
STAR TREK STARSHIP TACTICAL COMBAT SIMULATOR



Original Data: Star Trek Starship Tactical Combat Simulator
FASA Corporation

Created by: David F. Tepool

Includes material from various official and unofficial Star Trek resources.

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This document is used for playing the FASA Star Trek Starship Tactical Combat Simulator Game. Presented in this document is the rules need to play. All information compiled from last edition of the FASA Star Trek Starship Tactical Combat Simulator Game. No copyright infringement intended.

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STAR FLEET COMMAND AND STAFF COLLEGE BASIC STARSHIP TACTICS

INTRODUCTION TO THE COURSE

Commanding a starship in battle is akin to the balancing act of a juggler attempting to keep half a dozen plates balanced and spinning atop long poles. He must be continually alert, adding spin to this pole and then that one as the plates slow. He must not spend too much time spinning one pole, for if he does, he may neglect another at a critical moment

So, too, does the starship captain keep alert. He has several tactical systems that must be managed just as the juggler's plates are managed. He gives energy from the ship's warp and impulse engines to these systems just as the juggler gives spin to the poles holding up the plates. If he gives too much energy to one system, another may suffer from its lack, and disaster could result. The one difference between the juggler and the starship captain is the penalty for failure: for the one, it is broken crockery; for the other, death.

Excerpted from *The Loneliest Chair: A Memoir Of The Four Years War*, by Admiral Holberon Samelson, Retired.

This course will provide basic training in the power balance of a starship under fire. The theory is simple enough. There is limited power available from the ship's impulse and warp engines, and this must be channeled to the tactical systems involved in combat: maneuver, weaponry, and defense. Of course, there is power that must be given to lighting, life support, sub-space radio contact, and the like, but these are purely engineering functions, and so are not fit subjects for study here. The most basic job of a starship captain in combat is to assess the power he has available, and to distribute it to the conflicting needs of the various combat systems. If a captain fails in this job, his ship stands forfeit.

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

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

In this course, you will learn the intricacies of starship combat. In the sections that follow, you will be introduced to the course materials, including the all-important *Master Control Panel*. Next, there is a section that deals with conducting combat, including allocating power, maneuvering the ship in combat, firing weapons, and damage control. Each of these will be covered from the point of view of their effect on the ship's performance in battle. This means that this course will make no attempt to teach the use of the starship controls, merely the effect that such use has on the ship's position relative to the others in combat. You will not be taught which buttons to push and levers to move, but only what happens when you do it right.

The most important things you will learn have to do with allocating power. You will be taught to read the Master Control Panel at a glance, for this will give you all the information you need to construct a battle plan that responds to the needs of the moment and accounts for the actual condition of your vessel as it sustains damage. In a later section, you will be taught how to use the panel effectively.

THE COURSE MATERIALS

The techniques of starship combat will be taught using a simulation system. This allows captains to experience repeated conflicts from both the Star Fleet viewpoint and the viewpoint of the major opponents of the UFP. To make this easier, battles are set up in miniature using the following materials:

STARFIELD MAPSHEET

The Starfield Mapsheet that is used with this game is a grid of one inch six-sided areas called hexagons or hexes. The six hex-sides are used to divide the starship's defense screens into areas. They also are used to determine a vessel's heading for movement and firing weapons.

STARSHIP SILHOUETTE COUNTERS

The one-inch, hexagonal-shaped counters showing silhouettes of various starships and Outposts are used with the Starfield Mapsheet to display the position of each starship and its movement during the game. Counters have been provided for each of the ships and outposts detailed in the Ship Data Tables.

FIRE/NO FIRE COUNTERS

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

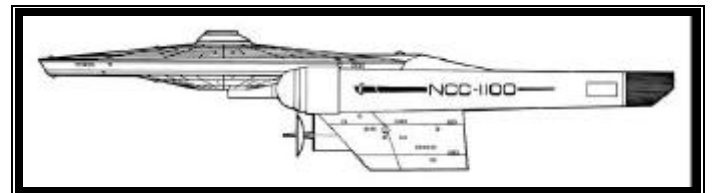
DICE

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

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

MASTER CONTROL PANELS

In the combat designed for the Basic Course rules, each captain will use a fully prepared Master Control Panel for the vessel he commands. This display shows and records changes in engine power, movement, weaponry, defense shields, and damage levels.



