



Supplemental Manual, v1.02

This document is a supplemental manual for Interplay's Star Trek®: Starfleet Command™. It contains additional information about the game that was not included in the game manual due to time constraints or changes made after the manual went to print. This document assumes that you are using Starfleet Command, version 1.02.

The game version number is found on the race selection screen, in the lower right-hand corner. If your version number is earlier than 1.02, you can get a patch at:

<http://www.interplay.com/sfcommand>

or by logging on to the Mplayer service and entering the main SFC lobby.

Reminder: A turn is the amount of time it takes for a phaser to be readied after it is fired. The amount of real time a turn takes is based on the game speed slider.

Game Speed Slider

The game speed slider goes from 1 to 11 (from slowest to fastest gameplay). The following chart shows the number of seconds per "turn" for each setting.

1	2	3	4	5	6	7	8	9	10	11
120	90	60	40	30	27	25	20	16	14	12

The game speed slider sets the number of seconds for a "turn". Each weapon and system, however, uses an individual timer to keep track of when it will be ready to fire, or how long the system will stay in operation, instead of all weapons and systems using the same game turn like Star Fleet Battles.

Range

Range 1 = 1.00 to 1.99, range 2 = 2.00 to 2.99 and so on. Each range is equal to a "hex" in SFB and is equal to 10,000km. The scale of the ships and other objects on the screen is artificially inflated so you can see units at a distance.

Shield Regeneration

Shield regeneration is automatic. You do not have to pay any power or spare parts for this to occur. An individual shield facing regenerates with the following formula:

- 1 shield point per turn
- + 1 point if the ship has 4 or more undestroyed labs
- + 1 point if there is a Legendary Science Officer

All shield facings are repaired simultaneously, but the shield strength can never exceed starting levels plus reinforcement. Any excess shield repair is lost.

In versions of SFC previous to 1.02, there was a more complicated formula that could result in a ship not being able to regenerate shields *during* a battle.

Engine Repair

Your engines will slowly repair on their own after they take damage. This automatic repair costs no energy and takes no spare parts. You can also use one unit of spare parts to repair engine damage at a faster rate. This ENGINE REPAIR button is located on the Repair Tactical Officer MFD.

Nebulas & Shields

Contrary to the instruction manual, but as per the readme.txt file, shield reinforcement does not work in a nebula.

Attack Shift

There is a new bit of information displayed on the tactical screen now. It's called the Attack Shift. It can be found in the lower left-hand corner, near the weapon damage readout. It shows the EW die roll modifier (the square root of the current difference in the current target's ECM and your ECCM). If the Attack Shift is more than 0, you need to increase your ECCM.

All weapons, except the Hellbore, roll 1d6 (one six-sided die) to determine hits and/or damage. Each Attack Shift value is roughly equal to a 16% greater chance of missing or having reduced damage.

The Hellbore, which rolls 2d6 (two six-sided die, total the result) is less affected by the Attack Shift. The exact odds shift depends on the total, which is on a bell curve, but it will always be lower than the shift of a single 1d6 roll. *That's why the Hellbore is less affected by enemy ECM.*

The Attack Shift is often called an "EW Shift", since electronic warfare (ECM and ECCM) is the primary cause of the shift.

Missile Racks

The different types of missile racks have different statistics. These racks can hold a different base number of missiles and can fire a different number of missiles per "turn".

Rack Type	Base Number of Missiles	Firing Rate
A	4	1 per turn
B	6	1 per turn
C	4	2 per turn
F	4	1 every 2 turns
G	4	2 per turn

Total number of missiles in a rack = the base number of missiles * the number of reloads.

Photon Torpedo Tactics

The Photon Torpedo is a more difficult heavy weapon to use than most. It requires patience, observation and timing to master. When they are not used properly, Photon Torpedoes will often miss.

