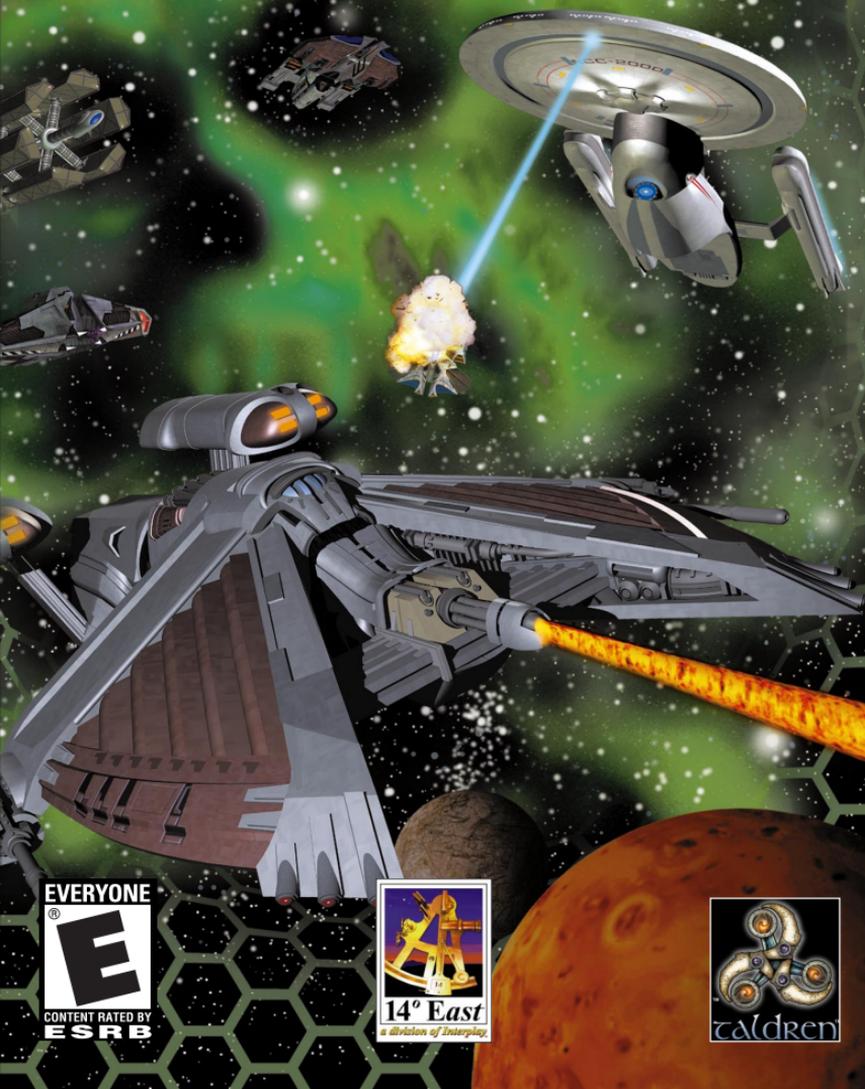


S T A R T R E K
STARFLEET COMMAND®

ORION PIRATES



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ESRB


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INTRODUCTION

Welcome to Starfleet Command™ Volume II Orion Pirates 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 Dynaverse II.

The Dynaverse II will allow you to play as a member of one of eight Pirate Cartels or one of the eight Empires, and your successes or failures will have a direct impact on the fate of your chosen group. In the online Dynaverse II, you will be able to join hundreds of SFC players as you try to help your group strive, during galaxy wide conflict.

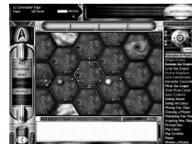
Starfleet Command was inspired by the board game Star Fleet Battles (SFB) from Amarillo Design Bureau. SFB has been a popular, long-running franchise since its beginnings in the "pre-movie" Star Trek years. Starfleet Command uses a great deal of the SFB material, but has also made some changes and enhancements; 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 YOUR CAREER

In SFC Orion Pirates, you will play as a member of one of eight cartels or one of the eight empires to help them conquer the stars and defeat the plans of your enemies.



Your own space in the galaxy.

To start your career in one of the eight empires of SFC Orion Pirates, 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 group 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.

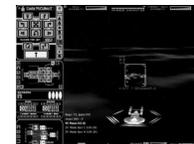
From the Campaign (also known as Dynaverse II) screens you can move your ship, pick missions to fly, buy ships, and many other things. While on the map menu, you can move your ship by Left-clicking into one of the hexes adjacent to the your current position.

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 28.

TAKING THE CONN

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.



Welcome to your new workspace.

The pace of the game may be changed; in single-player, games may be changed while in play by using the "I" and "J" keys. If you are new to the SFC universe or just prefer a more leisurely paced game, use the "I" 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 "J" 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 51] 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 commands are handled using the Helm Officer multi-function display (MFD) [see page 40].



Special Movement is controlled via the Helm Officer Display.

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 overshoot. 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. There is a 1/4-turn delay between ordering of EM and the beginning of the maneuver. The use of EM puts the following restrictions on your ship:

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%.



If nothing else, EM will make you dizzy.

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.



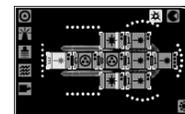
Clicking on this button will help you stay on his six.

