STARSHIP COMBAT II ADVANCED

For Use With
Star Trek: The Role-Playing Game
Version 1.1

Preface

The original rules for Starship Combat II was something I was very proud of and- trying as to stay as modest as possible - worked very well for my group with staying with the feel of starship combat in the era of the original Star Trek series. Satisfied with myself, I left it alone for a long time and moved on to other projects.

After some time, I noticed some things that I wanted to add and change to coincide with the movie era of the original series, some things from Star Trek: Enterprise, then finally from J.J. Abrams' movie from 2009. Some of the major highlights:

1) Intercepting incoming fire
2) Weapons targeting
3) Energy webs
4) Space borne phenomena

There were some things I did want to cover in this update, like fighters, ground base assaults, starship construction, and the Next Generation era. I decided to put those into their own stand alone supplements like I did for *Boarding Actions*. I hope to finish the year with at least one of those projects.

Lastly, Starship Combat II was always intended to enhance my group's gaming experience in the Star Trek universe, and I hope it does the same for other groups as well.

Enjoy!

Joe Homoki
July, 2012

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Starship Combat II Advanced

Introduction: Starship combat has always been an integral part of the Star Trek mythology. The intimidation of a Klingon battlecruiser, the paranoia of a surprise Romulan attack, and the resolve of the Federation fleet all add to the drama of spacefaring.

Creating a system that retains those qualities and still be easy to play was a formidable task. Over the years, there have been several systems that tried to challenge players and still be truthful to the show. The danger becomes creating a system that is too detailed and cumbersome to insert in the middle of a role-playing session, and one where the details are arbitrarily left to the game master, which takes direct control of the result away from the players. Lastly, the system must maintain a sense of realism that is consistent with the Trek universe.

This system was started under the premise that a combat scenario should be relatively quick, decided within a few volleys. Also, the outcome of a battle must rely on the skill of a player character as well as random chance. Also, the system should not be cumbersome to the player or the gamemaster, and it should accommodate small and large-scale scenarios.

Presented here is a system that hopefully accomplishes what previous systems could not. It uses a series of percentages to measure a ship's status, a simple modifier chart for attack, defense, and damage, and a 1D10 roll to determine combat outcomes. For rolls that require a skill divided by 10 added, the result is rounded down unless otherwise specified. The system accommodates all ship types and doesn't require much in terms of ship design specifications.

POSITIONS AND SKILL ROLLS

The Captain: The captain is responsible for making all the tactical decisions and determines tactical advantage during combat. Tactical advantage determines order of ship placement, movement and firing order in the combat round. At the beginning of each round, each captain rolls 1D10 and adds to it their *Starship Combat Strategy & Tactics* score divided by 10 rounded down, plus any modifiers, shown below.

LUC > 70	+1
LUC <20	-1
PSI >70	+1
PSI<20	-1

Except for placement (see *Ship Placement* below), the highest scoring captain's vessel has the **option** of going first followed by the next highest, etc. Ties are re-rolled. The lowest scoring captain must take his turn if the higher scoring captains defer, followed the next lowest, and so on. Once the turn order is established, the captain orders movement. After all ships have moved, firing target(s) are declared, if any. A ship does not have to fire on a declared target if the turns of battle no longer make it viable, but targets cannot be changed once they have been declared. For fleet maneuvers, only the ranking command officer of the entire fleet needs to roll for tactical advantage.

Chief Engineer: The chief engineer has one of the most difficult positions: The responsibility of maintaining the engines and repairing damaged systems throughout the combat. At the beginning of the round he may roll for one of the following:

1) **Roll vs. *Warp Drive Technology* to give extra engine power, a +1 bonus on the *attack* and *defense charts*,**
2) **Roll vs. *Warp Drive Technology* to recover 1D10% of engine damage,**
3) **Roll vs. *Starship Engineering* to repair a damaged shipboard system, or**
4) **Roll vs. *Starship Engineering* at -20 to access auxiliary power (see *Auxiliary Power* below).**

The engineer may repair damaged systems in other departments. Only one roll can be made at this time.

The damage percentage is only a relative combat readiness rating, and the actual damage to the ship is repaired after the combat ends. Once a combat is over, the engineer tallies the amount of the damage the ship took throughout the combat. He then may roll 1D10 and add *Warp Drive Technology* divided by 10 or *Starship Engineering* divided by 10, whichever is applicable, to determine the percent of repair. The engineer may distribute a repair roll percentage amongst several categories if he chooses. For every 10% of damage repaired, one subsystem is restored. Only one repair roll can be made per day. If a ship receives more that 60% of damage in any category, the ship must return to a repair facility to properly repair the damage. Unrepaired damage or systems may return to haunt the ship later, at the gamemaster's discretion.

Communications Officer: The communications officer is responsible for coordinating damage control parties throughout the ship during combat. Hull damage is not repaired during combat, but rather the damaged areas are sealed and reinforced until repairs can be made. If the ship ever falls below 60% hull damage during combat, repairs must be made at a facility after hostilities have ended.

The communication officer can jam communications of other vessels or break through a jamming signal. Any ship that wishes to jam communications must declare its intentions before the other communication officers have made their rolls. The target communications officer may choose not to challenge the jamming, choosing instead to make a different roll. In that case, the jam is automatic and remains in effect until the target chooses to challenge it at the beginning of another round. If the jamming ship's communications officer chooses not to challenge the unjamming roll, then it is broken automatically.

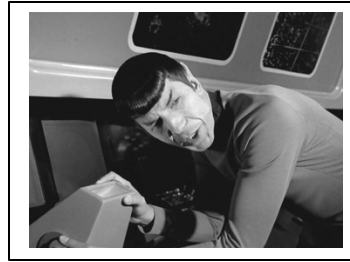The communications officer may roll for one of the following:

1) **Roll vs. *Damage Control Procedures* to regain 1D10% hull integrity,**
2) **Roll vs. *Starship Communications Procedures* plus *Electronics Tech* divided by 2 to repair the viewscreen once during combat, or**
3) **Roll 1D10 and add *Starship Communications Procedures* divided by 10, and compare roll with opposing communications officer. The highest roll jams or un-jams communications for the round.**

Chief Medical Officer: The ship's doctor and staff are responsible for tending to the injured during combat. From a practical standpoint, casualties are not miraculously healed, but rather the medical allows less injured crewman to return to their posts, maintaining the efficiency of the ship for the duration of the combat. The chief medical officer may make one roll:

1) **Roll vs. *General Medicine* to reduce casualties by 1D10%, or**
2) **Roll vs. *Life Support Systems Tech* to repair or bypass damaged sickbay systems. The repair roll can only be done twice during the whole combat.**

For every 20% of casualties, there will be 4% serious injuries that will require extensive care at a starbase or hospital after the combat and 1% are fatalities.

Science Officer: The science officer operates and maintains the ship's array of sensing equipment. During combat, the science officer collects data on enemy forces detects cloaked vessels, obtains sensor locks to aid weapon targeting and optimize damage, and repairs damage to the sensing equipment. At the beginning of the round, he may roll one of the following:

1) **Roll vs. *Starship Sensors* at -20 to detect cloaked vessels within a certain firing arc,**
2) **Roll vs. *Starship Sensors* to obtain a sensor lock on a vessel, providing detailed information on the target ship's status: hull, shield, weapon, engine, and casualty status or**
3) **Roll vs. the average of *Starship Sensors* and *Electronics Tech* to repair damaged sensors, which can be done once during a combat).**
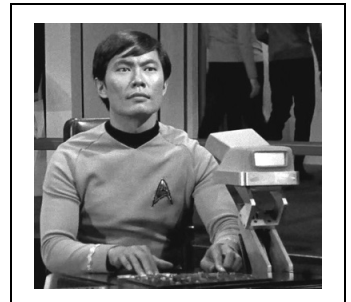
Note: A sensor lock is not required to fire on a target ship unless it is cloaked, and may be done on a vessel not engaged that round. A sensor locked vessel must be the attack target to receive an attack bonus.

Security Chief/Tactical Officer: Both positions handle shipboard defenses from hostile boarding actions as well as mounting boarding actions against other vessels. On some vessels, the security chief/ tactical officer handles ship combat encounters instead of the helmsman and/or navigator. For more details, refer to '*Boarding Actions'* supplement.

Helmsman: The helmsman handles ship movement and weapons firing during combat. To fire weapons, the helmsman rolls 1D10, adds his *Ship's Weaponry Technology* score divided by 10, and all modifiers from the *attack chart*. The resulting score is compared to the target's defense roll. The difference of the two rolls determines what damage was dealt, if any. Any attack roll of 0 or less, after all modifiers, is an automatic miss, and no defense roll is necessary.

The helmsman may also use the ship's weaponry to intercept incoming projectiles or other potentially threatening space borne objects (see *Intercepting Incoming Attacks below*).

Should the weapons become damaged through the course of combat, the helmsman may attempt to coordinate repairs from his station by rolling against his *Ship's Weaponry Technology* skill. A helmsman may only repair once during a combat. Should he choose to repair the weapons system, he may not roll to fire that round.

Navigator: The navigator is responsible for the ship's defensive shielding. During the *recharge* phase, the navigator rolls 1D10 to determine how much shielding has been recovered after an attack. Later, when an opposing ship has made an attack roll, the navigator rolls 1D10, adds his *Deflector Shield Technology* score divided by 10, and all applicable modifiers from the *defense chart*. This roll is subtracted from the attack roll and the resulting number is compared to the *damage chart*.

The navigator may choose to repair the shielding systems, should they be damaged in combat, by rolling against his *Deflector Shield Technology* score. This may be done one during the course of the combat and it is done instead of rolling for the shield recharge.

The navigator also operates tractor/pressor beams (see below *Tractor/Pressor Beams*).

NPC Vessels: GM's running one or multiple NPC ships don't need to role up the stats for each position. For each ship, or set of ships, roll 40+3D10 for a *crew efficiency score*, which will represent the skill level for all the positions on board the ships. Depending on the pace of the game or the number of NPC ships involved, the GM may use the *crew efficiency score* to roll each position separately or make one roll for all positions at once.

COMBAT SEQUENCE

All the events of a combat are occurring simultaneously. The actions for combat are presented in sequence to maintain order and fairness. A 'round' is the entire combat sequence from skill rolls to damage (if applicable).

Ship Placement: In most cases, the placement of the ships is pre-determined by the adventure or the GM before play begins. However, sometimes scenarios require placement that hasn't been pre-determined, like during a chase or if another ship enters the area. To determine the initial distance to begin placement, select a central hex to use as a common reference for all the ships. Each ship captain rolls 1D10 and adds their *Starship Combat Strategy and Tactics* score divided by 10. The captain with the **lowest score** will have his ship placed first, with each successive captain placing in order from lowest to highest. This roll is separate from the captain's tactical roll (see *Skill Rolls*). Next, each helmsman rolls 2D10 and subtracts their *Starship Helm Op* score divided by 10; the result is the **minimum** number of hexes the ship is from the central hex. For example, say the player playing Mr. Sulu is placing the Enterprise on a hex map. He would roll 2D10, getting a 12, and then subtract his *Starship Helm Op* score divided by 10 (89 divided by 10 equals 8.9, rounded down to 8), which would give him the final result of 4. Mr. Sulu may place the Enterprise no less than 4 hexes from the center hex. If the modified roll is less

than 1, then it is 1. In pursuit situations, the pursued vessel becomes the central hex (see *Disengaging Combat*).

In large-scale combats, each captain would place a ship one at a time in order, based on the captain's tactical roll, until all ships have been placed.

Boarding Action: Boarding actions occur before any skill or repair rolls are made and before any systems recharge for the new round. Any ships involved in a boarding action must resolve their outcomes before starship combat resumes (see separate '*Boarding Actions'* supplement). Once resolved, the ships become legitimate targets.

Recharge: Shields recharge at a rate of 1D10% per round, which is rolled by the navigator, provided the system is not damaged or enemy forces do not control the deflector shield systems. If the shields fall below 0%, the defending ship incurs a -5 *No Shields* penalty from the *defense chart*, and continues to recharge at the 1D10% rate. The shields incur no further damage until they recharge above zero. Weapons require 1 full round to recharge or reload (in other words, weapons can only fire every other round), provided the particular weapon system is not damaged or controlled by enemy forces.

Ships equipped with cloaking devices may engage or disengage the cloak at this time (see *Cloaked Ships in Combat*, below).

Skill Rolls: All skill rolls are declared and rolled as described above (see *Positions and Skill Rolls*, above). All changes to ship's status are immediate. Once all the positions have rolled, movement may begin.

First Shot Surprise: Periodically, there may be cause to gain tactical advantage by firing on an unsuspecting target before they have an opportunity to defend themselves. To do this, an attacking captain must declare his intention during the *skill roll* phase and win tactical advantage (see *skill rolls, captain*). Next, the defending navigator (or tactical officer) must make a save vs. *Deflector Shield Technology* with a +20 penalty added to the roll. A failure means the attacking ship gets one chance to fire a single weapon system before either ship has moved and the defending ship has a chance to raise its shields. After damage (if any) has been recorded, the movement phase begins.
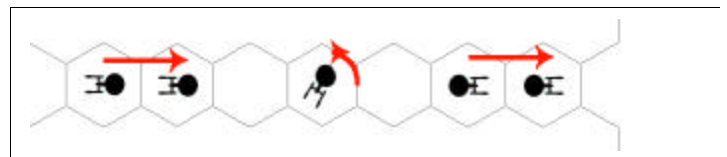

Figure 1: Examples of one movement

Movement: Each ship begins with a total of 3 hex movements. Turning a hexside, moving forward, or moving backward 1 hex counts as a single move (see figure 1). A ship earns 1 extra move for every 2 classes smaller it is than the largest class vessel on the hexmap. For example, a class I vessel would have 5 moves if a

class V vessel is on the map (5 minus 1 equals 4, divided by 2 equals 2). Large, stationary objects like space stations and starbases are excluded. Movement proceeds in order based on the captains' rolls (see *Positions and Skill Rolls: The Captain* above). A captain may choose not to move his vessel, or move less than the maximum to maintain a tactical advantage. Any unused movement in a turn is lost.

Firing Weapons: Once all ships have moved, each ship may begin firing on their declared targets in the same order as their movement. The helmsman (or tactical officer) may roll one attack per weapon system against a target. For example, Mr. Sulu can roll once for phasers and once for photon torpedoes in the same round, if he chooses/ordered to. The helmsman or tactical officer rolls and adjusts the result against the *attack chart* (see *Position and Skill Rolls: Helmsman* above).

Weapons Ranges

Beam Weapons	10 hexes
Torpedo Weapons	6 hexes
Plasma Weapons	3 hexes
Energy Webs	3 hexes

Attack Chart

Attack Modifiers

	LUC> 70	+1
	LUC< 20	-1
Warp Speed:		
	Slower than target: -2 then -1 per warp speed	
	Faster than target: +2 then +1 per warp speed	
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
Engines/Power		
	Per Nacelle over 1	+1
	Engine Increase	+1
	Engines Damaged (per 25%)	-1
Weapon Type		
	Torpedo Weapon (per launcher)	+2
	Multiple fire (max. 3 per launcher):	
	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

Firing continues until all ships have had their attacks. Weapons cannot be fired through asteroid, moon, or planet counters. A line of sight for a weapon is measured (with the help of a straightedge if necessary) from the center of the attacking ship's hex and the center of the target hex. Range is measured by counting the hexes to the target, including the target's hex, but not the attacker's. Some weapons have arc restrictions, like photon torpedoes, which tend to fire only forward (see Figure 2). Once a ship has fired, the target makes a defense roll, and then damage is determined.
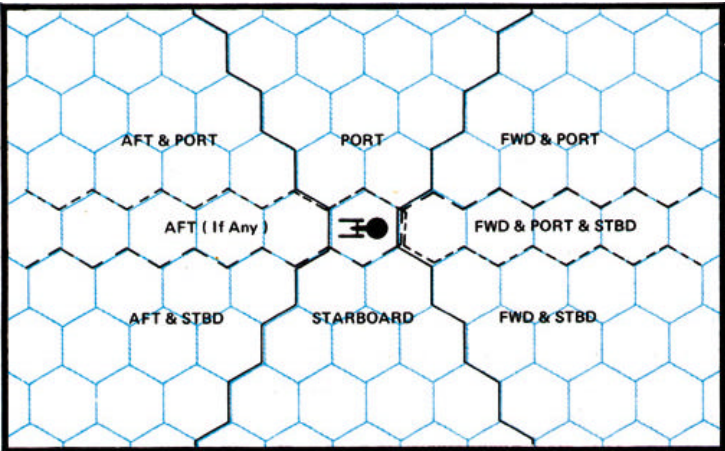
Figure 2: Firing Arcs

As an optional rule, larger vessels may split beam weapon attacks amongst smaller vessels for each multiple of class the attacker is larger. The attacker may choose to fire 1 attack at full class, or multiple attacks at the target's class, or separate attacks against ships of the same smaller class. When dividing class numbers, remainders are dropped, and the weapon charge will only remain valid for the current attack and cannot be carried into the next round. For example, a class VI frigate may fire against a class II cutter once at its full class, 3 times at class II, or against 3 different cutters at class II each.

Defense: For each attack, the target vessel makes one defense roll (see *Position and Skill Rolls: Navigator* above). The navigator's roll is then adjusted based on the *defense chart* below:

Defense Chart

Defense Modifiers

LUC > 70	+1
LUC< 20	-1

Engines/Power

Per Nacelle over 1	+1
Engine Increase	+1
Engines 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

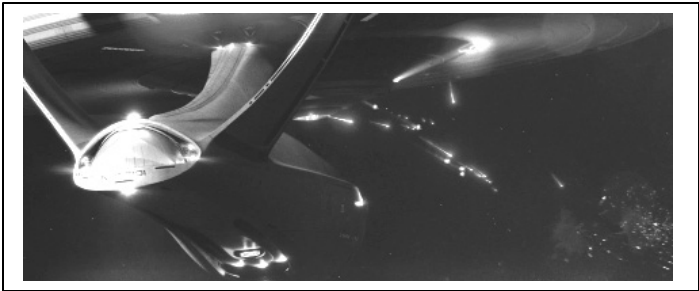|	
Gorn	+3
Federation	+0
Romulan	-1
Tholian	-1
Klingon	-2
Orion	-2

The navigator's modified roll is subtracted from the incoming attack roll. The result is compared on the *damage chart*. Note: Should the defense roll equal a negative number, then the attack and defense rolls are added together instead of subtracted. For example, if an attacker has a modified roll of 10 and the defender has a modified roll of -2, then the result for determining damage would be 12.

