PLANETARY ASSAULT

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

Preface

Years ago, I had a great deal of amusement running a game with Klingons as player characters. My group at the time found it very liberating- compared to playing Federation characters- being able to bully around space, picking fights wherever they go, and just creating a small wave of mayhem. It was akin to a band of space Vikings ransacking and pillaging followed by a period of drunken celebration. Loads of fun!

Needless to say it wasn't without its challenges. Without fail, periodically, there was the dreaded declaration: "I wanna bombard them from orbit!" I was forced to address these kinds of madcap responses with some form of logic that prevented my trigger happy players from blasting every culture they encounter. Every once in a while, you have to relent; if that's what they crew wants to do, then that's what they want to do. So, I trudged through these scenarios best I could, through role-playing and comedic license, mostly because there was no quantifiable way to settle the situation. These kinds of instances, though inevitable, didn't happen often enough to spend too much time trying to work some rules out.

About a year or so ago, I was watching *"Prelude to Axanar"*, an excellent fan film shot in a documentary style, recounting the events leading up to the Four Years War. In it, there were shots of klingon warships bombarding ground targets, just causing devastation all over the place, with the narrator explaining how the Klingons were just rampaging through Federation space. My first thoughts after "Wow, this is sooo cool!" were "Why don't these planets shoot them down?" and "Why is this so easy for the Klingons?" That's when my thoughts went back to the old days with my Viking Klingons.

I was in the middle of writing up some of the ships in the film for use in the STCS, when I began mulling how you could quantify a planet's defenses against a space borne aggressor. It went along with my long term plans to create a supplement that focuses on the assault ship and its ground forces.

A few months later, here we are. This supplement is shorter than my other ones, and I didn't get into ground forces because I'm still thinking about how to address certain things, but I'm happy with the end product and I hope you will be too.

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INTRODUCTION

Though the concept seems outdated, war is still, and will continue to be, a part of evolution- even in the Star Trek universe. Given this, not all cultures share the benevolent philosophy of the Federation, and even they at times recognize that conflict is inevitable. Klingons are not much for peace, nor are the Romulans, and the let's not forget the evil mirror universe doppelgangers who live for conquest. When war does happen, both sides must have appropriate offenses and defenses in place to execute their goals and protect their interests.

Below is presented a system to help expand the role playing experience when players, or the GM, decide that malevolence is preferable to benevolence. It's a good idea to have any copy of the *Starship Combat II* rules handy before you read on.

SPACEBORNE DEFENSES

System Defenses: The most common form of system defense is the use of **ships**. Vessels assigned to a designated sector of space may have several solar systems to protect. The size and number of ships within a sector depends on the strategic importance of the system(s) in question. Ships patrolling an area have short to medium range sensors and may take some time before a threat is discovered and intercepted. Most advanced races have assigned patrol vessels in system called monitors and cutters. These smaller vessels tend to patrol in flights of up to 12 ships and police within their system against aggressors until larger ships can arrive to assist.
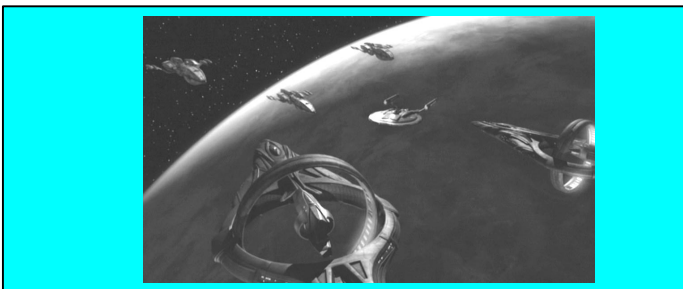
Orbital facilities play a major role in system defense and offense, as in the case of starbases, where they can be used as a rallying point for forces. Orbital facilities, to be classified such, cannot be placed more than 2 hexes from a planet, shown in diagram 1 below. These facilities gain a +1 defense bonus when attacked.
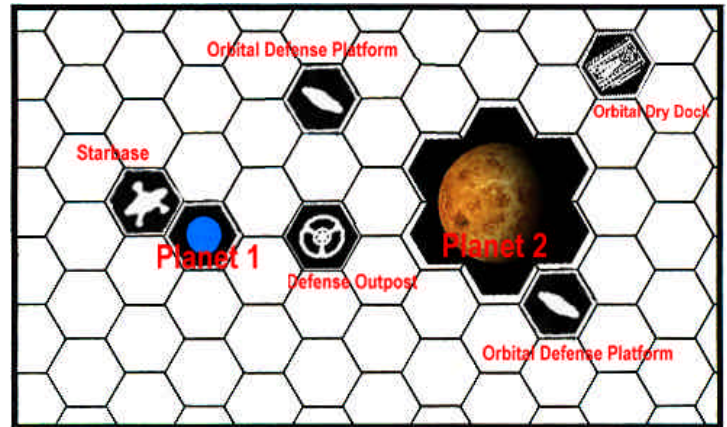
Diagram 1

Each type of facility has different attributes specific to their function, which are outlined below. Of course, these are just general guidelines, so attributes and functions may vary.