Photons should never be fired at a range greater than 8 - ever. The proximity torpedo is useful only for base assaults and rare tactical situations. As a matter of fact, range 8 is too far. Try range 4 or 2.

As often as possible, overload your Photons. For some ships, this may require that you disable one bank of Photons, or keep them on standard load -- in order to conserve your precious power. You will need to use lots of power to control the speed difference between you and your target.

Federation ships are generally tougher than others, and repair their shields faster (thanks to the additional labs). Take the hit, close the range and fire at weakened shields.

Most importantly of all, Photons are affected by enemy electronic warfare (ECM, or Electronic CounterMeasures). Make sure that your Attack Shift is 0. This information is displayed on the tactical screen, in the lower left-hand corner near your target and weapon data. Use enough ECCM (Electronic Counter-CounterMeasures) to defeat the enemies ECM and keep your Photons on target.

Alpha Strikes

A shift-Z fires an alpha strike. This will fire all readied weapons on all hardpoints at the same time. This is most useful to "crush" an enemies shield in a single-blow. When firing through a downed shield, however, it is better to fire one set of weapons, wait 1/20 of a turn (around 2 seconds on the default speed setting) and fire the next set of weapons. This is called the "Mizia" effect.

Officer Ranks

As mentioned in the instruction manual, there are five different types of officers and five different types of officer ranks. The various officers in the game have different abilities depending on rank. In general, a Rookie officer is more likely to fail at tasks while the Legendary officer is more likely to succeed.

Weapons officer

Rookie: EM penalty +6 (ECM to own weapons while erratic maneuvering).

Junior: EM penalty +5.

Senior: EM penalty +4.

Veteran: EM penalty +3.

Legendary: EM penalty +1. Weapon die roll bonus of -1 (improves all weapon attack die rolls by 1).

Security officer

Rookie: -2 to your hit and run raids, -2 to boarding party actions, +2 to enemy hit and run raids.

Junior: -1 to your hit and run raids, -1 to boarding party actions, +1 to enemy hit and run raids.

Senior: Normal.

Veteran: +1 to your hit and run raids, +1 to boarding party actions, -1 to enemy hit and run raids.

Legendary: +2 to your hit and run raids, +2 to boarding party actions, -2 to enemy hit and run raids.

Science officer

Rookie: 10% tac-intel/deep scan penalty. Sensor penalty of -1.

Junior: Normal.

Senior: Normal.

Veteran: 10% tac-intel/deep scan bonus. Sensor bonus of +1.

Legendary: +1 shield repair rate per turn. 20% tac-intel/deep scan bonus. Sensors bonus of +2.

Engineer officer

Rookie: Repair rate penalty of 50% (takes twice as long to repair as usual).

Junior: Normal.

Senior: Normal.

Veteran: Repair rate bonus of 25%.

Legendary: Repair rate bonus of 50%.

Helm officer

Rookie: HET penalty of 16%. HET energy cost is x1.2 normal. HET time is x1.25 normal. EM energy cost is x1.1 normal.

Junior: HET time is x1.1 normal.

Senior: HET energy cost is x.9 normal.

Veteran: HET energy cost is x.8 normal. HET time is x.75 normal. EM energy cost is x.8 normal.

Legendary: HET bonus of 16%. HET energy cost is x.7 normal. HET time is x.5 normal. EM energy cost is x.5 normal.

Boarding Parties

To capture a ship, you must put more of your marines on the target ship than there are defending marines. Once you exceed the defending marines, the capture is almost assured -- but it can still take an amount of time. You can send a single marine, which may be needed to turn the tide of battle, by opening the Security Officer Tactical MFD, selecting CAPTURE and then double-clicking on one of your Marine icons. *You cannot capture ships in multiplayer.*

Hit and Run Missions

Your marines can also perform hit and run raids. The instruction manual gives details on how to set raids. You can probe a target at a distance, to have more time to plan your hit and run raids. If you switch targets, the hit and run raid plans are disrupted. Also, your security officer will automatically lower your facing shield and engage the transporters as soon as the range to the target is within 5, and the target has a downed facing shield.