Federation Detroyat Class Heavy Destroyer

SET-UP

In many games, the rules of the game often include the following: conditions at the start of the game; detailed descriptions that cover all the possible rules interpretations and situations that can occur in play; and victory conditions. In this game, the possibilities are too numerous for this to be done. The gamers must decide these matters on their own.

THE SCENARIO

Because the game may be played with an infinite number of different ship combinations, starting positions, and so on, the gamers must decide on the conditions by which the game will be played and won. These conditions are called the scenario.

The scenario spells out what the sides are in the game, and what the goal of each side is. It tells how many ships each side will have, which ships will be involved in the battle, what is their state of repair, and where they will start on the playing board. The scenario also tells if any planets, asteroid fields, suns, mines, or other objects will be found on the playing board, and where they will be located. During play, if a side gets reinforcements, the scenario will tell when this can occur. Finally, the scenario specifies the victory conditions for the game.

A beginning scenario titled *The Big Bad Wolf* has been provided for use with the Basic Course rules. It follows this section of the course instruction manual.

THE PLAYING BOARD

Lay out the Starfeld Mapsheet on a flat surface such as a table or the floor. Find the colored, hexagonal Starship Silhouette Counters for the USS Hood and the Klingon D-10 cruiser used in the scenario. Place the counters on the mapsheet to mark their starting positions. For *The Big Bad Wolf*, this is the center of opposite short sides of the Starfeld Mapsheet. Give each captain one Fire Counter and one No Fore Counter.

MASTER CONTROL PANELS

Each panel is to be marked with a pencil. On this sheet are a series of boxes that players use to record the data necessary to play each turn. How the Master Control Panel is arranged and how it is used is described in the next section of the rules.

Because one Master Control Panel must be used for each ship in a game, some players photocopy it. Others place the panel in a page protector so that it will not get dirty, then write on the plastic with grease pencils or washable markers.

THE MASTER CONTROL PANEL

This section teaches how to read the ship data and system status that is displayed on the Master Control Panel, the most complex part of the rule system for the Basic Course. This section deals with the panel's arrangement, what it shows, and what the various parts are. A later section will give specific instructions on how to use the panel. Although no detailed rules are given here, enough information is presented to help you understand the panel.

Players should prepare the Master Control Panels for the Federation Constitution Class cruiser and the Klingon D-10 cruiser at this time for use in the beginning scenario, **The Big Bad Wolf**. On these panels are the name of the ship, its class, its D (Defense Rating, a measure of its speed, maneuverability, superstructure strength, and shielding), and its WDF (Weapon Damage Factor, a measure of the effectiveness of its weapons). There is also space for the captain to write his name.

The remainder of the Master Control Panel is divided into four displays based on the four main tactical combat systems. These are the Engineering Display, Helm Display, Weapons Display, and Damage Control Display. Each of these displays is discussed below.

THE ENGINEERING DISPLAY

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

Engine Power Tracks

There are three blocks of boxes, called the Engine Power Tracks, in the Engineering Display. These give the Power Units Available for each engine. There is one block for each engine the vessel has. These tracks are not used in the Basic Course rules.

Total Power Units Available Track

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

The top row is for recording the Total Power Units Available. This represents the maximum total power that the ship can produce in a given game turn from its warp and impulse engines. To find the number to put in this row, add up the power from all the vessel's engines. For the prepared panels, the first box has been filled in to show the maximum power available for each ship; it is the total of the power from all three engines. This power level will be reduced as the engines take damage.

Power Allocation Tracks

Below the top row are four rows for recording where the power will be allocated for each turn. There is a row for power allocated to movement, shields, weapons, and cloaks for each turn. Because cloaks are not used in the Basic Course, these boxes have been crossed out on the prepared panels.

