GROUND ASSAULT

For Use With
STARSHIP COMBAT II
FASA
Star Trek: The Role-Playing Game
Version 1.1

Ground Assault

No matter how advanced a society may be, war is an inevitable method of social and political change. A bitter statement, but necessarily true, even in the Star Trek universe. Though often mentioned but never seen is what happens when an invading culture attempts to capture a civilization that puts up a resistance. The Klingons, for example, have been known to have conquered several societies in their history, though how this was accomplished was never adequately shown on screen (unless the short occupation of Organia is considered, see ST:TOS "Errand of Mercy"). The Federation also has been known to have ground troops to supplement their fleet, and very rarely are they seen (see ST:ENT), and infrequently mentioned (see STVI:TUC, ST: ID). Any attempt by a culture to conquer another planet, aside from orbital devastation, would need to have troops on the ground. If the intent is to preserve the native population or maintain its infrastructure, ground troops would be needed. This supplement is an attempt to emulate an assault using ground forces within the Star Trek universe utilizing the FASA ST: RPG system and the Starship Combat II rule set.

The goal here is to quantify and quickly resolve the combat so the players can return to role-playing. If the combat itself becomes the game, then role-playing may no longer be the focus and perhaps a different system is in order for your group. Presented here is just a simple breakdown of percentages with bonuses based on combat skill level and equipment, similar to the *Boarding Actions* supplement. The maps involved are very simple graphics, with no scale or topographical features, again similar to the *Boarding Actions* supplement.

There will not be a explanation of how the ground military is structured, using such terms as troops, squads, battalions, etc., mainly because every culture will have a different way of organizing its forces and also because it will just add more complexity to the game.

Everything that follows will fall within the perspective of a starship and its troops versus a planetary target. An all out ground war scenario is a much larger scope than what I had in mind, and probably best again left for a completely different type of game.

A ground assault holds a tremendous loss in terms of lives and resources. So when weighing these costs, the goals or victory conditions should be carefully weighed and firmly established. Below is a short list of different reasons for mounting a ground assault.

1. **Destruction:** This is the most basic reason to attack a planet, to completely obliterate or devastate the indigenous population when orbital bombardment is not possible.

2. **Conquer:** To assimilate the planet into one's culture by ruthlessly overwhelming the population into submission through the use of military force.

3. **Liberation:** Similar to conquering, it's an attempt to remove a previously occupying force by replacing it with your own or returning it to its indigenous population.

4. **Counter Insurgence:** A quelling of an uprising or rebellion.

5. **Infiltrate/Retrieval:** Use of force to retrieve an item(s) or person(s) of value.

6. **Surgical Strike:** Striking a specific target on a planet surface.

The Captain: Just as in starship combat, the captain has overall authority over any exchange with enemy forces, especially when it involves leaving the ship. Before the recharge phase of a starship combat, the captain orders a ground assault onto a planet, just as he would for a boarding action. His *Starship Combat Strategy and Tactics* skill determines in what order his ship attacks, should there be multiple ships involved that round, and the captain authorizes how many crewmen, by percent, will actually be involved.


Transporter Chief: The transporter chief determines where on the planet surface the parties will land. He rolls against his *Transporter System Operation* skill one time to determine whether a transport planetside is successful and 1D10/2 to determine how many parties are transported. If successful, a roll versus the *transport chart* will determine where each party will materialize. The transporter chief

receives bonus points to add or subtract to of from his transport chart roll. These bonus points are equal to his *Transporter System Operation* skill minus 25 (see *Beaming onto a Planet* below).

Security Chief/ Tactical Officer: The security chief or tactical officer actually handles the attack and defense aspects of any ground assault. The officer himself doesn't have to directly partake in the action, but must coordinate the parties. His *Small Unit Tactics* skill is used to determine success when attacking ground targets. Assault ships and some larger capital ships have Marine Commandants that take role of the Security Chief/ Tactical Officer (see below).
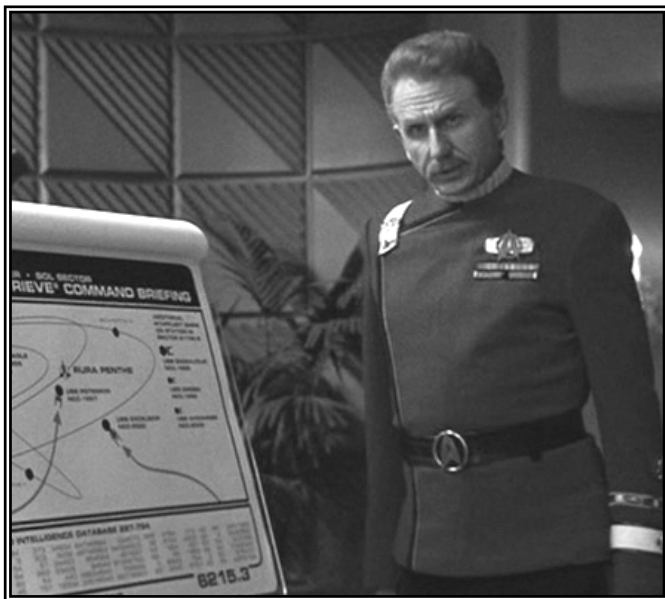
Marine Commandant: Assault ships and larger capital vessels may have their own contingent of marines. These marines fall under the command of a commandant, who oversees boarding actions and ground assaults. Usually

command of all marine and security forces falls under the commandant, but the captain reserves the right to command the ship's security forces as he sees fit. The commandant's *Small Unit Tactics* skill is used instead of the Security Chief/ Tactical Officer.

Planetary Skills: The average of a planet's *technological index* (rounded down) represents the planet's "skill" for purposes of attack and defense. For example, let's use Vulcan, whose technological index is 999964. If we take the sum and average that value we get 9+9+9+9+8+9=53, divided by 6 gives 8.83, which rounds down to 8. Multiply the average by 10 for repair based skill rolls. For leadership based rolls, the average (rounded down) of the *sociopolitical index* would be used. The planet's sociopolitical index is 98, so using the same procedure we get 9+8=17 divided by 2 is 8.5, rounded down to 8. First edition indexes have only a single digit, so no averaging is necessary.

TYPES OF FORCES

How successful an attack or defense is depends on the effectiveness and training of the personnel, be it the man or woman on the street or a battle hardened marine. Below is a brief list of the different types of forces used in a ground assault.
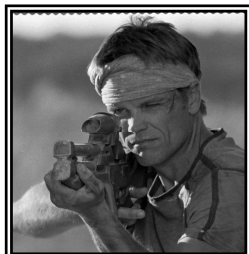
Civilian: Average person on the street with limited, if any, combat experience. Generally, civilians would be lightly armed.

Standard Ship Crewman: A regular member of a ship crew, including officers, with some combat experience, trained in hand weaponry and light equipment.

Peacekeeper/ Militia: A civilian organized group equivalent to a local police force or a local militia. These individuals are trained in light weapons and equipment with possibly some combat experience.

Ship Security: Trained security personnel with combat training and some experience with light to medium weaponry and equipment, which may include the use of military craft.

Soldier: Personnel with combat training and experience. They have exceptional knowledge using light to heavy equipment and weapons. They include members of different services, such as an air force or navy.

