TACTICAL COMBAT SIMULATOR
CADET ORIENTATION MANUAL

CONTENTS

INTRODUCTION

The *Tactical Combat Simulator* is a turn-based computer strategy game based on the *Star Trek Starship Tactical Combat Simulator* board game released by FASA in the mid 80s. The game is designed to simulate combat between two or more large starships.

This document is intended to introduce you to the *Tactical Combat Simulator* program. Though it is not a comprehensive rule reference, it covers the main elements of the game and familiarizes you with its interfaces. The section entitled "Basic Concepts" provides fundamental information about the game's mechanics. The "Tutorial" section walks you through a single scenario from start to finish.

BASIC CONCEPTS

The basic elements of the game are **scenarios** and **ships**. Scenarios are defined by a fixed map area with ships pre-placed and victory conditions specified. Some scenarios have non-ship map elements such as planets or asteroids for additional visual splendor. Most scenarios are battles between two or more ships until one side is left alive, but some have more complex victory conditions such as the loss of a specific ship (or ships), or escape off the map.

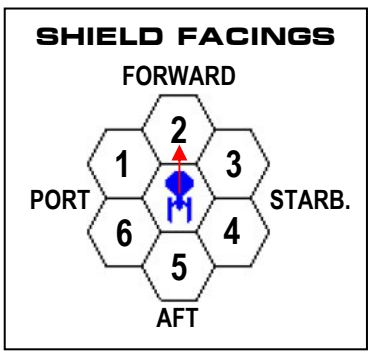
The map is based on hexagons, six-sided two-dimensional polygons, arranged side by side to make an interlocking grid. The hexagon (or "hex") locations are not normally displayed but can be. Ships move from hex to hex and face one of the six sides of the hex they're in.

Ships are the fundamental units of the game. Every ship is distinguished by its "class." Each class of ship has different internal systems and often has a different appearance than other classes. Ships are controlled by either a human player or the computer. Different ships on the same side can be controlled by a combination of computer and human players, and a human player can control more than one ship if so desired. The game can be played by multiple human players by taking turns "hot seat"-style, either against one another or cooperatively against computer-controlled opponents.

Ships have internal systems: engines, superstructure, shield generators, beams, torpedoes, power converters, sensors, and communications systems. Systems can be damaged or destroyed during the course of combat. The ship can also take casualties as a result of damage, thus reducing the percentage of effective crew members. Damage either disables a system for the remainder of the scenario, or reduces the numeric rating of that system (in the case of the crew, superstructure, and engines).

Engines provide power to the ship. This power is used to move, raise shields, and power weapons. Damage to the engines results in a decreased amount of power to allocate to these systems. If a ship is reduced to zero or fewer engine points, it explodes. Damaged engines can be slowly repaired.

A ship's **superstructure** rating represents the hull—the actual material that makes up the ship and holds everything together. Damage to the superstructure often results in the loss of some crew members. If a ship is reduced to zero or fewer superstructure points, it explodes. Damage to the superstructure can be slowly repaired.



A ship's **crew** is needed to run the ship effectively. Ships with a reduced crew have a harder time hitting their targets. If a ship loses its entire crew, it explodes. Some casualties can be reduced by the efforts of your Chief Medical Officer.

Shields protect ships from permanent damage. Every ship has six numbered shields (see diagram to the right).

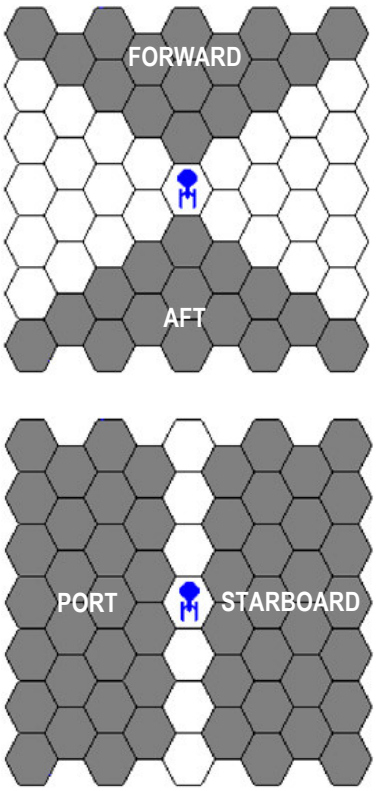
When a ship it hit by weapons fire, the damage incurred is first taken off the facing

shield if it is powered. Any remaining damage passes into the interior of the ship. Shields are created by **shield generators**. Shields regenerate their defensive capabilities at the end of each phase unless their particular shield generator has been destroyed. Destroyed shield generators cannot be repaired.

