

"They tasked me. They tasked me!
And I shall fix them.
I'll chase every redundancy 'round
the moons of Nibia and around
the Antares Maelstrom and
'round perdition's flames
before I give them up!"

Made from a fresh 600dpi scan of the original manuscript, one Dragon and two Stardate Magazine articles are the only additions, nothing of my own. (That is all in Book 2 Space Cbt). Some few suggestions on integrating this with ST:TRPG are scattered here or there. All essential material has been fully retained.

Note: Some skill names changed between 1st/2nd Editions. This tome has been formatted for 1st/Jack Photon's House Rules. Only this book and not the other Box Set materials are here.

The Hex Grid and Counters have been scaled for a smaller table top experience and not compatible with standard maps and miniatures. Use regular settings for regular gaming.

INDEX

| | |
|----|--------------------------------------|
| 1 | Index and Forward |
| 2 | Bibliography |
| 3 | Dice, Gamemaster and the Scenario |
| 4 | Materials |
| 4 | Map |
| 5 | Counters |
| 6 | Master Panels |
| 9 | Designer Notes |
| 10 | Playing the Game |
| 10 | NPC crew, Efficiency, Victory Points |
| 11 | Balancing Scenarios |
| 12 | Chief Engineer |
| 14 | Chief Helm |
| 16 | Chief Sci/Navigator |
| 17 | Shields and Sensors |
| 19 | Rules for Combat |
| 20 | Moving the Starship |
| 23 | Firing Weapons |
| 25 | Shields and Damage |
| 26 | Damage Results |
| 28 | Stardate Critical Hits |
| 30 | Stardate Bridge Hits |
| 32 | System Repairs |
| 33 | Abandon Ship |
| 34 | Ship Explosions |
| 35 | Defense Outposts and Mines |
| 36 | Romulan Cloaking Device |
| 37 | Romulan Plasma Bolt |
| 39 | Sequence of Events |
| 40 | Sequence of Play |
| 42 | Ship Registries |
| 51 | Charts and Tables |

Expecting to avoid the more complicated version of ST Combat, I thought there'd be no need for me to touch this book. Boy, was I wrong. Now I know why it was such a pain at the time.

This book is an excellent example of how over-complicated the editorial work got at FASA, if not this game in particular. Rules for one thing needs be searched across dozens of pages and relies on you knowing whether the rule in question was the Basic, Advanced or Expert (or whatever they called it), then confirming the version of the rule you need is for your situation. And the Redundancy leaves you feeling like deja vu with all the repeated and paraphrased paragraphs. Spread across the book covering the same things has you feeling like deja vu for the redundant nature of it all. It's like they were saying the same thing differently each time, just in another way. You know you saw it somewhere, which instance was the one? Page pad much?

By my count, some 58 pages of rules cut down to 38 before adding content back in to achieve the final page count you now hold. The materials are laid out more logically, but will still require some mental translations here and there by the devoted reader.

Live long and prosper,

Jack Photon, 2023

STAR TREK SHARSHIP TACTICAL COMBAT SIMULATOR ← Spot the FASA typo! :D

Star Trek II: Starship Combat Simulator and Star Trek III: Starship Combat Role-Playing Game design

Jordan K. Weisman
Wm. John Wheeler
Forest G. Brown

Design and Development

Original Design
David F. Tepool

Star Trek Starship Tactical Combat Simulator design and development

Forest G. Brown Richard Kurtin
L.R. Butch Leeper Albert Lowe
Curt Duval

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Fantasimulations
Associates



Critical Hit Charts
by Blaine Pardoe



Bridge Hits by
Kevin Keohane

K'Zinti
Police Cruiser
by Jon Slobins

Writing

Wm. John Wheeler
Additional Material
Forest G. Brown

Editing

Wm. John Wheeler

Editorial Staff

Editor-In-Chief
L. Ross Babcock III
Senior Editor
Donna Ippolito
Editor
Todd Huettel

Production Staff

Production Managers
Jordan Weisman
Karen Van Der Mey

Art Director
Dana Knutson

Cover Art
Mitch O'Connell

Illustration
Dana Knutson
Todd F. Marsh
Mitch O'Connell

Typesetting

Tara Gallagher
Kevin Stein
Karen Van Der Mey

Layout and Pasteup

Tara Gallagher
John C. Tylk
Todd F. Marsh
Dana Knutson

Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREKTM
4.0TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century

HOUSE
RULES

for 23rd Century Gaming

Design and layout are ©Mine 2023

All materials written by me are ©Myself 2023

All ©FASA and ©relevant materials are fully attributed above
with thanks for their now-historic and successful efforts.

DICE

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

The die also may be used to generate random numbers between 1 and 100 if it is rolled twice; two of these dice rolled together are called percentile dice. If you are directed to roll percentile dice, roll the die twice. Have the first roll be the tens digit and the second roll be the ones. For example, if you roll a 5 first and a 3 second, you have rolled a 53. A roll of 0 first and a 6 second would be 06 or just 6. A roll of 0 on BOTH stands for 100.

THE GAMEMASTER

In expanded games, where there are several players on a side, each controlling several ships, a referee is needed, whether he plays or not. He is called *gamemaster*.

It is the gamemaster who interprets the rules for everyone, making sure that everything is fair. In disputes over the rules, the gamemaster decides how the rules apply and exactly what they mean. In games with many captains, he keeps track of the sequence of play, using the rules to guide him in determining who moves first and declares weapon fire first. When the rules do not cover a situation that occurs in play, the gamemaster makes up a fair rule that will be used in play. Frequently, a group of gamers will change the printed rules somewhat, and the gamemaster is responsible for informing captains what these 'house rules' are.

Many times, the gamemaster can also play in the game. This requires extra care that all his rulings be fair. Many times, particularly in games with many captains, the gamemaster will not play, but will oversee play. In these cases, he gets enjoyment out of helping the play flow smoothly so that the other gamers can concentrate on play, rather than on play mechanics and rules.

THE SCENARIO

Designing The Encounters

Good gamemasters prepare for their games ahead of time. In some cases, this may merely be by reading over scenarios that have been designed by someone else. More often, particularly in this game, this will include designing the scenarios to be played.

In designing the scenarios, first he should define for himself the goals for the players and for their opponents. He must then decide which ships will be used in the engagement, and make sure that the relative strength of the sides makes for exciting play. The **Hints On Play** sections can suggest some possibilities. If ships are to be damaged, then the amount of damage must be determined.

He must also decide on the background for the encounter, the story that will be told to the players giving them a rationale for their presence and an idea of what they are to accomplish. Ideas for these stories can come from almost anywhere. They may be the basic plots from one of the TV shows or from one of the many *STAR TREK* novels. One of the adventures published by FASA also may be used.

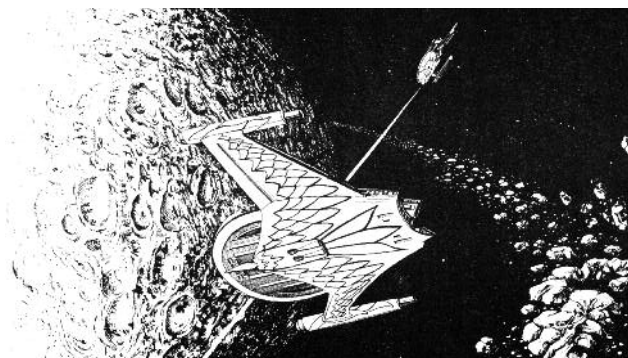
Then, the gamemaster must design an environment that fits his story. This not only includes the placement of any planets, space stations, asteroids, moons, or mines that the players will encounter, but also includes the ships' starting positions on the *Starfield Mapsheet*. Many times the players may not see everything at the beginning of the scenario, and so the things that are hidden and any movement they make must be determined.

The gamemaster will inform the players of their goals as part of their preparation at the beginning of the scenario. He will tell them the background and present them with the story line.

When all have understood this background information, he will give the players the data necessary to prepare their *Command Control Panels*, and he will assist the players in this task. When these are ready, he will lay out the *Starfield Mapsheet*, placing upon it the *Starship Silhouette Counters* and any other counters necessary at the beginning of the game.

It would be simple, indeed, if there were enough power to raise all defense shields to their maximum, to energize all beam and missile weapons, and to maneuver the ship to its fullest extent. At present, no ship is capable of this. Instead, each of these combat systems must give way to the others, and it is the job of the starship captain to determine to what extent this must take place.

As Star Fleet Officers, you already have been taught the basics of maneuver, gunnery, damage control, and engineering. Now, you must pull together all you have learned and experienced, because to assign power arbitrarily is also failure. To be a successful combat captain, you must be able to assess the *true* needs of each system, and to construct an integrated battle plan that meets all of these needs. You must take into account the differences between your starship and others, not only in the efficiency with which your power grid converts energy into movement and defense shielding, but also in the characteristics of the weaponry you mount. You also must take into account the maneuver, weaponry, and defense capabilities of your opponent as you plan your attack.



HINTS ON SUCCESSFUL COMBAT

Take all shots possible, even if they are at extreme range. Sometimes, it is more important to get the shot in early (possibly damaging a shield generator or weapon) than it is to get the best range possible. Do not let a combat turn go by without firing armed weapons; even at extreme range, you can still score damage.

Concentrate your fire on a single target. Because your concentrated fire will reduce the one shield your opponent can use to defend against you, you will inflict more damage than if you tried to knock down shields from several vessels. No target has ever been taken out by too little firepower. Take care how you position yourself so that all your shots hit the same shield.

Take note of the differences between your ship and your opponent's. Your onboard computers will provide you with all of the information presented in the Ship Data Tables. Try to keep your ship within a range that gives you a Damage Modifier but is still outside a range that gives your opponent Damage Modifiers.

Do not forget that your vessel is maneuverable. It is all too easy to allocate most power to defense and weaponry. Movement is power-intensive, yes, but no captain ever took his opponent by surprise by remaining stationary.

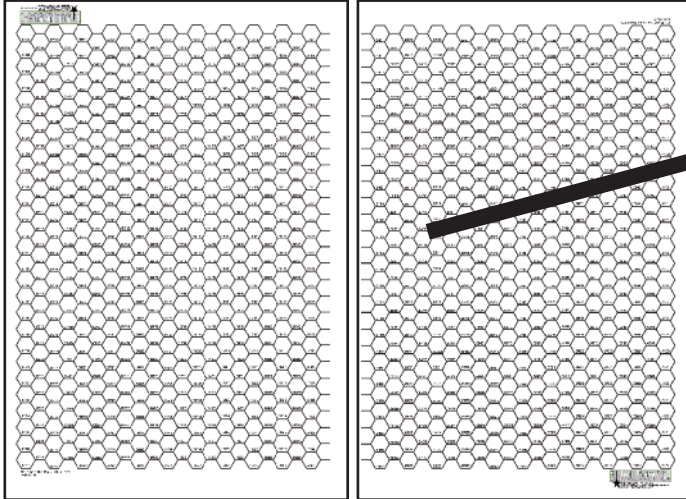
Be bold. It is often the creative captain who, in doing something totally unsuspected, turns the tide of battle.

MATERIALS

STARFIELD MAPSHEET

a grid of six-sided areas called hexagons or hexes. The six hexsides are used to divide the starship's defense screens into areas. They also are used to determine a vessel's heading for movement and firing weapons.

Jack Photon offers pairs of 11"x17" numbered hex grids.



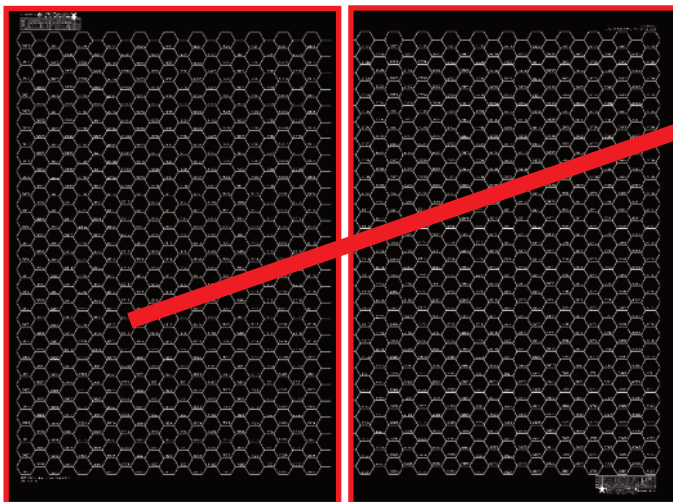
The Playing Board

The players can attach several *Starfield Mapsheets* together to make a very large playing area. The second mapsheet should be attached along the long sides to make the playing area as square as possible. If two more are added, they should be attached to the short sides. Combats rarely spread out over a larger area than four mapsheets, unless the scenario specifically calls for it. For chase scenarios, the mapsheets should be placed to give the longest possible run.

Asteroid, Planet, And Moon Counters

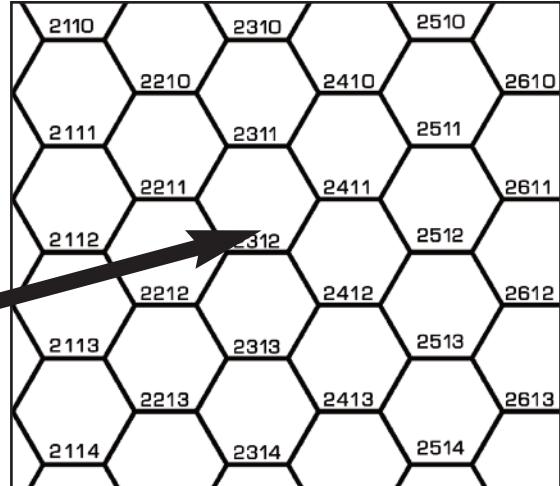
Counters have been provided for large and small bodies that could be found in solar systems. These counters fit on the *Starfield Mapsheet*, taking up one hex or as many as seven hexes. How they are laid out is determined by the scenario being played.

Starship Miniatures



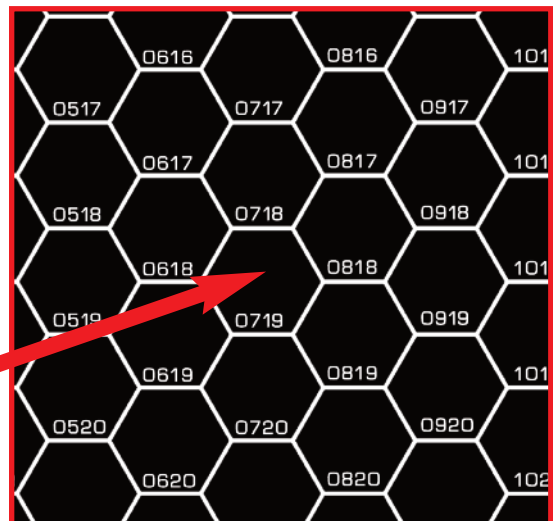
This board is not compatible with 'standard' starship or other miniatures.

If you have no access to standard maps and counters, this scaled set is provided for your convenience.



Save or splurge on ink with Jack Photon's House Rules White or Black Backgrounds. Put many maps together for

MASSIVE
SCENARIO!



The Starfield Map Set and Counters seen here are freely found in JPHR's Supplement 11, Combat Grids jackphoton.space



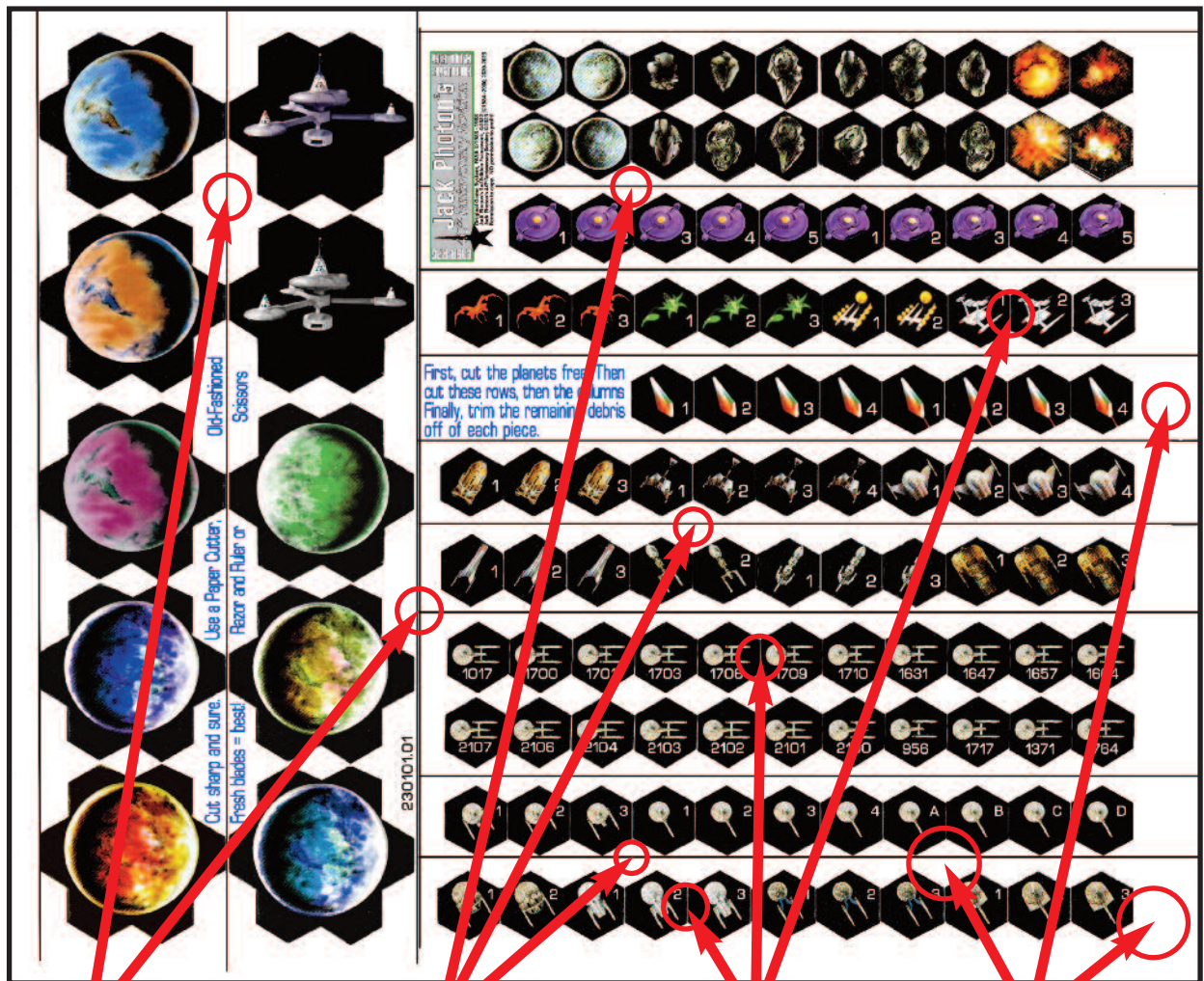
STARSHIP SILHOUETTE COUNTERS

The hexagonal-shaped counters showing silhouettes of various starships and outposts are used with the *Starfield Mapsheet* to display the position of each starship and its movement during the game.

FIRE/NO FIRE COUNTERS

These counters are used to indicate that a captain desires to fire weapons. During the game, one of these is placed face down so that no captain will know whether or not another will fire until the counters are revealed.

Yes, a pre-punched Counters option would be nice. To print, affix, align the graphic to cardboard to punch *and* get them all in decent tolerance would be difficult without automation, or robots as they are known here in the 23rd Century. That is beyond the scope and my ability. :[



1.

Cut the Planets loose along the guidelines.

2.

Cut each row of ships and such free from each other along the guidelines.

3.

Cut between the ships to separate them from each other.

4.

Cut the remaining debris from each ship counter.

Suggested Tools

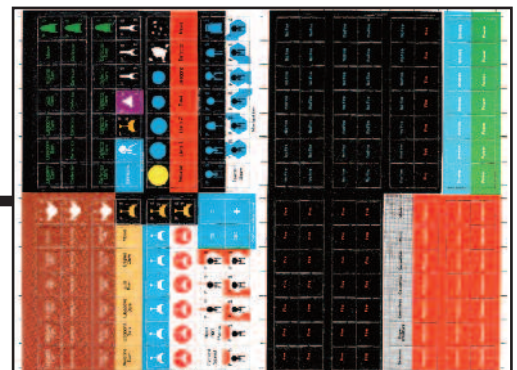
Razor/X-Acto Blade with Metal Edge Ruler and/or a Paper Cutter and/or a Scissors.

Suggested Methodology

Print the files onto full-sheet glossy label stock. Or try metallic, Holographic or other full-sheet labels for cool effect! If no label, adhere your choice of paper to 0.050" chipboard/cardboard with a thin layer of wood glue. Cut from there.

These Counters are from the original 1st Edition Box Set.

Gamemaster discretion.



| MASTER CONTROL PANEL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|--|----|----|----|----|--|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| WEAPONS DISPLAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Room _____ Weapon Class _____ Weapon Name _____ D _____ WSP _____ | | | | | Captain's Name _____ Captain's Skill Rating _____ Game Efforting Rating _____ | | | | | Beam Type _____ Ring Class _____ Maximum Power _____ Damage Modifiers $\times 1$ $\times 2$ $\times 3$ $\times 4$ _____ Beam Type _____ Ring Class _____ Maximum Power _____ Damage Modifiers $\times 1$ $\times 2$ $\times 3$ $\times 4$ _____ | | | | | Missile Type _____ Ring Class _____ Power To Fire _____ Damage _____ Missile Type _____ Ring Class _____ Power To Fire _____ Damage _____ | | | | | | | | | | | | | | | |
| ENGINEERING DISPLAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| STATUS OF PRE-OP POWER TRACK | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| Type: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | | | | | | | | | | | | | | | |

[illegible]

Depending on your needs, use the appropriate charts. You may need to do some translation as these rules are primarily written for two players doing one-on-one, head-to-head starship combat. There are optional rules here to add more players, but that was not the FASA focus on this product.

[illegible]

| FIRING CHART | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-------|
| Range | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Range |
| 1 | 1.0 | 1.1 | 1.2 | 1.3 | 1.4 | 1.5 | 1.6 | 1.7 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 |
| 2 | 1.1 | 1.2 | 1.3 | 1.4 | 1.5 | 1.6 | 1.7 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 |
| 3 | 1.2 | 1.3 | 1.4 | 1.5 | 1.6 | 1.7 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 |
| 4 | 1.3 | 1.4 | 1.5 | 1.6 | 1.7 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 |
| 5 | 1.4 | 1.5 | 1.6 | 1.7 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 |
| 6 | 1.5 | 1.6 | 1.7 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 |
| 7 | 1.6 | 1.7 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 |
| 8 | 1.7 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 |
| 9 | 1.8 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 |
| 10 | 1.9 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4.4 |
| 11 | 2.0 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4.4 | 4.5 |
| 12 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4.4 | 4.5 | 4.6 |
| 13 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4.4 | 4.5 | 4.6 | 4.7 |
| 14 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4.4 | 4.5 | 4.6 | 4.7 | 4.8 |
| 15 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4.4 | 4.5 | 4.6 | 4.7 | 4.8 | 4.9 |
| 16 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4.4 | 4.5 | 4.6 | 4.7 | 4.8 | 4.9 | 5.0 |
| 17 | 2.6 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4.4 | 4.5 | 4.6 | 4.7 | 4.8 | 4.9 | 5.0 | 5.1 |
| 18 | 2.7 | 2.8 | 2.9 | 3.0 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 | 3.6 | 3.7 | 3.8 | 3.9 | 4.0 | 4.1 | 4.2 | 4.3 | 4. | | | | | | | | |

ENGINEERING

Part Warg Engine

| | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 2 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 3 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Impulse Engine

| | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 2 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 3 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Starboard Warg Engine

| | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 2 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 3 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Power to Movement

| | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 2 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 3 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Power to Shields

| | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 2 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 3 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Total Power Available

| | | | | | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 1 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 2 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 3 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 4 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 5 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 6 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 7 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 8 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

Power to Weapons

| | | | | | | | | | | | | | | |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 1 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 2 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| 3 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |
| 4 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 |
| 5 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 |
| 6 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 |
| 7 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 |
| 8 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 |
| 9 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | 101 | 102 | 103 | 104 | 105 |
| 10 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | | | | | | |

DETAILED DAMAGE TABLES

| | | | | | |
|--|--|---|--|--|--|
| DAMAGE CHART A DIE SHIELD 1 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 PORT WARP ENGINE (x1/2) 4 PORT WARP ENGINE (x1/2) 5 PORT WARP ENGINE 6 PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 2 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 MISSILE WEAPON 4 PORT WARP ENGINE (x1/2) 5 PORT WARP ENGINE 6 STARBOARD WARP ENGINE (x1/2) 7 SUPERSTRUCTURE/2C 8 STARBOARD WARP ENGINE 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 3 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 STARBOARD WARP ENGINE (x1/2) 4 STARBOARD WARP ENGINE (x1/2) 5 STARBOARD WARP ENGINE 6 STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 4 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 STARBOARD WARP ENGINE (x1/2) 4 STARBOARD WARP ENGINE (x1/2) 5 STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) 6 IMPULSE (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SUPERSTRUCTURE/C (x1/2) 0 SUPERSTRUCTURE/C (x1/2) | DIE SHIELD 5 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 MISSILE WEAPON 4 SUPERSTRUCTURE/C (x1/2) 5 SUPERSTRUCTURE/C (x1/2) 6 IMPULSE 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 WARP ENGINE 0 ENGINEERING/C | DIE SHIELD 6 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 PORT WARP ENGINE (x1/2) 4 PORT WARP ENGINE 5 PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) 6 IMPULSE (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SUPERSTRUCTURE/C (x1/2) 0 SUPERSTRUCTURE/C (x1/2) |
| DAMAGE CHART B DIE SHIELD 1 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 PORT WARP ENGINE (x1/2) 4 PORT WARP ENGINE (x1/2) 5 PORT WARP ENGINE 6 PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 2 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 MISSILE WEAPON 4 SUPERSTRUCTURE/C (x1/2) 5 SUPERSTRUCTURE/C (x1/2) 6 SUPERSTRUCTURE/C (x1/2) 7 SUPERSTRUCTURE/2C 8 WARP ENGINE 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 3 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 STARBOARD WARP ENGINE (x1/2) 4 STARBOARD WARP ENGINE (x1/2) 5 STARBOARD WARP ENGINE 6 STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 4 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 STARBOARD WARP ENGINE (x1/2) 4 STARBOARD WARP ENGINE (x1/2) 5 STARBOARD WARP ENGINE 6 IMPULSE (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SUPERSTRUCTURE/C (x1/2) 0 SUPERSTRUCTURE/C (x1/2) | DIE SHIELD 5 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 MISSILE WEAPON 4 PORT WARP ENGINE 5 STARBOARD WARP ENGINE 6 IMPULSE 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SUPERSTRUCTURE/C (x1/2) 0 ENGINEERING/C | DIE SHIELD 6 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 PORT WARP ENGINE (x1/2) 4 PORT WARP ENGINE (x1/2) 5 PORT WARP ENGINE 6 IMPULSE (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SUPERSTRUCTURE/C (x1/2) 0 PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) |
| DAMAGE CHART C DIE SHIELD 1 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 PORT WARP ENGINE (x1/2) 4 PORT WARP ENGINE 5 SUPERSTRUCTURE/C (x1/2) 6 SUPERSTRUCTURE/C (x1/2) 7 SUPERSTRUCTURE/2C 8 PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 2 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 MISSILE WEAPON 4 SUPERSTRUCTURE/C (x1/2) 5 SUPERSTRUCTURE/C (x1/2) 6 SUPERSTRUCTURE/C (x1/2) 7 SUPERSTRUCTURE/2C 8 WARP ENGINE 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 3 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 STARBOARD WARP ENGINE (x1/2) 4 STARBOARD WARP ENGINE 5 SUPERSTRUCTURE/C (x1/2) 6 SUPERSTRUCTURE/C (x1/2) 7 SUPERSTRUCTURE/2C 8 STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) 9 SENSORS 0 BRIDGE 2C | DIE SHIELD 4 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 STARBOARD WARP ENGINE (x1/2) 4 STARBOARD WARP ENGINE (x1/2) 5 STARBOARD WARP ENGINE 6 IMPULSE (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SUPERSTRUCTURE/C (x1/2) 0 STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) | DIE SHIELD 5 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 MISSILE WEAPON 4 PORT WARP ENGINE (x1/2) 5 PORT WARP ENGINE 6 IMPULSE 7 SUPERSTRUCTURE/2C 8 STARBOARD WARP ENGINE (x1/2) 9 STARBOARD WARP ENGINE 0 ENGINEERING/C | DIE SHIELD 6 ROLL 1 SHIELD GENERATOR 2 BEAM WEAPON 3 PORT WARP ENGINE (x1/2) 4 PORT WARP ENGINE (x1/2) 5 PORT WARP ENGINE 6 IMPULSE (x1/2) 7 SUPERSTRUCTURE/2C 8 SUPERSTRUCTURE/C (x1/2) 9 SUPERSTRUCTURE/C (x1/2) 0 PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2) |

| CREW CASUALTIES | | |
|-----------------|------------------|---------------|
| Superstructure | % Casualties Per | Point Damaged |
| Strength | | |
| 1 | 100 | |
| 2 | 50 | |
| 3 | 30 | |
| 4 | 25 | |
| 5 | 20 | |
| 6 | 18 | |
| 7-8 | 14 | |
| 9-11 | 10 | |
| 12-14 | 8 | |
| 15-19 | 6 | |
| 20-34 | 4 | |
| 36-50 | 2 | |
| 51+ | 1 | |

| DEFENSE OUTPOST | |
|-----------------|--------------------------------------|
| Die Roll | Damage Result |
| 1 | SHIELD GENERATOR |
| 2 | BEAM WEAPON OR MISSILE WEAPON |
| 3 | MATTERANTH-MATTER GENERATOR (x1/2) |
| 4 | IMPULSE POWER GENERATOR (x1/2) |
| 5 | ENGINEERING |
| 6 | SUPERSTRUCTURE/C (x1/2) |
| 7 | SUPERSTRUCTURE/2C |
| 8 | SUPERSTRUCTURE/ |
| | MATTERANTH-MATTER GENERATOR/C (x1/2) |
| 9 | SENSORS |
| 0 | BRIDGE (2C) |

| ENGINEERING DAMAGE TABLE | |
|--------------------------|--|
| Die Roll | Damage Result |
| 1-2 | SHIELD POWER GRID DOWN |
| 3-4 | WEAPONRY POWER GRID DOWN |
| 5-6 | MANEUVER POWER GRID DOWN |
| 7 | SHIELD POWER GRID AND WEAPONRY POWER GRID DOWN |
| 8 | SHIELD POWER GRID AND MANEUVER POWER GRID DOWN |
| 9 | WEAPONRY POWER GRID AND MANEUVER POWER GRID DOWN |
| 10 | ALL POWER SYSTEMS DOWN |

| BANKED WEAPONS DAMAGE TABLE | | | |
|-----------------------------|-----------------|-----------------|------|
| Damage | 2/Bank Die Roll | 3/Bank Die Roll | |
| | 1WPN | 1WPN | 2WPN |
| 1-5 | 1-8 | 1-4 | 5-8 |
| 6-10 | 1-6 | 1-3 | 4-6 |
| 11-15 | 1-4 | 1-2 | 3-4 |
| 16-20 | 1-2 | 1 | 2 |
| 21+ | AUTOMATIC | AUTOMATIC | 1 |

C = Crew Casualties

The three Detailed Damage Location Tables allocate damage to combat systems, engines, and superstructure depending on the position of the warp or main-drive engines of the target vessel. Damage Table A is used for vessels that have their warp or main-drive engines forward. Damage Table B is used for vessels that have their warp or main-drive engines located centrally or amidships. Damage Table C is used for vessels that have their warp or main-drive engines located aft. In each of these cases, the engineering section is located in the aft area.

Choosing The Damage Location Table

To determine which table to use, consult the Hull Data section of the Ship Data Tables, where the appropriate Damage Location Table is listed.

Choosing The Location Column

Because the location of the attack is important, each Damage Chart is broken into six columns, numbered and named for the six shield sides of the target vessel. These are:

- Shield 1 — port forward
 - Shield 2 — forward
 - Shield 3 — starboard forward
 - Shield 4 — starboard aft
 - Shield 5 — aft
 - Shield 6 — port aft
- Use the column for the shield penetrated.

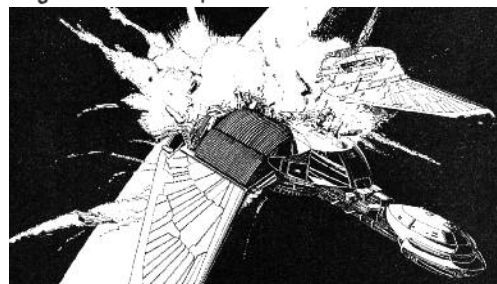
Determining Hit Location

To determine hit location, the firing captain rolls one die. His roll is found along the left-hand side of the appropriate shield column, and the hit location is found to the right. The numbers in parentheses are a damage multiplier. The damage multiplier is applied only to crew when it is enclosed in parentheses with a C.

USING THE ENGINEERING DAMAGE TABLE

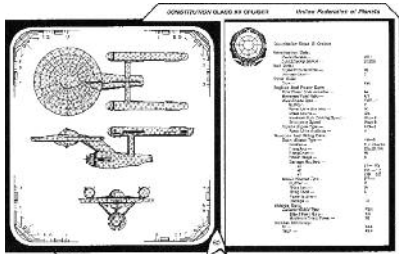
If the engineering control section takes damage from a successful hit, the shooting captain rolls one die and consults the Engineering Damage Table. The resulting engineering systems are inoperable until repaired, making other combat systems difficult to use.

If the central Shield Power Grid goes down, shield points are lost on all shields. No shield may be repowered until the SPG is repaired. If the Weaponry Power Grid goes down, no weapon may be fired until the WPG is repaired. If the Maneuver Power Converter goes down, movement must occur in a straight line at the speed allocated until the MPC is repaired.



STARSHIP DATA AND COMBAT TABLES

These tables, found at the back of this book, give the ship data, the firing and movement charts, and the damage tables used.



HULL DATA

This section of the table provides the model number and dates of service, the superstructure strength, damage chart, and number of crew.

Model Number

This tells the specific model number of the vessel.

Dates Of Service

This tells the years and months, in Stardates, when this particular model was in service. This information will aid in setting up scenarios from specific time periods.

Superstructure Points

This give the total Superstructure Strength for the vessel. This is the number of damage points that may be taken on the superstructure before the vessel becomes inoperable. It provides the number for the Superstructure Strength Track at the beginning of the game.

Damage Location Table

This tells the appropriate damage chart that must be consulted in the Graduate and Command & Control Courses to determine the effects of successful hits on the vessel. The Simplified Damage Location Table is used in Basic and Advanced Courses.

Crew

This tells the number of crewmembers on a fully staffed ship. This number can be reduced through casualties, decreasing the effectiveness of the vessel.

ENGINES AND POWER DATA

This section gives the data necessary to determine the power available, to calculate movement points, and to determine possible warp speeds.

Total Power Units Available

This tells the maximum amount of power that each ship has available in its undamaged state. It provides the value for the Total Power Units Available Track at the beginning of combat. It is also the total number of damage points the vessel may sustain on its engines before it can no longer move, erect shields, or fire.

Movement Point Ratio

This gives the relationship between power units and movement points. It is expressed as power units/movement points. On a ship with a Movement Point Ratio of 4/1, 4 power units would result in 1 movement point.

Engine Data

Engine Type relates this book to the warp and impulse engine tables given in FASA's *Ship Construction Manual*. *Number* tells how many of each engine type the vessel has. In the case of warp engines, this number may never be more than 2. *Power Units Available* gives the power each engine produces every turn it is undamaged, which is recorded in the appropriate Engine Power Track; this also is the number of damage points that engine can sustain before it becomes inoperative. *Maximum Safe Warp Speed* tells how fast the vessel may travel during normal operations; this may be exceeded briefly during emergencies,

| Specifications: | | Class: | D- WDF |
|-------------------------------------|--|----------------------------|-----------|
| HULL DATA | | Entered Service | |
| | | City Constructed | |
| SUPERSTRUCTURE | | Points | |
| | | Damage Chart | |
| | | Loading Capacity | |
| | | Length | |
| | | Width | |
| | | Height | |
| | | Tonnage | |
| EQUIPMENT | | Control Computer | |
| | | Subspace Transmitter | |
| | | Emergency Battery Capacity | |
| | | Trajectory Beam Emitters | |
| | | Trajectory Detectors | |
| TRANSPORTERS | | Standard 6 person | |
| | | Emergency 20 person | |
| | | Cargo | |
| HUMAN BAY | | 5m/40kg/Space | |
| | | Docking Ring | |
| | | Shuttlecraft | |
| ENGINES AND POWER | | Total Power Units | |
| | | Maneuver Point Ratio | |
| WARP ENGINE TYPE | | Power Units Available | |
| | | Stress Charts | |
| | | Cruising Speed | |
| | | Emergency Speed | |
| IMPULSE ENGINE TYPE | | Power Units Available | |
| WEAPONS AND SHIELDS | | Beam Type | |
| | | Number | |
| | | Firing Arc | |
| | | Max Power | |
| | | Damage Mode | |
| | | Missile Type | |
| | | Number | |
| | | Firing Arc | |
| | | Max Power | |
| | | Damage Mode | |
| | | Shield Type | |
| | | Shield Point Ratio | |
| | | Max Shield | |
| | | Power/Slide | |
| PERSONNEL | | Crew | |
| | | Officers | |
| | | Enlisted | |
| | | Passengers | |
| CARGO | | Units | |
| | | Tonnage | |
| HALL NUMBER AND NOMENCLATURE | | | |

The blank form above allows you to create your own ships in consultation with FASA #2204, *Ship Construction Manual*. (Refer page 42)

when the ship may travel at the *Emergency Warp Speed*. *Stress Charts* tells the appropriate columns to consult if an emergency heading change is made; the first letter given is the warp engine column, and the second is the superstructure column.

WEAPONS AND FIRING DATA

This section of the table gives the information required to allocate power to arm beam and missile weapons, to aim them, and to determine hits and damage.

Firing Arcs

Each weapon, whether it is a beam weapon or a missile weapon, has a field of fire determined by its placement on the ship. Four fields of fire are designated, but the placement of some weapons allows them to bear on more than one field. The four fields are *f* (forward), *p* (port), *s* (starboard), and *a* (aft); combinations are designated by a slash (/), such as *f/p*, which means that the weapon can fire into the forward and port arcs of the vessel.

Firing Chart

This tells the firing chart that must be used when determining a weapon hit.