Marine: Exceptional combat personnel with extensive combat training and experience with light to heavy weaponry, including heavy combat craft.

TYPES OF WEAPONS AND EQUIPMENT

Along with the proper trained personnel, the type of weapons and equipment they would use immediately affects their ability to conduct their operations. Below is a list of definitions for light, medium and heavy equipment and weapons. The use of either should be appropriate for the type of forces employed during the ground assault.. When consulting the attack and defense charts, use only the highest rated modifier.

Light weapons: These include all hand held weapons including melee, mass drivers and beam weapons. Most military and some civilian vessels are equipped with light weapons.

Light equipment: This covers the variety of items such as military field packs, survival gear, and limited ground, water, and air transport vehicles. This is discretionary, but generally applies to vessels greater than class II.

Medium weapons: Generally, medium weapons would include things such as rifles, mortars, grenades, drones and shoulder launched missile type weapons. Military vessels class III and above tend to have medium weapons on board, although they may not have all categories. Civilian ships would unlikely have these types of weapons.

Medium equipment: Listed within this group would be things like security armor, light armored vehicles, troop transports, portable force field generators, and lightly armored shuttles and support vehicles. Again, medium equipment is generally reserved for military vessels class III and above.

Heavy weapons: This category includes long range weapons like ground based beam cannons, missiles, rail guns, and other forms of heavy artillery. Military vessels class V or higher may have some types of heavy weapons depending on their mission specifications, with the exception of assault ships which are only class III but are specifically designed house such weapons. It is unlikely that a civilian ship would be carrying weapons of this category.


PHOTON CANNON
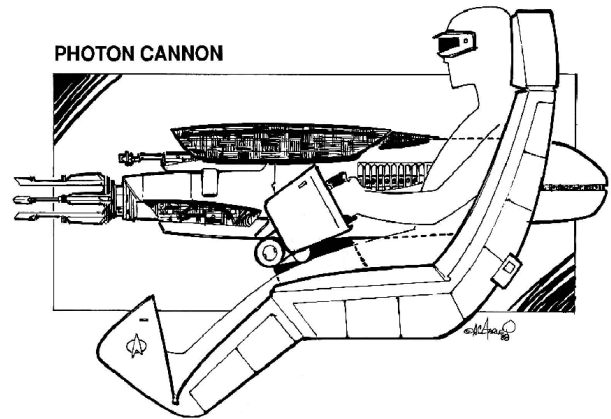
Heavy Equipment: This group covers tanks, siege weapons, attack shuttles, fighters, bombers, naval vessels, and their support vehicles. Again with the exception of the assault ship, class V or higher ships have heavy equipment and even then only the largest vessels with the internal capacity such as carriers and battleships.

BASIC PLANETARY STRUCTURE

In the vastness of the universe there are as many different ways to organize a planet's society as there are planets themselves. There are, however, common features that can be found amongst most known civilized planets. Below is a short list of planetary societal infrastructures.

Main Governmental Seat: The central government body, containing most of the planet's leaders. Some planets may lack a unified government body and have more than one government seat, but for these purposes, one area can be used to represent all the planet's governing bodies. If the

need requires, add as many government seats as deemed necessary. Usually when this area is captured, the planet surrenders, but not always.
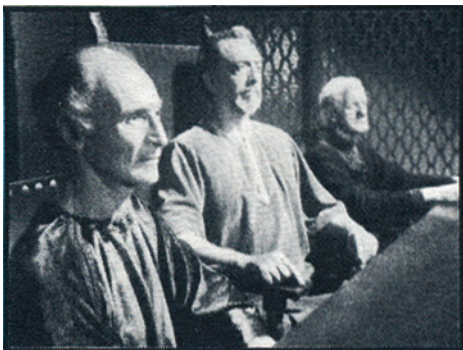
Military Central Command: This is the chain of command centers that control military operations and is the most heavily defended. Some planets may have a decentralized command structure, so, again, add as many as the situation warrants. Once the military command center is captured, all native areas are reduced in effectiveness by -1, due to lack of leadership.

Power Infrastructure: This consists of the power plants, energy gathering stations, and the conveyance method to distribute power across the planet.

Industrial Infrastructure: These are the methods of producing goods and war materiel, like factories and replication centers.

Civilian Area: Mostly civilian homes, commerce areas, recreation, and areas of heavy population.

Natural Resources/ Processing: These are the mining facilities and the processing centers for turning raw ore into industrial grade materials.

Transportation Systems: These vary widely depending on the level of technology, from railways, highways, and roads to airports, shuttle pads and transporter stations. Control of these systems makes

travel more efficient, allowing forces to move one extra area during their turn.

Food Production: These are the farms, replicators and processing facilities to feed the population.

Communication Infrastructure: Mostly antennae and the systems required to transmit information across the planet. Controlling communications limits the effectiveness of other areas by -1 because of their inability to prepare for a pending attack.

Planetary Shields: The shield generators and its control centers for the planet. Once captured, an invading force may beam down with impunity.

These are only general examples. Some areas may not exist on a particular planet and others may be added depending on the culture. For example, perhaps the planet in question has a hive based culture so there is no real government seat or a separate military command. Or perhaps the culture is telepathic, so a central communication infrastructure may not be necessary. The differences between planets are as many as your imagination can create.

However many exist, these areas would more than likely be identified from orbit using ship's sensors.

Area Bonuses: Certain parts of the planet are more sensitive and have greater defensive value than others. This 'home field advantage' is called an *area bonus*. During a ground assault, whoever controls an area receives the area bonus when defending it against attack.

Area Bonus Chart	
Industrial Infrastructure	+2
Food Production	+0
Natural Resources/ Processing	+1
Transportation Systems	+2
Civilian Area	+0
Power Infrastructure	+2
Main Governmental Seat	+4
Communication Infrastructure	+2
Planetary Shields	+1
Military Central Command	+5

Planet Structure: Once an invading party has landed, it may be necessary to move to other areas to gain control of the planet. Sensitive areas of a planet are partitioned with limited access to emulate terrain and to allow the defenders more time to expel the intruders without losing control of all the critical areas. *Figure 1* is an example of a planetary layout.
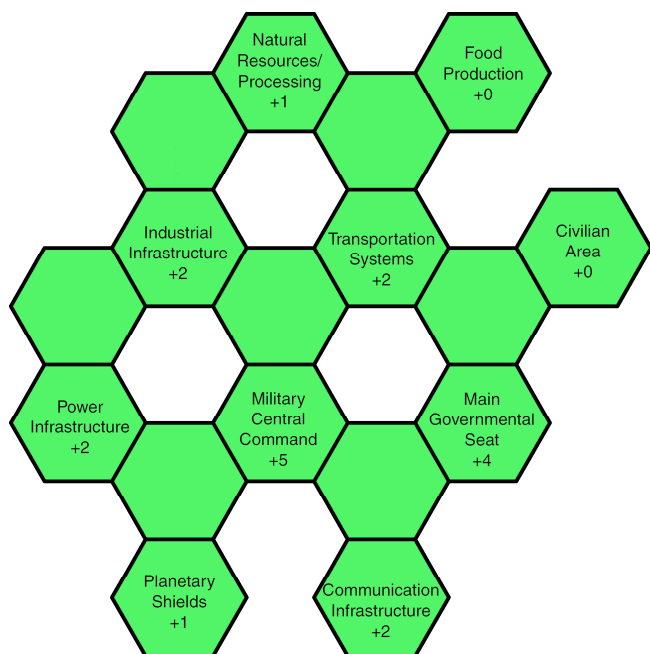