Security Guards

Your security officer automatically sets guards for your various systems and weapons against enemy hit and run attacks. The higher your security officer rank, the less likely those H&R raids are to affect you. It is not possible for a player to designate systems to guard.

Player Ranks & Prestige Costs

The amount of prestige you earn, regardless of prestige used to purchase ships, officers and items, is called Lifetime Prestige. This type of prestige is used to advance in rank. The primary effect of advancing in rank is that ships cost less. Note that as you purchase ships, officers and items, your lifetime prestige is not reduced.

The amount of lifetime prestige also determines when the elite forces for that race will invite the player to join their services. A player can only belong to a single elite force, in case there are multiple organizations for that race. Joining an elite starts a special series of campaign missions. The campaign game will not end until these missions are completed.

Federation

Lt. Commander	0
Commander	400
Captain	1,000
Commodore	2,000
Rear Admiral	3,000
<i>Elite: Starfleet Special Task Force</i>	600

Klingon

Lt. Commander	0
Commander	400
Captain	1,000
Commodore	2,000
Rear Admiral	3,000
<i>Elite: Klingon Black Staff</i>	600

Romulan

Ante-Tribune	0
Tribune	400
Sub-Commander	1,000
Commander	2,000
Sub-Admiral	3,000
<i>Elite: The Tal Prai'ex</i>	500
<i>Elite: The Tal Shi'ar</i>	800

Gorn

Jr. Commander	0
Sr. Commander	400
Jr. Captain	1,000
Sr. Captain	2,000
Commodore	3,000
<i>Elite: The King's Fleet Guard</i>	900
<i>Elite: The Defenders of the Egg</i>	700
<i>Elite: The Guardians Errant</i>	500

Lyran

Lt. Commander	0
Commander	400
Captain	1,000
Commodore	2,000
Sr. Commodore	3,000
<i>Elite: The Red Claw Clan</i>	500
<i>Elite: The Iron Fang Clan</i>	800

Hydran

Sub Commander	0
Commander	500
Captain	1,000
Commodore	2,000
Third Admiral	3,000
<i>Elite: The Keepership</i>	800

Transporting Special Items

In addition to transporting marines and spare parts, your transporters can also be used to transport special items. The exact item will depend on the scenario.

Special transporter items appear in the transporter menu. They can be transported to or from your target. Items on the left on your ship and can only be transported TO a target, while items on the right are on your target and can only be transported FROM the target to your ship. Click the transporter item icon and click TRANSPORT. Your ship must be within transporter range (5) of the target, and shields cannot be raised. If your target is *allied*, that unit will drop the facing shield to complete the transport when in range.

Cloaking Device

The Cloaking Device has undergone some substantial improvements since the release of the game. It now breaks lock-ons of enemy ships, which are required to launch seeking weapons. It will also affect seeking weapons in flight before the ship started to cloak, as the weapons will track for a random length of time before losing their own lock-on and self-destructing.

The effect of the cloaking device is not to make the ship impervious to detection. Enemy ships can get a "rough" idea of the cloaked ship's location, based on disturbances and sensor realignments. What the cloaking device does is to affect the targeting computers, making fine targeting impossible and forcing the enemy ship to blanket the area the cloaked ship may be located in -- thus reducing the chance the cloaked ship will be hurt and reducing damage from weapons fire. It is, in one sense, a super improved version of ECM. Also be sure to keep in mind the scale of the game. The tactical screen is a computer representation of the ships and terrain, where the ships are artificially increased in size in relationship to the terrain. If scaled properly, ships would be a single pixel on the screen or you would never see your opponents.

A ship firing at a completely cloaked ship without a lock-on has the effective range of its weapons doubled and an additional range 5 penalty added on. If the weapon does hit, there is an equal chance that the weapon damage will do normal damage, 1/2 damage or 1/4 damage.

