**[W0.0] MINIATURES RULES**

**[W1.0] GENERAL RULES**

STAR FLEET BATTLES can be played with the 1/2" counters provided or with "miniature" spaceships (plastic or metal models a few inches long). The STAR FLEET 2400 miniatures are specially commissioned in 1/3788 scale for use with this game.

These rules are primarily intended to leave the rules from STAR FLEET BATTLES intact, but to adapt them to the use of miniatures. These miniatures can be used in one of two ways. The easiest is to use large hex maps (at least 1.25" hexes) to accommodate the miniatures. If you choose this system, you can dispense with the remainder of these rules and simply play STAR FLEET BATTLES on a larger table. (Such maps are available in the Miniatures Map Pack.)

The alternative is to use a blank tabletop. (Floors are workable but care must be taken to avoid stepping on ships.) Such a surface does not have a hex grid. There are two major changes to be made, both of which result from discarding the hex field. Ship location, and hence movement, is based on a point (the center of the stand) and a heading (the direction that the miniature ship is pointing), rather than on a hex and a facing. Shields and weapons firing arcs remain the same in relation to the ship (60° arcs), but their orientation is now based on the actual heading of the ship, and not the arbitrary hex grid.

Each ship (or other unit) should be identified as an individual for reference to its respective SSD sheet and energy allocation form. This can be done by attaching a small piece of paper with a name or number, or by painting the specific name or number directly on the ship or the base/stand.

Mount each ship on its stand with a flat edge to the front and pointed corners to each side. The "heading" of the ship is considered to be straight ahead.

Use one of the round "shield and firing arc diagrams" placed under the stand to help you determine the shield and firing arcs.

Two special "shield and firing arc diagrams" are provided. One provides the special firing arcs for Klingon nose and wing phasers. Each set of phasers (nose, left wing, right wing) are in a separate ring, so be sure which phasers you are firing.

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**[W2.0] MOVEMENT**

For purposes of movement, the hex grid system is replaced by an unmarked surface, a series of turn gauges, and a ruler or measuring tape. Eliminating the hex grid immediately complicates movement, but the advantages of a "free" movement system may equal or even outweigh its disadvantages. This is a matter of personal taste (some players are "lost" without the regularity of hexes) and what you are used to.

Players will find an entirely new set of tactics are required. On a hex grid, some ships must "wiggle" a full 60° to bring all of their weapons to bear. With the "free" movement of miniatures, a turn of a few degrees may be enough. This is obviously more realistic, and obviously more trouble.

You will need several items of game equipment to use the miniatures movement system. These include a set of turn gauges (which are included; please cut them out carefully) and a ruler or measuring tape. You may also find use for a long straightedge or a few feet of string or thread.

You must decide what scale you will use for your miniatures gaming; that is, you must decide how many inches of your clear table will be equal to 10,000 kilometers (one hex of the boardgame). A scale equal to that of the miniatures (1/3788) is out of the question, since each hex would be over a mile and a half across. (Putting a 3-inch Federation CA in a 1.5-mile hex does give you some idea of the incredible scale of space combat.) To use the STAR FLEET 2400 miniatures, a minimum scale of 1" = 10,000 kilometers = 1 hex is necessary. Thus, to represent the area of the standard boardgame map, would take an area about 32x38" (about the size of a dinner table). In order for each increment to completely hold one ship, a scale of 3.5" is necessary; but that makes the playing area of the standard hex map about 9x11 feet. For several ships to occupy the same "hex," a scale of 6" or more is necessary, but obviously unwieldy. For purposes of these rules, a scale of 1" = 10,000 kilometers = 1 hex will be assumed. (A scale of 2" per hex would take the best part of a pingpong table.) Should the battle begin to "wander" off of the side of the table, use the same floating map procedures as in the boardgame.

A movement gauge (provided) is made from a simple straight piece of cardstock marked off at 1" intervals. To move, simply align the gauge line on the pointed side corners with one of the marks on the movement gauge or one of the turn gauges. Then, keeping the gauge in place, move the ship so that the gauge line aligns with the next mark on the gauge.

When turning, select the turn gauge equal to your turn mode at your current speed. Align one of the marks on its outer radius (the heavy black line) with the side of your ship (usually, the mark between the #2 and #3 shields, or between #5 and #6), and then, holding the gauge in place, move the ship along the gauge so that this shield boundary line aligns with the next mark. Note that the "turn mode" function in the boardgame is used to approximate circles of different sizes with hexagons of different sizes. Since miniatures use true circles, it is not necessary to move any "straight" increments between successive "turn" increments (although you may if you wish). You may use a larger turn gauge than required, but never a smaller one. When moving or turning, your "true" location is the exact center of the stand.

Turn gauges for the 1" and 2" scales are provided with these rules. Players are welcome to photocopy these onto cardstock, or to mount the cardstock gauges or paper photocopies onto heavier cardboard. The turn gauges would be enlarged or reduced, so that a different scale can be used. Most print shops can provide this service for a nominal fee.
(W3.0) COMBAT

To determine which weapons bear on the target, run a string or straightedge between the stand posts from the firing ship to the target ship, and observe which firing and shield arcs the line crosses. Remember to use the center of the base, not the weapon on the miniature. To determine range, measure the distance between the stand posts of each ship.