Figure 1: Planetary Layout Chart Sample

Movement to other parts of the planet can be done by following the colored regions to the next adjacent area (unless otherwise noted, see *Transportation Systems* above). <u>Unlike the boarding party diagram (See Boarding Actions supplement), the spaces in between areas are counted for movement.</u> For example, in *Figure 2a* below, if a ground assault beams in and occupies the *Planetary Shields* control center, the party must move into the empty spaces before entering the *Power Infrastructure* or the *Military Central Command* the following round, as shown in *Figure 2b*. Please remember that not all planets are configured is this manner. The GM can set up another planetary chart to suit the situation, if desired.
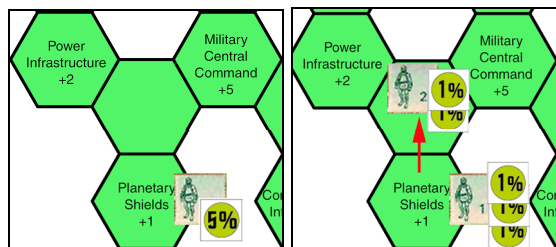
Figure 2a   *Figure 2b*

Declaring a Ground Assault: Before the recharge phase of a starship combat round, a captain may declare a ground assault against a planet. This can happen if:

1) **The target planet had its shields dropped at the end of the last round,**
2) **The ship(s) is within 3 hexes of the target, and**
3) **the attacking ground assault ship is not fending off a boarding action.**

In cases where planetary assaults and boarding actions may be occurring in the same round, all planetary assaults and boarding actions are resolved before any ground assaults can begin.

More than one ship can attack a single planet. The attackers have the option of combining forces and having the highest ranking Security Chief / Tactical Officer or Marine Commandant rolls for all the ships or have each officer roll individually per ship.

Deciding Size of Attacking Force: Once targets have been decided, an attacking captain must delegate what percentage of his remaining active crew he will send down. Once the captain has determined the number, the casualty percentage is adjusted accordingly. For example, during the course of combat, a ship's *casualties* percentage falls to 60%. The captain decides to attack a planet, using 20% of his remaining crew as the attack force, leaving 40% for purposes of starship combat. The medical officer tallies the landing parties off on his control panel *(Figure3)*, or off the npc control panel *(Figure 4)*, whichever is applicable. The tactical officer or security chief also notes their respective control panel shown below *(Figure 5)*.

If the captain has troops on board his ship or is in command of an assault vessel, he may choose percentages based on the number of troops rather than the crew. The number of troops chosen has no effect on a ship's casualty percentage for purposes of starship combat. For example, a klingon ship with 200 marine troops can eventually beam over 100% of its troops in a ground assault, before having to use the ship's regular crew compliment.

Noting of Attack Forces

Figure 3: Medical Control Panel

Figure 4: NPC Control Panel

Figure 5: Tactical Officer Control Panel

Beaming Onto a Planet: Once the size of the attacking force has been decided, the attacking ship's transport officer rolls 1D10/2 to determine the number of parties that are being beamed down this round. Then he must roll once vs. his *Transporter System Op,* applying any appropriate modifiers from the *transporter operations saving roll table* onto his roll, to determine whether the transports are successful.

Transporter Operations Saving Roll Table

S-P = ship-to-planet	P-S = planet-to-ship
S-S = ship-to-ship	(S) = beaming within same ship

S-P or P-S / bad atmospheric conditions or other local interference	+20
S-P or P-S / transporter rooms on both ends operating	-40
S-S / transporter only operating at one end	+10
P-S or S-S pickup / locking in using sensor readings only	+10
ANY / beaming to location already used once in last 24 hours	-20
ANY / beaming during low power situation (ship's normal power reserve below half)	+25
(S) / any beaming inside same ship	+40
Second attempt to beam in the same turn	+20

Transport Chart

Roll	Result	Area Bonus
1-10	Industrial Infrastructure	+2
11-20	Food Production	+0
21-40	Natural Resources/ Processing	+1
41-50	Transportation Systems	+2
51-70	Civilian Area	+0
71-80	Power Infrastructure	+2
81	Main Governmental Seat	+4
82-95	Communication Infrastructure	+2
96-99	Planetary Shields	+1
00	Military Central Command	+5

If successful, the transport officer rolls D100 and consults the *transport chart* to determine where each of the boarding parties will appear. The transport officer may add or subtract **bonus points** to the roll to adjust the *transport chart* results. **Bonus points** are equal to half the transport officer's *Transporter System Operation* skill. Each bonus point can only be used once in an operation. So for example, a transport officer is beaming down one of three landing parties. His *Transporter System Operation* skill is 70 and dividing half of that gives him 35 bonus points. For the first party he rolls a 40. After consulting the *transport chart*, the party would materialize in *Natural Resources/ Processing*, but he decides to use one bonus point to set them in *Transportation Systems* because it better suits the mission (*Figure 6* below). The transport officer now has 34 bonus points. If

Industrial Infrastructure would have made a better target, then the officer would use 30 bonus points and subtract it from his roll, leaving him with 15 points remaining.

Transport Chart

Roll	Result	Area Bonus
~10	Industrial Infrastructure	+2
11-20	Food Production	+0
21-40	Natural Resources/ Processing	+1
41-50	Transportation Systems	+2
51-70	Civilian Area	+0
71-80	Power Infrastructure	+2
81	Main Governmental Seat	+4
82-95	Communication Infrastructure	+2
96-99	Planetary Shields	+1
00	Military Central Command	+5

-30 Bonus Points
Initial Roll = 40
+1 Bonus Points

Figure 6: Sample Transport Using Bonus Points

Each transport area receives 5% of the total allotted attack force. Any remainder less than 5% is beamed over last. Any percentage of crew not beamed down may wait until another round, if the opportunity presents itself. If an area is rolled more than once, the transport officer must roll separately for each party, even though they are beaming into the same place.