Fighters/Shuttles

There are three different types of Hydran fighters.

Stinger-1 (Patrol)

This is the earliest available fighter. Each fighter is armed with 2 fusion cannons and 2 phaser-3s. All weapons can be fired in the FA (forward arc) only.

Stinger-2 (Intercept & Assault)

This is an improved version of the ST-1 and is the standard fighter for the medium era. It is also armed with with 2 fusion cannons but it carries a phaser-G instead of one of the ph-3s. The fusions and the ph-G are FA weapons, while the ph-3 is an improved 360°.

Stinger-H (Heavy & Assault)

A hellbore-armed variant of the ST-2 fighter. The ST-H is the standard fighter of the late era. This is a heavier fighter designed to attack ships from a distance. It is armed with a hellbore cannon (FA), 1 phaser-G (FA) and 1 phaser-3 (360°).

Fighters have a speed of 20+ and can take around 8-12 points of damage. Fighters are organized into squadrons of one to six fighters. Each squadron of fighters is treated as one unit for targeting, damage, and orders.

Fighters do not have to be re-armed. However, returning a flight of fighters to the shuttle bay will repair any damage to the flight. Repairing a flight will not replace destroyed fighters.

All general admin shuttles are armed with 2 360° phaser-3s.

Waypoint Markers

When you left-click to set a new course, that new heading will override any previous course heading. You can shift-click, however, to set a series of consecutive course changes. These are known as waypoint markers. They look like diamonds in space. Once you start setting waypoints, your ship will attempt to pass through as many of the waypoints, in order, as possible. As soon as you enter a non-waypoint course change (ie, you just left-click), all waypoints will be discarded.

If you set a series of waypoints for a ship, and then jump command to another ship, the AI that takes over your previous ship will discard the waypoints.

Disengagement

There are two different types of disengagement: pressing the ESC key and selecting END MISSION, and moving your ship across the map border.

As you approach the map border, it will change colors the closer you get to it. When your ship moves across the border, it will disengage at high speed. There is a small "fuzzy" area where you can cross the border graphic, but not go to disengagement speed -- in case you change your mind.

If you have not completed the mission requirements, disengagement will usually result in a loss. However, a loss of a single mission may be better than losing valuable ships and officers in battle.

The SFC.INI file

This is a text file in your SFC folder than contains your game configuration. It is possible, but not recommended, to manually edit the file to configure the game differently. **Caution:** Always make a backup of the current sfc.ini file before making modifications. If the game starts to exhibit odd behavior after editing the sfc.ini file, you can restore to the earlier backup.

Here is a brief explanation of the various .ini settings:

[Network]	<i>All settings following this tag are for network related options.</i>
PlayerName=Captain	The name of the player as displayed in all non-Mplayer multiplayer games.
SessionName=Captain's Session	The name of the game displayed on the select session screen.
SessionType=Starfleet	Do not adjust this value.
SynchWait=20	A synchronization delay when the game starts up.
[Debug]	All settings in this group are for debug information.
ScreenShot=1	0: Disabled. 1: Screenshots (F12) enabled.
Fps=0	0: Disabled. 1: Show FPS info on screen.
VollyInfo=0	0: Disabled. 1: Enable showing the amount of internal damage, numerically, above the target. The numbers on the bottom are more recent.
[3D]	<i>These are the graphics related settings.</i>
wireframe=0	0: Hardware-acceleration. 1: Software rendered mode.
windowed=0	0: Disabled. 1: If the game resolution is smaller than the desktop resolution, the game will play in a window
zbuffer=1	0: Disabled. 1: Enabled. Z-buffering on video cards with smaller amounts of memory (4mb) may cause problems.
lowres=3	0: 800x600 1: 640x480 2: Some odd resolution 3: 1024x768 4: 1200x800
backdrop=1	Your video card may support higher resolutions. 0: Disabled. 1: Enable the background.
[UI]	<i>These settings control the User Interface.</i>
UIType=1	Don't change.
QuickTip=1	0: Disabled. 1: Enabled.
Grid=0	0: Disabled. 1: Enabled.
OrderDelay=30	This controls the delay between mouse click and ship response. In milliseconds.