Beams are long-range weapons with variable damage. The more power allocated to a beam, the more damage it does. **Torpedoes** are generally shorter-range weapons with small fixed power requirements and high damage. Beams and torpedoes are destroyed if damaged. They can also be temporarily knocked "down" by damage to the bridge. Destroyed beams and torpedoes cannot be repaired. "Downed" beams and torpedoes have a chance of returning to their normal state over time.

Beams and torpedoes have differing firing arcs (forward, aft, port, and starboard). It is important to try to keep powered shields and weapons pointed towards one's enemies as much as possible.

FIRING ARCS



There are also three systems that, when damaged, affect the performance of one's ship and the information one has available. They are power converters, sensors, and communications.

The **power converters** can be damaged by a hit to the engineering section. Weapons cannot be fired while they are damaged. Your Chief Engineer attempts to bring them back online over time.

The **sensors** allow weapons to lock on to targets as well as provide information about enemy ships. While they are damaged weapons cannot be fired and you do not acquire any new sensor information. Your Chief Science Officer attempts to bring them back online over time.

The **communications** system is only important when fighting with a team of other ships by your side. If the system is operational you have access to detailed reports on your team mates' conditions. When damaged, your Chief Science Officer attempts to bring them back online over time.

The game can seem complex, but the basic questions faced by the player each turn are these:

- What systems do I give power—movement, shields, or weapons—and in what combination? Should I power a few shields fully, or many partially? Which weapons do I wish to bear on my enemy this turn?
- Where do I want to move my ship? Do I want to close for a better chance to hit? Should I turn to get a powered shield facing my enemy? Should I try to pass my enemy so I can fire aft-mounted weapons at him?
- When is the best time to fire? Should I wait for better odds, or fire before my enemy gets a chance to damage my ship?

Though a tactical strategy game, a fair amount of chance is involved. While this reduces the pure strategic element, it makes the game more entertaining and exciting. In the heat of battle, one has to take some chances...

SETUP

Before playing, one must make a few choices regarding how the game will be configured.

Choose a Scenario

The player selects the scenario to play.

Set Options

You are presented the opportunity to configure the game options before the scenario begins.

Choose Controllers

The player specifies the controller, either human or computer, for each ship. The name and captain name for each ship can also be modified if desired.

Officer Skills Determined

The computer creates random values for all ship's officers' skills.

SEQUENCE OF PLAY

Combat is conducted in turns, and each turn is divided into phases for skill rolls, allocating power, determining the tactical advantage, movement, announcing fire, resolving fire, repairs, and re-powering shields. For each turn, there is only one Skill Roll Phase, Power Allocation Phase, and Tactical Advantage Phase. There are, however, five Sensor, Movement, Announce Fire, Resolve Fire, Repair, and Shield Re-Power Phases. Turns follow the sequence given below. Even though some of the steps may not be necessary in combats between only two captains, the sequence is presented in full. Phases marked as "automatic" occur without any user intervention.

Skill Phase [Automatic]

1. Each ship's officers attempt a variety of skill rolls to determine if officers have either generated bonuses for this turn or have repaired damaged systems. If any of your officer's rolls are successful, the SHIP'S LOG appears to report the results.

Power Allocation Phase

2. Each captain determines how much power he will put into each of his shipboard systems.

Tactical Advantage Phase [Automatic]

3. The computer checks how many movement points each ship has for this turn. The vessel with the highest total has won the tactical advantage for this turn, the ship with the second highest has second advantage, and so on for all vessels. If more than one vessel has the same movement, their captains' skills are checked, with the highest skill rating winning the tactical advantage.

Sensors Phase [Automatic]

4. If a ship's Sensors are undamaged, a Skill Roll is made to determine if it acquires new data about its sensor target.

Movement Phase

5. The captain who lost the tactical advantage moves his ship first.

6. The next captain then moves his vessel, and so on until all captains have moved their ships.

Announce Fire Phase

7. Each captain now announces whether they intend to fire and declare their targets, in order, with the captain who won the tactical advantage declaring last. After declaring a target, the captain must specify which weapon(s) will fire at the target.

Resolve Fire Phase [Automatic]

8. Weapon fire is resolved. Ships fire take turns firing according to their numeric ID number, but all damage takes effect at the end of the Resolve Fire Phase, regardless of which captain resolves firing first. Beam weapon shots are resolved first, and then missile shots are resolved. For each shot taken, power is removed from the weapon to indicate that it has been fired.

