

STAR TREK

OPERATION ARMAGEDDON

€ USS Essex
NCC-4119

€ USS Bismark
NCC-1704

€ USS Pollux
NCC-5154

€ USS Dubhe
NCC-5038

€ USS Hong Kong
NCC-2795

€ USS Excelsior
NCC-2000



gon D-75
Powerful

€ Klingon D-14A
IKV Nightstalker

€ Klingon D-18B
IKV Assassin

€ Klingon D-18
Vessel Unknown

€ Klingon D-18
Vessel Unknown

€ Klingon D-32
Vessel Unknown

€ Klingon L-24A
IKV Ever Victorious

THE KLINGON THEATER

F9S9

OPERATION ARMAGEDDON

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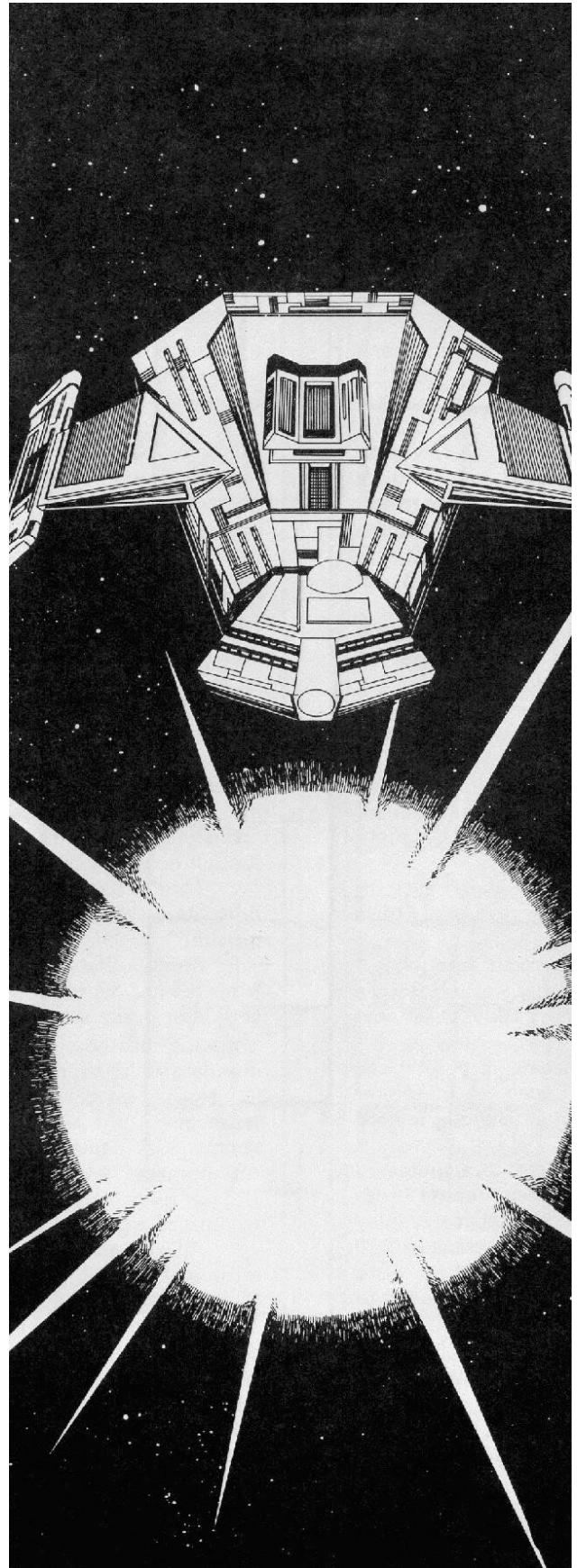
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OPERATION ARMAGEDDON

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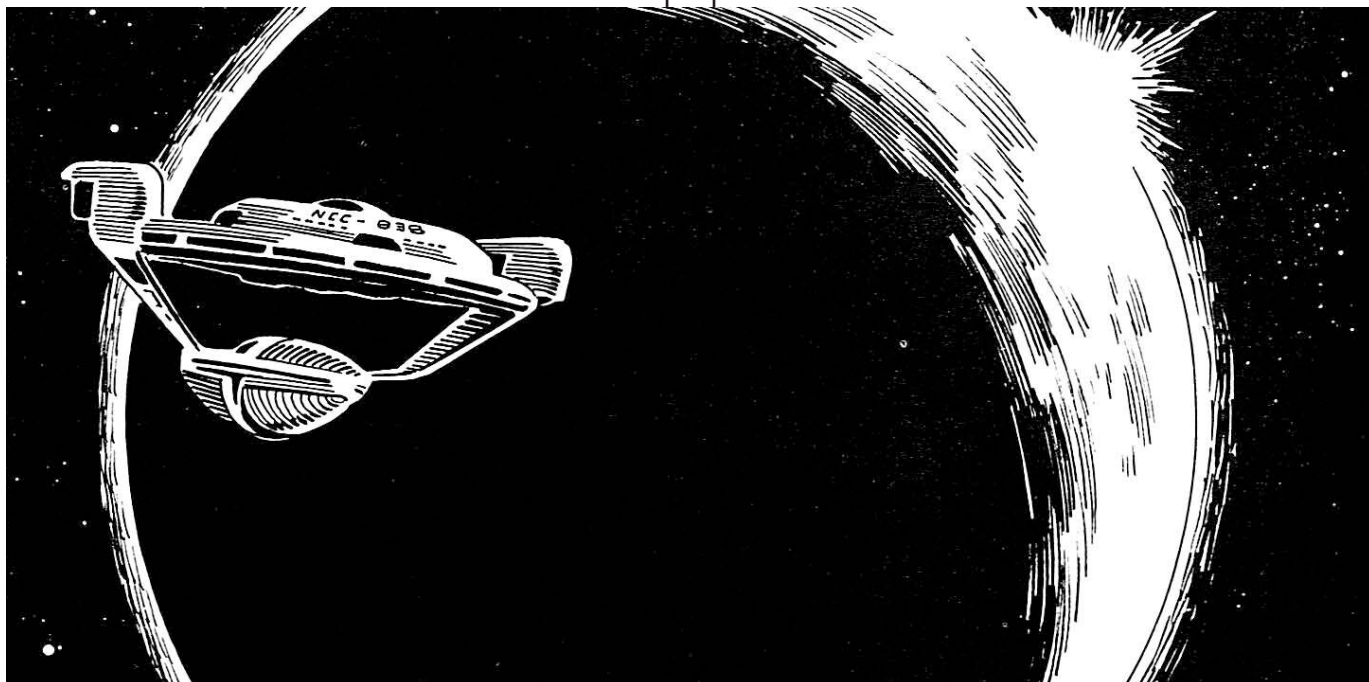
"A ship in harbor is safe, but that is not what ships are built for."
John A. Shedd

STAR FLEET COMMAND —AND STAFF COLLEGE— BASIC FLEET OPERATIONS



LARROLL '86

INTRODUCTION TO THE COURSE



Operation Armageddon is a starship combat supplement that allows individual players to simulate a large scale conflict between the *United Federation of Planets* and the *Klingon Empire*. Set in the time period following *Star Trek IV*, Players must manage and maintain a large fleet to defend their territory, while also eliminating the threat posed by their opponent during the course of the game.

Each player selects a number of era appropriate vessels for their fleet. These ships are assigned to squadrons and must engage enemy units of unknown strength. Other ships are assigned to cross the border and eliminate enemy ships and targets.

The playing field is divided into nine sectors based on nine planets. A tenth sector is also used as the players starbase, which represents the headquarters for the entire operation. Players assign ships to patrol each sector, protect the star system in that sector. Players must also create strike groups to attack their opponents and protect their base from attack.