Evading Incoming Fire: A ship captain may order his ship to evade incoming fire before the attack die is rolled. The ship may be turned 1 hexside or move 1 hex in reverse. The evading vessel receives a +2 bonus on its defense roll for the individual attack, and -2 on its next attack roll. Also, there is a cost of 1 movement the following round. A ship may evade only once in an attack phase. Stationary objects like space stations and starbases cannot evade.

Intercepting Incoming Attacks: A ship's weapons system may be called upon to intercept incoming attacks, known as *point defense*. After the movement phase, a captain may order his helmsman to take defensive action against incoming fire, and by doing so forfeits his option to fire against any enemy targets. After an enemy has declared his intent to fire, the helmsman rolls 1D10

and adds his *Ship's Weaponry Technology* score/10 and consults the point *defense chart* below. The attacking vessel rolls 1D10 adds his *Ship's Weaponry Technology* score/10. If the defending helmsman score is higher than the attacker's, then the defense was a success. If the defending helmsman fails, then the attack proceeds as normal. The attacker adds his attack modifier(s) to his previous roll and the defending navigator rolls for normal defense. Tie rolls always favor the attacker.

Point Defense Chart

Point Defense Modifiers

LUC > 70	+1
LUC<20	-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

Engine/Power

Engine increase	+1
Per Nacelle over 1	+1
Engines 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

Only projectile type weapons may be intercepted this way. Beam weapon attacks proceed normally, regardless if the defending ship chooses point defense or not. The science officer must have a sensor lock on the attacking vessel before a point defense can be ordered (see *Position and Skill Rolls: Science Officer)*. The defending vessel also may not attack any other vessel. The defending vessel may fire up to its class number of times against incoming attacks; not including its missile weapons, i.e., a class VII cruiser can fire its beam weapons 7 times against incoming enemy fire.

Here's an example: A romulan bird of prey has engaged a klingon D-7A. During the skill roll phase, the klingon officer successfully rolled a sensor lock on the romulan vessel. After the movement phase, the romulan declares he is firing his plasma weapon. The klingon captain orders his weapons officer to fire disruptors to intercept. The romulan commander rolls 1D10 and adds his *Ship's Weaponry Technology* score/10, for a total of 7. The klingon weapons officer rolls 1D10 and adds his *Ship's Weaponry Technology* score/10, for a total of 14. He consults the *point defense chart:*

Attacking Vessel Size	
Enemy ship same class	+0
Incoming Weapon Type	
Plasma Weapon	-3
Defending Weapon Type	
Beam Weapon	+0
Engine/Power	
Per Nacelle over 1	+1
Target	
Defender Is target	-3
Defending Gov't type	
Klingon	-1

Adding up all his modifiers, -6, his total is an 8. A success! The klingon weapons officer successfully intercepted a romulan plasma weapon!

Point defense also has the advantage of intercepting incoming fire against another vessel. In an example involving a klingon D10, a federation constitution class, and manned transport, the goal for the kliingon is to destroy or capture the transport, and the federation captain's goal is to protect it. During the skill roll phase, the federation science officer obtains a lock on the klingon cruiser. The ships move in order during their phase. The klingon captain declares he's firing a photon torpedo on the transport. The federation captain orders a point defense against that attack. The klingon rolls a 5. The federation helmsman rolls a 3, adds 5 for his *Ship's Weaponry Technology* score/10, and consults the *point defense chart:*

Attacking Vessel Size	
Enemy ship same class	+0
Incoming Weapon Type	
Torpedo	-2
Defending Weapon Type	
Beam Weapon	+0
Engine/Power	

Per Nacelle over 1	+1
Target	
Defender is not target	+1
Defending Gov't type	
Federation	+0

The helmsman's roll becomes a modified 8, successfully defending the transport from a photon torpedo attack. Note: To defend another target from incoming fire, the target itself must be within the defender's weapons range. As in our previous example, the manned transport must be within 10 hexes of the constitution class to be effective.

There are several disadvantages to be weighed before considering the *point defense* option. A captain must know during the skill roll phase what ship to defend against, so his science officer can roll for a sensor lock. A captain cannot declare a point defense if his ship has fired in that round, i.e., a ship cannot fire its photon torpedoes at an enemy ship and then turn around and defend an incoming attack with its beam weapons in the same round. A ship can only defend against one aggressor at a time.

Damage: Each ship takes relative damage against 4 statistics representing the ship's overall status. Each statistic starts a combat at 100%, unless previously damaged. After subtracting the modified defense roll from the attack roll, the resulting number is referenced against the *damage chart*. The *damage chart* has 4 main columns: **Shields**, **Engines**, **Hull**, and **Casualties**. The numbers represent the percent damage the defending vessel receives from the attack. Shields absorb relatively half of the incoming attack (rounded down), and the remainder is spread equally amongst the other 3 columns, with extra damage added in order from left to right.

Damage Chart

Roll	Shields	Engines	Hull	Casualties	Sub-system
+0			Miss		
+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

When the shields are reduced to 0% or less, the remaining incoming damage is spread equally amongst the remaining 3 columns until either the shields regenerate, the ship is destroyed, or until the combat ends. Again, any amount of damage that cannot be divided equally by three, the remaining damage is added from left to right. For example, if a shield takes -50% from an attack and has only 10% strength left, then the other 3 columns receive -14%, -13%, and -13% from that attack added to their normal damage.

As an option, for each 4 levels of damage in an attack, the attacker may roll another 1D10 and reference the *sub-system chart*. Each department head notes damage done within their area of expertise. Damage done on the *sub-system chart* is cumulative, each system needs to be repaired per incident of damage and roll modifiers are totaled. Damage results are applied immediately. Bridge hits require no repairs, but the stations that fail the DEX roll are inoperable that round. For npc vessels, only the -2 attack and defense modifiers apply.

Sub System Chart

1 Weapon systems: (Roll 1D10; 1-7 Beam, 8-10 Secondary)
2 Viewscreen Out: -2 Attack & Defense rolls
3 Sensors Damaged: -4 Attack & Defense rolls
4 Sickbay Systems: No Casualty rolls
5 Shield system: (Roll 1D10: 1-8 -No Recharge roll,
   9-Tractor system, 10-Cloak)
6 Transporter systems: No Boarding Actions
7 Communications systems: No Comm/Hull rolls
8 Gravity systems hit: -1 Attack & Defense rolls
9 Engineering: (Roll 1D10: 1-9 -No Repairs,
   10 -Warp Drive)
10 Bridge hit:Roll vs. DEX; Failure 4D10 pts END damage,
   -2 Attack & Defense

For example, Mr. Sulu fires on a Klingon D7, rolling a modified 19 and the klingon defends rolling a modified 10, resulting in a difference of 9. By consulting the *damage chart*, the D7 takes -50% of Shield damage, -20% of Engine and Hull damage each, -10% of Casualties, and 2 rolls against the *sub-system chart.*

Targeting: Sometimes the object of an engagement is not to destroy a target, but to capture or disable it. By targeting specific systems, an aggressor can render an opponent helpless without necessarily destroying him. First, a sensor lock is required on the ship to be targeted. During the firing phase, a captain may order his helmsman/tactical officer to target one of the five categories of the *damage chart:* shields, engines, hull, casualties, and sub-system (if used). It is up to the helmsman/tactical officer to determine how many extra damage levels on the damage chart he wishes to inflict on the targeted system. The damage levels on the remaining systems are lowered by the same amount, should the attack be successful. The attack roll receives a penalty equal to the number of extra damage levels chosen. All other modifiers are applied normally. If the attack is successful, damage is distributed according to levels chosen.

Here's an example: A class IV orion pirate vessel is attacking a manned transport, with intent on boarding and capture.

The orion captain orders his helmsman to target its engines to prevent it from escaping. The orion announces 3 damage levels to the engines, giving him a -3 on his roll. He rolls 1D10, an 8, and adds his *Ship's Weaponry Technology* score/10, a 6, giving him an unmodified 14. He checks the *attack chart:*

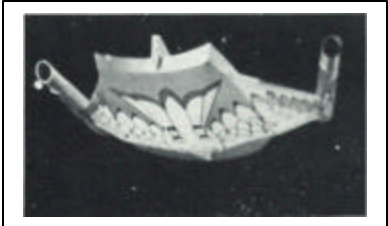|	
Enemy Size	
Enemy ship non-military	+3
Enemy ship larger (per class)	-1x2 (-2)
Targeting	
Per Damage Chart Level	-1x3 (-3)
Engines/Power	
Per Nacelle over 1	+1
Sensor Lock	+1
Attacking Government	
Orion	-3

All together, the result is 11. The transport rolls a modified 7 making the difference a 4. The orion succeeds! The damage to the transport is as follows:

Roll	Shields	Engines	Hull	Casualties	Sub-system
+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

Normally, four levels of damage would be -20% shields, -10% engines, -10% hull, and no casualty or sub system damage as highlighted in red above. With 3 levels of targeting, the damage to the engines moves down to level seven at -20%, shown in yellow, and the damage to the other systems moves up to one, with shields at -10% and hull, casualty, and sub-systems taking no damage at all.

Only one category may be targeted per attack per round per weapon system. For example, shields may be targeted with the beam weapons and engines may be targeted with the torpedoes in the same firing phase.

Disengaging Combat: A combat scenario can end in several different ways: Mutual consensus, in which both parties parley some kind of peace, defeat by surrender, defeat by overwhelming force, destruction, or escape. When a ship's hull, engine or casualty percentage reaches 0%, the ship is disabled and cannot continue.

A ship may escape combat by moving off the board or increasing or decreasing warp speed. Increasing warp speed to escape must be declared before the recharge phase of a combat turn. To increase or decrease warp speed by more than one increment, the Chief Engineer must make a % roll vs. *Warp Drive Tech* before the Skill Roll phase of a combat round. As an option, the gamemaster may allow several increments with a single roll with a +10 penalty per extra warp beyond the second so long as it doesn't exceed the ship's emergency speed. For example, if a ship wishes to increase its speed from impulse to warp 4, there would be a +20 penalty to his roll. A failed roll reduces the ship's speed to the highest warp possible based on the roll made.

If a captain decides to pursue a vessel trying to escape, the Chief Engineer must roll to match the speed of the escaping vessel. In that round, if the roll is successful, then a new combat sequence begins, and the ship counters are placed on the board (see *Ship Placement*). A captain may choose to overtake an escaping vessel at a higher warp speed, in which case the Engineer must roll for the greater speed. If successful, warp combat may begin (see *Warp Speed Combat*). After two rounds, if the pursuing ship is unable to catch up with the escaping ship, it has escaped and a lengthy pursuit may ensue (see TOS *Arena*).

Once all firing and damage has been resolved, a new round begins.

Cloaked Ships in Combat: The captain orders his ship to cloak or de-cloak before the *Skill Roll* phase of combat. The counter is removed from the hex map, noting the ship's position. The *Skill Roll* and *Movement* phases proceed normally.

Since the cloaking device runs off the shield system, should the shields become damaged or the deflector control room captured, then the device is unusable. Also, shields do not regenerate while cloaked. Once a ship de-cloaks, its shields return to the same level they were before cloaking and may regenerate normally until the ship cloaks again. Shields are inactive while the ship is cloaked. A ship may cloak if its shields are down so long as the generators are undamaged or uncaptured. Due to the limitations of the technology, a cloaked ship cannot fire its weapons until it de-cloaks. Cloaked ships cannot obtain sensor locks, but can retrieve number, type, and nationality of vessels in the area. A sensor lock on a cloaked ship reveals only its location based on the cloaked ship's movement and radiation emissions. A ship that is cloaked cannot be boarded by enemy troops during combat, but troops from a cloaked ship can board enemy ships.

EQUIPMENT

Ship Classes: Ships are classified by their relative size, their type and purpose. The differences in class represent mass, but also differences in armament, shielding, and technology compared to one another ship in the current era. For example, a colonization vessel may be more massive than a frigate, but a frigate has more armament, armor, and has the latest in technology. The classes don't change over time, but rather differences between older and modern vessels are resolved by attack bonuses (see *Differences*

in Eras). Below are two charts depicting ship classes. Use these charts to determine attack and movement modifiers (see *Movement* and the *attack chart*).

Military Vessels

I	Shuttlecraft	Monitors	Fighters
II	Cutters Gunboats	Corvettes	
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		
XII	Defense Outposts		
XXXV	Starbases		

Civilian Vessels

I	Yachts	Travel pods
II	Warp Shuttle	Shuttlecraft
III	Repair Tender	Mobile Repair Facility
IV	Transport, Robot	Passenger Liner
V	Mining Vessel, Robot	Research Vessel
VI	Tugs	Transport, Manned
VII	Colonization	Mining Vessel, Manned
VIII	Research Station	
IX	-	
X	Space Station	

"Heavy" and "Large" designated vessels add +1 to class, "Light" or "Small" designated vessels subtract -1 to class. For example, the Enterprise is a Heavy Cruiser and would be a class VIII, rather than a class VII, and a Light Cruiser would be a class VI, in respect.

Warp Drive/Engines: Often used interchangeably, a ship's warp drive or warp engine(s) consists of two distinct systems: the propulsion and the power plant. Most races in the Star Trek universe use warp coils to generate spatial distortion fields around their ships which propels them through space. To generate these massive fields, a source of great power is necessary. Anti-matter reactors are the most common way to produce the energy for warp coils as well as most everything else. There are always exceptions, for example, in the episode "Spock's Brain", the ship piloted by Kara had an ion powered drive that mystified the Enterprise crew.

Impulse Drive/Engine: The impulse drive and engine refers to the secondary propulsion and power system. Used for slower than light travel, the drive generates a localized gravity field as propulsion and generally is powered by a massive fusion reactor. Again, there is a separation between the power source and the drive system. In "Balance of Terror", Scotty notes that the romulan ship uses "simple impulse" for propulsion, suggesting that it uses the same reactor that powers its sub-light system to power its warp drive.

Auxiliary Power: Auxiliary power generally refers to a ship's backup power source, used in an emergency when the normal generators become inoperative. Under extreme circumstances, these reserves can be tapped to supplement a ship's main power systems. During the skill roll phase, the chief engineer may roll against his *Starship Engineering* skill at -20 to access these backup power systems. If successful, the amount of power added to the engines track is equal to 100 divided by the ship's maximum safe cruising speed, rounded up. For example, the constitution class has a maximum safe cruising speed of warp 6, so its auxiliary power would be 100 divided by 6 which is 16.6, rounded up to 17. Auxiliary power is the first to be drained and cannot be replenished during combat. Using our constitution class again as an example, the first 17 engine power percentage lost during a combat would be attributed to the auxiliary power supply, and wouldn't begin recharging until the engine track reaches 100% and after the combat is over (see *Chief Engineer* above).
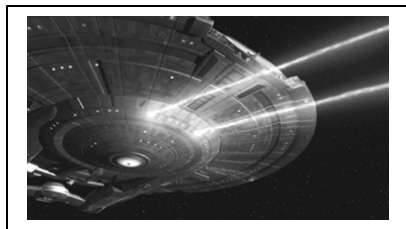
Beam weapons: All known space faring civilizations have the technology of some kind of cohesive emitter weapon, such as the phaser and disruptor. Though the various types may have different properties, like the separate phaser settings, these differences are inconsequential in a ship to ship engagement. Regardless of type, each does generally the same amount of damage and has the same general effective range (10 hexes). Beam weapons tend to be mounted to provide coverage of arcs around the ship. Some design philosophies may vary on this, such as Federation ships, which tend not to have aft firing weaponry, promoting the Starfleet principle of being a defensive force. It is assumed that the weapon coverage is equal on all available arcs and that damage to a target will be the same regardless of which arc it lies in. Beam weapons run off a capacitor charging system that discharges completely each time the system is fired, maximizing damage. Once the system is fired, it requires a time to recharge (1 round) before it can be fired again. Beam weapons may be fired at targets travelling at different warp speeds.

Missile Weapons: This category covers most type of mass driven weapons such as photon torpedoes. These types of weapons have greater destructive power than beam weapons, but have a much shorter range (6 hexes).
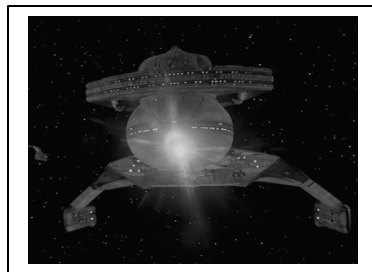

Due to storage of the missiles and bulk of the launchers, they tend to be on larger vessels, mounted forward and in some cases aft. Up to 3 missiles can be fired per launcher during a firing phase. After the first, each successive missile incurs a -2 cumulative attack penalty (i.e. the second missile at -2, third missile at -4).

Once fired, the launcher needs time (1 round) to re-load before it can be fired again. Unlike beam weapons, missile weapons may be fired simultaneously or individually, and do not lose their firing ability if the system is unused. Second and third missiles unused in a firing phase are not carried over into the next round. Because of firing control limitations, the targets for missile weapons must be travelling at the same speed at the attacker.