If unsuccessful, the transport officer may abort, and try again another round, or attempt to roll a second time immediately with a +20 modifier added to his roll. If the second attempt fails, then an accident occurs, resulting in 1D10 divided by 2 percent casualties.
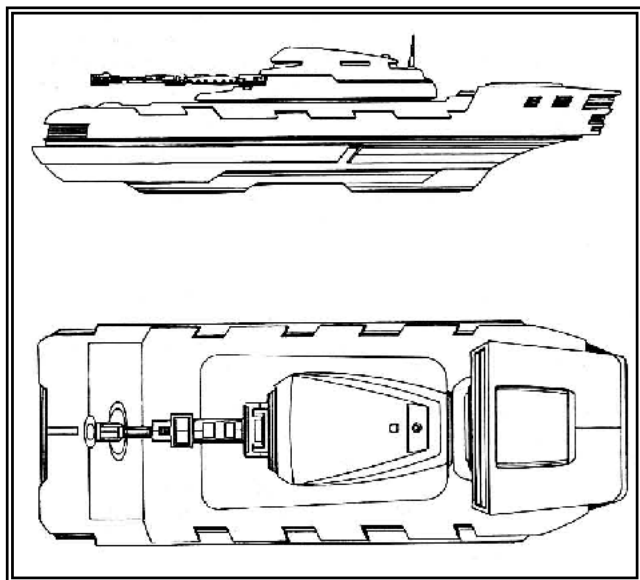
Using our previous example, the attacking captain has delegated 20% of his remaining crew to send down on a ground assault. The transport officer

rolls 1D10/2 to determine how many parties are being beamed down this round. He rolls a 6, totaling 3 parties. Each party consists of 5% of the total attack force, which means 15% of the 20% gets beamed over this time, leaving 5% for the next round, if possible. The transport officer then rolls against his *Transporter System Op* skill, 63, to determine whether the parties beam over successfully. He rolls 37, and then consults the *transporter operations saving roll table,* adjusting it to 57 because the planet's atmosphere is causing interference (37 + 20 for *S-P or P-S / bad atmospheric conditions or other local interference*): a success! He then rolls 3 times against the *transport chart*, one for each party, to determine where they materialize. He rolls a 45, 80, and a 38. Checking the chart, the parties begin their landing in the *Transportation Systems, Power Infrastructure,* and *Natural Resources/ Processing* areas.

Figure 7: Sample Ground Assault Landing

Once the parties have beamed down, they must successfully attack the area to gain control of it (See below: *Attacking an Area*).

Attacking an Area: For each transport area, the ground assault leader (the security chief, tactical officer, marine commandant, or whoever is leading) rolls 1D10 and adds his *Small Unit Tactics* score divided by 10. He then consults the *ground assault attack chart* and adds the appropriate modifiers.

Ground Assault Attack Chart		
Modifiers		
	LUC > 70	+1
	LUC < 20	-1
	INT > 70	+1
Target Size		
	Target smaller (per class)	+1
	Target same class	+0
	Target larger (per class)	-1
	Target non-military	+3
Landing Party		
	Civilians	-3
	Crewmen/ Peacekeeper-Militia	+0
	Security/ Soldier	+1
	Marines	+2
	per 1000 troops	+1
Weapons/ Equipment		
	Light	+0
	Medium	+1
	Heavy	+3
Attacking Gov't		
	Gorn	+3
	Klingons	+2
	Romulan	+1
	Federation	+0
	Orion	-1
	Tholian	-2

The resulting number is then compared with the planet's defending modified roll (see below). Only one roll is made per area, regardless how many parties are attacking.

Defending an Area: After the ground forces have landed, the defending planet rolls 1D10 and adds its *technological index* score divided by 10. It then consults the *planet defense chart* and adds the appropriate modifiers.
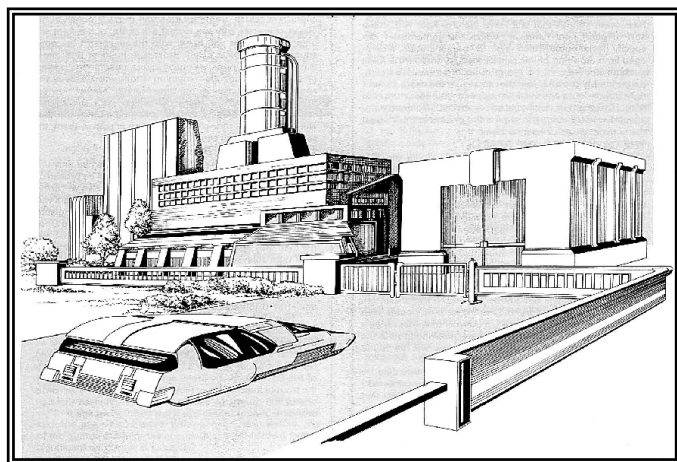
Planet Defense Chart		
Modifiers		
Area Bonus		
	(See Transport Chart)	
Casualties		
	Casualties > 25%	-1
	Casualties > 50%	-2
	Casualties > 75%	-4
Multiple ships Attacking		
	per vessel after the first	-1
Defending Troops:		
	Civilians	-2
	Crewman/ Peacekeeper-Militia	+0
	Security/ Soldier	+2
	Marines	+3
Weapons/ Equipment		
	Light	+0
	Medium	+1
	Heavy	+3
Defending Gov't		
	Gorn	+3
	Klingons	+2
	Romulan	+1
	Federation	+1
	Tholian	+2
	Orion	-1

Resolving Attacks: Once both sides have rolled and applied their appropriate modifiers, the difference between the two rolls determines the outcome of the landing, with the highest roll winning.

If the defenders win, the area remains under their control. If the attackers win, the area is overrun and can no longer be used by the defenders, or benefit from the area's functions.

The difference between the attack and defense rolls is equal to the amount of casualties taken by the defeated forces. The attacking force can only lose the amount transported into any given area, and any difference that is higher than the number of intruders is discarded. Defending forces lose the full amount of casualties.

If the defender's roll minus the attacker's roll doesn't exceed the landing parties' percentage, then the attacking force may choose to remain and attack the same area again the next combat round, or may immediately beam back to their ship before the combat round continues.

The rolling continues for each transport area. Once completed, starship combat may continue, if any.

Continuing from our previous *Transport Chart* example, our attacking vessel has sent 3 landing parties onto a planet: one in the *Transportation Systems*, one in the *Power Infrastructure*, and one in the *Natural Resources/ Processing* area. For the purposes of our example, let's say that the attacking ship is a Gorn heavy cruiser (Class VIII, see *Starship Combat II*), and the defender is a Federation colony outpost, like Cestus III (Class X, *see Planetary Assault* supplement). The Gorn attack force, consisting mostly of security forces, is being led by a tactical officer with a *Small Unit Tactics* skill of 43. The defending Federation colony outpost has a *technological index* score of 46 (see *Planetary Assault supplement pg 6*).

The Gorn tactical officer must roll for each area his parties have beamed into. He starts with the *Transportation Systems* (Landing Party 1), rolling 1D10 plus his *Small Unit Tactics* score divided by 10 and consulting the *ground assault attack chart*. He rolls a 6, and adds 4 (*Small Unit Tactics* skill of 43 divided by 10, rounded down) for a total of 10, and checks the chart: He adds +1 for using security forces, +3 for being Gorn and -2 for difference in target size per class (Gorn Hvy Cruiser class VIII minus Cestus III colony class X gives a -2), for a grand total of 12.

Cestus III rolls 1D10 plus its *technological index* score divided by 10, and consults the *planet defense chart.* It rolls a 6, adds 4 (*Tech index* 46 divided by 10, rounded down) and checks the chart: It adds +2 *Transportation Systems Area Bonus*, +2 for security forces and +1 for being Federation, for a total of 15.