Operation Armageddon is designed to simulate a free form conflict, allowing players to add as much or as little detail as they wish to the game. During the course of the game, players are unaware of what enemy units they are facing and must anticipate the possible targets and vessels used during battle.

Players conduct the conflict over multiple weeks and months of game play, adjusting strategies and unit composition following each turn. Players can create elaborate fleets, patrol groups and strike squadrons to help simulate the events of the war. Players also dispatch scouts to gather intelligence on enemy forces, further improving their strategy.

Advanced rules include additional resource management for both sides. Players must move raw materials from their various sectors to a shipyard to help build new ships, all while continuing to defend their territory and their convoys. Players can capture enemy sectors to secure new resources and even enlist the help of allies during the conflict.

Operation Armageddon can be played by two or more individuals, with each player assuming the command of one or more squadrons.



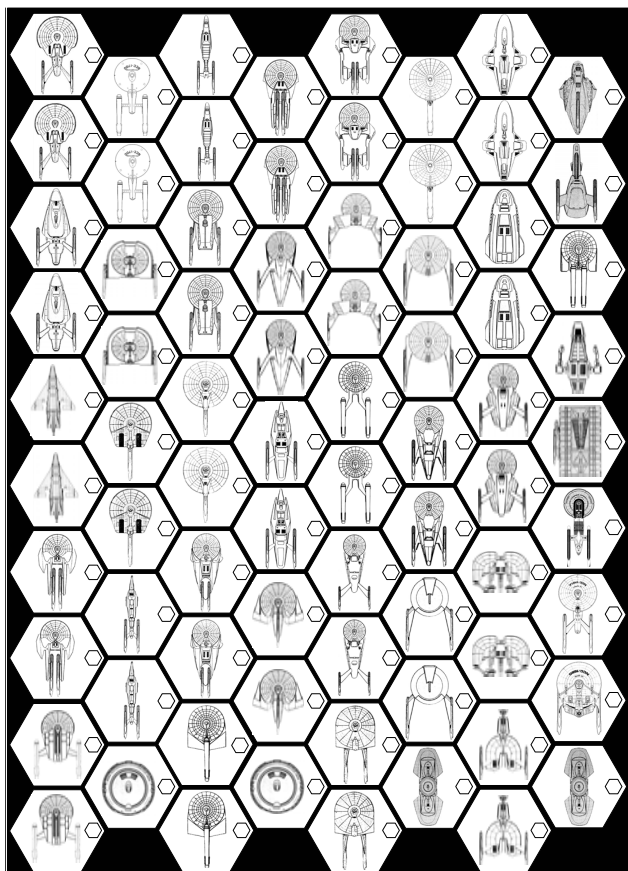
THE COURSE MATERIALS

STARFIELD MAP SHEET

To successfully play Operation Armageddon, players should have a full copy of the **FASA Starship Tactical Combat Simulator** game, including the 22x33 inch *Starfield Mapsheet*. The Mapsheet is a grid of six-sided areas called hexagons or hexes. The six hex-sides are used to divide the individual starship's defense screens into areas. They also are used to determine a vessel's heading for movement and firing during starship combat.

STARSHIP SILHOUETTE COUNTERS

The one-inch, hexagonal-shaped counters showing silhouettes of various starships and outposts are used with the *Starfield Mapsheet* to display the position of each starship and its movement during the game. Counters have been provided in the box set or can be downloaded from various sources online.



DICE

The die indicated in this game may be either 10 or 20 sided. Each die is numbered from 1 to 0 (0,10) either once or twice. Each roll of the die will generate a random number between 1 and 10.

The die also may be used to generate random numbers between 1 and 100 if it is rolled twice, two

of these dice rolled together are called percentile dice. If you are directed to roll percentile dice, roll the die twice. Have the first roll be the tens digit and the second roll be the ones. For example, if you roll a 5 first and a 3 second, you have rolled a 53. A roll of 0 first and a 6 second would be 06 or just 6. A roll of 0 on BOTH stands for 100.

MASTER CONTROL PANELS

In the combat designed for the Basic Course rules, each captain will use a fully prepared *Master Control Panel* for each vessel he commands. This display shows and records changes in engine power, movement, weaponry, defense shields, and damage levels during the Starship Combat phase of each round.

SECTOR MAP

The *Sector Map* shows the map of the region where the conflict takes place. It shows the name and location of each sector that a player must defend and manage during the conflict.

FLEET CONTROL PANEL

The *Fleet Control Panel* allows players to record and manage what vessels are assigned to individual squadrons and sectors. Each *Fleet Control Panel* is divided into four sections, with each section representing a sector.

	VESSEL NAME	VESSEL CLASS	CP	STATUS
SECTOR 6				
NOTES:				
SECTOR 7				
NOTES:				
SECTOR 8				
NOTES:				
SECTOR 9				
NOTES:				
COMMAND SECTOR				
NOTES:				

One sector on the *Sector Control Panel* should be designated as the Fleet Control Sector. This sector is used to record any ships that are not directly assigned to the defense of a sector. Attacks are launched using vessels recorded and available in this sector.

One sector can also be designated a Scout sector. This sector records any vessels used exclusively to scout enemy territory.

SETUP

CHOOSING SHIPS / CREATING A FLEET

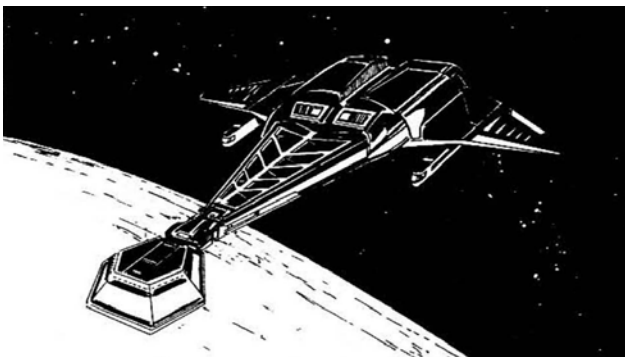
Before the first session, each player chooses which major power they would like to play. Once a major power has been chosen, each player begins to select what vessels they wish to use during the conflict. Players record how much Combat Efficiency (CE) they are using. Each player chooses up to 2500 CE total. This includes any vessels they will use defensively, ships they will use to attack their opponents and any scouts or replacement vessels they plan to use. Once a player has vessels equal to the total allowable CE, they should assign those ships to the various sectors and squadrons.

Players may choose any vessel type (destroyers, frigates, cruisers, gunboats or scouts). Players may choose a single battleship as well as a single space station. The total combined CE cannot exceed 2500 points, but can be made up of any number or type of ship.

Players should be aware that they may wish to choose at least one or more scout class vessels. Scouts are used to scan enemy sectors and obtain data before the combat turn. Other vessels, such as freighters and tenders are not used in the basic game.

ASSIGNING SQUADRONS

Ships should be assigned to various squadrons, with each sector having at least one squadron assigned. If two or more squadrons are assigned to a single sector, a defending player may choose which squadron is encountered by an attacking opponent. On Turn 9 of any starship combat encounter, the defending player may choose to have the other squadrons assigned to that sector arrive on the field of battle.



Ships should also be assigned to one or more attack squadrons. Attack squadrons are used to attack an enemy sector. Only vessels assigned to an attack squadron may attack an enemy sector.

A sample list of squadrons and ship assignments is provided.