HeadingDisplay=0	0: Disabled. 1: Enable the course indicator.
AutoFilm=1	0: Disabled. 1: Enable the automatic filming of missions.
SkipUpsell=1	0: Disable this function. 1: Don't play the opening movies.
[Sound]	<i>Audio settings.</i>
disable=0	0: Sound is enabled. 1: Sound is disabled.
GlobalVolume=100	0-100: The volume of all sound. The primary method to control the sound effects volume.
MusicVolume=50	0-100: The volume of the music, in proportion to the global volume.
VoiceVolume=50	0-100: The voice volume, in proportion to the global volume.
[Races]	<i>This section controls what races are selectable at the race selection screen.</i>
Orions=1	0: Disabled. 1: Enabled.
Feds=1	0: Disabled. 1: Enabled.
Klingons=1	0: Disabled. 1: Enabled.
Hydrans=1	0: Disabled. 1: Enabled.
Lyrans=1	0: Disabled. 1: Enabled.
Roms=1	0: Disabled. 1: Enabled.
Gorns=1	0: Disabled. 1: Enabled.
IAmCaptainKirk=1	Cheat in the Kobayashi Maru scenario.
IAmNotAnAnimal=1	Cheat in the Duel scenario.
[Mouse]	<i>Mouse settings.</i>
async=1	0: Disabled. 1: Asynchronous mouse support, this will keep the mouse moving at the same speed regardless of the video framerate. If disabled, the mouse speed is tied to the framerate. If you are having mouse problems, try disabling this setting.
hwblit=0	0: Disabled 1: Hardware blitter enabled. Doesn't work with all video cards.
[IPAddress]	<i>The Address Book</i>
NumOfEntries=1	The number of entries in the address book.
Entry#0=Local Area Network	Do not change. Additional entries will appear below this entry.
[ModemAddress]	<i>The Modem address book.</i>
NumOfEntries=0	Number of entries.

Tournament Ships

The 1.02 patch introduces the Tournament Cruisers for multiplayer scenarios. These are special ships that are more balanced than the normal cruisers. There is one tournament cruiser for each race, with the exception of the Romulans (who get one tournament ship for each of their three ship generations.)

Race	Class	Description
Federation	F-TCC	Tournament Command Cruiser
Hydran	H-TLM	Tournament Lord Marshal
Klingon	K-D7CT	Tournament Command Cruiser
Lyran	L-TCC	Tournament Command Cruiser
Gorn	G-TCC	Tournament Command Cruiser
Romulan	R-TKE	Tournament King Eagle
Romulan	R-TKR	Tournament KR
Romulan	R-TFH	Tournament Firehawk

To access the tournament cruisers, the game era must be set to LATE. The tournament ships are found under the Heavy Cruiser ship category.

To keep the tournament ships from non-tournament games, the prices of the tournament ships are exaggerated. The game moderator should set the BPV amount of a tournament game to 1,000 points. This will give each player one tournament cruiser and a small amount of points to spend in the Spacedock.

Important Files

There are a few important files in your SFC folder:

readme.txt

This file contains last minute information about the game.

patch.txt

This file contains information about the latest patch. All the fixes, changes and known issues are recorded here.

SFB Files

In the SFB folder are a series of Adobe Acrobat .pdf files that contain a playable introductory version of Star Fleet Battles. SFB is the boardgame that inspired SFC. These files will give you some more details about the weapons and systems that SFC uses. Just remember that some of the weapons and systems have been intentionally changed when we adapted the boardgame, but the core fundamentals of SFB apply to SFC...