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 40].

WEAPONS

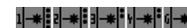
There are two basic types of ship-mounted weapons in Starfleet Command: Phasers and Heavy Weapons. All Starships have at least one type of Phaser and usually have at least one type of Heavy Weapon. Your ship's weapons and their current status can be found in the Tactical Ship Schematic and System Multi-Function 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 other 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 ordered 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 56].

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 1.5 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.



How would you like your Photon Torpedoes, Normal or Overloaded?

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

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 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 51].

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.

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.

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 Sensor 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 ship's Deep Scan capability, and order your ship to Self-Destruct.

Probes

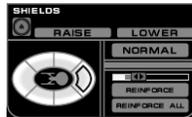
Probes can be used to gather data on targets from great distances. When launched, they will travel to the target, and then provide a glimpse of the target's internal configuration.

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%.



Your own space in the galaxy.



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



I need answers, Mister.

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

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.



Hailing frequencies open Captain

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.

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.



All right Marine, take out that phaser bank on the bounce!

Hit and Run Raids

Bearing 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 be 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.

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.

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 53 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.



The marvelous miracle machine, the Transporter.



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



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 fowl, 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 someone 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.

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.

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 67].

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.

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.

The operators of the pirate cartel ships have the option of doubling the energy output of their engines, though this procedure will lead to damage of the engines.



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



You want it when?



Where does the energy go?

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 47].

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 left of that ship's name in 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.

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 Discipline 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.



Take Command using the Fleet Control MFD.



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

STARFLEET COMMAND BRIEFING:

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 both within and outside Federation territory. Officially (according to the Orion government, anyway) the pirates, many of whom are not even Orion, are simply individual privateers and criminals with no formal organization.

It is believed that the original Orion Pirates were a clandestine arm of the Orion government, using ships provided to them and manned by regular officers and crewmen of their own fleet. Since the early years, however, the Orion pirates have extended their operations to cover most of the known areas of the Galaxy. The pirates are organized into cartels, each controlling all pirate activity in a given area.

The Orion Cartel

This Group claims to be the original Orion pirate cartel. This may actually hold some merit since there are many ex-naval officers serving on board Orion pirate ships. The Orion government denies any connection to this cartel, claiming that the "Orions" are just a collection of thugs and space pirates. This does not ring entirely true to some, as investigators that have found evidence of Orion properties being left alone while "enemies of the state" seem to have cargo raided on a regular basis.

This cartel is very powerful and is in direct competition with the majority of the other organizations. The Orions are elitist and sometimes find it hard to recruit some races they find to be beneath them. The Orion ships have photons and phasers as their main weapons, but also employ disruptors, missiles, plasma, and cloaking devices.

The Orion Cartel operates primarily in Federation space with secondary activities in Klingon and Romulan space.

Crimson Shadow (The House of Korgath)

This organization is as much a Klingon House as they are a Pirate cartel. House Korgath has been shunned from the Klingon high council but still controls some strategic worlds in the empire. They have used these worlds as bases of operation for their raiding activities. Kol Korgath, the founder of the house, plans to take the high council by force as soon as he has the power to do so.

The Cartel is unique in that they are a fusion between a cartel and a military force. The Crimson Shadow even employs Klingon warships from time to time. Their arsenal includes disruptors and missiles as primary weapons, but also utilize photon torpedoes, phasers, hellbore cannons, and fusion beams.

The Crimson Shadow operates primarily in Klingon space with secondary activities in Hydran and Federation space.

The Camboro Cartel

This organization is like an anti-matter reactor ready to explode. The Camboro cartel is a collection of Mirak and Lyran criminals that hate their former empires more than they hate each other. Human, Andorian, and Orion members of the cartel act as a buffer between the Mirak and Lyran members. This Cartel hates everyone they meet, and they have no sympathy for anyone that they steal from. "Slash and burn" is the policy of the Camboro Pirates.

This Cartel likes to get up close and personal with their prey. They normally lead with waves of missiles before closing in with disruptors, ESGs, and photon torpedoes set on overload. They have many transporters on their ships, as they love fighting hand to hand.

The Camboro cartel operates primarily in Mirak space, with secondary activities in Lyran and Federation space.

Prime Industries

Prime Industries is run more like a business than a family or band of smugglers. The cartel is very organized and accepts only the most professional pirates into their organization. Prime does not tolerate sloppy operations and will, if necessary, remove members that are not up to the high standards of Prime.

Prime ships tend to employ long ranged weapons, and they have traded with other cartels to receive weapons that generally would not be available to them. Prime is also considered to be the most technologically advanced cartel. Their ships generally use PPDs, photon torpedoes, plasma torpedoes, phasers, and occasionally hellbore cannons.

Prime Industries operates primarily within the Romulan Empire with secondary activities in the Interstellar Concordium and Federation space.

The Tiger Heart Cartel

Tiger Heart cartel is comprised mostly of Lyran outcasts. This is a very proud cartel and is pretty honorable as pirates go, since they know what its like to be shunned by their own people. This cartel likes to operate in smaller packs, joining only when big trouble arises. This makes every section of the cartel independent and hard to eliminate as a whole, but at the expense of some overall power to the cartel itself.