Plasma Weapons: These powerful devices are hybrids of beam and missile weapons. A mass of cohesive energy is propelled toward its target by a launcher inflicting enormous damage and requires the same recharge time (1 round).
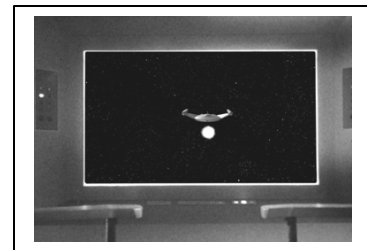
Though powerful, the plasma/energy weapons have their setbacks. The launchers' enormous size permits them to be mounted only on the largest of ships, and usually only one, although some of the largest ships may have two. The field that holds the energy dissipates quickly once launched, giving these weapons a very short range (3 hexes), but in conjunction with a cloaking device (see below) they remain quite effective.
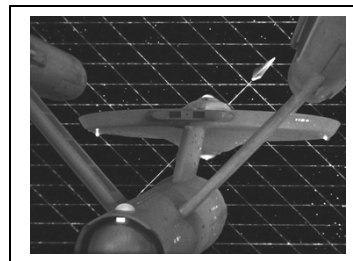
Energy Webs: Energy webs are cohesive energy constructs created around its intended target, most notably used in the TOS episode "*The Tholian Web*". Its advantage is that it can capture or destroy its target, provided there is enough time to complete the web. The option to capture or destroy a target must be declared before the movement phase. A ship intending to create a web must first be within 3 hexes of its intended target as shown below in figure 3 Unlike beam or projectile weapons, energy webs are constructed during the ship's movement phase rather than firing phase. No other weapons may be fired while generating a web.

Figure 3:

The ship creating the web must encircle the target vessel completely by moving around it, ending where it had started. This process may take several rounds for a single vessel, as in the case in figure 4, which would take 6 rounds of movement to complete. The path around the target vessel doesn't need to be symmetrical, only within the 3 hex range limit throughout and the generating ship must return to its originating hex.

Figure 4 :
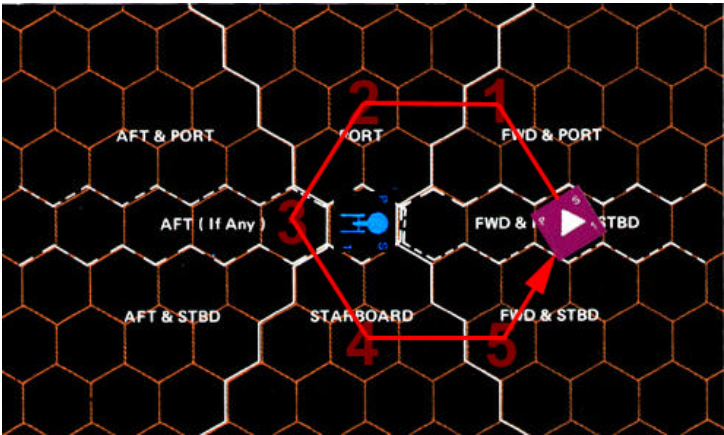
For one ship to make a web in all practicality, the target vessel would have to be unarmed and immobile (or considerably less mobile). If the generating ship is roughly the same class as the target, then a single path around would complete the web. However, the number of paths increases every full multiple the target ship exceeds the generator's class size. Take the example shown in figure 4: If the tholian ship was class III, and the constitution class is class VII, then the tholian ship needs to circle two complete times to complete its web (7 divided by 3 equals 2.34 or 2)! Of course the tholian would gain an extra 2 movements per round, decreasing the total number of rounds to complete its web (see *Movement* above). Multiple ships shorten the time incrementally: two ships in half the time, three ships in a third, etc. because they need only to travel to another ship's starting point or meet at the same end point (see figures 5a and 5b).

Figure 5a:
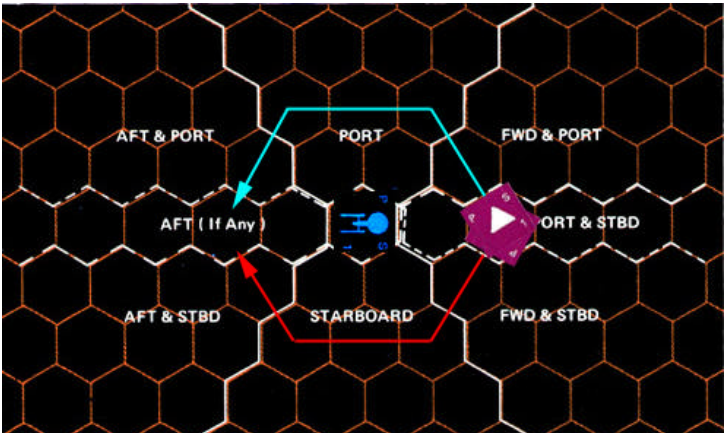
Figure 5b:
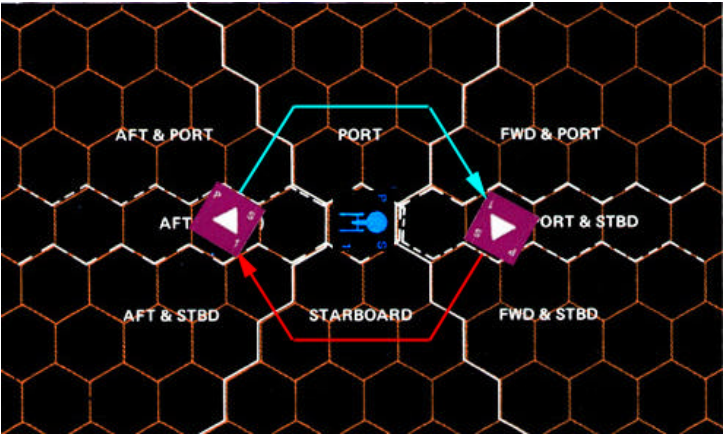
When more than one ship is generating a web and multiple class sizes are involved, the movement of the largest ship in the group is used by all the other vessels, regardless of class. For example, if two ships, a class VII and a class III are generating a web, both ships move at the class VII rate. Contrary to movement, the number of times a target must be encircled is based on the lowest class ship creating the web. Returning to the example in figure 4, if the class III tholian ship is joined by a class IX ship, it still requires 2 paths around the target, one by each ship, except now the movement rate is determined by the class IX ship, which would be 3.
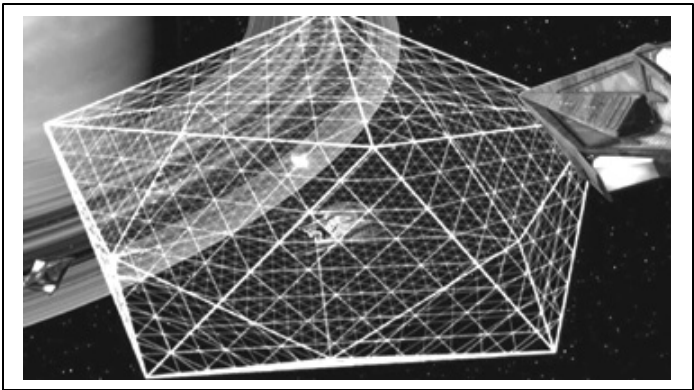
The true advantage to the web generator comes when there's enough ships to surround a target vessel. If circumstances allow ships generating a web to be within 3 hexes of the target and no more than 3 hexes to a generating ship on either side, then a web can automatically be created at the end of that movement phase (see figures 6a and 6b). In this type of configuration, the ships do not have to travel around the target vessel. Note that in figure 6a, the target is a class IV scout, requiring only one path around to complete a web. Had it remained a class VII cruiser, twice the number of class III ships would be required to complete the web in a single round.

Figure 6a:
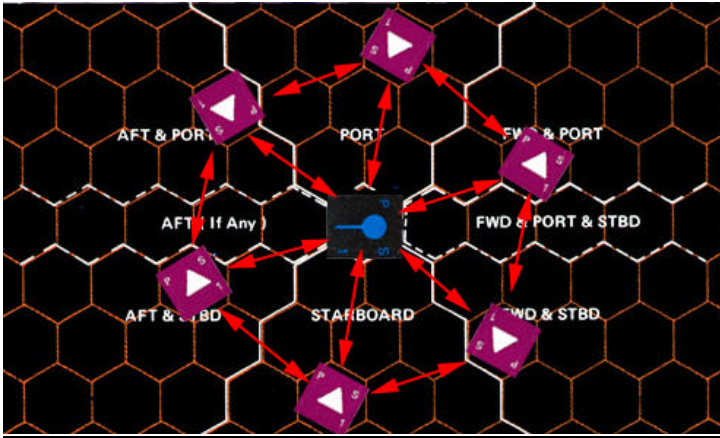
Figure 6b:
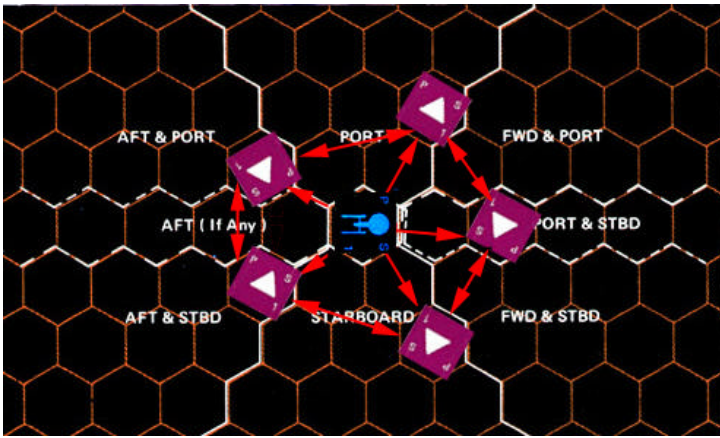
The shape of the completed web is created by measuring the line of sight from the target vessel out to each generating vessel, including each adjacent hex, or out to the generator's flight path (see figures 7a and 7b).

Figure 7a:
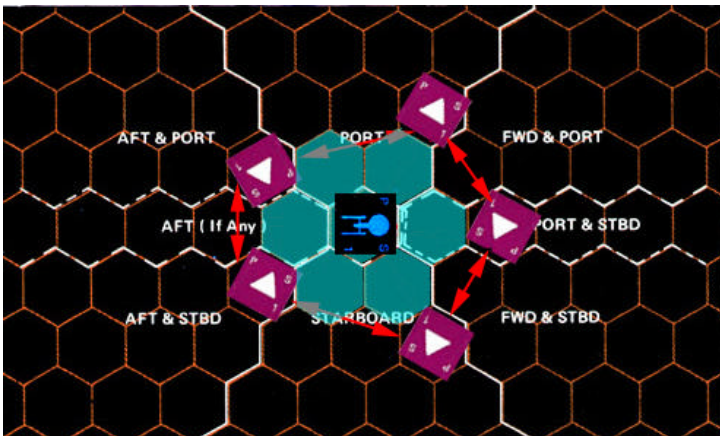
Figure 7b:
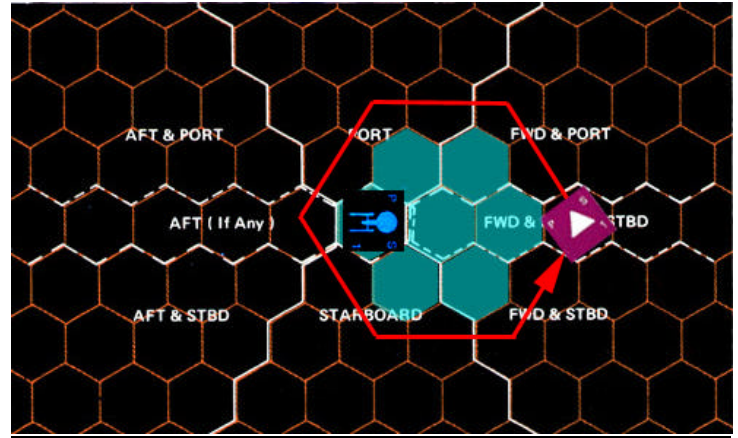
Once completed, the web encapsulates the target ship, preventing it from moving out of its range. The web generates a subspace distortion that prevents creation of a warp field. A captured vessel cannot fire through a completed web, although certain variations of this technology allow energy weapons fire into the web (see *ENT episode "In a Mirror, Darkly"*). If the intended purpose is to destroy the target vessel, the rate of collapse is one hex per round toward the center. Once the web shrinks down to the hex the target ship occupies, then that ship is destroyed. If the intent is to capture, the web maintains its form and the entire construct may be tractored (see *Tractor/Pressor Beams* below).

The web maintains its integrity so long as a single ship remains within range of the target, regardless of how many ships were required to generate the web. At the end of any movement or firing phase, if there are no ships within range of the target vessel, the web dissipates, and the captured ship is free to maneuver next round. If a single ship generating a web is destroyed before completion, the entire web construct vanishes. If one or more ships are destroyed before completing a web, the remaining movements to completion are distributed amongst the remaining vessels.

Tractor/Pressor Beams: Most spacefaring civilizations have tractor and pressor beams. These devices are graviton particle generators that emit a beam that pulls or pushes space borne objects. At the end of a combat round, a captain may order a ship tractored. The navigator rolls 1D10 and adds his *Deflector Shield Tech* skill divided by 10. Consult the *attack chart* for modifiers just the helmsman would for a weapons attack. The defending navigator also makes a roll and consults the *defense chart*. As a bonus, for each hex of distance, the defender gains a +1 to the defense roll. Compare the difference of the two rolls. If the attacker is successful, then the tractored ship is pushed or pulled 1 hex immediately. If the defender wins, then they may move 1 hex immediately if they choose. Once the result is decided, the round
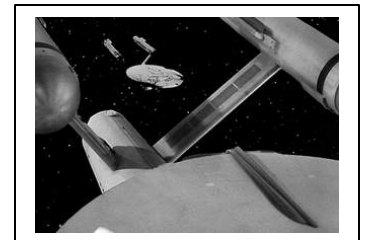
ends. A tractored ship remains stationary throughout the next round. At the end of each subsequent round, the attacking vessel must roll to maintain the tractor/pressor beam. Ships must be travelling at the same warp speed to be tractored. The effective range of tractor/pressor beams is 5 hexes.
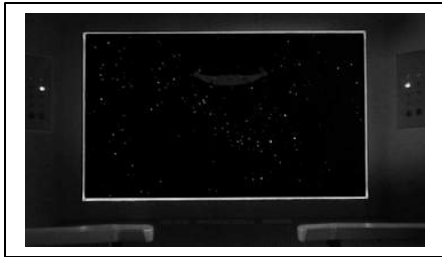
Cloaking Devices: The cloaking device, made famous by the Romulans in "*Balance of Terror*", uses a tight energy field to bend light and energy around a ship, rendering it invisible not only to sight but also to scanning equipment. The device is integrated with a ship's deflector shield system, a relationship that allows only one system to be used any time. Although effective, it's far from infallible. An experienced sensor operator can detect minor fluctuations and emissions given off by a cloaking device, narrowing its position. Another disadvantage to the device is that active sensor scans by the cloaked ship gives away its position.

WARP SPEED COMBAT

One of the most exciting sequences in Star Trek is the suspenseful starship combat at high warp speeds. For most combat situations, the ships in engagement are travelling at the same warp speed. Maneuvering during combat is considered minor compared to the overall speed of the vessels.

Combat at Different Speeds: Of course not all combats occur in such close quarters. In the TOS episode "*Journey to Babel*", the Enterprise at impulse engaged an Orion pirate vessel traveling at warp 10! These kinds of engagements would be too difficult to translate onto a hexmap environment. To emulate these types of scenarios, use the following guidelines: Because of the large disparity in distance at warp speeds, a hexmap is unnecessary. Conduct skill rolls to see who goes first, repair damages, recharge shields, etc. The vessel at the faster warp speed receives a +2 attack modifier and +1 for each warp faster than the defender. The vessel at the slower warp speed receives a -2 attack modifier and -1 for each warp slower than the defender. Apply modifiers for class, sizes, damage, and nationality. Note: Projectiles and projectile-like weapons can only be fired at vessels traveling at the same warp speed as the attacker.

As a ship incurs engine damage, the maximum speed of the vessel reduces. Divide 100% by the maximum speed of a vessel to determine how much damage is needed to reduce 1 warp speed. For example, if a ship has a maximum speed of warp 8, then for every 12.5% of engine damage, it loses 1 warp speed. When a ship's engines are damaged and it's speed is affected, then the speed change occurs at the beginning of the next round, before the recharge phase. A pursuing vessel receives a -20 bonus to their roll to match their target's new speed (see *Disengaging Combat*).

Differences in Eras: Time travel and longevity are a big part of the Star Trek mythos. Adjustments are required when encountering older ships or ships from another era. For every 10 years of disparity (round down), there is a +/-1 attack modifier favoring the more advanced vessel. For example, say the Next Generation Enterprise D returns to the TOS era and encounters a Klingon D7-A with a captain that has an itchy trigger finger and a death wish. The time separating the 2 eras is about 100 years , so, the Enterprise D would receive an attack bonus of +10 while the D7-A would receive a -10 attack penalty. Old ships that still exist in a later era or ships with advanced technologies may receive special adjustments, and are left to the gamemaster's discretion.

Starship Explosions: Inevitably, a ship in combat will receive enough damage that it may explode. When a ship's Hull or Engine percent falls below zero, there is a chance that the ship will explode. When a ship

reaches 100% below zero in either statistic, the ship automatically detonates. For every 10% below zero, the Chief Engineer must roll under his *Starship Engineering* skill for Hull and his *Warp Drive Tech*nology for Engines to keep the ship stable for another round. The engineer receives a +10 penalty to his roll for every 10 points of damage the ship fall under zero. For example, if a ship has a hull percentage of -20%, the engineer receives a +20 to his roll. Determining whether or not a ship explodes occurs at the end of a round, after all ships have fired. If the ship survives, then repairs can begin normally during the *skill roll* phase.

Should attempts fail or the ship self-destructs, the damage inflicted to surrounding ships is determined similarly to a regular weapons attack. Take the remaining engine percentage and divide by 10 (round up) and roll 1D10. Consult the *attack chart* and apply modifiers. All ships within the effective range of the explosion must have their navigators make a defense roll as with a regular attack. Damage is applied normally. The effective range of an explosion is equal to the ship's class. For example, a class V vessel has an explosive range of 5 hexes.

If a ship's captain chooses to self-destruct, he must declare his intention at the end of the round after all ships have fired. The ship destructs at the end of the following round, after all ships have moved and fired. Ships that are severely damaged in this manner or have declared self-destruction may not move or attack.

