turn.  This is reflected in the **Turn Mode** of each ship.

The Turn Mode for the Spartan Class Federation vessel is as follows:
      For Speed 1-7, Turn Mode is 1;     For Speed 8-16, Turn Mode is 2.

## Combat Decision Phase

During every time segment, whether your vessel moves or not, an opportunity to fire exists.  To skip this step simply press the Next Segment button.

To fire, press the **Combat Button** from the **Main-Level Button Area**.  Then press the Fire Weapons Button from the **Sub-Level Button Area**.  A requester is displayed showing all available **Targets** and **Weapons**.  As each target is selected additional information is displayed showing the **Range**, **Hits to Destroy**, and charged weapons that can fire in the **arc** of the target.  **Firing Arcs** are determined relative to the current orientation of the **Source**.

As you select a weapon further information is displayed such as the **Probability to Hit**, and the **Damage Range**.

Multiple targets can be fired upon simply by selecting different targets and choosing weapons for that target.  In this manner, some or all the weapons can be chosen and subsequently checked or changed to determine the best allocation of weapons to targets for that specific segment.

To fire the selected weapons at one or multiple targets, simply choose the Fire button on the **Fire Orders! Requester**.  By choosing the Cancel button, any weapons that were selected will be unselected and no weapons will fire. There is no penalty for choosing cancel and on the subsequent segment these weapons can be chosen and fired.

Available power is automatically calculated each time segment. As Captain, you must consider recycle times of systems and plan for their availability (i.e. phasers can fire every 12 segments, photons every 24).

Note: Different systems require different amounts of energy.  For example, charging a phaser requires 1 unit per time segment for 12 time segments.  Once charged, a phaser requires no more energy.  After firing, 12 segments must elapse before weapon is recharged.  (This Demo version automatically handles weapon charging so these details are not really necessary now.)

## Damage Resolution

Immediately after weapons are fired, **Damage** is recorded on the **Unit's System Display (USD)**. This is a diagrammed representation of a starship with labeled boxes representing each system.  As a ship takes damage in combat it is first applied to the **Facing Shield** then, after all the boxes of the shield are destroyed, further damage is applied as **Internal Hits**.  Destroyed systems are marked **Red** and are unavailable for the remainder of the scenario.  Weapons that have fired and are recharging are colored **Yellow**.  Play continues until your ship has taken so much damage that you attempt to escape off the map (**Disengage**) or are destroyed.  For your ship to become totally destroyed all system boxes must become red and your Residual Damage must be reduced to zero.  Ship systems are instantly affected by Damage taken. (Ex. Warp engine damage will reduce your speed, etc.)

Play proceeds until one of three things happens:
    1.              You are destroyed.

2.        You unsuccessful complete your **Scenario Objective** and disengage.
3.        You successfully complete your **Scenario Objective** and disengage.

When one of the three conditions above takes place, play will stop and the **Mission Results Screen** will be displayed showing your level of success.  Details are as follows:

**Name** - Ship Captain's Name.

**Experience Level** - Displays your current ranking in SFCS.  The only level attainable in this Demo version is Ensign.  (In the registered version, details of crew and ships can be saved therefore higher levels and command benefits are possible.)

**Experience Points** - Shows points gained by you and your crew during this scenario.  Higher levels are achieved by obtaining more points.

If you are destroyed, your crew dies, your ship is gone, and you will have to begin again with a new crew and ship.  Experience points are cumulative.  After each scenario, where you survive, your ship and crew can be saved. (This is disabled in the Demo Version.)  Scenarios can be played repeatedly with no limitations.

## Ship Systems

There are many elements that make up a starship in the 23rd century with Power and Weapons Systems representing important elements, however, certainly not all.  There are systems such as the Main Bridge that acts as a control center.  The ship's laboratories gather scientific data to determine the nature of the unknown.  Transporters are used to transfer people or cargo between friendly or enemy units.  Tractor Beams are used to capture or tow another unit.  Shuttlecraft are used to transport cargo or people or used as a platform to launch seeking weapons at an enemy vessel.  This represents a small portion of the additional features that are included in the registered version of Star Fleet Combat Simulator.

## Terrain

Space represents a vast expanse of nothingness.  However many natural phenomena have formed and with a Warp powered starship it is possible to encounter many such phenomena.  Black Holes, Nebulas, Gas Giants, Pulsars form part of intestellar space.

For life to exist, planets must also form part of this vast expanse.  Starship Captains should avoid moving into a hex occupied by a planet.  Warp class vessels of the Federation are not capable of landing on a planet and will therefore be destroyed by this action.

## Experience Levels

Ensign
Lieutenant
Lieutenant Commander
Commander
Captain
Fleet Captain
Commodore
Admiral
**Chief of Star Fleet Staff**

Don't expect to become a **Chief of Staff**.  This is an honorary designation that may later be opened up, but you will have to play an incredible amount of scenarios and be extraordinarily successful at each one of them.  Then again, who knows, you just might be the first!