The Tiger Heart Cartel is the only non-military organization to use fast patrol ships. These are stolen and replicated Lyran PFs modified to Tiger Heart needs. The Tiger Heart clan prefers small ships and does not utilize any ship larger than a CA. They prefer to use swarm tactics of several waves of drones in conjunction with ESGs and disruptors.

Tiger Heart operates primarily within Lyran space with secondary activities in the Mirak and Klingon space.

The Beast Raiders

The Beast Raider cartel is one of the stranger cartels. The rest of the cartels are uneasy with the Beast Raiders because they do not understand them; they cannot ascertain if the Beast Raiders are pirates or some sort of religious cult. They use money gathered from raids to buy equipment in order to enhance their psychic abilities. The strongest members of this cartel can then summon the help from mammoth space creatures. These creatures are used to advance some unknown agenda.

The Beast Raiders use many types of weapons in order to compliment the abilities of the space creatures they control.

The Beast Raiders operate primarily within Hydran space with secondary activities in the Lyran and Klingon space.

The Syndicate

It is known by many that the first contact between the Gorn and the Federation was not peaceful. Many Federation settlers of Cestus III were killed by the Gorn during a "misunderstanding". The Predominately Asian survivors of the massacre happened to be part of an ancient criminal organization called the Yukuza. They had joined the colonist as a way to travel to a new part of the galaxy to apply their trade. When the attack occurred they saw their opportunity to grab vital supplies and ships from the destroyed colony.

Life in the Syndicate is about honor and obedience. These traits are rewarded and successful members live a very good life. Breaking tradition is a quick way to your grave.

The syndicate uses mostly Federation and Gorn technology, but has recently spread their operation to ISC space.

The Syndicate operates primarily within Gorn space with secondary activities in the Interstellar Concordium and Federation space.

The Wyldefire Compact

Alex Wyldefire is the greatest Buccaneer ever to sail the blackness of space. He has single handedly carved out an empire from a single ship, the Happy Jack. Wyldefire and his crew raided for years through ISC space always getting away in the nick of time with the goods and the glory. Wyldefire aided the Federation during the war of pacification, passing on vital information in exchange for whatever he needed. Since that time, he has joined with other flamboyant buccaneers to form the Wyldefire Compact, a loose group of pirates set on making a little money, acquiring a lot of glory, and helping the weak and poor whenever possible.

Anyone that has any sort of ship can enter the compact as long as they abide by the rules of Wyldefire. Many freighter hulls, including captured luxury liners, have been converted into makeshift pirate ships. While this rag tag group may not be the prettiest of the cartels, they are by far the most flamboyant and brave.

The Wyldefire Compact operates primarily within the Interstellar Concordium with secondary activities in Gorn and Romulan space.

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.

The first 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. To this day, the Gorn are in a constant state of conflict with the Romulans.

Because of this disastrous first contact, 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.



A Gorn officer poses for the camera.

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 possess 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.

Gorn Starships

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

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

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. Matriarchs are non-sentient and never hold positions in business or industry.



A Hydran pilot on the move.

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.

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.



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

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 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.

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 Pronhoulites 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 naïveté; 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 Lyrans 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

Klinzhai is the capital planet of the Klingon Empire. To outsiders, it is known as Go'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 than 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.

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. It 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



An Imperial race
Klingon.



A Lyran officer
examines his battle
claws.

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-u-hns) 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".

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 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.



A Mirak Captain on the
hunt.

Mirak Starships

Mirak starships use missiles as their primary heavy weapon but also carry disruptors in limited numbers. The Mirak were 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.

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



A Romulan contemplates his next move.

abound with 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 money to buy things with, 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.



A member of the idealistic Federation.

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.

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.

From the Options screen under Hot Keys you can adjust the default background light in your game. You can also set the amount of crew sounds that you wish to hear in your game.

Credits

This will allow you to see who developed Starfleet Command Orion Pirates.

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 three 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.

NOTE:

Multiplayer games may also be played by a single person. See the Standard Multiplayer section on page 34 for details.

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 effect on your campaign or multiplayer status. For those 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.

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.



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

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 missions installed than will fit on your screen, a scroll bar is on the right hand side of the list to scroll through them all. The missions that are available will depend on what race you currently have selected.

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.

Star Empire

Left-click on the arrow to the right of this box to change the Cartel/Empire you wish to play.

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, Late or Advanced, 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.

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 cartels/empires.

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

For those missions that support the choice, 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, Late or Advanced, will determine what ships will be available for the chosen skirmish.



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



Choose your course and learn the game.

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.

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, for those missions that support the choice.

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, Late or Advanced, will determine what ships will be available for the chosen skirmish.

Campaign

During a campaign, you will enlist in one of the Empires' Navies or become a pirate in one of the Cartels. You will participate in missions that will help ensure the future prosperity of your chosen people.

As your 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 Dynaverse II 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.

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.

STAR EMPIRE

This will show the cartel/empire you are playing in this campaign.

SAVED DATE

This will indicate when you last 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:

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

DELETE GAME

If you have an old save game you wish to remove, Left-click on it then click on DELETE GAME to remove the save from your hard drive.



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



Continue an old campaign or start anew.



When you LOG IN to the Dynaverse II via the internet, you will receive a list of active Dynaverse II games. Left-click on the one in which you wish to play, then click join.