A note about firing arcs: Because space stations don't move, there is very seldom a "forward" or "aft". Instead, weapons are mounted in 2 arcs, a port and a starboard, as shown in the diagram 2:
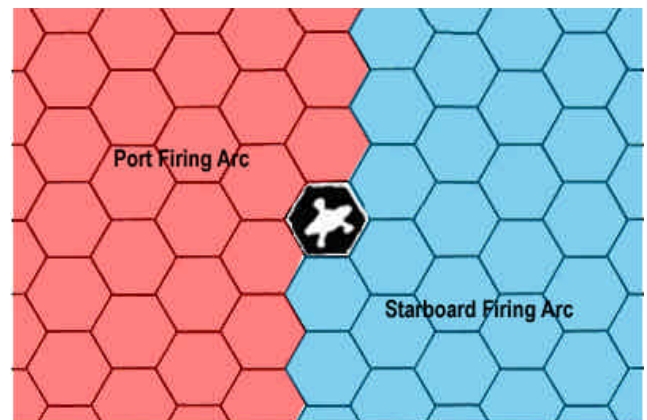
Diagram 2

In the original tactical combat system, stations' weapons are mounted in a 3 arc configuration shown below in diagram 3 and can be used that way if desired.
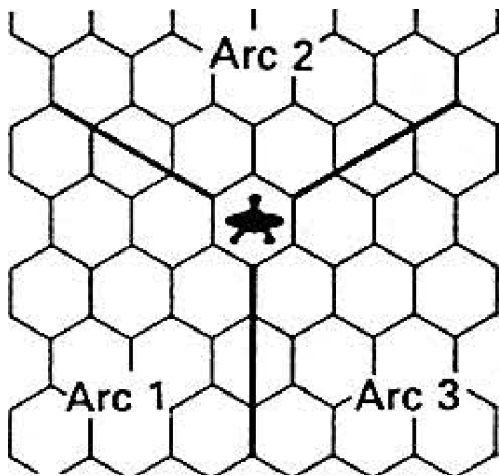
Diagram 3

Class	Military Ships/Station Types
I	Shuttlecraft Monitors Fighters
II	Cutters Gunboats Corvettes Defense Satellites
III	Survey Ships Assault Ships
IV	Escorts Scouts
V	Destroyers Carriers
VI	Frigates
VII	Cruisers
VIII	Fast Battleships Border Outposts
IX	Battleships
X	Dreadnaughts
XI	Orbital Defense Platform
XII	Defense Outposts
XXXV	Starbases

Border or listening outposts tend to be first line of defense for most space faring cultures. With extremely powerful and sensitive sensor equipment, threats can be detected from great distances, allowing time for them to warn their respective fleets and native populations. Because of the sensitive sensor equipment, a -10 adjustment is subtracted from any *Starship Sensors* skill roll. Border outposts usually have light to medium armament and defenses, relying heavily on their ability to detect hostiles early and calling for reinforcements. The outposts bordering the Romulan neutral zone and the Epsilon 9 array would be examples of these (see TOS episode "*Balance of Terror"* and *ST: TMP*).
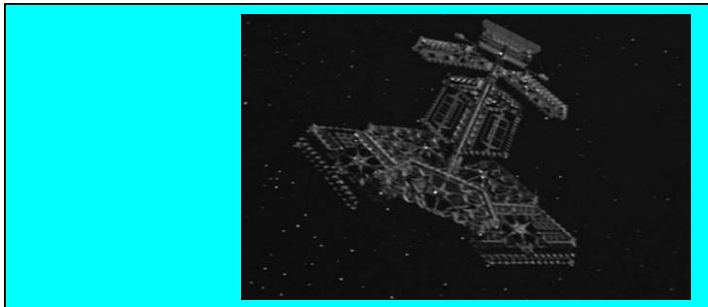

Defense Outposts are located in more sensitive or strategically important areas where a starbase has not been deemed necessary. With heavier armaments and shielding, defense outposts can stand alone against a brief incursion by hostile forces until reinforcements arrive. Federation outpost Deep Space 9 would be considered defense outpost (see series *ST: Deep Space 9*). The disadvantage is that these outposts tend to have a weaker sensor array, making them slightly more vulnerable. For game purposes, a +10 is added to any *Starship Sensors* skill.
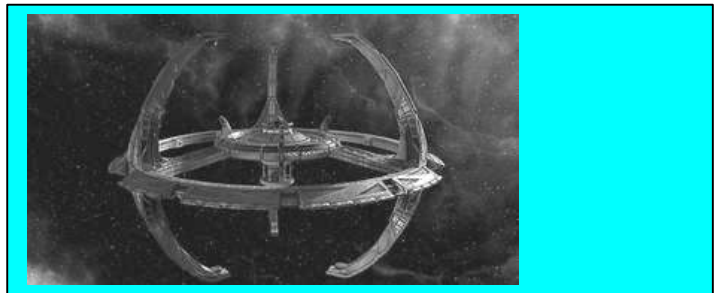
Starbases are some of the largest and best equipped of space stations, being heavily armed and defended. Most starbases are found near vital systems acting as both a military outpost and civilian trade center. It's not unusual for starbases to include a planetside facility accompanying its orbiting counterpart. Starbases also have extensive ship construction facilities, and is not uncommon for several capital ships to be stationed there. Starbases tend to be a center for commerce in its sphere of influence, with any number of private vessels passing through at any given time.
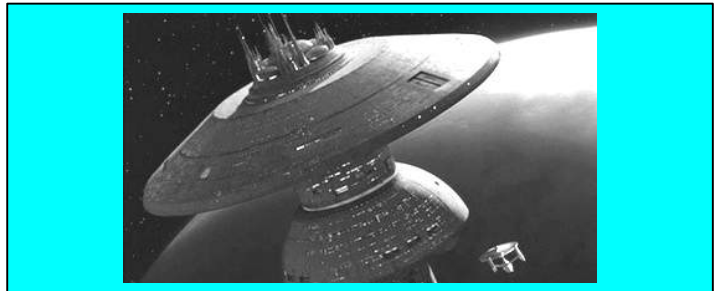
Orbital defense platforms are specifically designed to unload its considerable arsenal against an incoming threat at the expense of its own defense. Platforms also tend to have very small crews, and incur greater casualties as a percentage when withstanding an incoming attack, taking an additional -10% above the *damage chart* result. These should not be confused with the orbital weapons platforms used by the Cardassians during the Dominion War circa 2375 (see *DS9* episode *"Tears of the Prophets"*), which are more akin to defense satellites (see below).