Starship Collisions: During combat, it may be tactically advantageous for a captain to order his ship to collide with an enemy vessel. On a ship's movement turn, if a ship moves into a hex occupied by another ship, the captain may order his ship to collide into the other. Starship collisions are handled similar to regular weapons attacks. The captain rolls 1D10, adds his *St Combat Strategy and Tactics* divided by 10, then consults the *attack chart* and applies modifiers . The target captain rolls 1D10

and adds his *St Combat Strategy and Tactics* divided by 10, and consults the *defense chart*. Some modifiers may be left to GM discretion. If the attack is successful, apply damage to both vessels accordingly. If the hull damage is less than 20%, then the ships clipped each other, and combat can continue. If the hull damage is equal to or greater than 20%, then the ships are locked together, and starship combat ceases between the two vessels until the end of the NEXT round, when the vessels may attempt to separate. If the damage to both vessels is greater than 40%, then the damage is too extensive to separate the vessels until the hostilities have ended. If the target vessel has not yet moved and the vessels are locked together, it loses its movement for that round.

To separate the vessels, both ships must wait until the end of the next round to make an attempt. Either vessel's captain may roll to attempt to separate if they choose, according to whichever goes first in the turn. The captains roll dice and add modifiers as described above. If the attack is successful, only 5% of hull damage is incurred to both vessels and the ships are separated, but still occupy the same hex.

While the ships are locked together, either captain may use the opportunity to board the other vessel. If so, the attacking vessel receives a +1 to the transport roll and all attack rolls (see *Boarding Actions*).

Large-Scale Engagements:

The hardest scenario for a GM to referee is a large-scale combat, like two fleets attacking each other. If or when these engagements occur, the GM may opt to condense the amount of dice rolling to maintain a good pace for the game. An option would be a single *crew efficiency score* for the entire fleet rather than for each individual ship. A GM may also choose to allow each side to move and fire at once, rather than allowing each ship to it individually. Also, the GM may choose to eliminate position skill rolls to repair damage to minimize his dice rolling responsibilities. The system was meant to be flexible in this manner to maintain its basic integrity and still be relatively realistic. Whatever method to make the game move along and still be fun is left up the players and the gamemaster.

Spaceborne Threats:

Strange as it may sound, not all dangerous things in the universe involve other ships. Periodically, natural objects or phenomenon have potential for causing catastrophe to a ship, like an ion storm or asteroid.
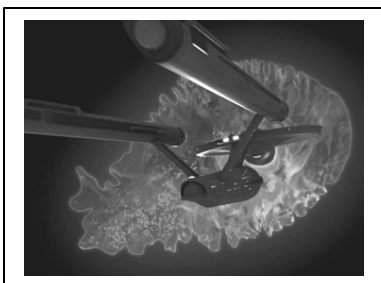
When a ship encounters a natural phenomenon, the gamemaster should assign it a relative "class" value based on its threat or damage potential. Examples would be a class VII ion storm, a class V asteroid, and a class III nebula. When a ship encounters spaceborne threats, it should be treated like any other encounter. Natural objects don't have skills, obviously, so they receive a base score of 5 to be added on to its roll. Much else follows common sense and gamemaster discretion: Asteroids don't have shields, engines, or casualties (of course, there are exceptions, see TOS episode "For the World is Hollow and I Have Touched the Sky"), but its integrity can be measured by a hull value. Asteroids don't attack, per se, unless it collides with a ship (see *Starship Collisions* above), but other things like ion storms do have a form of attack. For storms or charged nebulas, treat them as if they were just another ship, using the base 5 skill level and *attack chart* accordingly. For example: A class IV scout ship is caught in a class VII ion storm, and the storm is discharging. The storm, represented by the gamemaster, rolls 1D10 plus 5, a 9, and consults the *attack chart*:

Enemy Size
Enemy ship smaller (per class) +1(x 3) +3

Adding the numbers together would give the storm a 12. The scout ship would roll its defense normally. In most cases, the differences in class size will be the only adjustment, but the gamemaster should feel free to adapt to the scenario as needed.

Mines: To protect large or sensitive areas, a ship may wish to lay explosive devices, or mines. For game purposes, the number of mines exactly is less important than the area covered. Any ship type can lay mines if it wishes to, provided it has been previously loaded to do so or it has the means to construct them. The total hex area a ship can cover is equal to its class, so, for example, a class VII vessel can lay a total of 7 hexes of mines. The rate of laying mines is one hex per round, regardless of how many movements a ship can make.

Any enemy ship entering an area runs the risk of detonating a mine. The science officer must roll against his *Starship Sensors* to detect the mines within a firing arc and the helmsman must roll against his *Starship Helm Op* to avoid them if passing through a mined hex. If the mines go undetected, or the helmsman fails his roll as the ship passes through a mined hex, the ship detonates a mine. Cloaked mines give -20 to each skill when rolling. Friendly vessels may pass through minefields freely.

Whoever laid the mine or the GM rolls an attack against the intruding ship and modifies the roll against the *attack chart*. The class of the mine is equal to the class of the vessel that laid it. A mine is treated like a torpedo attack and receives a +2 on the *attack chart.* The intruding vessel defends normally. A tie indicates a malfunction or special circumstance, such as a mine has attached itself to the hull (see ENT episode "*Minefield*").
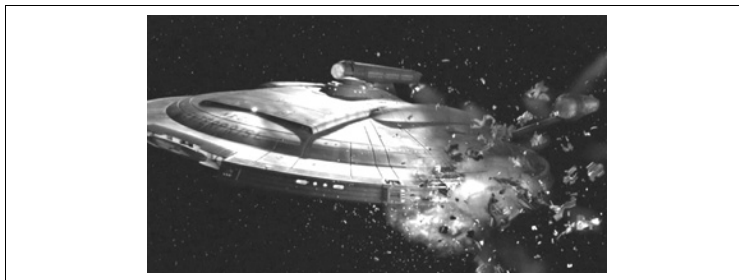
Standard Combat: This first example is a classic encounter between the USS Enterprise and a klingon D-7 battlecruiser that has crossed into federation space. The crew of the Enterprise is presumed to be player characters and the GM is running the D-7.

Ship Stats:

Constitution Class
- Class VIII Heavy Cruiser
- Weapons: Phasers, F/P/S
    - 2 Torpedoes, F

Crew:	430

Captain Kirk
LUC	98
Starship Combat Tactics/Str	96

Cmdr Spock-Science Officer
Starship Sensors	92
Elect Tech	26

Lt. Cmdr. Scott- Chief Engineer
St Engineering	99
Warp Dr Tech	97

Lt. Uhura- Communications
Damage Control Proc	75
Comm Sys Proc	91

Lt. Sulu- Helmsman
LUC	81
Ship's Weaponry Technology	42
St Helm Op	89

Ens. Chekov- Navigator
LUC	60
Def Shield Tech	43

Dr. McCoy- Chief Medical
Medicine (human)	96
Life Sup Sys Tech	33

Klingon D-7 battlecruiser
- Class VII
- Weapons: Disruptors F/P/S

Crew:	352
Troops	220
Crew Efficiency: 51	

Round 1:

Ship Placement:

A central hex is chosen for reference. Both captains roll for placement order. Captain Kirk rolls 1D10+9, a 14 (*Starship Combat Tactics/Str* divided by 10). The klingon rolls 1D10+5(*crew efficiency score* divided by 10), a 13. Since Captain Kirk won his placement roll, the klingon places first. The klingon rolls 2D10 -5, (11-5) for a total of 6. The klingon places his ship 6 hexes from the center. Mr. Sulu rolls 2D10-8 (*St Helm Op* divided by 10), (12-8) a 4. Mr. Sulu can place the Enterprise a minimum of 4 hexes from the central hex.
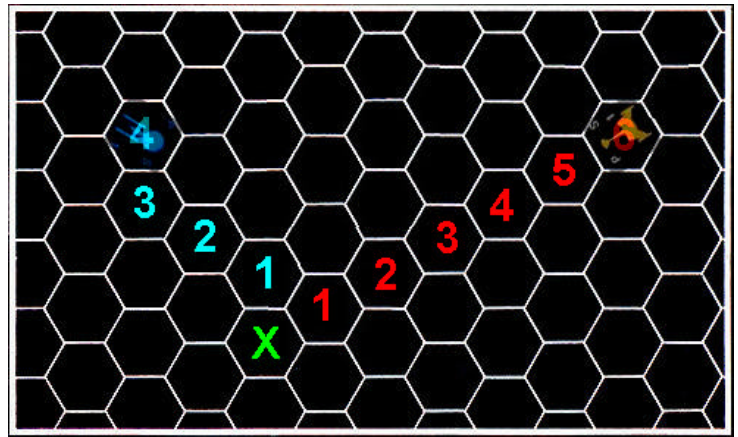
Skill Rolls:

Each player rolls against their respective *skills* to apply any bonuses from the department.

Enterprise:
Mr. Spock rolls a 52 for Sensor Lock	+1
Mr. Scott rolls a 39 for Extra Power	+1

The klingon's ship communication's officer is attempting to jam the Enterprise's communications systems. Its officer rolls 1D10 + 5 (*crew efficiency score* divided by 10), an 11. Lt. Uhura rolls 1D10 + 9 (*Comm Sys Proc* divided by 10), a 15. Uhura successfully prevents communication jamming.

Klingon:

Rolls against their *crew efficiency score*, a 65, a failure.

Players roll for their captains to resolve firing order:

Captain Kirk rolls 1D10 + 9 (*Starship Combat Tactics/Str* divided by 10) +1 (LUC > 70), an 18. The klingon rolls 1D10+ 5 (*crew efficiency score* divided by 10), a 13. The Enterprise opts to move and fire first.

Boarding Action: None

Recharge: None

Movement:

Mr. Sulu moves the Enterprise ahead 3 hexes.

The klingon moves his ship ahead 3 hexes.
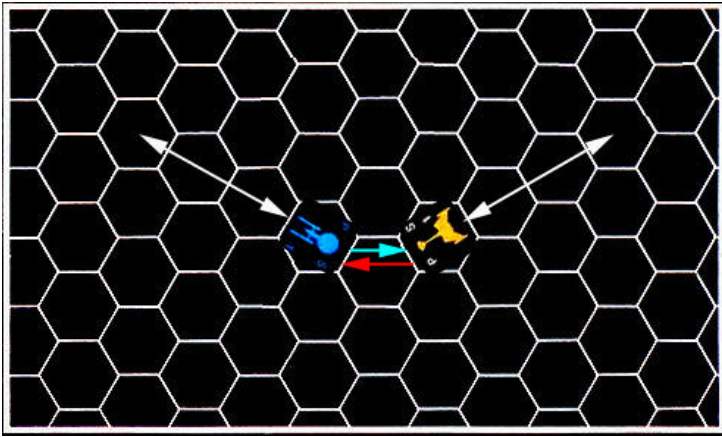
Attack:

Captain Kirk won the tactical advantage and orders Mr. Sulu to fire at the D-7. He rolls 1D10+4 (*St Weapon Tech* divided by 10), a 10. He checks the *attack chart* for modifiers:

LUC> 70	+1
Enemy Size	
Enemy ship smaller (per class)	+1
Engines/Power	
Per Nacelle over 1	+1
Engine Increase	+1
Sensor Lock	+1
Attacking Government	
Federation	+0

Mr. Sulu's modified attack roll is a 15.

Defense:

The klingon rolls 1D10+5 (*crew efficiency rating* divided by 10), an 11, and consults the *defense chart* for any modifiers:

Engines/Power	
Per Nacelle over 1	+1
Defending Government	
Klingon	-2

The klingon's modified defense roll is 10.
Subtracting the modified defense roll from the modified attack roll: 15-10=5. The klingon takes 5 levels of damage.

Damage:

Consulting the *damage chart*, the D-7 suffers -30% Shields, -10% Engines, -10% Hull, -10% Casualties, and 1 roll against the *sub-system chart*. The Damage is applied accordingly:

Klingon D-7

Shields	Engines	Hull	Casualties	Sub-system
100	100	100	100	**3**
-30	**-10**	**-10**	**-10**	
70	**90**	**90**	**90**	Total

Sub-system damage:

 3 Sensors damaged; -4 Attack & Defense rolls

Attack:

Klingon fires his disruptors and rolls 1D10+5 (*crew efficiency rating* divided by 10), an 8, and consults the *attack chart* for modifiers:

Enemy Size	
Enemy ship larger (per class)	-1
Engines/Power	
Per Nacelle over 1	+1
Attacking Government	
Klingon	+2
Sensors damaged	-4

The klingon modified attack roll is a 6.

Defense:

Mr. Chekov rolls 1D10+4 (*Def Shield Tech* divided by 10), (6+4) a 10, and checks the defense chart for modifiers:

Engines/Power	
Per Nacelle over 1	+1
Engine Increase	+1
Defending Government	
Federation	+0

Mr. Chekov's modified defense roll is a 12.

The defense roll is subtracted from the attack roll, a -6, and an automatic miss.

Round 2:

Boarding Action: None.

Recharge:

Klingon navigator rolls 1D10, a 9, and adjusts damage to shields. The ship's disruptors are recharging this round.

The Enterprise took no shield damage. Its phasers are recharging, and its torpedoes are armed.

Klingon D-7

Shields	Engines	Hull	Casualties	Sub-system
70	90	90	90	
+9				
79	90	90	90	Total

Skill Rolls:

Each player rolls against their respective *skills* to apply any bonuses from the department.

Enterprise:

    Mr. Spock rolls a 48 for Sensor Lock   +1

    Mr. Scott rolls a 19 for Extra Power   +1

    Lt. Uhura is attempting to jam the D-7's communications systems. The klingon officer chooses not to challenge the jam and therefore is automatically successful. The klingon officer may choose to challenge the jam at the beginning of the next round.

Klingon:

    Rolls against their *crew efficiency score*, a 28, a success.

Engines +1D10	+6
Hull +1D10	+7
Casualties +1D10	+1
Sensor repair (Science)	

Klingon D-7

Shields	Engines	Hull	Casualties	Sub-system
89	90	90	90	
	+6	**+7**	**+1**	
89	**96**	**97**	**91**	Total

Players roll for their captains to resolve firing order:

    Captain Kirk rolls 1D10 + 9 (*Starship Combat Tactics/Str* divided by 10) +1 (LUC > 70), a 13. The klingon rolls 1D10+ 5 (*crew efficiency score* divided by 10), a 7. The Enterprise opts to move and fire first.

Movement:

    Captain Kirk orders Mr. Sulu to move the Enterprise in reverse 2 hexes. Captain Kirk relinquishes the Enterprise's 3rd move.

    The klingon moves ahead 2 hexes and turns one side to starboard.
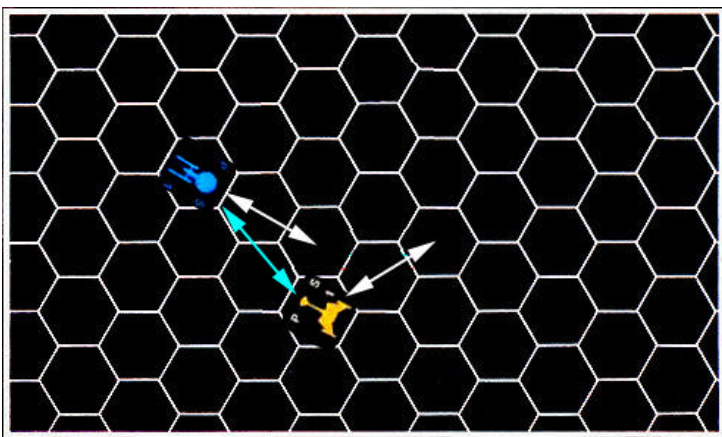
Attack:

    Captain Kirk orders Mr. Sulu to fire photon torpedoes at the D-7. He declares firing 1 torpedo from

each launcher together and rolls 1D10+4, a 9. He checks the *attack chart* for modifiers:

LUC> 70	+1
Enemy Size	
Enemy ship smaller (per class)	+1
Engines/Power	
Per Nacelle over 1	+1
Engine Increase	+1
Weapon Type	
Torpedo Weapon (per launcher)	+4
Sensor Lock	+1
Attacking Government	
Federation	+0

Mr. Sulu's modified attack roll is an 18.

Defense:

    The klingon rolls 1D10+5, a 6, and consults the *defense chart* for any modifiers:

Engines/Power	
Per Nacelle over 1	+1
Defending Government	
Klingon	-2

The klingon's modified defense roll is 5.

Subtracting the modified defense roll from the modified attack roll gives: 18-5=13. The klingon takes 13 levels of damage.

Damage:

    Consulting the *damage chart*, the D-7 suffers -70% Shields, -40% Engines, -30% Hull, -30% Casualties, and 3 rolls against the *sub-system chart*. The Damage is applied accordingly:

Klingon D-7

Shields	Engines	Hull	Casualties	Sub-system
89	96	97	91	**4,1,6**
-70	**-40**	**-30**	**-30**	
29	**66**	**77**	**71**	Total

Sub-system damage:

4   Sickbay systems, no Casualty rolls
1   Weapon systems
6   Transporter systems: No Boarding Actions

Round 3:

    The klingon has had enough and orders his ship back to Klingon space. His ship disengages combat by increasing warp speed. Capt. Kirk chooses not to pursue, ending the combat.

Combat at Different Warp Speeds: For this example, an Orion pirate ship is attacking a Constitution class. The Orion ship is travelling at warp 10, and the Constitution class is travelling at impulse. This is a recreation of the attack on the Enterprise in the episode "*Journey to Babel*".

Ship Stats:
> Orion ship
>> Class III
>> Crew   approx. 20
>> Crew Efficiency: 48
>> Weapons: Disruptors F/P/S
>
> Constitution Class
>> Class VIII Heavy Cruiser
>> Crew: 430
>> Crew Efficiency: 65
>> Weapons: Phasers, F/P/S
>>   2 Torpedoes, F

Round 1

Ship Placement:
> Since this combat is occurring at warp speed, no hex map is necessary.