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.

CAMPAIGN TYPE

There are many types of campaigns in SFC. There is at least one campaign for each race and cartel, and some will have two.

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, Late or Advanced, 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.

As the campaign begins, you will see a slide show that will further introduce you to the game.

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 three levels of detail available on the map. Left-click on the on screen controls, in the upper right corner, to zoom in and out of the map; you can also pan around the map using these controls. Click on the center of the control "rose" to re-center the map on your ship. At the highest level 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.

Saved Games

In the upper right hand corner of the screen is the save game button. To save your current game or reload from an old one, Left-click on the SAVED GAMES button.

NOTE:

In the online Dynaverse Game the server will save your progress automatically.

View

The view drop down will allow you to choose how much data is presented on the 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.

The Pirate Cartels operate on a different political "layer" than the major empires. To see the current Pirate operating zones, select Cartel from the drop down menu.

You may Right-click on any hex to view the data for that hex.

Defense is the relative strength of that hex.

Economy is the relative worth of the hex to the owning cartel/empire.

Impedance is a measure of the ease of travel through the hex.



Your new career starts here.



The map terrain will be reflected in the missions you play. From L-R: Empty Space, Planet, Base, Asteroids, Nebula and Black Hole.

Campaign (Dynaverse II) Menu

The main menu 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.

NOTE:
Selecting "List" while in the online Dynaverse Game will display a list of currently connected players. Right click a players name to view data about that player. The names are color coded by race.

List Mode is not available in single player campaigns.

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.

NOTE:
Chat - The chat window is visible on all campaign screens. In the online Dynaverse II, this will allow you to chat with players that are around you in the Dynaverse II. Simply type in your message and press ENTER to send your message. Many common chat commands are available to the player. The chat window may be made "full screen" by Left-clicking the small arrow, in the upper left hand corner of the chat window.

Exiting your Campaign

Left-click on the arrow in the lower left corner to exit your current campaign. Remember to save before exiting.

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.



You may choose from any of the available missions.

When you are required to play a mission, there will also be a forfeit button. Forfeiting a mission is not healthy for your career and can lead to negative repercussions from your cartel/empire, while eventually culminating in a premature end of your career. If you have a must-play mission, you cannot move again until you play the mission or forfeit.

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

NOTE:
In the online Dynaverse Game you can also be drafted into missions. If you are drafted into a mission, you must either accept or forfeit the mission. Accepting the mission will put you in an online game with other players from around the globe.

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.

NEWS

In the news section you can read about recent events that have taken place in the galaxy. 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.

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.

In order for Supply to be available, your ship must be in a hex with one of your bases or planets.

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 supplies for that ship, or you can trade the ship in. At no time may you have no ship, so you cannot trade in your ship before you buy another.



Read All About It!



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. The Shipyard will only be available when in one of your planet or base hexes.

To buy a ship Left-click to select it and then purchase it by Left-clicking on the BUY button at the bottom of the screen. You may not spend more than your current prestige point total.

Class

This is the particular type of ship that is available for purchase. Right-click on the class name to view the vessel library entry on that ship.

BPV

This is the Battle Point Value of the Ship.

PRICE

The actual cost in prestige that it will take to make that beauty yours today.

BASES

Base Stations, Battle Stations, and Star Bases may be bought by the successful captain to place within their territory.

NOTE:
In the online Dynaverse, purchasing your ship is a little more complicated; you must bid against other members of your cartel/empire.

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.

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.

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.



It's a seller's market here in the Dynaverse III!



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



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

DYNVERSE II

Login to the Dynaverse II experience using a Gamespy account through your pre-established Internet connection. The Dynaverse II is an online campaign where you may join a Cartel or Empire and participate in the active defense of it. It includes special missions that can be either a multiplayer or single player experience. The Dynaverse II is an immersive experience provided free 24/7 to purchasers of SFC.

For further information on the Dynaverse II see the Campaign section on page 28.

STANDARD MULTIPLAYER

Login to gamespyacademy.com for standard multiplayer games. Gamespy academy 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.

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.

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.

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.



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

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 "Arrrrr Matey."

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.

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

A large variety of ships and weapons are available in the late era.

Advanced

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.

NOTE:

Playing Multiplayer games as a single player experience in 10 easy steps.

1. Left-click on the MULTIPLAYER button from the main menu.
2. Left-click on TCP/IP under LAN Connections.
3. Left-click on CREATE in the Select Game screen.
4. Pick the Scenario and Map and BPV you wish to play.
5. Left-click on ANNOUNCE GAME.
6. Pick your ships (if any) and click ready.
7. Change all desired AI slots from NO ONE to an AI by Left-clicking the arrow to the right of the TYPE box for that slot.
8. Pick the ships for the AI players (if required) by Left Clicking their FLEET button (looks like a little Enterprise) and choosing ships as normal.
9. Left-click on Start Multiplayer Game.
10. Have Fun!

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.

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.



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

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 Cartel or 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. 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.

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.

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, see page 48. 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 8 for information on movement.

Right-click on a unit in order to target it. See page 8 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.



A typical tactical view.



This button, or the "D" key, will slide the interface bar on and off the screen.

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:

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 47 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.

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

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.



The various Officer MFD button icons.

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).