SEQUENCE OF EVENTS

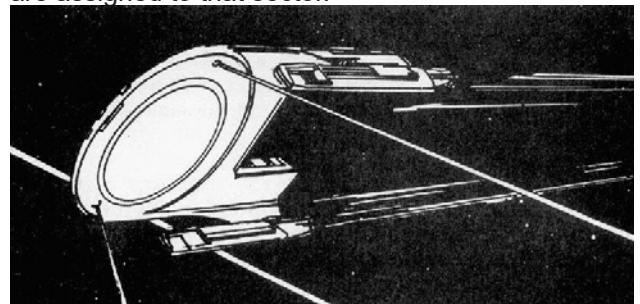
TACTICAL ADVANTAGE PHASE

In the basic game, the Klingon player automatically gains tactical advantage and attacks first. If three powers are used, the Romulan and Klingon player each roll d10 to determine who attacks first. The remaining two players then roll again to see who goes next.

SCOUTING PHASE

At the beginning of the round, the attacking player may assign one or more scouts to scan an enemy sector. A scout may only scan a single sector during the attackers turn. Any scout that is assigned to scan a sector cannot be used to defend the player's starbase or be used in an attack squadron, effectively removing the ship from play for that turn.

When the attacking player announces what sector they are scanning, the defender must reveal what types of vessels are in that sector. For example, if the Klingon player announces that they are scanning Sector 4, the defending player must reveal what ships are assigned to Sector 4. The defending player would inform the attacker that two *Baker Class* destroyers are assigned to that sector.



If the attacking player has assigned two scouts to scan a single sector, the defender would reveal that one *Baker Mk II* and one *Baker Mk IV* are assigned to that sector. If the attacking player assigns a third scout to scan a sector, they will additionally learn of any damage or repairs, crew compliment and any other information the attacking player requests. Additional scouts assigned to scan a sector will gain no further information.

No other vessels are used to scout a sector in the basic game.

All information discovered from scouting missions is revealed before the attacking player chooses what sector they will attack.

At the conclusion of their turn, the attacking player may recall their scouts, although they may not be used to defend a sector or the starbase until the following round. The attacking player may also choose to leave their scout(s) in the enemy sector.

During their next attack phase, the attacking player will discover any reassignments or unit

movement during their discovery phase. There is the potential for a player to have sufficient scouts to discover the fleet assignments of each sector. Scouts can not scan the Starbase sector in the basic game.

Attacking players are not required to scan any enemy sectors and may discover what vessels are assigned to a given sector through the attack phase.

TARGET DECELERATION PHASE

Once the attacking player has completed the "scan" phase, they must declare which sector they intend to attack. The attacking player may only choose one sector to attack per round. However, the attacker may choose any of the nine planetary sectors or the Starbase sector.

All vessels assigned to that sector (and the defense outpost if assigned) become involved in combat. Proceed to the Starship Combat phase and resolve the battle.

The attacker may choose to attack a sector during multiple rounds, eliminating any vessels assigned to that sector and any reinforcements that may be reassigned after combat.

STARSHIP COMBAT PHASE

Starship combat is resolved using the Basic or Advanced Tactics Course rules. Players should decide before game play which rule set to use. Any starships that are damaged may continue to operate in their sector, or may be reassigned at the beginning of the next round. However, damaged vessels are not repaired in the basic course. Vessels that are destroyed are not replaced.

Combat takes place using a single map sheet. All Federation players enter from the left side of the map while Klingon or Romulan players enter from the right. If a player declares that they are attacking the Starbase Sector, place two maps together. The space station is placed at the center of the map. Any vessels available for defense may be placed anywhere on the map. Attacking vessels enter from the top of the map.

ENDING COMBAT

At any time during the Starship Combat Phase, either player may retreat from the field of battle after the third *Starship Combat* turn. Any attacking ships that 'escape' return to their starbase sector and may be reassigned or used again in the following round. They may NOT be used during the current round to defend their starbase sector. Defending players that retreat also return to their starbase sector. They may return to their originally assigned sector or remain at the Starbase Sector.

REASSIGNMENT/REALLOCATION PHASE

Once all players have conducted an attack phase, they may reassign vessels before the next

round. Destroyed vessels may be replaced by ships assigned to the Starbase sector or an attack squadron. However, these vessels will no longer be available to defend the Starbase during the next round.

Vessels may also be "pulled" from a defensive squadron and assigned to an attack squadron or to defend the Starbase sector.

Players should record all vessel transfers in case of discrepancies.



COMPLETING THE ROUND

Once all players have completed a scouting phase, a combat phase and a reallocation phase, the round is concluded and the next round may begin.

ENDING THE GAME

If at the end of any round a player has lost 75% of their fleet, they have lost the war and are defeated. Final defeat is determined following the end of any round. There is the potential for both (or all three) players to lose.

PHASES

1. *Tactical Advantage Phase* - players choose who will go first.
2. *Scouting Phase* - Attacking player scouts one or more enemy sectors.
3. *Target Deceleration Phase* - Attacking player announces what sector/target they will attack.
4. *Starship Combat phase* - Starship combat is initiated.
5. *Reassignment/Reallocation Phase* - Both players reassign ships in their fleet following combat.
6. *Ending the Round* - The round ends and the next player begins their scouting phase.

**STAR FLEET COMMAND
—AND STAFF COLLEGE—
ADVANCED FLEET OPERATIONS**



INTRODUCTION TO THE COURSE

The Advanced Rules course adds the element of cargo and shipyard management to the basic game, allowing players to simulate the need to ship raw materials to a given site and manage those resources.

Players must create a time-table and manage shipping resources to a designated shipyard where new ships are built and launched. Shipments of raw material must be protected and are vulnerable to attack, slowing production and further increasing the difficulty of game play.

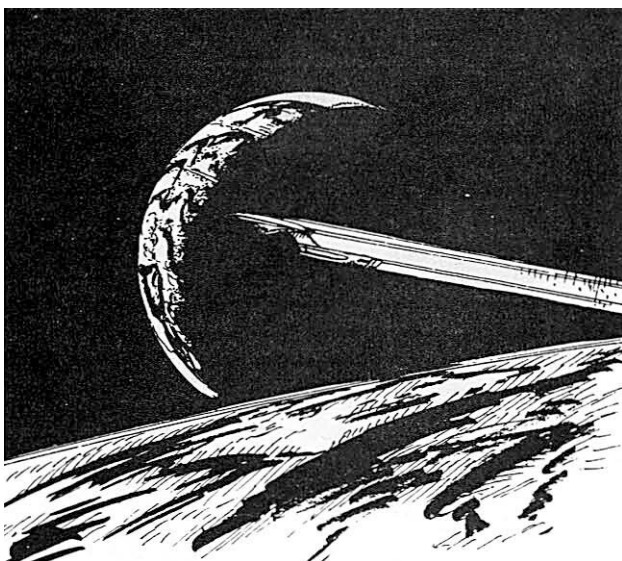
Players may also enlist allies and capture enemy sectors to further their aim.

EXPANDING THE FLEET

To maintain the flow of goods, players must choose and assign freighters to move goods within their territory. Players may also designate escorts and protection for these units to ensure they arrive at their destination. To account for the additional units, players may increase the total Combat Efficiency (CE) to 2,750. Unarmed freighters are counted at a CE value of 1 while armed freighters use their assigned CE value. Players may choose any vessels as escorts; however, their CE value is recorded accordingly.

SHIPYARD RECORD SHEET

Each player in the advanced game is assigned a shipyard that builds and launches new ships. These new ships can be used to replace damaged or destroyed ships in any squadron once they are launched. The Shipyard Record Sheet is used to record resources that arrive at the shipyard and what ship(s) are being built or produced.