Weapon Data

Weapon Type refers to the various types of weapons listed in the *Ship Construction Manual*, relating this book to that one. *Number* tells how many weapons the ship has of that type and whether or not they are banked. *Maximum Power* lists the number of power points that may be used to arm a beam weapon; the base damage done by the weapon is equal to this number. *Damage Modifiers* are the bonuses some beam weapons give to hits at close range. The damage bonus is listed first, and the applicable range is given in parentheses; thus the listing +3 (1-10) means that a successful hit on a target up to ten hexes away gives 3 additional damage points. For missile weapons, *Power To Arm* tells the number of power points that must be allocated to the weapon in order to arm it. *Damage* tells the number of damage points given by a missile weapon.

Designers Notes

...as clipped from 1st Edition
ST:TRPG Rulebook #2001

What can you say about a project that absolutely possesses a design team from the time it is begun? Adventure games come and go, but the chance to do STAR TREK comes along once and once only.

As long-time fans of the series, the Fantasimulations Associates design group started this project with an advantage. Virtually every piece of STAR TREK research material available was already at our fingertips in our personal libraries. What we didn't have, we were able to borrow from other fans who were as excited about the project as we were ourselves. Thanks in this regard go particularly to Mike Drennan, who loaned us his autographed copy of Bjo Trimble's STAR TREK CONCORDANCE for the duration. Long out of print, this reference work proved invaluable in our research. We put a lot of wear on that copy (and on Greg Poehle's as well), checking and rechecking references to series episodes. Where the game is accurate, it is largely thanks to Ms. Trimble's exhaustive work. Where the game is not, we take the rap entirely. Being fans ourselves, we were all too aware of the enormous responsibility involved in designing STAR TREK: The Role-Playing Game. Unlike a fictional universe created especially for a game, the work we did had to be consistent with three seasons of television scripts AND with the popular fan wisdom that fills in the gaps in STAR TREK history the series did not show. To add to the problem, the series itself is not internally consistent, leading us time and again to make assumptions based on best guess and common sense.

We agonized over some of these decisions, but in the long run it will be the fans who decide what is and is not STAR TREK for their campaigns. Feel free to change even basic assumptions if it suits you. Don't be offended if we state something as "fact" that does not fit with your personal images. Simply run your campaign to suit what STAR TREK means to you. It's your campaign, and we are by no means the final arbiters on such matters.



STARSHIP COMBAT NOTES

Some of the background on ship combat design was given in the section in question. The major reasons for the design philosophy are as follows: 1) We had to be true to the series first 2) It had to be as simple as possible to understand and play 3) It had to be fun and 'feel' right.

First of all, realize that science took a back seat in this section to STAR TREK's brand of "realism" and to playability. If we stuck to known science, combat would not even be possible at the speeds talked about. For that matter, the speeds used are almost impossible to even think about. So we went with the Roddenberry philosophy — scientific accuracy where possible, but stretch where necessary to make a good story.

The transporter and the warp drive are examples of "suspension of disbelief" in STAR TREK, where absolute scientific accuracy had to bend to those of Gene Roddenberry in creating STAR TREK itself. Again, we had the problem of conflicting material. We went with the most popular opinions when in doubt.

The next major design philosophy decision was that this was a role-playing game. We did not want another board-game with spaceships. It's been done many times. Some of them are good and we like playing them, but we wanted a whole new approach. Everyone playing the game (or, specifically, the ship combat) should be involved. Most games on the market are designed to be played by 2 players — one on each side. Ours was to have a variable number, usually 6. Each was to have duties comparable to their counterpart on a starship (specifically, the Enterprise). The key thoughts were interaction and role-playing. The players must work together to be successful. Everyone must be involved. Most of all, you had to feel that you were on the bridge of that ship.

The ship's captain has the least to do, and the most to do. A contradiction? No, it's just that he/she has no control panel to use, but yet must be aware of all those around him. He handles no systems or data, yet controls them all. His job is as it should be decision-making.

The engineer panel is not earth-shaking. Many games use a power allocation system. What we have done is make it an interesting job to decide who gets what power. Everyone is always wanting more power than the engineer can get from those engines.

The helmsman and navigator are interesting jobs. The movement of the ship is easy enough, but watch those tight turns at high speed! We felt that the easiest approach to handling turns was to be realistic. The tighter the turn, especially at higher speeds, the more the damage. Information from the series backed up this observation. The weapons and shields are straight-forward enough. Almost all of this was designed through researching the series episodes themselves.

The science and communications posts are again based on what their counterparts did in the series. It is up to the players to utilize role-playing to the fullest to obtain information about the opposition.

Remember, role-play the character you are portraying (or the position). Use the skill rolls. The game can be played as a board game, but is at its best when played the way intended.

The main thing to remember is the system was designed to cover a lot of possibilities. Feel free to adapt and change to suit your personal style of playing.

PLAYING THE GAME

CREATING NPC CAPTAINS AND CREWS

The following rules simulate the differences between captains and the blessings or curses of certain crews. In campaigns where the same ship, captain, and crew will fight more than one combat, these rules also allow captains and crews to increase in skill.

As a captain and crew gain victories in combat, they may note their victories on a card kept with the *Master Control Panel*. Battle reports frequently are part of a campaign, with the victorious captain reporting on his victory to his superiors. Imagine what a marginally victorious, but rather inept Klingon captain would say about the battle that nearly cost him his ship...

CREATING THE SKILL RATINGS

For a character's DEX (dexterity) and each of his Skill Ratings, roll the die three times, add the rolls together, and then add the total to 45. This gives numbers between 48 and 75, with an average of 60.

Captain

The ship's captain needs a rating in *Starship Combat Strategy/Tactics*. This skill area refers to knowledge and experience in commanding a ship in battle. Development of this skill includes study of the great space commanders and battles throughout history. It also includes intensive training in a combat simulator, recreating past space battles and fighting hypothetical ones. A captain's rating in this skill indicates his ability to act decisively and seize the initiative from his opponents.

To create the Captain's Skill Rating, roll the die three times, add the rolls together, and then add 45 to this total. This gives a range of numbers between 48 and 75, with an average of 60. This resulting number is used when the captain is required to make a skill roll or anytime he has chosen the same movement as another ship. In this case, the captain with the higher skill rating will move last. Record the resulting number on the front of the *Master Control Panel* in the space provided.

CREW EFFICIENCY

Just as the captain has a Skill Rating that indicates how well he does his job, the crew has a Crew Efficiency Rating that would indicate how competent they are. The higher this rating, the more competent they are and the more efficiently they perform. The rating is not a measure of the skill of only one crewman, but an abstract representation for all the crew. Just as percentage does not depend on the size of the whole, the Crew Efficiency Rating does not depend on the size of the crew.

The Crew Efficiency Rating is created in a similar manner as the captain's rating. For this rating, however, roll the die three times and add the total to 25. This gives a range of numbers between 28 and 55, with the average about 40. Record this rating on the front of the *Master Control Panel* in the space provided.

In consideration of using Victory Points as an adjunct to ST:TRPG, carefully balance the awarding of Victory Points to supplant or supplement Skill Point awards.

Crew Performance Bonus

Before the Power Allocation Phase of each combat turn, each captain may determine if his crew's performance gives him any bonuses in combat. Each captain rolls percentile dice. If the roll is equal to or lower than the Crew Efficiency Rating, then the captain has a bonus *for that turn only*. He must now choose one of the four following options, and may not change his mind from phase to phase. The options are:

1. Fire one weapon or bank of weapons, with a bonus of 1 point added to the To-Hit number.
2. Get one additional power point from each of the functional engines. This may be allocated anywhere.
3. Get one additional power point for shields. This may be allocated to any shield and may exceed the maximum shield points allowed.
4. Repair 1 point of damage on either the engines or superstructure.

CAMPAIGN ADVANCEMENT

The Captain's Skill Rating and Crew Efficiency Rating may be increased by successful missions. The starting ratings for campaigns should be calculated as given above. To these ratings will be added victory points, as described below. The captain's rating is his until he is killed, no matter what ship he commands. The crew's rating is only good for the specific ship designated, no matter who commands.

VICTORY POINTS

Victory Points should be awarded to a captain and crew when their ship destroys, captures, or drives off enemy ships. Though each campaign may have its own method for awarding Victory Points, it is recommended that they be determined by dividing the vanquished ship's initial Total Power Units Available by 10, rounding fractions down.

Multiple Ship Victories

If more than one ship participated in the victory, the Victory Points are divided between them. How this is done is determined by the victorious captains. One way to award the points is to give the ship that did the most damage 2 out of every 3 points available. Another way is to split the points evenly among those ships that participated in the combat, giving the ship that actually won the battle an extra share. In any case, how the points are to be awarded in multiple ship victories should be decided *before* the campaign has begun.

Dividing Victory Points

Victory Points are given to a ship, and it is up to the captain how they will be split among the captain and crew. It is recommended that they be divided 50/50, with half going to the captain, and half going to the crew. The method of determining how to split the points should be decided *before* the campaign begins.

Victory Points awarded to a captain are added to his Skill Rating. Points awarded to the crew are added to their Crew Efficiency Rating. These additions take place after the entire scenario has been concluded, and not at the moment the victory occurs.

Divide the victory points equally among all player character roles, so that the Captain gets a share along with the other officers. The Captain's victory points are added to his rating in *Starship Combat Strategy/Tactics*, but the victory points of the other officers may be added to whichever Skill Rating each desires.

BALANCING SCENARIOS

The Combat Efficiency Values may be used in balancing two sides of a scenario. The process is very accurate when only two ships are being played head-to-head. It is less so, but still of great value, when there are multiple ships on both sides.

COMPARING TWO SHIPS

When comparing two ships, the Combat Efficiency Values may be compared directly. The ship with the greater D will generally have a better chance of surviving any given attack. The ship with the greater WDF will generally have the better chance to deliver a crippling blow.

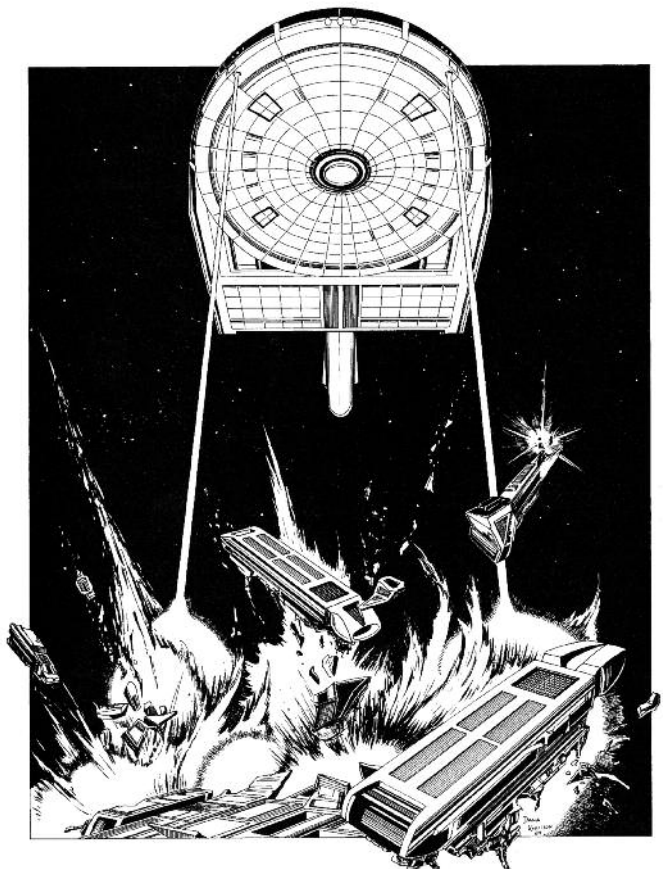
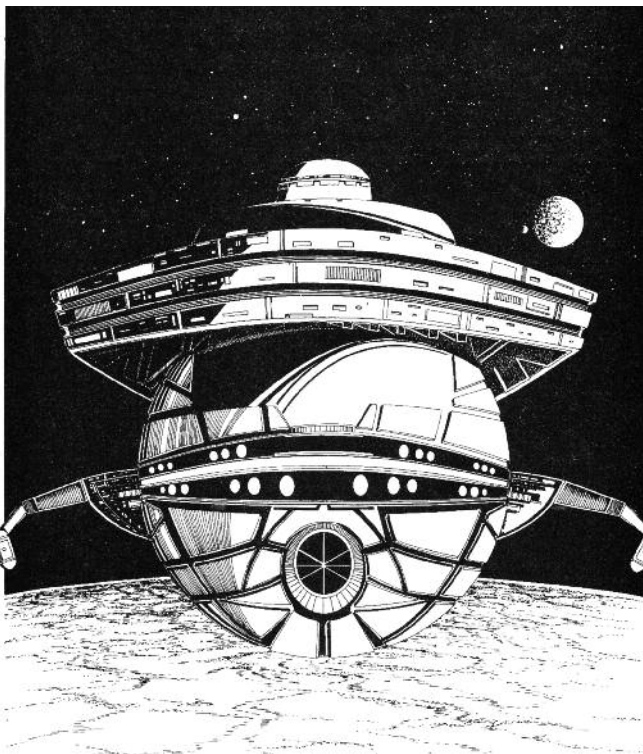
To calculate Combat Efficiency, multiply these numbers ($D \times WDF = CE$). This number allows two ships to be compared to see which is the more powerful. The ship with the greater CE will, in general, last longer in combat against the other.

COMPARING TWO SIDES

The Combat Efficiency Values may also be used in balancing two sides of a scenario. This process is fairly accurate as long as the numbers of ships are relatively equal; the more nearly equal, the more accurate. There are two ways to balance scenarios, and captains may choose which they like the best.

The method that FASA uses in balancing its published scenarios involves adding up the Ds of each side's ships, and also totaling the WDFs of each side's ships. These totals are compared. If both the D and the WDF totals balance, the scenario will be balanced.

A second way involves calculating the totals. In this method, it does not matter if the totals balance. Multiply the total D of one side by its ships' WDF to get that side's total CE. Do the same with the other side, and compare total CEs. If the total CEs balance, the scenario will be balanced. This method works best with equal numbers of ships on both sides.



EXPANDING FOR MORE PLAYERS

Although the game probably plays best with three players and a gamemaster, the tasks and roles can be expanded to include as many players as are available. As much as possible, the *Command Control Panels* have been designed to allow them to be shared between several players. Permission is granted to photocopy them for reasonable personal use.

If there are four players in addition to the gamemaster, the role of Captain could be given to one player as his only job. An alternative would be to split the Helm and Weapons Systems, giving control of the ship's movement to the Captain and control of the ship's weaponry to the Weapon Officer.

With five players and the gamemaster, it is possible to run two ships head-to-head, with three players manning each. In this game, there would be no gamemaster. If this is not desirable, split not only the Helmsman's job as outlined above, but also the Science Officer/Navigator's job. Give the sensors and damage control to the Science Officer and control of the deflector shields to the Navigator.

With six players who desire to play the same ship, split the Science Officer's job again, giving the sensors and determining hit location to the Science Officer and damage control and communications to the Communications Officer. Further splits are undesirable.

ROTATING THE POSITIONS

It is a good idea for all players to experience every position, including the captaincy. It would be a good idea for players to create one character for each major role, and they may pass the role of Captain between them as they see fit.

CHIEF ENGINEER

PLAYING THE ROLE

The Chief Engineer has the most important decisions to make, for it is up to him to determine what systems get power and how much power each gets. He will be guided by requests from the Captain and other officers, but he must make the final decisions, for only he knows the exact power available. Quite often the Chief Engineer will not be able to satisfy all requests completely, and so he must try to compromise the best way he can. (Now you know why Scotty hits the Saurian Brandy so hard!)

The Chief Engineer keeps track of how much power is available and where it goes. He must channel it to the systems requiring it: to shields, weaponry, and movement.

On many ships, it is possible to channel all power into shields. Doing so, however, leaves the ship unable to maneuver or fire weapons. Likewise, putting all power into weaponry leaves the ship stationary and vulnerable. Allocating power for maximum maneuverability leaves the ship without weapons or shields! Obviously, a compromise must be found, and the power allocation adjusted turn-by-turn as the needs of the Captain and other officers shift.

Engineering officers must be competent in *Warp Drive Technology* and *ST ENG*.

Warp Drive Technology is the skill that covers knowledge of the matter/antimatter mix formula that runs the ship. Development in this area includes altering the mix to meet a variety of situations, including emergencies such as starting the engines cold and nursing more power from them in response to demands by the other officers. It also includes extensive training in warp drive maintenance and emergency repair. A Chief Engineer's rating in this skill is a measure of how much extra power he can coax from his engines and how well he can alter warp speed rapidly.

Skill in *ST ENG* involves knowledge in the general areas of starship construction — bulkheads, decks, stresses and strains, hull repair, and the like. Development includes extensive training in the rerouting of power from one system to another and in repair of stress damage to engines and superstructure. A Chief Engineer's rating in this skill is a measure of his ability to make emergency repairs, such as in combat.

THE SKILL ROLLS

Once per game turn, the Chief Engineer may make a Skill Roll against his rating in either *Warp Drive Technology* or *ST ENG*. This takes place in the Skill Roll Phase.

Extra Power

If he chooses to roll against his skill rating in *Warp Drive Technology*, and if the roll is less than or equal to his skill rating, he has successfully 'nursed the engines along' and managed to pull one extra power point from them. If the roll is 05 or less, no matter what his skill rating, he has done an even better job, and he has gained two extra power points. See Book 2, p7 Critical Success/Fail

This bonus is added to the normal Total Power Units Available and may be used wherever the Chief Engineer desires. The bonus only applies for the game turn following the successful Skill Roll.

Engine Repair

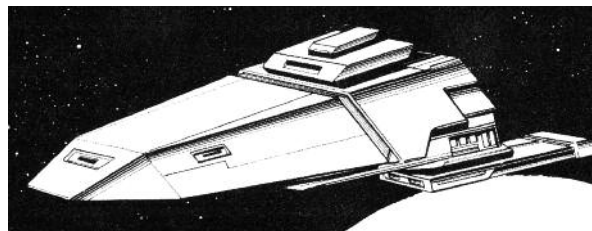
Instead of making a saving roll to gain extra power for a turn, the Chief Engineer may make a Skill Roll against his rating in *ST ENG* to reduce the amount of stress or damage that has been applied to an engine. If his roll is less than or equal to his Skill Rating, he may repair one damage point on an engine. As before, a roll of 05 or less allows repair of two damage points. Repairs can be important, particularly when an engine is producing very little power. No combat systems — weapons, shields, or tactical maneuver — can function without power!

The Chief Engineer can add the bonus to the Engine Power Track for any engine of his choice. This repair is effective in the next game turn and in the turns following, until the engine again takes damage. The damage repaired may be from stress due to emergency heading changes or from weapon hits. It is impossible to repair an undamaged engine.

Emergency Warp Speed Changes

Instead of one of the other two Skill Rolls, the engineer may be asked to roll against his skill rating in *Warp Drive Technology* to allow the Helmsman to make a change in overall warp speed of two levels. This usually takes place only to make an emergency escape or to pursue a fleeing vessel. The decision must be made before the Chief Engineer decides to make one of the other rolls. The Helmsman makes the request.

If the roll is successful, the emergency warp speed change may be made.



THE ENGINEERING DISPLAY

This display gives information about the power available from each warp and impulse engine the vessel has. The power available is used to energize the various defensive shields, arm the weapons, and allow tactical maneuvering, and the Engineering Display gives room to list how this power will be allocated for the turn. The engines also provide power for the vessel's overall movement at warp speeds, but the rules are not concerned with this.

Engine Power Tracks

There are three blocks of boxes, called the Engine Power Tracks, in the Engineering Power Units Available for each engine. There is one block for each engine the vessel has. For the prepared panels, some of the boxes in these rows have been crossed out, leaving just enough boxes to show how much power each engine produces. These tracks are not used in the Basic Course rules.

Total Power Units Available Track

Just below the Engine Power Tracks are five rows of twelve boxes each. These rows show the total power available and how the power will be given to the various defensive and offensive systems. One box from each row is filled in during the Power Allocation Phase of each combat turn.

The top row is for recording the Total Power Units Available. This represents the maximum total power that the ship can produce in a given game turn from its warp and impulse engines. To find the number to put in this row, add up the power from all the vessel's engines.

Power Allocation Tracks

Below the top row are four rows for recording where the power will be allocated for each turn. There is a row for power allocated to movement, shields, weapons, and cloaks for each turn.

The Engine Power Tracks record the power points available from each engine. At the beginning of the game, *Power Counters* are placed on each of these tracks on the boxes for the Power Units Available given in the Ship Data Sheets. As engines are damaged, the *Power Counters* are moved to the left. When the counter reaches 0 on a track, that engine is no longer producing power. If the *Engineering Panel* has been photocopied, it is a good idea to write in the Engine Type and to mark off the boxes that are not used in each track.

Total Power Units Available Track

In the Power Allocation Phase of each game turn, the power from all engines is added to give the Total Power Units Available. A *Power Counter* is placed on the appropriate box in the Total Power Units Available Track. This is the power that may be allocated to movement, weapons, and shields. If a power bonus results from the Chief Engineer's Skill Roll, this counter is moved one or two boxes to the right. As power is allocated, the *Power Counter* on this track is moved toward 0. When it reaches 0, no power remains to be allocated.

Power To Combat Systems Tracks

Once Total Power Units Available is determined, the Chief Engineer must channel it to shields, weaponry, and tactical maneuver. The power allotted for these three areas must add up to no more than the Total Power Units Available.

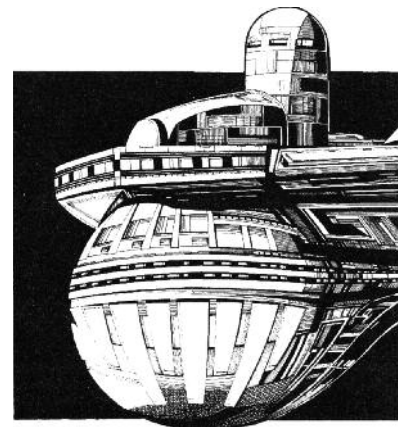
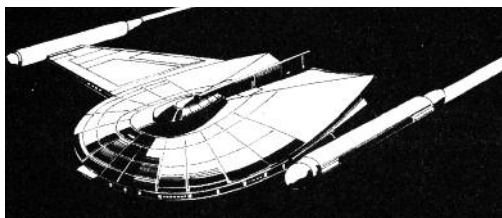
Power To Movement Track: This track is used to record the power points allocated to movement. Put a *Power Counter* on the appropriate box when power is allocated to movement, and move the *Power Counter* to the left the same amount on the Total Power Units Available Track. Record the Movement Point Ratio in the space provided.

Each box in the Power To Movement Track is divided in half so that the movement points for each power point may be written into them. For example, if the Movement Point Ratio is 4/1, then in the bottom half of the 4 box, write 1 for the 1 movement point that you get for 4 power points. In the 8 box, write 2, and so on. The engineer should think in terms of groups of points when allocating power for maneuver, because fractional movement points cannot be generated.

Power To Weapons Track: This track records the total amount of power given to ship's weaponry. As power is allocated to weapons, move the *Power Counter* to the right on the Power To Weapons Track to record the number of power points used and reduce the power recorded on the Total Power Units Available Track by the same amount.

Power To Shields Track: This track records the amount of power allocated to the ship's deflector shields. As power is allocated to shields, move the *Power Counters* to the right on the Power To Shields Track and to the left on the Total Power Units Available Track. The boxes on the Power To Shields Track are divided and the bottom halves are used to record the number of shield points for each power point. For example, if the Shield Point Ratio is 1/2, then in the 1 box, write 2 and so on.

Record the Shield Point Ratio in the space provided.



Recording Power Expended

After all power has been allocated, the *Power Counter* should show 0 on the Total Power Units Available Track. During the game turn, as power is expended in movement, weapons firing, or shielding, the appropriate *Power Counter* is moved to the left on one of the Combat Systems Tracks to keep a running total of the power units available in that system at any instant.

For example, if the Helmsman on the *Enterprise* uses 3 movement points in a Movement Phase, the Chief Engineer would record the power expended by moving the *Power Counter* 12 boxes to the left on the Power To Movement Track. If two beam weapons, each powered to 5 points, are fired in the next Firing Phase, the Chief Engineer records the power expended by moving the *Power Counter* ten boxes to the left on the Power To Weapons Track. If the ship also absorbs 16 points of damage on the shields, the Chief Engineer records this power expended by moving the power counter to the left on the Power To Shields Track.

Powering Down Due To Engine Damage: These running totals are important, because, if the ship takes damage to any of its engines, the damage removes power available from the grid. At the end of the Firing Phase in which the damage was taken, the Chief Engineer chooses the system or systems (movement, weapons, or shields) that must power down to reflect the power loss.

When engine damage occurs, the Chief Engineer first moves the *Power Counter* on the appropriate Engine Power Track to record the damage. Then, he marks off boxes on the Total Power Units Available Track to show that the ship has taken damage. After all firing has taken place in the Firing Phase, he moves the *Power Counters* on the Power To Movement, Power To Weapons, and/or Power To Shields Tracks to the left so that the power loss is shown on these tracks as well. *This is NOT a power reallocation, but merely a power reduction.*

If the Chief Engineer powers down the Power To Movement Track, the Helmsman must also move the *Move Counter* to the left on the Movement Points Available Track to reflect this power loss. If the Chief Engineer powers down the Power To Weapons Track, the Helmsman must move *Weapon Counters* on his Weapons Tracks to show the power loss, perhaps causing some of the weapons to be disarmed. If the Chief Engineer powers down the Power To Shields Track, the Science Officer/Navigator must move the *Shield Counters* on his Shield Tracks to match the power loss, perhaps causing some of the shields to go down totally.

Resetting The Panel

At the end of the game turn, move the counters back to 0 on all tracks except the Engine Power Tracks. Add up the power points from the engines, make the Skill Roll, and allocate power again in the next turn's Power Allocation Phase.

PLAYING THE ROLE

The Helmsman is responsible for controlling ship maneuvers and firing the ship's weaponry. He moves the *Starship Silhouette Counter* on the *Starfield Mapsheet* and rolls the die to determine the results of a weapon shot.

The Helmsman takes his orders from the Captain, who likely will decide in general where he wants the ship to maneuver and which weapons he wants to bring to bear. It is up to the Helmsman to translate the Captain's orders into action, deciding exactly how to spend the power allocated to movement and weapons. The Helmsman *never* arms or fires weapons without a direct order from the Captain! Firing ship's weaponry is always a command-level decision, but after the order to open fire is given, the Helmsman makes all the actual decisions concerning firing.

Because of restrictions in Firing Arcs, it is very important for the Helmsman to put his limited power in weapons that face the enemy. It is his job to anticipate enemy movement and have the proper weapons ready when the fire order is given.

A good Helmsman will communicate with the other officers, not only to tell the Chief Engineer his power requirements, but also to let the Science Officer know which shields are likely to be needed to protect the ship from an enemy attack during maneuvers. He also will want to get information from the Science Officer/Navigator regarding the status of the enemy ship.

In turn, the Chief Engineer will tell the Helmsman how much power he must lose and the Science Officer/Navigator will tell him about any damage that his weapon systems take.

The Helmsman needs a rating in the skills *Starship Helm Operation* and *ST Weapons Operation and Technology*.

The skill *Starship Helm Operation* deals with the operation of the controls for the warp and impulse engines that steer a starship. Development of the skill includes training in executing standard, evasive, and battle maneuvers as well as setting up and executing standard orbits, intercept courses, and the like. The Helmsman's rating in this skill is a measure of his ability to perform emergency heading changes without putting undue stress on the ship.

The skill *Ship's Weaponry Technology Operation* deals with the effective use of ship weaponry, including both beam and missile weapons. Development of the skill involves extensive target practice as well as minor to moderate repairs of damaged or malfunctioning equipment. A Helmsman's rating in this skill is a measure of his ability to make difficult shots with more than normal success.

THE SKILL ROLLS

During the Skill Roll Phase, the Helmsman will make a roll against his Skill Rating in *ST Weapons Operation*.

In a Movement/Firing Phase, he will make a Skill Roll against his rating in *Starship Helm* if he decides to make an emergency heading change.

To-Hit Bonus

Twice per game turn, the Helmsman may attempt to get a to-hit bonus. If the Helmsman's roll in the Skill Roll Phase is less than or equal to his rating in

ST Weapons Operation he will have aimed his weapons particularly well and, in that Firing Phase, his die rolls will act as though they were one point less. For example, if he rolls a 5 to hit, the die roll becomes a 4. This gives him a 10% better chance to hit!

Stress From Emergency Heading Changes

If a Helmsman desires to make an emergency heading change of two hex-sides in a single Movement Phase, he may decrease stress somewhat by applying his skill in *Starship Helm*.

Once per game turn, he may make a Skill Roll against his rating in *Starship Helm*. If his roll is less than or equal to his Skill Rating, the automatic damage to the warp engines is decreased by 1 point total, and additional damage is applied as though the ship were moving 1 warp factor slower. If his Skill Roll is greater than his rating, stress damage is figured normally.

For instance, if the *Enterprise* were moving at warp 8 and made an emergency heading change, each warp engine ordinarily would take 1 point of automatic stress damage and 2 points of additional damage, for a total loss of 6 power units. In addition, the superstructure would take 3 points of stress damage. If the Helmsman makes a successful Skill Roll, the damage is figured as though the ship were travelling at warp 7. The automatic damage is reduced by 1 point and the additional engine damage is reduced to 1 point per engine, for a total loss of 3 power units. The superstructure damage is reduced by 2 points as well.

USING THE HELM AND WEAPON SYSTEMS PANEL

The Helmsman's Command Control Panel has tracks to record movement points available for the game turn, current warp speed, and power used to arm the ship's weaponry.

The Helm Display gives room to list the various factors that influence maneuvering the starship. It tells the amount of movement that the vessel may make in a turn as well as information about whether or not the sensors and/or cloaking device is operational.

Movement Points Available Track

Record the Movement Point Ratio in the space provided. As power is allocated to movement in the Power Allocation Phase, calculate the number of movement points using this ratio. Then, position a *Move Counter* on the appropriate box on the Movement Points Available Track.

In each Movement/Firing Phase, move the *Move Counter* one box to the left to record that the *Starship Silhouette Counter* has been moved. When the *Move Counter* is on the 0 box, no more regular movement is possible for that game turn.

Not all starships have the same efficiency when they turn power into movement. Some may be very efficient, getting two or more movement points for every power unit used. Others may be very inefficient, getting only one movement point for every six power units used. Most are in the middle, getting one movement point for every three or four power units used.

How power is converted to movement is called the Movement Point Ratio. This has been filled in on the prepared panels used for the Basic Course scenario. To read the Movement Point Ratio, remember that the first number tells how many power units must be spent, and the second tells how many movement points these power units buy. For example, if the vessel has a Movement Point Ratio of 4/1, it takes 4 power units to get 1 movement point, and 12 power units to get 3 movement points.

Movement Points Available Track

In the Power Allocation Phase at the beginning of a combat turn, the captain may allocate power for movement. The starship may only be moved as much as the commander decides at this time. The boxes in this row are used to record the number of movement points for which the captain has allocated power.

Equipment Status Tracks

Below the Movement Points Available Track are two rows of boxes. These are used to record the status of the starship's sensors and cloaking device. In the Sensor Status Track, the letters indicate whether the sensors are operational, damaged, or locked on target;

Firing Charts

The Weapon Type is recorded at the top of this chart for each of the ship's beam and missile weapons. The To-Hit Numbers from the weapon's Firing Chart are copied in the spaces beneath this box beside the appropriate Range. Beam weapon Damage Modifiers are given for each range in the space beside the To-Hit Numbers. For missile weapons, record the Damage.

THE WEAPONS DISPLAY

The right half of the panel is given to the Weapons Display. At the top of this display are spaces to record data for the ship's beam and missile weapons. Beam weapons include Federation phasers, Klingon disruptors, Romulan beam weapons, Gorn blasters, and Orion disruptors. The missile weapons are projectile weapons, and include photon torpedoes. Damage done by beam weapons depends on the amount of power used to arm them and their distance from the target. Damage done by missile weapons does not depend on the amount of power used to arm them; this damage usually is greater than beam weapon damage, but successful missile weapon hits are harder to make.

Weapon Data

At the top of the Weaponry Display there is room to record data for two different types of beam weapons and two different types of missile weapons.

Following are brief explanations of each term. For a more complete explanation, see the Firing Weapons section.

Weapons Tracks

Record the Weapon Type and Power Range, and circle the Firing Arcs for each of the ship's beam weapons. Place a *Weapon Counter* on *UNARMED* for each track. As power is allocated to arm a beam weapon, move the *Weapon Counter* to the right on the appropriate track to record the power put into it. After the weapon has been fired and the damage has been calculated, move the counter back to *UNARMED*. If the weapon is damaged in combat, move the counter to *DMGD*.

Record the Weapon Type, the Power To Arm, and the Firing Arc for each of the ship's missile weapons. Place a *Weapon Counter* on *UNARMED* for each weapon. When a weapon is armed, move the counter to *ARMED*, and when it is fired, move it back to *UNARMED*. If the weapon is damaged in combat, move the counter to *DMGD*.

Weapon Type – the code letters designating the particular beam or missile weapon.

Firing Chart – the table that will be used when determining whether or not a shot hit its target.

Maximum Power – the maximum number of power units that may be used to arm a beam weapon; this is equivalent to the maximum base damage for the beam weapon.

Damage Modifier – bonus damage some beam weapons give at certain distances from the target.

Power To Arm – the number of power units needed to arm a missile weapon.

Damage – the damage points done by a missile weapon.

Firing Arcs – the various directions in which the weapon can fire; this is given relative to the ship's present heading.

Weapon Status Tracks

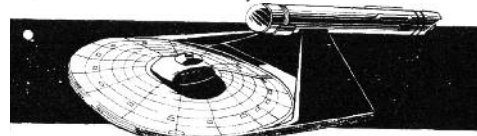
Below the information about the ship's weaponry, there are rows for each individual weapon the vessel has available. At the left of each row, there is a space to record the Weapon Type, a diagram to record the Firing Arc, and small boxes to record damage and repair status for each weapon. The row of twelve boxes to the right give space to record the power given to each weapon for twelve turns.

During the Power Allocation Phase of each combat turn, the captain will record how the power to weapons is allocated by writing the number of power points he will place in each weapon he wants to arm. During a turn, the ship may fire only those weapons that have been given power.

Powering Down Due To Engine Damage

When the engine takes damage, the ship loses some of the power on its grid. The Chief Engineer must power down some systems to reflect this power loss, and he might choose to power down either the movement systems or the weapon systems.

If the movement systems are powered down, the Helmsman must move the *Move Counter* to the left on the Movement Points Available Track to record the power loss. Similarly, if the weapon systems are powered down, he must move *Weapon Counters* so that the total power loss is recorded on the Weapon Tracks. The power is gone from the system just as if the ship were moved or the weapons were fired. *Power may NOT be reallocated at this time.*



Current Warp Speed Track

This track records the current overall warp speed. Place the *Warp Counter* on the box for the ship's initial warp speed. Record the ship's Maximum Safe Cruising Speed and its Emergency Speed in the spaces provided.

Emergency Heading Change Stress Charts: The warp speed has nothing to do with movement of the *Starship Silhouette Counter*, but it does affect stress damage taken in emergency heading changes. The correct Stress Charts to use are given in the Ship Data Tables. Copy them in the appropriate boxes below the Current Warp Speed Track.

Changing Warp Speed: If the Helmsman changes warp speed during a game turn, to break off battle, or to follow an escaping ship, move the *Warp Counter* to reflect this change. Warp speed may be increased or decreased one step per combat turn, but if a Helmsman desires a two-step change, he may ask the Chief Engineer to make a Skill Roll against his rating in *Warp Drive Technology*. If the Chief Engineer's roll is successful, speed may be increased or decreased two steps that game turn. The two-step change is useful if a ship must flee, as the opposing ship's Chief Engineer must make his Skill Roll for the ship to follow and continue combat.

Resetting The Panel

At the end of a game turn, move the *Move Counter* back to 0 on the Movement Points Available Track. For each undamaged weapon, move the *Weapon Counter* to *UNARMED*.

SCIENCE OFFICER/NAVIGATOR

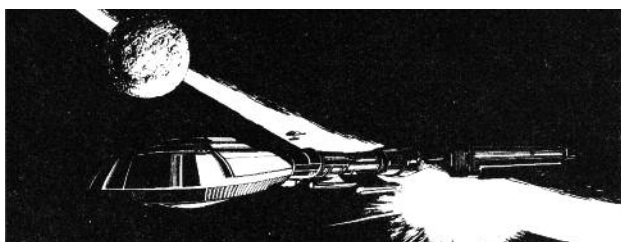
PLAYING THE ROLE

The Science Officer/Navigator is responsible for the information gathering and processing represented by the operation of the ship's sensors, which can reveal vital information about the status of the enemy's preparedness. Care must be used in selecting

the questions to be asked, so that the information is given to the Captain and Helmsman in time for it to be valuable in determining how to move and when to fire.

In addition to this function, the Science Officer/Navigator must energize the deflector screens, negotiating with the Chief Engineer for the power. He must plan ahead so that the shields likely to be struck are energized, and that his limited energy is used effectively. This will require communication with the other officers.

The Science Officer/Navigator also determines the location of any weapon hits, reading the locations from the Detailed Damage Location Charts. He keeps track of the casualties suffered by the crew, and he notifies the other officers when the casualties are so heavy that modifiers must be added to To-Hit rolls.



The Science Officer/Navigator needs skill in several widely divergent areas, including *Deflector Shield Technology*, *Damage Control Procedures*, *Starship Sensors*, and *Starship Communications Procedures*.

Skill in *Deflector Shield Technology* involves extensive training in the use, maintenance, and repair of the ship's deflector shields and its tractor/pressor beams. A Science Officer/Navigator's rating in this skill is a measure of his ability to use the power he puts into shields efficiently enough to get more than the usual amount of shielding for it.

The skill of *Damage Control Procedures* (with thanks to Andrew Keith) involves the assessing of and correlating of damage reports in combat, and the efficient use of damage control procedures. Development involves extensive training in the training of damage control parties and in their routing to danger points. A Science Officer/Navigator's rating in this skill is a measure of his ability to minimize the effects of combat damage.

The skill of *Starship Sensors* involves the gathering of sensor data. Development includes extensive training in the efficient use of the sensor controls and in the swift interpretation of the data gathered. A Science Officer/Navigator's rating in this skill is a measure of the amount of data that he can acquire in a short time and the accuracy with which he can interpret it.

The skill of *Starship Communications Procedures* involves the operation of communications equipment, both in normal and emergency situations. Development includes the use of hailing frequencies to communicate between starships and in interpreting coded messages. A Science Officer/Navigator's rating in this skill is a measure of how effectively he can perform difficult tasks under stress.