Skill Rolls:
> Each player rolls against their respective *crew efficiency scores* to apply any bonuses from the department. The orion ship rolls a 15, a success, and the Constitution rolls an 81, a failure. Each player rolls for their captains to resolve firing order: The orion rolls 1D10+4 (*crew efficiency score* divided by 10), a 9, the Constitution rolls 1D10+6, an 8. The orion ship chooses to fire first.
>
> Orion ship
>> Engine Increase   +1
>> Sensor Lock   +1
>
> Constitution class
>> None

Movement: No movement necessary

Attack:
> Orion: Rolls 1D10+4 (*crew efficiency score* divided by 10), an 11. Orion checks *attack chart* for modifiers:
>> Warp Speed
>>> +2 then +1 per warp speed   +12
>>
>> Enemy Size
>>> Enemy ship larger (per class)   -5
>>
>> Engines/Power
>>> Per Nacelle over 1   +1
>>> Engine Increase   +1
>>
>> Sensor Lock   +1
>> Attacking Government
>>> Orion   -3
>
> The orion modified attack roll is 18.

Defense:
> Constitution: Rolls 1D10+6, a 14, and checks the *defense chart* for modifiers:
>> Engines/Power
>>> Per Nacelle over 1   +1
>
> The Constitution's modified defense roll is 15.
>
> Defense dice is subtracted from attack dice: 18-15= 3. The Constitution takes 3 levels of damage.

Damage:
> Consulting the *damage chart*, the Constitution suffers -20% of Shields, -10% Engines, -10% of Hull, and no roll against the *sub-system chart*. The damage is applied accordingly:

Constitution class

Shields	Engines	Hull	Casualties	Sub-system
100	100	100	100	
-20	**-10**	**-10**		
80	**90**	**90**	100	Total

Attack:
> Constitution class rolls 1D10+6, a 10 and consults the *attack chart* for modifiers:
>> Warp Speed
>>> -2 then -1 per warp speed   -12
>>
>> Enemy Size
>>> Enemy ship smaller (per class)   +5
>>
>> Engines/Power
>>> Per Nacelle over 1   +1
>
> The Constitution's modified attack roll is a 4.

Defense:
> Orion rolls 1D10+4, a 14, and consults the *defense chart*:
>> Engines/Power
>>> Per Nacelle over 1   +1
>>> Engine Increase   +1
>>
>> Defending Government
>>> Orion   -2
>
> The orion modified defense roll is 14. The attack roll is subtracted from the defense roll, 4-14= -10, an automatic miss.

Round 2:

Recharge:
> Orion: Shields took no damage, and phasers are charging.

Constitution class: Rolls 1D10 for shield recharge, a 3. Its phasers are charging; its photon torpedoes are armed.

Constitution class

Shields	Engines	Hull	Casualties	Sub-system
80	90	90	100	
+3				
83	90	90	100	Total

Skill Rolls:

Each player rolls against their respective *crew efficiency scores* to apply any bonuses from the department. The orion ship rolls a 23, a success, and the Constitution rolls a 19, a success. Each player rolls for their captains to resolve firing order: The orion rolls 1D10+4, a 6, the Constitution rolls 1D10+6, a 12. The Constitution class wins tactical advantage.

	Orion	
	Sensor Lock	+1
	Extra Power	+1
Constitution		
	Sensor Lock	+1
	Hull +1D10	+2
	Engines +1D10	+8

Constitution class

Shields	Engines	Hull	Casualties	Sub-system
83	90	90	100	
	+8	**+2**		
83	**98**	**92**	100	Total

Attack:

Both vessel's phasers are being recharged, and photon torpedoes automatically miss if fired at a ship travelling at a different warp speed.

Defense: None

Damage: None

Round 3

Recharge:

Orion: Shields took no damage, and phasers are active.

Constitution class: Rolls 1D10 for shield recharge, a 2. Its phasers are active; its photon torpedoes are armed

Constitution class

Shields	Engines	Hull	Casualties	Sub-system
83	98	92	100	
+2				
85	98	92	100	Total

Skill Rolls:

Each player rolls against their respective *crew efficiency scores* to apply any bonuses from the department. The orion ship rolls an 11, a success, and the Constitution rolls a 98, a failure. Each player rolls for their captains to resolve firing order: The orion rolls 1D10+4, a 13, the Constitution rolls 1D10+6, a 9. The orion wins advantage and fires first.

	Orion	
	Sensor Lock	+1
	Extra Power	+1
Constitution		
	None	

Attack:

Orion: Rolls 1D10+4, a 7. Orion checks *attack chart* for modifiers:

	Warp Speed		
		+2 then +1 per warp speed	+12
	Enemy Size		
		Enemy ship larger (per class)	-5
	Engines/Power		
		Per Nacelle over 1	+1
		Engine Increase	+1
	Sensor Lock		+1
		Orion	-3

The orion modified attack roll is 14.

Defense:

Constitution: Rolls 1D10+6, an 8, and checks the *defense chart* for modifiers:

	Engines/Power	
	Per Nacelle over 1	+1

The Constitution's modified defense roll is 9.

Defense dice is subtracted from attack dice: 14-9= 5. The Constitution takes 5 levels of damage.

Damage:

Consulting the *damage chart*, the Constitution suffers -30% of Shields, -10% Engines, -10% of Hull, -10% Casualties, and 1 roll against the *sub-system chart*. The damage is applied accordingly:

Constitution class

Shields	Engines	Hull	Casualties	Sub-system
95	98	92	100	**4**
-30	**-10**	**-10**	**-10**	
55	**88**	**82**	**90**	Total

Sub-system damage:

4 Sickbay systems, no Casualty rolls

Attack:

> Constitution class rolls 1D10+6, a 12 and consults the *attack chart* for modifiers:

> | | | |
> |---|---|---:|
> | Warp Speed | | |
> | | -2 then -1 per warp speed | -12 |
> | Enemy Size | | |
> | | Enemy ship smaller (per class) | +5 |
> | Engines/Power | | |
> | | Per Nacelle over 1 | +1 |

> The Constitution's modified attack roll is a 6.

Defense:

> Orion rolls 1D10+4, a 7, and consults the *defense chart*:

> | | | |
> |---|---|---:|
> | Engines/Power | | |
> | | Per Nacelle over 1 | +1 |
> | | Engine Increase | +1 |
> | Defending Government | | |
> | | Orion | -2 |

> The orion modified defense roll is 7. The attack roll is subtracted from the defense roll, 6-7= -1, an automatic miss.

> Combat would continue along the same pattern until the situation changes, such as the Constitution class increases speed, or the orion vessel slows (perhaps by a slick "playing opossum" tactic by the young federation captain!).

Combat Against a Cloaked Vessel: For this example, a cloaked romulan Bird of Prey has entered an area protected by a Federation defense outpost in a recreation of the opening combat sequence in the TOS episode: "*Balance of Terror*".

Ship Stats:

> Romulan Bird of Prey
> > Class VII Cruiser
> > | | |
> > |---|---|
> > | Crew: | 150 |
> > Crew Efficiency: 64
> > Weapons: Beam, F/P/S
> > > 1 Plasma, F
>
> Federation Outpost
> > Class VIII Border Outpost
> > | | |
> > |---|---|
> > | Crew: | 400 |
> > Crew Efficiency: 61
> > Weapons: Phasers F/P/S/A

Round 1

Ship Placement:

> The outpost, because it doesn't move, is the central hex. The romulan rolls: 2D10 = 12, minus 6 (*crew efficiency score* divided by 10), for a total of 6. The romulan places his ship 6 hexes from his target.

Romulan captain orders his ship to decloak.
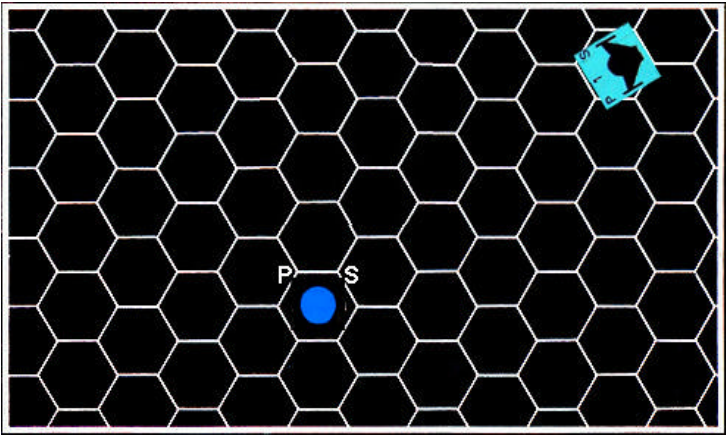
Skill Rolls:

> Each player rolls against their respective *crew efficiency scores* to apply any bonuses from the department. The romulan ship rolls a 03, a success, and the outpost rolls a 67, a failure. Each player rolls for their captains to resolve firing order: The romulan rolls 1D10+6, a 12, the federation outpost rolls 1D10+6, a 9. The romulan ship fires first.

> Romulan:
> | | |
> |---|---:|
> | Sensor Lock | +1 |
> | Extra Power | +1 |
> Federation outpost:
> > None
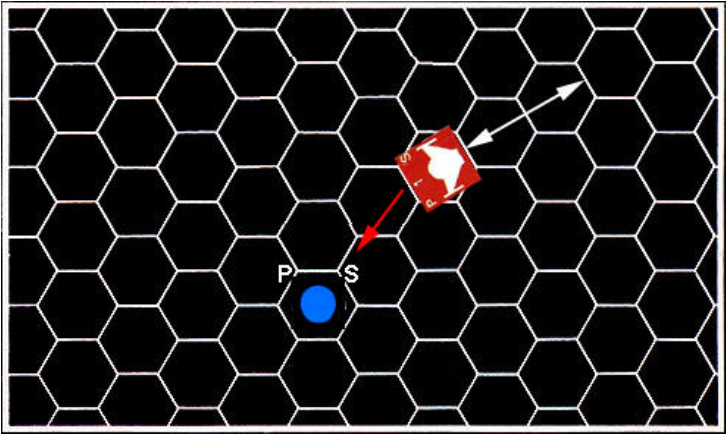
Movement:

> The romulan ship moves ahead 3 hexes.

Attack:

    Romulan: Rolls 1D10+6 (*crew efficiency score* divided by 10), a 14. Romulan checks *attack chart* for modifiers:

Enemy ship larger	-1
Enemy stationary	+3
Per Nacelle over 1	+1
Engine Increase	+1
Plasma Weapon (per launcher)	+8
Sensor Lock	+1
Romulan	-1

    The Romulan modified attack roll is 26.

Defense:

    Federation outpost: rolls 1D10+6, a 13. Federation outpost checks *defense chart* for modifiers:
        None
    Defense dice is subtracted from attack dice: 26-13= 13. The Federation outpost takes 13 levels of damage.

Damage:

    Consulting the *damage chart*, the outpost suffers -70% of Shield, -40% Engines, -30% of Hull, -30% of Casualties, and 3 rolls against the *sub-system chart*. The damage is applied accordingly:

Federation Outpost

Shields	Engines	Hull	Casualties	Sub-system
100	100	100	100	**1,9,10**
-70	**-40**	**-30**	**-30**	
30	**60**	**70**	**70**	Total

Sub-system damage:

1 Weapon systems (Roll 1D10; 1-7 Beam; 8-10 Secondary)
     Weapons system roll: 3- phasers are damaged
9 Engineering systems, no repairs next round
10 Bridge hit, roll vs. DEX; Failure 4D10 pts END damage;-2 Attack
    & Defense this & next round

Attack:

    Federation outpost: No attack because weapon system was damaged.

Round 2

Recharge:

    Romulan: Shields took no damage, and plasma weapon is charging; its standard beam weapons are active.
    Federation outpost: Rolls 1D10 for shield recharge, a 6. Its weapon systems are charged, but damaged.

Federation Outpost

Shields	Engines	Hull	Casualties	Sub-system
30	70	70	70	
+6				
36	70	70	70	Total

Romulan captain orders his ship to cloak.

Skill Rolls:

    The romulan rolls a 76, a failure, and the Federation outpost rolls a 64, a failure. Each captain rolls 1D10 for tactical advantage. The romulan rolls a 9, and the Federation outpost rolls a 10. The outpost may fire first.

    Romulan
        Extra Power   +1
    Federation outpost
        None

Federation Outpost

Shields	Engines	Hull	Casualties	Sub-system
36	70	70	70	
36	70	70	70	Total

Movement:

    The romulan turns and moves 2 hexes.

Attack:

    Federation outpost: No attack because phasers are damaged.

    Romulan: Cannot attack while cloaked.
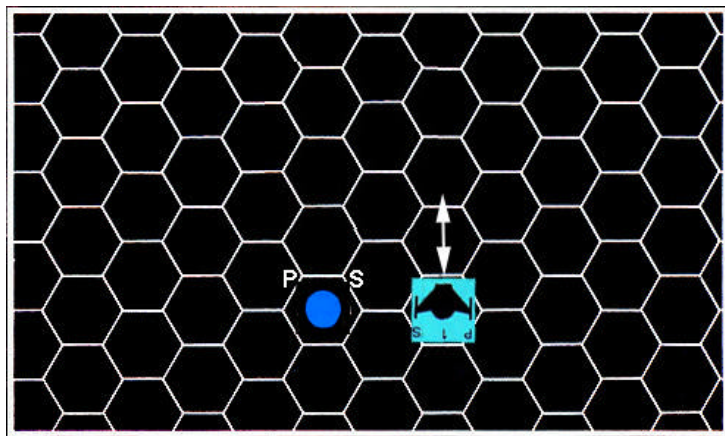
Round 3

Recharge:

    Romulan: Shields are undamaged, both plasma and beam weapons are active.
    Federation outpost: Rolls 1D10 for shield recharge, a 5. Its weapons are charged, but damaged.

Federation Outpost

Shields	Engines	Hull	Casualties	Sub-system
16	70	70	70	
+5				
21	70	70	70	Total

Romulan captain orders his ship to de-cloak.

Skill Rolls:

The romulan rolls a 29, a success, and the Federation outpost rolls an 88, a failure. Each captain rolls 1D10 for tactical advantage. The romulan rolls an 11, and the Federation outpost rolls a 7. The romulan chooses to fire first.

Romulan
Sensor Lock	+1
Extra Power	+1

Federation outpost
None	

Movement:

The romulan turns 1 hex.
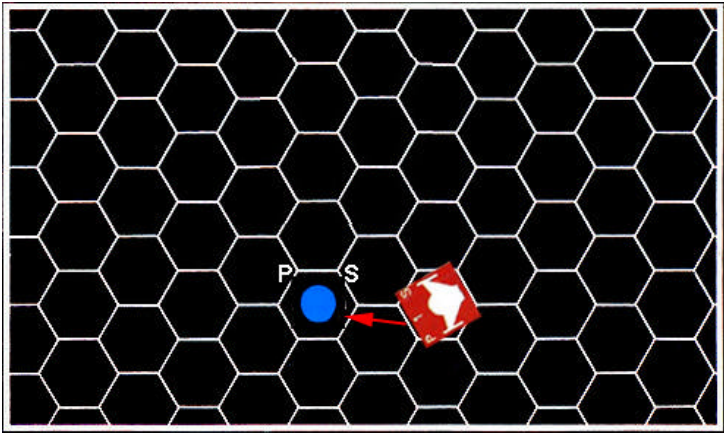
Attack:

Romulan: Rolls 1D10+6, a 16. Romulan checks *attack chart* for modifiers:

Enemy ship larger	-1
Enemy stationary	+3
Per Nacelle over 1	+1
Engine Increase	+1
Plasma Weapon (per launcher)	+8
Sensor Lock	+1
Romulan	-1

The Romulan modified attack roll is 28.

Defense:

Federation outpost: rolls 1D10+6, a 14. Federation outpost checks *defense chart* for modifiers:

Engines Damaged (per 25%)	-1
Shield Status	
Shields Damaged (per 25%)	-3
Casualties (per 25%)	-1

The Federation outpost modified defense roll is 9
Defense dice is subtracted from attack dice: 28-9 = 19.
The Federation outpost takes 19 levels of damage.

Damage:

Consulting the *damage chart*, the outpost suffers -100% of Shield, -100% Engines, -90% of Hull, -90% of Casualties, and 4 rolls against the *sub-system chart*:

Federation Outpost
Shields	Engines	Hull	Casualties	Sub-system
21	70	70	70	
-100	**-100**	**-90**	**-90**	**2,8,9,1**
-79	**-30**	**-20**	**-20**	Total

The attack also drops the shields below 0%, so the excess damage must be redistributed amongst the other 3 columns.

Federation Outpost
| Shields	Engines	Hull	Casualties	Sub-system
-79	-30	-20	-20	
	-27	**-26**	**-26**	
0	**-57**	**-46**	**-46**	Total

(*Note the distribution of excessive shield damage*)

The Engines have fallen below 0%, so the chief engineer must roll under his *Warp Drive Tech* for the Engines to keep the outpost from exploding. He rolls D100 against his *Warp Drive Tech* (see *starship explosions*), a 67, a failure. The outpost explodes and the combat is over.

Combat with Time travel, Point Defense, and Collision: In this example, a Federation cruiser encounters a mining vessel from 150 years in the future, recreating the opening battle between the USS Kelvin and the Narada from Star Trek XI.

Ship Stats:

Romulan mining ship, "Narada"
Class VII, civilian, Manned Mining Vessel
Crew: 1000+
Speed: 4+
Crew Efficiency: 54
Weapons: Beam, F/P/S
4 Torpedoes, F/P/S

Federation cruiser, USS Kelvin
Class VI Cruiser
Crew: 800
Speed: 3/4
Crew Efficiency: 61
Weapons: Phasers F/P/S/A
2 Torpedoes, F

Round 1:

Ship Placement:

A central hex is chosen for reference. Both captains roll for placement order. Federation captain rolls 1D10+6, a 10 (*crew efficiency score* divided by 10). The romulan captain rolls 1D10+5, a 13. The romulan places first and rolls 2D10 -5, (11-5) for a total of 6. The romulan places his ship 6 hexes from the center. The federation ship rolls 2D10-6(12-6), a 6. The federation ship is placed 6 hexes from the central hex.
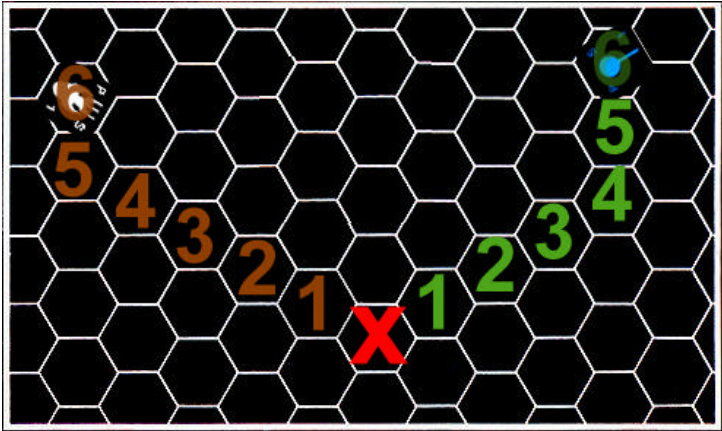
Boarding Action: None

Recharge: None

Skill Rolls:

Each player rolls D100 against their respective *crew efficiency scores* to apply any bonuses from each department. The romulan ship rolls a 12, a success, and the federation cruiser rolls a 52, a success. Each player rolls for their captains to resolve firing order: The romulan rolls 1D10+5, a 13, the federation cruiser rolls 1D10+6, a 9. The romulan ship opts to go first.