Some planets have a ring of orbiting satellites to repel potential threats or ward off invasion. These **defense satellites** may use a form of beam weapon as its primary form of offense, and may have missile or other projectile weaponry as a primary or

secondary offensive weapon. Alone, defense satellites seem relatively unthreatening, but grouped, they are a formidable deterrent. Up to 3 satellites can be placed per hex around a planet, but no further than an adjacent hex from the planet itself. They are unmanned, so no casualties are inflicted when damaged.

Limitations for Orbiting Defenses: Not every planet can justify a gauntlet of bases and defensive assets floating around in orbit. Limitations on how many orbiting bodies can be maintained are based on a planet's *socio-political / technological index* (see *ST:RPG 1st ed., "New Life and New Civilizations"* pgs 82-84 or *ST:RPG 2nd ed.*, *Game Operations Manual ,"New Civilizations"* pgs 12-15). The sum of the index's value is equal to the planet's *base class value* and the maximum amount of total class value of the objects in orbit. For example, the Earth has an index of 7-999964 (see *ST:RPG 1st ed.* Note: The index for Earth varies between the 1st and 2nd editions. According to *The Federation* supplement, Earth, or Terra, has an index of 999999-88. For this example we'll use the 1st edition values). The sum of the index values, 7+9+9+9+6+4, equals 53. That number is the maximum class value of all the objects in Earth orbit. So, basically, the Earth breaks down like this:

No.	Description	Value
1	Starbase @ class XXXV	35
9	Defense Satellites @ class II ea.	18
	Total value of orbiting defenses	53

All the technological index values must equal at least 30 before any object can be placed into orbit. This helps ensure that the culture has advanced enough to actually have orbital facilities.

Here is another instance where 1st and 2nd editions do not agree. 1st edition rules has the sociopolitical number ahead of the hyphen X-XXXXXX and 2nd edition has it after the hyphen, XXXXXX-XX and then splits the number into a sociopolitical value and a cultural attitude. Regardless of which version you use, the six technological values must equal 30. Also, as a matter of game balance, the GM should make sure that the values for the categories are appropriate for the level of the orbiting objects. For example, the index for the planet Halka (from the TOS episode *"Mirror,Mirror"*) has an index of 555567-85. The technological index adds up to 33, but it would not make sense for them to have, say, a manned orbiting defense platform for two reasons: One, according to the index they have not yet achieved manned spaceflight, and two, they are pacifists.

Now some planets may have the technology and social experience, but may lack other infrastructure needs that hamper a secure orbital defense, such as a small colony, for example. A

colony would have all the benefits of its homeworld's advancements, but would lack just about everything else. In contrast, some planets may benefit from associating itself with a group of advanced cultures, like in the case o f the UFP. Below is a chart for adjusting a planet's class value with these issues in mind. Choose the one that best suits the planet:

Class Value Adjustment Chart

Planet Type	Adj
Colony, civilian, small (<20,000 people)	-50
Colony, civilian, medium (20,001 - 1,000,000 people)	-40
Colony, civilian, large (1,000,001 - 5,000,000 people)	-30
Colony, civilian, prosperous (5,000,001 - 25,000,000 people)	-20
Colony, pre-independent, >25,000,000 people	-10
Colony, mining	-45
Colony, penal	-35
Homeworld	+10
Member world	+5
Outpost, commercial	-45
Outpost, military	-25
Outpost, scientific	-40
Space dock	-20
Starbase	+5

Here's an example: The planet Cestus III (see TOS episode *"Arena"*) has an index of 898876-77 (see *ST:RPG The Federation*, pg 50.). Its *base class value* is 60 (8+9+8+8+7+6+7+7), but because it's a small civilian colony, its *adjusted class value* becomes 10 (60-50).

Some planets may classify under several descriptions, for example, a planet designated a "*starbase*" may also have a space dock, and a mining facility with a small colonial civilian population. In these cases where multiple adjustments may apply, take the largest positive adjustment. In this example case, choose *starbase* for +5.

All these classifications are arbitrary, of course. The chart is presented only as a guide. Please feel free to add any descriptions or change any already presented to suit your needs. Also, these guidelines only apply to orbiting militaristic assets, and not civilian or scientific stations.

PLANETARY DEFENSES

Aside from orbiting bases and ships, a planet may have additional defenses. These would include ground based weapons and planetary shields.

