

SFB Online XP User Reference Guide

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(For SFB Online XP 3.3.8.1)

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Glossary:

A. Introduction:

This section is to acquaint you with the background of SFBOL XP. As well as explain the way the rest of the manual is laid out.

SFBOL (Star Fleet Battles On Line) is a means for you to play fellow SFB players anywhere they have internet access. Instead of your just your buddy down the street or across town.

SFBOL is NOT a Computer Game. You have to know the rules just like when you are

playing FTF (Face to Face). Other than asking you if you intended to move Two or more hexes in a single impulse. SFBOL will not do the rules for you. As a matter of fact you will probably know more than it does.

What SFBOL will do is present yours and opponents SSD's. Do damage based of incoming fire that you allocate for, with your choice of what's hit on weapon hits. As well as. Rolling the Dice for you.

SFBOL was originally mostly a Tournament style format. With the release of SFBOL XP you can play standard SFB as well as Tournament style. You can even have more than Two people in each game. You can have as many people playing in the very same game as you can stand. With each player controlling One or more ship's.

SFBOL XP seems much more complex than it really is. The biggest source of confusion is the sheer variety of ways to do the same thing. Since SFBOL XP gives you so many ways to do the very same thing.

But there is little or no difference in how these actions are carried out. Each action will be explained. With references to what you need to do. Or can do in each section.

For example there are many ways to **Center the Board**. Meaning to center the visible Map in the Game Room. Here is a the listing with an explanation on the Various terms used. All commentary will be in (**Green** or *italics*.) See below for more detail. With more detailed steps included as needed.

B1.4 Center the Board: *(Rule/Section Number and What the feature being discussed is.)*

Click on this Toolbar button to reset the center of the visible map. First you click on the hex. Then you click on the Toolbar. The visible portion of the Map should shift. *(The general instructions. If more detailed material is needed it will be included in this step. As in a standard SFB rulebook. All Commands will be explained.)*

Tip: Most of the time it's easier to simply use the scrollbar's. Or use the red Dot to Re-Center the Board. *(In my Opinion the easiest way to do the feature being discussed.)*

Keyboard Shortcuts Inside: None *(If there are any ways to Access the Commands Inside a Feature with Keyboard Shortcuts they will be included here.)*

Access to: *(There are usually multiple ways to Access the Feature. This list's the various means to get to it.)*

Toolbar *(Then your there)*

Menu>Board *(Pick appropriate menu item.)*

R.Click Map *(Right Click on the map. Pick appropriate menu item.)*

There are a few more clarifications you need to know on how the material is laid out.

Most of the explanation emphasis will be on the game room's themselves. Since that's why your using SFBOL in the first place.

Menu Buttons: The listing of: Game, Board, Options, Chat, Etc. (*They are just below the Title Bar.*)

Toolbar Button's: The Toolbar is laid out from Left to Right. At the Top of the Map in the Game Room. Just below the menu buttons.

Tabs: The tabs giving you access to your SSD(s) your EAF(s) etc. Located between the Toolbar and the Map. (*In a standard display set up.*)

Map: Obviously the map itself.

Action Bar: The Action Bar is the area just below the Map in the game room. With the Fire Decision, Activity, Previous and Next Impulse button's. Depending on how you have the room options set.

The(White area) listing of all people playing and the Chat window will be either below the Action Bar. Or to the side of the Map. (*If you have picked split vertical.*)

Each Feature will be detailed in it's appropriate section. With certain features included into a standard SFB rulebook style section.

For Example: All the movement options will be in section "C".

AD.1 Introduction Demo:

This section is for those people new to SFBOL XP in general. It will show you how to go online and enter into your very first game as a Demo player. This section will not follow the standard layout of the rest of the manual. It will go exactly Step by Step. To help ensure that anyone new to SFBOL will be able to play a Demo game.

Step 0. Download and Install SFBOL XP on your computer. *It is suggested that you get all of the listed patches as well.*

Step 1. Start SFBOL XP on your computer. A new screen (Simply called the Login screen.) will appear. It states SFB Online: The Client for all online SFU Games. Click on the Button labeled **Login**.

Step 2. A new window will appear in the center of your screen. Labeled: Login Dialog. Bringing up Steps 3-8.



Step 3. Enter Username: **Demo1** *(Case Sensitive)

Step 4. Enter Password: **Demo1** *(Case Sensitive)

Step 5. Enter your Real Name: **Your Actual Name.**

Step 6. Enter your Email Address: **Your Email here.**

Step 7. Disregard Offline checkbox.

Unless you wish to examine the SFBOL XP Client offline. A number of features will not work. Or will be limited. Offline you can gain an idea of what the client is like. But this is about logging in for your first Demo game.

Step 8. Click on the **OK** box. **Cancel** will end you attempt at logging on.

A new window will appear. Labeled Bullpen in the Title with a black chat area. And a white area showing who is in the Bullpen. The Bullpen is where players gather to try to get a game.

*Note: If you have a firewall in place it might take up to 2 minutes to connect.

Steps 9-12

Step 9. Go to the small line at the bottom of the black chat area. It will say Command Line. Click in this area. And either backspace over the entry saying Command line. Or go ahead and simply type your message. Asking for a game in XP.
(Make sure you specify XP. Because currently there are Two versions of the client. And just about the only overlap between them is in the Bullpen.)

Don't be discouraged if you don't get an immediate response. Many people Login to the Bullpen and then simply stay there. While web surfing. Checking back only occasionally. *Or they might be there only as ghosts, i.e. they logged off but somehow they are still listed. This only happens occasionally so don't worry about it.*

Step 10. After getting someone to play with. Ask to make the Room. Go to the top of the Bullpen window. You will see two Menu Buttons. Chat Game.

Step 11. Click on Game. A drop down will appear saying. New Game. After you click on New Game a new widow will appear with two buttons.

Star Fleet Battles Campaign | Star Fleet Battles | Star Fleet Battles (Tournament)

Step 12. Click on The button labeled: **Star Fleet Battles (Tournament)**

A new window will appear. labeled Game room.

Step's 13-16.

Step 13. Click on the drop down Menu for the Federation TCC or Klingon TD7C. (Your only possible choices as a Demo Player.)

Step 14. Click on the Drop down menu for the starting hex. Either 1701D or 2530A.

Step 15. Type in a name for your chosen ship in the white dialog area provided.

Step 16. Click on **Start Game**.

Congratulations you have just Logged in to your very first SFBOL XP game. Don't worry it seems much more complex than it really is. After you've done it a time or two, you won't need to even think about how to Login. (The procedure once you are subscribed. Is similar except you type in your own User name/Call sign along with your own Password.)

B. Toolbar/Action Bar/Tabs:

B1 Toolbar Buttons:

The Toolbar Run's Left to Right on your screen. Not all the Toolbar Buttons are in the Tournament room's

B1.1 Change Cell Size:

You can change the size of the hexes by clicking on this Toolbar Button. From a minimum of 5 to a maximum of 100. This does not change the number of hexes. Simply make each hex and counter larger or smaller. Based off what you select as the size of the cells.

Tip: Set Cell size at 5-10. Until the range closes. Then bump up the Cell size to enable easier reading. You can follow your opponents ship at range by using the Mini Board, from the Menu section. (Unless you have a small monitor, this should work)

Key Board Short Cuts Inside: None

Access to:

Toolbar Button

Menu>Board>Board Settings

R.Click>Map>Board Settings

B1.2 Set the size of the Board:

(Toolbar Button Not needed in Tournament Room, and not present.)

Let's you change the size of the map board. From the standard size of 42 Columns and 30 Rows. Clicking on this will bring up a window labeled **Board Size**. Asking for Number

of Columns and Number of Rows. The Columns are the first two hex numbers. (Or three numbers if on a 3x3 map.) The Rows are the second set of numbers.

For Example: A 2x2 map would have 84 Columns. 60 Rows While a 3x3 Map would have 126x90. (Rows x Columns) Giving a hex number of 12690 as a possible number.

*Note: At 5 digits the hex numbers tend to bleed over into the next hex.

Key Board Short Cuts Inside: None

Access to:

Toolbar

R.Click Map>Board Settings

Menu>Board>Board Settings

B1.3 Show/hide the position numbers:

This Toolbar button enables you to show and hide, the hex numbers of all the hexes.

Tip: Use the **Text Color** menu feature to change the color of the hex numbers. Making them easier for you to read.

Key Board Short Cuts Inside: None

Access to:

Toolbar Button

R.Click Map>Board Settings

Menu>Board>Board Settings

B.1.4 Add a Line Of Sight string:

Use this Toolbar Button to add a LOS (line of sight) string between two points. Simply click on it. And two red dots will appear on the map screen. (Near the latest piece you have clicked on.) Place one end by dragging it onto the firing ship, and the other end onto the Target. Technically it was to aid in determining LOS along a Tholian web hex. It is also very effective in helping determine Firing arcs and shield facing.

You can remove the LOS string by simply doing a R.Click (right click) on one of the ends. And selecting the remove option from the window that comes up.

*Note: You can change the dots and string color itself. By simply doing a R.Click on one of the Dots. You can even increase the width of the string. Leave the XOR checkbox checked. If you uncheck it the string will disappear. But will leave a ghost trace.

Keyboard Shortcuts Inside: None

Access to:

Toolbar

R.Click Map
Menu>Board

B1.5 Add a Game Piece:

A window labeled Piece Selection Dialog appears. In Non Tourney rooms, there are three **Tabs** with this window. . (In Tournament rooms after you have picked your ship. Your only choices are within the pieces your ship would need.)



I selected A Fed Tournament Cruiser in this pix.

*Warning: The Campaign Rooms are very different. In a Campaign Room you select Add Piece and a long list of all the ships on the Master Ship Chart appears. Even if the ship in question is not currently available for Down Load from the library.

B1.5.1 Tournament: Lets you pick a Tournament ship by clicking on the Piece and then clicking **OK**. Ship's only.

B1.5.2 Other: Lets you pick additional types of pieces. Such as Drones plasma Shuttles point of Turn point of Slip and other counters used in the Tourney. simply highlight the piece and click **OK**.

*Note in the Tournament rooms the available piece list is restricted to whatever ship you have. IE Gorns don't need drone counters in Tournament Rooms. So you don't get any drone counters.

B1.5.3 Library: Gives you access to all ships currently in the library. That you have down loaded. (See section **R**.) if you select a piece that you have not downloaded you will get a blank square and no SSD. You can get a SSD for a ship but no counter. That means that a counter either hasn't been made for the ship or you haven't down loaded it.

B1.5.4 Highlight your choice from whatever Tab you selected. Select the hex you wish for it to appear. Then Click **OK**.

You will then have to name the piece. Along with it's Speed (Optional) and Facing.

*Note: The Track movement box is Default checked.



Drone, Plasma, Shuttle Have all changed significantly. *See Expendables/Launch*

The following pieces are somewhat different and will be listed here and in their respective sections.

ESG:

Enter Label of piece: ESG number releasing sphere. (And ship)

Enter energy: Amount of power in sphere.

Enter radius: Range of sphere.

TBomb:

Enter label of piece: Number Turn impulse

Enter Type: Nuclear Space Mine T bomb etc. (Only TBomb in tournaments)

Enter amount activation radius: Range that bomb will explode

Dummy Check Box: Check to indicate if a TBomb is a dummy.

Keyboard Shortcuts Inside: None

Access to:

Toolbar

Menu>Board

R.Click Map

B1.6 Remove Piece:

This Toolbar button lets you remove the last piece you clicked on from the map. It will ask you if you wish to remove the name of the piece that you last clicked on. Make sure this is the one you intended to remove.

Tip: If you accidentally remove the wrong piece go to the View pieces toolbar. By selecting Discarded or Off Board you can take any piece currently highlighted and move it to the discard or off board list. (You can pull the same ship/unit back by selecting On Board and clicking on the move command.)

Keyboard Shortcuts Inside: None

Access to:

Toolbar

R.Ship>Remove Piece

Menu>Board>Piece

R.Ship>Move>Move Piece to Discard Pile

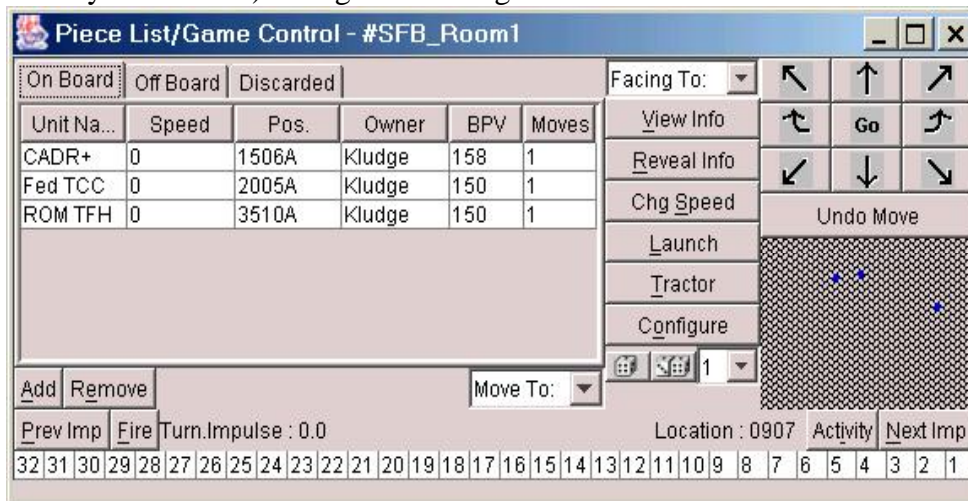
R.Unit>Remove Piece

R.Unit>Move>Move Piece to Discard Pile

View All Pieces/Game Control>Remove

B1.7 View All Pieces/Game Control:

Gives the player a chance to look at all the pieces on the board with one menu. Most resembles the V2 All Ship. Combined with the ability to move said ships. (If they are under your control.) Along with having the Action Bar convenient as well.



You can Add or Remove Pieces. Much like the appropriate Toolbar/menu options. (See for details.) By selecting Discarded or Off Board you can take any piece currently highlighted and move it to the discard or off board list. (You can pull the same ship/unit back by selecting On Board and clicking on the move command.)

By selecting **Configure** you can modify the way information is listed in the List Pieces/Game Control display window. You can add a large variety of information. Including Speed, Damage (For Units.) As well as a variety of other items. You can even add the same info in more than one column in the View Piece window. By simply selecting the information more than once. By Clicking **Add** or conversely **Remove**. If there is something you don't want. You can also add the Chat area to the **View Pieces** window. By simply clicking on the Checkbox for Chat. The Move Buttons and Action Bar are Default as checked. You can also Click on the **Mini Map check box**. Placing a Mini map beneath the **Undo Move** Button under the **Movement Buttons** in the main **List Pieces/Game Control** window. There is also a **Small Movement Buttons** check box to reduce the size of the movement buttons. *I typically have all of the checkboxes checked and I usually have Number of moves included in the information screen for each piece.*

You can click on the Arrow Keypad Movement buttons on the right side, to make movement choices similar to V2. There is even a Take Back Last Move button. As well as view info or reveal info as well. You can even move whole groups of counters. Either by highlighting more than one counter. Or by following the method listed below.

Highlight a Piece in **List Pieces/Game Control** window. Do ALT+F1. That will select that piece to move with the F1 group. To move the entire F1 group in the same direction. To move the F1 group forward simply do F1+CTRL+8. To Turn Right do F1+CTRL+9 etc. You can make more than 1 group by this method. Simply choose a different F# for each move group. But it will only work for up to F3 and F7 through F12. F4 will close the View Pieces window and F5 wont work at all.

TIP: List Pieces/Game Control is very useful when you are trying to move many different units. Or if there is a large number of ships/units in the same hex. Instead of having to bring each to the top individually via **Rotate Stack**. You can simply select the piece and move it without disturbing the other pieces. Either individually or collectively by the methods listed above.

*Note: You can R. Click (right click) on a row in the list of pieces and it will popup the pieces menu.

Keyboard Shortcuts inside:

ALT+A Add Piece

ALT+e Remove Piece

ALT+F Fire Decision Button in action bar.

ALT+M Move

ALT+P Previous Impulse

ALT+G Go To

ALT+V View Info

ALT+R Reveal Info

ALT+C Close

ALT+F1-3, 7-12 Assigns Movement group.

Movement short cuts:

Laid out as a number Keypad with 7-9 at Top.

Ctrl+7 Left Turn

Ctrl+8 Straight Ahead

Ctrl+9 Right Turn

Ctrl+4 Side slip Left

Ctrl+5 Switch unit

Ctrl+6 Side Slip Right

Ctrl+1 Quick Left Turn (HET)

Ctrl+2 Quick 180 Turn (HET)

Ctrl+3 Quick Right Turn (HET)

F1-3,7-12+Ctrl+1-9 To move a movement group in what ever direction is shown above.

Ctrl+B Take Back Last Move

Access to:

Toolbar
R.Click Map
Menu>Board

B1.8 Rotate the Current Stack:

Lets you select the stack you want to look at. based off the last counter you clicked on. And by clicking on this button scroll through the counters currently in that hex. This will let you look for your opponents ship under a whole stack of drones for example.

*Note: Your opponent can look through your counters in this way. And it will show on your screen. But other than scrolling through them. There is nothing else that he can effect.

Keyboard Shortcuts Inside: None

Access to:

Toolbar
Menu>Board>Piece
R.Ship
R.Unit

B1.9 Synchronize the board with the rest of the players:

It removes all counters that don't belong to you and re-adds the piece's . This is very useful if you have a player drop in a multiple player game that you want to remove their pieces from the board. It will also help reestablish the names of units if there was a problem with your opponents view of your pieces names/locations.

*Note: In older versions of the SFBOL Client. You should save before doing a Resync. Since there was a chance that the SFBOL Client would occasionally crash. That particular problem has been eliminated in the newer versions. (But it is still a good idea to SAVE regularly.)

*Warning: People with slow connections will cause everything to go very slow with everything basically being re-added to the game. So it is always polite to warn everyone before you do is. So they can save as well.

Keyboard Shortcuts Inside: None

Access to:

Toolbar
Menu>Board
R.Click Map

B1.10 Check the version of the other players:

A method to check the version of the Client and plug in. Needed for various diagnostic information. If there is a problem with the Client in a game.