# Border Races

## The United Federation of Planets (UFP)

The Federation is composed of many races including Terrans, Vulcans, Orions, Andorians, Tellerites, and more.  The United Federation of Planets was formed after the First Earth-Romulan War, 2161.  Realizing the need for a combined Star Fleet to deter any future threats, all planetary fleets were disbanded in favour of this new paradigm.  Mysteriously, many ships from the Orion Planetary Fleet soon disappeared only to later turn up raiding other Federation Planets for minerals, weapons systems and other tradable commodities.  This gave rise to the Orion Pirate Clan Fleets, but that's another story.

Soon after the United Star Fleet was formed, construction began on a new cruiser design known as the Constitution Class Starship.  Before these new cruisers were released, several smaller cruisers were constructed to test the design.  These prototypes were small and sparse in accommodations.  Consequently, they became known as Spartan Class Starships with the NSC designation.  Other Races initiated similar programs and border conflicts provided a unique opportunity to test their designs.

## The Klingon Empire

The Klingon Empire is composed of a main race, the Klingons, who represent about 30% of the total population and the subjugated races who comprise the other 70%.  The Klingon's hunger for combat represents the main reason why they have managed to create an Empire that rivals the size of the Federation.  By oppressing weaker races and combining their technology with their own they have managed to create a formidable fleet of fighting machines.  DSF (Deep Space Fleet) is the Klingon equivalent to the Federation's Star Fleet.

## The Romulan Star Empire

The Romulans are currently considered a minor power.  However, their delusions of grandeur launch them toward a stronger role in the known universe.

The first clash between the Romulans and Earth Forces took place in 2156.  This war, fought with primitive atomic weapons and armor shield systems, represented the first all out war in the known galaxy.  The Romulans, even though equipped with the Cloaking Device (which rendered their vessels invisible to enemy scanning), surprisingly had a distinct disadvantage because they fought without warp capable starships.  Within four years, at the Battle of Cheron, the Romulans suffered a humiliating defeat at the hands of Earth forces.  A short time later, a treaty was signed establishing the Romulan Neutral Zone between the Federation and the Romulan Empire.  Entering this Neutral Zone, for whatever reason, is considered an act of war!  All negotiating was conducted by subspace radio, without face-to-face contact, between the two parties.  This pact is known as the Treaty of Algeron.  Since this time their has been no contact with the Romulan Empire.

# Scenarios

## Scenarios #1 - Training Drill

These scenarios will train Starship commanders to become familiar moving and firing with their vessels.  The Captain must defend against a drone attack.  A drone is a missile-like seeking weapon capable of inflicting heavy damage on its target.

## Scenarios #2 - Training Attack

Similar to scenario above except a little more difficult.  Remember running away isn't so bad, if it keeps you alive!

## Scenario #3 - Convoy Raid

This Demo includes your first real scenario.  It is a depiction of what typically occurred between the Federation and the Klingons on border worlds.  Each race was rushing to establish relations with border worlds to influence them both economically and politically, thus increasing their Gross Domestic Production.  This is analogous to the economic expansion that occurred during Earth's industrial age.  While these events were not in themselves

reasons for all out war, they did foster enmity between the Federation and the Klingons until everything broke loose during the massive Inter-Galactic War (2293-2340). The events depicted here occurred 70 years before that conflict.

## Registered Version

The registered version of Star Fleet Combat Simulator includes the additional three scenarios below and combat ships from both the Klingons and the Romulans, with their respective weapons and technologies.

## Scenario #4 - The Duel

This scenario depicts a typical confrontation between two ships of any race. For whatever reason, all attempts to resolve the disputes have failed, therefore battle has become the only recourse to settle things. In this scenario you will choose from three races, (Federation, Klingons, and Romulans) and face an opponent of your choosing. The computer controls your opponent. In this manner, you can command a variety of ships and master strategies utilizing each race's unique technology. In addition, you will acquire Experience Points for successful battles and be promoted in rank.

## Scenario #5 - The Kobayashi Maru

This scenario challenges your problem solving ability in "a catch-22" rescue mission. A freighter is off course within Klingon territory. Your mission is to rescue the crew off the freighter. Sounds easy except three Klingon Battlecruisers await in ambush. What do you do? Stay the course and hopefully you'll survive, otherwise you'll be space dust!

## Scenario #6 - Balance of Terror

The Romulans are back and they have a new weapon, the Plasma Torpedo. Combined with their Cloaking Device they represent a formidable opponent. Choose the Federation or the Klingons against the Romulans.

NOTE: If you read Star Trek history, the Romulans do not get Warp Drive until about 2267 and this scenario is taking place around 2223. That would mean that the Romulan top speed would be 1 hex per eight segments. (As far as game play is concerned that would really suck!) To avoid sucking, we have improvised.

We have tried to remain as faithful to the Star Trek Universe as possible so we could have done two things. Not release the Romulans at this time, or (because they are so much fun to play with), create a conjectural ship that represents what the Romulans could have created if they did a little dealing with the Klingons sooner. (After all that is how the Romulans got warp drive and a large number of Klingon ships converted to Romulan spec. around 2267. This is

another story that we will expand on later so get the Registered version today and tell your friends.)  Live Long and Prosper.