USING THE DAMAGE CONTROL PANEL

The Science Officer/Navigator's *Command Control Panel* records the status of the starship sensors, the damage taken by the superstructure, the casualties suffered, and the status of the deflector shields.

Sensors Track

This track records the status of the starship sensors. At the beginning of the game, put the *Sensors Counter* on *OPER* (operational).

Sensor Locks: If a sensor lock is obtained in the Sensors Phase, divide the Skill Rating by 10, round up, and put the counter on the box corresponding to the result.

For example, Mr. Spock's Skill Rating in *Starship Sensors* is 92. Dividing this by 10 gives 9.2, and rounding up gives 10. The counter would be put on the 10 box. Divide this number by 3 to find the number of questions asked per phase.

At the beginning of each Movement Phase, the Science Officer asks one, two, or three questions and moves the *Sensors Counter* to the left. When the counter is back on *OPER*, no more questions may be asked.

THE DAMAGE CONTROL DISPLAY

On the rear of the *Master Control Panel* is the Damage Control Display. This display gives information about the ship's defense shields, the damage it takes to its superstructure, and the casualties suffered by its crew.

Damage Point Record

There is space provided here to record the amount of damage a ship takes from each hit during a combat turn. How this damage affects the ship is described and explained in the section on *Firing Weapons*.

Superstructure Damage Track

The Ship Data Tables give the number of superstructure damage points for the ship. At the beginning of the game, put the *Superstructure Counter* on this number.

As the ship takes superstructure damage from stress or combat, move this counter to reflect this. If repairs are made to the superstructure by the Chief Engineer, move the counter to reflect them.

When the counter gets to 0 or below, the ship is no longer able to fire weapons or move. Usually this means that its captain will surrender unless he feels that he will be able to repair the damage or inflict more damage on the enemy by self-destructing.

Percentage Of Casualties Tracks

Three tracks are used to record the casualties sustained in superstructure and engine hits. At the beginning of the game, *Crew Counters* are placed on the 0 boxes of these tracks. One of these tracks is used to record any die roll modifiers needed because of the casualties.

Crew Casualties: As casualties are taken, the *Crew Counters* are moved to the right, providing a running total of the crew's status. On the Detailed Damage Location Charts, the numbers in the parentheses following the engine and superstructure hit locations are the percent of casualties sustained for the shot. These numbers are added to the previous total, and the counters moved to the new numbers.

For example, the *Enterprise* has suffered 23.6% casualties. The *Crew Counters* are on 20 in the Tens Track, on 3 in the Ones Track, and on .6 in the Tenths Track. If it suffers 14.2% more casualties, the counters are moved to show the new total of 37.8%, with the counters on 30 in the Tens Track, 7 in the Ones Track, and .8 in the Tenths Track.

Die Roll Modifiers: The Tens Track also records the Die Roll Modifiers required because of crew casualties. At the beginning of the game, the *Crew Counter* is on 0 and the Die Roll Modifier is *none*. As the casualties increase, the Die Roll Modifier increases automatically.



In the earlier example, with 23.6% casualties, the counter in the Tens Track is on 20 and the Die Roll Modifier of the *Enterprise* is +2. When the casualties increase to 37.8%, the counter on the Tens Track moves to 30 and the Die Roll Modifier becomes +3.

Deflector Shield Tracks

Six vertical tracks are used to record the status of the ship's deflector shields. At the beginning of the game, place a *Shield Counter* on the 0 box for each of these shields. Record the Shield type, the Maximum Shield Power, and the Shield Point Ratio in the spaces provided.

As the Chief Engineer allocates power to shields, the Science Officer/Navigator calculates the number of shield points from the Shield Point Ratio. Then he allocates these shield points to the various shields. As shield points are allocated to the shield, move the *Shield Counter* down on the track to show the number of shield points given to that shield.

As a shield absorbs damage from incoming weapon fire, move the *Shield Counter* up on the track the appropriate number of spaces. When the counter reaches 0, the shield can absorb no more damage, and damage gets through.

If a shield is damaged in combat, move its *Shield Counter* to DMGD. That shield may not be energized for the remainder of the game.

Powering Down Due To Engine Damage

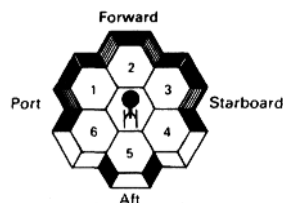
When an engine is damaged, power is lost from the ship's grid. The Chief Engineer must power down combat systems to reflect this power loss. He may choose to power down the shields system. If he does, the Science Officer/Navigator must reduce power in the shields just as if he had taken a hit there. The choice of shield is up to him, but the total power lost in the shields is up to the Chief Engineer.

Resetting The Panel

At the end of the game turn, move the *Shield Counters* for all undamaged shields to 0. Move the *Sensors Counter* to the appropriate box (see the section on *Sensors Track* above). All other counters remain where they are.

Shield Data

Shields are part of a vessel's defense system, and are sometimes referred to as force fields in other science fiction contexts. When power is fed to a shield, it forms a defensive barrier on the 'skin' of the ship that will absorb damage from enemy weapons. There are six main defense shields, each one corresponding to one of the six sides of the *Starship Silhouette Counter*. The shield sides are shown in the diagram below:



There is space provided to record the type of defense shields used by the vessel. This is a code designation that distinguishes one shield from another. There are many different types of shields, and each converts power into shielding in a different way.

The ratio at which one power point is converted into shield points is called the Shield Point Ratio. Some vessels can produce two, three, or more points of shielding from one power unit, and this is determined by the Shield Point Ratio. In reading the Shield Point Ratio, the first number tells how many power units are being converted into shielding, and the second number tells how many shield points are purchased. For example, if a vessel has a Shield Point Ratio of 1/2, it takes 1 power unit to get 2 shield points or 3 power units to get 6 shield points.

The Maximum Shield Power is the largest number of shield points that a single defense shield can produce in one combat turn. A captain may not power any shield to give more than this number of shield points.

Shield Points Available Track

This row of boxes is used to record the number of shield points that may be distributed to the ship's defense shields. In the Power Allocation Phase of each combat turn, the captain determines the number of shield points for that turn from the number of power points allocated and the Shield Point Ratio. Then he writes the total shield points available in the box for that combat turn.

Shield Status Grid

Below the Shield Points Available Track are grids that are used to record the status of each shield during a combat turn; there is one grid per turn. The numbers along the top of each grid are the six shield generators, and the numbers down the left side of each grid are the shield points allocated.

Systems Repair Status Tracks

In the right side of the Damage Control Display are the Systems Repair Status Tracks, which are used in determining which of the ship's systems have been damaged and the level of repair they require. There is one track for the sensors, one for each shield generator, and four for the various engineering functions.

Superstructure Damage Track

The Superstructure Damage Track is a series of boxes in three rows that is used to record the ship's superstructure strength and damage. The number of boxes left on this track represents the strength remaining in the ship's superstructure. As the ship takes damage to the superstructure, boxes will be crossed off and this number will decrease. When it gets to 0, the ship can take no more damage; at this point, it can no longer move or fire.

Casualty Modifier Track

This track is used to record the loss of efficiency when a ship's casualties increase.

Percent Casualties Track

As the ship takes damage, it is inevitable that some crew will be killed and injured. The Percent Casualties Track is used to record the percentage of casualties taken during combat.

SENSORS

Through the ship's sensors, a captain may keep track of the status of the enemy. These sensors are the only method of obtaining information other than by visual observation. Vessels are in sensor contact when they are on the *Starfield Mapsheet* at the same time. Vessels in sensor contact will know each other's basic position, heading, and speed. They can fire on one another.

SENSOR LOCKS

In order for a captain to discover any additional information about a ship, he must obtain a sensor lock in the Sensors Phase of the combat turn. For this purpose, sensor range is the entire *Starfield Mapsheet*.

Obtaining A Sensor Lock

The ship captain indicates his target, and then rolls one die. A roll of 1-6 indicates that a sensor lock is obtained, and the L is circled in the Sensor status track. The sensors remain locked on this target either until a lock is attempted on another ship, until the sensors are knocked out by enemy fire, or until the target ship's weapons successfully hit the locking ship, whether or not the sensors are damaged. Only one ship may be 'locked on' at a time.

When a sensor lock is obtained, the captain of the target ship must give the captain of the sensing ship information about the target, as indicated in the paragraphs below.

Automatic Information

The following information must be disclosed to the sensing ship's captain when a lock is obtained:

1. Ship class or displacement.
2. Race
3. Name of class and ship type, if known (such as *Constitution* Class cruiser).
4. If the target ship's shields are down, the type of life forms present, if known, and their approximate number.
5. Whether the target ship is locking sensors on the sensing ship.

For other objects, usually only occurring in scenarios with a gamemaster, the information is more general. The gamemaster reveals the following:

1. Mass and size.
2. Composition, such as steel, energy, unknown, etc.
3. Status of that composition, such as fluctuating, solid, gaseous, etc.
4. The type of lifeforms present, if known, and their approximate number.

Additional Information

During each Sensors Phase, the captain of the sensing ship also may ask one of the nine questions given below. The target ship's captain gives the answers printed in italics.

Q1. How much power is available?

A1. The Total Power Units Available.

Q2. What is the relative power allocation?

A2. The order, from greatest power allotment to least, in which the captain has allocated power to weapons, shields, movement, and cloak.

Q3. How are the shields powered?

A3. How many shields are powered, the total number of shield points, and the Shield Point Ratio.

Q4. Is a specific shield up? (The shield side must be specified.)

A4. Yes or no, and the number of points in that shield.

Q5. How are the weapons powered? (The type, whether beam or missile, must be specified.)

A5. How many weapons are powered and total number of power points given to weapons.

Q6. Is a specific weapon powered? (The weapon must be specified.)

A6. Yes or no, and the number of points used to arm the weapon.

Q7. How much damage has the vessel taken?

A7. The approximate status of the engines, the shields, the weapons, and the superstructure. This answer should state the percentage of power remaining in the engines, operational shield generators, operational weapons, and the superstructure.

Q8. What is the status of the ship's life forms? (This question must be answered only if the target ship's shield between it and the sensing ship is down.)

A8. The percentage of the vessel's full crew that are still alive.

Q9. Are any transporters powered?

A9. Yes or no, with the approximate number of life forms being transported.

Sensor Locks On Cloaked Romulans - See p36

THE SENSORS STATUS TRACK

The Sensors Status Track consists of boxes for recording the status of the sensors for twelve turns. Within the boxes are the letters *O*, *L*, and *D*, which are to be circled when a change in status occurs.

The *O* is circled during the Power Allocation Phase if the sensors are operational. The *O* is erased and the *L* is circled in the Sensors Phase if a captain has obtained a sensor lock. The *L* will be circled every turn that the lock continues in force. When the lock has been broken or dropped, the *O* is circled once again. The *O* or *L* is erased and the *D* is circled when the sensors have been *damaged* and are no longer functional. The appropriate Systems Repair Status Track must be marked as well.

DAMAGED SENSORS

Usually, the sensors are merely operational, and the Sensor Status Track indicates this. Sometimes, however, the sensors may take a hit during combat. When this occurs, the weapons may not be fired and the ship is not allowed to warp out.

After sensors are damaged, there are three places on the *Master Control Panel* that must be updated. The *D* is circled on the Sensors Status Track in the Helm Display, the appropriate Sensor Damage box is marked off in the Damage Control Display, and the appropriate box is marked in the Systems Repair Status box in the Damage Control Display.

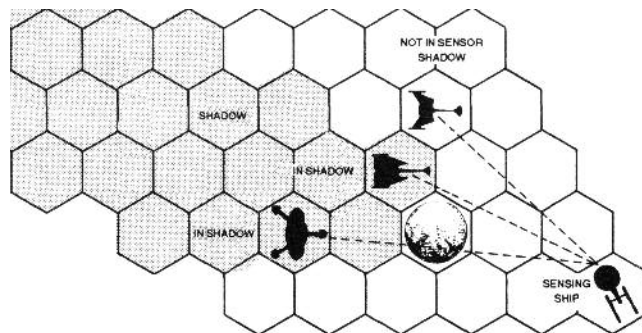
Repairing Damaged Sensors

Sensors may be repaired during combat. This is described in the section on **Systems Repair**.

SENSOR SHADOWS

At sub-light speeds, a vessel will sometimes be close enough that a moon, planet, asteroid field, or other large obstacle will cast a substantial sensor 'shadow.' Objects in the shadow do not register on the sensors, and cannot be fired upon. Sensor shadows are mutual, so that if one vessel cannot see another because of a sensor shadow, it cannot be seen by the other vessel.

To determine whether an object falls in a sensor shadow, trace a line from the sensing vessel to the target. If this line intersects any portion of the hex occupied by the obstacle, the target is considered to be in the shadow. The diagram below shows this. In the diagram, the *Constitution* Class cruiser cannot fire at the *D-10* to the left of the planet or at the outpost to the right of the planet. It can fire at the *D-7M* to the right of the planet, however, because the line between the two vessels does not touch any of the hexes adjacent to the planet.



Silhouette Counters for vessels in the sensor shadow may be removed from view, and may even be moved about in the shadow. If hidden ships are being used, the gamemaster must indicate the limits of the sensor shadow to all players. These limits may be different from ship to ship, based on their position relative to the object casting the shadow.

RULES FOR COMBAT

Combat is conducted in turns, and each turn is divided into phases for allocating power, determining the tactical advantage, movement, firing, and repowering shields. For each turn, there is only one Power Allocation Phase and only one Tactical Advantage Phase. There are, however, three Movement Phases, three Firing Phases, and three Repowering Phases. The turns follow the sequence given below. Even though some of the steps may not be necessary in combats between only two captains, the sequence is presented in full.

ALLOCATING POWER

TOTAL POWER UNITS AVAILABLE

At the beginning of combat, the Total Power Units Available is the most power units the vessel can generate for use in the game. It is the total available power from all engines, regardless of type. This is the only power available that can be used to energize shields, arm weapons, and move the vessel in combat.

At the beginning of each combat turn, in the Power Allocation Phase, the captain must record the Total Power Units Available for that turn. To find this number, add up the power available from each warp and impulse engine. This is shown by the number of boxes remaining in each Engine Power Track. Record the Total Power Units Available in the appropriate box on the Total Power Units Available Track.

The Total Power Units Available may decrease during the combat turn if damage is inflicted on the vessel's engines by enemy fire. When this number is reduced to 0, the vessel will be incapable of making tactical movement, putting up shields, or arming weapons.

POWERING COMBAT SYSTEMS

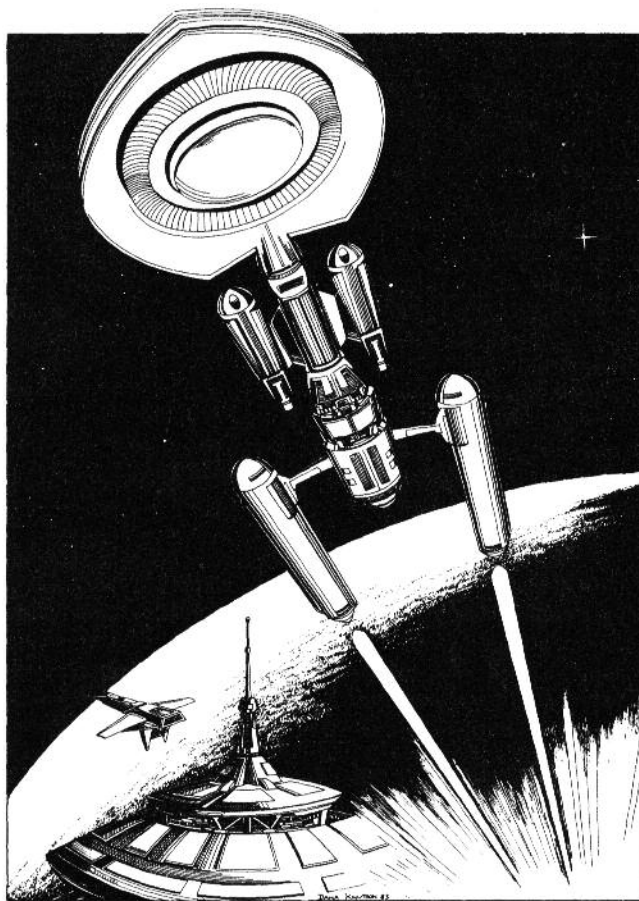
During combat, the Total Power Units Available will be divided among the combat systems in any way the captain sees fit.

In the Power Allocation Phase at the beginning of the combat turn, each captain decides how this power is to be expended. He decides how many power units he will expend on movement, how many on shields, and how many on weapons. These amounts must equal no more than the number of power units available. Although all Power Units Available do not need to be used, power not used in one combat turn may not be saved for another combat turn.

After making his decision, the Captain records in each of the appropriate boxes the amount of power allotted to movement, shields, and weapons. Captains are urged to use a scrap piece of paper to add these various numbers together until they are familiar enough with the system to do the addition in their heads.

Allocating Power To Movement

There is not enough power for any ship to move at full speed and to also power any other combat system. Thus, in the Power Allocation Phase at the beginning of the combat turn, the captain must decide how much of his available power he will give to movement. In making this decision, he will assess the position of his opponent relative to his. He must consider how much movement is needed to keep his weapons bearing on his target and to keep his shielded sides facing enemy guns. In one turn, he may decide his position would be made more favorable by putting most of his power into movement, perhaps making a fly-by of the enemy vessel, and allowing an attack on the enemy's lightly shielded area. On the other hand, he may decide that his position is already favorable, and so he will need to make little, if any, movement.



The amount of movement is related to the amount of power given to movement and the Movement Point Ratio. The more power to movement, the greater the possible movement. The greater the Movement Point Ratio, the less movement possible. In most cases, filling in the Power To Movement and the Movement Points Available Tracks will be done at the same time.

To find out how much movement is possible from a given amount of power, divide the Power To Movement by the Movement Point Ratio, rounding all fractions down. Thus, if there are 17 points given to movement and the Movement Point Ratio is 4/1, then there will be only 4 movement points available ($17/4 = 4.25$, rounded down to 4). It would cost a full 20 power units to produce 5 movement points.

On the other hand, to find out how much Power To Movement will be required to make a certain number of movement points, multiply the number of movement points desired by the Movement Point Ratio. Thus, if you wish to have 9 movement points available, and the Movement Point Ratio is 4/1, then you will need to provide 36 points of Power To Movement ($9 \times 4/1 = 36$).

Because neither fractional power units nor fractional movement points are allowed, it is wasteful of power to provide more power than necessary to get any particular number of movement points. It is far better to use the extra power to power up shields or arm weapons than it is to make fractional movement points.

Allocating Power To Shields

The captain may power up one, a few, or all the shields by allocating enough power to do this.

The amount of Shield Points Available is related to the power given to shields and the Shield Point Ratio. The more power given to shields, the greater the shielding available, and the greater the Shield Point Ratio, the greater the shielding. Usually, the Power To Shields and the Shield Points Available will be determined and recorded at the same time.

To find out the number of Shield Points Available from a certain Power To Shields, divide the Power To Shields by the Shield Point Ratio. Thus, if the captain has decided that he will give 8 power units to shielding and the Shield Point Ratio is 1/2, then he will have 16 Shield Points Available (8 divided by 1/2 = $8 \times 2/1 = 16$).

On the other hand, the Power To Shields required to get a certain number of shield points is found by multiplying the number of shield points by the Shield Point Ratio and rounding up. Thus, if the captain decided he needed 37 shield points at a Shield Point Ratio of 1/2, then it will cost 19 power units ($37 \times 1/2 = 18.5$, rounded up to 19).

Because fractional power units are not allowed, it is wasteful of power to use more than is actually required. It may be better to have one or two shield points fewer than actually needed than to take the extra power unit away from movement or arming weapons.

Powering Shields

After determining which shields will be energized, the *Damage Control Display* must be updated to show which shields are powered. There is a column of boxes for each shield in this display. By drawing a vertical line through appropriate boxes, the Shield Power Grid can be marked to show the amount of shielding available in each shield at any moment. If a shield is unpowered, draw a vertical line through all the boxes for that shield. If a shield has been powered, the vertical line should be drawn to show the power given to that shield. The Maximum Power of the shield may not be exceeded even though there are boxes with higher numbers.

Each shield may be powered to any level the captain desires. For example, a captain with 10 shield points available may use the points in any combination he desires. He may place 3 points in one shield and 7 points in another, or 3 points in three shields and 1 point in one, or all 10 points in one shield, or any other combination adding up to 10 points, as long as the Maximum Power of the shield is not exceeded. Once this maximum has been established for a combat turn, it may not be altered until the next turn. Shield points not used in one turn may not be saved for a later turn.

The Shield Power Grid is updated continuously to show the shield points actually available. As a shield absorbs damage, boxes equivalent to the damage are marked off the appropriate column; as a shield is repowered, the next column is used. How to do this is discussed in the section on **Firing Weapons**.

It is important to keep an unshielded, or weakly shielded, side away from enemy fire. It is up to the vessel's captain to allocate power to the shields that will help defend the ship, because in most cases there is not enough power to keep all shields at maximum strength and to also operate the ship effectively.

Allocating Power To Weapons

During the Power Allocation Phase, the captain allocates power to each beam weapon and missile weapon he expects to need.

In making his decision, the captain needs to consider which enemy vessels will be within the Firing Arcs of his weapons. Because of the limited amount of power available, and because of the limited arcs of fire, it is important to

anticipate the movement of the enemy. That way, power may be used to arm only those weapons facing the enemy. Having the wrong weapons ready is worse than having no weapons ready because it is a waste of power.

Once the Power To Weapons is determined, the captain must record this value in the appropriate box.

Arming Weapons

After he has decided on the amount of power he will use to arm weapons, a captain must select the weapons he will arm. In the *Weapons Display*, he records the number of power units used to arm each weapon for the turn. The total number of points used may not exceed the Power To Weapons. Power To Weapons not used in one turn may not be saved for use in later combat turns.

For beam weapons, the Maximum Power represents the maximum number of power units that can be put into a shot. This is equivalent to the weapon's base damage. For example, if the Maximum Power is 5, then up to 5 power units may be used for one shot with that weapon. Only one shot is allowed per turn for any weapon powered.

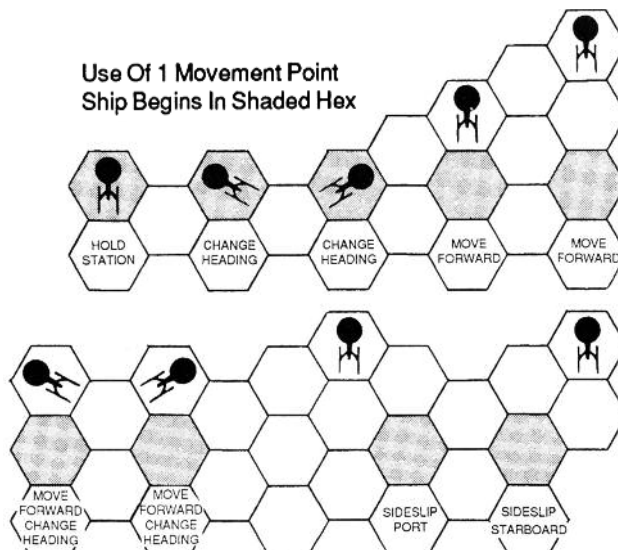
For missile weapons, the Power To Arm represents the power needed to arm and fire that weapon. Damage points for the weapon are always the same and do not depend on the Power To Arm.

Once the Power Allocation Phase is over, the power settings on the weapons may not be altered unless a weapon is fired or damaged.

MOVING THE STARSHIP

VALID STARSHIP MOVEMENTS

For each movement point the ship has, it may be moved forward on the *Starfield Mapsheet*, into the hex the ship is facing. Once moved, the facing may be changed one hexside in either direction. As an alternative, the ship may be moved one additional hex forward with no additional cost, should the captain desire. Furthermore, the ship may rotate one hexside in place; in this case, the ship is not moved into a new hex at all. Other movements possible are a sideslip right or left; with these, the ship keeps its same heading, but is moved forward two hexes in the row just off the port or starboard bow. Finally, the ship may hold station, remaining in place and keeping the same heading. Each of these actions, which are shown on the Movement Diagram below, cost one movement point.

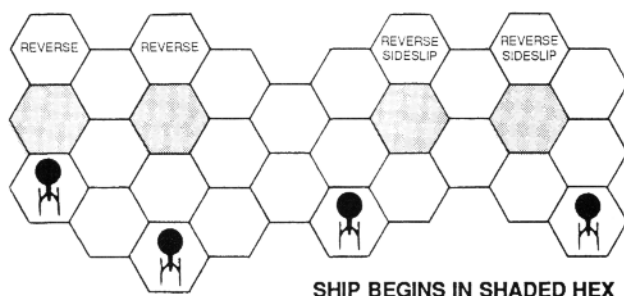


MOVING IN REVERSE

Ships may move in reverse, but they must have remained stationary during the preceding Movement Phase to allow the engineers to make the systems change-over. Thus, forward and reverse movement not be made in the same combat turn.

Maximum speed in reverse costs 1 movement point. The movement options are shown below. Any heading changes must be made in a separate Movement Phase by expending another movement point. Once a ship is moving in reverse, it may continue to do so as long as the power has been allocated. Emergency heading changes are not allowed.

In order to go forward again, the ship must remain stationary for one Movement Phase while the original engine configuration is re-established.



Movements Allowed Per Phase

There are three Movement Phases in each combat turn. The total number of movement points are divided as equally as possible into three parts. Thus, during each of these phases, the ship makes 1/3 of its movement. The *Movement Per Phase Table* gives the number of movement points that must be used in each phase. All movement points must be used in the phase given by the table. None may be discarded or saved for another phase or combat turn.

For example, if a captain has allocated power to make 8 movement points, go down the left-hand column to the 8 line. The three columns to the right give the number of movement points that are used in each of the three Movement Phases. In the first Movement Phase, the captain uses 3 movement points; in the second, he uses 2; and in the third, he uses 3 again, for a total of 8 movement points. The captain may select any valid movement to use for each of these points. He *must* select a total of 8 such movements, even if he chooses to remain in place, for he cannot save any of these points for another turn.

Movement Order

The starship with the smallest number of *total* movement points is moved first, as determined in the Tactical Advantage Phase. This occurs even if that ship has *more* movement points than another in a particular phase because of the Movement Per Phase Table.

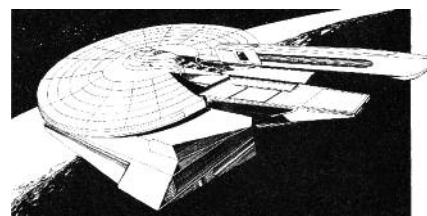
Additional Rules

Two or more starships may occupy the same hex, but they may not fire at one another while they are in that hex.

If a ship moves off the mapsheet, simply pick up all the ship counters and move them back into the center of the mapsheet, keeping the same positions. This should not be done if the scenario says that getting off the mapsheet is part of the victory conditions.

MOVEMENT PER PHASE TABLE

| Movement Points | Movement Points Used | | |
|-----------------|----------------------|---------|---------|
| | Phase 1 | Phase 2 | Phase 3 |
| 1 | None | 1 | None |
| 2 | 1 | None | 1 |
| 3 | 1 | 1 | 1 |
| 4 | 1 | 2 | 1 |
| 5 | 2 | 1 | 2 |
| 6 | 2 | 2 | 2 |
| 7 | 2 | 3 | 2 |
| 8 | 3 | 2 | 3 |
| 9 | 3 | 3 | 3 |
| 10 | 3 | 4 | 3 |
| 11 | 4 | 3 | 4 |
| 12 | 4 | 4 | 4 |
| 13 | 4 | 5 | 4 |
| 14 | 5 | 4 | 5 |
| 15 | 5 | 5 | 5 |
| 16 | 5 | 6 | 5 |
| 17 | 6 | 5 | 6 |
| 18 | 6 | 6 | 6 |
| 19 | 6 | 7 | 6 |
| 20 | 7 | 6 | 7 |
| 21 | 7 | 7 | 7 |
| 22 | 7 | 8 | 7 |
| 23 | 8 | 7 | 8 |
| 24 | 8 | 8 | 8 |
| 25 | 8 | 9 | 8 |
| 26 | 9 | 8 | 9 |
| 27 | 9 | 9 | 9 |
| 28 | 9 | 10 | 9 |
| 29 | 10 | 9 | 10 |
| 30 | 10 | 10 | 10 |



WARP SPEEDS

Warp speeds do not affect play of the game in most respects. Despite these enormous overall speeds, the starship weapons work and are targetable because maneuvering during combat is so small compared to the overall speed that it is hardly different from sub-light speed maneuver.

In the TV episode "Journey to Babel," for example, an Orion ship attacked the *Enterprise* while it was moving at Warp 8 (512 times the speed of light). It is obvious, then, that warp speed does not affect weapons fire, but efficient targeting is another matter.

In order to have combat, therefore, it is assumed that the warp speeds of the vessels are the same and that their vector through space is nearly the same. This means that whether they are moving at Warp 1 or Warp 10, the two ships are hurtling along within the same warp envelope, making small maneuvers compared to their overall speed through space. One way to think of this is that the mapsheet is actually moving at the warp speed and the ships are maneuvering within that area.

Changing warp speeds is a valid tactic in starship combat, **No rules ever given. Suggest movement multiplier x Engine Cost per phase kind of thing of some sort maybe. Refer to: "Elaan of Troyius", "The Ultimate Computer" and still others.**

TACTICAL HEADING CHANGES

After all ships have completed movement and before cloaking device activation or deactivation, captains have the option to make a tactical heading change. This one-hexside heading change does not cost any movement points to perform. It does cost 1 damage point to superstructure and 1 power point per warp engine damaged. Still, this may be better than allowing an opposing ship a shot at an unshielded side.

EMERGENCY HEADING CHANGES

The heading of a ship may be changed one hex-side without placing any stress on the superstructure or engine. In emergencies, the heading also may be changed two hex-sides. Such emergency heading changes may be made during any Movement Phase, but only one is allowed per Movement Phase. An emergency heading change costs 1 movement point.

Stress Damage

The ship will suffer engine and possibly superstructure damage from the stress taken during an emergency heading change. The amount of damage depends on the ship's warp speed.

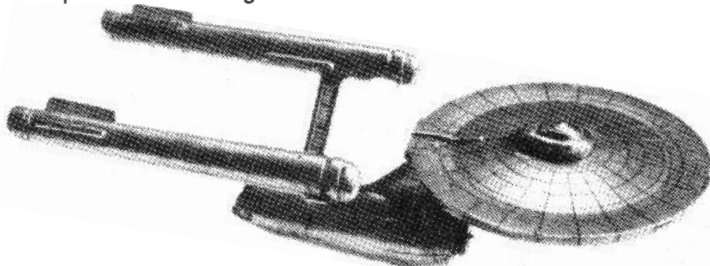
Each time an emergency heading change is made, the warp engines take automatic damage. If the ship is going at a fast enough warp speed, additional damage may also occur to the warp engines and to the superstructure.

To determine if any additional damage occurs, consult the Emergency Heading Change Stress Chart, using the columns given in the Ship Data Tables and also recorded at the top of the Damage Control Display. Cross-reference the current warp speed with the appropriate stress column, one for warp engines and one for superstructure.

The letter to the left of the slash is the column that should be used to determine if there is stress on the warp engines, and the letter to the right of the slash is the column that should be used to determine if there is stress on the

Go down this column until you find the ship's current warp speed. Go across the table to the column indicated for the ship's warp engines. If a number appears in the stress column for a given warp speed, that is the number of damage points applied to each warp engine. Cross off the appropriate number of boxes on each warp engine's Engine Power Track and on the Total Power Units Available Track. This will record damage given to the engine housing from the stress.

Repeat this procedure using the column indicated for the ship's superstructure. If a number appears in the stress column, cross off the appropriate number of boxes from the Superstructure Strength Track.



PLANETS, MOONS, AND OTHER OBSTACLES

Counters are provided to represent planets, asteroid fields, and other obstacles that may be found in space at sub-light speed. These counters are used only at sub-light speed because ships traveling at warp speed are moving so fast that these bodies would not be visible long enough to be of use in representing combat. Ships may not fire through these obstacles, and sensor shadow exists for objects *behind* these objects, as outlined above.

EVADING MISSILE FIRE

Once per Firing Phase, a captain may attempt to take evasive action to dodge an incoming missile; it is not possible to dodge fire from beam weapons. Such evasion does not cost any movement points, and it may be attempted even if a vessel has no movement left in the combat turn. For each evasive maneuver attempted, the ship automatically receives 1 point of stress damage to the superstructure.

Declaring Evasive Action

To attempt evasive movement, the captain must announce his intention to do so immediately after all players have announced their targets and before any die rolls are made to determine if a hit is scored. The evading player also must declare whether he is evading to port (left) or to starboard (right). Then the *Starship Silhouette Counter* of the evading ship is immediately rotated one hex-side in the direction indicated by the captain; it is not moved from its current hex.

Effects Of Evasive Action

The evading captain rolls one die, with a roll of 1, 2, or 3 indicating success. If successful, the missile hits the shield NOW facing the firing ship, and the hit only does half normal damage; for example, a 10-point hit is reduced to a 5-point hit. If the roll to evade fails, the missile hits the shield it originally would have struck before the target turned, and it does full damage.

In either case, the evading ship takes 1 point of superstructure damage and must continue its movement from its new heading. Furthermore, it cannot fire any weapons during the Firing Phase in which it is evading; any fire that its captain had declared is replaced by the evasive maneuver. If the vessel does not evade in the following Firing Phase, it may fire normally. the original heading is used for incoming damage from all weapons but the missile being evaded. Furthermore, the original heading determines the Firing Arcs for all shots taken by the evading ship.

Shots made by a ship evading missile fire are taken at a penalty. After the To-Hit Number has been determined, subtract 2 from it as a penalty. The new number is the To-Hit Number for the shot.

Limitations To Evasive Action

A player may evade only one missile per Firing Phase. All other incoming fire is unaffected by the evasive maneuver, and it remains directed at the original shield.



FIRING WEAPONS

Following each Movement Phase, there is a Firing Phase, for a total of three Firing Phases in each combat turn. Any weapon armed in the Power Allocation Phase may be fired in the first Firing Phase of the combat turn. A weapon may only be fired once per combat turn, and so only those weapons that remain unfired after the first Firing Phase may be used in later Firing Phases.

A weapon is considered to be armed when the *Master Control Panel* has been marked to show that power has been given to arm it. When a beam weapon is fired, it must fire with all the power points used to arm it; the power cannot be divided for multiple shots. Once a weapon has been fired, it may not be fired again until the next combat turn. Unused shots may not be saved for another combat turn. All weapons are considered unarmed at the beginning of a new combat turn, whether or not they have been fired.

INDICATING INTENTION TO FIRE

All fire is considered to be simultaneous, and so the orders to fire are given at the same time. In the Firing Phase of the combat turn, after deciding whether or not he wants to fire, the captain must place a *Fire/No Fire Counter* near his ship counter to indicate his decision.

After all counters have been placed, they are turned over at the same time. *No Fire Counters* are removed at once. *Fire Counters* will then indicate which ships have yet to fire. After a ship has fired, the captain removes the *Fire Counter*. A ship cannot fire any of its weapons unless the captain has laid down a *Fire Counter* in that phase.

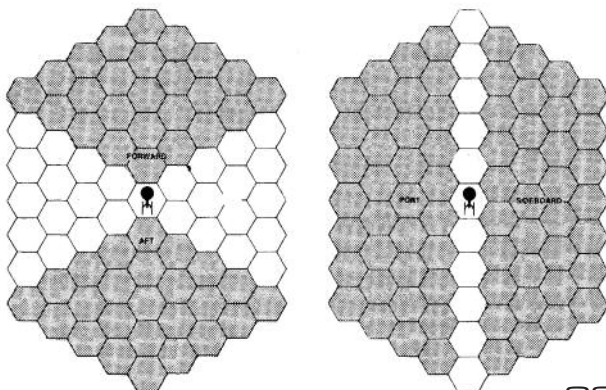
PICKING A TARGET

Two pieces of information are used in picking a target for an armed weapon: the Range, or the distance from the firing vessel to the target, and the Firing Arc, or direction of fire for the armed weapon. In order for an opposing vessel to be a legitimate target for a particular weapon, it must be within that weapon's Firing Arc and Range.

Firing Arcs

There are four possible Firing Arcs for normal ship weaponry: forward (to the front of the ship; abbreviated *f*), port (to the left of the ship; abbreviated *p*), starboard (to the right of the ship; abbreviated *s*), and aft (to the rear of the ship; abbreviated *a*). These Firing Arcs are given relative to the firing ship's heading. They specify the directions of fire for each single weapon, or each bank of weapons that operates like a single weapon. Only vessels that fall within a weapon's Firing Arc are legitimate targets for that weapon. Ships in the same hex may not fire at one another.

The diagram below shows the Firing Arcs. Note that Firing Arcs do not correspond to hex sides and that they overlap to some extent. All weapons that fire port also fire forward and aft to some degree, as do weapons that fire starboard. This is shown by the diagram.



The Ship Data Tables give the Firing Arcs for each of a vessel's weapons. Depending on the vessel and the weapon, one or more arcs may be given. Thus, if the weapon is mounted on the front of the ship, its Firing Arc will be *f*; if it can also fire to the starboard (right), its Firing Arc will be listed as *f/s*. (If you have trouble remembering the directions referred to by the terms *port* and *starboard*, try remembering that *port* and *left* have the same number of letters.)

Range

The range is determined by counting the number of hexes from the firing ship to the target along the shortest possible path. The target ship's hex is counted, but not the firing ship's.

Once the target has been selected, the captain must decide when to fire. In general, the closer the target, the easier it will be to hit. A weapon can only fire once in a combat turn, and the captain may want to wait for one of his later Firing Phases to get closer and have a better chance of hitting. Of course, this also gives the enemy a better chance of hitting as well. Even though he may have used all his movement points, a captain may hold his fire until the last Firing Phase in the combat turn.

Declaring Targets

Before resolving any fire, each captain declares his targets. The captain with the tactical advantage declares his targets last. In declaring a target, the captain must specify which weapon will fire at that target.

After targets have been indicated, neither the target nor the weapon being fired may change. No matter what happens during the remainder of the Firing Phase, the weapon indicated *must* be fired at the target declared. Thus, if a captain has declared that he will fire all his weapons at a ship that is destroyed by another captain in the same phase, he may not redirect his fire. All damage is considered to take place simultaneously, no matter *when* fire is resolved.