*Note: One of the biggest problems is when someone is using an older version of the client. Typically the person with the older copy can not see the person using the newer version. This is a problem with any versions before 3.3.

Keyboard Shortcuts Inside: None

Access To:

Toolbar
Menu>Board
R.Click Map

B1.11 Weapon Charts:

(Gun Icon)

This Toolbar button lets you pull a listing of all the Alpha Sector weapons installed in SFBOL. LMC and Omega Weapons and Miscellaneous Charts can be found in the Menu area. You can add up the damage by simply clicking on the appropriate weapon damage on any chart

Tip: Do the separate volley weapons PPD, Hellbore etc. separately from the other damage.

Each Tab will now be listed showing what weapon charts are in each individual Tab. (Tabs alphabetically.)

*Note: Omega (and other) weapon charts along with Miscellaneous Charts can be accessed via **R.Click Map>Charts/Tables** or **Menu>Board>Charts/Tables>Weapons Chart**

Andromedan: Tractor Repulsor beams Heavy and Light.

Heavy Weapons: Disruptor, Photon, Plasma Torpedoes.

Hydran: Gives the Tables for the Fusion Beam and Hellbore.

ISC: PPD

Jindarian: The Light medium and heavy warp rail guns, as well as the prospecting charge table.

Mauler: The Mauler table.

Lyran: ESG table

Phaser: Phasers 1,2,3,4 respectively.

Keyboard Shortcuts Inside: None

Access To:

Toolbar
Menu>Board>Charts/Tables>Weapons Chart

B1.10 Select Floating Windows:

(Not present in Tournament rooms)

Lets you select what windows you want as floating. SSD Impulse etc. See Floating windows in the menu Game section for more details.

B1.11 Dice Roller:

By clicking on the drop down arrow. you can select the number of times you wish to roll. By clicking on the single die. Or on the pair of dice. That you use for Hellbore PPD etc.

*Note: The DAC (Damage Allocation Chart) is rolled for you automatically. All you have to do is select the weapon destroyed by the internal damage.

***Warning:** At this time the Client has two dice rolling programs. One of which goes to another website that deals exclusively with random numbers. If you have a Firewall you will have to enable this to go through it or settle for the Offline client dice roller. Don't worry the offline version should work automatically if you cant use the website.

Keyboard Shortcuts Inside: None

Access To:

Toolbar

Piece List/Control Panel

B2 Action Bar:

The Action Bar is the area of screen. which has the Fire, Activity, Prev. Impulse and Next Impulse. Along with a listing of the current Turn and Impulse (turn and impulse for turn one and impulse 22 would look like 1.22), with current Board (Map) Location of the cursor arrow.

B2.1 Prev. Impulse:

Click on this to move the current impulse back one for each time it is clicked on.

*Note will not effect anything other than the Turn Impulse counter. You would have to make any ship movements yourself.

Access To:

Action Bar

B2.2 Fire:

Click on the Fire button. A new window will come up. Fire Decision. Type in the white area what weapon(s) your firing. And at what Target(s). Then click on Fire when your orders are complete. If you have No Fire simply click on the No Fire button at the bottom of the window. Or even Cancel if your not ready for Direct Fire yet.

Keyboard Shortcuts Inside:

ALT+F Fire when orders complete.

ALT+C No Fire

ALT+C Cancel

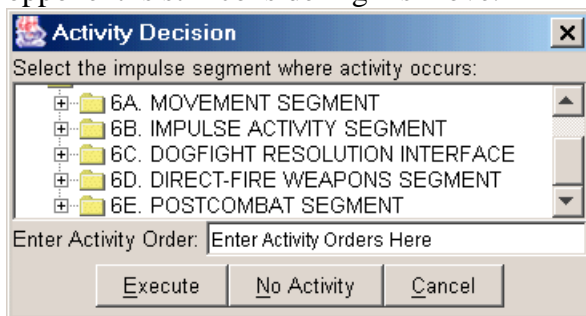
Access To:

Action Bar

ALT+F

B2.3 Activity:

This button call for the SOP (Sequence of Play) Impulse Activity chart. Click on the little toggle switch next to **6. Impulse Procedure**. The select the appropriate point in the SOP to match your orders. Highlight this section and type in the white area next to **Enter Activity Order:** what ever your doing such as launching Four drones. then hit **Execute**. If your opponent selects an earlier point in the SOP. Don't worry your orders aren't revealed. And you can Call for more Activity. Your orders will still be in the Enter Activity Order area. You can change them or simply hit **Execute** again. If you have no impulse activity then simply hit the **No Activity** button. **Cancel** can also be used if your opponent is still considering his move.



*Note the SOP chart in Tournament room's is a simplified version. Since you don't need Mutiny or anything regarding scouts for example. Plus the Tournament Room's SOP Chart Stops BEFORE the Fire Decision Step. So Tournament players have to Call For Fire after the rest of Impulse Activity is called.

***Warning this will be changed and the Fire decision step WILL BE included into the tourney rooms SOP per SVC decree.**

Keyboard Shortcuts Inside:

ALT+E Execute

ALT+N No Activity

ALT+C Cancel

Access To:

Action Bar

ALT+I

B2.4 Next Impulse:

Click on this to move the current impulse forward one for each time it is clicked on.

*Note will not effect anything other than the Turn. Impulse counter.

Access To:

Action Bar

ALT+N

B3. Tabs:

The Tabs are in the area just above the visible map. And below the toolbar (with the default setting). With them you can flip between various images on your screen. You can look at your SSD or EAF for example.

*Note The Tabs can be removed by using the Floating Windows Option described later on. This will place them in your Windows taskbar.

B3.1 Board:

This Tab applies to the map itself. Everything else stays the same.

B3.2 Log:

Functions like the Impulse Activity button. But you use this to record various activities that aren't revealed. Or perhaps you could use it to record whatever your opponent has done. Such as launching a Enveloping Plasma Torpedo.

You simply click on this then click on the appropriate point in Impulse activity. Then after you have found the step you wanted. Click on Add. Type in your activity. You can Reveal the information at a later point. By simply highlighting it and clicking on Reveal.

Such as the Fact you were using an Overloaded PPD.

*Tip: Under Board Settings you can mark a checkbox to auto log Activity/Fire.

B3.3 Impulse Chart:

This Tab brings up the Impulse Chart itself. A Red bar across the Impulse Chart will show the Impulse you are on. The blue/purple bar going down the chart will show what speeds are being currently use. (This assumes standard Color settings.) You will probably have to stretch the window to the side to be able to see the whole chart. Otherwise some of the details are obscured from it being forced into a smaller window.

*Note: If a Speed Change occurs and only 1 unit was moving speed 20. And it changes to speed 26 the speed 20 purple bar will not appear on the Impulse Chart.

* Further Note: The Action Bar has a Impulse Chart showing only the current impulse. But the speeds that move on the current impulse or highlighted with the same purple as is used on the Impulse Chart itself.

B3.4 My SSD's:

Obviously the SSD's for your Ship(s). Each ship will have it's own individual tab.

B3.4.1 Damage: This is where you type into the appropriate shield the amount of damage done to you, as well as the amount of reinforcement you used.

B3.4.2 Undo Volley: Lets you undo the last volley of fire done to your ship. either the entire volley or only a limited amount from it. By selecting either option.. Undo Part of last Volley will undo the last set of numbers you rolled as determined from the drop down menu. You cannot undo more damage than was done to you in the volley.

B3.4.3 Start (or Stop) Edit SSDs: Click on this to edit your SSD. Like destroying an Orion warp engine after it was doubled. Generally red is destroyed yellow is hasty repaired and white is undamaged.

*Note: If you do not get any form of either text or graphical SSD. You may have a bad download of the ship in question.

B3.5 My EAF(s):

You can access your **EAF** (Energy Allocation Form) by clicking on the **Tab** labeled **EAF**.

*Note: If you have made your EAF part of a Floating Window it will be in your Computer taskbar or covered by other windows.

Once you access your EAF there are three buttons. **Start Turn, Set Speed Plot(s), Submit EAF(s)**

Start Turn:

You click on this to start a new turn for Energy Allocation. Including Turn 1.

Set Speed Plot:

With this you simply click on that button then you are taken to an **Impulse chart**. Then you do a **R. Click** on the speed you wish to start with. The entire Column will be shaded. Then you go to the impulse you wish to change your speed. At the bottom of the chart it will show the number of hexes moved for this turn. Your EA is checked against the speed plot you submitted. If it doesn't match it will tell you so you can recalculate. You will not be able to submit, unless your EA and speed plot match. *Note it does take into account the MC of the ship.

Submit EAF(s):

Submits the EAF(s) at the end of energy allocation for that turn.

B3.5.1 Click on Start Turn:

B3.5.2 Allocate your Power.

*Note: You need to allocate your House keeping Functions unlike in V2. If your total

power usage does not equal the amount of power you have generated the Total power used Line will be Highlighted in **GREEN**. If you have used too much power then it will be in **RED**. Make sure that you allowed for any battery usage in Energy Allocation. Since this is what maybe, making the Total not match. The Client will ask you if your sure you want to submit your EAF. If you are click **OK**.

*****Warning***: Use Step B3.5.3 If you have Multiple ships to allocate for.**

*****Further Warning***** You must fill out your **Expendables** Before you submit your EA for Turn 1 or you will be locked out of making any changes until Turn 2. On your Shuttles. Drones you cant change at all during the game other than transferring to and from storage. You can only modify items before you do EA for Turn 1. Or during Turn 1 (Or later) EA.

B3.5.3 Allocate Power/Speed Plot/Expendables for your next ship. If you have only one ship you can skip this part. And Continue on for each ship under your control.

B3.5.4 Click on the **Submit EAF**:

*****Note:** At the end of the game you can let your opponent see you EAF by transferring the appropriate Ship to him. Simply use the **MG Transfer** feature in the Menu area or you can select "**Reveal Info**" for you ship.

You can also use **Reveal** to show your EAF to your Opponent. But once you use it you can't undo it. So everyone entering the game room (Even at a later time.) will be able to see your EAF. So only do it at the end of the game.

Keyboard Shortcuts Inside:

Alt+t

Alt+S

Access To:

Tab>EAF

R.Click >Ship>Ship Info Sheets>

Menu>Board>Piece>Ship Info Sheets

B3.6 My Expendables:

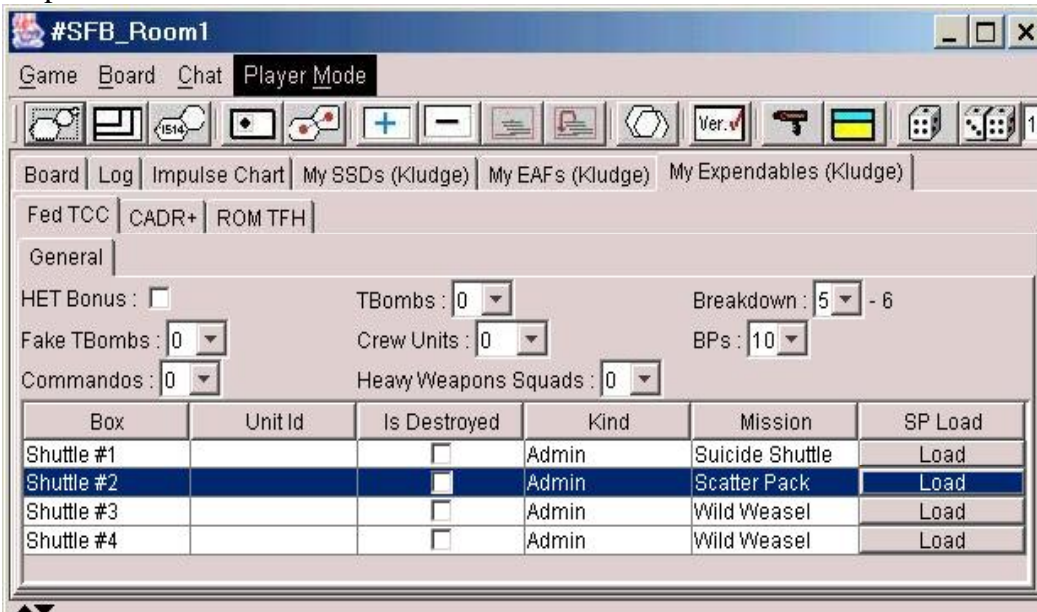
*****WARNING***** You must fill out your expendables Before you submit your EA for Turn 1 or you will be locked out of making any changes until Turn 2. On your Shuttles. Drones you can't change at all during the game other than transferring to and from storage. You can only modify items before you do EA for Turn 1. Or during Turn 1 (Or later) EA. (If at all.)

Each ship you control will have it's own **TAB** in Expendables. After you click on a ships

Expendables Tab you will see one or two (If the ship has seeking weapons.) more tabs just for that ship. Labeled:

General:

Just about everything is listed. For the standard compliment of items for the ship. Including Crew Units TBombs etc etc. Simply use the dropdown menu next to whatever you want to change to make any changes from standard. Shuttles are beneath the dropdown items.



HET Bonus: Check mark box. Check when used.

Breakdown: Your Ships breakdown rating for a HET and other things.

BP's: Normal ships compliment.

TBombs: Default 0 spend Commanders Option points as usual to buy some.

Fake TBombs: Default 0 spend Commanders Option points as usual to buy some.

Crew Units: Normal ships compliment.

Shuttles:

You will have 1 shuttle per shuttle box on your SSD. (Fighters have a separate box definition for Expendables purposes.) The Client is not currently set up to handle more unusual shuttle rules such as overcrowding or the shuttle bombs from Omega so you will have to use some Add Piece methods as work arounds at this time. Heavy shuttles are also a bit of a problem.

Box: List the Shuttle number such as Shuttle 1 being in shuttle box 1. This only applies while the shuttle/fighter is aboard your ship. Once it is launched it's designation would be different. (See **Launch Shuttle/Fighter** commands. For more details on naming for launch.)

Unit ID: What the unit is named after being launched.

Is Destroyed: Pretty self explanatory. After taking a Shuttle hit you need to mark what

shuttle had been destroyed (if any) with that shuttle box.

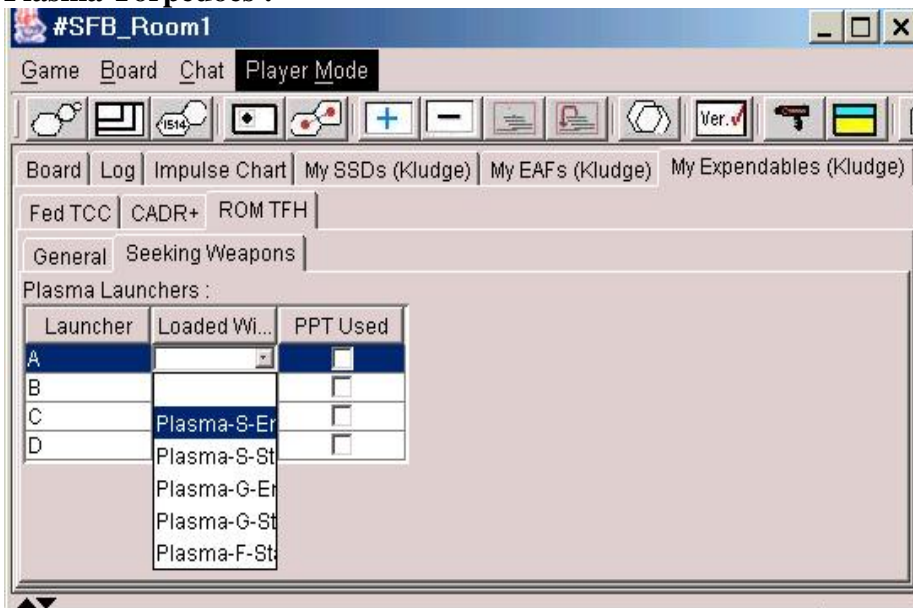
Kind: The type of shuttle in that box. Fighter Admin GAS MRS etc.

Mission: Manned, Scatter Pack (See under Seeking Weapons Drones in expendables for ways to load the SP with drones.) Suicide Shuttle, Wild Weasel

SP Load: The loading button for the SP.

Seeking Weapons:

Plasma Torpedoes :



Launcher: Pretty obvious really.

Loaded: Using this dropdown menu you can select what type of torpedo is in the launcher. Such as an Plasma S Launcher can have an Standard (st) Enveloper (EN) or even an enveloping G for example

PPT Used: A simple check box showing that you have already used the Pseudo torp for that launcher.

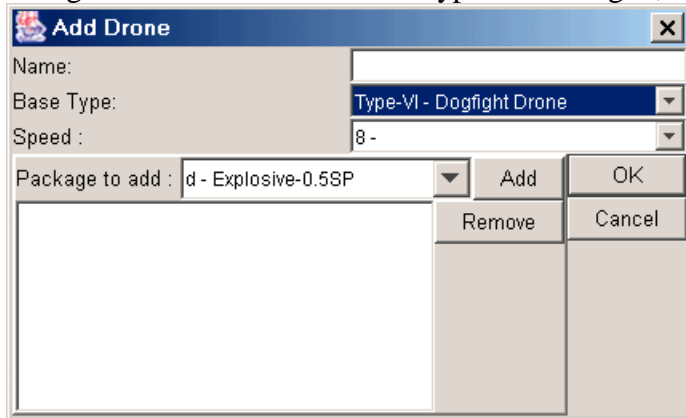
Building Drones:

This is the single most difficult part of the expendables. You have to actually build your drones. Bus Propulsion Warhead etc. But after you do it a time or two will it go faster, you will actually build up a library of drones which you can reference and use from one game to the next. This listing of steps will be done as if this was the first time you have ever accessed this feature. And do not have a single drone in the **Drone Packages Available**. (The material in green is building a type of drone, for an example.)

Step 1: Click on one of the spaces of your drone racks in expendables to turn on the **Drone Packages Available**. (By doing step one you will have turned step two on. Before it is turned off.) (Click on space in a drone rack.)

Step 2: Click on the **Add** button in the lower right corner. The **Add Drone** window appears. (Click on the Add button.)

Step 3: Pick the **Base Type**: of Drone bus. Type I-Standard is the default. You can change this to a number of other types including V, IV, ADD. (I'm picking a Type IV.)