RESOURCE USE

At the start of any Round, each player may choose any type or number of ships they wish to build. Use the Starship Recognition Manual appropriate to the chosen race to decide on what vessels are under construction. Players must have sufficient resources at that shipyard to build and launch their chosen ship(s). At the beginning of the game, all resources must be transported to the shipyard. All shipyards start at 0 resources.

Resources are recorded by mt/SCU available at a given shipyard. The total amount of resources needed to launch a given ship is calculated at four times the total MT of the chosen vessel.

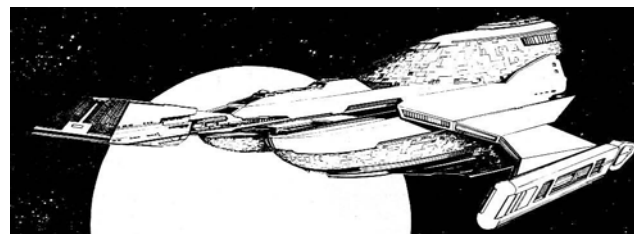
For example, the Federation player chooses to build an *Andor Mk II Class IX Torpedo Cruiser*. This vessel has a total weight of 122,700 mt. The total amount of material and resources that must be transported to the shipyard is 490,800 mt. This includes all the necessary raw material, food stuffs for workers, additional maintenance materials and estimates of items that must be manufactured and sold or traded to finance the construction.

A player cannot launch a new ship until sufficient materials are available at the shipyard to cover the complete 'cost' of the new ship. Once that total amount is available, the ship is launched and the construction of a new vessel may begin in the following round. The new ship may be assigned to a squadron or location and is available at the start of the players next round.

RECORDING AND MOVING RESOURCES

At the start of the game every sector has 500,000 mt/10,000 SCU of resources per round. This is the raw material used to build new ships. Each player keeps a running 'log' of how much material is produced and how much has been transported to a given shipyard.

Resources must be transported from the respective sector to the shipyard on a freighter or in a transport. If sufficient transport is unavailable, raw materials remain at their point of origin and can not be used in the construction of new ships.



At the beginning of their round, a player can choose to send one or more freighters to their shipyard from any chosen sector. The player records what sector is sending the resources and how much is being sent. The player also records what escorts (if any) are assigned to that convoy.

Only one convoy may be sent from each sector at the start of the player's round. However, the convoy can be made up of any available freighter or unassigned ship and escorts. It is possible that a player may send a convoy from each of their sectors, although this would reduce the total defensive capability of the players fleet.

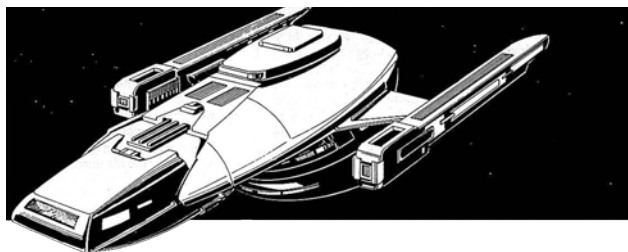
If a convoy is not attacked during that players turn, it has arrived safely at the shipyard. The resources are recorded on the Shipyard Record Sheet.

SCANNING A CARGO CONVOY

If the opposing player scans a sector that is being used to transport resources, they discover that a convoy has been deployed.

If an attacking player does NOT scan a sector that is being used to transport but attacks that sector anyway, they become aware at the start of their turn that a convoy is en-route. During their attack phase, they may choose to attack the convoy OR the defending squadron in that sector (They may not attack both).

If there are no defending squadrons in that sector, the attacking player automatically attacks the convoy.



ATTACKING A CONVOY

If the attacking player chooses to engage a convoy, lay out two maps lengthwise to represent the area of space where the combat takes place. The defending player starts on the left edge of the field and must escape off the right edge of the map. Once the freighters have exited the right edge of the map they are no longer vulnerable. All defending vessels enter at the same time.

The attacking player deploys anywhere in the right side map.

Any freighters that are destroyed during combat lose all the resources they are carting.

If a freighter is "captured" during combat, the allocated resources are now given to the attacking player and are automatically recorded for use at the beginning of that players next Round.

CAPTURING A SECTOR

Capturing an enemy sector can be a significant event during the game. Sector resources can switch hands and can be crucial to overall victory.

To capture an enemy sector (or retake a sector previously lost to the opposing player), an attacking player must eliminate all defending squadrons including and stations assigned to that sector. Once all of the ships and assets are destroyed or driven off, the attacking player may leave a single ship in that sector. They are then in 'control' of that sector and may ship resources to their own shipyard starting on their next round. They may not claim any sector resources during this round however.

If an enemy player does not have a viable ship or chooses to not claim the sector, it is considered uncontested during the next round. Either side may send a ship to claim that sector or it may remain uncontested.

If both players attempt to claim an uncontested sector during the same round, a ship-to-ship combat is initiated. This combat is in addition to any other attack by either player.

Vessels assigned to a captured sector may not be used for other purposes, but may be recalled during a subsequent round. Captured sectors may also be reinforced during the reassignment/reallocation phase if the new 'owner' has available forces.

Once a sector is captured, the new owner of that sector may assign one of his freighters to transport assets to his shipyard.

ENLISTING ALLIES

At the beginning of any players round, they may declare that they are attempting to enlist the aid of an ally (most likely the Orions). The player automatically sacrifices 10,000 SCU of resources in an attempt to gain the favor of that ally. The player then rolls 1d10. On a score of 1-5, the ally agrees to send ships to aid the player. The player gains a +1 to the roll for each additional 10,000 SCU added.

If the player fails the roll, the allocated resources are lost and the potential ally does not send aid. The player may try again at the beginning of their next round. The next attempt also requires the sacrifice of 10,000 SCU of resources.

The player may choose any ships from that ally up to 100 additional CE points. These new ships may be used in addition to or in lieu of the players own vessels. For each turn the player is willing to send 10,000 SCU, the ally will continue to field the chosen ships. However, if the ships are destroyed, they are not replaced. Once all of the allied ships are destroyed, the ally no longer sends support.

SAMPLE FEDERATION FLEET

INDIVIDUAL SECTOR UNITS

Sector 1 - Frigate Group 307	CE:
Babcock Mk II Frigate (<i>USS Bosch</i>)	62.8
Lenthal Mk V Destroyer (<i>USS Bramon</i>)	32.0
Sector 2 - Frigate Group 233	CE:
Chandley Mk III Frigate (<i>USS Worthing</i>)	143.4
Sector 3 - Destroyer Group 417	CE:
Baker Mk IV Destroyer (<i>USS Cooper</i>)	33.5
Baker Mk II Destroyer (<i>USS Silverion</i>)	22.5
Lenthal Mk V Destroyer (<i>USS Talbott</i>)	32.0
Sector 4 - Cruiser Group 166	CE:
Reliant Mk II Cruiser (<i>USS Thetis</i>)	66.9
Sector 5 - Destroyer Group 229	CE:
Lenthal Mk V Destroyer (<i>USS Minooka</i>)	32.0
Lenthal Mk V Destroyer (<i>USS Ramage</i>)	32.0
Sector 6 - Frigate Group 574	CE:
Kiev Mk I Frigate (<i>USS Crosdale</i>)	59.9
Ranger Mk II Scout (<i>USS Chesley</i>)	11.2
Sector 7 - Destroyer Group 113	CE:
Babcock Mk V Frigate (<i>USS Durham</i>)	58.2
Wilkerson Mk I Destroyer (<i>USS Blackhorne</i>)	29.2
Sector 8 - Frigate Group 488	CE:
Northampton Mk I Frigate (<i>USS Telford</i>)	97.4
Sector 9 - Cruiser Group 112	CE:
Brenton MK II Cruiser (<i>USS Lewisham</i>)	71.4
Andor Mk II Torpedo Cruiser (<i>USS Indarax</i>)	69.0
Keith MK III Scout (<i>USS Rinehart</i>)	12.3