It is possible to fire different weapons at different targets in the same Firing Phase. Weapons mounted in banks use the same fire control systems, and so they must fire at the same target if they are fired together. It is possible to fire one weapon in a bank during one Firing Phase and to fire the remaining weapon in a subsequent Firing Phase; in this case, different targets can be chosen for each shot.

DETERMINING WEAPON HITS

To determine a hit, the captain must roll one die and consult the correct Firing Chart for each weapon being fired. He will find the Range column on the left side of the table. Next to the Range listing are the columns that give the To-Hit numbers. Cross-indexing the Range with the Firing Chart (recorded in the Weapons Display) gives the numbers needed to score a hit. If the die roll is within these numbers, the target is hit. For example, if the weapon's Firing Chart is *W* and the target is at a Range of 10 hexes, the To-Hit numbers are 1 - 7. This means that a die roll of 1, 2, 3, 4, 5, 6, or 7 would score a hit on the target. In general, the greater the Range, the harder to hit.

Fire With Banked Weapons

Although there are two weapons in a bank, they usually share the same targeting system. Thus, only one To-Hit Roll is usually made, and that roll determines whether or not both weapons in the bank hit the target. As an option, captains may decide to roll one die for each weapon in a bank.

FIRING CHART NUMBER

This is the letter listed in the Weapons and Firing Data section of the Ship Data Tables. Not all Firing Charts are used for the ships listed in the Ship Data Tables, but the entire table is given here in case ships from the **Ship Recognition Manuals** are used.

To determine if a hit is made, locate the appropriate Firing Chart along the top row of the table.

RANGE

This is the number of hexes between the firing ship and its target, counted along the shortest path; the firing ship's hex is not included in the range, but the target ship's hex is.

After the appropriate Firing Chart is located, the number corresponding to the range is located in the column at the right or left side of the table.

TO-HIT NUMBERS

This is the range of values within which the die roll must fall for a hit to be scored. This number may be increased if a Crew Efficiency Roll is successful. If no number is listed, then the target is out of range for that weapon.

To find the appropriate To-Hit number, cross-index the Range on the right or left side of the table with the Firing Chart across the top. The values are the To-Hit numbers. For example, if the weapons Firing Chart is W, and the Range to the target is five hexes, cross-indexing gives a To-Hit number of 1 – 9; this means that the firing player must roll a 1 through 9 on one die to successfully score a hit.

FIRING CHART

| Range | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Range |
|-------|-----|-----|------|------|-----|------|-----|------|-----|------|-----|------|------|------|------|-----|------|------|------|------|------|-----|------|------|------|-------|
| 1 | 1-8 | 1-5 | 1-10 | 1-10 | 1-8 | 1-10 | 1-7 | 1-10 | 1-8 | 1-10 | 1-8 | 1-10 | 1-10 | 1-10 | 1-10 | 1-8 | 1-10 | 1-10 | 1-10 | 1-10 | 1-10 | 1-8 | 1-10 | 1-10 | 1-10 | 1 |
| 2 | 1-6 | 1-5 | 1-8 | 1-9 | 1-7 | 1-9 | 1-7 | 1-9 | 1-8 | 1-10 | 1-8 | 1-10 | 1-10 | 1-10 | 1-10 | 1-8 | 1-10 | 1-10 | 1-10 | 1-10 | 1-10 | 1-9 | 1-10 | 1-10 | 1-10 | 2 |
| 3 | 1-4 | 1-4 | 1-6 | 1-7 | 1-6 | 1-7 | 1-5 | 1-8 | 1-7 | 1-9 | 1-7 | 1-9 | 1-8 | 1-9 | 1-9 | 1-8 | 1-10 | 1-9 | 1-10 | 1-10 | 1-9 | 1-9 | 1-8 | 1-10 | 1-10 | 3 |
| 4 | 1-2 | 1-4 | 1-4 | 1-5 | 1-5 | 1-6 | 1-6 | 1-7 | 1-7 | 1-9 | 1-7 | 1-9 | 1-7 | 1-9 | 1-9 | 1-7 | 1-9 | 1-9 | 1-9 | 1-9 | 1-9 | 1-9 | 1-8 | 1-10 | 1-10 | 4 |
| 5 | 1-3 | 1-2 | 1-3 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-9 | 1-8 | 1-9 | 1-7 | 1-9 | 1-8 | 1-9 | 1-8 | 1-8 | 1-8 | 1-8 | 1-9 | 1-9 | 1-9 | 5 |
| 6 | 1-3 | 1-3 | 1-1 | 1-3 | 1-3 | 1-5 | 1-5 | 1-6 | 1-6 | 1-7 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 6 |
| 7 | 1-2 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 7 |
| 8 | 1-2 | 1-2 | 1-1 | 1-3 | 1-3 | 1-5 | 1-5 | 1-6 | 1-6 | 1-7 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 8 |
| 9 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 9 |
| 10 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 10 |
| 11 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 11 |
| 12 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 12 |
| 13 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 13 |
| 14 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 14 |
| 15 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 15 |
| 16 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 16 |
| 17 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 17 |
| 18 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 18 |
| 19 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 19 |
| 20 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 20 |
| 21 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 21 |
| 22 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 22 |
| 23 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 23 |
| 24 | 1-1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-9 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 24 |

-3 TO HIT MOVING CLOAKED SHIP -5 TO HIT STATIONARY CLOAKED SHIP -2 FIRER MAKES EMERGENCY HEADING CHANGE

MOVEMENT WITH THREE MOVMENT/FIRING PHASES

| Movement Points Available | Movement Phase 1 | Movement Phase 2 | Movement Phase 3 |
|---------------------------|------------------|------------------|------------------|
| 1 | None | None | None |
| 2 | 1 | None | 1 |
| 3 | 1 | 1 | 1 |
| 4 | 1 | 2 | 1 |
| 5 | 2 | 2 | 1 |
| 6 | 2 | 2 | 2 |
| 7 | 2 | 3 | 2 |
| 8 | 3 | 2 | 3 |
| 9 | 3 | 3 | 3 |
| 10 | 3 | 4 | 3 |
| 11 | 4 | 3 | 4 |
| 12 | 4 | 4 | 4 |
| 13 | 5 | 5 | 4 |
| 14 | 5 | 4 | 5 |
| 15 | 6 | 5 | 5 |
| 16 | 5 | 6 | 6 |
| 17 | 6 | 5 | 6 |
| 18 | 6 | 6 | 6 |
| 19 | 7 | 7 | 7 |
| 20 | 7 | 8 | 7 |
| 21 | 7 | 7 | 7 |
| 22 | 7 | 8 | 7 |
| 23 | 8 | 8 | 8 |
| 24 | 8 | 9 | 8 |
| 25 | 9 | 9 | 9 |
| 26 | 9 | 8 | 9 |
| 27 | 9 | 9 | 9 |
| 28 | 10 | 10 | 10 |
| 29 | 10 | 9 | 10 |
| 30 | 10 | 10 | 10 |

BASIC GAME DAMAGE LOCATION TABLE

| Die Roll | Result |
|----------|-------------------|
| 1 | Deflector/ Shield |
| 2 | Weapon, Missile |
| 3 | Weapon, Beam |
| 4 | Engine |
| 5 | Engine |
| 6 | Engine |
| 7 | Superstructure |
| 8 | Superstructure |
| 9 | Superstructure |
| 10 | Sensors |

FASA
CORPORATION

PLASMA DAMAGE TABLE

| Range | RL-1 | RL-2 | RL-3 |
|-------|-------|-------|-------|
| 1 | 24/12 | 32/16 | 28/14 |
| 2 | 20/10 | 32/16 | 28/14 |
| 3 | 22/10 | 32/16 | 28/14 |
| 4 | 16/8 | 24/12 | 28/14 |
| 5 | 16/8 | 24/12 | 24/12 |
| 6 | 12/6 | 24/12 | 24/12 |
| 7 | 8/4 | 20/10 | 24/12 |
| 8 | 4/2 | 20/10 | 24/12 |
| 9 | 16/8 | 24/12 | 20/10 |
| 10 | — | 16/8 | 20/10 |
| 11 | — | 12/6 | 20/10 |
| 12 | — | 12/6 | 16/8 |
| 13 | — | 8/4 | 16/8 |
| 14 | — | 8/4 | 12/6 |
| 15 | — | — | 12/6 |

BRIDGE PERSONNEL SHAKEN

| Die Roll | Officer Affected |
|----------|-----------------------------------|
| 1-3 | No Effect |
| 4-6 | System Officer |
| 7-9 | Helmman |
| 10 | Both Science Officer And Helmsman |

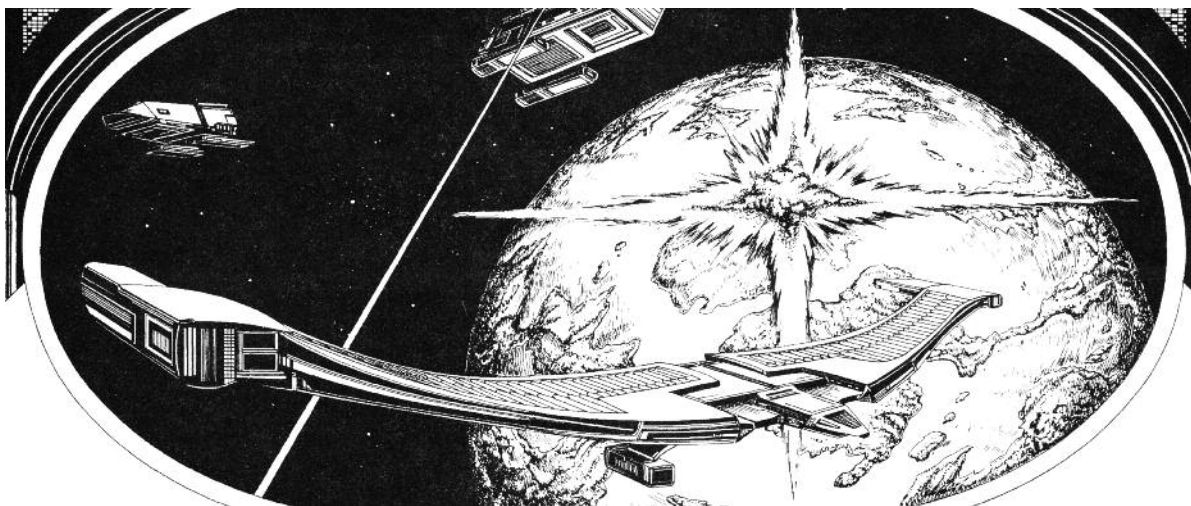
SYSTEM SHAKEN

| Die Roll | System Affected |
|----------|--------------------------------------|
| 1 | Communications/ Damage Control |
| 2 | Sensors |
| 3 | Shields |
| 4 | Helm |
| 5 | Weapons |
| 6 | Weapons |
| 7 | Roller two times, divide roll by 2 |
| 8 | Roller three times, divide roll by 2 |
| 9 | Roller four times, divide roll by 2 |
| 10 | No effect |

TURN STRESS CHART

| Chart Speed | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R |
|-------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| W1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W3 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W4 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W5 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W6 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W7 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W8 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W9 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| W10 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

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DETERMINING WEAPON HITS

In scenarios taking place during the Four Years War, or where certain civilian vessels are involved, players may encounter ships with lasers and accelerator cannons. Lasers are beam weapons that have the ability to be fired more than once in a game turn. Accelerator cannons fire a high-speed missile carrying a nuclear warhead. Neither lasers nor accelerator cannons are generally as powerful as more modern beam and missile weapons.

Lasers

Laser weapons are targeted and fired as beam weapons. Handle To-Hit Rolls and damage allocation as with other beam weapons. The only difference is the captain's ability to make two shots with a laser in a single combat turn, lasers being the only weapon that can double-fire.

During the Power Allocation Phase, the captain may allocate *more* than the Maximum Power given for the laser. If he chooses to do so, the laser may be fired twice in the game turn, each shot giving damage equal to half the power allocated. In order for there to be double fire, there must be more than Maximum Power allocated to the laser, but no more than twice the Maximum Power. In this way, each laser may make two shots, each giving damage up to the Maximum Power for the weapon. In determining the damage given by each shot, divide the power allocated to the laser by two, rounding down; any damage Modifiers are then added. The shots must be taken in two different Firing Phases. No laser shot may ever give more base damage than the Maximum Power, though Damage Modifiers will increase this damage. Unfired second shots cannot be saved for another combat turn.

For example, an FL-6 laser has a Maximum Power of 3. This means that a captain may allocate up to 6 power units to this laser in the Power Allocation Phase. If he does so, the weapon may be fired during any two separate Firing Phases, with each of the two shots giving a base damage of 3. The FL-6 gives a Damage Modifier of +2 at a range of one to four hexes, and of +1 at four to seven hexes. This means that the total damage from each successful hit may be as much as 5 or as little as 3, depending on the Range. The captain could also choose to allocate 4 power units to the weapon, which would give him two shots with 2 points of base damage. It would be a waste of power to allocate 5 points to the weapon, because fractional power units are rounded down (5/2 is 2.5, rounded down to 2).

Accelerator Cannons

Treat accelerator cannon fire as missile fire. Accelerator cannon projectiles may be evaded.

SHIELDS AND DAMAGE

Once a hit has been determined, it is necessary to determine the amount of damage given by the shot. Beam weapons deliver the same amount of damage as the number of power points used to arm them. Thus, the damage they give depends on the amount of power that the captain has allotted to arm that weapon. The amount of power allotted to a beam weapon does not effect its range, merely the damage it causes. Missile weapons give the same amount of damage each time.

Damage Modifiers

If a beam weapon hits a target within a certain Range, a Damage Modifier may need to be applied. This modifier takes into account the extra damage done by some weapons at specific Ranges. Missile weapons never have a Damage Modifier.

If the weapon has a Damage Modifier, the Weapons Display will show this with a listing such as +3 (1 - 10). The numbers in the parentheses give the Range in which the damage bonus is applied. The number preceding the Range is the Damage Modifier. In this case, the listing indicates that a bonus of 3 damage points should be added to successful hits on targets with Ranges of 1 to 10 hexes.

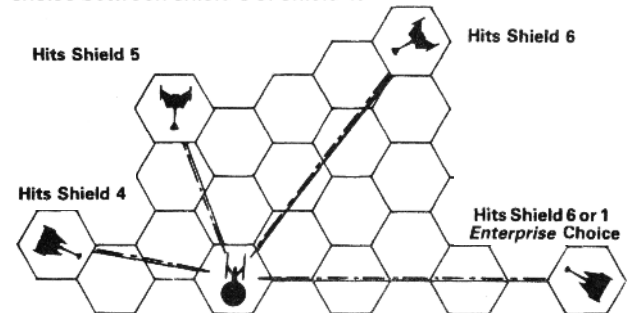
To apply the Damage Modifier, compare the Range to the Damage Modifier listing. If the Range is within that given in the Damage Modifier listing, add the Damage Modifier to the beam weapon's power to get the shot's total damage.

For example, if the weapon were powered to 5 points and the target were 10 hexes or less in Range, then the total damage would be 8 (5 + 3 = 8).

Determining Shield Hit

Whenever a hit is made, which shield was hit must be determined. To do this, determine in which of the target vessel's shield arcs the firing vessel lies. The shield arcs are shown in the diagram below, along with several firing examples. The shield arc determines the shield side struck unless a firing ship is on the line between two shield arcs. In this case, it is always the target ship captain's choice of which of the two possible shield sides is struck.

In the diagram, the Klingon on the left hits shield number 1 because it is in that shield's arc. The two Klingons in the center hit shields number 5 and number 6 for the same reason. The firing Klingon on the right lies along the line between two shield arcs, and so the Federation captain decides which shield the shot will hit. In this case, he has a choice between shield 6 or shield 1.



Determining Damage

When a hit is made on a target, it is necessary for the target ship's captain to determine the amount of defensive shielding his vessel has. He must consult the Damage Control Display to see if that shield has been powered. If the shield was energized, damage points are first subtracted from the shield points. The shield boxes are marked off accordingly, one box for each point of damage.

Damage points from a hit greater than the number needed to 'take out' that shield are not wasted. These extra damage points get through the shield and give damage to vital areas of the target vessel. The shield itself is no longer energized and will not protect from any further damage points in that phase. Unless the shield generator itself was hit, the shield will re-energize to its original power level at the end of the Firing Phase.

Damage done to a shield accumulates, so that a shield not penetrated by one shot might be brought down by another. The amount of actual damage to a target is the amount of damage that gets through the target vessel's shields. For example, if a shield has 10 points in it and two 6-point hits are scored, the first 6-point shot would reduce the shield value to 4 points. The second 6-point shot reduce the shield 0 allowing 2 damage points to penetrate the vessel and give it damage. Hits on an unpowered shield automatically give full damage.

DAMAGE RESULTS

Damage Location

At the top of the Damage Control Display, there is a listing for the Damage Table used when a ship takes damage. There are three different Detailed Damage Location Tables, one each for vessels with warp engines close to the front of the vessel (forward), one for vessels with the engines in the center (amidships), and one for vessels with engines in the rear (aft). Each table contains six columns, one for each shield side.

When the damage location is determined, the Detailed Damage Location Table for the vessel is consulted. Table A is used if the vessel's warp engines are forward, Table B if the vessel's warp engines are amidships, and Table C if the vessel's warp engines are aft. A ship's damage table is listed in the Ship Data Tables.

The shield penetrated determines the column to use on the Damage Location Table. The firing captain rolls one die and both players cross-index the result on the damage table. The result gives the specific location. A roll is made for each hit that penetrated the shields, no matter how many points of damage got through. The results of the damage are described below.

DIVIDING DAMAGE

From time to time, captains will be asked to divide the damage into 5-point blocks to simulate the spreading of damage over a larger area.

Combat Systems Shaken: The control systems that were shaken by the hit are determined by rolling one die and consulting the table below. On a roll of 7–9, more than one system is affected. Reroll the number of times indicated, divide each roll by 2 and round up to determine the systems shaken.

The officer in charge of the system will spend the next Movement and Firing Phases repairing the system. At the end of the next Firing Phase, he will make a Skill Roll against his rating in the appropriate skill to see if the repair was completed. If the Skill Roll is less than or equal to the officer's rating, the system is repaired. If the roll is greater than the officer's Skill Rating, the repair is more difficult than it looked at first, requiring more time to complete. The officer may reroll at the end of the following Firing Phase, but he has a 5% penalty added to his percentile dice roll.

While the system is being repaired, all of its functions are temporarily lost and play continues as though that system had no power. Thus, if the shields are affected, they do not protect the ship; if the weapons are affected, they may not fire; and if the helm is affected, the ship must move in a straight line.

If one system is affected several times, a separate Skill Roll must be made each time.

| SYSTEM SHAKEN | |
|---------------|----------------------------------|
| Die Roll | System Affected |
| 1 | Communications/Damage Control |
| 2 | Sensors |
| 3 | Shields |
| 4 | Helm |
| 5 | Weapons |
| 6 | Weapons |
| 7 | Reroll two times / Divide by 2 |
| 8 | Reroll three times / Divide by 2 |
| 9 | Reroll four times / Divide by 2 |
| 10 | No Effect |

Engineering Out

The Chief Engineer has been shaken badly. He must roll the die as percentile dice. If his roll is equal to or less than his DEX, he may continue his duties with no interruption. If his roll is greater than his DEX, he is unable to function for the next Movement/Firing Phase and any power cuts will be made randomly. At the end of the next Firing Phase, he may reroll.

Furthermore, the engine room has suffered a direct hit and all power is withdrawn from the grid for the next Movement/Firing Phase. No shields are energized, no weapons may fire, and no movement may be made until the power is restored. Movement points and sensors locks are lost until the next turn. The settings for power to movement, weapons, and shields remain as they were before the power loss, however, and so the ship may function normally when the power is restored.

The Chief Engineer makes a Skill Roll against his rating in ST ENG. If his roll is equal to or less than his rating, he will be able to restore the power after only one phase. If his roll is greater than his Skill Rating, the power will remain out for the following Movement/Firing Phase. At the end of that Firing Phase, he may attempt to make another roll, at a penalty of 5% added to his percentile dice roll.

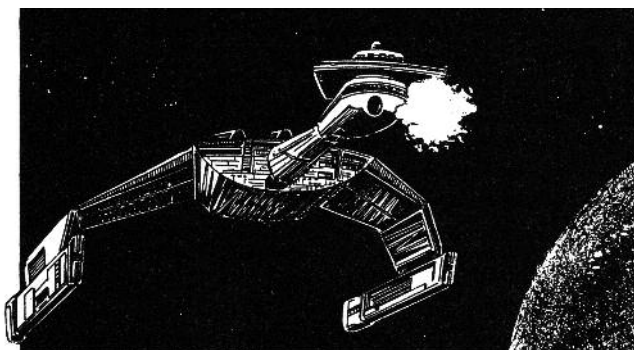
If power is out during the normal Power Allocation Phase, the settings on the *Engineering Panel* may not be changed, and the same number of points will be given to movement, weapons, and shields in the following game turn as in the turn when the damage occurred. When the power is restored again, the settings will allow power to be given to combat systems. The power points may be used to energize different shields and weapons, but the total power must remain the same, unless damage forces changes.

Effects From Engine Hits

Engine hits are treated differently from weapon and shield generator hits. Each point of damage that gets through the shield hurts the target vessel's engines.

When a successful shot hits an engine, the captain of the target ship must reduce the power available from the engine hit. He marks off a number of boxes equal to the damage from the Total Power Units Available Track. When a vessel's Total Power Units Available Track is reduced to 0, the ship no longer is able to move, power shields, or fire weapons.

Engineering control has taken a hit, with possible damage to one of three vital shipboard systems: the central Shield Power Grid, the Weaponry Power Grid, or the Maneuver Power Converter. To determine which of these is affected, roll the die a second time and consult the Engineering Damage Table.



| ENGINEERING DAMAGE TABLE | |
|--------------------------|-------------------------------------|
| Die Roll | Damage Result |
| 1 – 2 | Shield Power Grid (SPG) down |
| 3 – 4 | Weaponry Power Grid (WPG) down |
| 5 – 6 | Maneuver Power Converter (MPC) down |
| 7 | SPG and WPG down |
| 8 | SPG and MPC down |
| 9 | WPG and MPC down |
| 10 | All power systems down |

When the central Shield Power Grid is down, all shields are dropped and remain inoperative until the damage to Engineering is repaired. Any power allocated to the shields will only repower the shields in the Repair/Repower Phase when the SPG is repaired.

When the Weaponry Power Grid is down, no weapons may be fired. Power allocated to weapons is not available until the damage to Engineering is repaired. Weapon fire may resume normally in the Firing Phase after the WPG has been repaired.

When the ship's Maneuver Power Converter is down, the ship may not be maneuvered. The engines continue to move the ship straight forward at the movement rate reflected by its current Power To Movement. No heading changes are allowed, and the ship may not hold station. Thus, at least one Movement Phase will pass with the ship moving straight ahead. If the damaged MPC is not repaired before the next Power Allocation Phase, the amount of power allocated to movement in the previous turn must be re-allocated.

Effects From Impulse Engine Hits

The impulse engine has been hit and takes damage. Record the damage by crossing off boxes on the Impulse Power Track. When the impulse engine's Power Track is reduced to 0, the remaining damage and any new damage is divided by 2 and applied to the superstructure.

A damaged impulse engine may be repaired in a later Power Allocation Phase if the ship's crew successfully makes their Crew Efficiency Roll. After repairs have been completed, hits to the repaired impulse engine are treated as normal hits until the damage once again reduces the Engine Power Track to 0.

Effects From Warp Engine Hits

The warp engine nearest the firing ship takes damage. Usually the engine damaged is given by the Damage Location Table, but if the firing ship was firing through Shield 2 or Shield 5, the specific warp engine may need to be determined by a die roll, with an equal chance to hit either.

Record damage by crossing off boxes on the appropriate Engine Power Track. If the Damage Location Table indicates half damage, divide the damage value by 2 and round down. When an engine's Power Track is reduced to 0, the remaining damage and any new damage is divided by 2 and applied to the superstructure.

Damaged warp engines may be repaired in a later Power Allocation Phase if the ship's crew successfully makes their Crew Efficiency Roll. After repairs have been completed, hits to the repaired warp engine are treated as normal hits until the damage once again reduces the Engine Power Track to 0.



Effects From Warp Engine/Superstructure Hits

A warp engine has been hit, causing structural damage to the ship and crew casualties. The total damage is divided in half as evenly as possible between the appropriate warp engine and the ship's superstructure. If the total damage points is an odd number, the larger number after dividing is given to the engine, while the crew suffers casualties equal to the damage given to the superstructure.

For example, damage of 5 points is given. When halved, the result is a 3 and a 2; the warp engine receives 3 points of damage, while the superstructure receives 2 points, and the crew loses 2 percent to casualties.

Effects From Superstructure Hits

Superstructure are treated much like engine hits. Each point of damage that gets through the shield hurts the target's superstructure.

When a successful shot hits the superstructure, the captain of the target ship must reduce the superstructure strength of his vessel. He marks off a number of boxes equal to the damage from the Superstructure Strength Track. When a vessel's Superstructure Strength Track is reduced to 0, it can no longer move or fire weapons. The ship is in danger of collapsing.

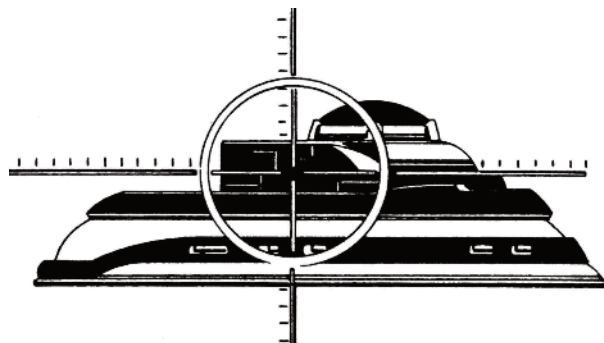
Effects From Superstructure Hits

Record the damage by crossing off boxes on the Superstructure Strength Track. Depending on the specific damage location, the number of boxes may be equal to the damage value of the weapon or it may be equal to half the damage value of the weapon. If the Damage Location Table indicates half damage, divide the damage value by two and round down. Damage to superstructure may be repaired in a later Power Allocation Phase if the ship's crew successfully makes their Crew Efficiency Roll.

Effects From Sensors Hits

The sensors are damaged and any sensors lock is lost immediately. No sensor information can be obtained while the sensors are inoperative, thus the affected ship cannot warp out or fire weapons. Record the damage by crossing off the appropriate box on the Sensors Status Track. The sensors may be repaired in a later Repair/Repower Phase.

the sensors hit is treated as though it were a combined engine and superstructure hit. Half of the total damage, rounded down, is given to the engines, and the remainder is given to the superstructure. The target ship may not fire during the following phase.



Effects From Bridge Hits

The bridge has taken a hit and the command personnel are shaken about. The superstructure takes one damage point and the crew take casualties. The crew casualties are determined by multiplying the damage value by 2, up to a limit of 20 percent casualties. Record these casualties in the Percent Casualties Track located in the Damage Control Display. No Repair Rolls are allowed in the Repair/Repower Phase immediately following this Firing Phase.

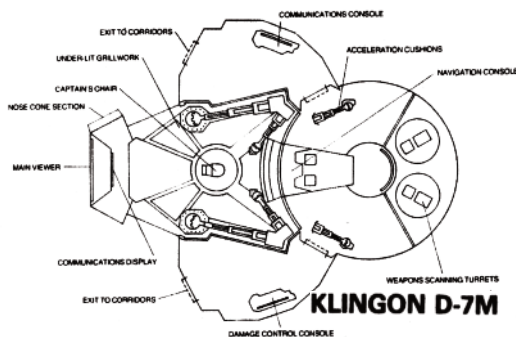
BRIDGE HITS IN STAR TREK: THE ROLE PLAYING GAME 2

By Kevin Keohane

Missing from ST:RPG2's Starship Combat System are the specifics of what exactly happens on the 'Bridge Out' hit. Nor did the second edition rules add much, either. The **STAR TREK III Starship Combat Game** offers two tables for 'Bridge Personnel Shaken', and 'Bridge Systems Shaken' but their detail is also somewhat lacking. For role-playing, it is important to know the exact amount and location of bridge damage, especially when you consider that most of your player characters are on the bridge when it is hit, and most of the damage could affect them. This article offers a system that should add a new dimension to starship combat, creating a more realistic situation as the characters strive to patch together their stations before the next enemy volley is taken.

For every two points of damage taken on a 'Bridge Hit' result, roll once on the table below and apply the results.

| D100 Roll | System Affected |
|-----------|--------------------------------------|
| 01 - 04 | Command Chair |
| 05 - 08 | Navigation Panel |
| 09 - 12 | Navigator |
| 13 - 16 | Helm Panel |
| 17 - 20 | Helmsman |
| 21 - 24 | Communications Panel |
| 25 - 28 | Communications Officer |
| 29 - 32 | Science Panel |
| 33 - 36 | Science Officer |
| 37 - 40 | Navigation Subsystem |
| 41 - 44 | Assistant Navigator |
| 45 - 48 | Helm Subsystem |
| 49 - 52 | Assistant Helmsman |
| 53 - 56 | Weapons System Station |
| 57 - 60 | Weapons Officer |
| 61 - 68 | Main Viewscreens |
| 69 - 70 | Engineering Subsystem Panel |
| 71 - 73 | Assistant Engineering Officer |
| 74 - 75 | Environmental Systems Panel |
| 76 - 78 | Environmental Control Officer |
| 79 - 82 | Engineering Panel |
| 83 - 86 | Engineering Officer |
| 87 | Critical Hit: Captain |
| 88 | Critical Hit: Navigator |
| 89 | Critical Hit: Communications Officer |
| 90 | Critical Hit: Science Officer |
| 91 | Critical Hit: Assistant Navigator |
| 92 | Critical Hit: Weapons Officer |
| 93 | Critical Hit: Assistant Engineer |
| 94 | Critical Hit: Environmental Officer |
| 95 | Critical Hit: Chief Engineer |
| 96 | Critical Hit: Helmsman |
| 97 | Critical Hit: Turbolift |
| 98 | Critical Hit: Falling Debris |
| 99 | Critical Hit: Main Viewscreen |
| 100 | Bridge Destroyed |



BRIDGE HITS AND DEX ROLLS

The Detailed Damage Location Charts contain provisions for bridge hits and hits to the engine room. When these locations are rolled, use the following rules to determine the exact effect, which takes place at the end of the current Firing Phase.

Bridge Hit

The bridge has taken a direct hit, and bridge personnel have been shaken badly. For each five damage points taken or part thereof, the Science Officer will roll one die two times and compare the results to the tables given below. This will determine which of the bridge officers were shaken by the hit, and which systems were affected.

Bridge Personnel Shaken: The officer or officers shaken about are determined by rolling one die and consulting the table below. That officer must roll the die as percentile dice. If his roll is less than or equal to his DEX (dexterity), he is unharmed and can function in the next Movement/Firing Phase. If he fails his roll, he may not perform his job in the next Movement/Firing Phase, and at the end of the next Firing Phase, he may reroll.

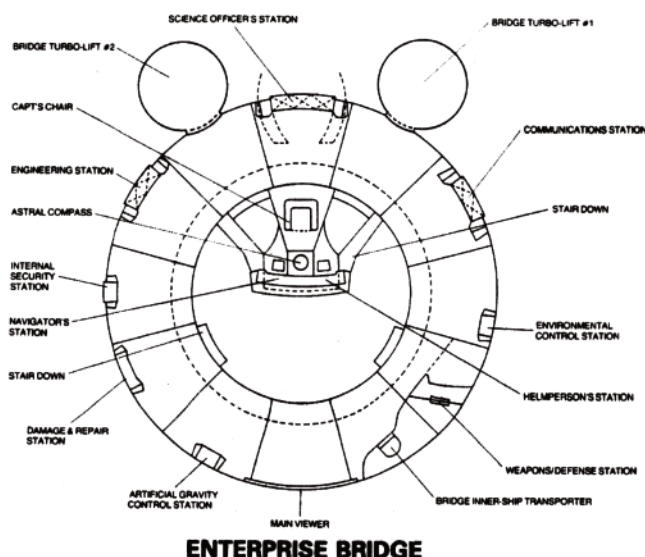
If the Science Officer cannot perform, he may ask no sensors questions, reduce damage, or determine damage location on successful hits. If the Helmsman cannot perform, he may fire no weapons and the ship must move in a straight line.

If the officer does not pass his DEX roll before the next Power Allocation Phase, he may not reset his *Command Control Panel*, and the settings must remain the same as for the previous game turn. This means that a shaken Science Officer may power *no* new shields or attempt a sensors lock, and that a shaken Helmsman may power *no* new weapons or change his ship's speed.

If an officer is shaken more than one time, he must make a separate DEX roll each time he is affected.

BRIDGE PERSONNEL SHAKEN

| Die Roll | Officer Affected |
|----------|-----------------------------------|
| 1 - 3 | No Effect |
| 4 - 6 | Science Officer |
| 7 - 9 | Helmsman |
| 10 | Both Helmsman and Science Officer |



Description of Hits

Command Chair Bridge Officer Hits: Character sitting in command chair must make a Saving Roll against his/her DEX score. If the roll is made, subtract 5 points from that character's CURR OP END. If the Saving Roll fails, the character subtracts $3D10 + 2$ from the Curr Op End. If the character's Saving Roll was 01-10, he/she does not take any damage.

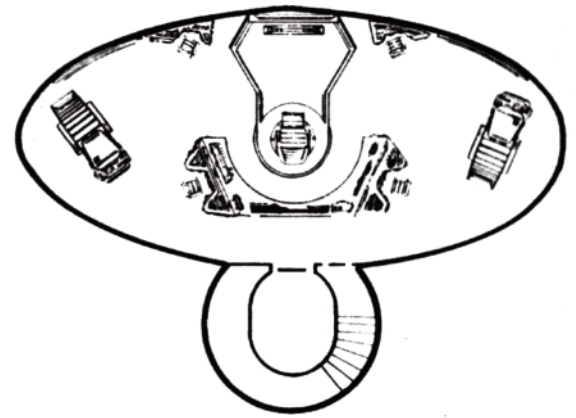
System Panel Hits: Station Officer (i.e. Navigator for Navigation Station, Communications Officer for Communications panel, and so on.) must make a skill roll his rating in *Damage Control Procedures* to repair station. Until then, the vessels subsystem for that station takes over. If there is no subsystem for that station, no new activity can be performed in that area until it is repaired (no maneuvering if Helm Systems are out; no change of shield power or facing if Navigation Panels are out; and so forth.) A Damage Control Party can be sent for and will help repair the system after they arrive (Gamemaster's discretion).

Main Viewscreens: The primary Command Intelligence displays on the bridge are out. Until a Bridge Officer who is not engaged in other activity or a Damage Control Officer makes a successful Skill Roll against his rating in *Electronics Technology*, the commanding officer loses 10 points from his skill rating in *Starship Combat Strategy/Tactics* per turn until the screens are repaired.

Critical Hits: Any time a critical hit occurs on a character, he/she takes the normal hit (save versus DEX, or $3D10 + 2$ damage), then must roll on the table below:

| 1D10 Roll | Effect |
|-----------|--|
| 1 | Additional 2 - 20 points of damage. |
| 2 | Character is disoriented. No actions for 1-5 turns. |
| 3 - 6 | Character is thrown from station randomly 1 to 3 squares. If a solid object interferes, 1 - 10 damage is inflicted. Character is stunned; no actions for 1-10 turns. |
| 7 - 8 | Character severely shaken. All rolls made at - 25 for next two turns; - 10 for the third turn after hit. |
| 9 | Character affected by smoke and fumes. No action for 1-5 turns. Actions performed at - 25 for 1-5 turns after that. |
| 0 | Falling debris strikes and incapacitates character, doing 100 points of non-permanent damage (subtract from CURR OPEND). Character will most likely be unconscious until medical aid is given. |

KLINGON D-7A BRIDGE



Critical Hit:

Turbolift - The turbolift has been damaged. No one can enter or leave the bridge for the remainder of the scenario (GM's discretion).

Main Viewscreen - The Command Intelligence Displays on the bridge are inoperative for the remainder of the scenario. The Captain's *Starship Combat Strategy and Tactics* skill loses 10 points per turn (maximum of -40).

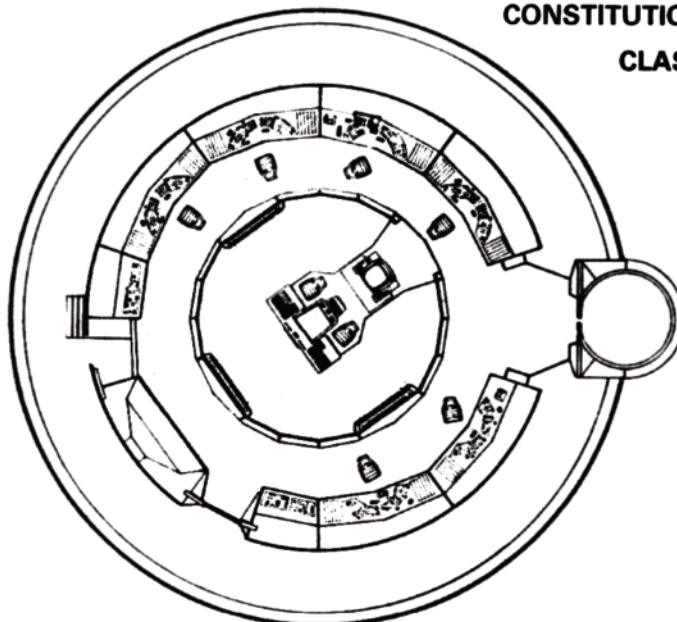
Falling Debris - Falling/thrown debris hits any standing (or not at station) character. The character is pinned under the wreckage until freed by a combined STR of 120 (two or three other characters).

Bridge Destroyed - Unless all bridge personnel make successful Saving Rolls against their LUC scores, the bridge's hull integrity has been breached. The entrances/turbolift seal automatically, and the characters die in three combat turns (unless rescued or saved somehow).

Not all starships have all the systems listed above. If a system is damaged that does not exist, or a character is hit that is not on the bridge, either roll again or call it a no-effect result.

As you can see, this system adds some spice (and perhaps the smell of burnt ozone) to starship combat, since you can envision just what is going on when the bridge is hit. Obviously, this is a campaign- or adventure-oriented addition to the rules and would only be used when player-characters or NPCs were involved.