Planetary Attack and Defense Class: When attacking or defending on a planetary scale, the *base class value* of the planet itself is calculated using the *socio-political / technological index* (see *Limitations* above). The numbers are added together and given the appropriate adjustments from the *Class Value*

Adjustment Chart. The total is the planet's **adjusted class value**. The **final class value** is the *adjusted class value* minus the sum of the classes of all the orbiting defenses. So for example, as shown above, the Earth has a class value of 53, plus 10 for being a homeworld, for a total of 63. According to the previous example, Earth has a starbase at a class 35 (XXXV) and 9 defense satellites at class 2 (II) each, for a total of 53. By subtracting 53 from the total class value of 63, the result is 10, which is the Earth's *final class value*. So the planet Earth itself attacks and defends at class X. With this in mind, when designing a world, consider how orbital defenses affect a planet's *final class value*.

Adjusted Class Value for the Planet Earth

No.	Description	Value
	Base Class Value (7+9+9+9+9+6+4)	53
	Homeworld	+10
	Adjusted Class Value	63
1	Starbase @ class XXXV	-35
9	Defense Satellites @ class II ea.	-18
	Final Class Value	10
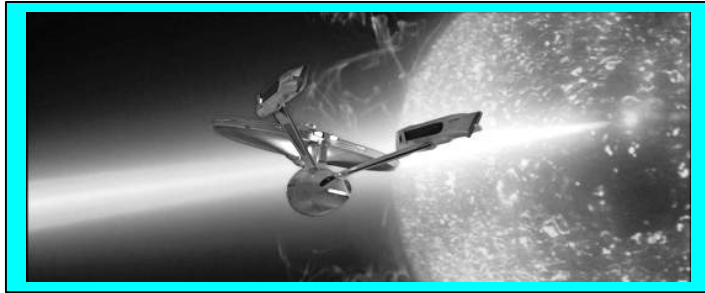
Ground based weapons vary from beam weapons to missile and torpedo type weapons. Usually planet based weapon systems are found where orbiting facilities are unarmed or non-existent. Sometimes ground based weapon systems are used instead of orbital assets to better hide offensive capabilities from orbital detection. More often than not, planetary weapons tend to be avoided because atmospheric and the planet's own gravity interferes with most weapons' effectiveness. For these reasons, ground based weapons receive a -1 To-Hit and a -1 on range. Because of their sheer size, planets do not have arc limitations on their weapons systems.

Planetary Weapons Ranges

Beam Weapons	9 hexes
Torpedo Weapons	5 hexes
Plasma Weapons	2 hexes
Energy Webs	2 hexes

The number of missile launchers a planet can bring to bear is dependent on its planetary *final class value* after its orbiting facilities have been deducted (see *Limitations for Orbiting Defenses* above). For every 2 classes, 1 launcher is available up to a total of 6 per target, provided the set target is within the planet's range. So, using Earth as our example again, it has a

planetary *final class value* of 10, meaning the Earth can bring 5 missile launchers (10 divided by 2 equals 5) to bear on any given target.

Some cultures have a system of **planetary shields** that help protect heavily populated areas and offensive assets from bombardment and assaults. Most instances, these shields are localized, concentrating on what they were intended to protect, but for game purposes, shields are planet-wide.

COMBAT SEQUENCE

Below is a breakdown of the combat sequence that focuses mainly on planetary attack and defense. Notes concerning space stations and starbases are included, but should use the same charts presented in the *Starship Combat II* rules.

Placement: Planets and space stations don't move, and therefore have a fixed position on the board. Their placement is predetermined by the GM or player(s) running them during combat. It may be that some orbital stations lie in a sensor shadow of a planet or other obstacle, unseen by incoming forces. These players should make note of the placement location(s) and reveal them as incoming ships move out of the sensor shadow. See *Planetary Sills and Skill Rolls* below to determine tactical advantage.

Boarding Action: Boarding actions between vessels occur normally (see *'Boarding Actions'* supplement). Although never shown on screen, it's conceivable that a planet's own troops can beam aboard enemy ships when the opportunity presents itself.

Ground Assault: As in a boarding action, it may be necessary to send troops down to the planet surface to capture a specific target or occupy the surface. Specifics for this will be covered in the '*Ground Assault'* supplement.

Recharge: Recharge shields and weapons normally. Cloaking devices may be activated at this time.

Planetary Skills and Skill Rolls: When considering the population on a planetary scale, one can't narrow a skill for a single individual or even a small group of individuals to encompass the needs of the entire planet during an attack, save for maybe the leader(s). Instead of splitting up the specialties into separate categories, the average (rounded down) of a planet's *technological index* represents the planet's "skill" for purposes of attack and defense. 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. 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. 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.

The *sociopolitical score* is used similarly to a captain's *Starship Combat Strategy & Tactics* and *Leadership* skills. At the beginning of combat, the player rolls 1D10 and adds the *sociopolitical score* to determine tactical advantage. Even though a planet does not move, firing order can be decisive. Also, as an option, a roll vs. the *sociopolitical score* x 10 may be used to:

1) **Give a +1 on any single attack, or**
2) **Give a +1 on any single defense**

The *technological index score* covers all other rolls used in the combat sequence. During the skill roll phase, the player has the option to make one single successful roll or make one roll for each line item below vs. the technological index score to gain the following:

1) **Power output increase to give a +1 on attack and defense, or recover 1D10% of energy**
2) **Repair any 2 appropriate sub systems**
3) **Regain 1D10% Infrastructure**
4) **Jam or un-jam communication (see *Communication Officer, Starship Combat II*)**
5) **Reduce Casualties by 1D10%**
6) **Obtain a sensor lock**

For cloaked vessels, a separate roll vs. the sum of the *technological index score* with a -20 penalty is required.

Movement: Planets and space stations don't move, but movement order is important when the firing phase begins.