STARBASE SECTOR

1st Attack Wing - Cruiser Group 223	CE:
Reliant Mk I Cruiser (<i>USS Triumph</i>)	109.3
Babcock Mk V Frigate (<i>USS Stourbridge</i>)	58.2
2nd Attack Wing - Frigate Group 179	CE:
Northampton Mk III Frigate (<i>USS Westshire</i>)	102.7
3rd Attack Wing - Exploration Group 48	CE:
Enterprise Mk II Heavy Cruiser (<i>Essex</i>)	195.7
1st Defensive Wing - Patrol Group 62	CE:
Andor Mk II Torpedo Cruiser (<i>USS Tharan</i>)	57.9
Lenthal MK VI Destroyer (<i>USS Kempenfelt</i>)	39.9
2nd Defensive Wing - Exploration Group 101	CE:
Reliant Mk I Cruiser (<i>USS Ramilles</i>)	109.3
3rd Defensive Wing - Frigate Group 84	CE:
Wilkerson Mk I Destroyer (<i>USS Harrisburg</i>)	29.2
Baker Mk II Destroyer (<i>USS Mirfak</i>)	26.8
Thufir Mk III Destroyer (<i>USS Pollux</i>)	18.1
Flagship Squadron	CE:
Excelsior Mk I* Battleship (<i>USS Excelsior</i>)	261.6
Starbase/Station	CE:
Alamo Mk IV Defense Outpost	298.4
TOTAL CE:	2,172.8

SAMPLE KLINGON FLEET

INDIVIDUAL SECTOR UNITS

Sector 1 - 331st Cruiser Squadron	CE:
D-7S Battlecruiser (<i>IKV Fiery Marauder</i>)	40.6
D-7M Battlecruiser (<i>IKV Malevolent</i>)	29.2
D-7R Battlecruiser (<i>IKV Cunning Dagger</i>)	29.1
Sector 2 - 287th Heavy Cruiser Squadron	CE:
D-10H Heavy Cruiser (<i>IKV Strikemaster</i>)	80.7
D-7S Battlecruiser (<i>IKV Taunting Warrior</i>)	40.6
D-7S Battlecruiser (<i>IKV Injustice</i>)	40.6
Sector 3 - 411th Cruiser Squadron	CE:
D-20D Cruiser (<i>IKV Obstinate Enforcer</i>)	29.6
D-20D Cruiser (<i>IKV Compulsion</i>)	29.6
D-20C Cruiser (<i>IKV Archer</i>)	26.2
Sector 4 - 199th Patrol Squadron	CE:
D-7M Battlecruiser (<i>IKV Bandit</i>)	29.2
D-18C Destroyer (<i>IKV Powerful Wrath</i>)	18.6
D-18C Destroyer (<i>IKV Duelbringer</i>)	18.6
Sector 5 - 247th Patrol Squadron	CE:
D-14B Destroyer (<i>IKV Swift Stinger</i>)	20.1
D-14B Destroyer (<i>IKV Tenacious Venom</i>)	20.1
D-14A Destroyer (<i>IKV Dreadful Conqueror</i>)	17.4
Sector 6 - 77th Interdiction Squadron	CE:
L-6I Frigate (<i>IKV Prowling Revenge</i>)	29.5
D-18C Destroyer (<i>IKV Empire's Stinger</i>)	18.6
D-14B Destroyer (<i>IKV Hailstorm</i>)	20.1
Sector 7 - 44th Assault Squadron	CE:
L-9B Frigate (<i>IKV Cunning Glory</i>)	60.4
D-2B Destroyer (<i>IKV Furious Brutality</i>)	16.2
D-2B Destroyer (<i>IKV Tenacious Carnage</i>)	16.2
Sector 8 - 701st Deep Space Squadron	CE:
L-42A Frigate (<i>IKV Bounding Enforcer</i>)	52.3
D-18B Destroyer (<i>IKV Devastating Prowler</i>)	11.1
D-18B Destroyer (<i>IKV Bold Fist</i>)	11.1
Sector 9 - 103rd Heavy Assault Squadron	CE:
D-10G Heavy Cruiser (<i>IKS Edged Strike</i>)	66.2
L-9E Frigate (<i>IKV Darkstar</i>)	66.1
D-7M Battlecruiser (<i>IKV Aggressiveness</i>)	29.2

STARBASE SECTOR

1st Attack Wing - 92nd Heavy Assault Squadron	CE:
D-10G Heavy Cruiser (<i>ISK Torment</i>)	66.2
L-9E Frigate (<i>IKV Steel Wrath</i>)	66.1
D-7M Battlecruiser (<i>IKV Brawler</i>)	29.2
2nd Attack Wing - 300th Cruiser Squadron	CE:
D-7S Battlecruiser (<i>IKV Tremor</i>)	40.6
D-7M Battlecruiser (<i>IKV Lethal</i>)	29.2
D-7R Battlecruiser (<i>IKV Ruthless Fist</i>)	29.1
3rd Attack Wing - 51st Heavy Cruiser Squadron	CE:
D-10H Heavy Cruiser (<i>IKS Fleshripper</i>)	80.7
D-7S Battlecruiser (<i>IKV Successful</i>)	40.6
D-7S Battlecruiser (<i>IKV Annihilate</i>)	40.6
Scout Units	CE:
K-14G Scout (<i>IKV Confident Raider</i>)	7.7
K-15F Scout (<i>IKV Stealthy Immobilizer</i>)	11.1
K-22B Scout (<i>IKV Steadfast Talon</i>)	13.1
1st Defensive Wing - 203rd Patrol Squadron	CE:
D-20D Cruiser (<i>IKV Obliterating Savager</i>)	29.6
D-20D Cruiser (<i>IKS Nighttalon</i>)	29.6
D-20C Cruiser (<i>IKV Abuser's Fist</i>)	26.2
2nd Defensive Wing - 70th Interdiction Squadron	CE:
D-7S Battlecruiser (<i>IKV Maiming Savager</i>)	40.6
D-7M Battlecruiser (<i>IKV Dark Predator</i>)	29.2
D-7R Battlecruiser (<i>IKV Agitator</i>)	29.1
3rd Defensive Wing - 601st Deep Space Strike Squadron	
L-9B Frigate (<i>IKV Obstructive Wrath</i>)	60.4
D-2B Destroyer (<i>IKV Bold Supremacy</i>)	16.2
D-2B Destroyer (<i>IKV Invading Strength</i>)	16.2
Flagship Wing - 30th Attack Squadron	CE:
L-24A Battleship (<i>IKV Ever Victorious</i>)	173.0
D-7S Battlecruiser (<i>IKV Abrasiveness</i>)	40.6
D-7S Battlecruiser (<i>IKV Steel Exalter</i>)	40.6
TOTAL CE:	2,165.2

ADJUSTMENTS AND EXPANSION

This supplement is designed to use official FASA ships and material, including ships found in the 2nd Edition Starship Recognition Manuals. However, players can easily adjust game-play for other eras or to include the many additional resources found online, as well as the inclusion of 'home-brew' rules and ships.

Before the first game, both players should agree to the 'era' that will be played in, the inclusion of fan-made and new ship designs, as well as the inclusion of and house-rules. Rules for capturing planets or repairing ships, for example, can be created or included if both sides agree.

Including many of these additions can expand the game and create a greater sense of detail and variation. Players may also wish to create individual ship commanders and Captain/Crew skill ratings for each ship.