CONSTITUTION CLASS



CRITICAL HITS

IN STAR TREK III

STARSHIP COMBAT

By Blaine Pardoe

CRITICAL HIT TABLES

Engine Hits

- 01 - 15 Electrical fire in engineering. No power allocation changes for 1D10 turns.
- 16 - 26 Mains off line. All power from warp engines out for 2D10 turns.
- 27 - 35 Impulse engines off line. No power from impulse engines for 2D10 turns.
- 36 - 44 Coolant leak. No power allocation for 1D10 turns.
- 45 - 60 Engineering crew casualties. No power allocation for 1D10 turns.
- 61 - 74 Radiation leak in engine room. No warp engine power for 1D10 turns.
- 75 - 80 Dilithium crystal burnout. Remaining warp engine power reduced by half for duration of game.
- 81 - 90 Warp engine imbalance. Each turn warp engine power is used, there is a 15% chance of ship exploding.
- 91 - 100 Maneuvering thrusters damaged. Ship may not change course for 1D10 turns.

Superstructure Hits

- 01 - 8 Hull ruptured. Roll percentile dice for additional casualties.
- 9 - 14 Fire on lower decks. Additional percentage of casualties equal to three times damage points inflicted.
- 15 - 20 Life support damaged. Additional percentage of casualties equal to two times Damage Points inflicted.
- 21 - 27 Computer damaged. Helm and Navigation functions out for 1D10 turns.
- 28 - 33 Sickbay damaged. Additional percentage of casualties equal to damage points taken.
- 34 - 47 Radiation seepage into hull. Additional percentage of casualties equal to two times damage points inflicted.
- 48 - 58 Gravity control damaged. Ship never has advantage to move or fire first for rest of the game.
- 59 - 63 Emergency decompression. Ship cannot perform any new action for two turns as crew gets into Environmental Suits.
- 64 - 74 Navigational scanners damaged. Treat as Sensor Damage.
- 75 - 83 Maneuvering thrusters misfire. Ship pivots one hexside (1-5 port, 6 - 10 starboard), taking any stress damage necessary.
- 84 - 93 Internal explosions. Add two additional points of Superstructure Damage and 5% crew casualties.
- 94 - 100 Emergency batteries explode. Additional percentage of casualties equal to damage points inflicted.

Shield Generators Hit

- 01 - 10 Shield controls overload. Ship cannot raise shields for remainder of game.
- 11 - 15 Shield instability. Powered shields will fail on a roll of 75 or less on percentile dice. Once a shield fails to pass a roll, it is down for the remainder of the game.
- 16 - 30 Shield instability. As above, but on a roll of 50 or less.
- 31 - 59 Shield instability. As above, but on a roll of 25 or less.
- 60 - 70 Shield generator overload. One additional point of Superstructure Damage.
- 71 - 80 Shield governor disabled. All shields will fail in 1D10 turns for duration of the game.
- 81 - 100 Shields frozen. No changes in any shield level can be made for 1D10 turns.

Beam Weapon Hit

- 01 - 19 Power overload. One additional point of Superstructure Damage and percentage of crew casualties equal to .5 times damage points inflicted.
- 20 - 39 Beam weapon meltdown. Take 1D10 points of Superstructure Damage.
- 40 - 60 Coolant leak. Additional percentage of crew casualties equal to .2 times the damage points inflicted.
- 61 - 74 Fire control computer Damaged. No weapons may fire for 1D10 turns.
- 75 - 100 Fire control lock-on inoperative. Add + 2 to the To-Hit Roll for the rest of the game.

Missile Weapon Hit

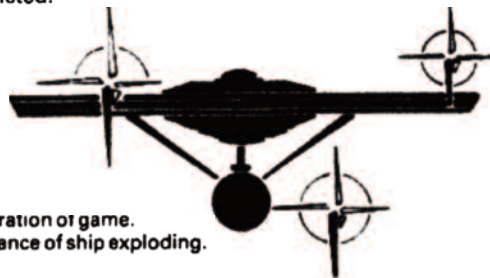
- 01 - 30 Firing tube hit. Take 1D10 additional Superstructure damage points and same amount for additional percentage of crew casualties.
- 31 - 59 Fire 1D10 turns. Fire control computer damaged. No missile weapons may fire for 1D10 turns.
- 60 - 75 Torpedo misfire. Missile weapons will fail to fire 50% of the time for the remainder of the game.
- 76 - 84 Discharge system damaged. Additional percentage of crew casualties equal to .2 times the damage points inflicted.
- 85 - 100 Reserve torpedoes explode. 1D10 stored torpedoes explode. Roll on proper Damage Chart as if each was an automatic hit doing one-quarter normal damage on the sector of the ship originally damaged in the attack.

Use the guidelines below for any hit that is not of the Engine, Superstructure, Shield, Beam Weapon, or Missile Weapon type.

| | |
|-----------------------------|--|
| Bridge Hit | Use the Standard Starship Expert Rules. No Critical Hit. |
| Tractor Beam Hit | Use the Superstructure Critical Hit Table. |
| Engineering Out | Use Engine Critical Hit Table. |
| Sensors Damaged | No Critical Hit. |
| Romulan Missile Weapons Hit | Use Beam Weapons Critical Hit Table. |

The chance for lucky shots exists in any field of combat and **STAR TREK III Starship Combat Game** is no exception. Devastating damage is rare, but the possibility of its occurring does add an element of realism to any scenario.

The tables below are designed for the Expert Starship Tactics rules of the **Starship Combat Game**. Each time a hit is scored against a vessel, the Detailed Damage Charts are consulted, as per the rules. Percentile dice are rolled; if the results are five percent or less, the Critical Hit Tables are used. Roll percentile dice again to determine the *additional* damage inflicted.



Effects From Weapon Hits

Hits to weapons are treated like shield generator hits.

The weapon damaged must be one that could hit the firing ship. If more than one weapon can bear, the captain of the target ship decides which weapon is damaged. If one weapon in a bank is hit, the other may still fire.

If a beam weapon is hit and the target has none left that can bear on the firing ship, a missile weapon that can bear is hit instead. If a missile weapon is hit and none can bear, a beam weapon is hit instead. If no weapons remain that can bear on the firing ship, then the damage is halved and put on the superstructure.

Again, for damage purposes, banked weapons are usually considered as two separate shots to the same location. Therefore, if the first shot from a pair of banked weapons takes out a weapon, then the second shot, which is to the same location, is considered to hit the superstructure instead of another weapon hardpoint. The damage is halved and applied to the target vessel's superstructure.

Effects From Beam Weapon Hits

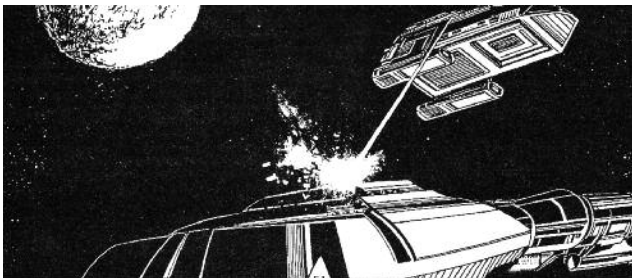
A beam weapon that can bear on the shooting ship is damaged; the choice of weapon is up to the captain of the target ship. If a beam weapon is hit and no beam weapons can bear, then the damage is reduced to half value and given to the superstructure just as though it were a superstructure hit. If the beam weapons are banked, consult the Banked Weapon Damage Table to determine how many are damaged. To use the table, roll a die and use the row based on the number of damage points in the hit. If the die roll is greater than the number range given, then all weapons were damaged. Otherwise the indicated number were damaged. In any case, the undamaged weapons in a bank may fire normally. Damaged beam weapons may be repaired in a later Repair/Repower Phase, but they are not as powerful as undamaged weapons or accurate; this is described in the section on **Systems Repair**.

Effects From Missile Weapon Hits

A missile weapon that can bear on the firing ship is damaged. The choice of weapons is up to the captain of the target ship. If a missile weapon is hit and none can bear, then the damage is reduced to half value and given to the superstructure. For damage purposes, the Romulan plasma weapon is considered a missile weapon. Damaged missile weapons may be repaired in a later Repair/Repower Phase, but they are not as accurate as undamaged weapons; this is described in the section on **Systems Repair**.

Damage From Banked Weapons

For damage purposes, banked weapons are considered as two separate shots to the same location. Therefore, if the first shot from a pair of banked weapons takes out a shield generator or weapon, then the second shot, which is to the same location, is considered to hit the superstructure instead of the weapon hardpoint or the shield generator. The damage is halved and applied to the target vessel's superstructure.



Effects From Crew Casualties

Whenever the Detailed Damage Location Table gives a result that shows a C, there are casualties suffered. In tactical combat, the exact number of casualties is unimportant, but the percentage of the crew lost *is*. The percentage of the crew who become casualties is determined by the Superstructure Strength of the ship, the damage done by the successful hit (up to a point), and the crew's efficiency in handling the emergency at the time. Using the system below, some ships will have relatively intact superstructures and demolished crews, and others will have plenty of crewmembers still active, but heavily damaged superstructures.

Use the ship's original Superstructure Strength value and the table below to find the percentage casualties given for each damage point taken that gives a casualty result. Then, multiply this percentage casualties/damage point by the number of damage points, to a maximum of 5 damage points per hit, regardless of the total damage done by the shot. This will give the percentage of the crew that becomes a casualty.

Hits to the Bridge and the Engineering Compartments give damage out of proportion to the damage to the superstructure. In these cases, the amount of casualties is doubled because of the concentration of crew in these areas. This is shown on the Detailed Damage Location Tables by a 2C result, which indicates that the percentage determined as above is doubled. Efficient crews may reduce crew casualties as they are taken, with crewmembers reacting swiftly to prevent disasters. To determine if this occurs, every time that crew casualties are taken, make a Skill Roll against the Crew Efficiency Rating. Roll percentage dice, and if the number is equal to or less than the Crew Efficiency Rating, divide the crew casualties taken by 2, rounding down. This will mean that there will be some hits that take no casualties at all. A crew's Efficiency Rating will be modified by casualties, as noted by the percentage given on the Casualty Modifier Track, thus making it harder to complete certain tasks when large percentages of the crew are out of action.

The Casualty Modifier Track also shows the modifier to weapon To-Hit rolls and System Repair rolls.

| CREW CASUALTIES | |
|-------------------------|---|
| Superstructure Strength | % Casualties Per Superstructure Point Damaged |
| 1 | 100 |
| 2 | 50 |
| 3 | 30 |
| 4 | 25 |
| 5 | 20 |
| 6 | 18 |
| 7-8 | 14 |
| 9-11 | 10 |
| 12-14 | 8 |
| 15-19 | 6 |
| 20-34 | 4 |
| 36-50 | 2 |
| 51+ | 1 |

Effects From Shield Generator Hits

The shield generator is damaged; all its shield points are lost for the remainder of the combat turn. In later turns, power may be allocated to the generator anticipating repairs, but it will not operate until it is repaired. Record the damage by checking off the appropriate Shield Status box in the Damage Control Display. Subsequent hits to the same Shield Generator are recorded by checking off additional boxes on the Shield Status Track. Repairs may be attempted in the next phase.

The shield that was penetrated is the shield that is damaged. How many points of damage were done makes no difference; whether 1 point or 20 points get through, the result is the same—the system is damaged, and is marked off the target ship's Damage Control Display.

Subsequent hits to the same shield generator are treated as superstructure hits. Divide the damage from the shot by two, round up, and apply it to the superstructure of the target vessel.

REPOWERING SHIELDS

In the Repowering Shields Phase, after all weapon fire has been resolved for the first and second Firing Phases, undamaged shields regain any power lost to weapon fire. This means that any undamaged shield that was given power in the Power Allocation Phase regains its power before the next Movement Phase. If the shield generator itself was damaged, no power may be regained,

No *additional* power may be given to a shield in this phase, for that can only occur in the Power Allocation Phase. This means that if the shield was not powered, no power can be given to it during this phase. It also means that the shield cannot be powered to *more than* the amount allocated to it in the Power Allocation Phase. Shields that were unaffected by enemy fire do not gain *extra* power.

SYSTEMS REPAIR

Whenever the sensors, shield generators, or engineering take damage, they are temporarily inoperative. These systems may be repaired by damage control teams and brought back into operation. During each Repair/Repower Phase, the captain may see if repairs to one damaged combat system have been made.

SYSTEMS REPAIR STATUS TRACKS

The Systems Repair Status Tracks, located in the Damage Control Display, are used to keep track of the status of repair for Engineering, sensors, and each shield. When these systems take a hit, one box on the appropriate track is checked off. As additional hits occur to that system, more boxes are checked, regardless of when the system is hit. For example, if sensors take a hit in the first Firing Phase, the 1st Hit box is marked off; if they take another hit in that phase or in any subsequent Firing Phase, then the 2nd Hit box is marked off. When any system has taken 5 hits, it may not be repaired and is inoperable for the remainder of the combat.

The boxes give the die rolls necessary for repair. As can be seen, the more often a system is hit, the less likely the system can be repaired.

Systems may be repaired in the Repair/Repower Phases of the combat turn. As before, damage to engines and superstructure may be repaired by a successful Crew Efficiency Bonus Roll. Furthermore, sensors and shield generators may be repaired by successful Systems Repair Rolls.

INCREASING REPAIR DIFFICULTY

When a system is hit, one box is marked off the appropriate Systems Status Track, as usual. If the weapon doing the damage is high-powered, however, *more* than one box may be marked off this track.

Effects Of Heavy Damage

To determine how many boxes are marked off the System Status Track, subtract 5 from the damage and divide the remainder by 5, rounding down. This means that each hit will make repairs harder by decreasing the number needed for a successful Repair Roll, and each full 5 damage points after the first 5 will add to the repair difficulty. After all, a hit from a 20-point photon torpedo certainly shocks the

system more than a hit from a 4-point phaser! When a system is inoperable or out, further damage to it does not affect the Repair Roll; the system is out for the remainder of the combat.

For example, a shield generator is damaged for the first time by a 12-point hit. One box is marked off the generator's Status Track immediately because of the hit. Then, to determine how many more boxes are marked off, 5 points are taken from the 12 points of damage, and the difference of 7 is divided by 2; the result shows that one more box will be marked off ($12 - 5 = 7$; $7/2 = 3.5$, rounded down to 3). This means that the repair number is reduced to $1 - 6$. The hit and first 5 damage points causes the repair number to be $1 - 8$, and the second 5 damage points reduces it to $1 - 6$. The final 2 damage points do not reduce the number at all.

Effects Of Multiple Hits

In the case of multiple hits in the same round, the total number of Systems Repair boxes is reduced by one for each hit. Then, the total damage is determined. This is reduced by 5 points for each hit, and the difference is divided by 5, rounded down. The result will tell how many more boxes must be marked off. This allows multiple hits in the same Firing Phase to have a cumulative effect on repair; multiple hits on the same system in separate Firing Phases do not accumulate.

For example, if the sensors take an 8-point hit and a 9-point hit in the same Firing Phase, two boxes are marked off the Sensors Status Track immediately, one for each hit. Then, the total damage is found to be 17. Because of the two hits, this is reduced to 7 ($2 \text{ hits} \times 5 = 10$; $17 - 10 = 7$). The 7 damage points are divided by 5, and the result is rounded down to 1, indicating that one more box should be marked off ($7/5 = 1.4$, rounded down to 1). The repair number is now $1 - 4$, the result of the three boxes marked off. If the hits had occurred in separate Firing Phases, only two boxes would have been marked off, for neither of the hits alone was enough to increase the number of boxes marked off.

REPAIRING WEAPONS

These repairs may not be made indefinitely, and they do not repair the system to full operating condition.

Weapon Status Tracks

Each weapons track contains four boxes labeled *Oper* (operational), *Dmgd* (damaged), *Repd* (repaired), and *Inop* (inoperative). When a weapon receives its first hit, the *Dmgd* box is marked off and that weapon may not be used until it is repaired.

Weapon Repair Procedure

Weapons may be repaired in the Repair/Repower Phases instead of other systems. After the first hit, a Repair Roll may be made as usual. A roll of $1 - 8$ successfully repairs beam weapons, and a roll of $1 - 6$ successfully repairs missile weapons. When repair attempts are successful, the *Repd* box is marked off and that weapon may now fire, with the restrictions described below.

If a weapon is hit for a second time, it is completely irreparable. It is inoperable for the rest of the combat, and the *Inop* box is marked off to show this.

Residual Damage Effects

Damage to weapon hardpoints makes the weapons more inaccurate. When determining the To-Hit Number for shots from repaired weapons, subtract 1 to indicate the difficulty of making field repairs. In the case of banked weapons, subtract 1 for each weapon in the bank that has been repaired.

Furthermore, a repaired beam weapon may be powered only to half its Maximum Power. To find this power, divide the original Maximum Power by 2, and round down.

SYSTEMS REPAIR PROCEDURE

The first step in making a system repair is for the captain to decide which system he will check. He can make only one Repair Roll in each of the three Repair/Repower Phases, and so he will have to weigh the relative use of the various inoperable systems. To do this, he will consult the System Repair Status Tracks, which give the die rolls needed for successful repair.

Then, he rolls one die and compares it to the appropriate System Repair Status Track. If the number rolled is less than or equal to the numbers indicated in the Repair Status box, then the repair work is complete and the system becomes operational. If the captain has allocated any power to that system, then it is immediately powered. If the roll is unsuccessful, the repair work is considered incomplete at this time. In the next Repair/Repower Phase, the captain may decide to make a Repair Roll check on the same system or a completely different system.

A system repair check may not be made in the Repair/Repower Phase immediately following the Firing Phase in which a system was damaged, for repair has not yet begun. At least one Firing Phase must pass during which the system itself received no damage before repairs can be made. This does not mean that the ship can take no damage, but that only that particular system can take no damage.

Intensified Repair Efforts

An unsuccessful Repair Roll is not a total failure, however, because a bonus is added to all later attempts to repair that system. This reflects the intensified repair efforts that were ordered. Every unsuccessful Repair Roll on a system adds 1 to the next Repair Roll for that system. Thus, if a Repair Roll was missed at 1 - 6, the next Repair Roll for that *same* system will be 1 - 7. Repair Rolls to other systems are not given bonuses because of unsuccessful rolls; only the system for which the roll was unsuccessful gets the bonus. Once a system has been repaired, all bonuses to Repair Rolls for that system are lost.

For example, an Orion vessel has been hit in Shield 4, and the generator is damaged for the second time. The box for the first hit on Shield 4 has already been checked off, as has the box for the second hit. In the Repair/Repower Phase, the Orion captain checks to see if repairs are complete. He needs a roll of 1 through 6 to repair the system because this is the second time the system has taken a hit. The Orion captain rolls a 7, indicating an incomplete repair. Though he must then wait until the next Repair/Repower Phase to make another attempt at repair, he will add 1 to the roll needed to indicate intensified repair effort. At that time, a roll of 1 through 7 will be required to fix the system. The Orion captain rolls a 4, indicating success, and the shield is immediately powered if power was applied to the system. If he had failed the roll, another bonus would be added, increasing the range for a successful roll to 1 through 8 in the next phase.

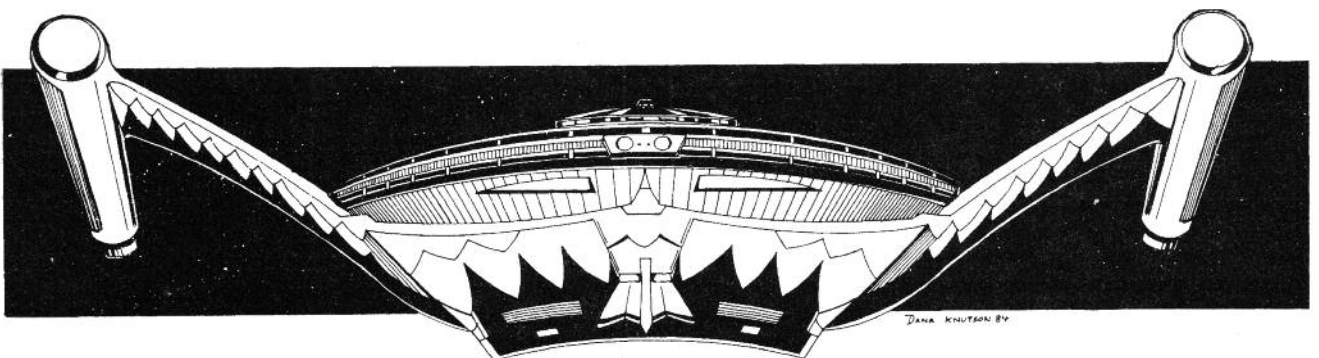


ABANDON SHIP!

A captain who finds his ship in trouble can abandon ship by beaming aboard a friendly ship or base, provided it is no more than four hexes away.

This will count as a victory for the opposing side, but the captain is still alive and may be given another command if his host ship or base survives. The crew, of course, is also rescued but they will be absorbed by other ships, and will not remain together. The captain retains his Skill Rating, which he will use in his next command, but the Crew Efficiency Rating is lost.

If a ship must be abandoned, and the officers survive the scenario, they may request to be assigned to another ship as a unit. If they prefer, each player may generate a new character, or create a mix of new characters and veterans with the gamemaster's approval.



SHIP EXPLOSIONS

There are times during combat when a ship will explode, such as when a vessel absorbs more superstructure damage than it can sustain, or when a captain elects to self-destruct his vessel. This explosion occurs because of an uncontrolled mixing of matter and anti-matter and is very violent. The explosion due to self-destruction is automatic, whereas the explosion due to structural failure is not.

When a ship receives damage that causes the Superstructure Strength Track to drop below 0, the ship may explode. After all hits have been resolved, the ship's captain must roll one die. If the number rolled is less than or equal to the amount of damage below 0, the ship explodes. If the result is greater than the number of damage points below 0, then the ship does not explode. This roll is only made once, unless the ship takes additional superstructure damage.

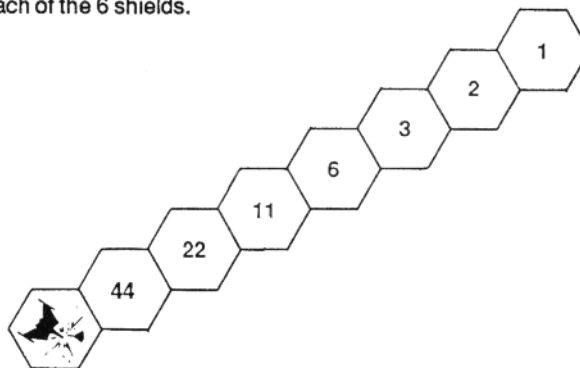
For example, if the superstructure was damaged to five points below 0, the captain would have to roll a 6 or more to prevent explosive destruction in this Firing Phase. If the ship takes two more points of superstructure damage in the next Firing Phase, the captain would have to roll an 8 or more to prevent the explosion. When the superstructure takes 10 or more damage points below 0, the ship automatically explodes.

Damage From Explosions

Ships that are nearby when an explosion occurs will also take damage. The amount of damage they take depends on the amount of Total Power Units Available in the exploding ship and the distance, in hexes, from the damage. Any ship occupying the same hex as the exploding ship will receive twice the number of Power Units Available as damage, while ships that are adjacent will receive only the Power Units Available as damage. Ships that are two or more hexes away will halve the damage for each hex from the adjacent hex. The damage continues to spread until it reaches 1 damage point or less in value. When halving the damage, remember to round any fractions up.

Consult the diagram below as an example. In the example, the Klingon ship explodes with 44 Total Power Units Available remaining. Thus, it would give 88 damage points to any ship in the same hex as the explosion. As the distance increases, the numbers in the hexes show the number of damage points given to ships that distance away.

The damage from an explosion is given to the shield facing the explosion. If more than one shield faces the explosion, roll randomly to determine which shield is struck. Shield values are taken into account and damage is divided into 5-point blocks as described above. Damage given to ships in the same hex as the explosion is divided equally and applied to all shields. Thus, a ship with 33 Total Power Units Available would give 66 points of damage to a ship in the same hex, but this would be divided into 11 points on each of the 6 shields.



Multiple Explosions

During fleet actions, several ships may be damaged and explode, all at the same time. When more than one vessel is exploding, the vessel with the highest level of damage will give its damage first. This will be followed by the ship taking the next greatest damage and so on until all explosions have been resolved. Ships that received damage from the explosions must now determine the effects of the damage as outlined above. If this damage should result in more ship explosions, they will be handled in the same manner.

AGAINST IMPOSSIBLE ODDS

You have two chances to hit—slim and none."

Comment overheard during a wargame simulation

At times during combat, a To-Hit Number or repair number may be modified to a 0 or less. When this happens, all is not lost. Captains still get a chance for success, though a slim one.

Getting The Slim Chance

In these cases, roll the dice as usual. If the result is a 1, there is still a chance the attempt will succeed and a second roll is made; if the roll is greater than 1, the attempt failed and no second roll is made. As shown in the Slim Chance Table below, the more impossible the odds, the slimmer the chance of success.

| SLIM CHANCE TABLE | |
|-------------------|-------------------------|
| Modified Die Roll | Slim Chance Roll Needed |
| 0 | 1-8 |
| -1 | 1-6 |
| -2 | 1-4 |
| -3 | 1-2 |
| -4 | No Chance |

CODE

**ZERO ZERO ZERO
DESTRUCT ZERO**

This rule is included here so that players may re-create such sequences shown in the TV series and the movies. Self-destruction is not used to inflict damage on enemy vessels but, rather, is used to keep a vessel from capture. Its use is further limited to a ship with secret components or information on board that would jeopardize the safety of the governmental body and its citizens.



DEFENSE OUTPOSTS

In some scenarios, captains may encounter or be given command over space stations or defense outposts. For vessels at these outposts, players use the following rules for movement, firing arcs and damage.

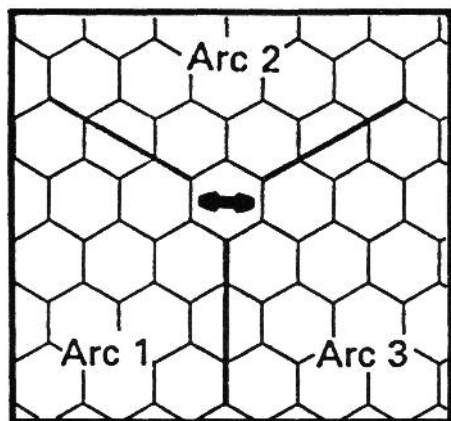
Movement

Although some space outposts and defense stations are in orbit around planets or other bodies, they may NOT move from the hex of their original position. They may, however, be rotated in place during the movement phases of each turn. The time span of most starship combat games is simply too short to simulate the orbital path of the station, which is why no movement takes place. As an optional rule, players can simulate orbital movement by moving the outpost counter one hex per turn, usually in the second movement phase.

All defense outposts have a Movement Point Ratio of 10/1, meaning that every 10 points of power allocated to movement will result in 1 movement point. Outposts may never be rotated more than two hexsides per movement phase and may never make emergency heading changes.

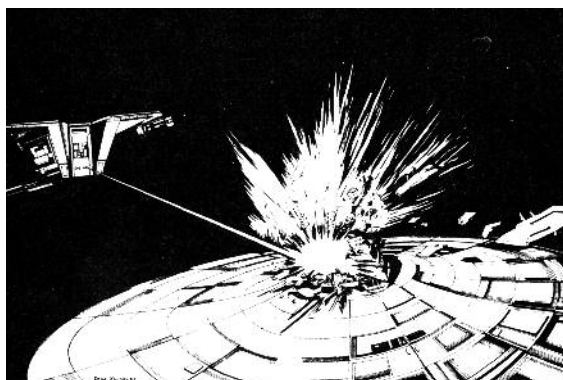
Firing Arcs

The firing arcs for outposts are different than those for starships. Instead of having forward, port, starboard, and aft arcs, the outpost has three numbered arcs. These arcs are determined by the small number on the Outpost Silhouette Counter. Any vessels within a specific arc may be fired upon by weapons of that arc. Therefore, if a vessel is in a hex that is divided by two arcs, weapons from both arcs may fire on that vessel.



Damage Location Tables

To determine damage to operating systems and superstructure, players use the Outpost Damage Table located on the Detailed Damage Tables.



MINES

Some sub-light scenarios may call for mines, which are very similar to immobile photon torpedoes. In such scenarios, the area will be controlled by one side, which should be the only side that will have laid a mine-field.

After it has been decided which side will have the mine-field, the number of mines that can be used should be determined. Each mine has the potential damage of a photon torpedo, and so it is necessary that the sides agree ahead of time how many mines will be fair to keep the scenario relatively balanced. In games with a gamemaster, this need not be agreed upon, and the whole scenario may consist of threading through a particularly tricky mine-field.

Recording Mine Position

In planning out the mine-field, it is particularly useful to have a sheet of small-size hexes on it for recording the mines' location. Each hex on the *Starfield Mapsheet* is numbered, and if the small-size hex paper is numbered the same way, this will be very easy. If you have no hex paper, you can simply note down the numbers of the hexes containing mines. The amount of damage each mine can do should be written down as well; this damage may not exceed the damage level of photon torpedoes used by the side laying the mines.

Determining Mine Hits

Mines are not sure hits because ships may detect and dodge them at the last minute. When a ship enters a hex containing a mine or mines, the controlling player announces that a mine is present and may detonate. If the vessel under attack is friendly, there is still a small chance that the mine will explode; if the vessel under attack is hostile, the chance is much larger. This chance increases every Movement Phase the ship spends in the hex with the mine. Once a mine has been detonated, the hex is considered to be clear of mines.

To see if a detonation occurs, one die is rolled. A roll of 1 will cause the mine to explode against a friendly vessel, and a roll of 6 or less will cause the mine to explode against all other vessels. This roll will be repeated every Movement Phase that the vessel remains in that hex or until the mine explodes, except that the chance of detonation increases by 1 each time.

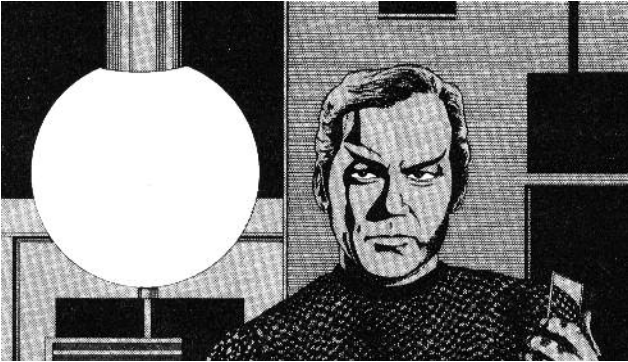
For example, a Gorn cruiser enters a hex containing a Romulan mine that can give 10 damage points. The Romulan announces the presence of the mine and rolls a die, scoring a 7, which means that the mine does not explode. During the next Movement Phase, the Gorn vessel does not move and is attacked by the mine again. This time the Romulan player must roll a 1 through 7 to detonate the mine. A die roll of 4 is made, and the mine explodes, giving the Gorn cruiser 10 damage points.

Mine Damage

Damage from a mine is given to the part of the vessel that first entered the hex containing the mine. If the vessel moved forward into the mined hex, the damage is given to Shield 2; if the vessel backed into the hex, the damage is given to Shield 5. If the vessel sideslipped into the hex from the right, Shield 1 is attacked, and if the vessel sideslipped into the hex from the left, Shield 3 is attacked. The attack is resolved like a missile weapon attack. A ship may use an emergency heading change to evade 1 mine per Movement Phase.

ROMULAN CLOAKING DEVICE

Romulan and some Klingon vessels may be outfitted with a cloaking that can be used to make the ship invisible to visual sighting. It also is difficult to spot with sensors unless the cloaked vessel moves, at which time the movement may be spotted, but with difficulty. Cloaked ships may not be fired upon unless a sensors lock is first achieved.



Operating The Cloaking Device

The cloaking device requires power to operate, as shown in the Ship Data Tables. If a captain wishes to cloak his vessel, he must allocate power to the system during the Power Allocation Phase. After the cloak is first powered or put into operation, the captain may decide to activate it at once, or wait until part 10 of any Movement phase of the current turn. The choice is up to him. The cloaking effect takes place immediately.

Once a cloak has been activated, the captain may decide to turn it off during part 10 of any succeeding Movement phase of the current turn. The cloaking effect disappears immediately. If, for example, a captain powers his cloaking device during the Power Allocation Phase, and activates it during part 10 of the first Movement Phase, he may deactivate it during part 10 of the second or third Movement Phase. If he deactivates the device during part 10 of the second Movement Phase, he may activate it during part 10 of the third Movement Phase.

If a captain has powered the cloak in one combat turn, whether or not it is activated at the end of the turn, he may decide not to power it up the following turn. In this case, the ship will not be cloaked during any of the following turn. If he decides to keep the cloak powered, however, then he can turn it on or off during the Power Allocation Phase, and after the first and second Movement Phases, as long as one Movement Phase occurs between turning the power off and on.

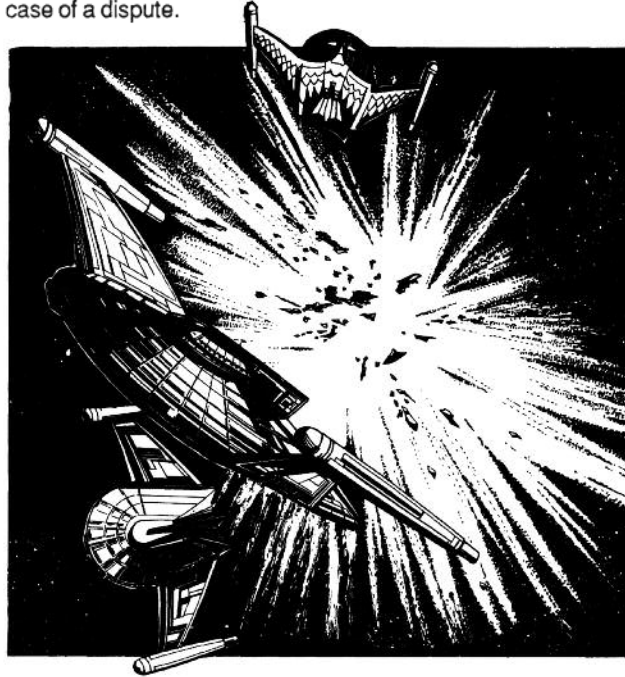
The Cloak Status Track

The Cloak Status Track provides boxes for recording the operational status of the cloaking device for 12 turns. Within the boxes are the terms *On* and *Off*, which are used to indicate the operational status of the cloak. When the cloak is activated, the captain will circle *on*, when it is deactivated, the captain will circle *off*.



Hidden Movement

When the cloaking device is activated, the *Starship Silhouette Counter* is removed from the *Starfield Mapsheet* and all sensor locks on that vessel are lost. The captain of the cloaked vessel must record the movement of his ship, so that the other players can verify his movement route when he decloaks and reappears or when they get a successful sensors scan on him. This movement is written down at the beginning of the Movement Phase, in the captain's usual order. It is up to the captain to write it down clearly enough that it can be understood by all players in case of a dispute.



Detecting Cloaked Romulans: The Science Officer/Navigator may choose a cloaked Romulan vessel as his sensors target, but he must indicate this intention *before* he attempts his Skill Roll in the Sensors Phase. The Skill Roll is made with a 20-point penalty added to his percentile dice roll, as outlined above. Success in this roll merely allows the sensors to be used to detect the movement of a cloaked Romulan in this game turn. *It does not indicate where the cloaked Romulan is.*

At the beginning of the Movement/Firing Phase, the Science Officer/Navigator makes a Skill Roll just as though he had a normal sensors lock. He moves the *Sensors Counter* one box to the left. If the Skill Roll is successful, he indicates the Firing Arc he intends to scan.

Then, if a cloaked Romulan has moved within the indicated Firing Arc, the Science Officer/Navigator has successfully detected the movement and has a sensor lock on the ship. Its position is given to him, as is the other general information from a normal sensors lock. If the roll is successful, but no cloaked Romulan lies within the Firing Arc, this fact is told to him instead. In this case, or if the roll is unsuccessful, he may make another attempt in the next Movement Phase.

Once the sensors are locked on a cloaked Romulan vessel, questions may be asked, as with a normal sensors lock, moving the *Sensors Counter* one box to the left each Movement/Firing Phase. The attempts to detect the cloaked vessel, whether or not they are successful, are counted as questions allowed.

In the game turn immediately following, the sensors remain locked on the cloaked Romulan only if the Science Officer makes a successful Skill Roll in the Sensors Phase, without the 20-point penalty. If the Skill Roll is unsuccessful, the Romulan is once more cloaked and new attempts to detect it must be made, just as though it had never been detected.

Detecting Cloaked Ships

Opposing captains may attempt to detect a cloaked ship during the Sensors Phases of each combat turn. This attempt replaces the usual sensors lock, which cannot be made in the same phase. It reveals the presence of a cloaked ship. What is detected is the ion trail left by the ship's engines. If the cloaked ship has not moved, there would be no trail and so the scan will be more difficult. Furthermore, the further away the cloaked ship, the harder detection will be; cloaked ships cannot be detected at ranges greater than 30 hexes.

The scan proceeds in the following way. In the Sensors Phase, the sensing captain must announce that he is making a scan for cloaked vessels instead of a scan on a visible target. The sensing captain chooses a shield arc to scan and then rolls one die. If a cloaked ship is within the shield arc, the captain of that vessel then consults the Cloak Detection Table. To determine detection success, cross-index the Range with the appropriate movement column to find the numbers needed.

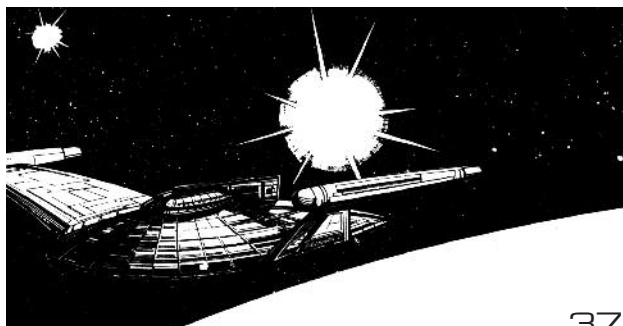
| Range (Hexes) | CLOAK DETECTION TABLE | | | |
|------------------|----------------------------|-------|---------|-------|
| | Movement Of Cloaked Vessel | | | |
| | Stationary | | Moving | |
| | No Lock | Lock | No Lock | Lock |
| 1 - 10 | 1 - 3 | 1 - 6 | 1 - 5 | 1 - 8 |
| 11 - 20 | 1 - 2 | 1 - 5 | 1 - 4 | 1 - 7 |
| 21 - 30 | 1 | 1 - 4 | 1 - 3 | 1 - 6 |

If the roll was equal to or less than the number given in the table, the detection attempt was a success and a sensors lock is achieved. If it was greater than the numbers given in the table, or if the cloaked ship was out of range or not in the arc, the detection attempt was a failure.

For failed detection attempts, the captain of the cloaked ship (or any other player on the cloaked ship captain's side) announces that the scan revealed nothing. He does not say that the attempt was a failure, for this would admit that a cloaked ship is present, something the opposing captains may not know.