Firing Weapons: After all ships have moved, a planet or base may attack on its turn based on the order determined in skill roll phase. The technological index score/10 takes the place of the *Ship's Weaponry Technology/10* skill that would normally be added to the 1D10 roll (see *Starship Combat II, Helmsman*). The result is adjusted using the *planetary attack chart* below.

Planetary Attack Chart

Attack Modifiers	
Warp Speed: No warp speed combat	
Automatic for atmospheric interference	-1
Enemy Size	
Enemy ship non-military	+3
Enemy ship smaller (per class)	+1
Enemy ship larger (per class)	-1
Targeting	
Per Damage Chart Level	-1
Enemy stationary	+3
Energy Grid	
Power Output Increase	+1
Grid Damaged (per 25%)	-1
Weapon Type	
Rocket/Missile	-2
Torpedo Weapon	+2
Multiple fire (max of 3 per target):	
Cumulative after the first	-2
Plasma Weapon (per launcher)	+8
Sensor Lock	+1
Cloaked Ships	
Enemy cloaked	-6
Cloaked ship stationary	-2
Attacking Government	
Klingon	+2
Federation	+0
Romulan	-1
Gorn	-2
Tholian	-2
Orion	-3

Defense: For each attack, a 1D10 defense roll is made adding the *technological index*/10 instead of the *Deflector Shield Technology* score/10 (see *Starship Combat II, Navigator*). The result is adjusted according the *planetary defense chart* below.

Planetary Defense Chart

Defense Modifiers	
Power	
Power Output Increase	+1
Grid Damaged (per 25%)	-1
Shield Status	
Shields Damaged (per 25%)	-1
No Shields/Down	-5
Casualties (per 25%)	-1
Multiple Opponents (for each over 1)	-1
Defending Government	
Gorn	+3
Federation	+0
Romulan	-1
Tholian	-1
Klingon	-2
Orion	-2

The modified defense roll is subtracted from the modified attack roll. The result is compared with the *planetary damage chart*.

Evading Incoming Fire: Stationary objects like planets, space stations and starbases cannot evade.

Intercepting Incoming Attacks: Again, use the planet's technological index score/10 instead of *Ship's Weaponry Technology/10* skill added to the 1D10 roll against incoming attacks and compare to the *planetary point defense chart* below.

Point Defense Chart

Point Defense Modifiers

Automatic for atmospheric interference	-1
Attacking Vessel Size	
Enemy ship non-military	+3
Enemy ship smaller (per class)	+1
Enemy ship same class	+0
Enemy ship larger (per class)	-1
Incoming Weapon Type	
Rocket/Missile	+5
Torpedo	-2
Plasma Weapon	-3
Defending Weapon Type	
Plasma weapon (per launcher)	-3
Beam Weapon	+0
Torpedo weapon (per launcher)	-1
Multiple fire (max. 3 per launcher):	
Cumulative after the first	-2
Energy Grid	
Power output increase	+1
Grid damaged (per 25%)	-1
Casualties	
Casualties (per 25%)	-1
Sensors	
Sensor lock	**required**
Target	
Defender is target	-3
Defender is not target	+1
Defending Gov't type	
Federation	+0
Gorn	-1
Klingon	-1
Romulan	-2
Orion	-3
Tholian	-3

Damage: As in regular combat, damage is spread over four generalized areas shown on the *planetary damage chart*, representing the planet's general status. Planetary shields tend to be localized; only protecting more sensitive areas (see *Planetary Defenses* above). For game purposes, all these areas are considered unified, and are given a single value. The energy grid represents the entire network of power generating installations and transfer equipment. Infrastructure covers areas involving communication, transportation, and command structures.

Casualties refer to civilian and military losses during the combat. The fifth area, sub-system, focuses on more specific damage listed on a separate chart.

Planetary Damage Chart

Roll	Shields ⊚	Energy Grid ⚡	Infra-structure ⌒	Casualties ✚	Sub-system
+0			No Effect		
+1	-10%	None	None	None	None
+2	-10%	-10%	None	None	None
+3	-20%	-10%	-10%	None	None
+4	-20%	-10%	-10%	None	None
+5	-30%	-10%	-10%	-10%	1 roll
+6	-30%	-10%	-10%	-10%	1 roll
+7	-40%	-20%	-10%	-10%	1 roll
+8	-40%	-20%	-10%	-10%	1 roll
+9	-50%	-20%	-20%	-10%	2 rolls
+10	-50%	-30%	-20%	-10%	2 rolls
+11	-60%	-30%	-20%	-20%	2 rolls
+12	-60%	-40%	-30%	-20%	2 rolls
+13	-70%	-40%	-30%	-30%	3 rolls
+14	-70%	-50%	-40%	-40%	3 rolls
+15	-80%	-60%	-50%	-50%	3 rolls
+16	-80%	-70%	-60%	-60%	3 rolls
+17	-90%	-80%	-70%	-70%	4 rolls
+18	-100%	-90%	-80%	-80%	4 rolls
+19	-100%	-100%	-90%	-90%	4 rolls
+20	-100%	-100%	-100%	-100%	4 rolls

Sub System Chart

1	Weapon systems: (Roll 1D10; 1-7 Beam, 8-10 Secondary)
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 This Round
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
10	Military Center Hit: -2 Attack & Defense This Round