Step 4: **Speed**: Obviously the speed of the drone. 8- is default. (I'll pick Speed 20)

Step 5: **Package to add**: Use the dropdown menu to select what is in the warheads space. IE a .5sp explosive module or a 1 space ECM module etc. Then click **add**. That will place that particular item in the drone. Do it as many times as you want. As long as the drone has room you can add anything you wish to the drone bus. It wont let you place more spaces on a drone than it will hold. So play around and have fun. (I'm worried about Lyran ESGs. So I pick a 1 space explosive module and a 1 space Internal armor module. To make it a bit more resistant to ESGs. I could have placed external armor but that would have slowed it down revealing possible trickery on my part.)

Step 5.1: **Remove**: Will let you select a warhead module and remove it from the drone. (Most useful when you are going to edit a standard drone from your Packages available list into a special type. IE: ECM etc.)

Step 6: **Name**: ACTUALLY THIS IS THE FIRST STEP. But IMO its best to leave it for last. You type in what you are going to name the particular drone you just created. Make sure it's something you would recognize. Because picking an old drone package 3 months after you created it from your drone library might just leave you with a nasty surprise.

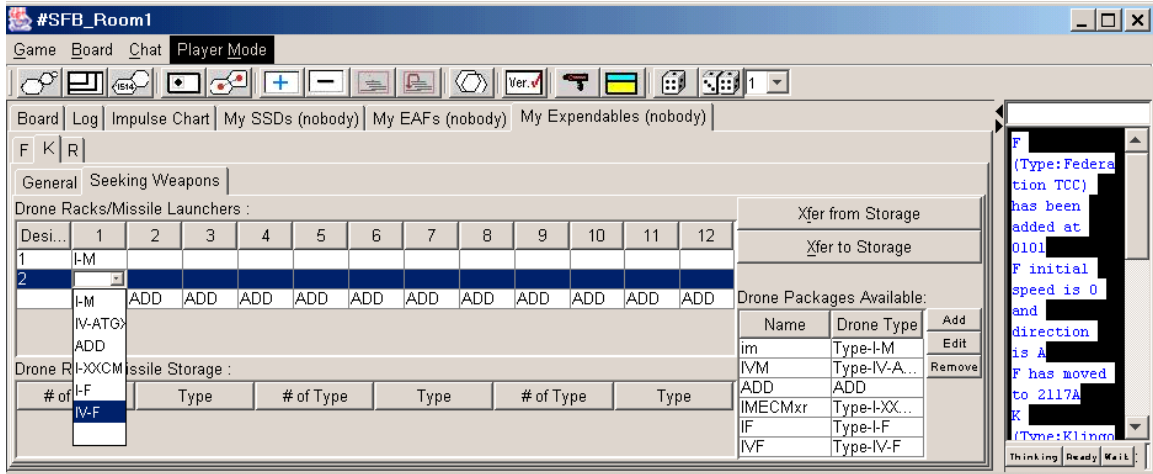
(So I will name mine. IVMEA. IV Drone type M speed E explosive A armor. 4MEA is also a possible.)

*Tip: It is easier to build some basic drone packages. IE Probe ECM IVM, IVF. And then

use the **Edit** from the **Drone Packages Available:** and making changes that way. If your list gets to cumbersome you can always use **Remove** from drone packages available to prune it back.

Placing built drones into your racks:

Click on a space in your rack. Then a small dropdown menu will appear, letting you choose from among your **Drone packages Available.** This will be very small so if your having trouble make sure to stretch the window side ways to get a little more viewing space. You can change a drone by simply selecting another drone (or blank space). Repeat for each space on the rack, and each rack on the ship.



Placing Drones in Storage:

Fill your drone racks as above. But once your done. Go ahead and click on a drone you wish to place into storage. (Generally you would place the whole rack into storage to duplicate the regular reload rule.) Then click on the button to the right labeled as Xfer to Storage.

Taking Drones From Storage:

Almost exactly the reverse procedure for placing drones into storage. Select the drone you want from storage. Then select the rack you want it placed in by clicking on an empty spot. Then click on Xfer from storage.

Scatter Packs:

You can fill your Scatter Pack by selecting Scatter pack for the shuttles mission setting on the general Expendables tab. Then the SP Load button will come on. Click on it and select Xfer from Storage. Then a widow titled Select Drone will appear. You highlight the drone you want from storage. The you go ahead and click on OK. That drone will now be in your Scatter Pack. If you don't want that particular drone simply click on Xfer to Storage.

*Note: For Tournament games. You can Click on Add on the Load Scatter Pack window. Then you can select drones directly from the **Drone Packages Available** menu. Select the Drone you want and hit OK. It will now be in your Scatter Pack.

Keyboard Shortcuts Inside:

Alt+O
Alt+C
Alt+A
Alt+D
Alt+f
Alt+X

Access To:

Tab>Expendables
R.Click >Ship>Ship Info Sheets>
Menu>Board>Piece>Ship Info Sheets

B3.7 Opponents Name SSD's:

Obviously the ship(s) that your opponent is using.

*Note: If your opponent uses a ship not in your library you will only get a text version of his SSD. You will NOT get a graphical SSD. This mostly happens when he has a Download of a ship in the library and you don't have it. Or he has submitted a ship for approval but it has not yet been placed into the library for download.

*Further Note: If you do not get any form of either text or graphical SSD. Your opponent may be using an incompatible earlier version of Version 3. Or you have a bad download of the ship in question.

C. Movement:

C1. Drag Movement:

Simply Click on the piece you wish to move on screen and drag it to the next hex. Either forward/backward Sideslip. To have the piece turn just hold down the shift key. You Can change the Ship/Unit facing by holding down SHIFT as you drag it into the new hex.

C2. Changing Facing:

Click on the menu button. A new drop down menu will appear. Choose your new facing. By clicking on A,B, etc. You can also do this by R.Clicking on the unit having it's facing changed. The menu method is best when used for HET's or Tac's in the same hex.

.

***Warning:** Due to a bug in the client. Making a turn and a move from Direction D to C and moving to the new hex. Will be considered two moves by the Client. So it will tell you that you are making a second move on the same impulse. See **C5 Movement Warnings.**

*Note: You can change your Ship/Unit's facing by Holding down the Shift Key and Dragging the Ship/Unit to the New Hex. This is actually the easiest method of on map movement.

Keyboard Short Cuts Inside: None

Access To:

Hold Shift Key and drag Ship/Unit to new hex.

R.Click Ship>Move

R.Click Unit>Move

Menu>Board>Piece>Move>Change Facing

Menu>Board>View All Pieces/Game Control (Works like V2.)

C3. View All Pieces/Game Control:

***Note: There is a picture in Section B1.**

Gives the player a chance to look at all the pieces on the board with one menu. Most resembles the V2 All Ship. Combined with the ability to move said ships. (If they are under your control.) Along with having the Action Bar convenient as well.

You can Add or Remove Pieces. Much like the appropriate Toolbar/menu options. (See for details.) By selecting Discarded or Off Board you can take any piece currently highlighted and move it to the discard or off board list. (You can pull the same ship/unit back by selecting On Board and clicking on the move command.)

By selecting **Configure** you can modify the way information is listed in the List Pieces/Game Control display window. You can add a large variety of information. Including Speed, Damage (For Units.) As well as a variety of other items. You can even add the same info in more than one column in the View Piece window. By simply selecting the information more than once. By Clicking **Add** or conversely **Remove**. If there is something you don't want. You can also add the Chat area to the **View Pieces** window. By simply clicking on the Checkbox for Chat. The Move Buttons and Action Bar are Default as checked. You can also Click on the **Mini Map check box**. Placing a Mini map beneath the **Undo Move** Button under the **Movement Buttons** in the main **List Pieces/Game Control** window. There is also a **Small Movement Buttons** check box to reduce the size of the movement buttons. *I typically have all of the checkboxes checked and I usually have Number of moves included in the information screen for each piece.*

You can click on the Arrow Keypad Movement buttons on the right side, to make movement choices similar to V2. There is even a Take Back Last Move button. As well as view info or reveal info as well. You can even move whole groups of counters. Either by highlighting more than one counter. Or by following the method listed below.

Highlight a Piece in **List Pieces/Game Control** window. Do ALT+F1. That will select that piece to move with the F1 group. To move the entire F1 group in the same direction.

To move the F1 group forward simply do F1+CTRL+8. To Turn Right do F1+CTRL+9 etc. You can make more than 1 group by this method. Simply choose a different F# for each move group. But it will only work for up to F3 and F7 through F12. F4 will close the View Pieces window and F5 wont work at all.

TIP: List Pieces/Game Control is very useful when you are trying to move many different units. Or if there is a large number of ships/units in the same hex. Instead of having to bring each to the top individually via **Rotate Stack**. You can simply select the piece and move it without disturbing the other pieces. Either individually or collectively by the methods listed above.

*Note: You can R. Click (right click) on a row in the list of pieces and it will popup the pieces menu.

Keyboard Shortcuts inside:

ALT+A Add Piece

ALT+e Remove Piece

ALT+F Fire Decision Button in action bar.

ALT+M Move

ALT+P Previous Impulse

ALT+G Go To

ALT+V View Info

ALT+R Reveal Info

ALT+C Close

ALT+F1-3, 7-12 Assigns Movement group.

Movement short cuts:

Laid out as a number Keypad with 7-9 at Top.

Ctrl+7 Left Turn

Ctrl+8 Straight Ahead

Ctrl+9 Right Turn

Ctrl+4 Side slip Left

Ctrl+5 Switch unit

Ctrl+6 Side Slip Right

Ctrl+1 Quick Left Turn (HET)

Ctrl+2 Quick 180 Turn (HET)

Ctrl+3 Quick Right Turn (HET)

F1-3,7-12+Ctrl+1-9 To move a movement group in what ever direction is shown above.

Ctrl+B Take Back Last Move

Access to:

Toolbar

R.Click Map

Menu>Board

C4. Undo Last Move:

Enables you to take back the last move you made with that particular piece. (Works just like V2.)

Keyboard Short Cuts Inside: None

Access To:

Ctrl+B

View List Pieces

R.Click Ship>Move>Undo Last Move

R.Click Unit>Move>Undo Last Move

Menu>Board>Piece>Undo Last Move

C5. Movement Warnings:

This piece has already moved. Do you want to move again?

Piece does not move this impulse. Do you want to move anyway?

Piece has moved more than 1 hex. Do you want to move anyway?

D. Combat:

D1. Add a Line Of Sight string:

Use this Toolbar Button to add a LOS (line of sight) string between two points. Simply click on it. And two red dots will appear on the map screen. (Near the latest piece you have clicked on.) Place one end by dragging it onto the firing ship, and the other end onto the Target. Technically it was to aid in determining LOS along a Tholian web hex. It is also very effective in helping determine Firing arcs and shield facing.

You can remove the LOS string by simply doing a R.Click (right click) on one of the ends. And selecting the remove option from the window that comes up.

*Note: You can change the dots and string color itself. By simply doing a R.Click on one of the Dots. You can even increase the width of the string. Leave the XOR checkbox checked. If you uncheck it the string will disappear. But will leave a ghost trace.

Keyboard Shortcuts Inside: None

Access to:

Toolbar

Menu>Board

R.Click Map

D2 Fire:

Click on the Fire button. A new window will come up. Fire Decision. Type in the white area what weapon(s) your firing. And at what Target(s). Then click on Fire when your

orders are complete. If you have No Fire simply click on the No Fire button at the bottom of the window. Or even Cancel if your not ready for Direct Fire yet.

*Note: This can also be used for indicating simultaneous movement, i.e. both ships are at the same speed and have the same turn mode.

Keyboard Shortcuts Inside:

ALT+F Fire when orders complete.

ALT+N No Fire

ALT+C Cancel

Access To:

Action Bar

ALT+F

D3. Weapon Charts:

(Gun Icon)

This Toolbar button lets you pull a listing of all the Alpha Sector weapons installed in SFBOL. Omega Weapons and Miscellaneous Charts can be found in the Menu area. You can add up the damage by simply clicking on the appropriate weapon damage on any chart

Tip: Do the separate volley weapons PPD, Hellbore etc. separately from the other damage.

Each Tab will now be listed showing what weapon charts are in each individual Tab. (Tabs alphabetically.)

*Note: Omega (and other) weapon charts along with Miscellaneous Charts can be accessed via **R.Click Map>Charts/Tables** or **Menu>Board>Charts/Tables>Weapons Chart**

Andromedan: Tractor Repulsor beams Heavy and Light.

Heavy Weapons: Disruptor, Photon, Plasma Torpedoes.

Hydran: Gives the Tables for the Fusion Beam and Hellbore.

ISC: PPD

Jindarian: The Light medium and heavy warp rail guns, as well as the prospecting charge table.

Mauler: The Mauler table.

Lyran: ESG table

Phasers: Phasers1,2,3,4 respectively

Keyboard Shortcuts Inside: None

Access To:

Toolbar

Menu>Board>Charts/Tables>Weapons Chart

R.Click Map>Charts/Tables>Weapon Chart

D4. Dice Roller:

By clicking on the drop down arrow. you can select the number of times you wish to roll. By clicking on the single die. Or on the pair of dice. That you use for Hellbore PPD etc.

*Note: The DAC (Damage Allocation Chart) is rolled for you automatically. All you have to do is select the weapon destroyed by the internal damage.

*Warning: At this time the Client has two dice rolling programs. One of which goes to another website that deals exclusively with random numbers. If you have a Firewall you will have to enable this to go through it or settle for the Offline client dice roller. Don't worry the offline version should work automatically if you cant use the website.

Keyboard Shortcuts Inside: None

Access To:

Toolbar

Piece List/Control Panel

D5. Damage:

(Taking damage to ship's)

Click on the **Tab** for your **SSD**. If you have more than one ship. Select the correct tab with the ship name on it. Then click on **Damage**. Select the shield facing and type in the correct area the amount of damage next to the shields current strength. Then apply any reinforcement next to the damage in the next column. The last column will tell you how much Internal damage is done. After double checking everything click **OK**.

The damage will be applied to your ship automatically. Including all Internals except weapon hits. You will have to decide what weapon is hit. In a **Choose System** window that will appear if any choices need to be made. In regards to what Torpedo etc was hit. If you have no more of that particular weapon hit then click on **No More** for whatever system it is asking you about.

*Note: Undo Last Volley can be very useful if you just did 15 internals or so from putting the damage on the wrong shield. You can also undo a limited amount from the volley.

*Further Note: You can destroy specific boxes of the Ships SSD By clicking on Start Edit then clicking on the box you wish to destroy. Uses the same method as Repairing your ship. But you inflict damage instead.

Keyboard Shortcuts Inside: None

Access To:

Tab>SSD>Damage

Tab>SSD>ALT+D

D6. Damage Repair:

(Removing damage to ship's)

Click on the **Tab** for your **SSD**. If you have more than one ship. Select the correct tab with the ship name on it. Then click on **Start Edit Ship**.

Click on any box marked in red. (Showing it has been destroyed.) The first click will Turn the box Yellow. A second click will remove the Yellow and return the box to operation. (It can now be destroyed again.) When you are done removing the damage. Click on **Stop Editing Ship**. The repaired damage will now be visible to your opponent. With this method you can repair shield boxes and anything else on your ship's SSD.

*Note: Undo Last Volley can be very useful if you just did 15 internals or so from putting the damage on the wrong shield. You can also undo a limited amount from the volley.

Keyboard Shortcuts Inside: None

Access To:

Tab>SSD>Start/Stop Editing Ship

Tab>SSD>ALT+E

D7. Andromedans:

(Differences in above D5 and D6.)

D7.1 Damage: The Andromedans are always a headache. But you select **Damage** on their SSD's just like you do on everyone else. But applying it is different. You will get another window to assign the damage to the Front or Rear Panels. Just above that is a button to let you switch to reinforced panels. The client will automatically apply degradation points that apply. Making the Andro's less of a problem, than in a FTF game of SFB. To apply damage to either the Front or Rear Panels, enter the amount of damage in the field next to "Front:" or "Rear:", respectively, and press the "Apply Damage" button near it.

*Note make sure you click on the Reinforced button BEFORE you apply damage. You cant change your mind after without a **lot** of editing.

*Note: You can tweak the energy and degradation by clicking on the cell and entering a new number.

D7.2 Repair: Works just like any other ship. with one very important difference. Energy is stored in PA panels in YELLOW block's. If you repair a Degradation box in red to yellow it does not become a point of energy. You must finish clicking it to repaired status before moving on.

*Note: The PA panels are generally just beneath your ship on the SSD.

D8. Damage to units:

(Drones Plasma etc.)

R.Click on the unit. Then select **Change Damage Taken**. type in the amount of damage that the unit will now have.

*Warning: View the piece first to see the amount of the Current damage and add the new damage to the previous (if any) damage.

You can also apply damage to a Unit that is part of an SSD (Such as the Hydran TLM Stingers) by selecting **Start Edit ship**. And selecting the Box('s) you wish to destroy. To actually apply the damage you must click on **STOP Edit ship**.

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit

Menu>Board>Piece

D9. Electronic Warfare:

You can change the EW registered by your ship. By clicking on the Menu Item Change EW status. There is also a Change Loaned EW status.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Piece Info

R.Click Unit>Piece Info

Menu>Board>Piece>Piece Info

D10. Other Combat Effects:

Tactical Intelligence, Energy Balance due to Damage and various other item are being considered on how to implement these into the Client.

E. Entering a Game:

First you need to understand the difference between the various game rooms.

Star Fleet Battles (Tournament):

The simplest room. A number of minor features are not included in this room. The main feature that isn't included is the library itself. You select a ship (and option mounts if necessary). Name it and starting hex. Once you have done that the only counters you can select are the ones assigned to that ship in Tournaments. IE: Gorn TCC's don't need drone counters so they aren't available. the main other feature that isn't available is resize board. IE: Changing the number of hexes. You don't need that in tourney.

The Biggest change in Tournament rooms for actual game play is the fact that the **Activity** button does not included the steps for Calling for fire. You can indicate your

desire to call for fire by typing it into the very last segment of the activity chart. Or you could do what is somewhat standard and ask for Fire Decision. After Activity has been finished or both players submit No Activity.

***Warning this will be changed and the Fire decision step WILL BE included into the tourney rooms SOP per SVC decree, so the above paragraph may not be applicable.**

Star Fleet Battles:

The main room. You can play Tournament games in here as well as regular SFB games. But tournament games are usually best run in the Tournament rooms themselves. But for activities like a Wingman tournament they have to be fought in here.