The Federation colonists successfully fend off the Gorn landing party at the *Transportation Systems* area. To determine casualty losses, subtract the attack roll from the defense roll, in this case 3, or 3

percent (12-15= -3). Since the landing party consisted of 5 percent, 2 percent of the force remains and has the option to continue trying to take the *Transportation Systems* area or retreat (see *Continuing Actions* below). Had the Gorn casualties been 5 or greater, then the attack force would have had been defeated (see *Figure 8*).
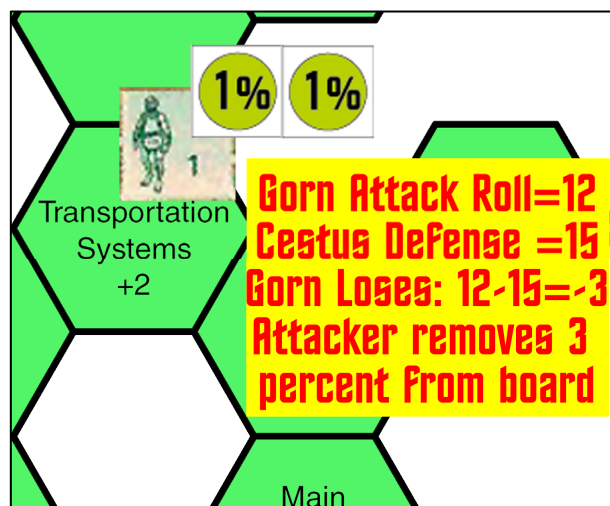

Figure 8: Landing Party One Attack

The attack process continues until all landing parties have rolled their attacks. The Gorn tactical officer rolls for his attack on *Power Infrastructure* (Landing Party 2), an 18, after adding his modifiers. Cestus III rolls its defense, a modified 12. The Gorn landing party has successfully taken control of the colony's *Power Infrastructure* area (18-12=6). Cestus III takes 6% casualties from the attack (see *Figure 9*).
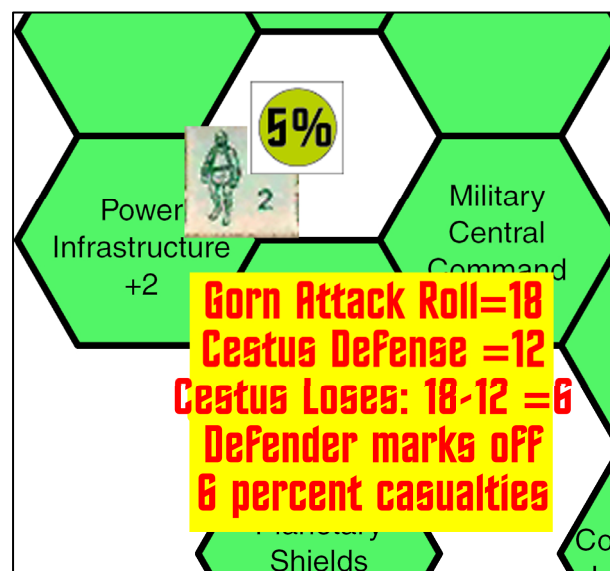

Figure 9: Landing Party Two Attack

Lastly, the Gorn rolls for the attack on *Natural Resources/ Processing* - a modified 15. Cestus III rolls for defense, a modified 17. Cestus III successfully defends the attack, but hasn't eliminated the entire attack force. The Gorn force suffers 2% casualties, with 3% remaining. The Gorn choose not to retrieve those remaining forces (see *Figure 10*).
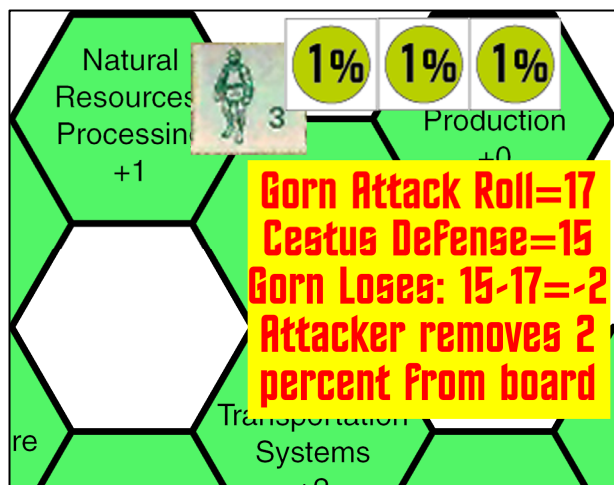

Figure 10: Landing Party Three Attack

Once all the attacks are concluded, any starship combat and/or planetary assault may proceed (see *Starship Combat II*, *Planetary Assault* supplements).

Sending Reinforcements: At the beginning of a new round, if an attack force controls an area of a planet, the transport officer may beam any or all future parties to that area. This bypasses the need to roll on the *Transport Chart*. Those percents are immediately added to the area's total.

A vessel may beam reinforcements onto a besieged allied planet without extra penalty. The transport officer goes through the same procedure as though conducting an attack, but bypasses the need to roll on the *transport chart,* same as above. The reinforcements may be added to the population of the allied planet, who would act as defenders, or may be kept track of separately, controlled by their own commanding officer. An example would be a party of marines sent over to a besieged friendly planet, acting independently of the defending forces to repel enemy landing parties.

Reinforcements acting independently always attack first in a combat round, and don't hinder any separate attempt to regain enemy occupied areas (see *Liberating Captured Areas* below). Independent forces present in an area when a landing party attacks do not roll defense and are the first casualties to be

removed. The defending planet does receive any benefit from the independent forces onto their defense roll when using the *planet defense chart*. For example, if a defending planet has 5% of independent marines in an area being attacked by a landing party, the defending security officer can use the *marine +3* bonus when adding up his modifiers. After both sides have rolled, should the defenders take any casualties, the 5% independent forces are the first to be removed. All independent troops must be eliminated before a landing party can control an area.
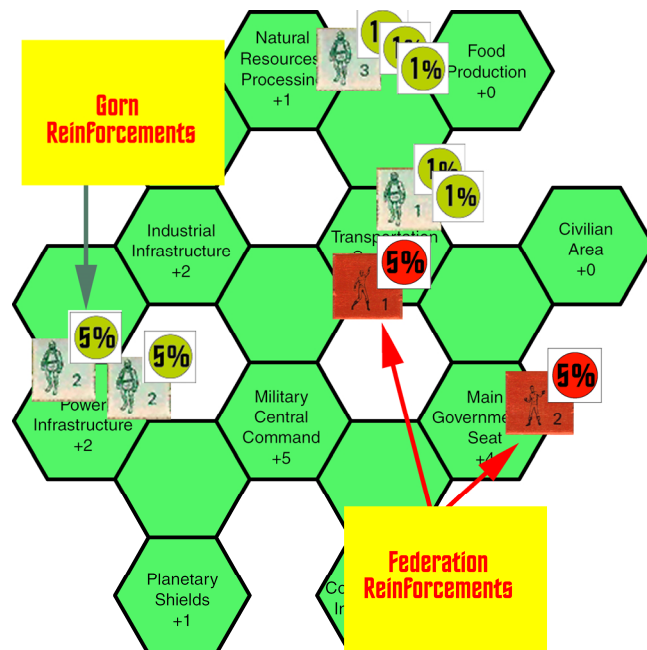

Figure 11: Sending in Reinforcements

Figure 11 shows what would happen hypothetically if a Federation ship in orbit would send 10% reinforcements and the Gorn cruiser would send 5% reinforcements, provided the shields on Cestus II remained down after the end of the last round. Note that the Gorn party can only beam down in an area that is under their control as of last round. The Federation parties can beam down to any allied area not controlled by the Gorn. Notice that the first Federation landing party transported in an area being contested by the Gorn but not controlled by them as of the end of last round.