Repair Phase [Automatic]

9. Officers attempt to repair systems disabled by bridge and engineering hits.

Shield Re-Power Phase [Automatic]

10. All functional shields are re-energized to the levels set in the Power Allocation Phase.

Completing the Turn

11. Steps 4 through 10 are repeated for the second Sensor, Movement, Firing, Repair, and Re-powering Phases.

12. Steps 4 through 10 are repeated for the third Sensor, Movement, Firing, Repair, and Re-powering Phases.

13. Steps 4 through 10 are repeated for the fourth Sensor, Movement, Firing, Repair, and Re-powering Phases.

14. Steps 4 through 10 are repeated for the fifth and final Sensor, Movement, Firing, Repair, and Re-powering Phases. This ends the turn. The next turn begins with Step 1.

Ending the Game

15. The first side to complete its victory conditions is declared the winner, and the game is over. If both sides should complete their goals at the same time, the game is declared a draw.

TUTORIAL

This tutorial is intended to walk you through your first game. Simply read along and follow the bulleted instructions (marked with an arrow). The tutorial scenario is special in that it will always play out in exactly the same way as long as you do not deviate from this script.

MAIN MENU

The game opens with the MAIN MENU. Here one can choose to start the game, open the ship or scenario editors, or exit to Windows.

- Left-click the "ENTER SIMULATOR" button.

CHOOSE A SCENARIO

The next screen prompts you to CHOOSE A SCENARIO. There is a map, a scenario description, a ship list, a play/observe toggle, a scenario list, and some buttons to load, browse, or exit.

- Left-click "Tutorial.scn" in the scenario list box along the right side of the screen.

The map, title, and description change to reflect your selected scenario.

- Left-click the "LOAD SELECTED" button.

OPTIONS

After selecting the scenario, you will be prompted to set the game options. For the tutorial use the defaults provided.

- Left-click the "DONE" button.

CONFIGURE SHIP

Next, you will assign the controller, name, and captain's name for each ship using the "CONFIGURE SHIP" dialog. Feel free to use the default names provided or enter your own. If you want to enter your own, make sure to do so before pressing either of the buttons.

- Left-click the "HUMAN" button for ship 1.
- Left-click the "COMPUTER" button for ship 2.

Depending on your system speed and the size of the scenario, you might briefly see a screen that says "LOADING..." while the scenario loads. The simulation is about to begin...

TURN 1: BEGIN TURN

A dialog box appears to indicate that it's about to be your turn to allocate power to your ship.

- Left-click the "ACKNOWLEDGED" button.

TURN 1: SKILL ROLLS & SHIP'S LOG

The SHIP'S LOG display appears at this point, though it doesn't always. The SHIP'S LOG provides information about your ship and its officers along the left side of the display, and lists skill roll results, sensor information, and damage reports on the right. Entries to the log are added to the top of the list, so the most recent entries are above older entries.

Your ship's officers automatically make a variety of skill checks before power allocation. If any of these checks are successful the SHIP'S LOG appears to show the results. It also appears if any sensor information is acquired (see below). If there is nothing new to report, the log doesn't appear and play proceeds to the Power Allocation Phase. Skill rolls either result in small bonuses for the turn or system repairs.

Your Helmsman reports that he has "re-calibrated the targeting computers." This will give you a 10% better chance to hit with every weapon fired this turn.

- Left-click the "DONE" button.

TURN 1: POWER ALLOCATION

You distribute power to your ship's systems using the POWER ALLOCATION display. This screen also shows your ship's status and power available. Your ship's engines generate a certain amount of power each turn. You distribute this power every turn to movement, shields, beams, and torpedoes. Left-clicking a light-blue "PWR" button adds power to that system; right-clicking subtracts power from that system. You can have the computer allocate power for you by pressing the "AUTO" button. The TACTICAL and SENSOR displays are accessible from the POWER ALLOCATION display in case you need this information while distributing power.

"CREW," "SUPERSTRUCTURE," and "ENGINES" meters are at the top of the display. At the far left side of each bar is your ship's maximum rating for that particular item. Superstructure and engine ratings vary from ship to ship, but all ships start with a 100% crew rating. Just to the right of the maximum rating is a small box with the current rating listed. Since you have not taken any damage yet the maximum and current ratings will be the same. Next, a percentage value is displayed representing how much damage has been taken to each item. Finally, a graphic representation of the percentage is shown as a meter for quick reference.

In the upper-right corner the status of your power converter, sensor, and communication systems are displayed.

Along the middle of the display is the "POWER AVAILABLE" meter. This represents the power you distribute to various systems. This number is directly based on your current engine rating.

Shields, beams, and torpedoes are numbered in rows. The identification number of each is along the left side of the row, and the power allocation button is on the right. Other details about these systems are described later in this tutorial.

Interface Colors

The POWER ALLOCATION, STATUS, and SENSOR displays use colors to denote the status of various systems.

For the "CREW," "SUPERSTRUCTURE," and "ENGINE" meters, green means that no damage has been taken, yellow means some damage to that item, and red means that item is at less than 25%.