For successful detection, the cloaked ship's captain must reveal to the sensing captain the exact location of the cloaked ship. The sensing captain has then achieved a lock and may fire on the cloaked ship. The sensing captain may immediately announce to any other ships on his side that he has detected a cloaked ship, but he may not tell them its exact location; he may only tell them which of *their* shield arcs the cloaked ship is in. If the sensing captain is successful at maintaining the lock in the following Sensor Phase, he may tell the other captains the exact location of the cloaked vessel. Though they may know the location of the cloaked vessel, they will not be able to fire at it unless they too have achieved a lock.

Captains with a lock on a cloaked ship in one Sensors Phase have a bonus 3 to detection rolls during the next Sensors Phase, as shown in the Cloak Detection Table. If the next detection roll is failed, the lock has been broken.



Firing At Cloaked Ships

Once a cloaked ship has been detected, it may be fired upon, but it will be much more difficult to hit than normal. If the cloaked ship was moving, the firing ship must add a penalty of 3 to all To-Hit Rolls. If the cloaked ship remained stationary, the firing ship must add a penalty of 5 to all To-Hit Rolls.

Romulan plasma weapons have some of the characteristics of a beam weapon and some of the characteristics of a missile weapon. The plasma weapon is armed like a missile weapon, with its Power To Arm allocation recorded in the Weapon Track; like a missile weapon, it may be evaded. Like a beam weapon with Damage Modifiers, however, it gives less damage the farther it must travel to its target. Furthermore, the plasma bolt may hit the target full on, doing full damage, or it may graze the target, doing half damage. In either case, the damage is spread throughout the target.

The Ship Data Tables for the various Romulan starships give the Power To Arm, the Firing Arcs, and the Damage Charts for these weapons. In the Plasma Damage Table, the damage for any range is given as two numbers separated by a slash (/). The number before the slash is the damage given by a full hit; the number after the slash is the damage given by a grazing hit.

Evading Plasma Bolts

When a Romulan announces the target of the plasma bolt, the target captain must decide immediately if he will evade the bolt. If he evades, as described above, the shot does half damage and hits a different shield; he may not fire any weapons in that Firing Phase. This tactic may be of value if the shield facing the Romulan is down or low in power.

Grazing Hits

If the target ship decides *not* to evade, its captain still may reduce the damage by skillful maneuver. After a successful hit has been determined, the target ship captain rolls percentile dice and compares the roll to his Skill Rating. If the roll is equal to or less than his rating, the captain has maneuvered his vessel out of the direct path of the bolt, causing it only to graze his ship. Ships immobile due to damage take full damage from successful hits with the plasma bolt; no grazes are possible.

USING THE PLASMA DAMAGE TABLE

Plasma weapons have some of the characteristics of beam and missile weapons, and an explosion. They are armed like a missile weapon, with a set charge. They give damage like a beam weapon, the amount depending on the range. They cause damage like an explosion.

To determine if a hit is made with the weapon, consult the Firing Chart and roll the die.

To find the damage done by a plasma weapon, cross-index range with the weapon type. Two damage values will be found. The first is the damage from a full hit; the second is the damage from a grazing hit following successful evasion.

Plasma Bolt Damage

A plasma bolt that penetrates shielding may damage several systems because the effects from the bolt tend to spread over the skin of the ship, as opposed to being concentrated like a phaser or photon torpedo hit. Thus, damage taken from plasma attacks is spread among possible targeted systems. When a plasma bolt scores a hit, the captain of the target ship should reduce the damage according to shield strength, as usual. After the shield is reduced to 0, the remaining damage is divided into 5-point blocks, as described above.

STAR TREK[®] 2003A

STARSHIP TACTICAL COMBAT SIMULATOR



FASA
CORPORATION

RULES FOR COMBAT

The following rules are presented as though there were only two ships in combat; they may be altered slightly for more than two. Test combats were successfully run for as many as 20 captains at once, with as many as twelve turns taking place in less than four hours.

SEQUENCE OF EVENTS

POWER ALLOCATION PHASE

1. Each captain determines how much power he will put into each of his shipboard systems, and marks his *Master Control Panel* accordingly.

2. Captains whose ships have cloaks must announce whether the cloaking device is in operation or not. After this time, captains may only activate or deactivate the cloak after each Movement Phase.

TACTICAL ADVANTAGE PHASE

3. Compare the number of movement points allocated by each captain; the vessel with the greatest number has won the tactical advantage for this turn. In resolving ties, compare the Skill Ratings of the captains; the captain with the higher Skill Rating has the advantage.

SENSORS PHASE

4. Starting with the player who lost the tactical advantage, each captain announces a target for their ship's sensors and rolls one die to determine if a sensors lock has been obtained. Captains with a lock from a previous turn do not need to reroll.

5. If the captain rolled a 6 or less, he has obtained a sensors lock, and thus circles the *L* in the Sensors Status Track in the Helm Display.

6. If the captain has a sensor lock, he may ask one sensors question about his target. How to do this is explained in the section on **Sensors**.

7. The remaining captains roll for sensor locks as above, with the captain who won the tactical advantage going last.

MOVEMENT PHASE

8. The captain who lost the tactical advantage moves his *Starship Silhouette Counter* first. If an emergency heading change is used, the sequence given in the section on *Moving The Starship* is followed.

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

10. After all ships have been moved, captains may perform a tactical heading change at the cost of 1 power point per warp engine and 1 superstructure point.

11. Operational cloaking devices may be activated or deactivated.

FIRING PHASE

12. Each captain places a *Fire Counter* or *No Fire Counter* face down near his *Starship Silhouette Counter*. After all have been played, all are revealed.

13. Captains who played *No Fire Counters* remove them.

14. In order, captains who played *Fire Counters* declare which weapons fire at which targets. The captain with the tactical advantage declares last.

15. Captains receiving missile fire choose whether or not they wish to attempt to evade. How to do this is discussed in the section **Moving The Starship**.

16. Resolve combat and record damage.

17. Repeat Step 15 until all captains have had a chance to fire their weapons. All damage takes effect at this time.

REPAIR/REPOWER PHASE

18. Captains may attempt to repair a damaged system, as described in **Making Repairs**.

19. All functioning shields are re-energized.

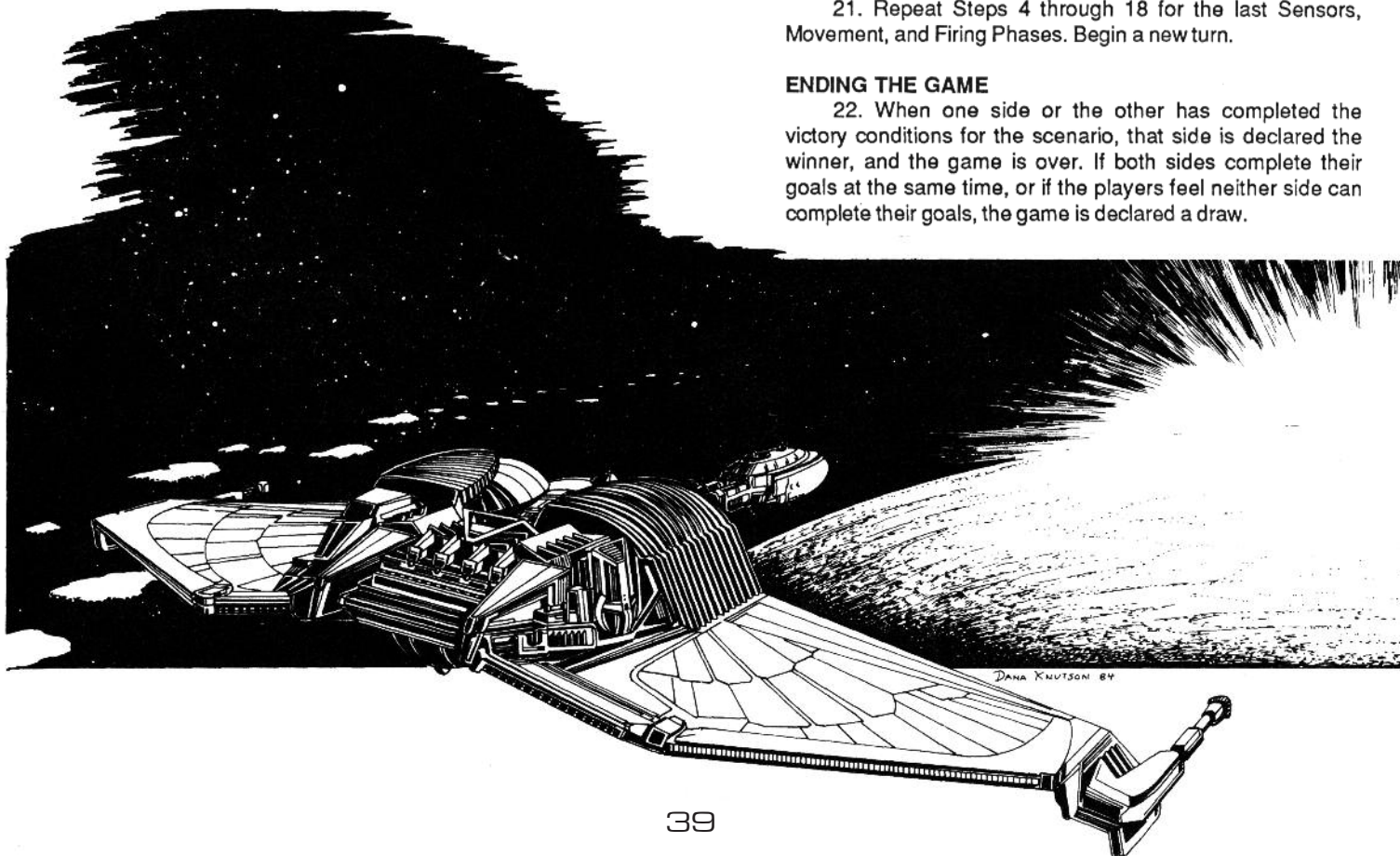
CONTINUING THE GAME

20. Repeat Steps 4 through 19 for the second Sensors, Movement, Firing, and Repair/Repower Phases.

21. Repeat Steps 4 through 18 for the last Sensors, Movement, and Firing Phases. Begin a new turn.

ENDING THE GAME

22. When one side or the other has completed the victory conditions for the scenario, that side is declared the winner, and the game is over. If both sides complete their goals at the same time, or if the players feel neither side can complete their goals, the game is declared a draw.



SEQUENCE OF PLAY

SKILL ROLL PHASE

1. The gamemaster announces the new turn has begun and requests the Chief Engineer and the Science Officer/Navigator to make Skill Rolls. These players roll percentile dice. If the player's roll is less than or equal to his character's Skill Rating, he will get a combat bonus in this game turn.

POWER ALLOCATION PHASE

2. The Chief Engineer determines Total Power Units Available. Based on input from other officers, he allocates power to movement, weapons, and shields. He moves the appropriate Power Counters to record his allocation. If he chooses to use his combat bonus to gain extra power, he applies the extra power point(s) at this time.

3. The Helmsman calculates Movement Points and places a *Move Counter* on the Movement Points Available Track to record this amount.

4. The Captain gives the other officers his general orders, including where to move, which weapons to arm, and which shields to energize.

5. The Helmsman chooses the amount of power he will use to arm each beam weapon. For each weapon armed, he moves the appropriate *Weapon Counter* to record his decision. All *Weapon Counters* for unarmed or damaged weapons should reflect this status.

6. The Science Officer/Navigator calculates Shield Points and determines the number of points to be given to each shield. For each shield energized, he moves the appropriate *Shield Counter* to record his decision. All *Shield Counters* for unenergized or damaged shields should reflect this status. If he chooses to use his combat bonus to gain extra shielding, he applies the extra shield points at this time.

TACTICAL ADVANTAGE PHASE

7. The gamemaster requests that the Captain roll one die and add the number to his Skill Rating in *Starship Combat Strategy/Tactics*. The gamemaster compares the total to the total for the captain of vessels under his control. The captain with the higher total has the tactical advantage in this game turn. The gamemaster announces which captain has the Tactical Advantage.

SENSORS PHASE

8. The gamemaster announces the beginning of the sensors phase, asking the Helmsman to state the number of Movement Points he has allocated for this game turn. He announces the number of Movement Points allocated for each vessel he controls.

9. The Science Officer/Navigator may announce a target for his ship's sensors. If he does so, he rolls percentile dice against his rating in *Starship Sensors*. If the roll is less than or equal to his Skill Rating, the gamemaster gives him information about the target vessel.

MOVEMENT PHASE

10. The gamemaster announces that the first Movement Phase has begun. If the Science Officer/Navigator has a sensors lock, he may ask his sensors question(s), which the gamemaster answers.

11. The gamemaster announces how many movement points each captain may use in this phase. The Helmsman with the greater number of movement points this phase moves his *Starship Silhouette Counter* first. If two or more ships have the same movement, the ship whose captain has the tactical advantage will move second.

12. Stress Damage is assessed, if necessary. The Helmsman may make a skill roll against his rating in *Starship Helm Operation* to minimize the damage. The Science Officer records any damage to the superstructure by moving the *Superstructure Counter* to reflect the damage taken. The Chief Engineer records any damage to the engines by moving the appropriate Power Counters on the Total Power Units Available Track and on the Warp Engine Power Available Tracks. Other systems are powered down, if necessary.

13. One at a time, with the faster-moving ships being moved first, Steps 10 through 12 are repeated until all vessels have been moved.

FIRING PHASE

14. The gamemaster announces that the first Firing Phase has begun. Targets are declared, with the ship whose captain won the tactical advantage declaring last.

15. The gamemaster selects which captain will resolve his fire, and the **Weapon Firing Sequence** below is used to determine weapon hits and damage for each shot taken.

16. The **Damage Sequence** below is used for any incoming fire. Effects of all weapon fire take effect at the end of the Firing Phase.

17. Steps 15 and 16 are repeated until all weapon fire has been completed.

18. If power-down must take place because of damage taken, the Chief Engineer makes the decisions on which systems to power down. He records his decisions by moving the appropriate *Power Counters* and informs the other officers of the new situation.

19. If required, the Helmsman and the Science Officer/Navigator adjust the *Display Counters* on their *Command Control Panels* to reflect the new power available.

CONTINUING THE GAME

20. Steps 10 through 19 are repeated for each of the two remaining Movement/Firing Phases.

21. At this time, the game turn is over, and the *Display Counters* are reset on the *Command Control Panels*. The next game turn begins again with Step 1.

ENDING THE GAME

22. The game ends when the players have reached the goal set for them by the gamemaster or when the gamemaster feels they can no longer do so. Quite often, ending the game is a mutual decision.

WEAPON FIRING SEQUENCE

This sequence is used for outgoing fire only. For incoming fire, the gamemaster makes all the rolls instead of the Helmsman.

1. The Helmsman announces the weapon that will fire and its target.

2. Together, the Helmsman and gamemaster determine range and hex-side hit.

3. Twice per game turn, the Helmsman may decide to fire one weapon or weapon bank at a bonus. He makes a Skill Roll against his rating in *Starship Weaponry Operation*. If the roll is less than or equal to his Skill Rating, he gains a bonus of +1 to his To-Hit Roll.

4. The gamemaster cross-indexes the range on the appropriate Firing Chart to determine the To-Hit Number needed for the shot.

5. The Helmsman rolls one die and adds any modifiers. If the result is equal to or greater than the To-Hit Number needed, the shot is a hit.

Target Missed

6. The Helmsman records the shot on the appropriate Weapon Track, moving the *Weapon Counter* to **UN-ARMED**.

7. The game is resumed.

Target Hit, No Sensors Lock

6. The Helmsman (gamemaster) determines the total damage.

7. The gamemaster secretly determines if the shield was penetrated and rolls hit location if appropriate. Damage is recorded on the *Master Control Panel*.

8. The shot is recorded, and the game is resumed.

Target Hit, Sensors Locked On

6. The Helmsman (gamemaster) determines the total damage.

7. The gamemaster informs the Science Officer/Navigator whether the shield was penetrated or not.

8. If the shield is penetrated, the gamemaster asks the Science Officer/Navigator to roll one die and compare the result with the appropriate Detailed Damage Location Table to determine hit location.

9. The shot is recorded, and the game is resumed.

DAMAGE SEQUENCE

This sequence is used for incoming fire. For damage from outgoing fire, the gamemaster makes all rolls in secret, except where noted in the **Weapon Firing Sequence**.

1. The gamemaster announces the amount of damage and shield struck.

2. The Science Officer/Navigator subtracts damage from shielding, moving the *Shield Counter* on the appropriate shield track to record this. If the shielding was greater than the damage, the shield was not penetrated.

3. If the damage is greater than the shielding, and if the Science Officer/Navigator has chosen to apply his combat bonus to Damage Control, he may apply the bonus, or part of it, at this time, subtracting it from the damage. If the damage is reduced to 0, the shield was not penetrated.

Shield Not Penetrated

4. The game is resumed.

Shield Penetrated

4. The gamemaster announces hit location.

5. The appropriate officer moves *Display Counter* to record damage effects.

6. The game is resumed.

EMERGENCY HEADING CHANGE SEQUENCE

1. The Helmsman announces intention to make emergency heading change. He makes a Skill Roll against his rating in *Starship Helm Operation*.

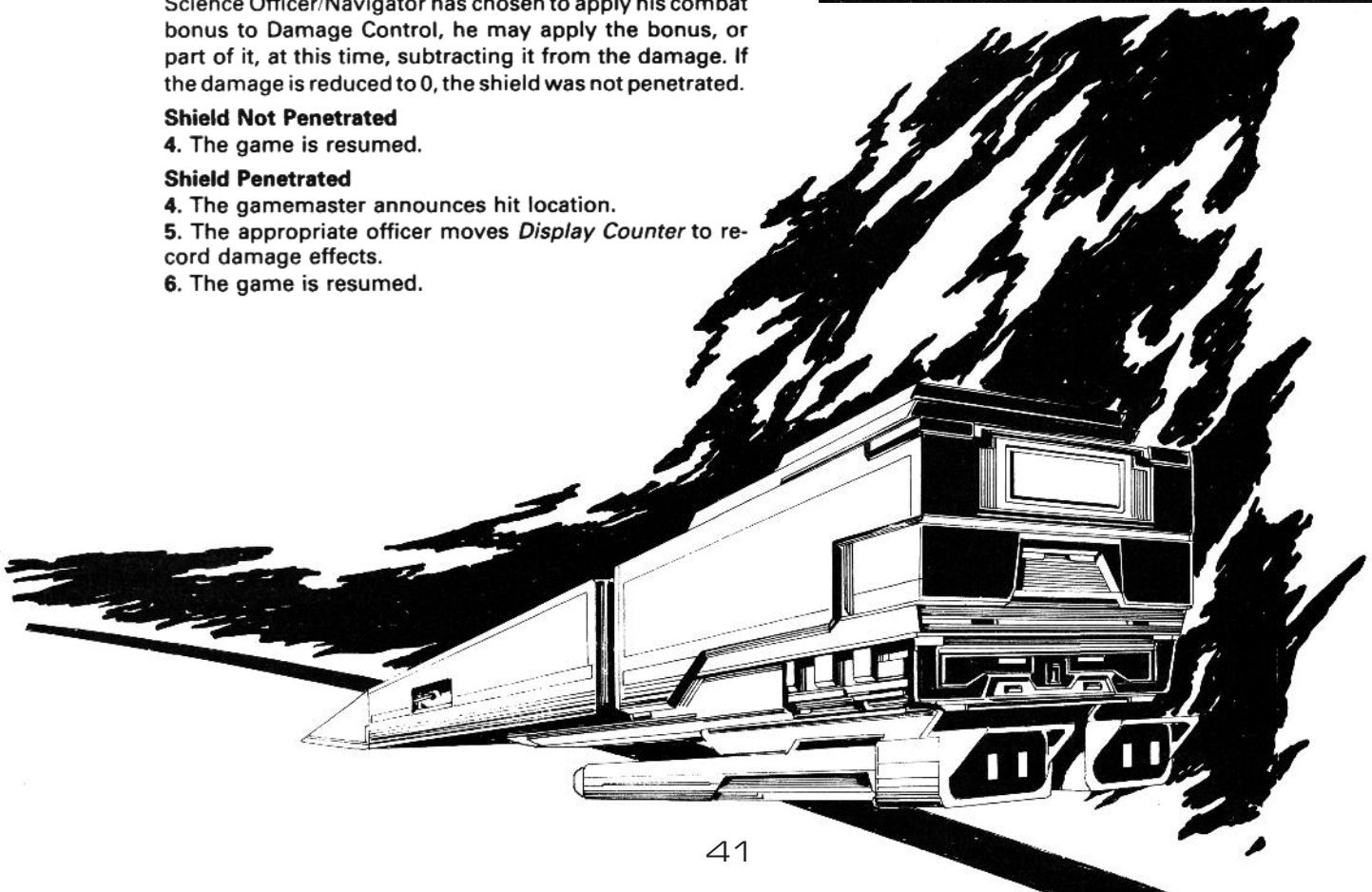
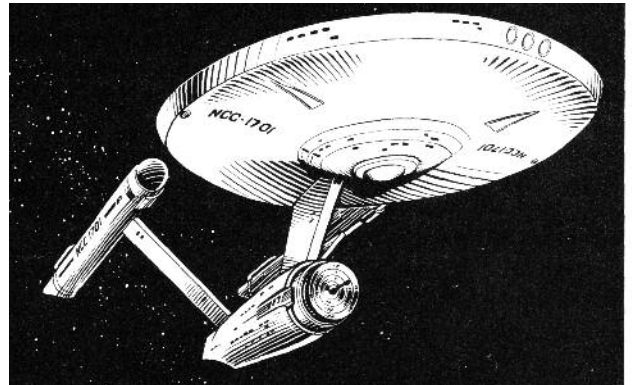
2. The Chief Engineer records one point of stress damage on each Warp Engine Power Track, moving the *Power Counters* to the appropriate positions. If the Helmsman's Skill Roll was successful, the total damage is decreased by one point.

3. The Helmsman determines additional damage by consulting his Current Warp Speed Track and Stress Charts, using one warp factor less if his Skill Roll was successful.

4. The Chief Engineer moves *Power Counters* to record any additional stress damage to the warp engines and adjusts the Total Power Units Available if necessary.

5. The Science Officer/Navigator moves *Superstructure Counter* to record any stress damage to the superstructure.

6. The game is resumed.



A few words on Ship Recognition in this book.

Not all ships on counters are here. Some here may not be on the counters. Substitute as needed by using the back side of the counter sheet.

This selection is a simple jump start to get those who are new to the system a quick shakedown cruise until they can acquire the 1" scale maps and counters. There are additional scale counters in JPHR's Supplement 11, Combat Grids.

At some point I see myself going through all the Recognition Manuals to pull era-appropriate ships, but not now. Maybe by the time you read this.

I will not be designing new ships or altering construction rules. That is a thread that if pulled at, unravels the entirety. Nor can you easily downgrade ships as the Manuals are designed to cover 30+ years of technological changes while focusing on movie-era designs almost exclusively. I include the FJ Designs though they've never been stat'd up [officially or by me lately.]

You can't simply drop or swap components as the builds are formulaic. Tug at one thread and they all get yanked around to no good ends.

Ship Construction
Manual
FASA#2204

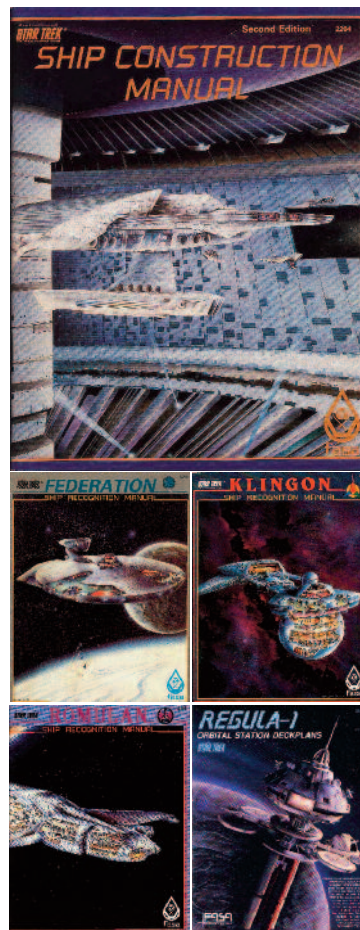
Klingon
Recognition
Manual
FASA#2301

Federation
Recognition
Manual
FASA#2302

Romulan
Recognition
Manual
FASA#2303

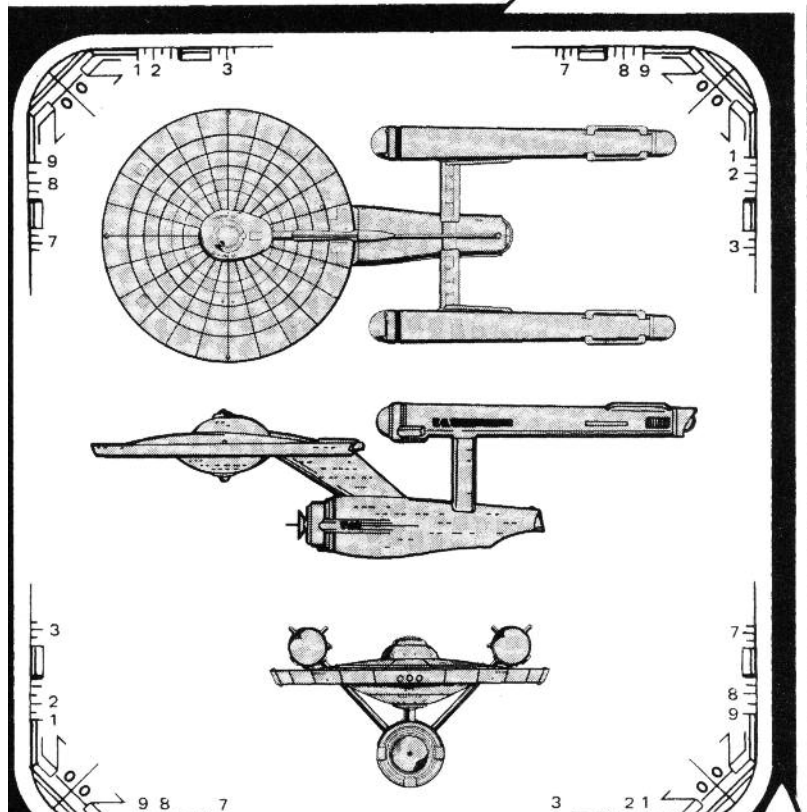
Regula I
Orbital Station
Deck Plans
FASA#2226A

There are other
ships scattered
across Stardate
Magazine, Modules
and Supplements
like, 'The Orions'.



CONSTITUTION CLASS XII CRUISER

United Federation of Planets



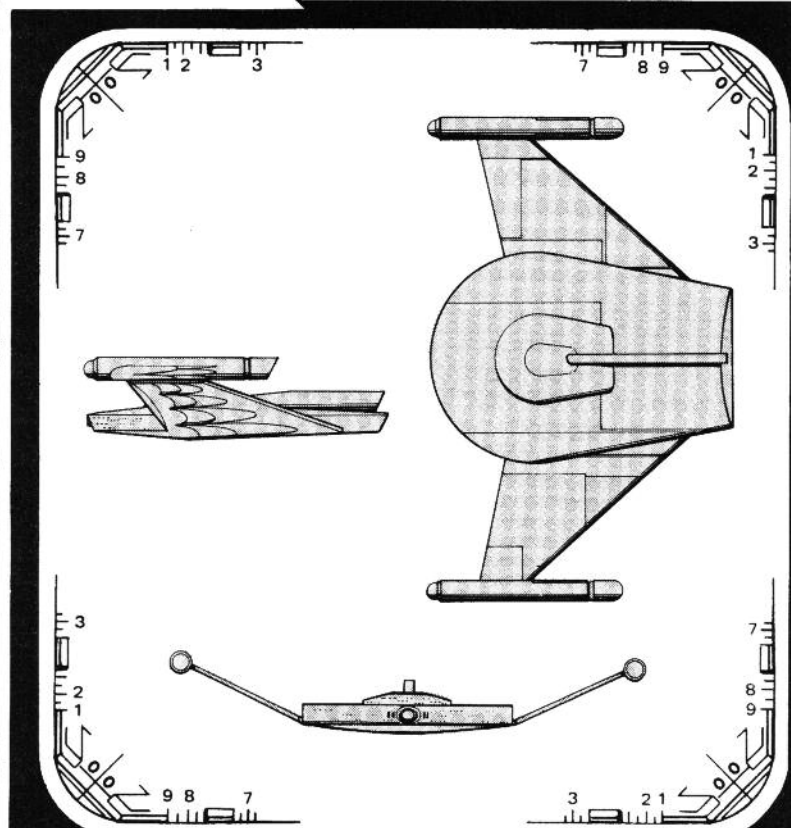
Constitution Class XI Cruiser

| | |
|---------------------------------|----------------|
| Construction Data: | |
| Model Number — | MK II |
| Date Entering Service — | 2/0206 |
| Hull Data: | |
| Superstructure Points — | 20 |
| Damage Chart — | C |
| Other Data: | |
| Crew — | 430 |
| Engines And Power Data: | |
| Total Power Units Available — | 44 |
| Movement Point Ratio — | 4/1 |
| Warp Engine Type — | FWF—1 |
| Number — | 2 |
| Power Units Available — | 20 |
| Stress Charts — | G/L |
| Maximum Safe Cruising Speed — | Warp 6 |
| Emergency Speed — | Warp 8 |
| Impulse Engine Type — | FID—2 |
| Power Units Available — | 4 |
| Weapons And Firing Data: | |
| Beam Weapon Type — | FH—3 |
| Number — | 6 in 3 banks |
| Firing Arcs — | 21/p, 21, 21/s |
| Firing Chart — | W |
| Power Range — | 5 |
| Damage Modifiers — | |
| +3 | (1 — 10) |
| +2 | (11 — 17) |
| +1 | (18 — 20) |
| Missile Weapon Type — | FP—1 |
| Number — | 2 |
| Firing Arcs — | 21 |
| Firing Chart — | L |
| Power to Arm — | 1 |
| Damage — | 10 |
| Shields Data: | |
| Deflector Shield Type — | FSN |
| Shield Point Ratio — | 1/2 |
| Maximum Shield Power — | 16 |
| Combat Efficiency: | |
| D — | 83.6 |
| WDF — | 43.6 |

V-8 (BIRD OF PREY) CLASS VI CRUISER

Romulan Star Empire

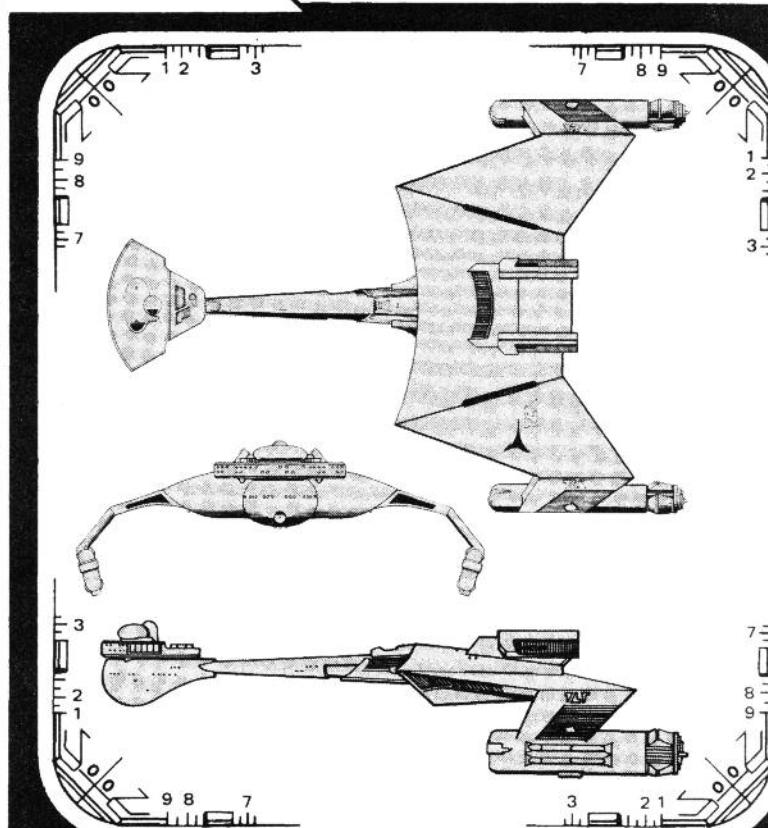
| | |
|---------------------------------|----------------|
| Construction Data: | |
| Model Number — | Type 4 |
| Date Entering Service — | 2/08 |
| Hull Data: | |
| Superstructure Points — | 15 |
| Damage Chart — | B |
| Equipment Data: | |
| Cloaking Device Type — | RCC |
| Power Requirements — | 15 |
| Other Data: | |
| Crew — | 150 |
| Engines And Power Data: | |
| Total Power Units Available — | 28 |
| Movement Point Ratio — | 3/1 |
| Warp Engine Type — | RWC-1 |
| Number — | 2 |
| Power Units Available — | 12 |
| Stress Charts — | MP |
| Maximum Safe Cruising Speed — | Warp 4 |
| Emergency Speed — | Warp 6 |
| Impulse Engine Type — | RIC-2 |
| Power Units Available — | 4 |
| Weapons And Firing Data: | |
| Beam Weapon Type — | RB-6 |
| Number — | 2 |
| Firing Arcs — | 2p/s |
| Firing Chart — | T |
| Power Range — | 6 |
| Damage Modifiers — | |
| +3 | |
| +2 | (1 - 18) |
| +1 | |
| Plasma Weapon Type — | RPL-2 |
| Number — | 1 |
| Firing Arcs — | 1f |
| Firing Chart — | M |
| Power to Arm — | 15 |
| Damage — | see chart RL-2 |
| Shields Data: | |
| Deflector Shield Type — | RSH |
| Shield Point Ratio — | 1/2 |
| Maximum Shield Power — | 11 |
| Combat Efficiency: | |
| D — | 63.5 |
| WDF — | 32.0 |



D-7A (PAINBRINGER) CLASS VIII CRUISER

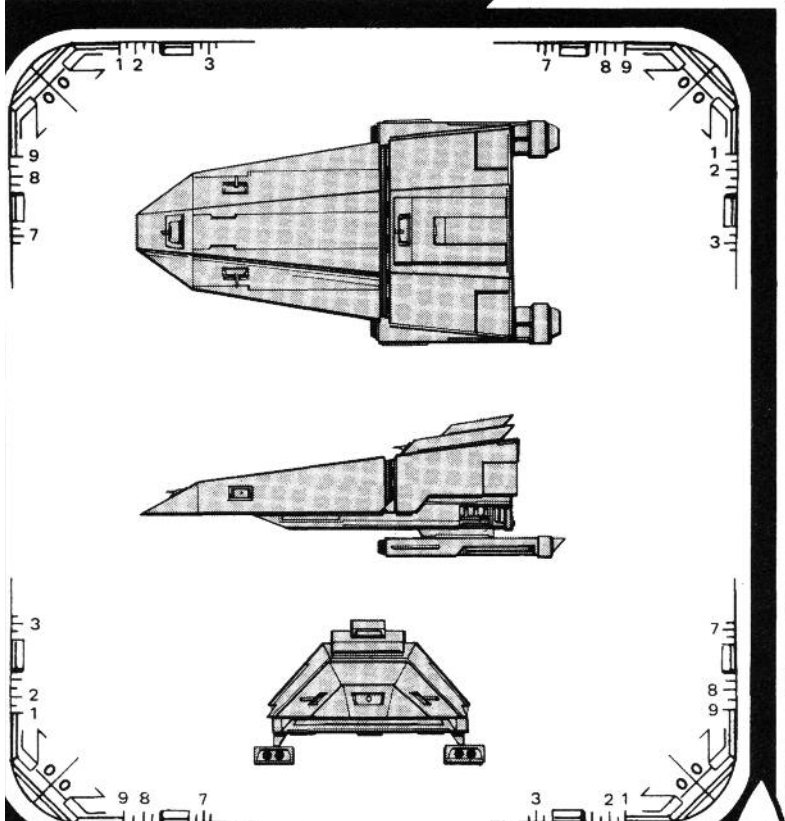
Klingon Empire

| | |
|---------------------------------|------------|
| Construction Data: | |
| Model Number — | A |
| Date Entering Service — | 1/8611 |
| Hull Data: | |
| Superstructure Points — | 20 |
| Damage Chart — | C |
| Other Data: | |
| Crew — | 352 |
| Engines And Power Data: | |
| Total Power Units Available — | 40 |
| Movement Point Ratio — | 4/1 |
| Warp Engine Type — | KWD-1 |
| Number — | 2 |
| Power Units Available — | 18 |
| Stress Charts — | L/N |
| Maximum Safe Cruising Speed — | Warp 6 |
| Emergency Speed — | Warp 8 |
| Impulse Engine Type — | KIC-2 |
| Power Units Available — | 4 |
| Weapons And Firing Data: | |
| Beam Weapon Type — | KD-6 |
| Number — | 4 |
| Firing Arcs — | 2f/p, 2f/s |
| Firing Chart — | T |
| Power Range — | 6 |
| Damage Modifiers — | |
| +1 | (1 - 18) |
| Shields Data: | |
| Deflector Shield Type — | KSC |
| Shield Point Ratio — | 1/1 |
| Maximum Shield Power — | 8 |
| Combat Efficiency: | |
| D — | 54.6 |
| WDF — | 20.4 |