Romulan ship	
Engine Increase	+1
Sensor Lock	+1
Jam communication attempt 1D10+5, rolls 14	
Federation cruiser	
Engine Increase	+1
Sensor Lock	+1
Counter communication jam 1D10+6, rolls 12	
Communication jammed	

Movement:

The romulan ship moves forward 3 hexes.

The federation ship moves forward 3 hexes.
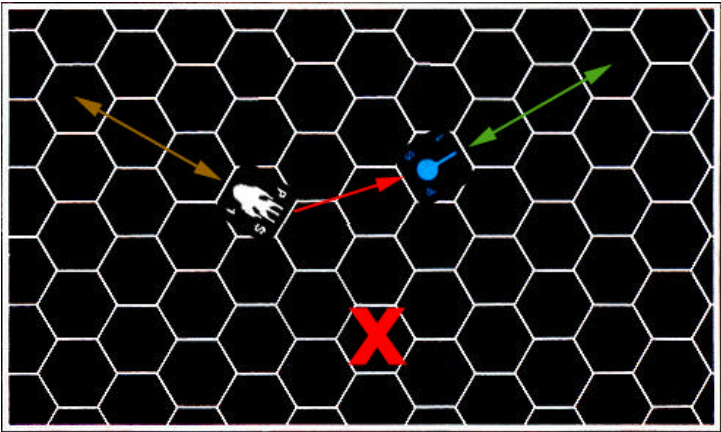
Attack:

Romulan declares intent to fire 2 individual torpedoes. Romulan rolls first attack, 1D10+5, a 7, and consults attack chart:

Enemy Size	
Enemy ship smaller (per class)	+1
Engines/Power	
Engine Increase	+1
Weapon Type	
Torpedo Weapon (per launcher)	+2
Sensor Lock	+1
Attacking Government	
Romulan	-1
Special (150 years from future)	+15

The total modified attack roll is 26.

Defense:

Federation cruiser rolls a defense 1D10+6, a 15, and consults defense chart:

Engines/Power	
Engine Increase	+1
Defending Government	
Federation	+0

The total modified defense roll is 15.

Damage:

Defense dice is subtracted from attack dice: 26-16 = 10. The Federation cruiser takes 10 levels of damage. Consulting the *damage chart,* the cruiser takes -50% shields, -30% engines, -20% hull, -10% casualties, and 2 rolls on the *sub-system chart.*

Federation Cruiser, USS Kelvin

Shields	Engines	Hull	Casualties	Sub-system
100	100	100	100	
-50	-30	-20	-10	9,1
50	70	80	90	Total

Sub-system damage:

1 Weapon systems (Roll 1D10; 1-7 Beam; 8-10 Secondary)
        Weapons system roll: 6- phasers are damaged
9 Engineering: (Roll 1D10: 1-9 -No Repairs, 10 -Warp Drive)
        Engineering roll: 10- Warp drive damaged

Attack:
        Federation captain orders an evasive.

        Romulan fires its second missile rolling 1D10+5, an 8,
        and then consults the *attack chart:*

                Enemy Size
                        Enemy ship smaller (per class)   +1
                Engines/Power
                        Engine Increase   +1
                Weapon Type
                        Torpedo Weapon (per launcher)   +2
                Sensor Lock   +1
                Attacking Government
                        Romulan   -1
                Special (150 years from future)   +15
        The total modified attack roll is 27.

Defense:
        Federation cruiser rolls a defense 1D10+6, a 16, and
        consults *defense chart:*

                Engines/Power
                        Engine Increase   +1
                Defending Government
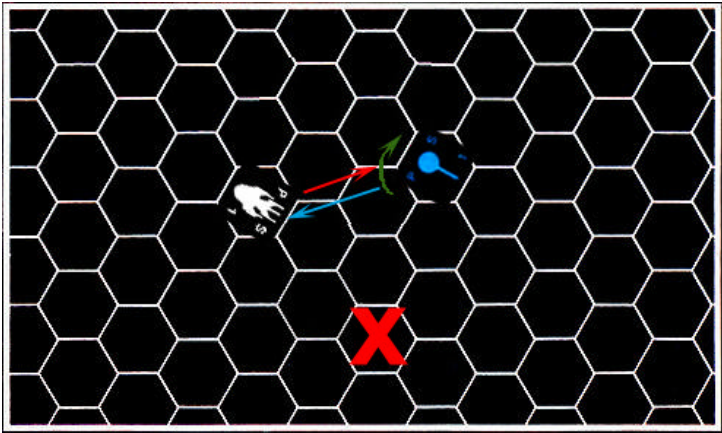   Federation   +0
                Evasive   +2
        The total modified defense roll is 19.

Damage:
        Defense dice is subtracted from attack dice: 27-19 = 8.
        The Federation cruiser takes 8 levels of damage.
        Consulting the *damage chart,* the cruiser takes -40%
        shields, -20% engines, -10% hull, -10% casualties, and 1
        roll on the *sub-system chart.*

Federation Cruiser, USS Kelvin

Shields	Engines	Hull	Casualties	Sub-system
50	70	80	90	
-40	**-20**	**-10**	**-10**	**4**
10	**50**	**70**	**80**	Total

Sub-system damage:

4 Sickbay Systems: No Casualty rolls

Attack:

        Federation cruiser declares firing tandem photon
        torpedoes, rolling 1D10+6, a 10 and consults the *attack
        chart:*

                Enemy Size
                        Enemy ship non-military   +3
                        Enemy ship larger (per class)   -1
                Engines/Power
                        Engine Increase   +1
                        Engines Damaged (per 25%) x2   -2
                Weapon Type
                        Torpedo Weapon (per launcher) x2   +4
                Sensor Lock   +1
                Attacking Government
                        Federation   +0
                Special (150 years from future)   -15
        The total modified attack roll is 1.

Defense:
        Romulan rolls a defense 1D10+5, a 12, and consults the
        defense chart:

                Engines/Power
                        Engine Increase   +1
                Defending Government
                        Romulan   -1
        The total modified defense roll is 12.

Damage:
        Defense dice is subtracted from attack dice: 1-12 = -11, a
        miss.

Boarding Action:

    Romulan commander seeks to parley. Federation captain flies over to romulan ship via shuttle.

Recharge:

    Romulan: Shields took no damage; 2 torpedo launchers are reloading; its standard beam weapons are active. Federation cruiser: Rolls 1D10 for shield recharge, an 8. Its phasers systems are charged, but damaged. Photon torpedoes are reloading this round.

Federation Cruiser, USS Kelvin

Shields	Engines	Hull	Casualties	Sub-system
10	**50**	**70**	**80**	
+8				
18	50	70	80	Total

Sub-system damage:

1 Weapon systems: phasers are damaged
9 Engineering: Warp drive damaged
4 Sickbay Systems: No Casualty rolls

Skill Rolls:

    Each player rolls D100 against their respective *crew efficiency scores* to apply any bonuses from each department. The romulan ship rolls a 60, a failure, and the federation cruiser rolls a 37, a success. Each player rolls for their captains to resolve firing order: The romulan rolls 1D10+5, a 7, the federation cruiser rolls 1D10+6, a 12. The federation ship opts to go first.

    Romulan ship
        None
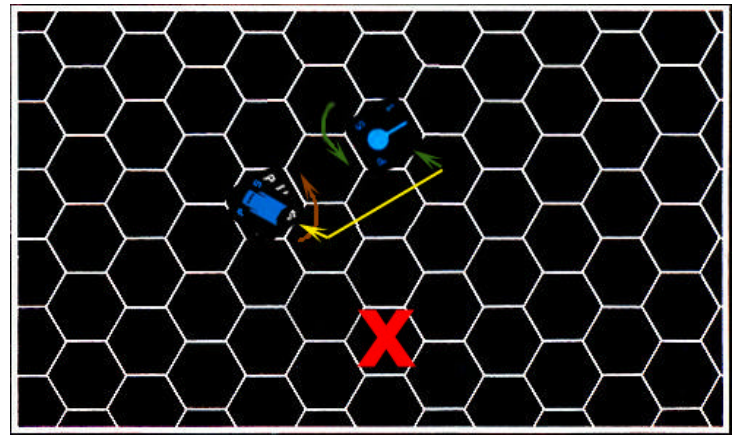
    Federation cruiser
        Engineer- Auxiliary power   +33
        Medical – Repair sickbay systems
        Sensor Lock   +1
        Comm - Counter communication jam – success
        Helm – Weapon repair

Federation Cruiser, USS Kelvin

Shields	Engines	Hull	Casualties	Sub-system
18	50	70	80	
	+33			
18	**83**	70	80	Total

Sub-system damage:

9 Engineering: Warp drive damaged

Movement:

    Federation shuttlecraft docks with romulan ship.

    Federation cruiser moves 2 hexes toward romulan.

    Romulan turns one hexside.

Attack:
    None

Defense:
    None

Damage:
    None

Round 3:

Boarding Action:
    Romulan commander kills the federation captain.

    Federation commander orders abandon ship.

Recharge:
    Romulan: Shields took no damage; torpedo launchers and standard beam weapons are active.
    Federation cruiser: Rolls 1D10 for shield recharge, a 4. Its phasers systems are charged, but damaged. Photon torpedoes are reloading this round.

Federation Cruiser, USS Kelvin

Shields	Engines	Hull	Casualties	Sub-system
18	83	70	80	
+4				
22	83	70	80	Total

Sub-system damage:

9 Engineering: Warp drive damaged

Skill Rolls:

Each player rolls against their respective *crew efficiency scores* to apply any bonuses from each department. The romulan ship rolls a 29, a success, and the federation cruiser rolls a 48, a success. Each player rolls for their captains to resolve firing order: The romulan rolls 1D10+5, a 9, the federation cruiser rolls 1D10+6, a 14. The federation ship opts to go second.

Romulan ship

|	
Engine Increase	+1
Sensor Lock	+1
Jam communication attempt 1D10+5, rolls 7	

Federation cruiser

Engineer - Engine repair +1D10	+6
Sensor Lock	+1
Medical – Casualties +1D10	+4
Communication jam defense 1D10+6, rolls 9, a success	

Federation Cruiser, USS Kelvin

Shields	Engines	Hull	Casualties	Sub-system
22	83	70	80	
	+6		**+4**	
22	89	70	84	Total

Sub-system damage:
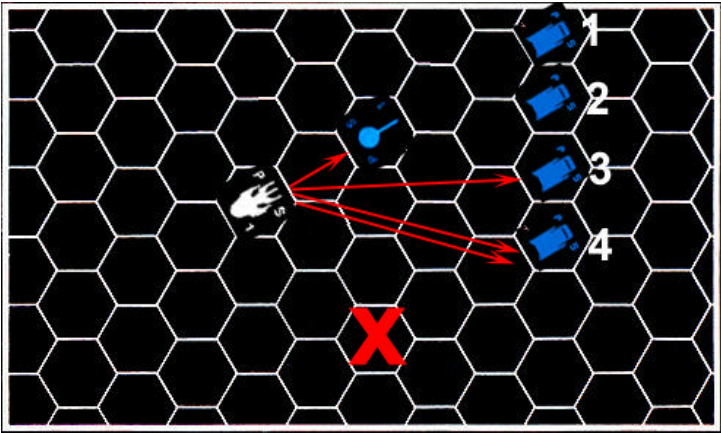
9 Engineering: Warp drive damaged
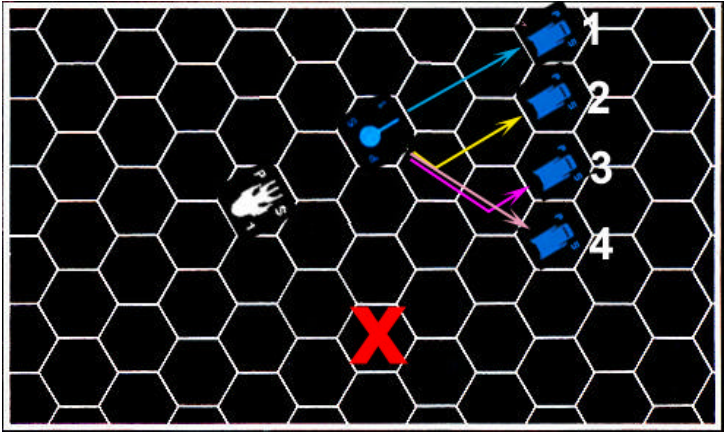
Movement:

Romulan declines to move.

Federation launches escape shuttles (for our example, only 4, for brevity).

Federation cruiser declines to move.

Attack:

Romulan declares firing 2 separate torpedoes at shuttle number 4.

Federation commander orders point defense all weapons.

Romulan rolls its first torpedo, 1D10+5, an 8.

Federation cruiser rolls 1D10+6, a 12, and consults the *point defense chart*:

Attacking Vessel Size		
	Enemy ship larger (per class)	-1
Incoming Weapon Type		
	Torpedo	-2
Defending Weapon Type		
Beam Weapon		+0
Engine/Power		
	Engine increase	+1
Sensors		
	Sensor lock	**required**
Target		
	Defender is not target	+1
Defending Gov't type		
	Federation	+0

The modified point defense roll is 11. The federation cruiser intercepts the first torpedo.

Attack:

Romulan rolls its second torpedo, 1D10+5, a 10.

Federation cruiser rolls 1D10+6, a 13, and consults the *point defense chart*:

Attacking Vessel Size		
	Enemy ship larger (per class)	-1
Incoming Weapon Type		
	Torpedo	-2
Defending Weapon Type		
Beam Weapon		+0

Engine/Power
  Engine increase   +1
Sensors
  Sensor lock   **required**
Target
  Defender is not target +1
Defending Gov't type
    Federation +0

The modified point defense roll is 12. The federation cruiser intercepts the second torpedo.

Attack:

Romulan declares firing 1 torpedo at shuttle number 3.

Romulan rolls its torpedo, 1D10+5, a 12.

Federation cruiser rolls 1D10+6, a 15, and consults the *point defense chart*:

  Attacking Vessel Size
    Enemy ship larger (per class) -1
  Incoming Weapon Type
    Torpedo -2
  Defending Weapon Type
  Beam Weapon +0
  Engine/Power
    Engine increase +1
  Sensors
    Sensor lock **required**
  Target
    Defender is not target +1
  Defending Gov't type
    Federation +0

The modified point defense roll is 14. The federation cruiser intercepts the torpedo.

Attack:

Romulan declares firing 1 torpedo at the cruiser.

Romulan rolls 1D10+5, a 7.

Federation helmsman rolls , 1D10+6, an 11, and consults *point defense chart*:

  Attacking Vessel Size
    Enemy ship larger (per class) -1
  Incoming Weapon Type
    Torpedo -2
  Defending Weapon Type
    Beam Weapon +0
  Engine/Power
    Engine increase +1
  Sensors
    Sensor lock **required**

Target
  Defender Is target -3
Defending Gov't type
    Federation +0

The modified point defense roll is 6, which is unsuccessful.

Romulan adds his modifiers to his previous roll:

  Enemy Size
    Enemy ship smaller (per class) +1
  Engines/Power
    Engine Increase +1
  Weapon Type
    Torpedo Weapon (per launcher) +2
  Sensor Lock +1
  Attacking Government
    Romulan -1
  Special (150 years from future) +15

The total modified attack roll is 26.

Defense:
 Federation cruiser rolls a defense 1D10+6, a 15, and consults defense chart:

  Engines/Power
    Engine Increase +1
  Shield Status
    Per 25% -3
  Defending Government
    Federation +0

The total modified defense roll is 13.

Damage:
 Defense dice is subtracted from attack dice: 26-13 = 13. The Federation cruiser takes 14 levels of damage. Consulting the *damage chart,* the cruiser takes -50% shields, -30% engines, -20% hull, -10% casualties, and 2 rolls on the *sub-system chart.*

Federation Cruiser, USS Kelvin

Shields	Engines	Hull	Casualties	Sub-system
22	89	70	84	
-70	**-40**	**-30**	**-30**	**1,4,5**
-48	**49**	**40**	**54**	Total
	-16	**-16**	**-16**	
0	**33**	**24**	**38**	Total

(*Note the distribution of excessive shield damage*)

Sub-system damage:
1 Weapon systems: 9, photon torpedoes
4 Sickbay Systems: No Casualty rolls
5 Shield system: 3, No recharge
9 Engineering: Warp drive damaged
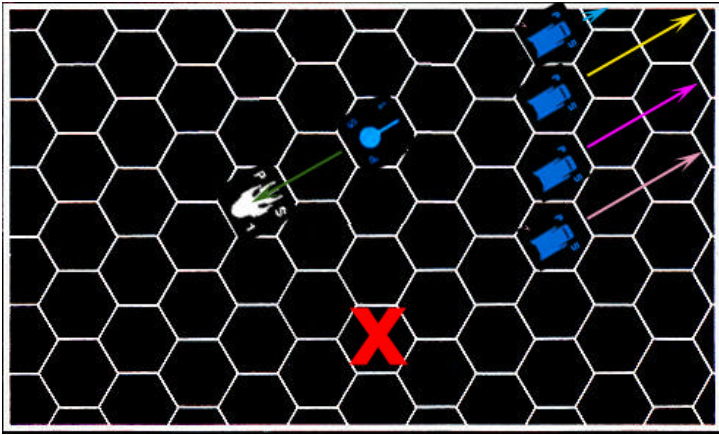
Round 4

Boarding Action:

       None:

Recharge:

    Romulan: None

    Federation cruiser: None

Skill Rolls:

    Each player rolls D100 against their respective *crew efficiency scores* to apply any bonuses from each department. The romulan ship rolls a 72, a failure, and the federation cruiser rolls a 67, a failure. Each player rolls for their captains to resolve firing order: The romulan rolls 1D10+5, an 11, the federation cruiser rolls 1D10+6, a 14. The federation ship opts to go first.