For the "POWER CONVERTERS," "SENSORS," and "COMMUNICATIONS" indicators, green means the system is operational, yellow means a system is damaged and red means that the system is severely damaged. None of these systems can be permanently destroyed.

For shields, beams, and torpedoes, green means the system is operational, yellow means it's down, and red means it's destroyed. Shields, beams, and torpedoes can be knocked down as a result of a hit to your bridge. This is a temporary state in which the downed system cannot be used and looses all power. Destruction means that you can no longer allocate power to that shield or weapon and it looses any power previously allocated to it. Destroyed shield generators also do not regain defense points at the end of every phase as they would normally.

Movement

Movement is very important in combat. A certain amount of power is required for each move you plan to make during the turn. Your current ship requires four power units to move one hex. Movement points are distributed evenly across five phases each turn. Thus, if your movement for the turn is five, you will get one move in each phase; if your movement is three, you would move a single hex in the first, third, and fifth phases. Let's allocate enough power to give you a movement of seven for the turn.

- Left-click the light-blue button next to the word "MOVEMENT" seven times.

Notice that the number in the button will increase by four, the "POWER AVAILABLE" meter goes down by four, and the "MOVES" meter goes up by one each time the button is left-clicked. If you make a mistake, right-click the button to remove power.

Shields

Shields defend your ship from permanent damage. All damage is applied to the facing shield before being applied to internal systems. Every ship has six shields representing facings around the ship (notice how the diagram in the "Basic Concepts" section corresponds with the "Shields" area of the POWER ALLOCATION display). Each point of power allocated to a shield adds a specific number of defense points to that shield for the turn. All shields have a maximum power capacity, so you can't just put an infinite amount of power into your shields. Each defense point absorbs one damage point during a phase (if the shield is struck by weapons fire). Defense points are regained at the end of each phase. Your ship's shields produce two defense units for each power unit allocated and have a maximum power capacity of eight.

You should fully power your front shield to defend yourself as you advance. The front shield is designated as shield #2.

- Left-click the light-blue button in the "2" row in the "SHIELDS" area eight times (until it reads "8").

Notice that the number in the button will increase by one, the "POWER AVAILABLE" meter goes down by one, and the number in the box next to the front shield facing goes up by two each time the button is left-clicked.

Weapons: Beams and Torpedoes

Beams and torpedoes are weapons used to damage your enemies. Each ship can have a varying number of beams and torpedoes, including none at all. In this case, your ship has six beams and two torpedoes. Beams generally have good range but low damage compared to torpedoes. The amount of damage they do is directly proportional to the amount of power allocated to them, plus they get a slight bonus at closer ranges. Torpedoes do a fixed amount of damage for a fixed power requirement, and their damage is the same no matter what the range to the target.

You need to power all beams with one power each:

- Left-click each of the six light-blue buttons in the "BEAMS" area once (each should read "1").

You also should power both torpedoes:

- Left-click both of the light-blue buttons in the "TORPEDOES" area once (each should read "1").

It is important to consider the firing arcs of your weapons. You can only fire a weapon at a target that is in the weapon's firing arc. For example, your front torpedoes' arcs are marked as "F" for "forward." This means that you can only fire them at an enemy that is in a triangular area in front of your ship. Some weapons have more than one arc listed. These weapons can fire in any of the listed arcs; the arcs are essentially added together to make a wider arc.

Power Distributed!

At this point, all of your power should be spent and the POWER AVAILABLE meter should read "0." The current power available equals your maximum power minus all of the power distributed to movement, shields, beams, and torpedoes. When you are satisfied with your choices, click the "DONE" button to end the Power Allocation Phase and continue the game.

- Left-click the "DONE" button

TURN 1, PHASE 1: MAIN MAP SCREEN

The POWER ALLOCATION display disappears and the main game screen takes its place. Here you see a two-dimensional representation of space along with ship icons and various map elements such as planets. The current turn and phase number are listed in the upper-left corner of the screen. Next to them the phase type is listed. Right now, it reads "Movement." The visible area does not represent the entire playing area—it is merely a "viewport" on the map.

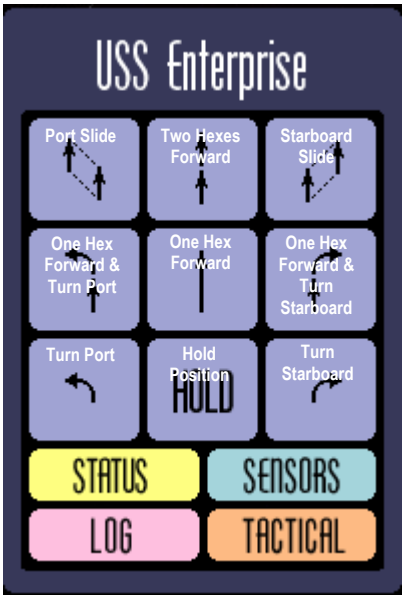
Your enemy moves first during this turn. Slower ships move before faster ships do—ties are broken by the captains' skill ratings. Moving last is advantageous, as you will be able to react to your enemy's movements throughout the turn.