If using a tape measure, you will have to divide the inches by your scale to convert to increments. Round fractions of .500 up, and those of .499 down. Players may find it easier to make a special "range stick" marked directly in their increments or to find an old fashioned yardstick. Either method will give you the range in increments, which can be entered on the game’s various combat charts directly.

Shuttles docking at their home ship and seeking-weapons reaching their targets must be able to actually reach the center of the target ship’s stand.

(W4.0) SMALL UNITS

Shuttles, fighters, drones, plasma torpedoes, etc., operate using the same principles as ships. Until miniatures for seeking-weapons and shuttles are made available, players will have to make do with substitutes, counters being suitable and immediately available.

(W5.0) TERRAIN

Many players have shown great creativity in creating terrain for use with miniatures. Styrofoam balls can be used for planets, as could large paper cut-outs. Some players have found plastic toys which are a good match for some of the monsters.

STARLINE 2400 MINIATURES

Many years ago, expert sculptor Richard Kerr created the first of the Starline 2200 series miniatures for the second incarnation of the original publisher. In the early 1990s, a later incarnation of that company reused the original molds to put some of the Starline 2200 miniatures back in production; these were called the “Starline 2300 Limited Edition Series”.

Both Starline 2200 and 2300 included the famous “Zocchi Plastic Ships” (i.e., the Federation Cruiser, Dreadnought, Scout, Destroyer, and Tug) produced under license from Franz Joseph Designs.

ADB Inc., began releasing entirely new Starline 2400 miniatures in 1999, and began returning some of the original 2200/2300 series ships to production as part of that product line. The Zocchi Plastic Ships were included. In the fall of 2000, ADB Inc., began full-scale production of both new and retooled miniatures, all under the title of Starline 2400.

The following miniatures are available, scheduled for production, or just good ideas we have:

FEDERATION: The War Destroyer was released in 1999 as a new ship. The Zocchi Plastic Cruiser, Dreadnought, Scout, Destroyer, and Tug also became available in 1999. In the summer of 2000, copies of the “old CVA” design (which is not even in the Doomsday Edition) became available.

The Federation Fleet box includes five ships: the Battlecruiser, New Light Cruiser, Old Light Cruiser, Frigate, and New Heavy Cruiser. It should be noted that the fragile sensor dishes of the 2200 series are now cast as part of the hull and less likely to break.

KLINGON: The C7 Heavy Battlecruiser was released in 1999. The Klingon Fleet box includes the C9 Dreadnought, T7 Tug, D7 Battlecruiser (a new one-piece design), D5 War Cruiser (another new one-piece design), and F5 Frigate (an entirely new design in the proper scale).

ROMULAN: The Romulan Fleet Box includes the Condor, FireHawk, SparrowHawk, SeaHawk, and SkyHawk.

KZINTIS: ADB Inc. released the entirely new Kzinti CM in 1999 and will release a box of five Kzinti ships (including the original Tug, a revised DN, an entirely new DW, and a battle cruiser and frigate redesigned to include fewer pieces) in April.

GORS: ADB Inc. released the entirely new BDD in 1999, along with the BDX. (This resulted from the sculptor, Behrle Hubback, offering us two different designs and we liked them both.) More Gorns retooled from the original 2200 designs were released in January in the Gorn Fleet Box. This included: A new DN design (modified as a one-piece unit) A new BC design (a one-piece unit) easily modified by the players into the CM design. Two copies of a new CL design (a one-piece unit) easily modified by the players into a Heavy Destroyer. A pod that will convert a CL into a Tug or an HDD into an HDT.

THOLIANS: The original 2200 series included the DN, CA, PC, NDN, NCA, and NCL. Five ships (including the PC, CA, CW, DN, and a Neo-Tholian) will appear in the Tholian Fleet Box sometime in 2001.

ORIONS: The original 2200 series included the CA, CR, SAL, and SLV. We plan to release an Orion Fleet Box including at least one new ship (probably the DW and/or BR).

HYDRANS: The original 2200 series included the Paladin, Ranger, Horseman, Lancer, and Hunter. We plan to release a Hydran Fleet Box in April 2001. This will include a Paladin, Ranger, Horseman, Hunter, and War Destroyer (along with a cargo pallet that could be used by either cruiser).

ANDROMEDANS: The original 2200 series included the Dominator, Intruder, Conquistador, and satellite ships. These will return to production sometime in 2001.

LYRAN: The original 2200 series included the DN, CA, DD, FF, and CW. A Lyran Fleet box in May 2001 will include some of these and at least one new ship.

ISC: The original 2200 series included the DN, CA, DD, and FF. These, along with the much wanted CL, will be produced during 2001.

OTHERS: We have sculptors gearing up to produce WYN Fish Ships, Seltorians, and Omega sector ships. The original BATS and Starbase will be retooled into one-piece units. The old freighters will be retooled and put back into production.