Continuing Actions: If the defenders cannot repel all of the intruding forces in the first combat round, the remaining attacking forces may choose one of the following at the beginning of the next round:

1) continue to battle for the areas they were unsuccessful in taking,
2) return to their ship (in pieces or in whole),
3) surrender to the defending forces, or
4) they may move into other parts of the planet after successfully taking control of their beam in areas

Moving to Other Areas: If an attacking force controls an area, it can move to an adjoining area next combat round. Some part of the attacking force must be left behind to maintain control of an area, a minimum of 1%. If an attacking force abandons an area of a planet they've captured, control of that area returns to the defender the following round (see *Liberating Captured Areas* below).
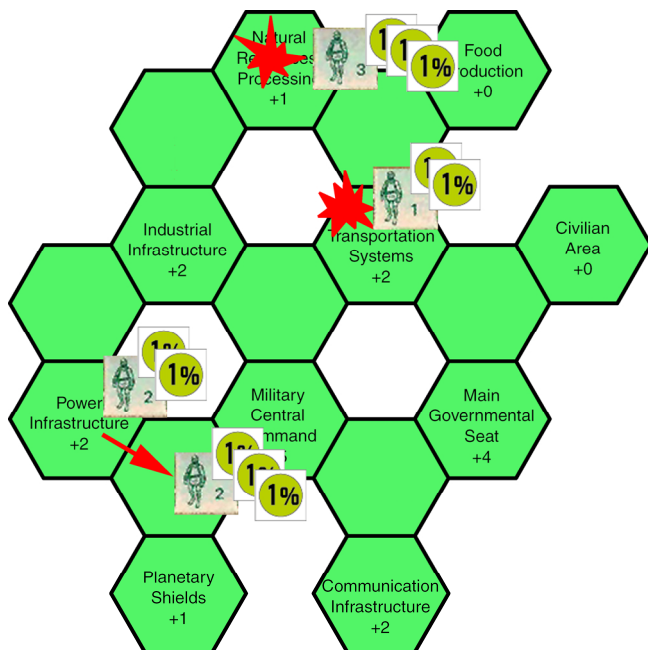
Figure 12a: Moving to Other Areas

Let's continue with our previous Gorn attack scenario into the next round. After the first landings and resolutions, the rest of the starship combat round continued (see *Starship Combat II for FASA*). For the sake of this example, let's say that the Federation colony on Cestus III managed to regain and maintain its shields into the beginning of the next round. With its shields up, the Gorn cruiser can't beam down any

more parties, nor can it retrieve any parties off the planet.

For round 2, the 1st Gorn landing party will again attempt to take *Transportation Systems.* Landing Party 2 will move 3% to an adjacent area. Landing party 3 will again try to take *Resources/ Processing* (see *Figure 12a*). The Gorn tactical officer now rolls for *Transportation Systems* and *Resources/ Processing* areas just as he did the previous round, adding his *Small Unit Tactics* and appropriate modifications off the *ground assault attack chart*. Cestus III will also roll as before, adding its *planet defense chart* and *planet defense chart* modifiers.

Moving forward with our example, let's say landing parties 1 and 3 were successful in acquiring *Resources/ Processing* and *Transportation Systems* in round 2. So, in round 3, presuming the shields remain up, landing party 1moves 1% directly to *Main Governmental Seat* because it occupies *Transportation Systems* and may bypass the empty space (see *Transportation Systems* definition under BASIC PLANETARY STRUCTURE, above). Landing party 2 continues to move it's 3% from the previous round to *Military Central Command.* Landing party 3 divides it's forces: 1% moves toward *Industrial Infrastructure*, and 1% moves to *Food Production*. Again, because the Gorn control *Transportation Systems,* neither set of landing party 3's forces needs to stop at the empty spaces (see *Figure 12b*).
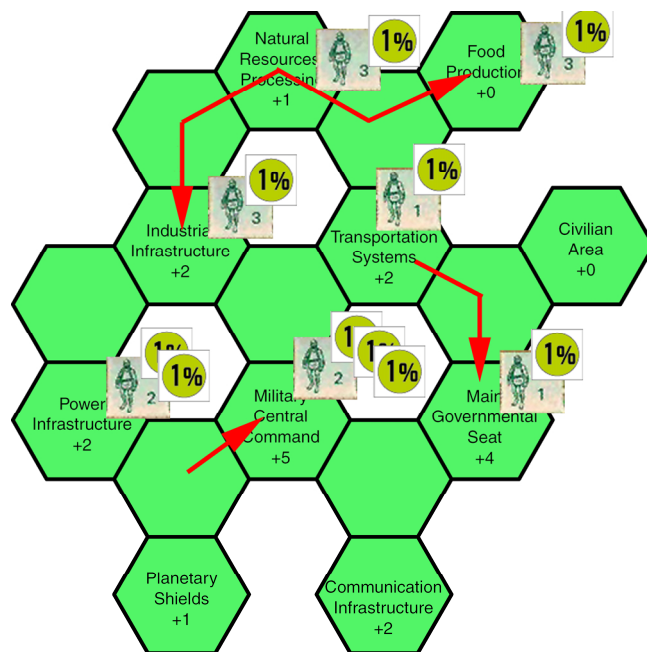

Figure 12b: Moving to Other Areas

Liberating Captured Areas: After the first round of landings, a defending planet may attempt to liberate any area that:

1) has been abandoned by enemy forces the previous round, and/or
2) an area that was not just captured in the current round,
3) the occupied area is accessible from a friendly area via colored regions.

A defender may make **one** attempt to liberate a captured area at the beginning of the attack round, after any reinforcements have arrived. The liberating forces use the *planet defense chart*, and the enemy forces use the *ground assault attack chart* along with the area bonus. If successful, the area may not be attacked for the remaining of the round. If unsuccessful, the enemy forces may proceed normally.

Areas left abandoned by enemy forces in the previous round are immediately returned to defending forces at the beginning of the current round, regardless of number or location.

Reinforcements that act independently of the defending forces attack first in a combat round, before any liberation attempt is made. Independent forces may move about the ship and attack enemy forces as if they were boarding the ship, although these forces still use the *planet defense chart,* just as defending liberation forces do. Areas abandoned by independent forces are returned to defending ship control. Lastly, independent forces must wait until the following round after beaming to begin moving throughout the ship.

To demonstrate, let's go back to the beginning of the second round, after the Gorn's initial landing (*Figures 7-10*). The Gorn forces were successful in capturing *Power Infrastructure. Transportation Systems* and *Resources/ Processing* are still in contention. At the beginning of the next boarding round, ignoring any reinforcement for the purposes of this example, the defending planet would have the option of liberating the *Power Infrastructure* area because it's contiguously accessible by colored regions via multiple areas (*Figure 13).*

Figure 13: Liberating an Area

To illustrate how independent forces would work, let's assume that in the same round illustrated in *Figure 4*, friendly vessel transports over 2 parties of marines to assist the defending ship: one party in the Bridge, the second in Auxiliary Control. The Gorn parties then move to take the Sickbay, Transporter control and Engineering areas.