THE HELM DISPLAY

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

Movement Point Ratio

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

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

Movement Points Available Track

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

Equipment Status Tracks

Below the Movement Points Available Track are two rows of boxes. These are used to record the status of the starship's sensors and cloaking device. In the Sensor Status Track, the letters indicate whether the sensors are operational, damaged, or locked on target; this track is not used in the Basic Course rules. The Cloak Status Track is not used in the Basic Course rules.

THE WEAPONS DISPLAY

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

Weapon Data

At the top of the Weaponry Display there is room to record data for two different types of beam weapons and two different types of missile weapons. Following are brief explanations of each term. For a more complete explanation, see the Firing Weapons section.

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

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

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

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

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

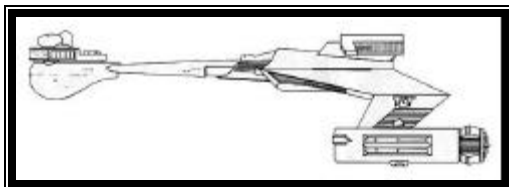
Damage - the damage points done by a missile weapon.

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

Weapon Status Tracks

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

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



Klingon D-7A Class Cruiser

THE DAMAGE CONTROL DISPLAY

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

Damage Chart

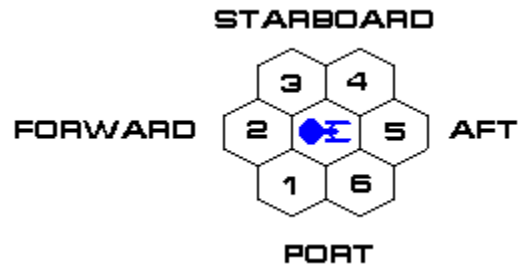
This is not used in the Basic Rules scenario.

Damage Point Record

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

Shield Data

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



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

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

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

Shield Points Available Track

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

Shield Status Grid

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

Systems Repair Status Tracks

In the right side of the Damage Control Display are the Systems Repair Status Tracks, which are used in determining which of the ship's systems have been damaged and the level of repair they require. There is one track for the sensors, one for each shield generator, and four for the various engineering functions. These tracks are not used in the Basic Course rules.

Superstructure Damage Track

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

Casualty Modifier Track

This track is used to record the loss of efficiency when a ship's casualties increase. It is not used in the Basic Course rules.

Percent Casualties Track

As the ship takes damage, it is inevitable that some crew will be killed and injured. The Percent Casualties Track is used to record the percentage of casualties taken during combat. This track is not used in the Basic Course rules.

RULES FOR COMBAT

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

POWER ALLOCATION PHASE

1. Each captain determines how much power he will put into each of his shipboard systems. How this is done is explained in the section on **Allocating Power**.

TACTICAL ADVANTAGE PHASE

2. Each captain announces how many movement points his ship has for this turn. The vessel with the highest total has won the tactical advantage for this turn, the ship with the second highest has second advantage, and so on for all vessels. If more than one vessel has the same movement, a die roll is made, with the highest roll winning the tactical advantage.

MOVEMENT PHASE

3. The captain who lost the tactical advantage consults the Movement Per Phase Table, and moves his Starship Silhouette Counter first. How to do this is discussed in the section on **Moving The Starship**.

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

FIRING PHASE

5. Each captain now places a Fire Counter or No Fire Counter face down near his Starship Silhouette Counter. After all counters have been placed, they are revealed by tufting them over.

6. Captains playing Fire Counters declare their targets, in order, with the captain who won the tactical advantage declaring last. In declaring

a target, the captain must specify which weapon will fire at which target. After he has declared his targets, the captain may not change targets or weapons.

7. Weapon fire is resolved. The order in which fire is resolved does not matter, because all damage takes effect at the end of the Firing Phase, regardless of which captain resolves firing first. Beam weapon shots are resolved first in the order in which they are called, then missile shots are resolved. For each shot taken, the firing ship's captain marks off the appropriate weapon box to indicate that the weapon has been fired. How to determine successful weapon hits is discussed in the section on **Firing Weapons**.

8. The target ship's captain records the effects of any damage taken by his ship. How to do this will be discussed in the sections on **Firing Weapons**. This damage does not take effect until the end of the entire Firing Phase.