Star Fleet Battles Campaign:

The Campaign room is for Strategic level moves and Expendables tracking only. Other than that the biggest difference in the Campaign rooms is that some of the add piece dialog is much more stripped down. There is no way to select just the Romulan ships to place. Whenever you activate an Add Piece dialog. You have to Scroll down the list which is just like the R section in your rule book. Generic units are R1 and they are listed first. Then R2 is the Federation etc etc.

After you have selected a piece and clicked OK. You will get a **Unit Settings** window.

Enter label of Piece: The pieces name

Set initial facing: A, B, etc.

Enter refit(s): Any refits to the basic ship

Enter Race: Selected for you

Enter BPV: Selected for you

Enter EPV: Selected for you

*Note: The Campaign room is NOT for actual game play. It is for tracking ship movements and expendables on a strategic scale. (Much like F&E.) To actually do the battles you will need to be in the Star Fleet Battles room.

E1. Start New Game:

You can Start a New game very easily from multiple points. By Selecting the Game Menu button.

E2. Viewing a Game:

Go to the Login Screen Click on the toggle switch keep going until you get a list of what game rooms are occupied. Then you can hover above the game room and see who is in it. Then Click on Enter. (You can also use this method to start a new game.)

*Note: With the Login screen there are now two tabs. One for Tree as has already been described. And one for table. Table functions much like the Version 2 Bullpen screen. Except that (Chat is reserved for the actual Bullpen. Letting you see who is in each room at a glance.

E3. Join Multiplayer Game:

Enter the room as in E2. then request by clicking on the Observer menu button a switch to Player Mode. All the Players will have to say yes to enable you to join a game.

E4. Having a Ship Transferred to you:

You can also join a game. By having a player transfer a ship to you .

E5. Viewing Master Ship Chart

You can view the MSC by going to the Login screen. And selecting **Tools** then the **Text Definition Tool**. Tab for **Properties**. Then at the bottom of the Text definition Tool click on the Select properties of the Mater Ship Chart. You can View the MSC for any race by simply clicking on the Race drop down menu and selecting the appropriate race.

E6. Adding Non Tournament Ships to the map.

****A couple of Warnings****

If you select a ship def. file that you don't have a good download of. You will have a blank counter appear on the Map named whatever you assigned the ship. But no EAF will be made. or SSD loaded. You will need to remove the counter yourself.

If a blank (or generic) counter appears on the Map but a SSD/EAF appears for it. That means there is currently no counter made for that particular ship def file.

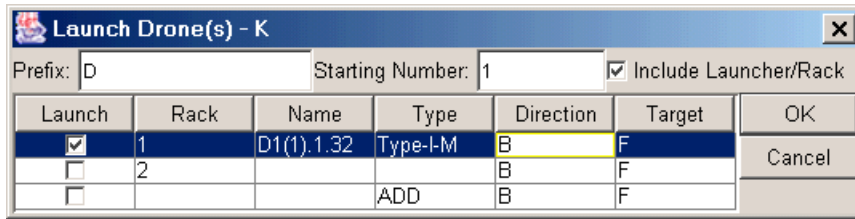
You can view the MSC by going to the Login screen. And selecting **Tools** then the **Text Definition Tool**. Tab for **Properties**. Then at the bottom of the Text definition Tool click on the Select properties of the Mater Ship Chart. You can View the MSC for any race by simply clicking on the Race drop down menu at the bottom and selecting the appropriate race.

F. Seeking Weapons:

FD. Drones:

Drones can be launched in a variety of ways. here is the standard information window that will appear when you select Launch.

Warning You must fill out your expendables Before you submit your EA for Turn 1 or you will be locked out of making any changes until Turn 2. On Drones you cant change them at all during the game other than transferring to and from storage. You can only modify items before you do EA for Turn 1. Or during Turn 1 (Or later) EA. (If at all.) But you **MUST** have your drone storage and racks full BEFORE you submit your EAF or they will not be there.



Prefix: Usually default is D. You can change it if you so desire. Maybe to Klingon (KD).

Starting Number: The number your drone is launched with. Starting with 1 and going up.

Checkbox Include launcher/rack: Default is checked.

Launch Checkboxes: Check one of these to tell it to launch from that rack.

Rack: Is the drone rack number you are launching from.

Type: The particular drone you are launching. You may have a IF and an IM left. You pick which you want to launch.

Name is a combination of Prefix and starting number (See above). Plus the rack number you have launched from. With Turn and impulse launched bringing up the rear. For example. I launched my second drone for the game from rack 3 Turn 1 impulse 17. It's name would be D2(3).1.17

OK/Cancel: Are there as well as usual.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship>Launch

Menu>Board>Piece>Launch

Toolbar View List of Pieces (Will give you the Game Control panel.)

Menu>Board>View List of Pieces (ditto)

FD2 View Info:

Lets you R.Click on a drone and view all the information you have recorded about it. (IF it's your own drone. If it's someone else's you will know the public info. It's launching unit, speed, damage taken, etc.)

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit>Piece Info

Menu>Board>Piece>Piece Info

Toolbar View List of Pieces
Menu>View List of Pieces

FD3. View Seeking Weapon Info:

A quick look at a seeking weapon. If it is one you control it will show the target as well as it's name. If it is one you don't control you will only see its name.

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit
Menu>Board>Piece

FD4. Reveal Info:

Reveals type of Drone and Target. IM instead of IVM for example. You R.Click on the drone and select Reveal Info. Then a window will come up with Reveal Info for-drones name. With 3 buttons. **Select All, Reveal ,Cancel**. You can select just what info to reveal. By selecting either Type, Target, (Both are default.) Special orders, Pseudo (For plasma torpedoes.),Complete Loadout. (Which will give the type of drone, warhead it is carrying and its target.

Keyboard Short Cuts Inside:

Alt+R
Alt+C

Access To:

R.Click Unit>Piece Info
Menu>Board>Piece>Piece Info
Toolbar View List of Pieces
Menu>View List of Pieces

FD5. Take Damage:

R.Click on the Drone and select Take Damage. Simply type in the amount of damage the drone has taken.

*Warning: View the piece first to see the amount of the Current damage. since the Client will not add the amounts together for you.

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit>Piece Info
Menu>Board>Piece>Piece Info

FD6. Scatter Pack Blossom:

You can select a direction and target for each drone in the scattenrpack just like you

where launching them from your ship. With the exception that the prefix is SP and there is no rack number. Everything else works the same.

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit

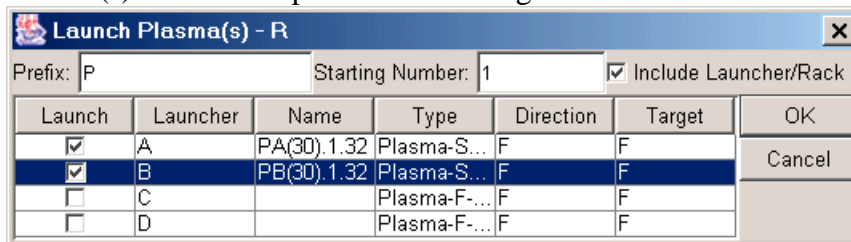
Menu>Board>Piece

FP. Plasma Torpedoes:

Plasma can be launched in a variety of ways. here is the standard information window that will appear when you select Launch.

FP1. Plasma launch:

After you select Launch Plasma a new window will come up. Labeled Launch Plasma(s)-with the ships name launching the Plasmas.



Prefix: Usually default is whatever you last used in Launch. You may have to change it to P. You can change it if you so desire. Maybe to Gorn (GP). I will assume you have changed it from D to P, but it doesn't really matter.

Starting Number: The number your Plasma is launched with. Starting with 1 and going up.

Checkbox Include launcher/rack: Default is checked.

Launch Checkboxes: Check one of these to tell it to launch from that Launcher.

Launch: Is the Plasma launcher letter you are launching from.

Type: Is the Type of torpedo you selected in your expendables. IE; If you selected to have a Type S Enveloper in that launcher in Expendables you could launch it or a PPT.

Name is a combination of Prefix and starting number (See above). Plus the Launcher letter you have launched from. With Turn and impulse launched bringing up the rear. For example. I launched my second Plasma for the game from Launcher B a standard S Turn 3 impulse 17. It's name would be PB(30).3.17 (Note if it was a Pseudo it would still be named as a standard would.)

OK/Cancel: Are there as usual.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship>Launch
Menu>Board>Piece>Launch
Toolbar View List of Pieces
Menu>View List of Pieces

FP2. View Info:

Lets you R.Click on a Plasma and view all the information you have recorded about it. *(IF it's your own Plasma. If it's someone else's you will know the public info. It's launching unit, speed, damage taken if it's been recorded, etc.)*

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit>Piece Info
Menu>Board>Piece>Piece Info
Toolbar View List of Pieces
Menu>View List of Pieces

FP3. View Seeking Weapon Info:

A quick look at a seeking weapon. If it is one you control it will show the target as well as it's name. If it is one you don't control you will only see its name.

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit
Menu>Board>Piece

FP4. Reveal Info:

Reveals type of Plasma and Target. You R.Click on the Plasma and select Reveal Info. Then a window will come up with Reveal Info for-Plasma name. With 3 buttons. **Select All, Reveal ,Cancel**. You can select just what info to reveal. By selecting either Type, Target, (Both are default.) Special orders, Pseudo, Complete Loadout. (Which will give the type of Plasma and its target. You will need to select Pseudo to reveal if the torp is real or not.

Keyboard Short Cuts Inside:

Alt+R
Alt+C

Access To:

R.Click Unit>Piece Info

Menu>Board>Piece>Piece Info
Toolbar View List of Pieces
Menu>View List of Pieces

FP5. Take Damage:

R.Click on the Plasma and select Take Damage. Simply type in the amount of damage the Plasma has taken.

*Warning: View the piece first to see the amount of the Current damage. since the Client will not add the amounts together for you.

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit>Piece Info
Menu>Board>Piece>Piece Info

G. General Systems

G1. Cloak:

You can use the **Cover** option to help show a piece is cloaked. Or simply say Cloaked on Turn Imp (Example Turn 2 imp17. Cloaked 2.17) in the Edit Note on the cloaking ship.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship>Options
Menu>Board>Piece>Options

G2. ESG:

Use the Add Piece Toolbar or Menu options.

*Note Launch will NOT let you place an ESG marker.

Enter Label of piece: ESG number releasing sphere.

Enter energy: Amount of power in sphere.

Enter radius: Range of sphere.

Tip: Use the group command and have the ESG marker move at the same time your ship does by putting them both in the same group.

See Add Piece for more Details.

G3.1 WEB:

Select web from Add Piece Toolbar or Menu.

*Note Launch will NOT let you place a Web marker.

Enter Label of piece: Web ID #. Turn and Impulse cast.

Enter energy: Power in web or strength of web in Tournament.

Cast: Checkbox indicating if web is cast or anchored. Only useful in standard SFB rooms since all Tournament Web is cast only.

See Add Piece for more Details.

Multiple Web Launch: Select Multiple after selecting Web from Toolbar or menu Add Piece.

Enter Prefix: W for web. Plus Turn and Impulse cast.

Enter Starting number: Same as drones. 1 2 etc.

Enter number of Pieces: Number of web counters you need.

Then follow the rest of **G3.1** just above.

H. Power/EAF

H1. EAF:

You can access your **EAF** (Energy Allocation Form) by clicking on the **Tab** labeled **EAF**.

*Note: If you have made your EAF part of a Floating Window it will be in your Computer taskbar or covered by other windows.

Once you access your EAF there are three buttons. Start Turn, **Set Speed Plot(s)**, Submit EAF(s)

Start Turn:

You click on this to start a new turn for Energy Allocation. Including Turn 1.

Set Speed Plot:

With this you simply click on that button then you are taken to an **Impulse chart**. Then you do a **R. Click** on the speed you wish to start with. The entire Column will be shaded. Then you go to the impulse you wish to change your speed. At the bottom of the chart it will show the number of hexes moved for this turn. Your EA is checked against the speed plot you submitted. If it doesn't match it will tell you, so you can recalculate. You will not be able to submit unless your EA and speed plot match. *Note it does take into account the MC.

Submit EAF(s):

Submits the EAF(s) at the end of energy allocation for that turn.

H1.1 Click on Start Turn:

H1.2 Allocate your Power.

*Note: You need to allocate your House keeping Functions unlike in V2. If your total

power usage does not equal the amount of power you have generated the Total power used Line will be Highlighted in **GREEN**. If you have used too much power then it will be in **RED**. Make sure that you allowed for any battery usage in Energy Allocation. Since this may be what is making the Total not match. The Client will ask you if you are sure you want to submit your EAF. If you are click **OK**.

*****Warning***: Use Step H1.3 If you have Multiple ships to allocate for.**

*****Further Warning*** You must fill out your expendables Before you submit your EA for Turn 1 or you will be locked out of making any changes until Turn 2. You can only modify items before you do EA for Turn 1. Or during Turn 1 (Or later) EA.**

H1.3 Allocate Power for your next ship. If you have only one ship you can skip this part.

H1.4 Click on the **Submit EAF**:

Keyboard Shortcuts Inside: None

Access To:

Tab>EAF

H2.1 Revealing your EAF to Opponent:

At the end of the game you can let your opponent see your EAF by transferring the appropriate Ship to him. Simply use the **MG Transfer** feature in the Menu area or you can select "Reveal All Info" for your ship.

You can also use Reveal to show your EAF to your Opponent. But once you use Reveal you can't undo it. So everyone entering the game room will be able to see your EAF. Until the game itself is ended. So only do it at the end of the game.

I. Not used

J. Shuttles/Fighters:

J1. Shuttle/Fighter Launch:

After you select Launch Shuttle a new window will come up. Labeled Launch Shuttle(s)- with the ship's name launching the Shuttle(s).

Launch	Launcher	Name	Type	Mission	Direction	Speed	Target	Spec. Instr.	OK
<input type="checkbox"/>	Shuttle #1		Admin	Scatter P...	D	6	K	Edit	Cancel
<input type="checkbox"/>	Shuttle #2		Admin	Manned	D	6	K	Edit	
<input type="checkbox"/>	Shuttle #3		Admin	Suicide S...	D	6	K	Edit	
<input checked="" type="checkbox"/>	Shuttle #4	S1.1.32	Admin	Wild Wea...	D	6	K	Edit	

Prefix: Usually default is S.

Starting Number: The number your Shuttle is launched with. Starting with 1 and going up.

Launch Checkboxes: Check one of these to tell it to launch from that Launcher.

Launch: Is the shuttle number from expendables you are launching.

Name: The name of the shuttle. It will be listed when you click on the Launch check box.

Name is a combination of Prefix and starting number (See above). With Turn and impulse launched bringing up the rear. For example. I launched my Third shuttle for the game Turn 3 impulse 17. It's name would be S3.3.17

Type: Is the Type of shuttle you selected in your expendables. Admin, GAS etc. IE; If you selected to have a GAS shuttle in that launch box in Expendables you could launch it.

Mission: The mission you selected for that shuttle in your expendables at start of Game or turn.

Direction: A B etc.

Speed: All speeds from 0-32 are capable of being selected from the dropdown menu you get for clicking on this box.

Target: The target your shuttle (If armed is aimed at.)

EDIT: If you want to include some special orders on the shuttle

OK/Cancel: Are there as usual.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship>Launch
Menu>Board>Piece>Launch
Toolbar View List of Pieces
Menu>View List of Pieces

J2. View Info:

Lets you R.Click on a Shuttle and view all the information you have recorded about it. (IF it's your own Shuttle. If it's someone else's you will know the public info. It's launching unit, speed, damage taken, etc.)

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit>Piece Info

Menu>Board>Piece>Piece Info
Toolbar View List of Pieces
Menu>View List of Pieces

J3. Reveal Info:

Reveals type of Shuttle and Target (if applicable) but mostly if it's manned. You R.Click on the Shuttle and select Reveal Info. Then a window will come up with Reveal Info for-Shuttle name. With 3 buttons. **Select All, Reveal ,Cancel**. You can select just what info to reveal. By selecting either Mission, Target, (Both are default.) Special orders.

Keyboard Short Cuts Inside:

Alt+R
Alt+C

J4. Shuttle/Fighter Damage:

R.Click on the Plasma and select take Damage. Simply type in the amount of damage the Plasma has taken.

*Warning: View the piece first to see the amount of the Current damage. since the Client will not add the amounts together for you.

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit
Menu>Board>Piece

K. PF's.

They will function just like small ship's. Each having their own SSD and EAF.

L. Not Used

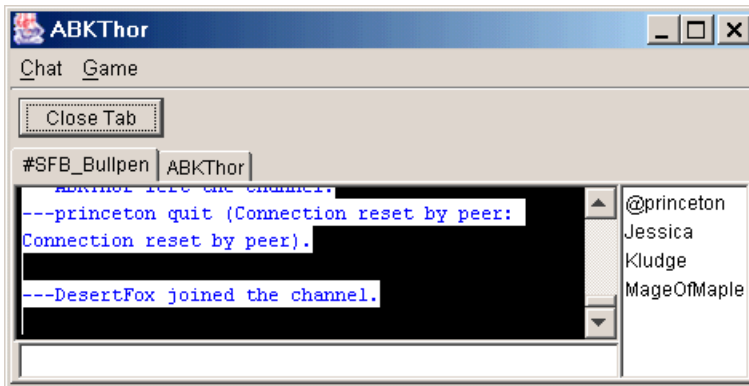
M. Menu Button's:

M1. Menu overview:

The Menu Button's are all listed in their various area's. IE the button's that are in the Bullpen are **MB** and Game rooms are **MG** and Login screen **ML**.

MB: Menu Bullpen:

This Shows You where to type and where it appears.



***Note: Private Messages can appear as Tabs if have Chat Rooms as Tabs checkbox checked under:**

Log in screen Options>Options>General Tab.

As shown here, ABKThor has PM'd me.

MB1 Chat:

See Chat description in MG. Too long to duplicate here. But it lets you modify the color and size of the chat. You can even change the background to a different color. You can also mark yourself away. By selecting Away and setting and typing in a message that will pop up for anyone that sends you a private message. Clear is pretty obvious in that it removes the message.