Attacking via Shuttle: There are instances when transporting onto a planet is not possible (say for instance, the transporter is damaged) and the only way to conduct a ground assault would be by using a shuttle or similar craft.

If so, the shuttle would first have to transverse the distance between the vessel and the planet using its normal movement rate (see *Starship Combat II*). The target's shields must be down at the time the shuttle reaches the target's hex at the end of the starship combat round.

For example, after the recharge phase of a combat round, all ships move in turn, and our attack shuttle is on its way to its target. The shuttle moves into the same hex as the target, even though its shields are up. The firing phase begins and knocks down the target's shields. The shuttle may now commence its landing at the start of the next round during the ground assault phase. If the shields remained up, the shuttle would have to either wait until the shields are knocked down, or retreat altogether.

A disadvantage to attacking by shuttle is the physical limitation of unloading onto the target planet. In most cases, a shuttle assault requires unloading into a hostile environment. To simulate this, a shuttle unloading onto a target planet needs 1 round before engaging an area.

Where a shuttle lands can be decided in a number of ways. The officer in charge of the ground assault, or the shuttle pilot, can roll against the *transport chart* to select the area the shuttle lands. The shuttle may land on any area already held by friendly forces. If a shuttle has already used an area, then it's not necessary to wait the 1 round to disembark. Only one shuttle can unload in an area at a time.

A shuttle can only carry a landing party of 5%, just like a single transport. If the attempt fails, the party may retreat back to their shuttle. Once a shuttle as unloaded, it may list off from the target that round.

Attacking Ship to Planet: Some ships have the ability to land on planet surfaces. If that is the case, then a ship may have an opportunity to conduct a ground assault this way.

As with a shuttle, the attacking craft must travel into the hex of the target. The shields of the target must be down before the ground assault can commence. Once landed, the attacking vessel may begin unloading assault parties onto the target, the following round. The commanding officer- whoever is in charge of the ground assault- can have up to his/her *Small Unit Tactics* score divided by 10 number of ground parties disembark at 5% each.

Determining the area at which the ground assault will commence can be determined by
1. rolling on the *transport chart*,
2. landing in an area already controlled by friendly forces, or
3. landing in an area that has been already accessed by a previous ground assault.

Smaller Ground Targets: Not all ground assaults have to be on a planetary scale. Sometimes going through a city, town, or even a small base requires the use of ground forces.

These cases closer resemble a boarding action than a ground assault. A city or base would need a class value assigned and a layout mapped, similar to a ship or orbiting base (see *Boarding Actions* supplement). Below are some sample class values:

Small Settlement – Class I
Village- Class II
Small Town- Class III
Small City- Class IV
Medium City- Class V
Large City- Class VI
Military Base- Class IX

Whether or not these areas have their own shields and defensive weapons solely depends on the circumstances set down by the GM.

Victory Conditions: Each area of a planet or colony has a point value equal to 1 plus its area bonus. For example, on the planetary structure chart, the *Main Governmental Seat* would be worth 5 points (1 plus 4 area bonus points). An attacker can claim control of a planet if the areas under their control have a point value that's half or more of the sum value of all the areas. On our example chart, there are 29 total points available, so an attacker would need to control enough areas to equal at least half that: 15 points.

A planet is considered captured if its casualty percentage falls under 10% at the end of the combat round, whether by ground assault or by starship combat damage- so long as enemy forces are present.

Either side may surrender at any time, ending the scenario.

Terran In Marine Uniform

1. **Ship Placement:** (Refer to *Starship Combat II* supplements)

2. **Boarding Action:** (Refer to *Boarding Actions* Supplement)

3. **Ground Assault:** (If this is the first round, proceed to section 3.5)
   3.1. **Continuing Actions:** If the defenders cannot repel all of the intruding forces in the previous combat round, the remaining attacking forces may choose one of the following
      - Continue to battle for the areas they were unsuccessful in taking
      - Return to their ship (in pieces or in whole)
      - Surrender to the defending forces
      - Move into other parts of the planet after successfully taking control of their beam in areas
   3.2. **Sending Reinforcements:** Attack and Allied forces may beam in reinforcements, if possible.
      3.2.1. If an attack force controls an area, the transport officer may beam parties to that area. This bypasses the need to roll on the *Transport Chart*. Those percents are immediately added to the area's total.
      3.2.2. Allied reinforcements may be beamed onto a besieged allied planet without extra penalty. The transport officer goes through the same procedure as though conducting an attack, but bypasses the need to roll on the *Transport Chart,* same as above. The reinforcements may be added to the population of the allied planet, who would act as defenders, or may be kept track of separately, controlled by their own commanding officer.
   3.3. **Liberating Captured Areas:** A defender may make **one** attempt to liberate a captured area that:
      - has been abandoned by enemy forces the previous round
      - was not just captured in the current round
      - is accessible from a friendly area via colored regions.
   3.4. **Moving to Other Areas:** If an attacking force controls an area, it can move to an adjoining space or area. Some part of the attacking force must be left behind to maintain control of an area- a minimum of 1%.
   3.5. **Declaring a Ground Assault:** Ground assaults occur before any skill or repair rolls are made and before any systems recharge for the new round. Any ships involved in a ground assault must resolve their outcomes before starship combat resumes.
      3.5.1. A captain may declare a ground assault against a planet, provided:
         - The target planet had its shields dropped at the end of the last round,
         - The ship(s) is within 3 hexes of the target
         - The attacking ground assault ship is not fending off a boarding action.
   3.6. **Deciding Size of Attacking Force:** Attacking captain must delegate what percentage of his remaining active crew he will send down.
      3.6.1. Casualty/troop percentage is adjusted accordingly
   3.7. **Beaming Onto a Planet:** Attacking ship's transport officer rolls 1D10/2 to determine the number of parties that are being beamed down this round.
      3.7.1. He must roll once vs. his *Transporter System Op,* applying any appropriate modifiers from the *transporter operations saving roll table* onto his roll, to determine whether the transports are successful.
         3.7.1.1. If successful, the transport officer rolls D100 and consults the *transport chart* to determine where each of the boarding parties will appear. The transport officer may add or subtract **bonus points** to the roll to adjust the *transport chart* results.
         3.7.1.2. If unsuccessful, the transport officer may abort, and try again another round, or attempt to roll a second time immediately with a +20 modifier added to his roll.
         3.7.1.3. If the second attempt fails, then an accident occurs, resulting in 1D10 divided by 2 percent casualties.
      3.7.2. Each transport area receives 5% of the total allotted attack force. Any remainder less than 5% is beamed over last.
   3.8. **Attacking an Area:** For each transport area, the ground assault rolls 1D10 and adds his *Small Unit Tactics* score divided by 10. He then consults the *ground assault attack chart* and adds the appropriate modifiers.
      3.8.1. Independent reinforcements attack first.
      3.8.2. Forces unsuccessful in capturing an area attack.

3.9. **Defending an Area:** The defending planet rolls 1D10 and adds its *technological index* score divided by 10. It then consults the *planet defense chart* and adds the appropriate modifiers.

   3.9.1. Independent reinforcements remove casualties first.

3.10. **Resolving Attacks:** The difference between the two rolls determines the outcome of the landing, with the highest roll winning.