Ending Combat: Aside from what's listed in *Starship Combat II*, combat ends when a planet's casualty and/or infrastructure metric reaches 0% or less. Capturing and occupying a planet will be covered in the *'Ground Assault '* supplement.
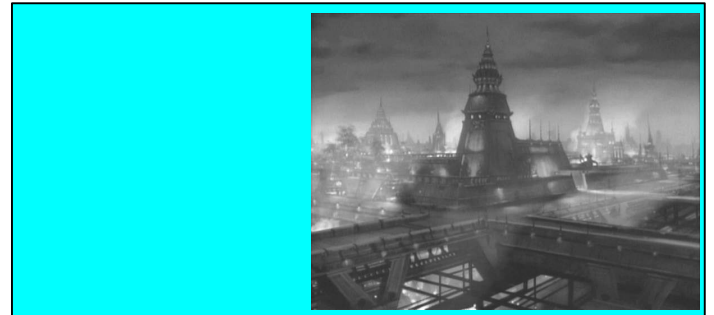
Sample Combat: For this example, the Federation starship Enterprise is on a diplomatic mission to Eminiar VII, in a recreation of the combat sequence in the TOS episode: "*A Taste of Armageddon*". The mission has gone awry and the planet's leaders are bent on shooting down the Enterprise from orbit.

Planet Stats:

    Eminiar VII Index: 888987-86

        Base Class Value: (8+8+8+9+8+7+8+6) = **62**

        Class Value Adjustments: None

        Adjusted Class Value: **62 (LXII)**

        Final Class Adjustments:

No.	Description	Value
	Base Class Value	62
	Adjusted Class Value	62
1	Orbital Defense Platform	-11
18	Defense Satellites @ class II ea.	-36
	Final Class Value	15

        Final Class Value: **15 (XV)**

Note: All of Eminiar VII's orbital defenses are hypothetical, because war is done electronically (see TOS episode "*A Taste of Armageddon*"). Even though the actual structures do not physically exist, the planet's infrastructure reflects their drain on resources.
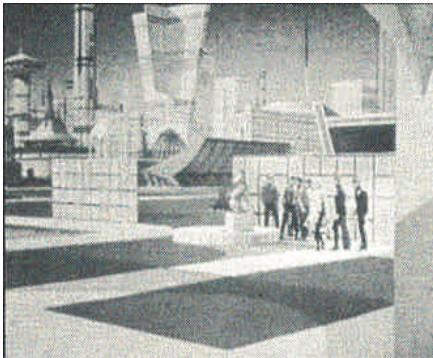
        Technological Index Score: (8+8+8+9+8+7) = **48**

        Sociopolitical Score: (8+6)/2 = **7**

        Beam Weapons: P/S

        Missile Weapons: None

        Attack/Defense Adjustments: -5, -5

Note: Eminiar VII struck down the USS Valiant 50 years prior to this encounter. The planetary culture is stagnant technologically, so the -5 adjustments reflect the Enterprise's technological advancement over the Valiant.

Ship Stats:

    Constitution Class, Enterprise

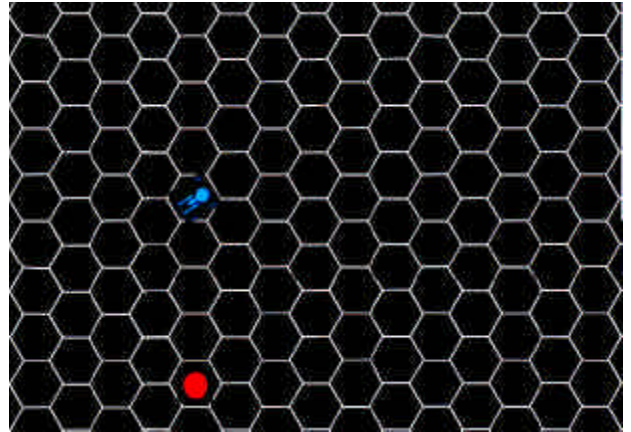   Class VIII Heavy Cruiser

        Crew Efficiency: 65

        Weapons: Phasers, F/P/S

                2F Torpedoes

Round 1

Ship Placement:

    Eminiar VII because it doesn't move, is the central hex. The Enterprise orbits at 4 hexes, just outside of maximum transporter range.

Skill Rolls:

    Eminiar VII calls for first shot surprise. Each player rolls for tactical advantage. The GM rolls for Eminiar VII, 1D10 plus the *sociopolitical score*: A roll of 3 plus 7, for a total of 10. The player for the Enterprise rolls 1D10 plus the *crew efficiency score* divided by 10: A roll of 2 plus 6, for a total of 8. Eminiar VII wins tactical advantaged for this round. To see if the Enterprise can raise its shields in time, the player for Enterprise rolls 1D100 against its *crew efficiency score* (in lieu of *Deflector Shield Tech*) with a +20 penalty: A roll of 31 plus the +20 penalty for a total of 51; a success! Eminiar VII gets one free attack, but the Enterprise raises its shields in time. Note: In the TOS episode, "*A Taste of Armageddon*" the Enterprise already had its shields up by this time, but for purposes of this example, it hadn't done so yet.
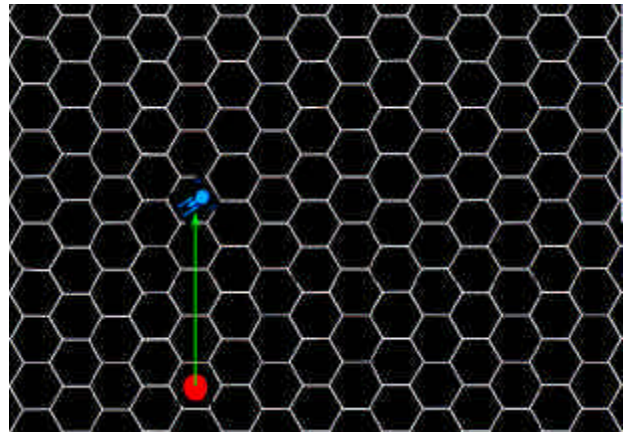
First Shot Surprise Attack:

Eminiar VII rolls 1D10 plus its *technological index score* divided by 10: A roll of 4 plus 4 for a total of 8. The appropriate adjustments are added from the *attack chart*:

Base roll:	+8
Enemy ship smaller (per class)	+7
Attacking Government	
Eminiar VII	-5
Eminiar VII modified attack roll:	+10

The Enterprise rolls its defense, 1D10 plus its crew efficiency score divided by 10: A roll of 6 plus 6 for a total of 12. The player running the Enterprise checks the defense chart for modifiers:

Base roll:	+16
Per Nacelle over 1	+1
Enterprise modified defense roll:	+17

Damage:

Defense roll is subtracted from attack roll:	+10
	-17
Total:	-7

The Enterprise takes no damage from the attack. The skill roll phase proceeds normally.

Eminiar VII continues the skill rolls phase and rolls 1D100 vs. its Technological Index Score: A roll of 86, a failure.
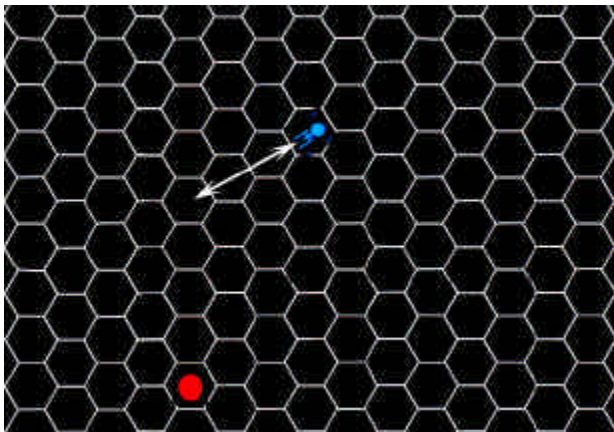
The Enterprise rolls vs. its *crew efficiency score:* A roll of 27, a success, and gains the following:

Engine Increase	+1
Sensor Lock	+1

Eminiar VII has already won tactical advantage.

Boarding Action: None

Recharge: None

Movement:
    The Enterprise moves ahead 3 hexes.

Attack:
    Eminiar VII has no other weapons to fire.
    The Enterprise chooses not to attack.

Round 2:

Boarding Action: None.

Recharge: Eminiar VII is recharging its disruptors this round.

Skill Rolls:

    Eminiar VII rolls 1D100 vs. its Technological Index Score: A roll of 44, a success and gains the following:

Power output increase	+1
Sensor Lock	+1

    The Enterprise rolls vs. its *crew efficiency score:* A roll of 57, a success, and gains the following:

Engine Increase	+1
Sensor Lock	+1

    Players roll to resolve firing order:

    Eminiar VII rolls 1D10 plus the *sociopolitical score*: A roll of 4 plus 7, for a total of 11. The Enterprise rolls 1D10 plus the *crew efficiency score* divided by 10: A roll of 7 plus 6, for a total of 13. The Enterprise wins tactical advantage for this round.

Movement:
    The Enterprise moves ahead 3 hexes.
Attack:
    Eminiar VII has no other weapons to fire.
    The Enterprise chooses not to attack.
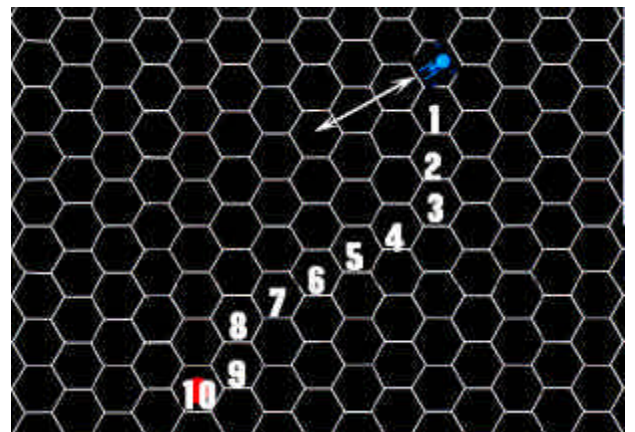
END: The Enterprise has moved beyond Eminiar VII's effective weapons range and will remain there. Notice the Enterprise is still within its weapons range to attack Eminiar VII if it chooses.