MB2. Game:

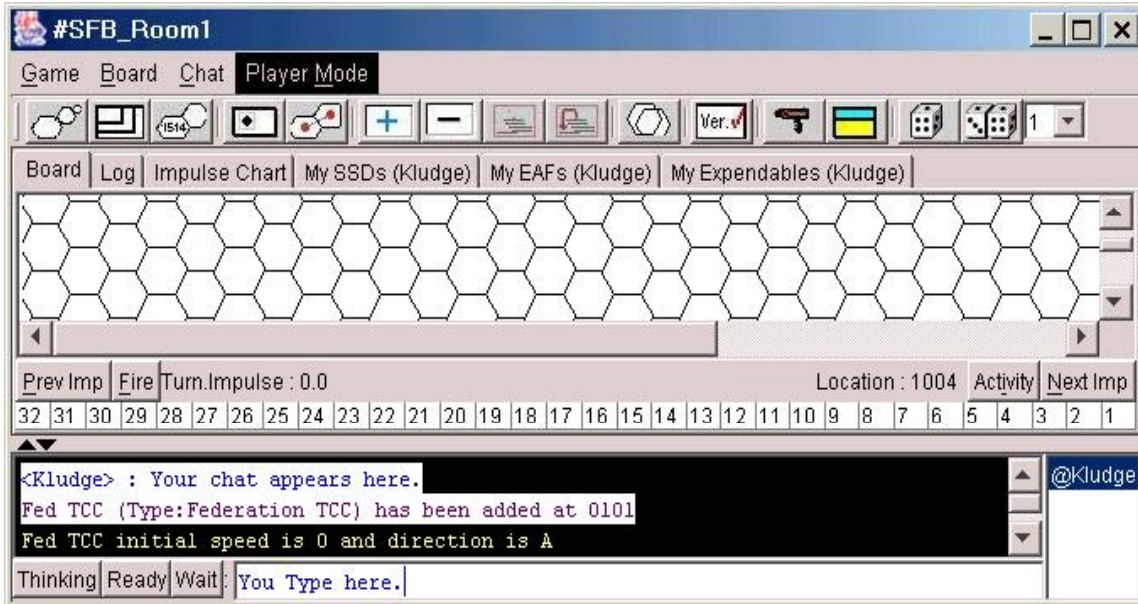
MB2.1 Start New Game.

Choose SFB Campaign or SFB or SFB (Tournament). Click on Create/Join: and you go to go.

MG: Menu Game

***Note:** The **Map**, **Ship's** and **Unit's** are all considered Menu Button's. Since they each can call up a Pop up menu along with the dropdown's from the **Game, Board, Chat, Player/Observer Mode**. Just below the Title bar of the Game room. For simplicity all the material is listed in Alphabetical order.

With information in each feature area telling you how to access that particular feature. Some Features will be listed more than once. Either they have multiple names in the dropdown menu's. Or they will have an * in front of them. Like ***Game Save**. It is properly listed under **Save Game**. but due to its importance all game features are lumped together for ease of locating them. It is also listed under the correct designation elsewhere in the list.



Action Bar at Top:

This Option check box lets you move the Action Bar. (The thing with **Next Impulse** and **Previous Impulse** in it.) From its Default position below the map. If you use this check box the Action Bar will move to the Top of the Map just below the Toolbar.

Keyboard Shortcuts Inside: None

Access to:

Menu>Board>Options

Add A Lot of Pieces:

{Not Currently Implemented}

Add LOS String:

Use this Menu Button to add a **LOS** (line of sight) string between two points. Simply click on it. And two red dots will appear on the map screen. (Near the latest piece you have clicked on.) Place one end by dragging it on the firing ship, and the other end on the Target.

Technically it was to aid in determining LOS along a Tholian web hex. It is also very effective in helping determine Firing arcs and shield facing.

You can remove the LOS string by simply doing a R.Click (right click) on one of the ends. And selecting the remove option from the window that comes up.

*Note: You can change the dots and string color itself. By simply doing a R.Click on one of the Dots. You can even increase the width of the string. Leave the XOR checkbox checked. If you uncheck it the string will disappear. But will leave a ghost trace that simply uses the map color to show through the lines.

Keyboard Shortcuts Inside: None

Access to:

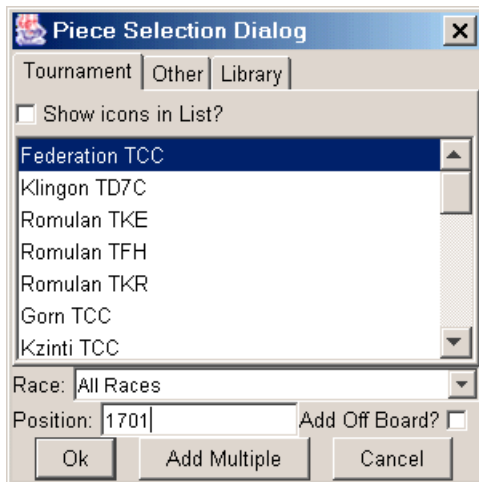
Toolbar

Menu>Board

R.Click Map

Add Piece:

A window labeled Piece Selection Dialog appears. In Non Tourney rooms, there are three **Tabs** with this window. . (In Tournament rooms after you have picked your ship. Your only choices are within the pieces your ship would need.)



I selected A Fed Tournament Cruiser in this pix.

*Warning: The Campaign Rooms are very different. In a Campaign Room you select Add Piece and a long list of all the ships on the Master Ship Chart appears. Even if the ship in question is not currently available for Down Load from the library.

MG.1 Tournament: Lets you pick a Tournament ship by clicking on the Piece and then clicking **OK**. Ship's only.

MG.2 Other: Lets you pick additional types of pieces. Such as Drones plasma Shuttles point of Turn point of Slip and other counters used in the Tourney. simply highlight the piece and click **OK**.

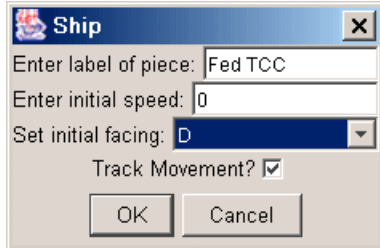
*Note in the Tournament rooms the available piece list is restricted to whatever ship you have. IE Gorns don't need drone counters in Tournament Rooms. So you don't get any drone counters.

MG.3 Library: Gives you access to all ships currently in the library. That you have down loaded. (See section **R**.) if you select a piece that you have not downloaded you will get a blank square and no SSD. You can get a SSD for a ship but no counter. That

means that a counter either hasn't been made for the ship or you haven't down loaded it.

MG.4 Highlight your choice from whatever Tab you selected. Select the hex you wish for it to appear. Then Click **OK**.

You will then have to name the piece. Along with it's Speed (Optional) and Facing.



Drone, Plasma, Shuttle Have all changed significantly. *See Expendables/Launch*

The following pieces are somewhat different and will be listed here and in their respective sections.

ESG:

Enter Label of piece: ESG number releasing sphere. (And ship)

Enter energy: Amount of power in sphere.

Enter radius: Range of sphere.

TBomb:

Enter label of piece: Number Turn impulse

Enter Type: Nuclear Space Mine T bomb etc. (Only TBomb in tournaments)

Enter amount activation radius: Range that bomb will explode

Dummy Check Box: Check to indicate if a TBomb is a dummy.

Keyboard Shortcuts Inside: None

Access to:

Toolbar

Menu>Board

R.Click Map

MG. Add Piece Here:

Act's exactly the Same as Add Piece. Except Instead of the Hex that the red dot is in. The Ship/Unit added will appear in whatever hex you clicked on last.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map

R.Click Ship
R.Click Unit
Menu>Board
Menu>Board>Piece

MG. Add to Group:

Lets you add a new piece to an existing Group. Simply choose the group you wish this piece to be a part of from the dropdown. And click on **Create/Join**.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Group
R.Click Unit>Group
Menu>Board>Piece>Group

MG. Assign:

Lets you choose the map overlay you wish to use. First click on Assign. Then you need to select the folder labeled SFB Campaign and open it. Then the Maps folder. And select whatever map you want. Don't worry after you do it once the client will remember where the maps are and you will go right to them.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game>Map Overlay

MG. Attach Pod/Pallet:

Enables you to make a Pod (or Pallet) connect with a Tug. Or other such devices. Like the Modules on a Starbase. Simply pick the Piece you are going to add to the other piece. There are separate Tugs and pods/pallets, but it's generally easier to get a Tug definition that already includes the pod.

Keystroke Shortcuts Inside: None

Access to:

R.Click Unit
Menu>Board>Piece

MG. Attach Tractor:

You select the ship/unit you wish to tractor, by Highlighting it, and clicking on **OK**. Then the Client will ask if you are using Impulse for movement. Answer Yes or No. If you Tractored another ship the client will ask the owner of that ship if it's using Impulse for movement. If both ships are using impulse the Client will disregard Impulse when it recalculates for you the new movement speed of the ships.

*Note: In many cases its easier to simply figure it out yourself. Because if one player does a take back move while tractorod it tends to throw the entire thing out of whack.

Keyboard Shortcuts Inside: None

Access to:

R. Click ship>Tractor

Menu>Board>Piece>Tractor

MG. Auto Logging of Activity/Fire:

This will if checked automatically record all Impulse Activity or Fire Decisions and list them on your **Log**. (That are done with the Activity or Fire Decision Windows.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map>Board Settings

Menu>Board>Board Settings

MG. Away:

This is a dropdown menu that will allow you to **Set** yourself away. It will leave a message to everyone that tries to send you a personal message. You can also **Clear** the message.

Keyboard Shortcuts Inside: None

Access to:

Menu>Chat

MG. Blossom SP:

Click on a unit with this will cause all the Drones to launch at once. You simply have to allocate a target and direction for each drone. Just like you would launching from your ship.

Keystroke Shortcuts Inside: None

Access to:

R.Click Unit

Menu>Board>Piece

MG. Board:

Main drop Down Menu. Does nothing else, except making other menu items available.

Access to:

ALT+B

MG. Board Settings:

Gives you access to: **Change Cell Size, Change Board Size, Map Color, Line Color, Text Color, Suppress Waiting Window, Auto Logging of Activity/Fire.**

Key Stroke Shortcuts Inside: None

Access To:

R.Click Map
Menu>Board

MG. Center Board Here:

Click on this Menu button to reset the center of the visible map. First you click on the hex. Then you click on the Toolbar. The visible portion of the Map should shift.

Tip Most of the time it's easier to simply use the scrollbar's. Or use the Red Dot to Re-Center the Board.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map
Toolbar
Menu>Board

MG. Center Board on Dot:

Click on this Toolbar button to reset the center of the visible map. First you click on the dot and place it wherever you wish. (You do it by dragging the Red Dot to whatever point is convenient to reset the center of the visible map.) Then you click on the Toolbar. The visible portion of the Map should shift.

Tip: You can move the Red Dot to any hex you double click on. No need to click on it and drag it to the new location. (As long as it is not already occupied with something. If it is, you will need to either chose a blank hex instead. Or do a click and drag on the Red Dot.)

Keyboard Shortcuts Inside: None

Access to:

R.Click Map
Toolbar
Menu>Board

MG. Change Board Size:

(Toolbar Button Not used in Tournament Room)

Let's you change the size of the map board. From the standard size of 42 Columns and 30 Rows. Clicking on this will bring up a window labeled Board Size. Asking for Number of Columns and Number of Rows. The Columns are the first two hex numbers. (Or three numbers if on a 3x3 map.) The Rows are the second set of numbers.

For Example: A 2x2 map would have 84 Columns. 60 Rows While a 3x3 Map would have 126x90. Giving a hex number of 12690 as a possible number.

*Note: At 5 digits the hex numbers tend to bleed over into the next hex.

Key Board Short Cuts Inside: None

Access To:

Toolbar Button

Menu>Board>Board Settings

R.Click Map>Board Settings

MG. Change Cell Size:

You can change the size of the hexes by clicking on this Menu Button. From a minimum of 5 to a maximum of 100. This does not change the number of hexes. Simply make's each hex and counter larger or smaller. Based off what you select as the size of the cells.

Tip: Set Cell size at 10-15. Until the range closes. Then bump up the Cell size to enable easier reading. (Unless you have a small monitor.) You can follow your opponents ship at range by using the Mini Board, from the Menu section.

Key Board Short Cuts Inside: None

Access To:

Toolbar Button

R.Click Map>Board Settings

Menu>Board>Board Settings

MG. Change Damage Taken:

R.Click on the unit. Then select **Change Damage Taken**. type in the amount of damage that the unit will now have.

*Warning: View the piece first to see the amount of the Current damage. since the Client will not add the amounts together for you.

Key Board Short Cuts Inside: None

Access To:

R.Click Unit

MG. Change EW Status:

This feature lets you record your EW level. Both ECM/ECCM. Simply type in your ECM/ECCM (That Order is std.) in the Change EW dialog box. And click OK.

*Note: The EW level will be capable of being seen in various features. The easiest on Map method is to use **Piece Info> View Info**. You can also use **Configure** in the **List Pieces/Command Console** to display EW as well.

Key Board Short Cuts Inside: None

Access To:

R.Click Ship

R. Click Unit

Menu>Board>Piece>Piece Info

MG. Change Loaned EW Status:

This feature lets you record your loaned (via Scout) EW level. Both ECM/ECCM. Simply type in your ECM/ECCM (That Order is std.) in the Change EW dialog box. And click OK.

*Note: The EW level will be capable of being seen in various features. The easiest on Map method is to use **Piece Info> View Info**. You can also use **Configure** in the **List Pieces/Command Console** display EW as well.

Key Board Short Cuts Inside: None

Access To:

R.Click Ship

R. Click Unit

Menu>Board>Piece>Piece Info

MG. Change Facing:

Click on the menu button. A new drop down menu will appear. Choose your new facing. By clicking on A,B, etc. You can also do this by R.Clicking on the unit having it's facing changed. The menu method is best when used for HET's or Tac's in the same hex.

***Warning:** Due to a bug in the client. Making a turn and move from Direction D to C and moving to the new hex as separate actions. Will be considered two moves by the Client. So it will tell you that you are making a second move on the same impulse. See **C5 Movement Warnings**.

*Note: You can change your Ship/Unit's facing by Holding down the Shift Key and Dragging the Ship/Unit to the New Hex. This is actually the easiest method of on map movement.

Keyboard Short Cuts Inside: None

Access To:

Hold Shift Key and drag Ship/Unit to new hex.

R.Click Ship>Move

R.Click Unit>Move

Menu>Board>Piece>Move

Menu>Board>View List of Pieces (See Menu View List Pieces.)

MG. Change Room Description:

Lets you change the room to something more descriptive. Type in the window that pops up. Your new room description. Spaces are now allowed.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map

Menu>Board

MG. Change Speed:

Click on this menu button. A new window will appear. Labeled Speed. Type your new speed in the white area and click on **OK**. Letting you change the speed of the unit you had last clicked on.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship

R.Click Unit

Menu>Board>Piece List

MG. Change Speed Plot:

You use this if you decide to do something like an unplotted acceleration during the turn. You figure out your new speed just like you were doing a regular speed plot in your EAF. But this time it will list the amount of power the new speed plot will need.

*Warning this only Modifies your speed plot. It does not change your actual speed, you will need to do that yourself.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship

Menu>Board>Piece

MG. Change Strength Left:

Allows you to change the strength displayed on an ESG counter. If the ESG field had

stopped 2 intact Type I drones. Then it would generally be reduced in strength by 8 points. (Yes I know there are a few exceptions to this involving slug or armor modules.) It works like Damage Taken on other units. But instead of adding up the damage. You reduce the strength remaining on the ESG field.

*Note: Like Change Damage taken you will need to View the ESG counter to see how much strength it has left. Because the Client will not do the math for you.

Keyboard Shortcuts Inside: None

Access To:

R.Click Unit (ESG Counter only)

MG. Chat :

Main drop Down Menu. does nothing else, except making other menu items available.

Access To:

Alt+C

MG. Clear:

Removes the Map Overlay from the room.

Keyboard Shortcuts Inside: None

Access To:

R.Click Unit (ESG Counter only)

MG. Covered:

Checkbox. Acts like flipping a piece on the board over. While leaving the piece still on the board. For WW destruction and such.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship>Options

R.Click Unit>Options

Menu>Board>Piece>Options

MG. Covered Color:

Lets you select a different color for the cover.

Keyboard Shortcuts Inside: None

Access to:

Menu>Board

Menu>Board>Piece>Option

R.Click Ship>Option
R.Click Unit>Option

MG. Define Styles:

Lets you modify the color and type size of chat. Plusw a number of other items.

MG.1:

Click on this dropdown. The a new window will appear. Labeled: **Define Text Styles**. This will let you change numerous things regarding size of type color etc in the black chat area.

*Warning this is very long and detailed.

MG.2:

Highlight Default. Then click on **EDIT**.

*Note: You can use this method for all the other Items on the Define Text styles Box. And have separate Fore and backgrounds for the different Items on the list. Even different Font styles and Colors. (*Typically I personally have all Fire decision's come up in the chat as Red.*)

MG.2:

A new window appears. Labeled: **Edit Style Default** (or whatever item you chose to Edit.)

MG.2.1 Name:

(This is Grayed out. It is left over from an older Version of XP.)

MG.2.2: Choose Foreground:

Lets you change the Color of the Text in chat area. There are three **Tabs**:

MG.2.2.1 Swatches: Lets you click on a color box to select that as your preferred color for text. There is a preview box which is of really very little use. merely showing you what your new text color will look like with various backgrounds. Click on **OK** to approve the Color change.

MG.2.2.2 HSB (What it stands for your guess is as good as mine.:--))

Lets you select a Custom color mix. By going to a box with what ever color you currently have listed in the **MG.2.2.1 Swatches**.

You move the little circle in the color box to pick the exact shade of that particular color you want. In the Color box. There is a Spectrum Color bar just to the right of the Color box. It lets you shift through the entire Spectrum

Click on **OK** to approve the Color change.

MG.2.2.3 RGB: Red Green Blue

This lets you mix your colors with three slider's. labeled of course. Red, Green, Blue.

Click on **OK** to approve the Color change.

MG.2.3: Choose Background:

Works exactly like choose foreground above. with swatches ect. But you are choosing the color of the chat area background.

MG.2.4: Font:

You can choose various Font styles from the dropdown menu.