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 51) 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. There is a 1/4 turn delay between ordering the EM and the actual start of the maneuver.

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 8), 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.



The various Officer MFD button icons.

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).

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.

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 one point of energy and one turn to prepare. 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.



This is an example of the repair officer MFD. Only damaged and destroyed items are visible on this screen.



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

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 activate 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.

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.

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.

Marines onboard the target ship will guard that ship's systems. The more marines there are, the larger the chance 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:

1. 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.

2. 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.



The Capture panels of the Security officer MFD.



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

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: its 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 44.

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.



This is the Weapons Officer panel. Monitor your 'Photon Torpedo load status' here by clicking on heavy weapons.

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 67.

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 36.

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.

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

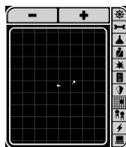
The Mini Map allows you to keep track of objects at a great distance and geographical features at a glance.

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.

Objects that are displayed in the map:

- All allied ships
- All known enemy ships
- Planets, Asteroids, and other terrain
- Map Boarders



Back by popular demand!

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.

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

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.

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.

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 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

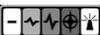
This is the total amount of energy your ship is currently using. Primary uses of energy include maintaining speed of the ship, and charging weapons. Other systems can also use energy.



Monitor your fleet's performance from the State Panel.



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



Control your fleet's weapons here.



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 than 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 67.

Engine Doubling

The operators of the pirate cartel ships have the option of doubling the energy output of their engines, though damage will occur to the engines due to the extra strain on them.

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

Grid Toggle

This button toggles the grid display on and off.



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

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.

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



This is your ship. This is your ship after a plasma torpedo hit. Any questions?

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.



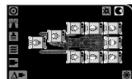
From L-R: 4 phasers, 1 Disruptor, 1 Fusion Beam, 1 Helibore Cannon, 2 Missiles, 2 Photons, 1 Plasma Torpedo type R and 1 PPD

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



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

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.

Fighters

Fighters have a natural ECM and ECCM value of 2. This value does not appear on the EW panel but is included in any attack shift calculation.

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 counter-balance. 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 its current target is shown in the 3-D display as the Attack Shift.

Tactical Tip: Electronic Warfare

I cannot stress enough the importance of electronic warfare in combat. EW can mean the difference between doing full and partial damage, and even between hitting and missing completely. Photon torpedoes and disruptors, for example, are highly susceptible to ECM. If you are firing through even a 1-shift, you are far less likely to hit your target. Learning to control the EW situation can therefore mean the difference between winning and losing.

Sometimes you don't have enough power to fully counter an ECM or ECCM shift. In fact, it's not always desirable to counter the enemy's EW levels point-for-point. Take for example this situation: you're facing an enemy ship which has four points of ECM, meaning that four points of energy are being expended to produce a 2-shift for you to fire through; bad odds for your weapons. By spending only one point of energy on ECCM you can drop that to a 1-shift. And by expending one more point on ECM, you present the enemy with the same 1-shift. The bottom line is that for 50% less power you have made the odds even.

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 DECKLOAKED. Cloaking Devices are explained on page ###.

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 42 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 49) 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 43 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 be used.

Defensive tractors are controlled on the Defensive Officer MFD panel, see page 44.

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 tractorized.

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 tractorizing 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 (see page 8) 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

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 tractorized 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.



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

Effects of a Tractor

Until the tractorizing ship disengages the tractor beam, or the tractorized 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 tractorizing, 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. Beyond these differences, PFs are handled the same as Fighters.

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 53.

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 WWW 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 shuttle or group to highlight and select it. All future orders are carried out by the selected unit(s).



The Shuttlecraft Control panel.

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.

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 and 1/2 point of energy per turn to hold.
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.

Damage Table

Range	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
Min	4	4	3	3	2	2	0	0	0	0	0
Max	9	8	7	6	5	5	4	3	2	1	1
Avg	6.5	5.3	4.8	4.3	3.8	3.5	2.2	1	.5	.3	.1

Phaser, Type-2 (ph-2)

This is the same basic phaser as a ph-1, but it lacks the sophisticated targeting systems required for the most efficient use. It also takes a single point of energy to fire a ph-2.

Damage Table

Range	0	1	2	3	4-8	9-15	16-30	31-50
Min	5	3	3	3	0	0	0	0
Max	6	5	5	4	3	2	1	1
Avg	5.5	4.2	3.8	3.5	1.2	.7	.3	.1

Phaser, Type-3 (ph-3)

This is a smaller defensive phaser. It is primarily 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.

Damage Table

Range	0	1	2	3	4-8	9-15
Min	3	3	1	0	0	0
Max	4	4	4	3	1	1
Avg	3.8	3.7	3	1	.3	.2

Phaser, Type-4 (ph-4)

This is a large phaser that can only be mounted on larger units, such as bases or planets. The required use of positional stabilizers for fire control means this phaser can never be used on a starship. It takes 2 points of energy to fire a ph-4.

Damage Table

Range	0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
Min	15	10	9	8	7	6	5	3	1	0	0	0	0
Max	20	20	20	15	12	10	8	6	5	4	3	2	1
Avg	18.3	15.3	12.8	9.5	8.2	6.5	5.5	4.5	3.2	2.2	1	.5	.1

Phaser, Type-G (ph-G)

The Hydrans were the first to develop the dreaded Gatling phaser. It is functionally equivalent to four type-3 defensive phasers; It can fire up to four times during the same time period as a single ph-3, with 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 recharge rate of the capacitor, see page 115. Phasers cannot be overloaded.