ADJUSTING FOR HOME MADE/FAN SHIPS

Players can easily adjust for the use of non-official and fan made ships. Many of these ships will have higher CE numbers during the TMP and other eras. Players who wish to use ships found after the TMP era (post-2290) should adjust the total CE available to each player to reflect the improvements and changes to many of the available vessels.

Players may also wish to create individual unique starships using the Starship Construction manual. Both players should agree to 'improve' or modify their ships equally to ensure fair game play.

ADJUSTING FOR DIFFERENT ERAS

Players can adjust for the various different eras of the Star Trek timeline primarily by modifying the total CE available to start the game. Use the following chart to adjust the available CE for different eras.

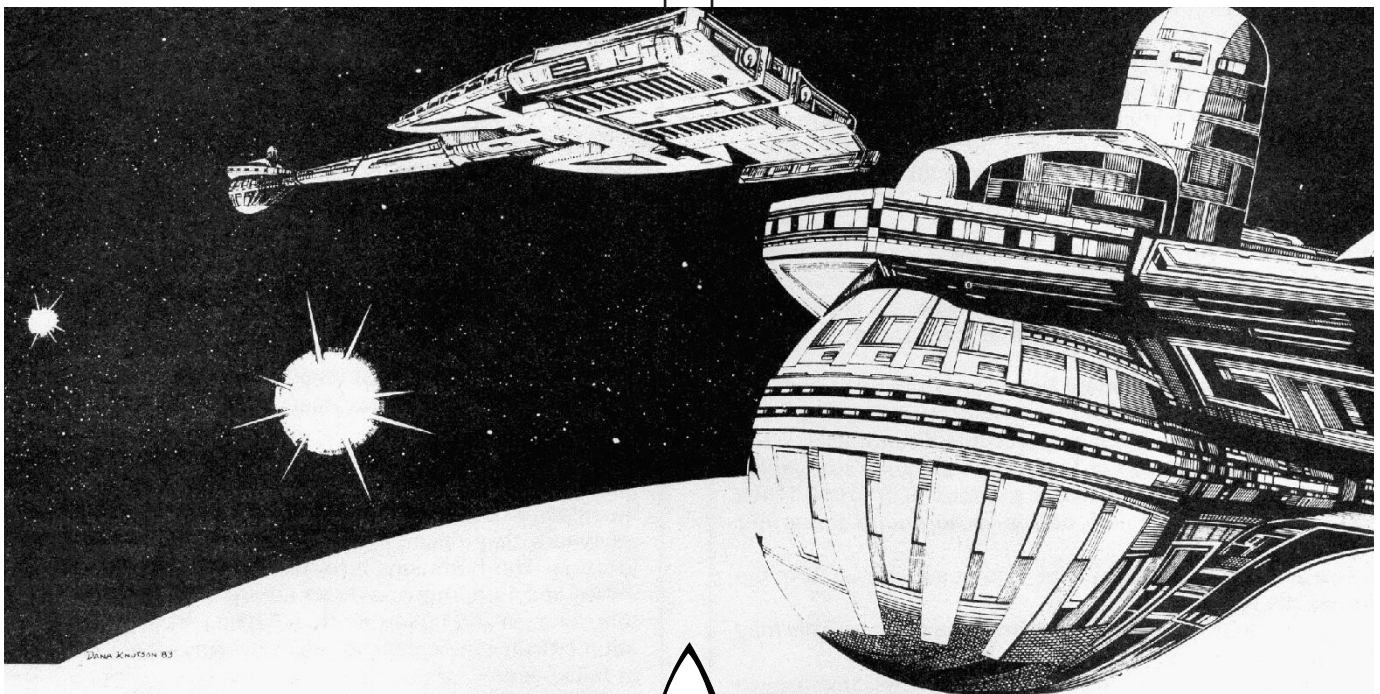
<i>The Original Series</i> (2240-2268)	1,500
<i>STVI / Lost Era</i> (2290-2330)	5,000
<i>Pre-Next Generation</i> (2331-2350)	8,000
<i>The Next Generation</i> (2351-2370)	12,000
<i>Post TNG</i> (2371-2400)	25,000

ADJUSTING FOR OTHER GOVERNMENTS

Players can also adjust the game to include different primary governments, such as the Cardassians or Tholians. Online resources for these additional governments can be found and included if both players agree. These additional governments can also be added as possible allies during the advanced game, or used as potential opponents in three-way or larger games.

EXPANDING THE NUMBER OF SECTORS

Ambitious players, or multi-player games can include expanding the total number of sectors for one or more faction. This might be the inclusion of the Klingons AND Cardassians against a single Federation player. While the Cardassian and Klingon player each has a total of 9 sectors, the Federation player may have 18 sectors to defend. Each play session may include 3 or more starship combat games during the evening. It is suggested that these types of expansions only be included with experienced players or with groups of 4 or more individuals. This will allow the game to proceed smoothly and prevent overwork by any one player.



SAMPLE GAME PLAY

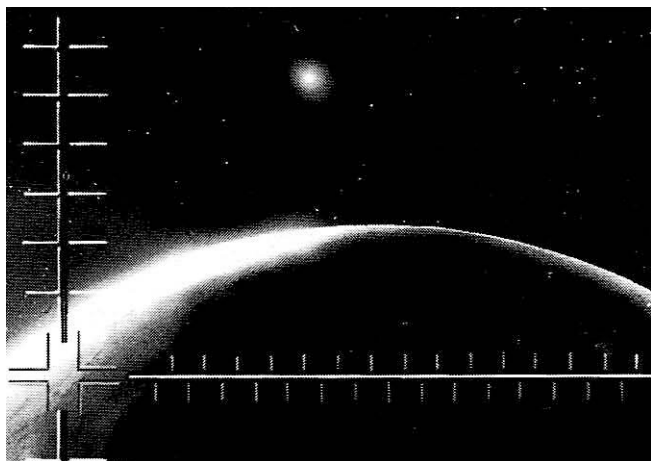
Two players decide to play the *Operation Armageddon* campaign and meet to discuss the rules. Over coffee, they decide which person will play the Federation and who will play the Klingons. They decide to play the advanced rules and that the Orions will be the optional ally for either player. Both players also decide to use the standard FASA ships found in the Ship Recognition manuals. They agree to meet in two weeks time to play the first round.

Both players return home and begin to create their individual fleets. Over the course of the two weeks of prep time, each player creates a fleet of defensive and attack squadrons, choosing what ships will patrol each sector, what ships will defend the primary starbase and what ships will be detailed to move cargo to the shipyard. Once their fleets have been created, each player prints out the appropriate Master Control Panels for all their ships. Once this monumental task is complete, the players meet two weeks later and begin Round 1.

ROUND 1

At the start of the round, each player secretly records what resource they are moving from which sector. The Klingon player chooses to move 5,000 SCU from Klingon Sector 3 and 5,000 SCU from Klingon Sector 7. Each are being shipped in two freighters, with a single battle cruiser as an escort. The Federation player chooses to move all 10,000 SCU from Federation Sector 1 in two freighters with two destroyers as escort.

The Klingon player goes first and immediately decides to send scouts to scan enemy sectors. The Klingon player declares that they have send scouts to Sectors 2, 3 and 5. The Federation players must reveal that in Sector 2, they have deployed a Chandley class frigate, in Sector 3 they have deployed two Baker class destroyers and a Lenthal class destroyer, and in Sector 5, they have deployed two Lenthal destroyers. The Klingon player decides to attack Sector 7 despite not having scanned the region. The Klingon player uses his 2nd Attack wing consisting of 3 D-7 battlecruisers. The Federation player inform the Klingon player that they face a Babcock class frigate and a Wilkerson class destroyer.