   3.10.1. The difference between the rolls is the amount of casualties inflicted from the attack.

      3.10.1.1. If the damage amount is greater than the percentage of attacking forces, the remainder is discarded. The defender removes the entire amount.

   3.10.2. If the defenders win, the area remains under their control. If the attackers win, the area is overrun and can no longer be used by the defenders, or benefit from the area's functions.

   3.10.3. Once all the attacks have been resolved, the round for ground assault is over and starship combat may continue.

4. **Recharge**: (Refer to *Starship Combat II* supplements)

5. **Skill Rolls:** (Refer to *Starship Combat II* supplements)

6. **First Shot Surprise:** (Refer to *Starship Combat II Advanced* supplement)

7. **Movement:** (Refer to *Starship Combat II* supplements)

8. **Firing Weapons:** (Refer to *Starship Combat II* supplements)

9. **Point Defense:** (Refer to *Starship Combat II Advanced* supplement)

10. **Defense:** (Refer to *Starship Combat II* supplements)

11. **Damage:** (Refer to *Starship Combat II* supplements)

12. **Round Ends**: (Refer to *Starship Combat II* supplements)

DESIGNER NOTES

I'd like to say that I've been working on this since I completed the *Planetary Assault* supplement a few years back, but I honestly can't. Like most middle age guys, I got bogged down by the time constraints of real life. Given that, I've done a couple things here and there over the last few years, but I never seemed to get back to this one. After a long hiatus, I finally started to dig in.

The bulk of this was just a rewrite of the *Boarding Actions* supplement, not just for the sake of laziness, but because the rules were so similar, there wasn't much to rewrite- which was unsurprising. The most dramatic change is the new hexagonal map. I thought the hex tiles would be easier to use since all this revolves around starship combat which uses the hex map anyways, and the GM can throw the hex tiles right on the map.

I tried to make it as simple as possible, trying to avoid making it into a war game, and I hope I have despite filling almost 20 pages of text and diagrams! I realize that it's unrealistic in terms of scale, in that invading an entire planet would probably require a great deal more in time and resources, but, as I pointed out in the introduction, once the game starts to focus too much on the combat then the role playing aspect of the game suffers.

As always any comments and suggestions are appreciated!

Thanks!
The Mighty Joe Homoki
UFC465537
Mar 21, 2021
ufc465537@yahoo.com

Sample Planetary Layout

Natural Resources/Processing +1 · Food Production +0 · Industrial Infrastructure +2 · Transportation Systems +2 · Civilian Area +0 · Power Infrastructure +2 · Military Central Command +5 · Main Governmental Seat +4 · Planetary Shields +1 · Communication Infrastructure +2

Transporter Operations Saving Roll Table	
S-P = ship-to-planet	P-S = planet-to-ship
S-S = ship-to-ship	(S) = beaming within same ship

S-P or P-S / bad atmospheric conditions or other local interference	+20
S-P or P-S / transporter rooms on both ends operating	-40
S-S / transporter only operating at one end	+10
P-S or S-S pickup / locking in using sensor readings only	+10
ANY / beaming to location already used once in last 24 hours	-20
ANY / beaming during low power situation (ship's normal power reserve below half)	+25
(S) / any beaming inside same ship	+40
Second attempt to beam in the same turn	+20

Transport Chart

Roll	Result	Area Bonus
1-10	Industrial Infrastructure	+2
11-20	Food Production	+0
21-40	Natural Resources/ Processing	+1
41-50	Transportation Systems	+2
51-70	Civilian Area	+0
71-80	Power Infrastructure	+2
81	Main Governmental Seat	+4
82-95	Communication Infrastructure	+2
96-99	Planetary Shields	+1
00	Military Central Command	+5

Total Point Value: 29

Ground Assault Attack Chart

Modifiers		
	LUC > 70	+1
	LUC < 20	-1
	INT > 70	+1
Target Size		
	Target smaller (per class)	+1
	Target same class	+0
	Target larger (per class)	-1
	Target non-military	+3
Landing Party		
	Civilians	-3
	Crewmen/ Peacekeeper-Militia	+0
	Security/ Soldier	+1
	Marines	+2
	per 1000 troops	+1
Weapons/ Equipment		
	Light	+0
	Medium	+1
	Heavy	+3
Attacking Gov't		
	Gorn	+3
	Klingons	+2
	Romulan	+1
	Federation	+0
	Orion	-1

Planet Defense Chart

Modifiers		
Area Bonus		
	(See Transport Chart)	
Casualties		
	Casualties > 25%	-1
	Casualties > 50%	-2
	Casualties > 75%	-4
Multiple ships landing		
	per vessel after the first	-1
Defending troops:		
	Civilians	-2
	Crewman/ Peacekeeper- Militia	+0
	Security/ Soldier	+2
	Marines	+3
Weapons/ Equipment		
	Light	+0
	Medium	+1
	Heavy	+3
Defending Gov't		
	Gorn	+3
	Klingons	+2
	Romulan	+1
	Federation	+1
	Tholian	+2
	Orion	-1

PLANETARY CONTROL PANEL

Planet Name:

Planet Class:

Technological Index+Socio-political Index= Base Class Value

☐ **+** ☐ **+** ☐ **+** ☐ **+** ☐ **+** ☐ **+** ☐ **+** ☐ **=** ☐

Class Value Adjustment (see chart) **+/−** ☐

Orbiting Defenses Class Sum **−** ☐

Final Class Value ☐

Planetary Skills:

Technological Index Score

☐ **+** ☐ **+** ☐ **+** ☐ **+** ☐ **+** ☐ **=** ☐ **/** 10 **=** ☐

Socio-political Index Score

☐ **+** ☐ **=** ☐ **/** 2 **=** ☐ X 10 **=** ☐

Planetary Weapons:

Beam Weapons : | oper | dam | | armed | reload |

Torpedo Weapons:

armed	reload		armed	reload		armed	reload		armed	reload
armed	reload		armed	reload		armed	reload		armed	reload
armed	reload		armed	reload		armed	reload		armed	reload
armed	reload		armed	reload		armed	reload		armed	reload
armed	reload		armed	reload		armed	reload		armed	reload

Plasma Weapons:

| oper | dam | | armed | reload | reload |
| oper | dam | | armed | reload | reload |

Planetary Troops
Population:

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

Status Tracks

⬤ 100% ⚡ 100% ☾ 100% ✚ 100%

Each track (four columns): 99 98 97 96 95 94 93 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 / 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

Sub System Damage Chart

1	Weapon System (Roll 1D10)	☐ 1-7 Beam ☐ 8-10 Torpedo/Plasma/Other
2	☐	Atmospheric Interference: -2 Attack & Defense rolls
3	☐	Planetary Sensors Damaged: -4 Attack & Defense rolls
4	☐☐	Population Center Hit: -10% Additional Casualties
5	☐	Planetary Shield Grid: No Recharge roll
6	☐	Transporter Grid Down: No boarding actions
7	☐	Communications Center: No Comm/Infrastructure rolls
8	☐	Government Center Hit: -1 Attack & Defense This Round
9	☐	Power Disruption: No Energy Grid Repairs This Round
0	☐	Military Center Hit: -2 Attack & Defense This Round
	☐	Communication System Jammed