You can move the mouse pointer to the edge of the screen to move the viewport around. Also, the scale can be modified to show more or less of the map on-screen. Use the following keys to manipulate the main map screen at any time.

‹Delete›	Move map viewport to right
‹PageDown›	Move map viewport to left
‹Home›	Move map viewport up
‹End›	Move map viewport down
‹Insert›	Decrease map view scale
‹PageUp›	Increase map view scale
n	Toggles ship names on map
m	Toggles moves per phase on map
h	Toggles hexes on map
c or Mouse 3	Center map viewport on current ship

TURN 1, PHASE 1: MOVEMENT

When it is your turn to move, you will see the MOVEMENT INTERFACE appear in the bottom-right corner of the screen with your ship's name along the top. The top nine buttons are moves you can make this phase. The moves are combinations of turning and/or moving forward. Pressing any of the move buttons immediately initiates the move. It is important to remember that the move diagrams on the buttons represent moves relative to the current facing of the ship—though the "forward" move button has an arrow pointing upwards, if pressed it will move your ship forward from its current position (which may not be upward). You might have from zero to three moves in any given phase based on your movement for the entire turn and what phase it is. Once you have expended your movement for the phase the game to proceeds to the next ship. Don't press any of the movement buttons just yet.



Before making your move(s), you can consult a variety of other information screens to help determine the best course of action. Either left-click one of the four buttons labeled "STATUS", "SENSORS", "LOG", or "TACTICAL". Alternately, you can use the following keys on your keyboard:

‹F1›	Open/close Status display
‹F2›	Open/close Sensors display
‹F3›	Open/close Ship's Log display
‹F4›	Open/close Tactical display
‹F5›	Open/close Charts display
‹Spacebar›	Close displays

Status Display

The STATUS display provides information about power allocated for the turn and damage taken over the course of the scenario.

- Left-click the "STATUS" button

The information is displayed in much the same way as the POWER ALLOCATION display, but there are no buttons to add or remove power from ship's systems.

- Left-click the "DONE" button or press the spacebar to close the STATUS display and return to the Movement Interface.

Sensors Display

Sensors provide information about enemy ships. You may have only one sensor target at any given time. Information about various sub-systems is acquired slowly during the course of a turn. Each phase, a skill roll is made by each ship's Science Officer. If the roll is successful, information about one randomly-determined sub-system is acquired.

- Left-click the "SENSORS" button

The information is displayed in much the same way as the POWER ALLOCATION and STATUS displays, but only systems about which you have acquired sensor information are displayed in color—unknown systems are displayed in gray.

There are buttons here to change the sensor target, but since you only have one opponent in this tutorial they are not functional. Sensors are automatically "Locked" on the nearest enemy ship when the scenario begins.

- Left-click the "DONE" button or press the spacebar to close the SENSORS display and return to the Movement Interface.

Ship's Log Display

The SHIP'S LOG shows a record of important information that has happened during the course of the scenario. This includes successful skill rolls made by officers, new sensor information, damage incurred, and the destruction of other ships.

- Left-click the "LOG" button

The log also lists all of your officer's skill rating in various areas. These skills determine a variety of random bonuses you might get each turn. The skills range from 1 to 100 (higher is better).

- Left-click the "DONE" button or press the spacebar to close the SHIP'S LOG display and return to the Movement Interface.

Tactical Display

The TACTICAL display provides information about your current position relative to enemy ships—which of your shields faces the enemy, the range between you, weapons that you can bear on them, weapons that they can bear on you, the potential damage you might inflict, and the maximum damage they might inflict on you.

- Left-click the "TACTICAL" button.

The TACTICAL display depicts the map at a different scale so more of the playing area is visible. A gray line is drawn between your ship and the current target, and the target is highlighted with crosshairs. You can move the viewport around by moving the mouse pointer to the edge of the screen. In games with more than one enemy ship, you can use the "NEXT" and "PREVIOUS" buttons to target different ships. Note that this targeting is for informational purposes only and is different than either a sensor target or a weapon target.

Shield facings are denoted by a gray hex around each ship. Your shield defense point ratings are displayed as well. The hex points that make up the map are displayed in a variety of colors denoting which of your firing arcs they fall into. The key is in the bottom-left corner of the screen. Large colored hexes are drawn around each ship denoting the ranges at which damage bonuses are applied to beam weapons.