A single hex map sheet is set out, both players get the appropriate Master Control Panels and starship combat

is conducted. During the course of the battle, the Klingon player loses one of his cruisers; however, the Federation player has both of his ships badly damaged. Rather than risk losing more of his ships, the Klingon player retreats and returns his remaining ships to his Starbase Sector.

After a short coffee break, the Federation players turn begins. Unlike the Klingon player, the Federation player has not chosen any scout vessels and in stead chooses to attack Klingon Sector 4 using his 2nd Attack Wing consisting of a Northampton class frigate. The Klingon player has a D-7 battlecruiser and two D-18 destroyers. A single hex map sheet is set out, both players get the appropriate Master Control Panels and starship combat is conducted.

Unfortunately for the Klingon player, he is badly outgunned and loses all three of his vessels. While the Federation play may choose to "capture" this sector, they decide instead to return their ship to their Starbase Sector.

Following the two encounters, the players decide to meet the following weekend to start Round 2. While at home, both players record changes to their set up and fleet composition. The Klingon player decides to move his 1st Defensive Squad from his Starbase Sector to the now empty Sector 4. The Federation player does not redeploy his forces, believing that he has sufficient capability in each of his sectors. Both players record that their cargo has arrived safely and apply it toward the total needed for a new ship.

ROUND 2

A week later, both players come together again and begin Round 2. As with Round 1, both players secretly choose what sectors will move cargo and what ships are used. The Klingon player, decided to move the remaining 5,000 SCU from both Sector 3 and 7, while the Federation player decides to move 10,000 SCU from Sector 2.

The Klingon player declares that he will scan Sector 2 and Sector 7. He deploys a single scout to Sector 2, but two scout to Sector 7. The Federation player declares that in Sector 2 that the Chandley frigate is still there but also that there is a cargo convoy moving through the area. In Sector 7, however, the Federation player must declare that the Babcock and Wilkerson from the previous encounter are also still in that Sector. The Federation player must also declare what variant of the Federation ships are in the system (if not already known from the previous combat) and the total damage done to each vessel.

The Klingon player must then choose if they wish to attack the vulnerable convoy, the powerful frigate or the already damaged ships in Sector 7. In the end, the Klingon player chooses to attack the convoy and announces their intentions. Two hex map sheets are laid out end to end. The Federation convoy (2 Liberty class freighters and 2 Remore class escorts) enter on the far left edge while the Klingon player uses his 3rd Attack wing consisting of a D-10 and 2 D-7 cruisers. The Klingons deploy along the center of the map. Starship combat is initiated and resolved. During the battle, the Klingon player captures one of the freighters, destroyed the other along both the escorts. The Klingon player records the additional resources to his Shipyard totals.

The Federation player decided to attack Klingon Sector 5 using his 3rd attack wing, an Enterprise class cruiser. Despite a valiant attempt, the Klingon are completely

destroyed during the battle. This time, the Federation player decided to leave his cruiser in the sector and officially take control of Klingon Sector 5. Starting in Round 3, the Federation player may move the remaining resources from Klingon Sector 5.

The conflict continues in this fashion for as long as the players wish to keep playing. Rounds 3, 4 and so on allow players to move and redeploy resources, build new ships if possible and adjust their strategy to fit the whims of battle.

END GAME - FINAL BATTLE

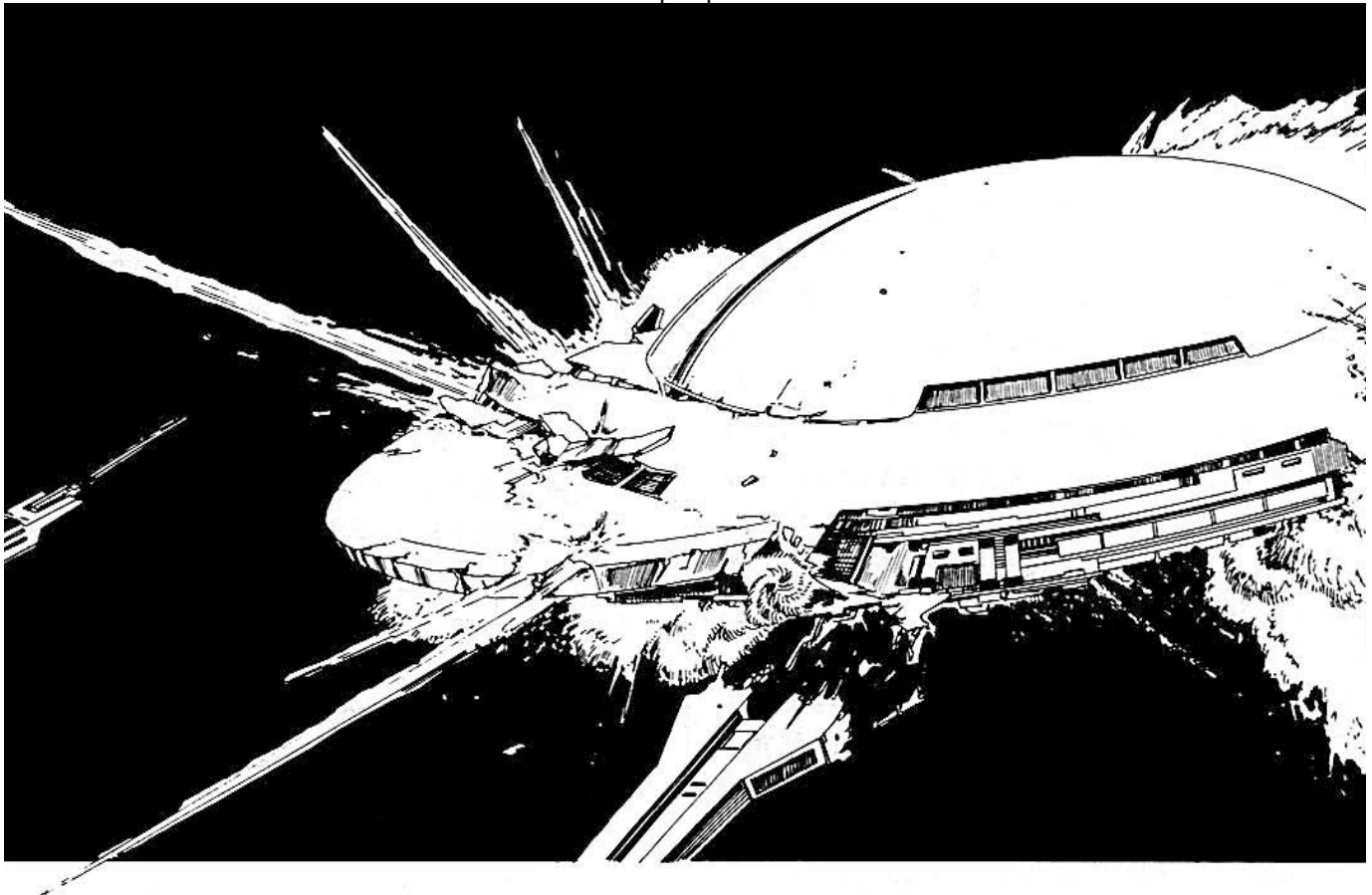
After a number of Rounds and countless battles, one or both players may choose to attack their opponent's Starbase sector. This will most likely result in the end of the game, although not necessarily.

While there are no set rules to 'when' a player may choose to attack their opponent's Starbase sector, it is

Attack Wing vessels, any remaining Defensive Squadron vessels and the Command Wing as well as any undeployed scouts. The defender also includes their chosen Defense Outpost as well.