MG.2.4: Font Size:

You can choose various Font sizes from the dropdown menu.

MG.2.4: Bold and Italic checkboxes.

Lets you make the font you have picked come up in Bold or Italic. Or even both.

MG.2.5: OK, Cancel

Click on **OK** to approve all changes. **Cancel** to quit the edit.

MG.3 EDIT:

Click on this to start making changes in whatever you have highlighted from the list above.

MG.4 Clear:

Returns the setting of whatever you have highlighted from the list above to it's Default value. It will ask you if you want to do this. Click yes or no depending on what you intended. Cancel just to make the Question box go away.

MG.5 Close:

Let's you close the **Edit Style** window.

*Note: The styles are for a game it is saved with the game.

*****Warning: Make sure you Save your changes in:**

*****Save Styles as Default*****

Or all the work you have done will disappear as soon as you close or exit the room.

Keyboard Shortcuts Inside:

To many to list.

Simply use Alt+(Whatever) for any underlined letter.

Access to:

Menu>Chat>Define Styles

MG. End Game:

Ends the Game your playing. it will ask you. Are you sure. Click Yes or No depending on what you intend to do. You can also end a game by clicking on the X box in the upper right corner of your screen. It will ask you, "Are you sure you want to end this game." Click yes or No depending on what you intend.

*Warning Make Sure you save. If you wish to resume the game at a later point.

Keyboard Shortcuts Inside: None

Access to:
Menu>Game

MG. Edit Note:

Lets you add a note to a ship or unit. The note will appear in the little information tag that appears as you hover the curser over a counter.

Keyboard Shortcuts Inside: None

Access to:
R.Click Ship>Piece Info
R.Click Unit>Piece Info
Menu>Board>Piece>Piece Info

MG. Expendables: (My Expendables)

Warning You must fill out your expendables Before you submit your EA for Turn 1 or you will be locked out of making any changes until Turn 2. On your Shuttles. Drones you can't change at all during the game other than transferring to and from storage. You can only modify items before you do EA for Turn 1. Or during Turn 1 (Or later) EA. (If at all.)

*Note: Tournament rooms already have your Drone racks filled with Type IM. If you want to replace the IM you will need to click on a drone and change it via the drop down. You will have to clear a space in your racks before you can place a type IV in them, by clicking on a drone and choosing the white space from the drop down menu.

Each ship you control will have it's own **TAB** in Expendables. After you click on a ships Expendables Tab you will see one or two (If the ship has seeking weapons.) more tabs just for that ship. Labeled:

General:

Just about everything is listed. For the standard compliment of items for the ship. Including Crew Units TBombs etc etc. Simply use the dropdown menu next to whatever you want to change to make any changes from standard. Shuttles are beneath the dropdown items.

HET Bonus: Currently not implemented

Breakdown: Your Ships breakdown rating for a HET and other things.

BP's: Normal ships compliment.

TBombs: Default 0 spend Commanders Option points as usual to buy some.

Fake TBombs: Default 0 spend Commanders Option points as usual to buy some.

Crew Units: Normal ships compliment.

Shuttles:

You will have 1 shuttle per shuttle box on your SSD. (Fighters have a separate box definition for Expendables purposes.) The Client is not currently set up to handle more unusual shuttle rules such as overcrowding or the shuttle bombs from Omega so you will have to use some Add Piece methods as work arounds at this time. Heavy shuttles are also a bit of a problem.

Box: List the Shuttle number such as Shuttle 1 being in shuttle box 1. This only applies while the shuttle/fighter is aboard your ship. Once it is launched it's designation would be different. (See **Launch Shuttle/Fighter** commands. For more details on naming for launch.)

Unit ID: What the unit is named after being launched.

Is Destroyed: Pretty self explanatory. After taking a Shuttle hit you need to mark what shuttle had been destroyed (if any) with that shuttle box.

Kind: The type of shuttle in that box. Fighter Admin GAS MRS etc.

Mission: Manned, Scatter Pack (See under Seeking Weapons Drones in expendables for ways to load the SP with drones.) Suicide Shuttle, Wild Weasel

Seeking Weapons:

Plasma Torpedoes :

Launcher: Pretty obvious really.

Loaded: Using this dropdown menu you can select what type of torpedo is in the launcher. Such as an Plasma S Launcher can have an Standard (st) Enveloper (EN) or even an enveloping G for example

PPT Used: A simple check box showing that you have already used the Pseudo torpedo for that launcher.

Building Drones:

This is the single most difficult part of the expendables. You have to actually build your drones. Bus Propulsion Warhead etc. But after you do it a time or two will it go faster, you will actually build up a library of drones which you can reference and use from one game to the next. This listing of steps will be done as if this was the first time you have ever accessed this feature. And do not have a single drone in the **Drone Packages Available**. (The material in green is building a type of drone, for an example.)

Step 1: Click on one of the spaces of your drone racks in expendables to turn on the **Drone Packages Available**. (By doing step one you will have turned step two on. Before it is turned off.) (Click on space in a drone rack.)

Step 2: Click on the **Add** button in the lower right corner. The **Add Drone** window appears. (Click on the Add button.)

Step 3: Pick the **Base Type:** of Drone bus. Type I-Standard is the default. You can change this to a number of other types including V, IV, ADD. (I'm picking a Type IV.)

Step 4: **Speed:** Obviously the speed of the drone. 8- is default. (Speed 20)

Step 5: **Package to add:** Use the dropdown menu to select what is in the warheads space.

IE a .5sp explosive module or a 1 space ECM module etc. Then click **add**. That will place that particular item in the drone. Do it as many times as you want. As long as the drone has room you can add anything you wish to the drone bus. It wont let you place more spaces on a drone than it will hold. So play around and have fun. (I'm worried about Lyran ESGs. So I pick a 1 space explosive module and a 1 space Internal armor module. To make it a bit more resistant to ESGs. I could have placed external armor but that would have slowed it down revealing possible trickery on my part.)

Step 5.1: **Remove:** Will let you select a warhead module and remove it from the drone. (Most useful when you are going to edit a standard drone from your Packages available list into a special type. IE: ECM etc.)

Step 6: **Name:** ACTUALLY THIS IS THE FIRST STEP. But IMO its best to leave it for last. You type in what you are going to name the particular drone you just created. Make sure it's something you would recognize. Because picking an old drone package 3 months after you created it from your drone library might just leave you with a nasty surprise.

(So I will name mine. IVMEA. IV Drone type M speed E explosive A armor. 4MEA is also a possible.)

*Tip: It is easier to build some basic drone packages. IE Probe ECM IVM, IVF. And then use the **Edit** from the **Drone Packages Available:** and making changes that way. If your list gets to cumbersome you can always use **Remove** from drone packages available to prune it back.

Placing built drones into your racks:

Click on a space in your rack. Then a small dropdown menu will appear, letting you choose from among your **Drone packages Available**. This will be very small so if you're having trouble make sure to stretch the window side ways to get a little more viewing space. You can change a drone by simply selecting another drone (or blank space). Repeat for each space on the rack, and each rack on the ship.

Placing Drones in Storage:

Fill your drone racks as above. But once you're done. Go ahead and click on a drone you wish to place into storage. (Generally you would place the whole rack into storage to duplicate the regular reload rule.) Then click on the button to the right labeled as Xfer to Storage.

Taking Drones From Storage:

Almost exactly the reverse procedure for placing drones into storage. Select the drone you want from storage. Then select the rack you want it placed in by clicking on an empty spot. Then click on Xfer from storage.

Scatter Packs:

You can fill your Scatter Pack by selecting Scatter pack for the shuttles mission setting on the general Expendables tab. Then the SP Load button will come on. Click on it and select Xfer from Storage. Then a window titled Select Drone will appear. You highlight the drone you want from storage. Then you go ahead and click on OK. That drone will now be in your Scatter Pack. If you don't want that particular drone simply click on Xfer to Storage.

*Note: For Tournament games. You can Click on Add on the Load Scatter Pack window. Then you can select drones directly from the **Drone Packages Available** menu. Select the Drone you want and hit OK. It will now be in your Scatter Pack.

Keyboard Shortcuts Inside:

Alt+O
Alt+C
Alt+A
Alt+D
Alt+f
Alt+X

Access To:

Tab>Expendables
R.Click >Ship>Ship Info Sheets>
Menu>Board>Piece>Ship Info Sheets

MG. Floating Windows:

Lets you Float the Tabs for the: Board, EAF, Impulse, Personal Log, SSD (Both yours and other people in the game.) and Expendables. So they will be in the Taskbar able to be called up from there.

Keyboard Short Cuts Inside: None

Access To:

Toolbar

Menu>Board>Board settings

R.Click Ship>Ship Info Sheets

MG. Game:

Main Drop Down Menu choice. Does nothing but give you access to the various Save and Load game options along with Map Overlay.

Keyboard Short Cuts Inside: None

Access To:

ALT+G

MG. Game Control Always on Top:

This checkbox option lets you designate the Game Control as always on Top. Instead of having it always bury itself in your taskbar.

Keyboard Short Cuts Inside: None

Access To:

R. Click Map>Options

Menu>Board>Options

MG. *Game End:

Ends the Game your playing. it will ask you. Are you sure. Click Yes or No depending on what you intend to do. You can also end a game by clicking on the X box in the upper right corner of your screen.It will ask you, "Are you sure you want to end this game." Click yes or No depending on what you intend.

*Warning Make Sure you save. If you wish to resume the game at a later point.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game

ALT+G+E

MG. *Game Load:

Loads a saved game. Choose from among those listed.

*Note: Make sure you label the game so you can tell what it is.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game

ALT+G+L

MG. *Game Record:

Lets you record a game your either playing or watching. So that you can observe it later. Move by move, Records all the ship/unit movements on Board. As well as any Chat in the Chat area.

*Note: The Recording function is not working at this time. It was to memory intensive and its function was removed until it could be fixed. this particular bit is nothing more than a place holder.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game

ALT+G+L

MG. *Game Restore:

Reloads a game you have been dropped from. Either by a client glitch. Or by your Internet connection being dropped.

*Note: Make sure you Save Game before reentering a Game room. In case Restore Game doesn't work.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game

ALT+G+G

MG. *Game Save:

Obviously lets you save your game so it can be continued later. Don't put any spaces in the Save Game name. And make the name something it would be easy to remember when you are scanning through a bunch of saved games. Make sure you put the game in a folder you can find.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game

ALT+G+S

MG. Group:

A submenu button. That calls up **Add to, List, Remove From**.

You can move an entire stack of counters that have been made part of a group. by merely moving a single counter. You can even move ships/units in separate hexes by the same method. Simply list them as part of a Group. The Counters will all move in the same hex direction. BUT they will not change Facing. You have to change the facing on each individual counter yourself.

*Note: For moving multiple counters it is easier to use the View List of Pieces movement methods. Simply do it in the **Piece List/Command Console** Dialog window.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship

R.Click Unit

Menu>Board>Piece>

MG. *Group Add To:

Lets you add a new piece to an existing Group. Simply choose the group you wish this piece to be a part of from the dropdown. And click on **Create/Join**.

*Note: For moving multiple counters it is easier to use the View List of Pieces movement methods. Simply do it in the **Piece List/Command Console** Dialog window.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Group

R.Click Unit>Group

Menu>Board>Piece>Group

MG. *Group List:

List what group the piece that you clicked on belongs to.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Group

R.Click Unit>Group

Menu>Board>Piece>Group

MG. *Group Remove From:

The piece you clicked on. You can remove it from whatever group it is in.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Group

R.Click Unit>Group

Menu>Board>Piece>Group

MG. ID:

The name of the piece. Listing each Piece in order. IE: If you have your ship and launch Four Drones. Each Drone will be Identified as it's name plus in brackets your User Name/Callsign and order it was added to board. So each drone will be Username.2 Username.3 etc.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship

R.Click Unit

Menu>Board>Piece

MG. Invite User to Private Room:

Lets you invite a user into a room that's already private room. IF you are the one who made the room you must Invite the other player or he cant even enter.

Keyboard Shortcuts Inside: None

Access to:

Menu>Room Controls>Chat

MG. Kick User Out:

Lets you remove a disruptive observer. Only works if you are one of the players. I.E. Observers cant kick other observers out.

Keyboard Shortcuts Inside: None

Access to:

Menu>Room Controls>Chat

MG. Land:

Lets you land a previously launched shuttle back on to your ship. It will then be added back into your expendables.

Keyboard Shortcuts Inside: None

Access to:

R.Click Unit

MG. Launch:

Launch is split up between Drones, Plasmas, Shuttles.

MG.1Drone Launch:

After you select Launch drones a new window will come up. Labeled Launch Drone(s)-with the ships name launching the drones.

Prefix: Usually default is D. You can change it if you so desire. Maybe to Klingon (KD).

*Note: You can even include the ships name as part of the prefix if you so desire. If you have multiple drone launching ships. But you will to change this every time you switch ships.

Starting Number: The number your drone is launched with. Starting with 1 and going up.

Checkbox Include launcher/rack: Default is checked.

Launch Checkboxes: Check one of these to tell it to launch from that rack.

Rack: Is the drone rack number you are launching from.

Type: The particular drone you are launching. You may have a IF and an IM left. You pick which you want to launch.

Name is a combination of Prefix and starting number (See above). Plus the rack number you have launched from. With Turn and impulse launched bringing up the rear. For example. I launched my second drone for the game from rack 3 Turn 1 impulse 17. It's name would be D2(3).1.17

OK/Cancel: Are there as well as usual.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship>Launch
Menu>Board>Piece>Launch
Toolbar View List of Pieces
Menu>View List of Pieces

MG.2 Plasma Launch:

After you select Launch Plasma a new window will come up. Labeled Launch Plasma(s)-with the ships name launching the Plasmas.

Prefix: Usually default is D.(Because Drones are launched more often than plasmas.)

Usually you will have to change it to P. You can change it if you so desire. Maybe to Gorn plasma for **GP**. I will assume you have changed it from D to P.

*Note: You can even include the ships name as part of the prefix if you so desire. If you have multiple plasma launching ships. But you will to change this every time you switch ships.

Starting Number: The number your Plasma is launched with. Starting with 1 and going up.

Checkbox Include launcher/rack: Default is checked.

Launch Checkboxes: Check one of these to tell it to launch from that Launcher.

Launch: Is the Plasma launcher letter you are launching from.

Type: Is the Type of torpedo you selected in your expendables. IE; If you selected to have a Type S Enveloper in that launcher in Expendables you could launch it or a PPT.

Name is a combination of Prefix and starting number (See above). Plus the Launcher letter you have launched from. With Turn and impulse launched bringing up the rear. For example. I launched my second Plasma for the game from Launcher B a standard S Turn 3 impulse 17. It's name would be PB(30).3.17 (Note if it was a Pseudo it would still be named as a standard would.)

OK/Cancel: Are there as usual.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship>Launch

Menu>Board>Piece>Launch

Toolbar View List of Pieces

Menu>View List of Pieces

MG.3. Shuttle/Fighter Launch:

After you select Launch Shuttle a new window will come up. Labeled Launch Shuttle(s)-with the ships name launching the Shuttle(s).

Prefix: Usually default is S.

*Note: You can even include the ships name as part of the prefix if you so desire. If you have multiple shuttle/fighter launching ships. But you will to change this every time you switch ships.

Starting Number: The number your Shuttle is launched with. Starting with 1 and going

up.

Launch Checkboxes: Check one of these to tell it to launch from that Launcher.

Launch: Is the shuttle number from expendables you are launching.

Name: The name of the shuttle. It will be listed when you click on the Launch check box.

Name is a combination of Prefix and starting number (See above). With Turn and impulse launched bringing up the rear. For example. I launched my Third shuttle for the game Turn 3 impulse 17. It's name would be S3.3.17

Direction: A B etc.

Speed: All speeds from 0-32 are capable of being selected from the dropdown menu you get for clicking on this box.

Target: The target your shuttle (If armed is aimed at.)

OK/Cancel: Are there as usual.

Keyboard Short Cuts Inside: None

Access To:

R.Click Ship>Launch
Menu>Board>Piece>Launch
Toolbar View List of Pieces
Menu>View List of Pieces

MG. Legend:

This works just like a map legend telling you what symbols/color hexes mean.

*Note: When written, none of the maps I tried has any legend attached to it.

Keyboard Short Cuts Inside: None

Access To:

Menu>Game>Map Overlay

MG. LMC Weapons Chart:

This works just like the normal weapons chart except that it lists the various lesser Magellanic Cloud weapons. (Since they haven't been released officially just yet I'm not going into more details.. Except that the LMC VRF shielding is already incorporated into the client.)

Keyboard Short Cuts Inside: None

Access To:

R. Click Map>Charts/Tables

Menu>Board>Charts/Tables

MG. Load Game Recording:

Loads the recording of a game that you have recorded for later viewing. (Like a VCR)
Yes I do know a lot of people still can't get their VCR to do anything but Blink 12:00. Get an Eight year old to help you if needed. :)

*Note: The Recording function is not working at this time. It was too memory intensive and its function was removed until it could be fixed. This particular bit is nothing more than a place holder.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game>Record

MG. Line Color:

Allows you to change the Color of the hex lines. From the default of Black. To a wide assortment of colors.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map>Board Settings

Menu >Board>Board Settings

MG. Lists Groups:

List what group the piece that you clicked on belongs to.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Group

R.Click Unit>Group

Menu>Board>Piece>Group

MG. Make Private:

Lets you make a room invitation only. IF you are the one who made the room. Every player in the room must agree to make the room private or nothing will occur.

Keyboard Shortcuts Inside: None

Access to:

Menu>Room Controls>Chat

MG. Make Public:

Lets you make an invitation only room public. Every player in the room must agree to make the room public or nothing will occur.

Keyboard Shortcuts Inside: None

Access to:

Menu>Room Controls>Chat

MG. Map Color:

Allow you to change the color of the map. from the default of white. With an assortment of various colors.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map>Board Settings
Menu >Board>Board Settings

MG. Map Overlay:

A Dropdown menu giving you access to the various commands to Add a map overlay remove it etc.