MA-12 CLASS VI CRUISER

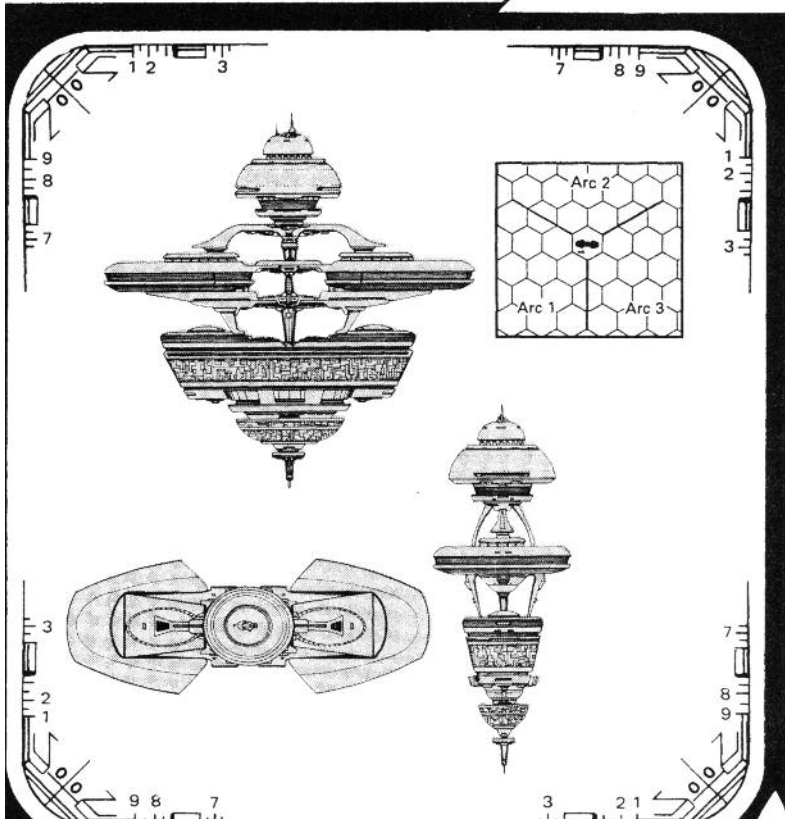
Gorn Alliance



| | |
|---------------------------------|------------------|
| Construction Data: | |
| Model Number — | D |
| Date Entering Service — | Unknown |
| Hull Data: | |
| Superstructure Points — | 27 |
| Damage Chart — | C |
| Other Data: | |
| Crew — | 136 |
| Engines And Power Data: | |
| Total Power Units Available — | 36 |
| Movement Point Ratio — | 4/1 |
| Warp Engine Type — | GWD-1 |
| Number — | 2 |
| Power Units Available — | 16 |
| Stress Charts — | O/L |
| Maximum Safe Cruising Speed — | Warp 6 |
| Emergency Speed — | Warp 7 |
| Impulse Engine Type — | GIB-3 |
| Power Units Available — | 4 |
| Weapons And Firing Data: | |
| Beam Weapon Type — | GBL-7 |
| Number — | 6 |
| Firing Arcs — | 4 p/l/s, 2 p/a/s |
| Firing Chart — | R |
| Power Range — | 5 |
| Damage Modifiers — | |
| +3 | (1 - 6) |
| +2 | (7 - 12) |
| +1 | (13 - 16) |
| Missile Weapon Type — | GP-2 |
| Number — | 2 |
| Firing Arcs — | 2f |
| Firing Chart — | K |
| Power to Arm — | 2 |
| Damage — | 10 |
| Shields Data: | |
| Deflector Shield Type — | GSH |
| Shield Point Ratio — | 1/2 |
| Maximum Shield Power — | 10 |
| Combat Efficiency: | |
| D — | 78.6 |
| WDF — | 32.4 |

ALAMO CLASS DEFENSE OUTPOST

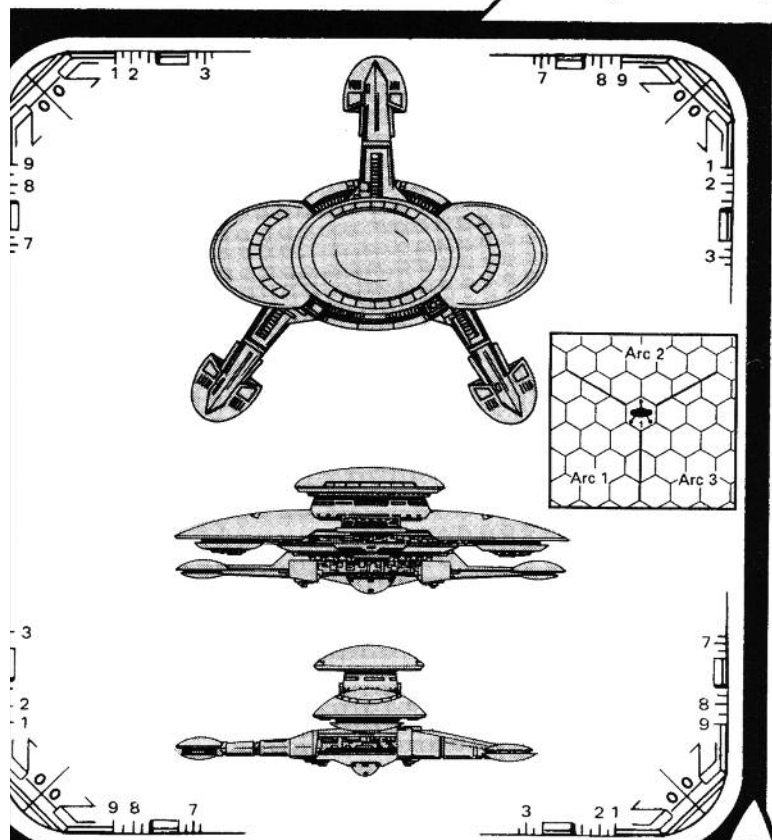
United Federation of Planets



| | |
|---------------------------------|-----------|
| Construction Data: | |
| Model Number — | MK IV |
| Date Entering Service — | 2/1212 |
| Hull Data: | |
| Superstructure Points — | 72 |
| Damage Chart — | C |
| Other Data: | |
| Crew — | 460 |
| Engines And Power Data: | |
| Total Power Units Available — | 204 |
| Movement Point Ratio — | 10/1 |
| Warp Engine Type — | FMAPG-3 |
| Number — | 1 |
| Power Units Available — | 180 |
| Impulse Engine Type — | FIPG-2 |
| Power Units Available — | 24 |
| Weapons And Firing Data: | |
| Beam Weapon Type — | FH-9 |
| Number — | 18 |
| Firing Arcs — | 6/arc |
| Firing Chart — | X |
| Power Range — | 6 |
| Damage Modifiers — | |
| +2 | (1 - 12) |
| +1 | (13 - 22) |
| Missile Weapon Type — | FP-4 |
| Number — | 6 |
| Firing Arcs — | 2/arc |
| Firing Chart — | S |
| Power to Arm — | 1 |
| Damage — | 20 |
| Shields Data: | |
| Shield Point Ratio — | 1/2 |
| Maximum Shield Power — | 16 |
| Combat Efficiency: | |
| D — | 210.0 |
| WDF — | 198.0 |

Z-4 (DEATHGAME) DEFENSE OUTPOST

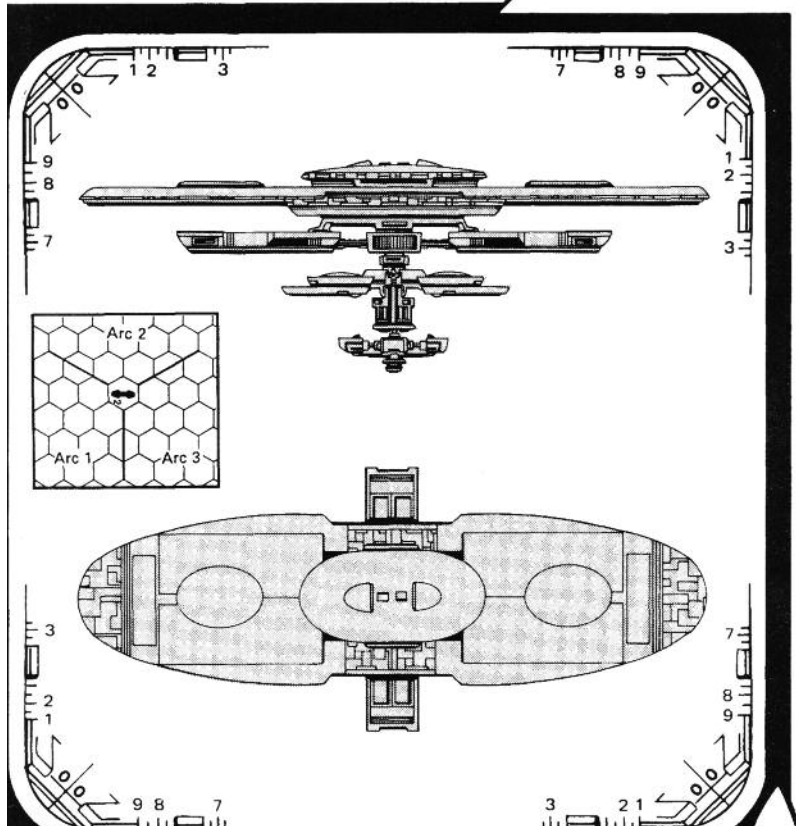
Klingon Empire



| | |
|---------------------------------|-----------|
| Construction Data: | |
| Model Number — | C |
| Date Entering Service — | 2/1403 |
| Hull Data: | |
| Superstructure Points — | 70 |
| Damage Chart — | C |
| Other Data: | |
| Crew — | 455 |
| Engines And Power Data: | |
| Total Power Units Available — | 198 |
| Movement Point Ratio — | 10/1 |
| Warp Engine Type — | KMAPG-3 |
| Number — | 1 |
| Power Units Available — | 170 |
| Impulse Engine Type — | KIPG-3 |
| Power Units Available — | 28 |
| Weapons And Firing Data: | |
| Beam Weapon Type — | |
| Number — | KD-8 |
| Firing Arcs — | 18 |
| Firing Chart — | 6/arc |
| Power Range — | U |
| Damage — | 7 |
| Damage Modifiers — | |
| +3 | (1 - 7) |
| +2 | (8 - 15) |
| +1 | (16 - 20) |
| Beam Weapon Type — | |
| Number — | KD-12 |
| Firing Arcs — | 9 |
| Firing Chart — | 3/arc |
| Power Range — | H |
| Damage — | 9 |
| Damage Modifiers — | |
| +3 | (1 - 3) |
| +2 | (4 - 8) |
| +1 | (9 - 10) |
| Missile Weapon Type — | |
| Number — | KP-6 |
| Firing Arcs — | 6 |
| Firing Chart — | 2/arc |
| Power Range — | R |
| Damage — | 2 |
| Damage — | 20 |
| Shields Data: | |
| Deflector Shield Type — | KS |
| Shield Point Ratio — | 1/2 |
| Maximum Shield Power — | 15 |
| Combat Efficiency: | |
| D — | 178.0 |
| WDF — | 213.9 |

X-3 (AVIARY) BORDER DEFENSE OUTPOST

Romulan Star Empire



| | |
|------------------------------------|---------------------|
| Construction Data: | |
| Model Number — | Type 7 |
| Date Entering Service — | 2/20 |
| Hull Data: | |
| Superstructure Points — | 70 |
| Damage Chart — | C |
| Other Data: | |
| Crew — | 296 |
| Generators And Power Data: | |
| Total Power Units Available — | 144 |
| Matter/Antimatter Generator Type — | RMAPG-4 |
| Power Units Available — | 120 |
| Impulse Generator — | RIPG-2 |
| Power Units Available — | 24 |
| Weapons And Firing Data: | |
| Beam Weapon Type — | |
| Number — | RB-11 |
| Firing Arcs — | 12, in 6 banks of 2 |
| Firing Chart — | 4 per arc |
| Power Range — | V |
| Damage — | 9 |
| Damage Modifiers — | |
| +3 | (1 - 10) |
| +2 | (11 - 16) |
| +1 | (17 - 21) |
| Missile Weapon Type — | |
| Number — | RP-3 |
| Firing Arcs — | 9 |
| Firing Chart — | 3 per arc |
| Power to Arm — | Q |
| Damage — | 1 |
| Damage — | 10 |
| Plasma Weapon Type — | |
| Number — | RPL-3 |
| Firing Arcs — | 3 |
| Firing Chart — | 1 per arc |
| Power to Arm — | T |
| Damage — | 8 |
| Damage — | see chart |
| Shields Data: | |
| Deflector Shield Type — | RSO |
| Shield Point Ratio — | 1/3 |
| Maximum Shield Power — | 15 |
| Combat Efficiency: | |
| D — | 182.9 |
| WDF — | 185.4 |

WANDERER CLASS V BLOCKADE RUNNER

Orion Colonies

Construction Data:

Model Number —
Date Entering Service —

Hull Data:

Superstructure Points —
Damage Chart —

Other Data:

Crew —

Engines And Power Data:

Total Power Units Available —
Movement Point Ratio —

Weapons And Firing Data:

Beam Weapon Type —
Number —

Firing Arcs —
Firing Chart —
Power Range —

Missile Weapon Type:

Number —
Firing Arcs —
Firing Chart —
Power to Arm —

Shields Data:

Deflector Shield Type —
Shield Point Ratio —
Maximum Shield Power —

Combat Efficiency:

D —
WDF —

Unknown
Unknown

21

B

102

37

2/1

OWA-2

2

17

GF

Warp 6

Warp 8

OIB-3

3

OD-4

4

2f/p/s, 2a/p/s

T

6

(1 - 18)

FP-1

4

2f, 2a

L

1

10

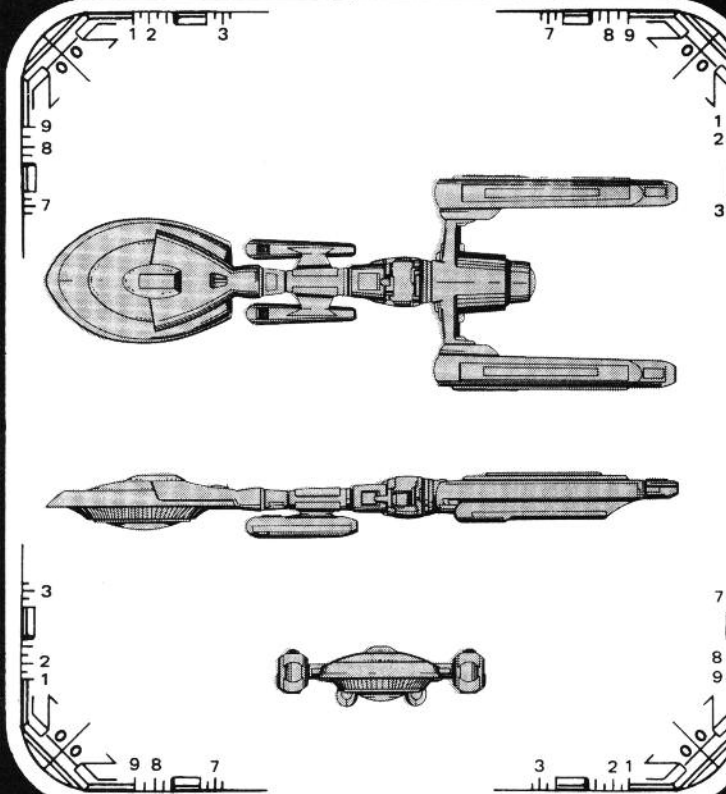
OSJ

1/4

8

148.0

38.2



LIGHTNING CLASS IV BLOCKADE RUNNER

Orion Colonies

Construction Data:

Model Number —

Date Entering Service —

Hull Data:

Superstructure Points —

Damage Chart —

Other Data:

Crew —

Engines And Power Data:

Total Power Units Available —

Movement Point Ratio —

Weapons And Firing Data:

Beam Weapon Type —

Number —

Firing Arcs —

Firing Chart —

Power Range —

Damage Modifiers —

Shields Data:

Deflector Shield Type —

Shield Point Ratio —

Maximum Shield Power —

Combat Efficiency:

D —
WDF —

Unknown
Unknown

16

C

23

33

3/1

OWA-1

2

15

GF

Warp 8

Warp 10

OIB-3

3

OD-3

6

3f/p/s, 1p, 1s, 1a

R

4

(1 - 16)

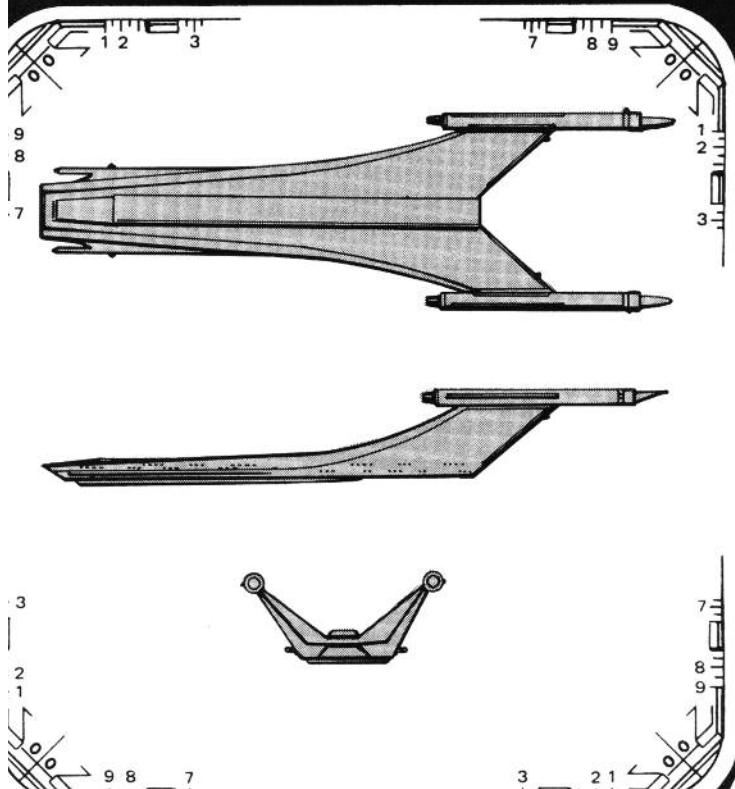
OSF

1/3

6

81.4

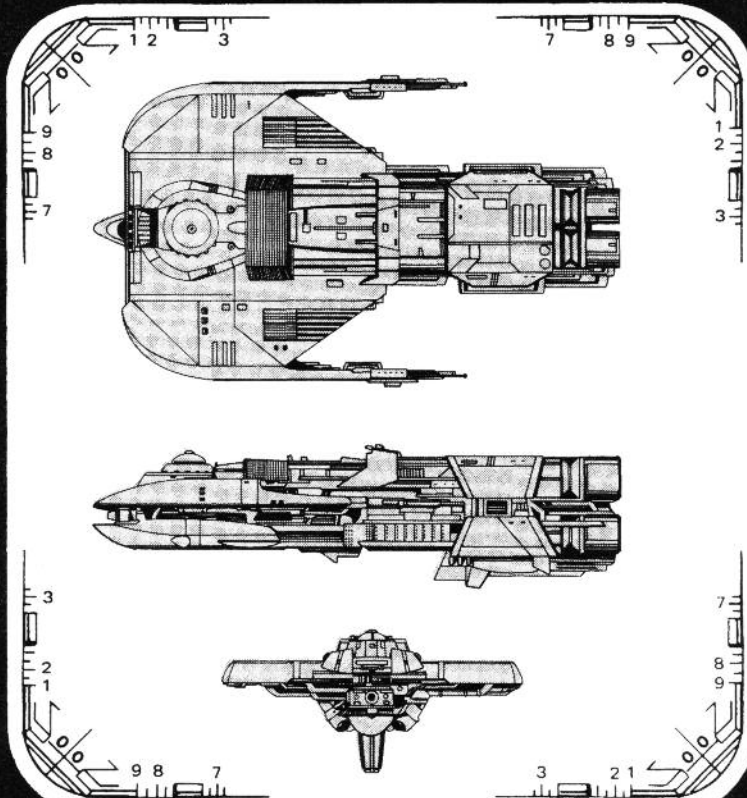
18.0



MONARCH CLASS IX FREIGHTER

Independent Merchant

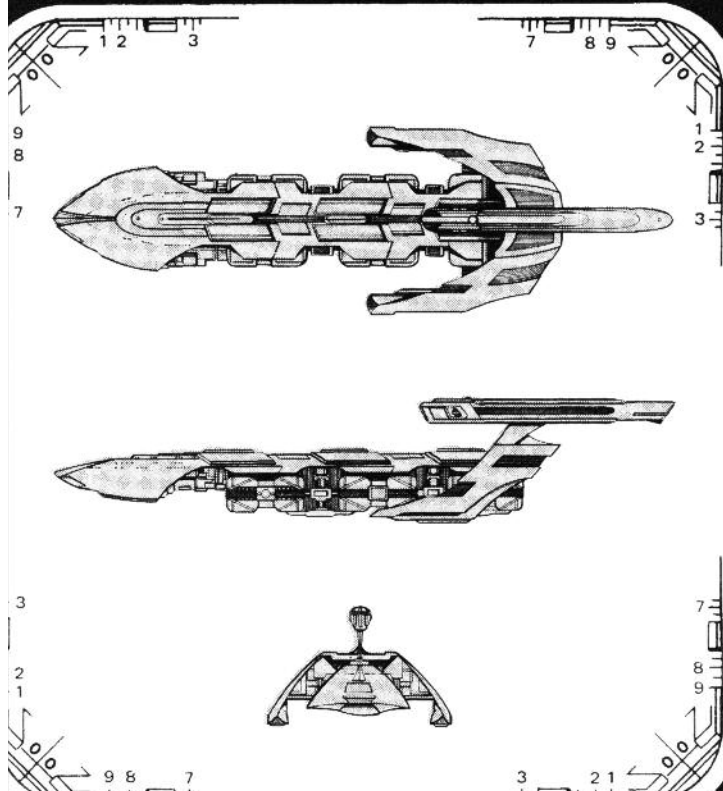
Construction Data:
 Model Number — MK XXX
 Date Entering Service — 2/1903
 Hull Data:
 Superstructure Points — 15
 Damage Chart — C
 Other Data:
 Crew — 16
 Engines And Power Data:
 Total Power Units Available — 38
 Movement Point Ratio — 4/1 (unloaded)
 7/1 (unloaded)
 Warp Engine Type — FWE-2
 Number — 2
 Power Units Available — 13
 Stress Charts — G/K
 Maximum Safe Cruising Speed — Warp 6 unloaded
 Warp 4 loaded
 Warp 8 unloaded
 Warp 5 loaded
 Emergency Speed — FIF-1
 Impulse Engine Type — 12
 Power Units Available —
 Shields Data:
 Deflector Shield Type — FSN
 Shield Point Ratio — 1/2
 Maximum Shield Power — 16
 Combat Efficiency:
 D — 70.5 (unloaded)
 58.5 (loaded)
 WDF — 0



LOTUS FLOWER CLASS X FREIGHTER

Independent Merchant

Construction Data:
 Model Number — MK XII
 Date Entering Service — 2/0610
 Hull Data:
 Superstructure Points — 20
 Damage Chart — C
 Other Data:
 Crew — 81
 Engines And Power Data:
 Total Power Units Available — 18
 Movement Point Ratio — 3/1 (unloaded)
 7/1 (loaded)
 Warp Engine Type — FWE-2
 Number — 1
 Power Units Available — 12
 Stress Charts — F/J
 Maximum Safe Cruising Speed — Warp 7 unloaded
 Warp 4 loaded
 Warp 9 unloaded
 Warp 5 loaded
 Emergency Speed — FIB-3
 Impulse Engine Type — 6
 Power Units Available —
 Shields Data:
 Deflector Shield Type — FSL
 Shield Point Ratio — 1/3
 Maximum Shield Power — 16
 Combat Efficiency:
 D - 96.1 (unloaded)
 67.6 (loaded)
 WDF - 0.0



Kzinti Police Ship Combat Tables

CAPTAIN'S STRAT/TAC. SKILL: _____

CREW EFFICIENCY RATING= _____

ENGINE STRESS/DMG

SUPERSTRUCTURE STRESS/DAMAGE

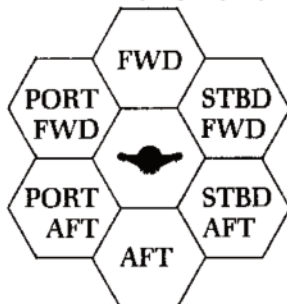
| | | | | | | |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|

DISR DAMAGED

| | |
|---|---|
| 1 | 2 |
|---|---|

IMPULSE ENGINE = 2 BOXES

DEFLECTORS UP



ACTION OPTIONS

| | |
|--|--|
| | Move 4, 5, 6 hexes 2 Def 0 Disr |
| | Move 3, 4, 5, 6 hexes 1 Def 2 Disr |
| | Move 0, 1, 2 hexes 2 Def 2 Disr |
| | Move 0, 1, 2, 3, 4 hexes 2 Def 1 Disr |
| | Move 0 hexes 3 Def 1 Disr |
| | Move 0, 1, 2 hexes 3 Def 0 Disr |

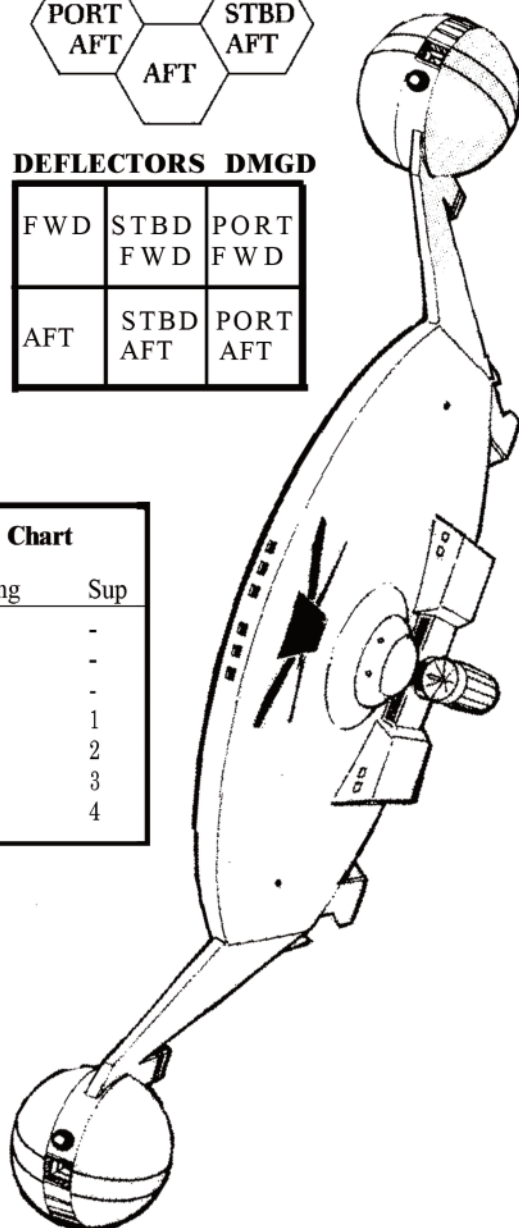
DEFLECTORS DMGD

| | | |
|-----|----------|----------|
| FWD | STBD FWD | PORT FWD |
| AFT | STBD AFT | PORT AFT |

| DMG Chart | |
|-----------------|-------|
| Die roll Damage | |
| 1 | IMP |
| 2 | Disr |
| 3 | Super |
| 4 | Super |
| 5 | Defl |
| 6 | Defl |
| 7 | Defl |
| 8 | W Eng |
| 9 | W Eng |
| 10 | W Eng |

| Turn Chart | | | |
|------------|-----|-----|--|
| Spd | Eng | Sup | |
| sub | - | - | |
| W1 | - | - | |
| W2 | - | - | |
| W3 | - | 1 | |
| W4 | - | 2 | |
| W5 | 1 | 3 | |
| W6 | 2 | 4 | |

| Disr Table | | |
|------------|--------|-----|
| Rng | To Hit | Dmg |
| 1 | 1-10 | 3 |
| 2 | 1-9 | 3 |
| 3 | 1-7 | 2 |
| 4 | 1-5 | 2 |
| 5 | 1-3 | 2 |
| 6 | 1-3 | 1 |
| 7 | 1-2 | 1 |
| 8 | 1 | 1 |



| | |
|-----------|----|
| MAX SPD 6 | 14 |
| MAX SPD 5 | 13 |
| -1 DEFL | 12 |
| MAX SPD 4 | 11 |
| -2 DEFL | 10 |
| MAX SPD 3 | 9 |
| -3 DEFL | 8 |
| MAX SPD 2 | 7 |
| -1 DISR | 6 |
| -4 DEFL | 5 |
| MAX SPD 1 | 4 |
| -5 DEFL | 3 |
| -2 DISR | 2 |
| MAX SPD 0 | 1 |

THOLIAN SPINNER CLASS

The Tholian Spinner has two energy projectors (up to 6 pts each) with a bonus of 2 pts to 4 hexes, and 1 point from 5-8. Both fire fwd and to each side. The engines produce 30 points of power (2 imp, 28 warp). It takes 3 points to produce 1 maneuver point. Shields may have up to 10 points in them.

The unique feature of the Spinner is the web generator. This device enables the ship to surround an immobile object with a "spider web" of energy, thus capturing it. The reason the object must be immobile is that a web takes a long time to generate, about 180 minutes for 1 ship. Two tholian ships can do the job in half the time (90 minutes). More ships will, of course, cut the time proportionately. Once completed, nothing can break out of it (*The Tholian Web* episode). The ship's other weaponry is capable of delivering a good solid punch, so watch out!

This is the only time FASA gave this ship any heed I'm aware of. As 1st Edition was a rushed job, ship stats were pulled from the air rather than based on a formula as later refined in the Ship Construction Manual.

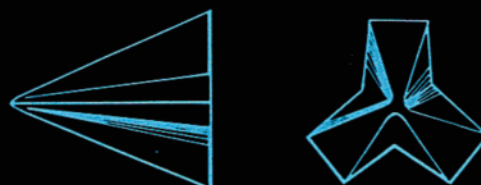
Tholian Spinner Class

CREW

Crew unknown

SHIP DATA

| | |
|-----------------------|---------------------|
| Weight (empty) | 25,000 Metric tons |
| Standard Range | 4 Years at LYV |
| Max Safe Cruise Speed | WF 8 |
| Emergency Speed | WF 10 |
| Weaponry | 2 energy projectors |
| | web generator |
| Length | 75 m |
| Diameter | 67 m |



ROMULAN "BIRD OF PREY"

This ship has two unique features; a plasma bolt projector and a cloaking device. The cloak can be used to make the ship invisible to visual sighting. Movement, however, can be picked up by scanners, though such sensing is tricky (+10 penalty to STARSHIP SENSORS skill roll). Also, when scanning for a cloaked ship, a sensor lock can only be maintained for one turn. Thus, the science officer looking for a cloaked ship must make a successful saving roll every turn to keep track of a cloaked ship.

A ship that has no sensor lock may not fire blindly into a hex, hoping a cloaked ship will still be there. Those hexes are big, and an essentially invisible ship simply cannot be hit, even if you know by process of elimination where it is. The only effective weapon vs. an undetected (by sensors) cloaked ship is a photon minefield. Proximity fused mines still are set off by a cloaked ship. Therefore, it's best to sit still as much as possible when using the cloak, as a ship in cloak cannot be detected by sensors if it has not moved in the past turn.

The best way to handle the cloak in game terms is to simply take the counter off the board when the cloak is in use and not picked up by sensors. Since this is a role-playing game and not a board game, this is handled fairly easily, since the gamemaster controls the situation anyway. If the counter is taken off the board, the gamemaster should jot the hex number down on a scrap of paper. If the ship is moved, write down the hex numbers moved through.

The cloak cannot be used when the plasma weapon is to be fired — there is not enough power for both. Each takes 15 points of power. The impulse only produced 2 points and the warp only 24 for a total of 26 points of power. So the ship must become visible to fire. If the weapon is to be fired, the player (or GM) may keep his ship invisible until he intends to fire, thereby not tipping the other player off as to his intentions. The plasma weapon has a forward arc.

Shield may have up to 8 points of power in them.

GORN CRUISER

The ship has 4 blasters, each using 2 points of power to produce 1 point of attack force. Bonuses are 2 points out to 7 hexes, 1 from 8-10, and none from 11 hexes up. Two fire fwd and stbd; the other 2 fire fwd and port. The deflectors can have up to 10 points put in them. The engines produce 40 points of power (4 imp, 36 warp).

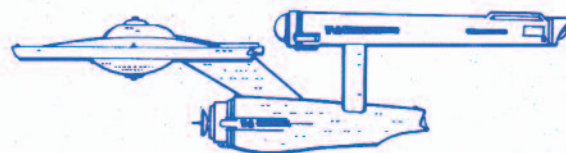
ORION BLOCKADE RUNNER

A pirate ship, built for speed, fast guns, and little defense. Its speed is its defense. The ship has 6 disruptors (of Klingon design), each capable of having 4 points put into them. A bonus of 1 pt is given under a 9 hex range. 2 dir. fire fwd, 1 each stbd and port, and 2 aft.

The shields each can have up to 6 points in them. The ship has 3 impulse factors and 2 warp engines producing 15 points of power each. It takes 3 power points to produce 1 maneuvering point. The ship, although small, has 16 superstructure points because it has been reinforced throughout.

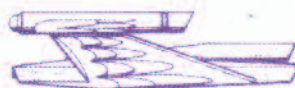
CONSTITUTION Class Hvy. Cruiser

190,000 Metric tons



ROMULAN Bird of Prey

60,000 Metric tons



KLINGON D-7 Battlecruiser

110,000 Metric tons



GORN Cruiser

50,000 Metric tons



LARSON Class Destroyer

95,000 Metric tons



NELSON Class Scout

95,000 Metric tons



LOKNAR Class Mdm. Frigate

100,000 Metric tons



DERF Class Survey Ship

115,000 Metric tons



Class: Specifications:

HULL DATA Entered Service
Qty. Constructed

SUPERSTRUCTURE Points
Damage Chart
Landing Capable
Length
Width
Height
Tonnage

EQUIPMENT

Control Computer
Subspace Transmitter
Emergency Battery Capacity
Tractor Beam Emitters
Tractor Capacitors

TRANSPORTERS

Standard 6-person
Emergency 22-person
Cargo

HANGAR BAY Sm/Md/Lg/Expansive

DOCKING RING

SHUTTLECRAFT

ENGINES AND POWER

Total Power Units
Manuever Point Ratio

WARP ENGINE TYPE

Power Units Available
Stress Charts
Cruising Speed
Emergency Speed

IMPULSE ENGINE TYPE

Power Units Available

WEAPONS AND SHIELDS

BEAM TYPE

Number
Firing Arc
Firing Chart
Max Power
Damage Mods

Missile TYPE

Number
Firing Arc
Firing Chart
Damage

Shield TYPE

Shield Point Ratio
Max Shield
Power/Side

| | |
|----------------------|-----|
| COMBAT EFFICIENCY | D- |
| | WDF |

PERSONNEL

Crew
Officers
Enlisted
Passengers

CARGO

Units
Tonnage

HULL NUMBERS AND NOMENCLATURE

STAR VESSEL DATA RECORD

| | |
|---------------------------------|-------------|
| VESSEL CLASS | VESSEL NAME |
| VESSEL TYPE | HULL NUMBER |
| DESIGNER | CONTRACTOR |
| DATE DESIGNED | COST |
| DATE HULL LAID DOWN | |
| DATE OF CONSTRUCTION COMPLETION | |

DIMENSIONS

| |
|------------------------|
| OVERALL LENGTH |
| OVERALL WIDTH |
| OVERALL HEIGHT |
| DECK CEILING HEIGHT |
| CARGO UNITS |
| METRIC TONNAGE (EMPTY) |

MOBILITY DATA

WARP ENGINES

| |
|-------------------------|
| MANEUVER POINT RATIO |
| POWER UNITS |
| STRESS CHARTS |
| MAX SAFE CRUISING SPEED |
| EMERGENCY SPEED |

DEFLECTORS

| |
|-------------|
| TYPE |
| POWER RATIO |

IMPULSE ENGINE

| |
|-------------|
| TYPE |
| POWER UNITS |

ARMAMENTS

| | | | | | | | | | | | | | | |
|--------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| TYPE | | | | | | | | | | | | | | |
| LOCATION | | | | | | | | | | | | | | |
| FIRING CHART | | | | | | | | | | | | | | |
| POWER RANGES | | | | | | | | | | | | | | |

OTHER FEATURES

| | |
|----------------------|--------------|
| TRANSPORTERS | DAMAGE CHART |
| SHUTTLECRAFT | |
| TRACTOR BEAMS | |
| CREW REQUIREMENTS | |
| PASSENGER FACILITIES | |

VESSEL HULL NUMBERS AND NAMES

| | | | |
|-----|-----|----|------|
| DMG | DMG | OP | LOCK |
| 2 | 1 | | |

Sensors

Superstructure Damage

| | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Casualties

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |
|---|---|---|---|---|---|---|---|---|---|

Hundreds

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |
|---|---|---|---|---|---|---|---|---|---|

Tens

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |
|---|---|---|---|---|---|---|---|---|---|

Ones

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|-----|
| +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 |
|----|----|----|----|----|----|----|----|----|-----|

Die Roll Modifications

SHIP COMBAT SAVING ROLL TABLE

Below is a list of all skill rolls normally used in ship combat. Four things are given: 1) Officer the roll is made by, 2) Name of the skill used, 3) When the roll can be made, and 4) the result of a successful roll.

CAPTAIN

- 1) STARSHIP COMBAT STRATEGY/TACTICS, beginning of turn, no roll is made but skill is compared to opponent's skill.

ENGINEER

- Only one roll may be made per turn.
1) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success gains 1 extra point of power to be applied to total power available track (2 points if roll is 01-05).
2) STARSHIP ENGINEERING (GENERAL), made at the beginning of the turn, success reduces stress on one engine by one step (2 points on one engine or 1 point on each of two engines if the roll is 01-05).

- 3) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success allows helm to change overall warp speed by 2 steps instead of 1.

NAVIGATOR

- 1) DEFLECTOR SHIELD TECHNOLOGY, made at the beginning of the turn, success gains 2 more points of shielding to be used anywhere.

HELMSMAN

- 1) STARSHIP HELM OPERATION, made any time needed, success allows stress chart rolls to be made one row higher than normal.
2) SHIP'S WEAPONRY TECHNOLOGY, made when firing - may roll twice per turn, success gains a +1 on 'to hit' rolls of weaponry.

SCIENCE OFFICER

- 1) SHIP'S SENSOR SKILL, made at the beginning of the turn, success gains sensor lock.

COMMUNICATIONS OFFICER

- 1) STARSHIP COMMUNICATIONS PRO. CEDURES, may be made anytime, allows difficult tasks to be performed.