Anti Missile Defense (Direct Fire 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 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 (A rack) or twelve weapons (B rack) 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.

Range	0	1	2	3	4+
To-Hit%	0%	33%	50%	67%	0%
Miss %	100%	67%	50%	33%	100%

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 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 Disruptors 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.

Range	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
To-Hit%	100%	83%	83%	67%	67%	67%	67%	50%	33%
Damage	5	5	4	4	3	3	2	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.

Range	0	1	2-4	5-8
To-Hit%	100%	83%	83%	83%
Damage	10	10	8	6

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.

Range	0	1	2	3-10	11-15	16-24
Min	8	4	2	0	0	0
Max	13	8	6	4	3	2
Avg	9.8	6.3	3.8	1.8	1.2	0.5

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.

Range	0	1	2	3-8
Min	12	6	3	0
Max	19	12	9	6
Avg	14.5	9.3	5.5	2.5

Suicide Overload

This costs 7 points of energy to charge and, 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.

Range	0	1	2	3-8
Min	24	12	6	0
Max	39	24	18	12
Avg	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.

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 4.5 units per turn. Overloaded Hellbores can be fired at a range of less than 1, but this will cause some minor feedback damage to the firing ship.

Range	0-1	2	3-4	5-8
To-Hit%	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 30, but the chances of it actually hitting drop off quite dramatically after range 8. It takes 2 points of energy for two turns to charge, and 1 point of energy to hold. This cost is per tube. A photon hardpoint with two weapons, and a game speed slider of 30 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.

Range	0-1	2	3-4	5-8	9-12	13-30
To-Hit %	100%	83%	67%	50%	33%	17%

Warning: Normal photons fired at a range of less than 2 will cause minor feedback damage. Feedback damage strikes the shield facing your target.

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.

Range	0-1	2	3-4	5-8
To-Hit %	100%	83%	67%	50%

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

Proximity

By setting the photon to explode by proximity warhead, the 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.

Range	0-8	9-12	13-30	31-55
To-Hit %	NA	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.

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)

Range	0-3	4-10	11-15	16-20	21-25	26-30	31-40
To-Hit%	Miss	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

Overloaded

An overloaded PPD has a maximum range of 8 and retains the minimum range of 4. It takes six points of energy on two turns 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. It costs 5 units of energy per turn to hold an Overloaded PPD.

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 1 point 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 16.
- Medium: Speed 24.
- 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.

Rack Type	Base Number of Missiles	Rate of Fire
A	4	1 per turn
B	6	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 loaded 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 54) 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 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 8 to hold. It can create five Type-F torpedoes when fired in Shotgun mode.

Range	0-10	11-15	16-20	21-25	26-28	29	30
Damage	50	35	25	20	10	5	1

Type-S

An improved version of the Type-G torpedo, 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 3 points if energy to hold. A Type-S EPT/Shotgun costs 12 to arm and 6 to hold. In Shotgun mode, a single Type-S creates three Type-F torpedoes.

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-G torpedo costs 7 energy points over three turns to arm, and 2.33 point of energy to hold. A Type-S EPT/Shotgun costs 10 to arm and 5 to hold. In Shotgun mode, a single Type-S creates two Type-F torpedoes.

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.

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 PFT menace.

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.



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

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.

Type I torpedoes have no Pseudo Torpedoes.

Type-D (Seeking AMD)

Type-D torpedoes are the smallest variety of plasma torpedo, and are used for defensive purposes. They are created between combat and stored in special containment boxes until needed. The launcher for D torpedoes is similar to a missile rack in the way it fires the D rounds, but the launcher cannot fire any type of missile.

The D rack costs nothing to arm and fires automatically at targets the size of Pseudo-Fighters or smaller at a range of less than 6. D launchers hold four rounds and have two complete sets of reloads. The rack will fire at targets at a rate of 10 times per turn until empty. It takes one turn to reload a D rack.

Type D torpedoes have no Pseudo Torpedoes.

Range	0-5	6-10	11-12	13-14	15
Damage	10	8	5	2	1

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 68.

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:

Radius	Energy	1 pt	2 pts	3 pts	4 pts	5 pts
0	4	8	12	16	20	
1	4	7	11	15	18	
2	3	7	10	13	17	
3	3	6	9	12	15	

X Weapons

Phaser X

This is a replacement for the standard Phaser-1 system and is in use by all races. The weapon may be overloaded to deliver more punch or may be fired with a standard Phaser-1 charge. The capacitor system is designed to hold the additional power required for an overload charge, so a single capacitor charge can power two normal shots or one overloaded shot per phaser bank. It takes 1 point of energy to fire a normal Phaser X once or two points to fire it overloaded.