*Note: A map overlay is essentially some form of terrain. Simply load it in the game room over the regular map.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game

MG. Mini Board:

You can call up a small window which will show movement upon the board. In a Mini Map. Similar to the one used in V2. You can also use the Mini Map in the View List of Pieces.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map
Menu >Board

MG. Misc. Tables:

Tables besides weapons that are useful to have. Such as Cloak Lock On, Hit & Run, and

Hit & Run vs. Guards. More tables are constantly being added.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map>Charts/Tables

Menu >Board>Charts/Tables

MG. Move:

Simply a menu option giving you access to other move related commands.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Move

R.Click Unit>Move

Menu >Board>Piece>Move

MG. Move To:

Lets you move a piece to a selected Hex. without going through the intervening hexes. Very useful in doing Displacement.

*Note: You can only type in the hex number. Your facing does not change.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Move

R.Click Unit>Move

Menu >Board>Piece>Move

MG. Move Piece to Discard Pile:

Lets you move a piece to the Discard Pile.

By selecting Discarded you can take any piece currently highlighted and move it back on to the Board by clicking on the **Move** button. In **View List Pieces**.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Move

R.Click Unit>Move

Menu >Board>Piece>Move

MG. Observer Mode:

Main Menu button. Observer is the default if you are simply watching a game. You can

request to be made a player. But everyone currently in the game your observing must agree to it.

Keyboard Shortcuts Inside: None

Access to:

N/A

MG. Omega Weapons Chart:

All of the Omega weapons currently in the client.

Omega Phasers: Gives all the variations of Omegan Phasers in all the various type's. (Including Radiation and Microphasers for example.)

Omega Heavy Weapons 1: The Tachyon Gun, Anti-matter Cannon, Anti-matter Cloud generator, Implosion Bolt, Particle Beams, Fireball, Bio-electric Bolt, Plasma Whip, Sting Torpedoes, Energy Howitzer, Target Accentuator, Hypercannon, (HEAT) High Energy Acceptance Torpedo

Omega Heavy Weapons 2: Focused Energy Beam, Antiproton Beam, Short Range Cannon, Dark matter Pulsar, Subspace Rocket, Tachyosonic Beam, Enhanced Tachyosonic Beam, Transporter-Collectors, Focused Tractor Beam, Gauss Cannon, Energy Spark ring, Particle Splitter Torpedo.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map>Charts/Tables

Menu >Board>Charts/Tables

MG. Open Game Control on Start of Game:

This setting lets you open the List Pieces/Game Control Panel when the Game starts as default.

Keyboard Shortcuts Inside: None

Access to:

R. Click Map>Options

Menu>Board>Options

MG. Options:

Drop Down Menu. Does nothing else, except making other menu items available.

Keyboard Shortcuts Inside: None

Access to:

Menu >Board

R.Click Ship
R.Click Unit

MG. Panel Management:
(Andromedans Only)

Lets you adjust PA panels to On/Off, Reinforced/Standard.

*Note: If you switch from Reinforced to standard. The Energy released will show you the amount of power you need to handle. Either as internal damage or being absorbed.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>PA Panel

Menu >Board>Piece>PA Panel

MG. PA Panel:
(Andromedans Only)

A menu Drop Down. Does nothing other than giving you access to more PA Panel menu choices.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>PA Panel

Menu >Board>Piece>PA Panel

MG. Piece:

A menu dropdown from Board menu. Does nothing other than giving you access to more menu choices.

Access to:

Board

MG. Player Mode:

Your current Mode when you or your opponent start the game. You can request a switch to player mode from observer mode. But all players have to approve it.

Keyboard Shortcuts Inside: None

Access to:

Main menu

MG. Range Tracker:

By using this you can keep a constant reference between any two counters on the map. A Range Tracker Dialog box will come up after you click on Range tracker from any menu. It will have 3 Columns with **From, To, Range. There are also three buttons Add,**

Delete, Cancel.

Press Add select from the drop down menu that appears in the **From, To** mini menus. For what you want tracked. Say Ship "B" range to Ship "A".

*Note: The Position Check Boxes let you type in a hex that you want to track the range on. You can match it with any of the other items in the drop down menus.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map
Menu>Board

MG. Record Game:

Lets you record a game your either playing or watching. So that you can observe it later. Move by move, Records all the ship/unit movements on Board. As well as any Chat in the Chat area.

*Note: The Recording function is not working at this time. It was too memory intensive and its function was removed until it could be fixed. This particular bit is nothing more than a place holder.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game
ALT+G+L

MG. Recording Control Panel:

Functions Like a VCR. Simply load your Game recording and hit play. *Yes I do know a lot of people still can't get their VCR to do anything but Blink 12:00. Get an Eight year old to help you if needed. :)*

*Note: The Recording function is not working at this time. It was too memory intensive and its function was removed until it could be fixed. This particular bit is nothing more than a place holder.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game>Record Game

MG. Release Tractor:

Simply Highlight the ship/unit you wish to release and click on **OK**.

Keyboard Shortcuts Inside: None

Access to:

R. Click ship>Tractor
Menu>Board>Piece>Tractor

MG. Remove Piece:

This Menu button lets you remove the last piece you clicked on from the map. It will ask you if you wish to remove the name of the piece that you last clicked on. Make sure this is the one you intended to remove.

Tip: If you accidentally remove the wrong piece go to the **View List Pieces** . By selecting Discarded or Off Board you can take any piece currently highlighted and move it to the discard or off board list. (You can pull the same ship/unit back by selecting On Board and clicking on the move command.)

Keyboard Shortcuts Inside: None

Access to:

Toolbar
R.Ship>Move>Move Piece to Discard Pile
R.Unit>Move>Move Piece to Discard Pile
Menu>Board>Piece
View Piece List>Remove

MG. Remove Piece from Group:

The piece you clicked on. You can remove it from whatever group it is in.

*Note: For moving multiple counters it is easier to use the View List of Pieces movement methods. Simply do it in the **Piece List/Command Console** Dialog window.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Group
R.Click Unit>Group
Menu>Board>Piece>Group

MG. Rename ... :

Allows you to change the name that a piece is named. It will also change the name on all of the Tabs regarding the named unit.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Piece Info

R.Click Unit>Piece Info
Menu>Board>Piece>Piece Info

MG. Restore Game:

Reloads a game you have been dropped from. Either by a client glitch. Or by your Internet connection being dropped.

*Note: Make sure you Save Game before reentering a Game room. In case Restore Game doesn't work.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game
ALT+G+G

MG. Re-Synchronize Board:

This removes all counters that don't belong to you and re-adds the pieces. This very useful if you have a player drop in a multiple player game that you want to remove their pieces from the board. It will also help reestablish the names of units if there was a problem with your opponents view of your pieces names/locations.

*Note: In older versions of the SFBOL Client. You should save before doing a Resync. Since there was a chance that the SFBOL Client would occasionally crash. That particular problem has been eliminated in the newer versions. (But it is still a good idea to SAVE regularly.)

*Warning: People with slow connections will cause everything to go very slow with everything basically being re-added to the game. So it is always polite to warn everyone before you do is. So they can save as well.

Keyboard Shortcuts Inside: None

Access to:

Toolbar
Menu>Board
R.Click Map

MG. Reveal Info:

Reveals type of Unit. IV drone Psuedo plasma SS shuttle etc.. See below.

Drone:

Reveals type of Drone and Target. IM instead of IVM for example. You R.Click on the drone and select Reveal Info. Then a window will come up with Reveal Info for-drones name. With 3 buttons. **Select All, Reveal ,Cancel**. You can select just what info to reveal. By selecting either Type, Target, (Both are default.) Special orders, Pseudo (For

plasma torpedoes.), Complete Loadout. (Which will give the type of drone, warhead it is carrying and its target.

Plasma:

Reveals type of Plasma and Target. You R.Click on the Plasma and select Reveal Info. Then a window will come up with Reveal Info for-Plasma name. With 3 buttons. **Select All, Reveal ,Cancel**. You can select just what info to reveal. By selecting either Type, Target, (Both are default.) Special orders, Pseudo, Complete Loadout. (Which will give the type of Plasma and its target. You will need to select Pseudo to reveal if the torp is real or not.

Ship:

With this you can reveal your Speed Plot or EAF. Warning Do not reveal your EAF until the game is finished. Because if you do. Any subsequent turns EA will be revealed as well. With 3 buttons. **Select All, Reveal ,Cancel**. You can select just what info to reveal. By selecting either EAF or Speed Plot or even Both together.

Shuttle:

Reveals type of Shuttle and Target (if applicable) but mostly if it's manned. You R.Click on the Shuttle and select Reveal Info. Then a window will come up with Reveal Info for-Shuttle name. With 3 buttons. **Select All, Reveal ,Cancel**. You can select just what info to reveal. By selecting either Mission, Target, (Both are default.) Special orders.

Keyboard Short Cuts Inside:

Alt+R

Alt+C

Access To:

R.Click Ship>Piece Info

R.Click Unit>Piece Info

Menu>Board>Piece>Piece Info

Toolbar View List of Pieces

Menu>View List of Pieces

***Warning: Do Not use Reveal on your ship.** Or you will reveal your EAF to everyone watching the game or who enters at a later point in the game. Currently there is no way to Un-Reveal. So don't do it until the end of the game.

Keyboard Short Cuts Inside: None

Access To:

R.Click Unit>Piece Info

Menu>Board>Piece>Piece Info

Toolbar View List of Pieces

Menu>View List of Pieces

MG. Room Controls:

Dropdown access menu. It only gives you access to other menu items.

Keyboard Shortcuts Inside: None

Access to:

Menu>Chat

MG. Rotate Stack:

Lets you rotate through the counters in a single hex. To bring one of them to the top.

Keyboard Shortcuts Inside: None

Access to:

Toolbar

R.Click Ship>Stack

R.Click Unit>Stack

Menu>Board>Piece>Stack

MG. Save Board as Image:

Lets you save a picture of the board as a gif.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game

MG. Save Game:

Obviously lets you save your game so it can be continued later. Don't put any spaces in the Save Game name. And make the name something it would be easy to remember when you are scanning through a bunch of saved games. Make sure you put the game in a folder you can find.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game

ALT+G+S

MG. Save Game Recording:

Functions just like **Save Game**. But for saving the game recording. For later playback. Think of it as a tape for your VCR.

*Note: The Recording function is not working at this time. It was too memory intensive and its function was removed until it could be fixed. This particular bit is nothing more than a place holder.

Keyboard Shortcuts Inside: None

Access to:

Menu>Game>Record

MG. Save Settings as Default:

Lets you Save the setting changes you have made in the Client as Default. Instead of having it make the same changes every time you open up a new room. Such as making the Board Floating, or Split Vertically.

Keyboard Shortcuts Inside: None

Access to:

R.Click Map

Menu>Board>Board Settings

MG. Save Styles as Default:

Lets you save the changes you have made in the Game room chat area. Such as type size, Font background color etc.

Keyboard Shortcuts Inside: None

Access to:

Menu>Chat

MG. Ship Info Sheets:

Simply another way to look at your SSD or EAF or even Expendables. By doing a R.Click on your ship. Functions just like the appropriate Tab's or Floating Windows.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship

Menu>Board>Piece

MG. Show Action Bar:

Can show or hide the Action Bar. Default is shown

Keyboard Shortcuts Inside: None

Access to:

Menu>Board>Option

MG. Show all Pieces in Stack:

Presents you a Listing similar to View Pieces. but which will only let you Bring to top, Reveal, View Info.

*Note: Rotate Stack is easier and simpler to use. Unless you have a large number of pieces in the same location. to rotate through. Then **View List Pieces** is actually better.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>Stack

R.Click Unit>Stack

Menu>Board>Piece>Stack

MG. Show Off Board List:

Show the Pieces that are Off Board.

Keyboard Shortcuts Inside: None

Access to:

Menu>Board>Option

MG. Show Position Dot:

Show the Red Dot where units are added when not otherwise specified as to starting position. Default is OFF.

Keyboard Shortcuts Inside: None

Access to:

R. Click Map>Option

Menu>Board>Option

MG. Show Tool Bar:

Can show or hide the Tool Bar. Default is Shown.

Keyboard Shortcuts Inside: None

Access to:

Menu>Board>Option

MG. Split Vertically:

Instead of having the Chat area below the Map. It places the chat beside the Map.

Keyboard Shortcuts Inside: None

Access to:

Menu>Board>Options

MG. Stack:

Stack is merely a listing to gain access to dropdown menus. **Show All Pieces in Stack** or **Rotate Stack**.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship

R.Click Unit

Menu>Board>Piece

MG. Suppress Waiting Window:

When you are observing a game you can click on this checkbox and keep the **Impulse Activity/Fire Decision** dialog window from opening.

*Note: This is only for Observers to a game.

Keyboard Shortcuts Inside: None

Access To:

R.Click Map>Board Settings

Menu Board>Board Settings

MG. Switch to Player Mode:

Your current Mode when you or your opponent start the game. You can request a switch to player mode from observer mode. But all players have to approve it.

Keyboard Shortcuts Inside: None

Access to:

Menu>Observer Mode

MG. Switch to Observer Mode:

Generally this only happens when you have Transferred control of your ship(s) to an observer. If you have no ship(s)/unit(s) left under your control on the board you are involuntarily transferred to Observer mode.

Keyboard Shortcuts Inside: None

Access to:

Menu>Player Mode

MG. Switch to Reinforced:

(Andromedans Only)

Lets you switch PA panel status. In View info.

Keyboard Shortcuts Inside: None

Access to:

R.Click Ship>PA Panel

Menu>Board>Piece>PA Panel

MG. Text Color:

Allows you to make the hex numbers visible. By checking the on/off box. Also lets you change the color of the Text numbers.

*Note: This has *Nothing* to do with the chat area. You must use the Chat Menu button and modify styles for that.

Key Board Short Cuts Inside: None

Access To:

Toolbar Button (Limited to turning the numbers off/on.)

R.Click Ship>Options

R.Click Unit>Options

Menu > Board>Piece>Options

MG. Tractor:

Simply a Dropdown menu giving you access to **Attach** or **Release Tractor**.

Keyboard Shortcuts Inside: None

Access to:

R. Click Ship

Menu>Board>Piece

MG. Transfer Ownership:

Allows you to transfer control over your ship(s) and EAF(s) to another player. You **MUST** have typed the players Username in exactly or it will not work. Also if you transfer every piece you have. You will be demoted to observer mode unless someone else transfers control back to you.

Key Board Short Cuts Inside: None

Access To:

R.Click Ship

R.Click Unit

Menu > Board>Piece

MG. Undo Last Move:

Takes back the last move the unit made.

Keyboard Short Cuts Inside: None

Access To:

Ctrl+B

R.Click Ship>Move

R.Click Unit>Move

Menu>Board>Piece>Move

MG. Version Check:

A method to check the version of the Client and plug in. Needed for various diagnostic information. If there is a problem with the Client in a game. See Section 'T',

Tips/Trouble Shooting

Keyboard Shortcuts Inside: None

Access To:

Toolbar

Menu>Board

R.Click Map

MG. View All Pieces/Game Control:

Gives the player a chance to look at all the pieces on the board with one menu. Most resembles the V2 All Ship. Combined with the ability to move said ships. (If they are under your control.) Along with having the **Action Bar** convenient as well.

You can Add or Remove Pieces. Much like the appropriate Toolbar/menu options. (See for details.) By selecting **Discarded** or **Off Board** you can take any piece currently highlighted and move it to the discard or off board list. (You can pull the same ship/unit back by selecting **On Board** and clicking on the move command.)

By selecting **Configure** you can modify the way information is listed in the List Pieces/Game Control display window. You can add a large variety of information. Including Speed, Damage (For Units.) As well as a variety of other items. You can even add the same info in more than one column in the View Piece window. By simply selecting the information more than once. By Clicking **Add** or conversely **Remove**. If there is something you don't want. You can also add the Chat area to the **View Pieces** window. By simply clicking on the Checkbox for Chat. The Move Buttons and Action Bar are Default as checked. You can also Click on the **Mini Map check box**. Placing a Mini map beneath the **Undo Move** Button under the **Movement Buttons** in the main **List Pieces/Game Control** window. There is also a **Small Movement Buttons** check box to reduce the size of the movement buttons. *I typically have all of the checkboxes checked and I usually have Number of moves included in the information screen for each piece.*

You can click on the Arrow Keypad Movement buttons on the right side, to make movement choices similar to V2. There is even a Take Back Last Move button. As well as view info or reveal info as well. You can even move whole groups of counters. Either by highlighting more than one counter. Or by following the method listed below.

Highlight a Piece in **List Pieces/Game Control** window. Do ALT+F1. That will select that piece to move with the F1 group. To move the entire F1 group in the same direction. To move the F1 group forward simply do F1+CTRL+8. To Turn Right do F1+CTRL+9 etc. You can make more than 1 group by this method. Simply choose a different F# for each move group. But it will only work for up to F3 and F7 through F12. F4 will close the View Pieces window and F5 wont work at all.

TIP: List Pieces/Game Control is very useful when you are trying to move many different units. Or if there is a large number of ships/units in the same hex. Instead of having to bring each to the top individually via **Rotate Stack**. You can simply select the piece and move it without disturbing the other pieces. Either individually or collectively by the methods listed above.

*Note: You can R. Click (right click) on a row in the list of pieces and it will popup the appropriate menu. IE: R.Click Ship or Unit.

Keyboard Shortcuts inside:

ALT+A Add Piece

ALT+e Remove Piece

ALT+F Fire Decision Button in action bar.

ALT+M Move

ALT+P Previous Impulse

ALT+G Go To

ALT+V View Info

ALT+R Reveal Info

ALT+C Close

ALT+F1-3, 7-12 Assigns Movement group.

Movement short cuts:

Laid out as a number Keypad with 7-9 at Top.

Ctrl+7 Left Turn

Ctrl+8 Straight Ahead

Ctrl+9 Right Turn

Ctrl+4 Side slip Left

Ctrl+5 Switch unit

Ctrl+6 Side Slip Right

Ctrl+1 Quick Left Turn (HET)

Ctrl+2 Quick 180 Turn (HET)

Ctrl+3 Quick Right Turn (HET)

F1-3,7-12+Ctrl+1-9 To move a movement group in what ever direction is shown above.
Ctrl+B Take Back Last Move

Access to:

Toolbar
R.Click Map
Menu>Board

MG. View Seeking Weapons Info:

Lets you R.Click on a Drone/Plasma and see the weapons Name Launcher Turn Impulse Launched. As well as it's target. IE: You Launch your 3rd (total) Drone from Rack 2 Turn 2 Impulse 31. A View Seeking Weapon Info would show it as: D3(2).2.31

*Note: This only works for Drones/Plasma Suicide Shuttles will not work with this.