Movement:

    Federation shuttles 1-4 move off the board.

    Federation cruiser moves to collide with romulan ship

    Federation commander rolls 1D10+6 (see *starship collisions* above), a 15, and applies modifiers from the attack chart:

Enemy Size		
Enemy ship non-military	+3	
Enemy ship larger (per class)	-1	
Targeting		
Per Damage Chart Level	-1	
Enemy stationary	+3	
Engines/Power		
Engines Damaged (per 25%)		
(2x -1)	-2	
Attacking Government		
Federation	+0	

Federation modified total is 17.

Romulan rolls 1D10+5, an 8, and consults the defense chart:

Defending Government	
Romulan	-1

Romulan modified total is 7.

Subtracting attack and defense (17-7=10), both ships incur 10 levels of damage: -50% shields, -30% engines, -20% hull, -10% casualties and 2 rolls on the subsystem chart.

Federation Cruiser, USS Kelvin

Shields	Engines	Hull	Casualties	Sub-system
0	33	24	38	
-50	-30	-20	-10	10,7
-50	3	4	28	Total
	-17	-17	-16	
0	-14	-13	-12	Total

(*Note the distribution of excessive shield damage*)

Sub-system damage:
- 10 Bridge hit:Roll vs. DEX; Failure 4D10 pts END damage, -2 Attack & Defense
- 7 Communications systems: No Comm/Hull rolls
- 1 Weapon systems: 9, photon torpedoes
- 4 Sickbay Systems: No Casualty rolls
- 5 Shield system: 3, No recharge
- 9 Engineering: Warp drive damaged

Romulan ship, Narada

Shields	Engines	Hull	Casualties	Sub-system
100	100	100	100	
-50	-30	-20	-10	9,1
50	70	80	90	Total

Sub-system damage:

- 9 Engineering: (Roll 1D10: 1-9 -No Repairs, 10 -Warp Drive)
  Engineering roll: 10- Warp drive damaged
- 1 Weapon systems: (Roll 1D10; 1-7 Beam, 8-10 Secondary
  Weapon roll: 8, torpedoes

    Federation ship must roll under crew efficiency to prevent destruction from engine and hull damage (see *starship explosions* above). The first D100 roll is an 86, a failure. The Kelvin is destroyed. Since there was no more engine power left, the romulan ship incurs no further damage.

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I purchased the Star Trek: The Role-Playing Game way back when it first came out in 1983, and just immersed myself. At first, it just consumed massive amounts of my free time, many an hour daydreaming about campaigns and phaser battles. Those early days playing Trek with my high school buddies are some of my happiest memories.

Years pass, people change, campaigns come and go. In these last 20 years, out of all the different players, I've heard the same 3 complaints about the game: The character generation, the action point system, and starship combat. The last of that list brings me to my topic.

A few years ago, I started a campaign with a group that never played this version of Trek, or any version, for that matter. Once we got rolling, I tried to tutor the group through their first starship combat. It went terribly. The incessant adding and subtracting, and then dealing with the ratios was just too much, not to mention the sluggish pace. One of the players turned to me and asked if there was a way to make it easier for those mathematically challenged? I didn't have an answer, and from then on, we just fumbled our way through combats, trimming a rule here and a roll there.

For a while we messed with the 'quick roll' system provided with the second edition rules, with less than stellar results. The campaign fell into a period of hiatus, and I took the opportunity the write up some adventures for when we start up again. A scenario I worked up involved several ships for them to encounter, an I got to thinking about how I could make the system a little easier so that encounters like the one I had would be more enjoyable. That's when I started my revision of the starship combat system. At first, I looked at the STCS game as it stood today and sought to streamline it in some way, hoping to save myself whole lot of work. I toyed with the idea and quickly realized that once you begin pecking away at it, the entire system begins to lose integrity. It's a great stand-alone game, and I wasn't going to make it any better, so I reconciled with myself the fact that I would have to start practically from the beginning.

Unlike creating a new game from scratch, I wanted to keep within the framework of the original game. This had the advantage of not needing to create the entire role playing aspect of the game, like character creation and skills. It had the disadvantage of restraining certain creative urges, I suppose, just because of that fact.

One can't fully appreciate the daunting task the original creators of the game had in making a starship combat game until you set down and try to make one yourself. I wanted to move away from quantifying each shipboard attribute as much as possible, to keep the math down to a minimum. So, I spent a while watching a few episodes of TOS, and I noticed that damage and power were almost always referred to in percentages. That's when I figured on trying a system that kept everything on a percentage basis, eliminating the need for a different set of statistics for each ship.

Another thing I wanted to do was move away from a 'ship versus ship' aspect and more towards a 'player versus player', where the skills of the characters have a greater impact on the result. So, I decided to lean toward a 'dice duel' type system, with a short list of bonuses and penalties based on the circumstances. My entire goal was to make it as simple and true to the show as possible. Easier said than done.

For about a month, I started creating 2 charts, one offense, one for defense, and began sorting the types of modifiers they should have. I decided that combat should be a contest of relativism. By that, meaning less emphasis on the particular disparities of the ships and more on the characters and the governments.

I separated ship types into classes and made all ships within their class equal to one another, for example, all Federation cruisers are relatively equal on the basis of combat capability. To differentiate the differences between governments, I gave each a modifier for offense and defense. For example, I believe Klingon design theory would emphasize a greater offense than defense, therefore, they receive a +2 attack bonus and a -2 defense penalty.

To simplify even more, I eliminated the need to separate the different beam weapon types in terms of damage potential. I also removed the idea of separate weapon mounts and just refer to the firing arc. Secondary weapons, such as photon torpedoes, have their own bonuses, and the idea of some ships having more of these than others is not too unwieldy.

I wanted to eliminate the need to allot power for anything, and just have a recharge cycle for weapons and shields. The idea that weapons run on a type of capacitor I got from "The Doomsday Machine", where Scotty got the Constellation phasers pre-charged while he fixing the impulse engines.

Before too long, the charts started to take shape. I kept replaying firing scenarios, trying to achieve the balance I wanted. Movement came a bit later in the project. I wanted a base number and go from there. To keep with the idea of relativism, I used the difference in ship classes to determine how fast ships of different classes are to each other.

I almost wanted to eliminate the hex map altogether at one point, but I thought of trying to do large fleet combats without one, and thought better of it. The idea that my chart system could support warp speed combat came as a surprise, actually. I was testing a few sample combats on my pda at work, and tried a few simulations based on the "Journey to Babel" episode. After a couple tries, I was pleased by the fact that you could replicate warp speed combat as it appeared on the show, something that most other systems have never been able to do.

How to apply damage was the hardest part to rectify. It took about a month to flesh out how to inflict damage, but 9 months to figure out how to take it! There were a series of die rolls to damage charts (similar to the STCS system) at first, then a number of dice rolls per ship attribute, then a rigid system by system damage flow chart based on the difference between attack and defense rolls (which was the worst of all my ideas), until I decided upon a simple percentage chart. Then there was several weeks adjusting charts on both ends, making sure that when the attack and defense dice are subtracted, the damage incurred would be appropriate.

The sub-system chart came form the annoying damage that would occur to advance some sub-plot, although the overall

damage to the ship itself was minimal. I may regret not giving Transporters more than one slot on the table.

A lot of the ideas I had for the system came from TOS naturally, but I give a lot of credit to Star Trek VI: The Undiscovered Country, which I used as a model for combat. It's not perfect by any means, and it's not really intended to replace the STCS provided with the original game, but only hope that it expands the Star Trek role playing experience.

February 28, 2006
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After an extensive play test, a couple of the players suggested some changes in the system.

The first change was the captain's **option** of moving or firing first after winning tactical advantage. During the test combat, the player's federation ship could never keep an opposing D-7 within torpedo range because it kept moving out of range.

The second was the addition of control panels for players and npc vessels. Not that they were absolutely necessary, but it would've been helpful to have pre-printed sheets. I pasted the text directly from the rules onto the panels, to curb the 'search through the rules for what needs to be rolled' reflex. It makes the panels seem a bit crowded and wordy, but, being about the size of an index card, and having all the information right there, I think they'll be beneficial.

The third change was a clarification of repair options for the helmsman and navigator, and a better explanation of the bridge hit on the sub-system chart.

Of course, whenever I add something, all the formatting changes in the document, so I probably spend more time resetting all the images and charts than I do working on the changes.

At the time of this writing, there have been over 300 copies of this system downloaded from various sources on the internet, and I hope those who have tried it, enjoyed it. Hopefully, with these changes, the system can finally be said to be complete.

July 15, 2006
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I didn't really think it would take as long as it did. I didn't. All I really wanted to do was update for the TMP era, maybe add-in some stuff from ENT, and set-up for a TNG supplement. I was so confident at the time, I was even thinking about fighters and ground assaults and new ship construction system. This was all stuff I was considering before I actually got started.

My biggest thing about the system was that it had to emulate what was seen on the screen, even if it was an extreme case. For instance, the klingon attack on the USS Grissom in ST:III. That single sequence took weeks to hammer out. Had to re-do the damage charts just for that one combat alone.

There were other obstacles, too: the V'ger attack on the klingons, the opening volley in ST:II, and a variety of things from ENT. Right around this time, in 2009, J.J. Abrams' *Star Trek* hit the theaters, which kind of threw me off, from a starship combat perspective. I watched the Enterprise shoot little pulse bolts from

at least a half dozen places on its hull, and all I could do was let out a giant sigh because I had no idea what I would do about that if I decided to address it.

Ultimately it didn't matter because I lost all my notes in a computer tragedy soon afterward. That taught me to keep very current backups.

I took time off from Trek and did some stuff for my friend's AD&D game, which was a nice diversion.

The announcement of the next Trek installment for 2013 got me motivated again to re-visit upgrading SC:II to include ENT through TMP, and hopefully NuTrek. After a few months of hair pulling, - at least, what's left - I think I got it down fairly well.

All the charts have been revised, and I made new control panels to reflect some ideas I had during play testing. Along with the new rule additions, I'm very pleased with how it turned out, and I hope you will be, too.

July 20, 2012
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You would think after sticking my nose in this project for so long, I would've caught all the typos - at the very least the major ones! I noticed the chart for the captain's adjustment had LUC listed twice instead of LUC and PSI.

April 23, 2013
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SPECIAL THANKS

And lastly, I'd like to thank some people for many reasons:

Guy W. McLimore, Jr., Greg K. Poehlein, David F. Tepool, Jordan Weisman, Ross Babcock, Mitch O'Connell, Jordan Weisman, and Helena Szepe for their work on creating Star Trek: The Role Playing Game and the fond memories that it helped make for me.

Many thanks to Steve, Mark, Dave, Joe, Chris and Chris, Mike, John, Phil, Matt, and Jeff for all the years of fun! To Bryan, Mark, Lee, Brad and the rest of the guys who dedicate so much of their time and energy to keep the game alive on the internet and tabletops all over the world.

In Memoriam

I suppose no series of thanks would be complete without Gene Roddenberry and everyone who brought Star Trek to the small and big screens, without whom none of our efforts would be possible!

Thanks to Everyone!

The Mighty Joe

David F. Tepool
1954-2009

1. **Ship Placement**:
   1.1. Each ship captain rolls 1D10 and adds their *Starship Combat Strategy and Tactics* score divided by 10. The captain with the lowest score will have his ship placed first, with each successive captain placing in order from lowest to highest.
   1.2. Each helmsman rolls 2D10 and subtracts their *Starship Helm Op* score divided by 10; the result is the minimum number of hexes the ship is from the central hex.

2. **Boarding Action:**
   2.1. Boarding actions occur before any skill or repair rolls are made and before any systems recharge for the new round. Any ships involved in a boarding action must resolve their outcomes before starship combat resumes (see separate '*Boarding Actions'* addendum).

3. **Recharge**:
   3.1. Shields recharge at a rate of 1D10% per round, which is rolled by the navigator, provided the system is not damaged or enemy forces do not control the deflector shield systems.
   3.2. Weapons require 1 full round to recharge or reload, provided the particular weapon system is not damaged or controlled by enemy forces.

4. **Skill Rolls**: Each player character position keeps track of their departments.
   4.1. Ships may cloak or de-cloak at this time.
   4.2. **The Captain**:
      4.2.1. Each captain rolls 1D10 and adds to it their *Starship Combat Strategy & Tactics* score divided by 10 rounded down, plus any modifiers, shown below.

LUC > 70	+1
LUC <20	-1
PSI >70	+1
PSI <20	-1

   4.2.2. The highest scoring captain's vessel goes first, followed by the next highest, etc. Ties are re-rolled.
   4.2.3. Once the turn order is established, the captain orders movement. After all ships have moved, firing target(s) are declared, if any.
   4.3. **Chief Engineer:**
      4.3.1. Roll vs *. Warp Drive Technology* to give extra engine power, a +1 bonus on the *attack* and *defense charts*,
      4.3.2. Roll vs. *Warp Drive Technology* to recover 1D10% of engine damage, or
      4.3.3. Roll vs. *Starship Engineering* to repair a damaged shipboard system.
      4.3.4. Roll vs. *Starship Engineering* at -20 to access auxiliary power.

4.4. **Communications Officer**:
   4.4.1. Roll vs. *Damage Control Procedures* to regain 1D10% hull integrity
   4.4.2. Roll vs. sum *Starship Communications Procedures* and *Electronics Tech* divided by 2 to repair the viewscreen once during combat, or
   4.4.3. Roll 1D10 and add *Starship Communications Procedures* divided by 10, and compare roll with opposing communications officer. The highest roll jams or unjams communications for the round
4.5. **Chief Medical Officer**
   4.5.1. Roll vs. *General Medicine* to reduce casualties by 1D10%, or
   4.5.2. Roll vs *. Life Support Systems Tech* to repair or bypass damaged sickbay systems. The repair roll can only be done twice during the whole combat
4.6. **Science Officer**:
   4.6.1. Roll vs. *Starship Sensors* at -20 to detect cloaked vessels within a certain firing arc
   4.6.2. Roll vs. *Starship Sensors* to obtain a sensor lock on a vessel, providing detailed information on the target ship's status: hull, shield, weapon, engine, and casualty status or
   4.6.3. Roll vs. the average of *Starship Sensors* and *Electronics Tech* to repair damaged sensors, which can be done once during a combat
4.7. **Helmsman:**
   4.7.1. Roll vs. *Ship's Weaponry Tech* to repair damaged weapon systems once during com bat. May not roll to fire weapons.
4.8. **Navigator:**
   4.8.1. Roll vs. *Deflector Shield Tech* to repair damaged shield systems. May not roll for recharge until next round.
4.9. **Security Chief/Tactical Officer:** refer to '*Boarding Actions'*.

5. **First Shot Surprise:** An attacking captain must declare his intention during the *skill roll* phase and win tactical advantage (see *skill rolls, captain*). Next, the defending navigator (or tactical officer) must make a save vs. *Deflector Shield Technology* with a +20 penalty added to the roll. A failure means the attacking ship gets one chance to fire a single weapon system before either ship has moved and the defending ship has a chance to raise its shields. After damage (if any) has been recorded, the movement phase begins.

6. **Movement:**
   6.1. Each ship begins with a total of 3 hex movements
   6.2. A ship earns 1 extra move for every 2 classes smaller than the largest class vessel on the hex map.
   6.3. Movement proceeds in order based on the captains' rolls.
   6.4. Defending captain may order his ships' weapons to intercept incoming weapons fire, or *point defense*.

7. **Firing Weapons:**
   7.1. Each ship may begin firing on their declared targets in the same order as their movement
   7.2. The helmsman or tactical officer rolls 1D10, adds his *Ship's Weaponry Technology* score divided by 10, and adjusts the result against the *attack chart*
      7.2.1. If the defending ship has declared point defense, then the attack roll remains without the *attack chart* modifications until point defense is resolved.
   7.3. Firing continues until all ships have had their attacks

Weapons Ranges

Beam Weapons	10 hexes
Torpedo Weapons	6 hexes
Plasma Weapons	3 hexes
Energy Webs	3 hexes

Attack Chart

LUC> 70	+1
LUC< 20	-1
Warp Speed:	
Slower than target: -2 then -1 per warp speed	
Faster than target: +2 then +1 per warp speed	
Enemy Size	
Enemy ship non-military	+3
Enemy ship smaller (per class)	+1
Enemy ship larger (per class)	-1
Enemy stationary	+3
Engines/Power	
Per Nacelle over 1	+1
Engine Increase	+1
Engines Damaged (per 25%)	-1
Weapon Type	
Torpedo Weapon (per launcher)	+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

8. **Point Defense:**
   8.1. After an enemy has declared his intent to fire, the helmsman rolls 1D10 and adds his *Ship's Weaponry Technology* score/10 and consults the *point defense chart* below:

Point Defense Chart

Point Defense Modifiers		
	LUC > 70	+1
	LUC<20	-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
Engine/Power		
	Engine increase	+1
	Per Nacelle over 1	+1
	Engines 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

   8.2. The modified point defense roll is subtracted from the unmodified attack roll. If the defense roll is greater, then the defense was successful, if the defense roll is lower, then the attack proceeds normally. Only missile type weapons may be defended this way.

9. **Defense:**
   9.1. For each attack, the navigator rolls 1D10, adds his *Deflector Shield Technology* score divided by 10. The navigator's roll is then adjusted based on the *defense chart* below:

Defense Chart

LUC > 70	+1
LUC< 20	-1
Engines/Power	
Per Nacelle over 1	+1
Engine Increase	+1
Engines 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

9.2. The navigator's modified roll is subtracted from the incoming attack roll. The result is compared on the *damage chart*

10. **Damage:**

10.1.   After subtracting the modified defense roll from the attack roll, the resulting number is referenced against the *damage chart*.