Planetary Attack Chart

Warp Speed	No warp speed combat		
	Automatic for atmospheric interference		-1
Enemy Size			
	Enemy ship non-military		+3
	Enemy ship smaller	(per class)	+1
	Enemy ship larger	(per class)	-1
Targeting			
	Per Damage Chart Level		-1
	Enemy stationary		+3
Energy Grid			
	Power Output Increase		+1
	Grid Damaged (per 25%)		-1
Weapon Type			
	Rocket/Missile		-2
	Torpedo Weapon		+2
	Multiple fire	Cumulative after the first (max of 3 per target):	
	Plasma Weapon	(per launcher)	+8
Sensor Lock			+1
Cloaked Ships			
	Enemy cloaked		-6
	Cloaked ship stationary		-2
Attacking Government			
	Klingon		+2
	Federation		+0
	Romulan		-1
	Gorn		-2
	Tholian		-2
	Orion		-3

Planetary Defense Chart

Power			
	Power Output Increase		+1
	Grid Damaged	(per 25%)	-1
Shield Status			
	Shields Damaged	(per 25%)	-1
	No Shields/Down		-5
Casualties		(per 25%)	-1
Multiple Opponents		(for each over 1)	-1
Defending Government			
	Gorn		+3
	Federation		+0
	Romulan		-1
	Tholian		-1
	Klingon		-2
	Orion		-2

Point Defense Chart

Automatic for atmospheric	interference		-1
Attacking Vessel Size			
	Enemy ship non-military		+3
	Enemy ship smaller	(per class)	+1
	Enemy ship same class		+0
	Enemy ship larger	(per class)	-1
Incoming Weapon Type			
	Rocket/Missile		+5
	Torpedo		-2
	Plasma Weapon		-3
Defending Weapon Type			
	Plasma weapon	(per launcher)	-3
	Beam Weapon		+0
	Torpedo weapon	(per launcher)	-1
	Multiple fire	Cumulative after the first (max. 3 per launcher)	-2
Energy Grid			
	Power output increase		+1
	Grid damaged	(per 25%)	-1
Casualties		(per 25%)	-1
Sensor lock		**required**	
Target			
	Defender Is target		-3
	Defender is not target		+1
Defending Gov't type			
	Federation		+0
	Gorn		-1
	Klingon		-1
	Romulan		-2
	Orion		-3
	Tholian		-3

Planetary Damage Chart

Roll	Shields ◎	Energy Grid ⚡	Infra-structure ⌒	Casualties ✚	Sub-system
+0			No Effect		
+1	-10%	None	None	None	None
+2	-10%	-10%	None	None	None
+3	-20%	-10%	-10%	None	None
+4	-20%	-10%	-10%	None	None
+5	-30%	-10%	-10%	-10%	1 roll
+6	-30%	-10%	-10%	-10%	1 roll
+7	-40%	-20%	-10%	-10%	1 roll
+8	-40%	-20%	-10%	-10%	1 roll
+9	-50%	-20%	-20%	-10%	2 rolls
+10	-50%	-30%	-20%	-10%	2 rolls
+11	-60%	-30%	-20%	-20%	2 rolls
+12	-60%	-40%	-30%	-20%	2 rolls
+13	-70%	-40%	-30%	-30%	3 rolls
+14	-70%	-50%	-40%	-40%	3 rolls
+15	-80%	-60%	-50%	-50%	3 rolls
+16	-80%	-70%	-60%	-60%	3 rolls
+17	-90%	-80%	-70%	-70%	4 rolls
+18	-100%	-90%	-80%	-80%	4 rolls
+19	-100%	-100%	-90%	-90%	4 rolls
+20	-100%	-100%	-100%	-100%	4 rolls

Sub System Chart

1	Weapon systems: (Roll 1D10; 1-7 Beam, 8-10 Secondary)
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 This Round
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
10	Military Center Hit: -2 Attack & Defense This Round

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

Boarding Actions
Population:

(Population track numbered 1–100)

Status tracks (four columns, each headed with a symbol and "100%"), each numbered 99 down to 50 on the left half and 49 down to 0 on the right half.

- ⦿ 100%
- ⚡ 100%
- ☾ 100%
- ✚ 100%

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

PLANETARY CONTROL PANEL

Planet Name: *Eminiar VII*

Planet Class:

Technological Index + Socio-political Index = Base Class Value

$$8 + 8 + 8 + 9 + 8 + 7 + 8 + 6 = 62$$

Class Value Adjustment (see chart) $+/-$ [0]

Orbiting Defenses Class Sum -47

Final Class Value [15]

Planetary Skills:

Technological Index Score

$$8 + 8 + 8 + 9 + 8 + 7 = 48 / 10 = 4.8(4)$$

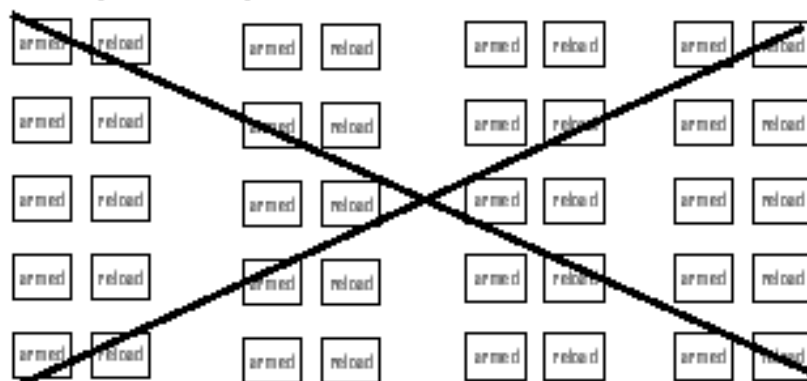**Socio-political Index Score**

$$8 + 6 = 14 / 2 = 7 \times 10 = 70$$

Planetary Weapons:

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

Torpedo Weapons: *None*

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]

Boarding Actions

Population:

Note: 5 attack, 5 defense. All of Eminiar VII's orbital defenses are hypothetical, because war is done electronically (see TOS episode "A Taste of Armageddon"). Even though the actual structures do not physically exist, the planet's infrastructure reflects their drain on resources.

Indicators: 100% / 100% / 100% / 100%

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