*Further Note: Only the player who launched the seeking weapon can see the target information. Other players only see the Unit Name.

Keyboard Shortcuts Inside: None

Access To:

R.Click Drone (Or Plasma)
Menu>Board>Piece

MG. Weapons Chart:

This Menu button lets you pull a listing of every single weapons chart currently installed in SFBOL XP. There are a variety of Tabs. Each holding the appropriate weapons. You can add up the damage by simply clicking on the appropriate weapon damage on any chart.

Tip: Do the separate volley weapons PPD, Hellbore etc. separately from the other damage.

Each Tab will now be listed showing what weapon charts are in each individual Tab.

Andromedan: Tractor Repulsor beams Heavy and Light.

Board Party: Hit and Run tables. With and without guards.

Heavy Weapons: Disruptor, Photon,Plasma Torpedoes.

Hydran: Gives the Tables for the Fusion Beam and Hellbore.

ISC: PPD

Mauler: The Mauler table.

Phasers: Phasers1,2,3,4.

Keyboard Shortcuts Inside: None

Access To:

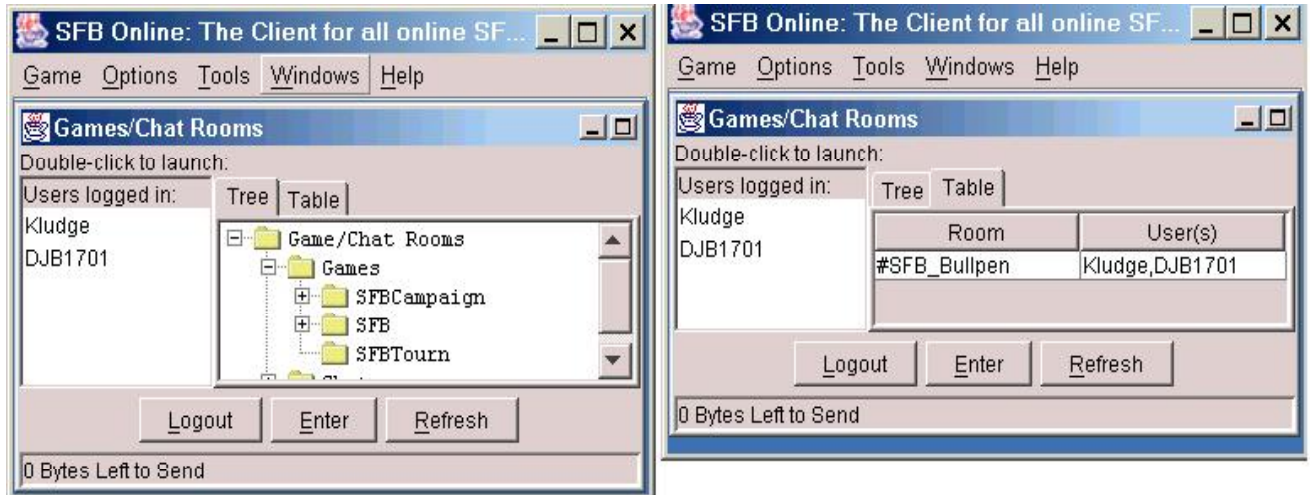
Toolbar

Menu>Board>Charts/Tables>Weapons Chart

R.Click Map>Charts/Tables>Weapon Chart

ML Menu Login Screen:

Here is both the Tree and Table Tabs shown.



ML1. Game:

Main menu item. Calls up Start new game and Exit Client.

ML1.1 Start New Game:

Choose Start New Game and select if it's SFB or Tournament. Then you will need to pick what room number to enter.

ML1.2 Exit Clients:

Lets you exit the client shutting down all rooms/chats etc.

ML2. Options:

Calls up a window with the title bar of Options.

It has Five **Tabs**:

ML2.1 General:

General has multiple Drop down menus:

ML2.1.1 Chat area Time Stamp:

Default is None. You can also place your Local or GM Time.

ML2.1.2 Look and Feel:

Metal is default. With windows and Motif as alternatives.

*Note: I would leave the following alone until you are very experienced using SFBOL

XP.

ML2.1.3 Refresh Room Listing(seconds):

30 is the Default. This will refresh the listings of who is in what room in XP. as well as what rooms are in use.

ML2.1.4 Debug Memory(seconds):

0 Default. The number of seconds it takes to record an error.

ML2.1.5 Default Chat/Rooms as Floating Window checkbox

This leaves each room and chat as separate windows.

ML2.1.6 Float Windows checkbox

Floats various windows.

ML2.1.7 Command Line Auto Focus checkbox

It helps automatically focus your typing onto the command line of whatever window your in. *Note it doesn't always work, but it helps.

ML2.1.8 Chat Rooms as Tabs

Lets you turn any private chats you have going into Tabs on the Bullpen window.

ML2.1.9 Beep in Inactive Chat

Exactly what it says. if someone sends you something and your not focused (client wise) on the window from the person chatting with you.

ML2.1.10 Use External Die Roller

Lets you use the external die roller since some people think the clients random number generator is streaky.

ML2.2 Performance:

ML2.2.1 Garbage collector:

Eliminates some of the "junk" that accumulates as the game moves on.

ML2.2.2 Double Buffer Graphics:

Leave this checked. otherwise every time any Chat occurs the whole screen will flicker while the Chat is added. (Or whenever any other changes occur.)

ML2.2.3 Double Buffer Images checkbox:

(From Paul Franz)

The Double Buffer Images checkbox basically allows you to enable/disable doubling buffering when the "Board As Image" option is used. Previously, I would turn the double buffering off by default when the "Board As Image" option is used. Figuring that the additional memory to maintain 2 copies of the same image was kind of wasteful. But it turns out (at least for the 1.4.1 JVM) that the VM is happier in some instances with the double buffering turned on even if all that is being drawn is an image.

ML2.2.4 Board as Image checkbox:

(From Paul Franz)

The Board As Image checkbox allows the drawing of the board to an off screen image

and then draw the image on the screen. The idea was to improve performance. Since if the whole board is drawn it take approximately 10,000 lines to draw a board (not including any thing additional drawing done for map overlays). It takes approximately 80,000 lines to draw 100x100 map. But unfortunately, for some people this is a bad thing. Either it is taking up to much memory (video memory and/or physical RAM) or the video drivers can't draw images as well (or as fast) and 10,000 lines.

ML2.2.5 Use Compression for Library Downloads checkbox:

Lets you download library definitions as compressed files.

ML2.2.7 OK/Cancel

To obvious to bother with. You click OK to make the changes and Cancel to get the heck out of here. with no changes being made.

ML2.3 SFB Campaign

Enter library path:

Leave this completely alone unless you are very computer experienced.

Auto-Select Forward/Aft hull hits

This is Default of checked. unless you wish to select every hull hit during damage allocation when you have Center Hull leave it alone.

ML2.4 SFB

Enter library path:

Leave this completely alone unless you are very computer experienced.

Auto-Select Forward/Aft hull hits

This is Default of checked. unless you wish to select every hull hit during damage allocation when you have Center Hull leave it alone.

ML2.5 SFB Tourn.

Enter library path:

Leave this completely alone unless you are very computer experienced.

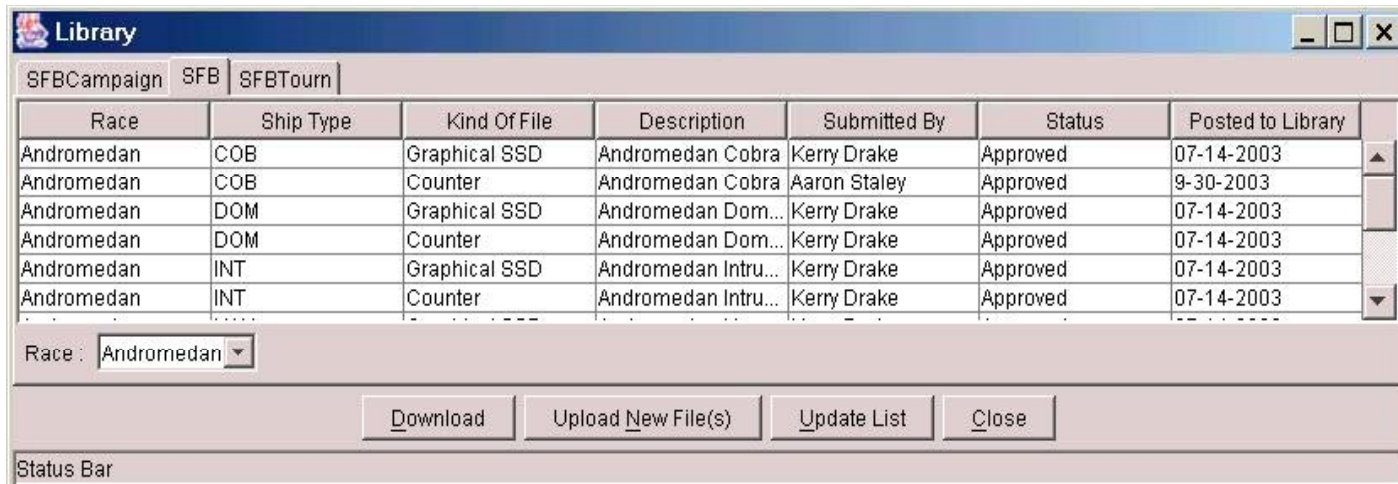
Auto-Select Forward/Aft hull hits

This is Default of checked. Unless you wish to select every hull hit during damage allocation when you have Center Hull leave it alone.

ML3. Tools:

ML3.1 Library:

A listing of all the ships you have downloaded from the SFBOL server. each item will show you. Race, Ship type, Kind of File, description, Submitted by.



Meaning what: Race, Ship type DN CA etc., Kind of File if its an actual ship or a counter. They're separate files.

You select a Race using the drop down listing various races instead of scrolling through the whole list.

*Note with the introduction of the Campaign room. You will have to DL the ships used in the campaign. Don't Down Load more than you need to play. Because the Library interface had to be scaled down for use in the campaign. There is no way to avoid having to scroll down the whole length of the ships you have already Down loaded in the SFB Campaign Library.

ML3.1.1 Download:

Down loads all the files you have highlighted.

ML3.1.2 Upload New File:

Lets you submit a ship/counter to the SFBOL server which then needs to go to the Approver.

ML3.1.3 Update list:

Updates the listing of files. And highlights the ones you haven't down loaded.

ML3.1.4 Cancel

Interrupts a Download when a File is finished downloading. So you can stop.

ML3.2. Graphical Definition Tool:

Complex subject. Gone into in section "S" (Not yet entered into Reference Guide. See the SFBOL Down Load web page to get a short tutorial.)

ML3.3. Text Definition Tool:

Complex subject same as Graphical Def Tool. But is Text based.

ML3.4. Map Overlay Tool:

Complex subject same as Graphical Def Tool. But it allows the players to make asteroid maps etc and save them.

ML3.5 Dice Monitor:

Records the number of dice rolls and each result. In both Internal and external batches.

ML4. Windows:

Lets you open a window into whatever room your in. View Network and View Network Log are of limited use for the People this Manual is written for.

ML5. Help**About:**

Shows the Version and JVM (Java Virtual Machine) version you are running.

Create Bug report:

Click on this and type in a description of the problem. After you click OK the Client will automatically include all the Debug error and debug out files into one zipped package and will ask you to email it to the SFBOL Address it gives you.

N. (Not used)

O. (Not Used)

P. Terrain:

Currently Not included in Client as individual counters. But the Map Overlay functions the same way. Simply look at the legend to see what Color represents what terrain.

Q. FAQ

More to be added later

How do I move/turn my ship/unit? You can change your Ship/Unit's facing by Holding down the Shift Key and Dragging the Ship/Unit to the New Hex. This is actually the easiest method of on map movement. You will simply move forward or Sideslip if you don't hold Shift down.

How do I take back a move?

Here is C4 Duplicated.

C4. Take Back Last Move:

Enables you to take back the last move you made with that particular piece. (Works just like V2.)

Keyboard Short Cuts Inside: None

Access To:

Ctrl+B

View List Pieces

R.Click Ship>Move

R.Click Unit>Move

Menu>Board>Piece>Move

How do I move a large number of counters without having to move each one individually? TIP: List Pieces/Game Control is very useful when you are trying to move many different units. Or if there is a large number of ships/units in the same hex. Instead of having to bring each to the top individually via **Rotate Stack**. You can simply select the piece and move it without disturbing the other pieces. Either individually or collectively by the methods listed in **Section C3**.

How do I make a Bug Report?:

You go to the **Login Screen** go to **Help** and **Create Bug report:**

Click on this and type in a description of the problem. After you click OK the Client will automatically include all the Debug error and debug out files into one zipped package and will ask you to email it to the SFBOL Eddress it gives you.

Why can't I launch a drone/plasma/shuttle?

If you started the game and did NOT submit your expendables they don't exist. Plasma can be done on the next turn. But your drone racks are completely empty. You MUST do your Expendables before you submit your first turns EA or your stuck.

R. Library Use:

In Standard SFB rooms. You can select any of the ship's currently in the Library. This section will show you how as well as some of the limitations.

The very first thing to do. Is when you select Add Piece. Make sure you choose the Library Tab. (Campaign rooms are different see Section E Entering a game for a run down on the differences.

The listing that will appear is an alphabetical listing of all the ships you have down loaded from the library.

Tip: To avoid having to scroll through hundreds of ships/counters go to the bottom of the ship listing and select the race folder you wish to take your ship from. Until you change it. That race is what will appear in the choice area.

Select the ship you want to use by clicking on it. Select the Hex you want for it to appear in. Or if you want it to appear Off Board. Then Click **OK**.

You can avoid doing these steps multiple times for the same unit by clicking on **Add Multiple**. And Type in the Prefix First Number. And how many counters. Very useful when your adding 3FF to a single hex.

Example: I will add three Federation ships to the map at hex 2323.

Race: Federation

Ship: FF

Position: 2323

Add Off Board: Not used

Add Multiple: Click On.

Prefix: FF

Enter Starting Number: 1

Enter Total Number of Pieces: 3

So each FF would be named FF1 FF2 FF3 respectively.

****A couple of Warnings****

If you select a ship def. file that you don't have a good download of. You will have a blank counter appear on the Map named whatever you assigned the ship. But no EAF will be made. or SSD loaded. You will need to remove the counter yourself.

If a blank counter appears on the Map but a SSD/EAF appears for it. That means there is currently no counter made for that particular ship def file. Now Generic Counters tend to appear but there are a few exceptions.

You can view the MSC by going to the Login screen. And selecting **Tools** then the **Text Definition Tool**. Tab for **Properties**. Then at the bottom of the Text definition Tool click on the Select properties of the Mater Ship Chart. You can View the MSC for any race by simply clicking on the Race drop down menu and selecting the appropriate race.

S. Ship Definition Tool:

To be added later.

T. Tip/Troubleshooting:

A short listing of the more effective tips. (In my Opinion.) And some of the more common problems.

Tips:

Firing/Shield Arcs: Use this Feature to add a LOS (line of sight) string between two points. Simply click on it. And two red dots will appear on the map screen. (Near the latest piece you have clicked on.) Place one end by dragging it onto the firing ship, and the other end onto the Target. Technically it was to aid in determining LOS along a Tholian web hex. It is also very effective in helping determine Firing arcs and shield facing.

Hex Size: Set Cell size at 5-10. Until the range closes. Then bump up the Cell size to enable easier reading. You can follow your opponents ship at range by using the Mini Board, from the Menu section. (Unless you have a small monitor, this should work)

Multiple Units movement: List Pieces/Game Control is very useful when you are trying to move many different units. Or if there is a large number of ships/units in the same hex.

Instead of having to bring each to the top individually via **Rotate Stack**. You can simply select the piece and move it without disturbing the other pieces. Either individually or collectively by the methods listed above.

Restoring a Discarded Piece: If you accidentally remove the wrong piece go to the View pieces toolbar. By selecting Discarded or Off Board you can take any piece currently highlighted and move it to the discard or off board list. (You can pull the same ship/unit back by selecting On Board and clicking on the move command.) This can also be done by using the Show Off Board and simply highlighting the piece and moving it back to the board from the button below.

Repairing Damage: See **D6** for Damage Repair

Trouble Shooting:

Opponent SSD Not Visible: One of the biggest problems is when someone is using an older version of the client. Typically the person with the older copy can not see the person using the newer version. This is a problem with versions 3.2.6.2 or earlier. (Or even some of the Beta test copies of 3.3.)

*Note: If your opponent uses a ship not in your library you will only get a text version of his SSD. You will NOT get a graphical SSD. This mostly happens when he has a Download of a ship in the library and you don't have it. Or he has submitted a ship for approval but it has not yet been placed into the library for download.

My Chat froze up in the game room, and I can't type anything: You are using a JVM that is not fully compatible with the client. Go back to the SFBOL Download page and Download XP again WITH the appropriate JVM for your computer. That will most likely fix the problem.

How do I make a Bug Report?:

You go to the **Login Screen** go to **Help** and **Create Bug report:**

Click on this and type in a description of the problem. After you click OK the Client will automatically include all the Debug error and debug out files into one zipped package and will ask you to email it to the SFBOL Address it gives you.

Why can't I launch a drone/plasma/shuttle?

If you started the game and did NOT submit your expendables they don't exist. Plasma can be done on the next turn. But your drone racks are completely empty. You MUST do your Expendables before you submit your first turns EA or your stuck.

U-Y Not used

Z. Authors Notes:

I used a combination of screen shot from OnLine and Offline use. I also made a number of the windows different sizes to simplify the placing of them into this document.

Thanks to My Wife and Son for putting up with me when I'm writing.
Paul Franz for answering my pesky questions.
Lesss, Sheap, AwwDrat for their Help Online.
Last but not least. SVC for coming up with SFB in the first place.

Glossary:

R.Click: Right clicking with the mouse/curser on any named subject. IE R.Click Map means you right click on the map. And so on.

FTF: Face to face.

SFB: Star Fleet Battles

SFBOL: Star Fleet Battles OnLine

Version Notes: 3.3.8.1

Release Notes: 2-18-04 Final