Phaser X NORMAL Damage Table

RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
MIN	4	4	3	3	2	2	0	0	0	0	0
MAX	9	8	7	6	5	5	4	3	2	1	1

Phaser X OVERLOADED Damage Table

RANGE	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
MIN	6	6	4.5	4.5	3	3	0	0	0	0	0
MAX	13.5	12	10.5	9	7.5	7.5	6	4.5	3	1.5	1.5

Heavy Photon Torpedo

A replacement for the standard and familiar torpedo, the Federation's Heavy Photon operates in much the same way but is twice as powerful when it hits. The Heavy Torpedo requires more energy to arm than the standard photon and may suffer reliability problems over long ranges because of its "naturally overloaded" nature. It takes 4 points of energy for two turns to charge a heavy photon. Heavy Photons can be held at a cost of 2 points of energy per turn per tube. Each heavy photon does 16 points of damage.

Normal Heavy Photon To Hit Table

Range	0-1	2	3-4	5-8	9-12	13-30
To-Hit %	100%	83%	67%	50%	33%	17%

It takes 8 points of energy for two turns to charge a overloaded heavy photon. Overloaded Heavy Photons can be held at a cost of 4 points of energy per turn per tube. Each heavy photon does 32 points of damage.

Overloaded Heavy Photon To Hit Table

Range	0-1	2	3-4	5-8
To-Hit %	100%	83%	67%	50%

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

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, therefore damage is reduced to 8 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 heavy photon torpedo.

Range	0-8	9-12	13-30	31-55
To-Hit %	NA	67%	50%	33%

Heavy Disruptor

In the X Technology era, the Klingons designed the Heavy Disruptor system to replace the standard Disruptor. In addition to doing more damage than a standard disruptor, some of the energy from a hit will occasionally "leak" through the shields of the target vessel, causing internal damage. Normal Heavy Disruptors take 4 points of energy for 1 turn to arm.

NORMAL Heavy Disruptor Damage Table

RANGE	0	1	2	3-4	5-8	10-15	16-22	23-30	31-41
TO-HIT	100%	83%	83%	67%	67%	67%	50%	50%	33%
DAMAGE	10	10	8	8	6	6	4	4	4

Overloaded Heavy Disruptors require 8 points of energy for 1 turn to arm.

OVERLOADED Heavy Disruptor Damage Table

RANGE	0	1	2	3-4	5-8
TO-HIT	100%	83%	83%	83%	83%
DAMAGE	20	20	16	16	12

MIRV Missile

MIRV is an acronym for "Multiple Independently-targeted Reentry Vehicles". It is essentially a missile that acts as a delivery device for several other missile warheads. After a short arming cycle, the MIRV device releases six warheads that streak towards its target. The Mirak developed this weapon to counter advances in anti-missile defense technology, the idea being that more, smaller missiles are harder to shoot down than fewer, large missiles.

MIRV missiles are simply derived from their single warhead cousins. Each warhead does 1/6 the damage of a normal missile of that type.

A normal type I missile does 12 points of damage. The MIRV version of a type I missile has six warheads each one of which will do 2 points of damage.

A normal type IV missile does 24 points of damage. The MIRV version of a type I missile has six warheads each one of which will do 4 points of damage.

Fighters may not carry MIRV missiles.

Mauler

The Mauler was first developed by the Romulans and later copied by the other races. A Mauler is not so much a weapon that is added to a ship as it is a ship designed around a very large weapon. The Mauler is essentially a mobile gun designed primarily to attack large, stationary targets such as starbases and planets, although it can be used against ships with some success. A Mauler ship carries a huge battery array to power the weapon. The amount of damage it does depends on the battery capacity of the ship, modified by range.

The Mauler weapon cannot be destroyed unless the ship itself is destroyed. It can, however, be reduced in effectiveness due to damage taken by batteries and power systems.

Mauler probability to hit is 100%. This may be decreased due to a negative attack shift.

Mauler Damage Chart

Range	0-6	7-11	12-20
Damage	2* Battery Power	Battery Power	1/2 Battery Power

Phaser G2

With advances in missile and fighter technology, the Hydrans realized that the standard Gatling Phaser, or Phaser-G, was not a sufficient defense. The Phaser-G2 weapon extends the range of the original Phaser-G, providing better defenses against MIRV missiles and similar threats. It requires 1 point of energy to fire the G2 phaser 4 times.

RANGE	0	1	2	3	4-8	9-15	16-30	31-50
MIN	3	3	1	1	0	0	0	0
MAX	4	4	4	3	3	2	1	1

Heavy Phaser, Type A

The Type-A Phaser is a heavy beam weapon that charges from main power instead of a capacitor system. When the beam from a Phaser-A comes into contact with the hull of the target ship, it has an EMP(Electro Magnetic Pulse)-like effect on the target's weapon systems. For a short time, the target vessel will be unable to fire some of its weapons due to this effect, making it relatively safe for the attacking ship to close in for a strike. Each Type A heavy phaser takes 2 points of energy for 2 turns to arm, and 2 points of energy per turn to hold.

Heavy Phaser Type A Damage Chart

RANGE	0	1-3	4-5	6-9	10-15	16-19	20-23	24-30	31-41
MIN	10	0	0	0	0	0	0	0	0
MAX	10	10	8	8	6	6	4	4	1

Heavy Phaser, Type B

The Type-B Phaser is similar to the Type-A in that it is a heavy direct-fire beam weapon, but it does not have its EMP effect. The Type-B loses some of its energy when impacting shields, but has increased potential to cause physical damage to the hull on a molecular level once it has penetrated those shields. Each Type B heavy phaser takes 2 points of energy for 2 turns to arm, and 2 points of energy per turn to hold.