In the upper-left corner of the screen there is a text readout of various information about the currently-selected target. Following are short descriptions of the information presented.

Name	The ID number and name of the targeted ship
Class	The ship's class
Heading	Numerical value representing which direction the ship is facing (2 is up)
Movement	The total number of moves the ship has this turn (not this phase)
Range	Distance between your ship and the target
Damage Chart	A letter representing the engine configuration (most ships are "C")
Target Shield	Shield you would hit from your current location
Bearing Firing Arcs	Weapon arcs the target is in
Moves per Phase	Moves for each phase

Below that is an area labeled "Tactical Projections." This area tells you about your chances to hit your target and how much damage you would do on a successful hit. Right now you should note that your chance to hit at this range is "0%" for all weapons—you will need to get closer before firing.

In the upper-right corner of the screen is an area labeled "Target Threat Assessment." This area describes the target's weapons, their estimated chance to hit your ship, and the maximum possible damage they might do. The maximum damage is listed because you don't know how much power the target allocated to his weapons (if any). For example, your enemy's beam #1 has a maximum damage of "6" listed, but if he only allocated three power units to the beam this turn it will do less.

- Left-click the "DONE" button to close the TACTICAL display and return to the Movement Interface.

Your First Move

It is time to make your move. You will advance on your enemy by moving directly ahead two hexes.

- Left-click the top-middle button in the Movement Interface. It has two arrows pointing upwards.

Your ship will immediately slide forward two hexes. Now that all ships have completed their moves for the phase, play proceeds to the Announce Fire Phase.

TURN 1, PHASE 1: ANNOUNCE FIRE

After all ships have moved for the phase, each will announce whether or not they intend to fire this phase. If firing, the ship's controller also announces the target. Each ship can only fire weapons at a single target per phase. Ships announce fire in an order based on their Tactical Advantage for the turn.

The map centers on your enemy and a small message dialog opens in the lower-left corner of the screen. The enemy ship has decided not to fire this phase.

- Left-click the "ACKNOWLEDGED" button.

The map now centers on your ship and the dialog prompts you asking if you wish to fire your weapons this phase. You are still too far away to hit your enemy, so you should wait a little longer.

- Left-click the "NEGATIVE" button.

TURN 1, PHASE 2: MOVEMENT

Your enemy moves first again, so the map centers on him before he makes two starboard slides. The map then centers on your ship and the Movement Interface appears again. This phase you have two movement points to expend. We will make a port slide and then move forward two hexes.

- Left-click the top-left button in the Movement Interface. It has two parallel arrows pointing upwards connected by dotted lines.

Your ship slides diagonally to your port side, then moves forward one hex. You have used one movement point, but you still have another.

- Left-click the top-middle button in the Movement Interface. It has two arrows pointing upwards.

Your ship slides forward two hexes and your movement for this phase is expended.

TURN 1, PHASE 2: ANNOUNCE FIRE

The enemy ship has again decided not to fire this phase.

- Left-click the "ACKNOWLEDGED" button.

The map now centers on your ship and the dialog prompts you asking if you wish to fire your weapons this phase. You are still too far away to hit your enemy, so you should wait a little longer.

- Left-click the "NEGATIVE" button.

TURN 1, PHASE 3: MOVEMENT

It's your enemy's turn to move. The map centers on him and he does a port slide. The map then centers on your ship and the Movement Interface appears. This phase you have one movement point to expend. We will move forward two hexes.

- Left-click the top-middle button in the Movement Interface. It has two arrows pointing upwards.

Your ship slides forward two hexes and your movement for this phase is expended. You are getting close to the enemy ship now!

TURN 1, PHASE 3: ANNOUNCE FIRE

The enemy ship has decided to fire at you this phase!

- Left-click the "ACKNOWLEDGED" button.

The map centers on your ship and the dialog prompts you asking if you wish to fire your weapons this phase. You are now within an acceptable range and cannot risk having your system destroyed by enemy fire before you get a chance to use them. You will also fire this phase.

- Left-click the "AFFIRMATIVE" button.

A small dialog opens and prompts you to choose a target. Since there is only one enemy in this scenario there is only a single option presented.

- Left-click the "2 KIN CARNAGE" button.

You now are asked to choose which weapons you want to fire. Only weapons that have been powered this turn can be fired, and each weapon can only be fired once per turn (not per phase). There are buttons for each of your weapons, as well as one labeled "DONE" and another labeled "ALL." All of the buttons are currently enabled because you haven't fired any weapons yet, none are damaged, and all are pointing in the right direction to fire. If any of these condition were not the case, you would either not see a button or it would be marked as "DESTROYED" or "DOWN." Weapons that can fire this phase have a button labeled "READY." Clicking the button toggles the weapon from "READY" to "FIRING" and back again.