Damage Chart

Roll	Shields	Engines	Hull	Casualties	Sub-system
+0			Miss		
+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

10.2.   The chart shows the percent damage, and is subtracted from its corresponding department starting at 100% unless previously damaged.

10.3.   As an option, for each 4 levels of damage in an attack, the attacker may roll another 1D10 and reference the *sub-system chart*.

Sub System Chart

1	Weapon systems: (Roll 1D10; 1-7 Beam, 8-10 Secondary
2	Viewscreen Out: -2 Attack & Defense rolls
3	Sensors Damaged: -4 Attack & Defense rolls
4	Sickbay Systems: No Casualty rolls
5	Shield system: (Roll 1D10: 1-8 -No Recharge roll, 9-Tractor system, 10-Cloak)
6	Transporter systems: No Boarding Actions
7	Communications systems: No Comm/Hull rolls
8	Gravity systems hit: -1 Attack & Defense rolls
9	Engineering: (Roll 1D10: 1-9 -No Repairs, 10 -Warp Drive)
10	Bridge hit:Roll vs. DEX; Failure 4D10 pts END damage, -2 Attack & Defense

9. **Round Ends**:

9.1. Combatants may disengage

9.2. Combatants continue beginning with step 2

Captain Control Panel

The Captain: The captain is responsible for making all the tactical decisions and determines tactical advantage during combat. Tactical advantage determines order of ship placement, movement and firing order in the combat round. At the beginning of each round, each captain rolls 1D10 and adds to it their Starship Combat Strategy & Tactics score divided by 10 rounded down, plus any modifiers, shown below.

LUC > 70 +1
LUC < 20 -1
PSI > 70 +1
PSI < 20 -1

Except for placement, the highest scoring captain's vessel has the option of going first followed by the next highest, etc. Ties are re-rolled. The lowest scoring captain must take his turn if the higher scoring captains defer, followed the next lowest, and so on. Once the turn order is established, the captain orders movement. After all ships have moved, firing target(s) are declared, if any. A ship does not have to fire on a declared target if the turns of battle no longer make it viable, but targets cannot be changed once they have been declared. For fleet maneuvers, only the ranking command officer of the entire fleet needs to roll for tactical advantage.

Cloaked Ships in Combat: The captain orders his ship to cloak or de-cloak before the Skill Roll phase of combat. The counter is removed from the hex map, noting the ship's position. The Skill Roll and Movement phases proceed normally.

Starship Combat Strategy & Tactics: /10=
   PSI: LUC:

Ship Placement: In most cases, the placement of the ships is pre-determined by the adventure or the GM before play begins. However, sometimes scenarios require placement that hasn't been pre-determined, like during a chase or if another ship enters the area. To determine the initial distance to begin placement, select a central hex to use as a common reference for all the ships. Each ship captain rolls 1D10 and adds their Starship Combat Strategy and Tactics score divided by 10.The captain with the lowest score will have his ship placed first, with each successive captain placing in order from lowest to highest. This roll is separate from the captain's tactical roll (see Skill Rolls).

In large-scale combats, each captain would place a ship one at a time in order, based on the captain's tactical roll, until all ships have been placed.

Movement: Movement proceeds in order based on the captains' rolls . A captain may choose not to move his vessel, or move less than the maximum to maintain a tactical advantage. Any unused movement in a turn is lost.

Evading Incoming Fire: A ship captain may order his ship to evade incoming fire before the attack die is rolled. The ship may be turned 1 hexside or move 1 hex in reverse. The evading vessel receives a +2 bonus on its defense roll for the individual attack, and -2 on its next attack. Also, there is a cost of 1 movement the following round. A ship may evade only once in an attack phase. Stationary objects like space stations and starbases cannot evade.

Bridge hit:
-2 Attack & Defense this round
Roll vs. DEX
Failure 4D10 pts END damage

Chief Engineer Control Panel

Chief Engineer: The chief engineer has one of the most difficult positions during combat: The responsibility of maintaining the engines and repairing damaged systems throughout the combat. At the beginning of the round he may roll for one of the following:

1) Roll vs. Warp Drive Technology to give extra engine power, a +1 bonus on the attack and defense charts,
2) Roll vs. Warp Drive Technology to recover 1D10% of engine damage,
3) Roll vs. Starship Engineering to repair a damaged shipboard system, or
4) Roll vs. Starship Engineering at -20 to access auxiliary power.

The engineer may repair damaged systems in other departments. Only one roll can be made at this time.

The damage percentage is only a relative combat readiness rating, and the actual damage to the ship is repaired after the combat ends. Once a combat is over, the engineer tallies the amount of the damage the ship took throughout the combat. He then may roll 1D10 and add Warp Drive Technology divided by 10 or Starship Engineering divided by 10, whichever is applicable, to determine the percent of repair. The engineer may distribute a repair roll percentage amongst several categories if he chooses. For every 10% of damage repaired, one subsystem is restored. Only one repair roll can be made per day. If a ship receives more that 60% of damage in any category, the ship must return to a repair facility to properly repair the damage. Unrepaired damage or systems may return to haunt the ship later, at the gamemaster's discretion.

Starship Engineering: Warp Drive Technology:

Auxiliary Power: Auxiliary power generally refers to a ship's backup power source, used in an emergency when the normal generators become inoperative. Under extreme circumstances, these reserves can be tapped to supplement a ship's main power systems. During the skill roll phase, the chief engineer may roll against his Starship Engineering skill at -20 to access these backup power systems. If successful, the amount of power added to the engines track is equal to 100 divided by the ship's maximum safe cruising speed, rounded up. Auxiliary power is the first to be drained and cannot be replenished during combat.

Disengaging Combat: A combat scenario can end in several different ways: Mutual consensus, in which both parties parley some kind of peace, defeat by surrender, defeat by overwhelming force, destruction, or escape. When a ship's hull, engine or casualty percentage reaches 0%, the ship is disabled and cannot continue.
A ship may escape combat by moving off the board or increasing or decreasing warp speed. Increasing warp speed to escape must be declared before the recharge phase of a combat turn.

To increase or decrease warp speed by more than one increment, the Chief Engineer must make a % roll vs. Warp Drive Tech before the Skill Roll phase of a combat round. As an option, the gamemaster may allow several increments with a single roll with a +10 penalty per extra warp beyond the second so long as it doesn't exceed the ship's emergency speed. For example, if a ship wishes to increase its speed from impulse to warp 4, there would be a +20 penalty to his roll. A failed roll reduces the ship's speed to the highest warp possible based on the roll made.

If a captain decides to pursue a vessel trying to escape, the Chief Engineer must roll to match the speed of the escaping vessel. In that round, if the roll is successful, then a new combat sequence begins, and the ship counters are placed on the board (see Ship Placement). A captain may choose to overtake an escaping vessel at a higher warp speed, in which case the Engineer must roll for the greater speed. If successful, warp combat may begin (see Warp Speed Combat). After two rounds, if the pursuing ship is unable to catch up with the escaping ship, it has escaped and a lengthy pursuit may ensue.

100%

Transporter systems:
   No Boarding Actions

Gravity systems hit:
   -1 Attack & Defense rolls

Engineering:
   Roll 1D10:
   1-9 -No Repairs Next Round
   10 -Warp Drive Damaged

Science Officer Control Panel

Starship Sensors: Electronics Tech:

Science Officer: The science officer operates and
maintains the ship's array of sensing equipment.
During combat, the science officer collects data on
enemy forces detects cloaked vessels, obtains sensor
locks to aid weapon targeting and optimize damage,
and repairs damage to the sensing equipment. At the
beginning of theround, he may roll one of the following:

1) Roll vs. Starship Sensors at -20 to detect cloaked
    vessels within a certain firing arc,
2) Roll vs. Starship Sensors to obtain a sensor lock on a
    vessel, providing detailed information on the target
    ship's status: hull, shield, weapon, engine, and
    casualty status or
3) Roll vs. the average of Starship Sensors and
    Electronics Tech to repair damaged sensors, which
    can be done once during a combat.

 Note: A sensor lock is not required to fire on a target
 ship unless it is cloaked, and may be done on a vessel
 not engaged that round. A sensor locked vessel must
 be the attack target to receive an attack bonus. A
 sensor lock is required to attempt a point defense
 against an incoming attack. A sensor lock is required
 to target a specific area of a ship.

☐ Sensors Damaged:
   -4 Attack & Defense rolls

For use with Starship Combat II Advanced supplement for FASA's Star Trek: The Role Playing Game.

Communications Control Panel

Starship Communications Proc: /10=

Electronics Tech: Damage Control Procedures:

100%

Communications Officer: The communications officer is
responsible for coordinating damage control parties
throughout the ship during combat. Hull damage is not
repaired during combat, but rather the damaged areas are
sealed and reinforced until repairs can be made. If the ship
ever falls below 60% hull damage during combat, repairs
must be made at a facility after hostilities have ended.

The communication officer can jam communications of other
vessels or break through a jamming signal. Any ship that
wishes to jam communications must declare its intentions
before the other communication officers have made their rolls.
The target communications officer may choose not to
challenge the jamming, choosing instead to make a different
roll. In that case, the jam is automatic and remains in effect
until the target chooses to challenge it at the beginning of
another round. If the jamming ship's communications officer
chooses not to challenge the unjamming roll, then it is broken
automatically.

The communications officer may roll for one of the following:
1) Roll vs. Damage Control Procedures to regain 1D10%
    hull integrity,
2) Roll vs. Starship Communications Procedures plus
    Electronics Tech divided by 2 to repair the viewscreenonce
    during combat, or
3) Roll 1D10 and add Starship Communications Procedures
    divided by 10, and compare roll with opposing
    communications officer. The highest roll jams or unjams
    communications for the round.

☐ Viewscreen Out:
   -2 Attack & Defense rolls

☐ Communications systems:
   No Comm/Hull rolls

For use with Starship Combat II Advanced supplement for FASA's Star Trek: The Role Playing Game.

Helm Control Panel

Helmsman: The helmsman handles ship movement and weapons firing during combat. For ship initial ship placement helmsman rolls 2D10 and subtracts their Starship Helm Op score divided by 10; the result is the minimum number of hexes the ship is from the central hex. To fire weapons, the helmsman rolls 1D10, adds his Starship Weaponry Technology score divided by 10, and all modifiers from the attack chart. The resulting score is compared to the target's defense roll. The difference of the two rolls determines what damage was dealt, if any. Any attack roll of 0 or less, after all modifiers, is an automatic miss, and no defense roll is necessary. The helmsman may attempt to coordinate repairs from his station by rolling against his Starship Weaponry Technology skill. A helmsman may only repair once during a combat. Should he choose to repair the weapons system, he may not roll to fire that round. The helmsman may also use the ship's weaponry to intercept incoming projectiles or other potentially threatening space borne objects (see Intercepting Incoming Attacks).

Firing Weapons: Once all ships have moved, each ship may begin firing on their declared targets in the same order as their movement. The helmsman may roll one attack per weapon system against a target. The helmsman rolls and adjusts the result against the attack chart .

Firing continues until all ships have had their attacks. Weapons cannot be fired through asteroid, moon, or planet counters. A line of sight for a weapon is measured from the center of the attacking ship's hex and the center of the target hex.

Intercepting Incoming Attacks: A ship's weapons system may be called upon to intercept incoming attacks, known as point defense. After the movement phase, a captain may order his helmsman to take defensive action against incoming fire, and by doing so forfeits his option to fire against any enemy targets. After an enemy has declared his intent to fire, the helmsman rolls 1D10 and adds his Ship's Weaponry Technology score/10 and consults the point defense chart. The attacking vessel rolls 1D10 adds his Ship's Weaponry Technology score/10. If the defending helmsman score is higher than the attacker's, then the defense was a success. If the defending helmsman fails, then the attack proceeds as normal. The attacker adds his attack modifier(s) to his previous roll and the defending navigator rolls for normal defense. Tie rolls always favor the attacker.

Targeting: First, a sensor lock is required on the ship to be targeted. During the firing phase, a captain may order his helmsman/tactical officer to target one of the five categories of the damage chart: shields, engines, hull, casualties, and sub-system (if used). It is up to the helmsman/tactical officer to determine how many extra damage levels on the damage chart he wishes to inflict on the targeted system. The damage levels on the remaining systems are lowered by the same amount, should the attack be successful. The attack roll receives a penalty equal to the number of extra damage levels chosen. All other modifiers are applied normally. If the attack is successful, damage is distributed according to levels chosen.

Evading Incoming Fire: A ship captain may order his ship to evade incoming fire before the attack die is rolled. The ship may be turned 1 hexside or move 1 hex in reverse. The evading vessel receives a +2 bonus on its defense roll for the individual attack, and -2 on its next attack roll. Also, there is a cost of 1 movement the following round. A ship may evade only once in an attack phase. Stationary objects like space stations and starbases cannot evade.

| Starship Weaponry Technology: | /10= |
| LUC: | |

Weapons Ranges
Beam Weapons - 10 hexes
Torpedo Weapons -6 hexes
Plasma Weapons -3 hexes
Energy Webs -3 hexes

Ship's Weapons:
Beam Weapons:
Firing Arcs:

| oper | dam |
| armed | reload |

Torpedo Weapons:
Number: **Firing Arcs:**

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

Plasma Weapons:
Number: **Firing Arcs:**

oper	dam
armed	reload
armed	reload

Weapon systems:
Roll 1D10
☐ 1-7 Beam
☐ 8-10 Secondary

Navigator Control Panel

Navigator: The navigator is responsible for the ship's defensive shielding. During the recharge phase, the navigator rolls 1D10 to determine how much shielding has been recovered after an attack. Later, when an opposing ship has made an attack roll, the navigator rolls 1D10, adds his Deflector Shield Technology score divided by 10, and all applicable modifiers from the defense chart. This roll is subtracted from the attack roll and the resulting number is compared to the damage chart. The navigator may choose to repair the shielding systems, should they be damaged in combat, by rolling against his Deflector Shield Technology score. This may be done one during the course of the combat and it is done instead of rolling for the shield recharge.
The navigator also operates tractor/pressor beams (see Tractor/Pressor Beams).

Recharge: Shields recharge at a rate of 1D10% per round, which is rolled by the navigator, provided the system is not damaged or enemy forces do not control the deflector shield systems. If the shields fall below 0%, the defending ship incurs a -5 No Shields penalty from the defense chart, and continues to recharge at the 1D10% rate. The shields incur no further damage until they recharge above zero.

Defense: For each attack, the target vessel makes one defense roll (see Position and Skill Rolls: Navigator above). The Navigator's roll is then adjusted based on the defense chart. The navigator's modified roll is subtracted from the incoming attack roll. The result is compared on the damage chart.
Note: Should the defense roll equal a negative number, then the attack and defense rolls are added together instead of subtracted. For example, if an attacker has a modified roll of 10 and the defender has a modified roll of -2, then the result for determining damage would be 12.

| Deflector Shield Technology: | /10= |
| LUC: | |

100%

Shield system:
Roll 1D10:
☐ 1-8 -No Recharge roll
☐ 9-Tractor system
☐ 10-Cloak

Medical Officer Control Panel

Life Support Systems Tech: General Medicine:

100%

Chief Medical Officer: The ship's doctor and staff are responsible for tending to the injured during combat. From a practical standpoint, casualties are not miraculously healed, but rather the medical allows less injured crewman to return to their posts, maintaining the efficiency of the ship for the duration of the combat. The chief medical officer may make one roll:

1) Roll vs. General Medicine to reduce casualties by 1D10%, or
2) Roll vs. Life Support Systems Tech to repair or bypass damaged sickbay systems. The repair roll can only be done twice during the whole combat.

For every 20% of casualties, there will be 4% serious injuries that will require extensive care at a starbase or hospital after the combat and 1% are fatalities.

Sickbay Systems:
No Casualty rolls

Tactical Officer Control Panel

Starship Weaponry Technology:	/10=
Deflector Shield Technology:	/10=
Small Unit Tactics	/10=
Starship Security Procedures	/10=
LUC:	

100%

Boarding Actions
Troops in Action %:   Crew in Action%

Ship's Weapons:
Beam Weapons:

| oper | dam |
| armed | reload |

Firing Arcs:

Torpedo Weapons:

| oper | dam |

Number: Firing Arcs:

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

Plasma Weapons:

| oper | dam |

Number: Firing Arcs:

| armed | reload |
| armed | reload |

Weapon systems:
Roll 1D10

☐ 1-7 Beam

☐ 8-10 Secondary

Shield system:
Roll 1D10:

☐ 1-8 -No Recharge roll

☐ 9-Tractor system

☐ 10-Cloak

NPC VESSEL CONTROL PANEL

Ship Name: Ship Class:
Ship Speed:
  Max Safe: Emergency:

Crew Efficiency Rating:
Crew: Troops:
Ship's Weapons:
Beam Weapons Firing Arcs:

Torpedo Weapons: | oper | dam | Firing Arcs:
Number:

Plasma Weapons: | oper | dam | Firing Arcs:
Number:

armed reload (multiple)

Sub Sytem Damage Chart

1 Weapon System (Roll 1D10) — 1-7 Beam; 8-10 Torpedo/Plasma
2 Viewscreen out: -2 Attack & Defense rolls
3 Sensors damaged: -4 Attack & Defense rolls
4 Sickbay systems: No Casualty rolls
5 Shields: (Roll 1D10) — 1-8 No Recharge roll 9 Tractor Beam 10 Cloak
6 Transporters: No boarding actions
7 Communications: No Communication/Hull rolls
8 Gravity Systems: -1 Attack & Defense rolls
9 Engineering Systems (Roll 1D10) — 1-9 No repairs 10 Warp Drive Damaged
0 Bridge hit: -2 Attack & Defense: Player Characters roll vs. DEX, failure 4D10 pts END
  Communication System Jammed

Boarding Actions
Troops %: Crew %

100% 100% 100% 100%

Notes