Heavy Phaser B Damage Chart

RANGE	0	1-3	4-5	6-9	10-15	16-19	20-23	24-30	31-41
MIN	10	0	0	0	0	0	0	0	0
MAX	10	10	8	8	6	6	4	4	1

Fast Plasma Torpedo aka Plasma X

At the conclusion of the General War, the Romulan Empire analyzed its data and realized that the plasma torpedo, though arguably the most powerful weapon in the Galaxy, had one weakness: it could be outrun by a fast-moving ship. This was the cause of many losses to the Klingon Empire, whose ships tend to be fast and maneuverable. The Plasma Type-X was developed to counter this tactic. This new torpedo moves at greater speed than other

types; however, because of this increased speed it suffers from a faster decay rate and thus cannot travel as far as other torpedo types before diffusing.

Charging the Plasma X torpedo costs 8 points of energy for 3 turns. The weapon cannot be enveloped or shot-gunned.

Plasma X damage table

Range	0-10	11-15	16-20	21-23	24	25
Damage	30	22	15	10	5	1

Plasma Snare

The Gorn also recognized the inherent problems with standard plasma torpedo types. Rather than increase the speed of the weapon and lose stability as the Romulans had, the Gorn invented a way to slow the target down. When the Plasma Snare comes into contact with the target ship's hull, its energy acts as a dampening field on the target's engines. The result is a temporary loss of speed for the target ship.

Each Snare hit reduces the ship's top speed by five. The affect of each hit is cumulative. After half of a turn, the affect of the snare dissipates.

Charging the Plasma snare costs 8 points of energy for 3 turns. The weapon cannot be enveloped or shot-gunned.

Plasma Snare Damage Chart

Range	0-10	11-15	16-20	21-23	24	25
Damage	30	22	15	10	5	1

ESG Lance

The ESG Lance is basically a concentrated, direct fire version of the ESG field. The firing ship produces a sphere much smaller than a ship which is carried to the target ship by way of a guidance field.

Fighter Based Weapons

Phasers mounted on fighters have the same requirements and features as ship-borne phasers.

Fighter Disruptors

Disruptors mounted on fighters have a maximum range of 4.

Fighter Disruptor Hit/Damage Table:

Range	0	1	2	3-4
Chance to Hit	100%	83%	83%	67%
Damage	(3-2)*	(3-2)*	2	2

* At ranges 0 and 1, fighter based disruptors do either 2 or 3 points of damage per hit.

Fighter Fusion Beams

Fusion beams have a maximum range of 2 when mounted on fighters.

Fighter Fusion beam damage table:

Range	0	1	2
Minimum	5	3	2
Maximum	7	5	4
Average	5.6	4.2	3.1

Fighter Hellbore Cannons

Hellbore Cannons have a maximum range of 8 when mounted on fighters.

Fighter Hellbore Cannon Hit/Damage Table:

Range	0	2	3-4	5-8
Chance to Hit	97%	92%	83%	72%
Damage	10	9	8	6

Fighter Photon Torpedoes

Photon torpedoes have a maximum range of 4 when mounted on fighters, and do 4 points of damage when they hit.

Fighter Photon Torpedo Hit Table:

Range	0-1	2	3-4
Chance to Hit	100%	83%	67%

Fighter based Missiles

Fighter Type I missile

Speed	34
Warhead Strength	4
Endurance	1 turn
Damage points to destroy	2

Fighter Type VI missile

Speed	24
Warhead Strength	8
Endurance	2 turns
Damage points to destroy	2

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 tractorred.

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.

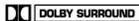
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Glossary of Terms and Acronyms

The following is a list of common terms and acronyms found in Starfleet Command.

ADB	Amarillo Design Bureau: The company that designs and produces SFB.
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.
Cartels	Pirate organizations are referred to as "Cartels". These cartels operate in a specific area of space and have unique characteristics.
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 eight governments in the game: United Federation of Planets, The Klingon Empire, The Romulan Star Empire, The Gorn Confederation, the Interstellar Concordium, the Lyran Star Empire, the Hydran Kingdoms and the Mirak Star League.
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.
Fusion	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.
Orion	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: A small Defensive only 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.
VVV	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 VVV 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.

ESC	Exit from the Mission.
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)
U	Cycle through friendly targets
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 Engine Doubling
 P Fire Probe
 [Game Speed Slider Slower
] Game Speed Slider Faster
 \ Deselect Target
 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

PageUP Zoom out on Galaxy Map
 Page Down Zoom In on Galaxy Map

You may use the Hot Keys screen off of the main menu to change the hotkey bindings.

TABLE OF WEAPON FIRING ARCS



ALL



FA



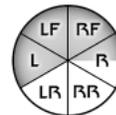
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FAR



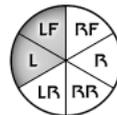
FH



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FLL



FLLX



FRR



FBRX



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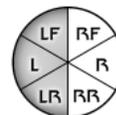
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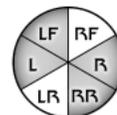
LLR



LP



LS



LW



R



RA



RAR



RAL



RH



RP



RRR



RS



RW



RX



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