It is often best to fire as many weapons as possible at once in order to break through your enemy's shields. For this reason we are going to fire everything we've got. Notice that your chance to hit ("%TH") is 90% for your beams and 60% for the torpedoes.

- Left-click the "ALL" button.

All of your weapons are toggled from "READY" to "FIRING."

- Left-click the "DONE" button.

TURN 1, PHASE 3: RESOLVE FIRE

The Resolve Fire Phase determines if any fired weapons hit their target and the resulting damage. This phase only occurs if any ship announced intent to fire weapons in the Announce Fire Phase. Though ships take turns firing their weapons and determining hits, all damage is applied simultaneously at the end of the phase. This means that if a ship (or sub-system) is destroyed in the current phase but announced intent to fire, it still fires.

You will now see your ship fire its beam weapons and a dialog box will report the results of each shot.

- Left-click the "ACKNOWLEDGED" button eight times (once for each weapon report). You can alternately press ‹ENTER› to proceed.

You are pretty lucky—you hit with every beam and one of your torpedoes.

- Left-click the "ACKNOWLEDGED" button seven times (once for each enemy weapon report).

Unfortunately, the enemy ship is pretty lucky as well. You get hit by five beams and a torpedo!

TURN 1, PHASE 4: MOVEMENT

It's your enemy's turn to move. The map centers on him and he does a port slide. The map then centers on your ship and the Movement Interface appears.

Status Display

Before moving you should check to see what sort of damage was done last turn. You can do this using the STATUS display.

- Left-click the "STATUS" button in the Movement Interface or press the ‹F1› key.

Your crew and superstructure are damaged and their meters are displayed in yellow. The loss of 2% of your crew means that your chance to hit with any weapon will be reduced by 2%. Also, your shield generator for shield #2 was destroyed; as a result you will no longer be able to put power into that shield and it will not regenerate defense points at the end of every phase. All in all, things could have been worse.

- Left-click the "DONE" button or press the spacebar.

Ship's Log Display

There's another way to get a damage report. Take a look at the SHIP'S LOG.

- Left-click the "LOG" button in the Movement Interface or press the ‹F3› key.

At the top you can see that you acquired some information about your enemy's shields. The next two entries are in red. They describe which systems took damage and the amount sustained. You also took a hit to your superstructure resulting in a loss of crew.

Below the red damage log entries there are yellow shield damage reports. The first four beam shots were absorbed by your shield, but the last two shots "breached" the shield and damaged the ship. Note that the type of damage sustained by the ship is randomly determined after damage gets past the shield. In this case it hit a location that caused the damage to be halved (four points went through the shield, but only two damage was applied to the superstructure and the crew).

- Left-click the "DONE" button or press the spacebar.

Sensors Display

What kind of damage did you do to the enemy ship? Your sensors will hopefully be able to tell you something.

- Left-click the "SENSORS" button in the Movement Interface or press the ‹F2› key.

The systems for which you have sensor information are displayed in green. Unknown systems are displayed in gray. You currently know about your enemy's sub-systems (power converters, sensors, and communications), as well as his shields.

The power rating for some of his weapons is listed as "0" in red. You know this information because you observed those weapons being fired—their power must now be zero. Notice that your enemy still has some aft-mounted weapons that he might bring to bear on you.

- Left-click the "DONE" button or press the spacebar.

Completing the Movement Phase

This phase you have two movement points to expend, but since you have fired all of your weapons there is no reason for you to jeopardize your ship by moving closer to the enemy vessel. You also don't have any powered shields to face towards the enemy. This phase we will hold position. Go ahead and end your movement phase by giving the "hold" command.

- Left-click the "HOLD" button in the Movement Interface.

TURN 1, PHASE 4: ANNOUNCE FIRE

The enemy ship is not firing this phase.

- Left-click the "ACKNOWLEDGED" button.

The map centers on your ship and the dialog prompts you asking if you wish to fire your weapons this phase. You have fired all of your weapons this turn and cannot fire again. The dialog appears in case human players are playing a "hot seat" game—if the prompt didn't appear your enemy would know that you have no valid weapons to fire.

- Left-click the "NEGATIVE" button.

TURN 1, PHASE 5: MOVEMENT

Your enemy holds position. Let's do a port slide.

- Left-click the button in the upper-left corner of the Movement Interface. It has two parallel arrows pointing upwards connected by dotted lines.

TURN 1, PHASE 5: ANNOUNCE FIRE

The enemy ship is not firing this phase.

- Left-click the "ACKNOWLEDGED" button.

The announce fire dialog appears. You have fired all of your weapons this turn and cannot fire again.