To conduct the starship combat, place two hex maps side-by-side along the long edge. Place the defender's outpost in the center of the combat area. The defender then places any three ships on the board. The attacker then places three of their ships along any edge of the board. The defender then places three more vessels and so on until all units are placed. Starship combat is then initiated and resolved normally. Note that the defending player may not retreat, although the attacking player may.

The conclusion of the battle may end in several results. If the defending player loses their base and all their defending vessels, the conflict is ended with the attacker declared the winner.



important to note that there are no rules for scanning and enemy's Starbase sector. This essentially means that such an attack is conducted 'blind'. An attacking player will not know how many defensive units or attack units remain in the Starbase sector until they launch their full attack.

To attack an enemy Starbase sector, the attacking player must announce at the start of their turn that they are launching a full scale assault on the enemy's base. This assault may include all remaining Attack Wings, any remaining Defensive Wings and the Command Wing of the attacker's own Starbase Sector. If the player has included any scout vessels and they have not been deployed, they may also be included in the final task force.

The defending player includes all of his/her remaining

However, if the defender destroys all of the attacking vessels or the attacker retreats, the defender may redeploy their forces starting in the next Round and launch a counter attack during a future turn.

Conditions may occur that indicate both players lose the conflict, with both players unable to launch an attack. It is also possible that both player's bases are destroyed, at which time a draw is declared.

FLEET CONTROL PANEL

	VESSEL NAME	VESSEL CLASS	CE	SQUADRON ASSIGNMENT
SECTOR 1				
	NOTES:			
SECTOR 2				
	NOTES:			
SECTOR 3				
	NOTES:			
SECTOR 4				
	NOTES:			
SECTOR 5				
	NOTES:			
SCOUT UNITS				
	NOTES:			

SECTOR 6

VESSEL NAME	VESSEL CLASS	CE	SQUADRON ASSIGNMENT
NOTES:			

SECTOR 7

NOTES:			

SECTOR 8

NOTES:			

SECTOR 9

NOTES:			

COMMAND SECTOR

NOTES:			

SHIPYARD RECORD PANEL

STARSHIPS IN PRODUCTION

Ship Type	Weight (mt)	Total Needed Resources	CE
	mt	mt	
	mt	mt	
	mt	mt	
	mt	mt	
	mt	mt	

CONVOY DATA

[illegible]

3.0S

4.0S

5.0S

6.0S

7.0S

8.0S

9.0S

10.0S

1.0E

0.0

1.0W

2.0W

3.0W

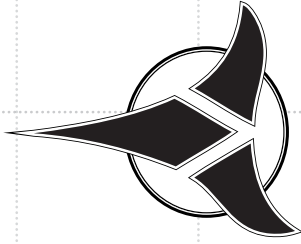
4.0W

5.0W

6.0W

7.0W

8.0W



Carter's World

AI Nath

Regula 1

Eta 131

Function

Dianus

Tanar IX

Mera Zine

Star Base 22

Archon

Beta III

Hexentrex

Star Base 23

Arcanis IV

Organia

Iotia

Muldor IV

Sheridan's Planet

H'Rez

Rudgar III

Kinza

D'elma

Aplithin

Daros IV

Pantor

Oco

Andromeda

Biwywb

Xamdiab II

Tabulon

Star Base 27

Klethor II

T'vnam

Karag

D'rakar

Rigel

Gabok

Ruwan

Stogar

Alaris

Kolm-an

Veska

Klevas II

Joia V

Gamna Demetrius

Ceti Alpha V

Lasur Funop

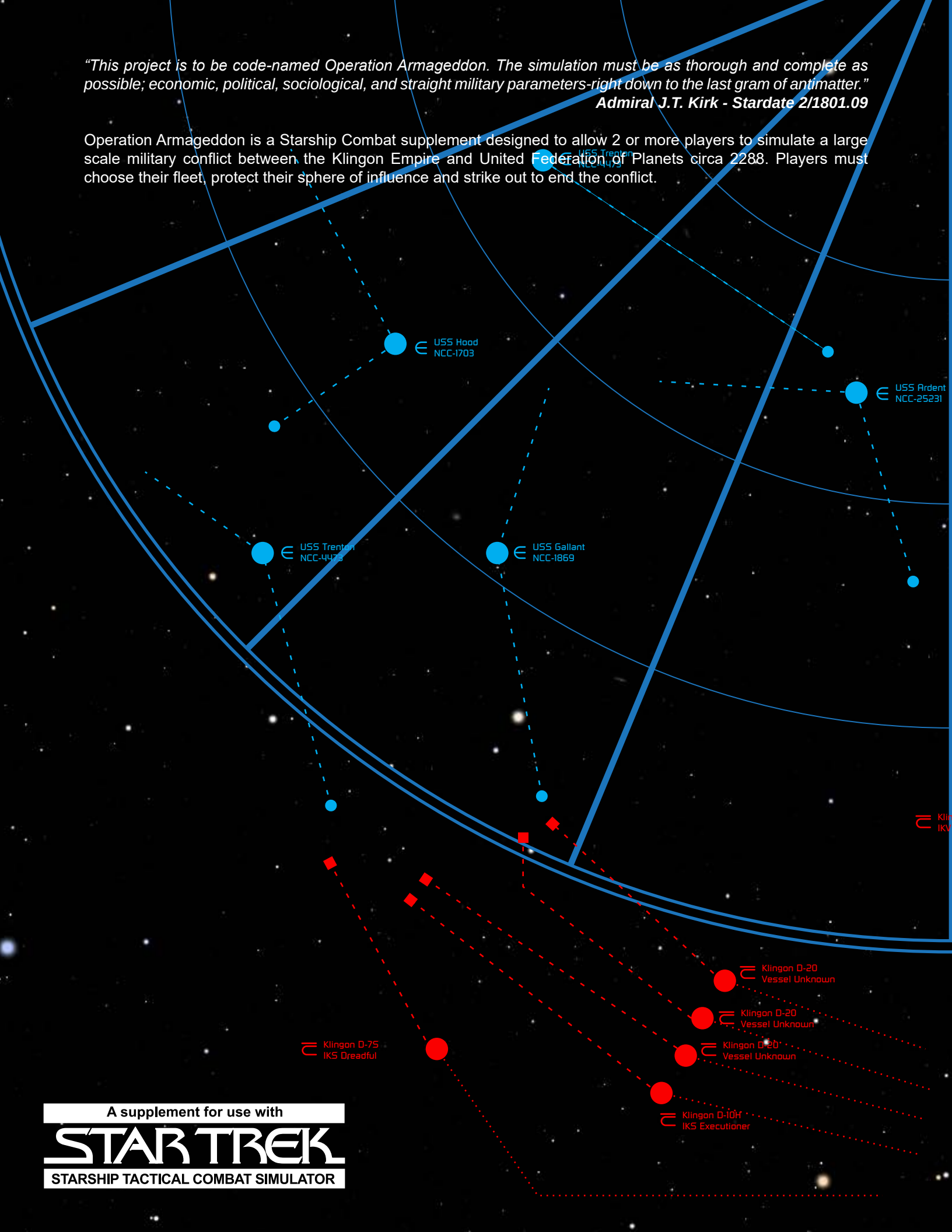
Genmarx

Lea

"This project is to be code-named Operation Armageddon. The simulation must be as thorough and complete as possible; economic, political, sociological, and straight military parameters-right down to the last gram of antimatter."

Admiral J.T. Kirk - Stardate 2/1801.09

Operation Armageddon is a Starship Combat supplement designed to allow 2 or more players to simulate a large scale military conflict between the Klingon Empire and United Federation of Planets circa 2288. Players must choose their fleet, protect their sphere of influence and strike out to end the conflict.



A supplement for use with

STAR TREK

STARSHIP TACTICAL COMBAT SIMULATOR