DAMAGE CHART A B C

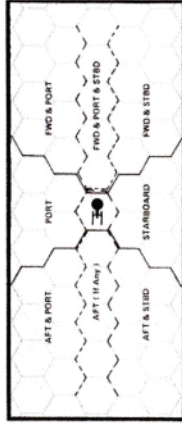
| Forward | STBD - Forward | A | B | C | Port-Forward |
|---------|----------------|---|---|---|--------------|
| 1 | 1 | | | | 1 |
| 2 | 2 | | | | 2 |
| 3 | 3 | | | | 3 |
| 4 | 4 | | | | 4 |
| 5 | 5 | | | | 5 |
| 6 | 6 | | | | 6 |
| 7 | 7 | | | | 7 |
| 8 | 8 | | | | 8 |
| 9 | 9 | | | | 9 |
| 10 | 10 | | | | 10 |

| Aft | STBD - Aft | Port-Aft |
|-----|------------|----------|
| 1 | 1 | 1 |
| 2 | 2 | 2 |
| 3 | 3 | 3 |
| 4 | 4 | 4 |
| 5 | 5 | 5 |
| 6 | 6 | 6 |
| 7 | 7 | 7 |
| 8 | 8 | 8 |
| 9 | 9 | 9 |
| 10 | 10 | 10 |

Chief Helm DEX ____

ST Helm ____

ST Wpn Op ____ ST Wpns Tech ____



HELM

PHOTON TORPEDOES

| TYPE/ARC | UN | DMGD | ARC | TYPE/ARC | UN | DMGD | ARC |
|----------|----|------|-----|----------|----|------|-----|
| TYPE/ARC | UN | DMGD | ARC | TYPE/ARC | UN | DMGD | ARC |
| TYPE/ARC | UN | DMGD | ARC | TYPE/ARC | UN | DMGD | ARC |

| TYPE | DMGD | UN | 1 | 2 | 3 | 4 | 5 | TYPE | DMGD | UN | 1 | 2 | 3 | 4 | 5 |
|------|------|----|---|---|---|---|---|------|------|----|---|---|---|---|---|
| TYPE | DMGD | UN | 1 | 2 | 3 | 4 | 5 | TYPE | DMGD | UN | 1 | 2 | 3 | 4 | 5 |
| TYPE | DMGD | UN | 1 | 2 | 3 | 4 | 5 | TYPE | DMGD | UN | 1 | 2 | 3 | 4 | 5 |

| TURN STRESS CHART | | PHASER FIRING CHART | |
|-------------------|---------------|---------------------|--------|
| Speed | Engine Stress | Range | To Hit |
| Sub | Super | 1 | DMG+ |
| W1 | Stress | 2 | |
| W2 | | 3 | |
| W3 | | 4 | |
| W4 | | 5 | |
| W5 | | 6 | |
| W6 | | 7 | |
| W7 | | 8 | |
| W8 | | 9 | |
| | | 10 | |
| | | 11 | |
| | | 12 | |
| | | 13 | |
| | | 14 | |
| | | 15 | |
| | | 16 | |
| | | 17 | |
| | | 18 | |
| | | 19 | |
| | | 20 | |
| | | 21 | |
| | | 22 | |
| | | 23 | |
| | | 24 | |

Current Speed

| 0 | 8 |
|---|----|
| 1 | 9 |
| 2 | 10 |
| 3 | 11 |
| 4 | 12 |
| 5 | 13 |
| 6 | 14 |
| 7 | 15 |

Chief Navigator DEX ____

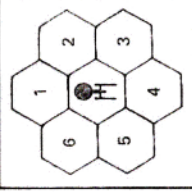
ST Nav ____

Def Shield Tech ____

Deflectors

| 1 | 2 | 3 | 4 | 5 | 6 |
|-------|-------|-------|-------|-------|-------|
| DMGD | DMGD | DMGD | DMGD | DMGD | DMGD |
| 0 17 | 0 17 | 0 17 | 0 17 | 0 17 | 0 17 |
| 1 18 | 1 18 | 1 18 | 1 18 | 1 18 | 1 18 |
| 2 19 | 2 19 | 2 19 | 2 19 | 2 19 | 2 19 |
| 3 20 | 3 20 | 3 20 | 3 20 | 3 20 | 3 20 |
| 4 21 | 4 21 | 4 21 | 4 21 | 4 21 | 4 21 |
| 5 22 | 5 22 | 5 22 | 5 22 | 5 22 | 5 22 |
| 6 23 | 6 23 | 6 23 | 6 23 | 6 23 | 6 23 |
| 7 24 | 7 24 | 7 24 | 7 24 | 7 24 | 7 24 |
| 8 25 | 8 25 | 8 25 | 8 25 | 8 25 | 8 25 |
| 9 26 | 9 26 | 9 26 | 9 26 | 9 26 | 9 26 |
| 10 27 | 10 27 | 10 27 | 10 27 | 10 27 | 10 27 |
| 11 28 | 11 28 | 11 28 | 11 28 | 11 28 | 11 28 |
| 12 29 | 12 29 | 12 29 | 12 29 | 12 29 | 12 29 |
| 13 30 | 13 30 | 13 30 | 13 30 | 13 30 | 13 30 |
| 14 31 | 14 31 | 14 31 | 14 31 | 14 31 | 14 31 |
| 15 32 | 15 32 | 15 32 | 15 32 | 15 32 | 15 32 |
| 16 33 | 16 33 | 16 33 | 16 33 | 16 33 | 16 33 |

NAVIGATOR



Tractor Beam

| 0 | 17 |
|----|----|
| 1 | 18 |
| 2 | 19 |
| 3 | 20 |
| 4 | 21 |
| 5 | 22 |
| 6 | 23 |
| 7 | 24 |
| 8 | 25 |
| 9 | 26 |
| 10 | 27 |
| 11 | 28 |
| 12 | 29 |
| 13 | 30 |
| 14 | 31 |
| 15 | 32 |
| 16 | 33 |

Chief Engineer

DEX ____

Current Location: Bridge / Engineering

ST ENG ____

Warp Drive Tech ____

ENGINEERING

Port Warp Engine

| | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Impulse Engine

| | | | | |
|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 |

Starboard Warp Engine

| | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |

Total Power Available

| | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |
| | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 |

Power to Movement

| | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |
| | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |

Power to Shields

| | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |
| | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |

Power to Weapons

| | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 12 | 13 | 14 | 15 |
| | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |

DETAILED DAMAGE TABLES

| DAMAGE CHART A | | SHIELD 2 | | SHIELD 3 | | SHIELD 4 | | SHIELD 5 | | SHIELD 6 | |
|----------------|-------------------------|----------|------------------------------|----------|------------------------------|----------|------------------------------|----------|------------------------------|----------|-------------------------|
| DIE ROLL | SHIELD 1 | DIE ROLL | SHIELD 2 | DIE ROLL | SHIELD 3 | DIE ROLL | SHIELD 4 | DIE ROLL | SHIELD 5 | DIE ROLL | SHIELD 6 |
| 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR |
| 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON |
| 3 | PORT WARP ENGINE (x1/2) | 3 | MISSILE WEAPON | 3 | STARBOARD WARP ENGINE (x1/2) | 3 | STARBOARD WARP ENGINE (x1/2) | 3 | MISSILE WEAPON | 3 | PORT WARP ENGINE (x1/2) |
| 4 | PORT WARP ENGINE (x1/2) | 4 | PORT WARP ENGINE | 4 | STARBOARD WARP ENGINE (x1/2) | 4 | STARBOARD WARP ENGINE (x1/2) | 4 | STARBOARD WARP ENGINE (x1/2) | 4 | PORT WARP ENGINE |
| 5 | PORT WARP ENGINE | 5 | PORT WARP ENGINE | 5 | STARBOARD WARP ENGINE | 5 | STARBOARD WARP ENGINE | 5 | SUPERSTRUCTURE/C (x1/2) | 5 | PORT WARP ENGINE/ |
| 6 | PORT WARP ENGINE/ | 6 | STARBOARD WARP ENGINE (x1/2) | 6 | STARBOARD WARP ENGINE/ | 6 | STARBOARD WARP ENGINE/ | 6 | IMPULSE (x1/2) | 6 | SUPERSTRUCTURE/C (x1/2) |
| 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C |
| 8 | SUPERSTRUCTURE/C (x1/2) | 8 | STARBOARD WARP ENGINE | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) |
| 9 | SENSORS | 9 | SENSORS | 9 | SENSORS | 9 | SENSORS | 9 | WARP ENGINE | 9 | SUPERSTRUCTURE/C (x1/2) |
| 0 | BRIDGE 2C | 0 | BRIDGE 2C | 0 | BRIDGE 2C | 0 | BRIDGE 2C | 0 | ENGINEERING/C | 0 | SUPERSTRUCTURE/C (x1/2) |

| DAMAGE CHART B | | SHIELD 2 | | SHIELD 3 | | SHIELD 4 | | SHIELD 5 | | SHIELD 6 | |
|----------------|-------------------------|----------|-------------------------|----------|------------------------------|----------|------------------------------|----------|------------------------------|----------|-------------------------|
| DIE ROLL | SHIELD 1 | DIE ROLL | SHIELD 2 | DIE ROLL | SHIELD 3 | DIE ROLL | SHIELD 4 | DIE ROLL | SHIELD 5 | DIE ROLL | SHIELD 6 |
| 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR |
| 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON |
| 3 | PORT WARP ENGINE (x1/2) | 3 | MISSILE WEAPON | 3 | STARBOARD WARP ENGINE (x1/2) | 3 | STARBOARD WARP ENGINE (x1/2) | 3 | MISSILE WEAPON | 3 | PORT WARP ENGINE (x1/2) |
| 4 | PORT WARP ENGINE (x1/2) | 4 | SUPERSTRUCTURE/C (x1/2) | 4 | STARBOARD WARP ENGINE (x1/2) | 4 | STARBOARD WARP ENGINE (x1/2) | 4 | STARBOARD WARP ENGINE (x1/2) | 4 | PORT WARP ENGINE (x1/2) |
| 5 | PORT WARP ENGINE | 5 | SUPERSTRUCTURE/C (x1/2) | 5 | STARBOARD WARP ENGINE | 5 | STARBOARD WARP ENGINE | 5 | STARBOARD WARP ENGINE | 5 | PORT WARP ENGINE |
| 6 | PORT WARP ENGINE/ | 6 | SUPERSTRUCTURE/C (x1/2) | 6 | STARBOARD WARP ENGINE/ | 6 | STARBOARD WARP ENGINE/ | 6 | IMPULSE (x1/2) | 6 | IMPULSE (x1/2) |
| 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C |
| 8 | SUPERSTRUCTURE/C (x1/2) | 8 | WARP ENGINE | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) |
| 9 | SENSORS | 9 | SENSORS | 9 | SENSORS | 9 | SENSORS | 9 | SUPERSTRUCTURE/C (x1/2) | 9 | SUPERSTRUCTURE/C (x1/2) |
| 0 | BRIDGE 2C | 0 | BRIDGE 2C | 0 | BRIDGE 2C | 0 | STARBOARD WARP ENGINE/ | 0 | ENGINEERING/C | 0 | PORT WARP ENGINE/ |

| DAMAGE CHART C | | SHIELD 2 | | SHIELD 3 | | SHIELD 4 | | SHIELD 5 | | SHIELD 6 | |
|----------------|-------------------------|----------|-------------------------|----------|------------------------------|----------|------------------------------|----------|------------------------------|----------|-------------------------|
| DIE ROLL | SHIELD 1 | DIE ROLL | SHIELD 2 | DIE ROLL | SHIELD 3 | DIE ROLL | SHIELD 4 | DIE ROLL | SHIELD 5 | DIE ROLL | SHIELD 6 |
| 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR | 1 | SHIELD GENERATOR |
| 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON | 2 | BEAM WEAPON |
| 3 | PORT WARP ENGINE (x1/2) | 3 | MISSILE WEAPON | 3 | STARBOARD WARP ENGINE (x1/2) | 3 | STARBOARD WARP ENGINE (x1/2) | 3 | MISSILE WEAPON | 3 | PORT WARP ENGINE (x1/2) |
| 4 | PORT WARP ENGINE | 4 | SUPERSTRUCTURE/C (x1/2) | 4 | STARBOARD WARP ENGINE | 4 | STARBOARD WARP ENGINE (x1/2) | 4 | STARBOARD WARP ENGINE (x1/2) | 4 | PORT WARP ENGINE (x1/2) |
| 5 | SUPERSTRUCTURE/C (x1/2) | 5 | SUPERSTRUCTURE/C (x1/2) | 5 | SUPERSTRUCTURE/C (x1/2) | 5 | STARBOARD WARP ENGINE | 5 | PORT WARP ENGINE | 5 | PORT WARP ENGINE |
| 6 | SUPERSTRUCTURE/C (x1/2) | 6 | SUPERSTRUCTURE/C (x1/2) | 6 | SUPERSTRUCTURE/2C | 6 | IMPULSE (x1/2) | 6 | IMPULSE | 6 | IMPULSE (x1/2) |
| 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C | 7 | SUPERSTRUCTURE/2C |
| 8 | PORT WARP ENGINE/ | 8 | WARP ENGINE | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) | 8 | SUPERSTRUCTURE/C (x1/2) |
| 9 | SENSORS | 9 | SENSORS | 9 | SENSORS | 9 | SENSORS | 9 | SUPERSTRUCTURE/C (x1/2) | 9 | SUPERSTRUCTURE/C (x1/2) |
| 0 | BRIDGE 2C | 0 | BRIDGE 2C | 0 | BRIDGE 2C | 0 | STARBOARD WARP ENGINE/ | 0 | ENGINEERING/C | 0 | PORT WARP ENGINE/ |

| CREW CASUALTIES | | |
|-------------------------|---|--|
| Superstructure Strength | % Casualties Per Superstructure Point Damaged | |
| 1 | 100 | |
| 2 | 50 | |
| 3 | 30 | |
| 4 | 25 | |
| 5 | 20 | |
| 6 | 18 | |
| 7-8 | 14 | |
| 9-11 | 10 | |
| 12-14 | 8 | |
| 15-19 | 6 | |
| 20-34 | 4 | |
| 35-50 | 2 | |
| 51+ | 1 | |

| DEFENSE OUTPOST | |
|-----------------|---------------------------------------|
| Die Roll | Damage Result |
| 1 | SHIELD GENERATOR |
| 2 | BEAM WEAPON OR MISSILE WEAPON |
| 3 | MATTER/ANTI-MATTER GENERATOR (x1/2) |
| 4 | IMPULSE POWER GENERATOR (x1/2) |
| 5 | ENGINEERING |
| 6 | SUPERSTRUCTURE/C (x1/2) |
| 7 | SUPERSTRUCTURE (2C) |
| 8 | SUPERSTRUCTURE/ |
| 9 | MATTER/ANTI-MATTER GENERATOR/C (x1/2) |
| 0 | SENSORS |
| | BRIDGE (2C) |

| ENGINEERING DAMAGE TABLE | |
|--------------------------|--------------------------|
| Die Roll | Damage Result |
| 1-2 | SHIELD POWER GRID DOWN |
| 3-4 | WEAPONRY POWER GRID DOWN |
| 5-6 | MANEUVER POWER GRID DOWN |
| 7 | SHIELD POWER GRID AND |
| | WEAPONRY POWER GRID DOWN |
| 8 | SHIELD POWER GRID AND |
| | MANEUVER POWER GRID DOWN |
| 9 | WEAPONRY POWER GRID AND |
| | MANEUVER POWER GRID DOWN |
| 10 | ALL POWER SYSTEMS DOWN |

| BANKED WEAPONS DAMAGE TABLE | | | |
|-----------------------------|-----------------|-----------------|----------|
| Damage | 2/Bank Die Roll | 3/Bank Die Roll | |
| 1-5 | 1WPN 1-8 | 1WPN 1-4 | 2WPN 5-8 |
| 6-10 | 1-6 | 1-3 | 4-6 |
| 11-15 | 1-4 | 1-2 | 3-4 |
| 16-20 | 1-2 | 1 | 2 |
| 21+ | AUTOMATIC | AUTOMATIC | 1 |

C = Crew Casualties

WEAPONS DISPLAY

| | |
|--|--------------------|
| Beam Type _____ | Missile Type _____ |
| Firing Chart _____ | Firing Chart _____ |
| Maximum Power _____ | Power To Arm _____ |
| Damage Modifiers +3(-) +2(-) +1(-) | Damage _____ |
| Beam Type _____ | Missile Type _____ |
| Firing Chart _____ | Firing Chart _____ |
| Maximum Power _____ | Power To Arm _____ |
| Damage Modifiers +3(-) +2(-) +1(-) | Damage _____ |

IMPULSE ENGINE POWER TRACK

[illegible]

HELM DISPLAY

STRESS CHARTS

ENGINE: _____ SUPERSTRUCTURE: _____ WARP SPEED: _____

| | TURN #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 | #11 | #12 |
|--------------------|---------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| MOVEMENT POINTS | | | | | | | | | | | | |
| SENSORS STATUS | D | D | D | D | D | D | D | D | D | D | D | D |
| | O | L | O | L | O | L | O | L | O | L | O | L |
| CLOAK STATUS | ON | ON | OFF | OFF | OFF | OFF | OFF | OFF | OFF | CF | OFF | OFF |

SHIELDS

SHIELD TYPE _____ SHIELD POINT RATIO _____ / _____ MAXIMUM SHIELD POWER _____

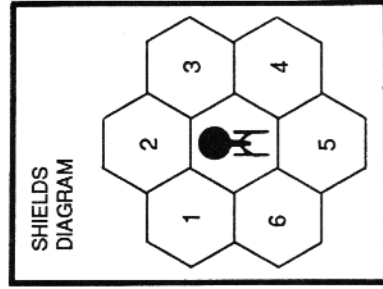
SHIELD POINTS AVAILABLE

| | | | | | | | |
|----|----|----|----|----|-----|-----|-----|
| #1 | #2 | #3 | #4 | #6 | #10 | #11 | #12 |
| | | | | | | | |

DAMAGE CONTROL DISPLAY

DAMAGE CHART A B C

| DAMAGE POINT RECORD | | | |
|---------------------|---------|---------|--|
| TURN #1 | TURN #5 | TURN #9 | |
| #2 | #6 | #10 | |
| #3 | #7 | #11 | |
| #4 | #8 | #12 | |



| SYSTEMS REPAIR STATUS | | | | | |
|-----------------------|---------|---------|---------|---------|---------|
| SENSORS | 1ST HIT | 2ND HIT | 3RD HIT | 4TH HIT | 5TH HIT |
| SHIELD #1 | 1-3 | 1-4 | 1-4 | 1-2 | OUT |
| #2 | 1-3 | 1-4 | 1-4 | 1-2 | OUT |
| #3 | 1-3 | 1-4 | 1-4 | 1-2 | OUT |
| #4 | 1-3 | 1-4 | 1-4 | 1-2 | OUT |
| #5 | 1-3 | 1-4 | 1-4 | 1-2 | OUT |
| #6 | 1-3 | 1-4 | 1-4 | 1-2 | OUT |

| ENGINEERING GRIDS | | |
|-------------------|-----|-----|
| SHIELDS | 1-3 | 1-4 |
| WEAPONS | 1-3 | 1-4 |
| MANEUVER | 1-3 | 1-4 |

SUPERSTRUCTURE DAMAGE TRACK

| | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |

CASUALTY MODIFIER TRACK

| | | | | |
|-------|--------|--------|--------|--------|
| 0-19% | 20-39% | 40-59% | 60-69% | 70% + |
| 0 | -1 | -2 | -5 | NO |
| | | | | FIRING |

CREW _____

PERCENT CASUALTIES TRACK

| | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

FIRING CHART

| Range | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Range |
|-------|-----|-----|------|------|-----|------|-----|------|-----|------|-----|------|------|------|------|-----|------|------|------|------|------|-----|------|------|------|-------|
| 1 | 1-8 | 1-5 | 1-10 | 1-10 | 1-8 | 1-10 | 1-7 | 1-10 | 1-8 | 1-10 | 1-8 | 1-10 | 1-10 | 1-10 | 1-10 | 1-8 | 1-10 | 1-10 | 1-10 | 1-10 | 1-10 | 1-9 | 1-10 | 1-10 | 1-10 | 1 |
| 2 | 1-6 | 1-5 | 1-8 | 1-9 | 1-7 | 1-9 | 1-7 | 1-9 | 1-8 | 1-10 | 1-8 | 1-10 | 1-9 | 1-10 | 1-10 | 1-8 | 1-10 | 1-10 | 1-10 | 1-10 | 1-10 | 1-9 | 1-10 | 1-10 | 1-10 | 2 |
| 3 | 1-4 | 1-4 | 1-6 | 1-7 | 1-6 | 1-7 | 1-6 | 1-8 | 1-7 | 1-9 | 1-8 | 1-9 | 1-8 | 1-9 | 1-9 | 1-8 | 1-10 | 1-9 | 1-10 | 1-10 | 1-9 | 1-8 | 1-10 | 1-10 | 1-10 | 3 |
| 4 | 1-2 | 1-4 | 1-4 | 1-5 | 1-5 | 1-6 | 1-6 | 1-7 | 1-7 | 1-9 | 1-7 | 1-9 | 1-7 | 1-9 | 1-9 | 1-7 | 1-9 | 1-9 | 1-9 | 1-9 | 1-9 | 1-8 | 1-10 | 1-9 | 1-9 | 4 |
| 5 | 1-3 | 1-3 | 1-2 | 1-3 | 1-4 | 1-4 | 1-5 | 1-6 | 1-6 | 1-8 | 1-6 | 1-8 | 1-7 | 1-8 | 1-8 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-8 | 1-8 | 1-9 | 1-9 | 1-9 | 5 |
| 6 | 1-3 | 1-3 | 1 | 1 | 1-3 | 1-3 | 1-5 | 1-5 | 1-6 | 1-8 | 1-6 | 1-7 | 1-7 | 1-8 | 1-8 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-9 | 1-9 | 1-9 | 6 |
| 7 | 1-2 | 1-2 | 1 | 1 | 1-2 | 1-2 | 1-4 | 1-4 | 1-5 | 1-6 | 1-5 | 1-6 | 1-6 | 1-7 | 1-7 | 1-6 | 1-8 | 1-7 | 1-8 | 1-7 | 1-7 | 1-7 | 1-8 | 1-8 | 1-8 | 7 |
| 8 | 1-2 | 1 | 1 | 1 | 1-3 | 1-3 | 1-5 | 1-5 | 1-6 | 1-8 | 1-6 | 1-7 | 1-7 | 1-8 | 1-8 | 1-7 | 1-8 | 1-8 | 1-8 | 1-8 | 1-8 | 1-7 | 1-8 | 1-8 | 1-8 | 8 |
| 9 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-3 | 1 | 1-4 | 1-4 | 1-5 | 1-5 | 1-5 | 1-6 | 1-6 | 1-6 | 1-6 | 1-6 | 1-6 | 1-6 | 1-7 | 1-7 | 1-7 | 9 |
| 10 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1 | 1-3 | 1-3 | 1-4 | 1-4 | 1-4 | 1-5 | 1-5 | 1-5 | 1-5 | 1-5 | 1-5 | 1-6 | 1-6 | 1-6 | 1-6 | 10 |
| 11 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1 | 1-3 | 1-3 | 1-4 | 1-4 | 1-4 | 1-5 | 1-5 | 1-5 | 1-5 | 1-5 | 1-5 | 1-6 | 1-6 | 1-6 | 1-6 | 11 |
| 12 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-3 | 1-3 | 1-4 | 1-4 | 1-4 | 1-5 | 1-5 | 1-5 | 1-5 | 1-5 | 1-5 | 1-6 | 1-6 | 1-6 | 1-6 | 12 |
| 13 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1-2 | 1-3 | 1-3 | 1-3 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-5 | 1-5 | 1-5 | 1-5 | 13 |
| 14 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1-2 | 1-3 | 1-3 | 1-3 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-5 | 1-5 | 1-5 | 1-5 | 14 |
| 15 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-3 | 1 | 1-3 | 1-3 | 1-3 | 1-3 | 1-4 | 1-4 | 1-4 | 1-4 | 15 |
| 16 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1 | 1-2 | 1-2 | 1-2 | 1-2 | 1-3 | 1-3 | 1-3 | 1-3 | 16 |
| 17 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1 | 1-2 | 1-2 | 1-2 | 1-2 | 1-3 | 1-3 | 1-3 | 1-3 | 17 |
| 18 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1-2 | 1-2 | 1-2 | 18 |
| 19 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1-2 | 1-2 | 19 |
| 20 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1-2 | 1-2 | 1-2 | 20 |
| 21 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 21 |
| 22 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 22 |
| 23 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 23 |
| 24 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 24 |

-3 TO HIT MOVING CLOAKED SHIP -5 TO HIT STATIONARY CLOAKED SHIP -2 FIRER MAKES EMERGENCY HEADING CHANGE

MOVEMENT WITH THREE MOVEMENT/FIRING PHASES

| Movement Points Available | Phase 1 | Phase 2 | Phase 3 |
|---------------------------|---------|---------|---------|
| 1 | None | 1 | None |
| 2 | 1 | 1 | 1 |
| 3 | 1 | 1 | 1 |
| 4 | 1 | 2 | 1 |
| 5 | 2 | 2 | 2 |
| 6 | 2 | 2 | 2 |
| 7 | 2 | 3 | 2 |
| 8 | 3 | 2 | 3 |
| 9 | 3 | 3 | 3 |
| 10 | 3 | 4 | 3 |
| 11 | 4 | 3 | 4 |
| 12 | 4 | 4 | 4 |
| 13 | 4 | 5 | 4 |
| 14 | 5 | 4 | 5 |
| 15 | 5 | 5 | 5 |
| 16 | 5 | 6 | 5 |
| 17 | 6 | 5 | 6 |
| 18 | 6 | 6 | 6 |
| 19 | 6 | 7 | 6 |
| 20 | 7 | 6 | 7 |
| 21 | 7 | 7 | 7 |
| 22 | 7 | 8 | 7 |
| 23 | 8 | 7 | 8 |
| 24 | 8 | 8 | 8 |
| 25 | 8 | 9 | 8 |
| 26 | 9 | 8 | 9 |
| 27 | 9 | 9 | 9 |
| 28 | 9 | 10 | 9 |
| 29 | 10 | 9 | 10 |
| 30 | 10 | 10 | 10 |

BASIC GAME DAMAGE LOCATION TABLE

| Die Roll | Result |
|----------|------------------|
| 1 | Deflector Shield |
| 2 | Weapon, Missile |
| 3 | Weapon, Beam |
| 4 | Engine |
| 5 | Engine |
| 6 | Engine |
| 7 | Superstructure |
| 8 | Superstructure |
| 9 | Superstructure |
| 10 | Sensors |



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BRIDGE PERSONNEL SHAKEN

| Die Roll | Officer Affected |
|----------|-----------------------------------|
| 1-3 | No Effect |
| 4-6 | Science Officer |
| 7-9 | Helmsman |
| 10 | Both Science Officer And Helmsman |

SYSTEM SHAKEN

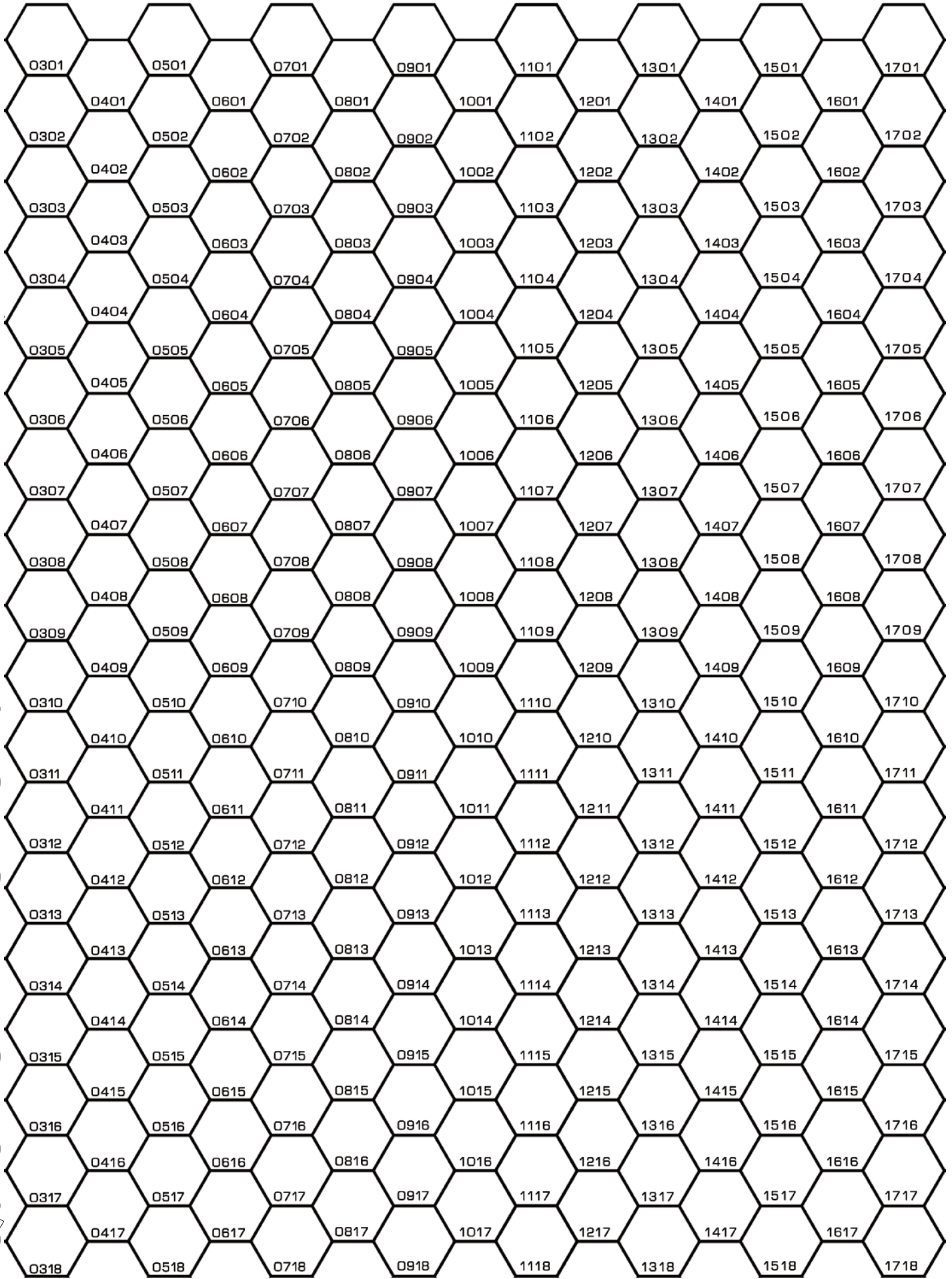
| Die Roll | System Affected |
|----------|------------------------------------|
| 1 | Communications/Damage Control |
| 2 | Sensors |
| 3 | Shields |
| 4 | Helm |
| 5 | Weapons |
| 6 | Weapons |
| 7 | Roll three times, divide roll by 2 |
| 8 | Roll three times, divide roll by 2 |
| 9 | Roll four times, divide roll by 2 |
| 10 | No effect |

TURN STRESS CHART

| Chart | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R |
|-------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|
| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| SUB | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W2 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W3 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W5 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W6 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W8 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| W10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |

Quick Skirmish Grid

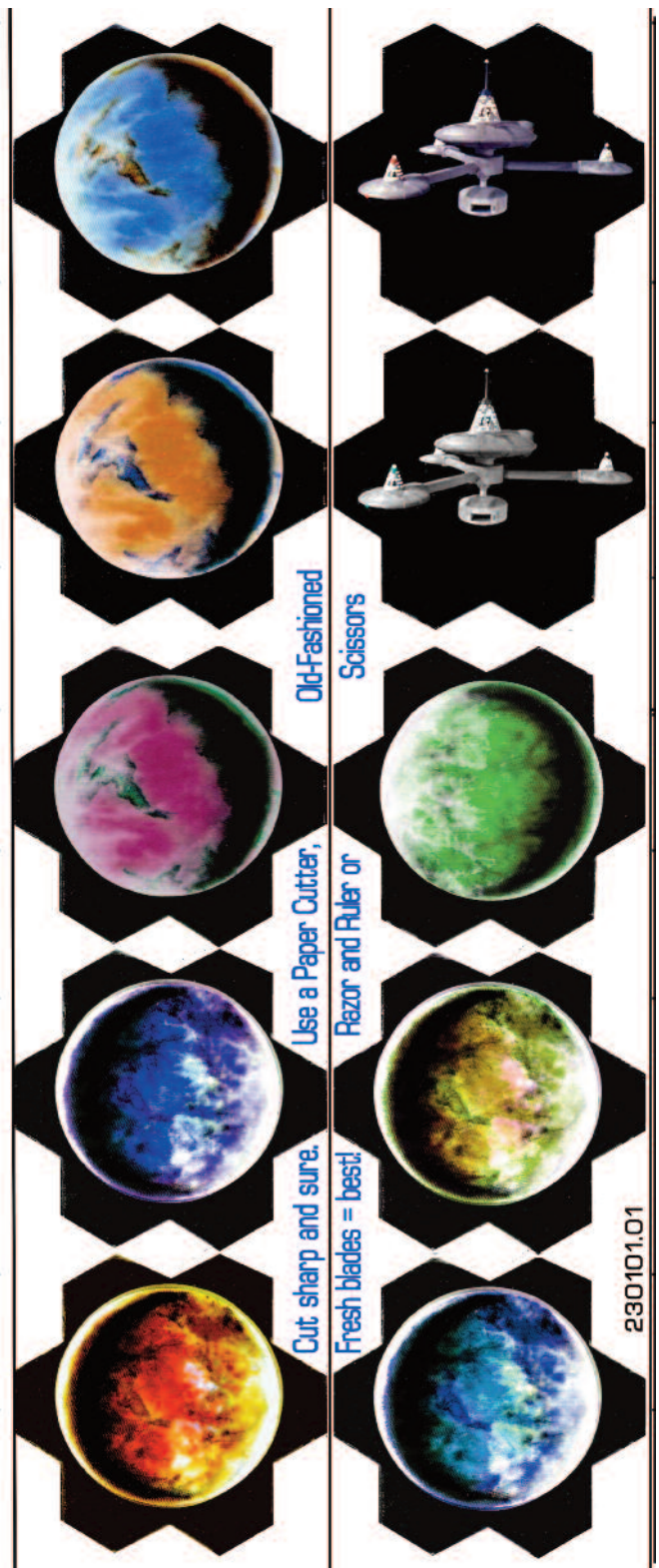
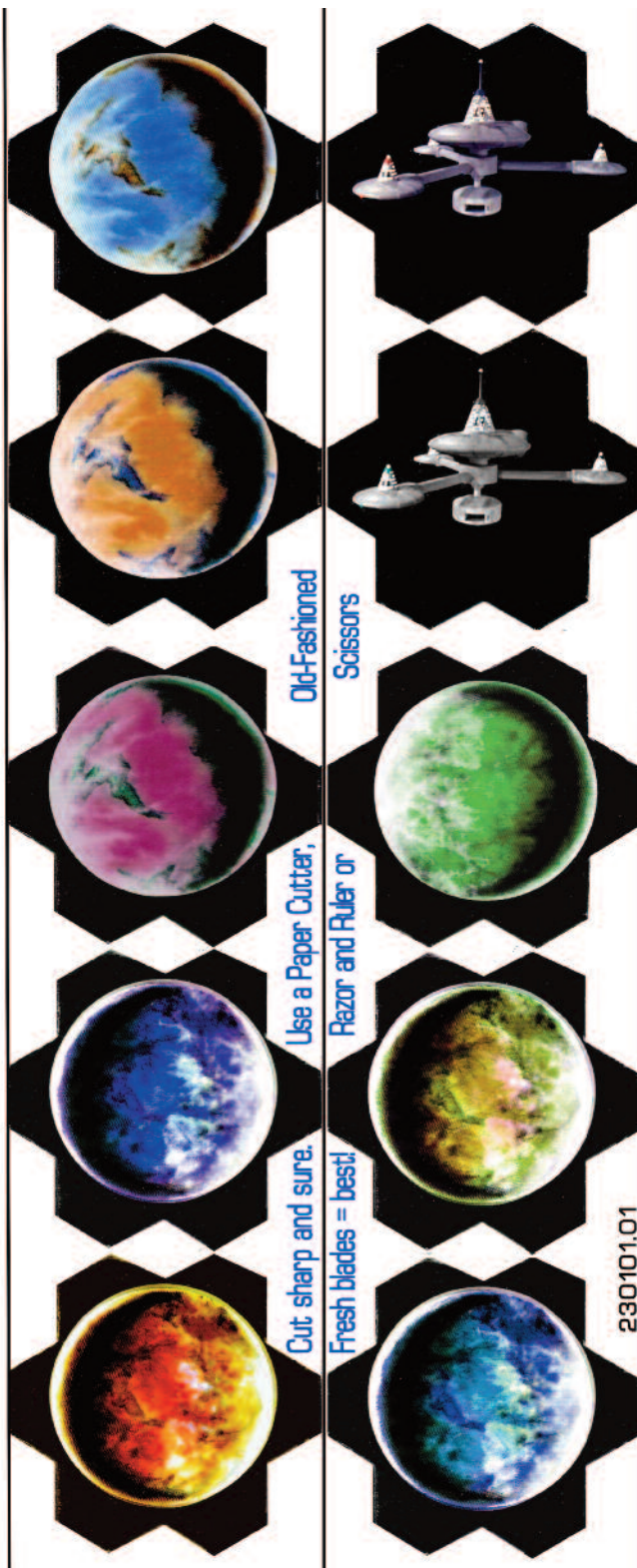
courtesy, Jack Photon-space



The original Counters re-scaled to this mini-format along with
the full 11" x 17" maps and related materials are found in

Supplement 11, Combat Grids

jackphoton.space





First, cut the planets free. Then
 cut these rows, then the columns
 Finally, trim the remaining debris
 off of each piece.



The image shows a comprehensive Star Trek: The Next Generation Starship Bridge Game Board. The board is divided into several functional areas, each with its own set of components and cards.

- Command Deck (Top Left, Red):** Contains action cards for Weapons Dam, Sup. Dam, Engine Dam, Move, Deflector Dam, and Deflector Up. It also features a Deflector Damaged indicator and a Helm indicator.
- Main Bridge (Top Right, Black):** Contains action cards for Weapons Dam, Sup. Dam, Engine Dam, Move, Deflector Dam, and Deflector Up. It also features a Deflector Damaged indicator and a Helm indicator.
- Engineering Deck (Middle Right, Red):** Contains action cards for Impulse, Warp 1, Warp 2, Total, Weapons, Deflector, and Move. It also features a Deflector Damaged indicator and a Helm indicator.
- Communications Deck (Bottom Right, Blue):** Contains action cards for Sensors, Sciences, Tractor Beam, and Navigation. It also features a Deflector Damaged indicator and a Helm indicator.
- Weapons Deck (Bottom Left, Red):** Contains action cards for Weapons Dam, Sup. Dam, Engine Dam, Move, Deflector Dam, and Deflector Up. It also features a Deflector Damaged indicator and a Helm indicator.
- Sensor Deck (Middle Left, Blue):** Contains action cards for Sensors, Sciences, Tractor Beam, and Navigation. It also features a Deflector Damaged indicator and a Helm indicator.

The board is designed to simulate the operations of the USS Enterprise-D, with various components and cards that allow players to manage the ship's systems, weapons, and defense during a battle.

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4.0TH FANTAVERSARY REVISION

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THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023



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To boldly go where none a'gone a'fore.."

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