- Left-click the "NEGATIVE" button.

TURN 2: BEGIN TURN

You have played through the five phases of the first turn, so the game advances to the second turn. This means that every ship once again makes its skill rolls and allocates power. Any power left in a system from the previous turn is removed—nothing is "carried over" from turn to turn.

A dialog appears before it is your turn to allocate power to your ship.

- Left-click the "ACKNOWLEDGED" button.

TURN 2: SKILL ROLLS

Your officers have been very busy this turn. The SHIP'S LOG appears and displays their reports.

- Left-click the "DONE" button.

TURN 2: POWER ALLOCATION

Though you have taken some damage, your engines weren't hit so you have the same amount of power to allocate this turn as you did in the first. The main difference this turn is that your front (#2) shield generator was destroyed so you cannot power that shield anymore. This makes life a little difficult, as all of your weapons' firing arcs point forward.

Instead of the forward shield, we will power the forward/starboard shield (#3) and try to keep it facing the enemy when possible.

First, put 28 points of power into Movement so that you get seven moves this turn.

- Left-click the button next to the word "MOVEMENT" seven times.

Now you need to power your front/starboard shield to defend yourself as you advance.

- Left-click the button in the "3" row in the "SHIELDS" area eight times (until it reads "8").

Let's power all beams with one power each:

- Left-click each of the six buttons in the "BEAMS" area once (each should read "1").

You should also power both torpedoes:

- Left-click both of the light-blue buttons in the "TORPEDOES" area once (each should read "1").

Your Chief Engineer managed to squeeze out two extra power units this turn. Thus, we have a little more power to allocate. Let's put them into the starboard-firing beams since we plan to keep that side of the ship facing the enemy. The extra power will make the beams do a little more damage if they hit.

- Left-click the button in row "5" of the "BEAMS" area so that it reads "2".
- Left-click the button in row "6" of the "BEAMS" area so that it reads "2".

At this point, all of your power should be spent and the POWER AVAILABLE meter should read "0." When you are satisfied with your choices, click the "DONE" button to continue the game.

- Left-click the "DONE" button

TURN 2, PHASE 1: MOVEMENT

Your enemy once again has to move before you in this turn. He does a port slide.

The Movement dialog appears and it's your turn to move. We want to keep the enemy in your ship's forward firing arc, but have enemy fire strike the forward/starboard shield. One move forward will do just that.

- Left-click the button just above the "HOLD" button. It is marked with a single arrow pointing upwards.

TURN 2, PHASE 1: ANNOUNCE FIRE

The enemy ship has decided to fire this phase.

- Left-click the "ACKNOWLEDGED" button.

You had best fire as well, as there is a chance that you might be destroyed.

- Left-click the "AFFIRMATIVE" button.

You are prompted to choose a target.

- Left-click the "2 KIN CARNAGE" button.

Then you are prompted to choose which weapons to fire.

- Left-click the "ALL" button.

All of your weapons are toggled from "READY" to "FIRING."

- Left-click the "DONE" button.

TURN 2, PHASE 1: RESOLVE FIRE

A dialog box will report the results of each shot.

- Left-click the "ACKNOWLEDGED" button or press ‹ENTER› to close each dialog.

You both hit each other with everything you've got. Luckily for you, the enemy's shots didn't hit any critical areas but yours did. The enemy ship explodes and you have emerged victorious. Congratulations!

SIMULATION COMPLETE

A dialog appears to inform you that you (side #1) won the scenario. If you like, you can look at the ships' logs to see a "blow-by-blow" account of what happened. Alternately you can return to the main menu to exit the game or begin another scenario.

- Left-click the "RETURN TO MAIN MENU" button.

BEYOND THE TUTORIAL

The tutorial scenario represents the simplest form of the game—two ships fighting to the death. Other scenarios often have more ships and possibly different victory conditions. For example, a certain ship in a scenario might be designated as "unique." If such a ship is destroyed, its side loses immediately.

You must use different strategies when controlling ships with different weapon configurations. For example, try the tutorial scenario again, but this time control the D-10 and let the computer control the Constitution. See if you can make use of the D-10's aft-mounted weapons.

The game becomes much more complex when there are more ships in a scenario. You must defend yourself from attacks coming from more than one direction at a time, choose between targets when firing, and work in coordination with other ships on your side. If you want to try your hand at a scenario with multiple ships, load "Wingman" and play the Loknar.

Many ships and scenarios are included, but a ship builder and scenario builder are integrated with the game so that you can create your own. Many graphic elements are in standard formats and can be edited by players. Additional ship and map element graphics can be added simply by copying the new bitmaps to the proper folders, then assigning them to ships or scenarios. See the *TCS Rulebook* for more information.

CREDITS

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