9. Steps 7 and 8 are repeated until all captains have had a chance to fire their weapons.

REPOWERING PHASE

10. All functional shields are re-energized to the levels set in the Power Allocation Phase.

COMPLETING THE TURN

11. Steps 3 through 10 are repeated for the second Movement, Firing, and Re-powering Phases.

12. Steps 3 through 9 are repeated once more for the final Movement and Firing Phases. This ends the turn. The next turn begins with Step 1.

ENDING THE GAME

13. The first side to complete its victory conditions is declared the winner, and the game is over. If both sides should complete their goals at the same time, the game is declared a draw.

ALLOCATING POWER

TOTAL POWER UNITS AVAILABLE

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

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

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

POWERING COMBAT SYSTEMS

During combat, the Total Power Units Available will be divided among the combat systems in any way the captain sees fit. It can all be placed into the shields for defensive purposes, into weaponry to fire at opposing vessels, into movement for attack or evasion, or into any combination of these areas. How to allocate the available power is one of the major decisions facing each captain.

In the Power Allocation Phase at the beginning of the combat turn, each captain decides how this power is to be expended. He decides how many power units he will expend on movement, how many on

shields, and how many on weapons. These amounts must equal no more than the number of power units available. Although all Power Units Available do not need to be used, power not used in one combat turn may not be saved for another combat turn.

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

Allocating Power To Movement

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

The captain may decide how much power he is going to allocate for movement in one of two ways. If he knows how many power units he wants to devote to movement, the captain may write this number in the Power To Movement Track. From this number, he can then calculate the number of movement points he will be able to use. More frequently, however, he will have an idea of how many movement points he wants to use. In this case, the captain will write this number in the Movement Points Available Track located in the Helm Display. Then, he must calculate the number of power units this requires and record it in the Power To Movement Track.

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

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

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

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

Allocating Power To Shields

It is up to the ship's captain to allocate power to the shields that will be in a position to help defend the ship. He must choose these shields with care, because there is not enough power to keep all shields operating at maximum strength and to also operate the ship effectively. Thus, in making his decision, the captain must keep in mind where he wants to move and where he thinks his enemy will move. The captain may power up one, a few, or all the shields by allocating enough power to do this.

As in deciding on how much power to give to movement, there are two ways for a captain to decide on the power he will allocate to shields. If he has an idea how much power he wants to or is able to give to shields, he may record this in the Power To Shields Track. Then, he can calculate how much shielding this will give him. More frequently, however, he will know how much shielding he really needs, based on his intended movement. In this case, he probably will have decided on which shields to energize and on how much protection is needed per shield. Then, he must record his decision in the Shield Points Available Track located in the Damage Display. Finally, he must calculate the number of power units that the shielding requires and record this in the Power To Shields Track.

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

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

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

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

Powering Shields

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

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

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

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

Allocating Power To Weapons

During the Power Allocation Phase, the captain allocates power to each beam weapon and missile weapon he expects to need. In most cases, the amount of power given to weapons will be determined by what is left after Power To Movement and Power To Shields have been allocated. It is often far better to arm a beam weapon with one fewer power point than to give up several points of shielding on one movement point. Sometimes, however, it may be more valuable to reduce the movement or shielding to gain the use of a particular weapon.

In making his decision, the captain needs to consider which enemy vessels will be within the Firing Arcs of his weapons. Because of the limited amount of power available, and because of the limbed arcs of fire, it is important to anticipate the movement of the enemy. That way, power may be used to arm only those weapons facing the enemy. Having the wrong weapons ready is worse than having no weapons ready because it is a waste of power.

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

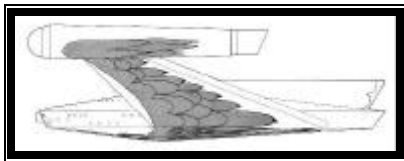
Arming Weapons

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

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

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

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



Romulan V-8 Bird of Prey Class Cruiser

SENSORS

In the Basic Course rules, vessels are in sensor contact when both are on the Starfield Mapsheet at the same time. Vessels in sensor contact are assumed to know the other vessel's identity, basic position, and speed. Vessels in sensor contact can fire on one another. Sensor locks are not used in the Basic Course rules.

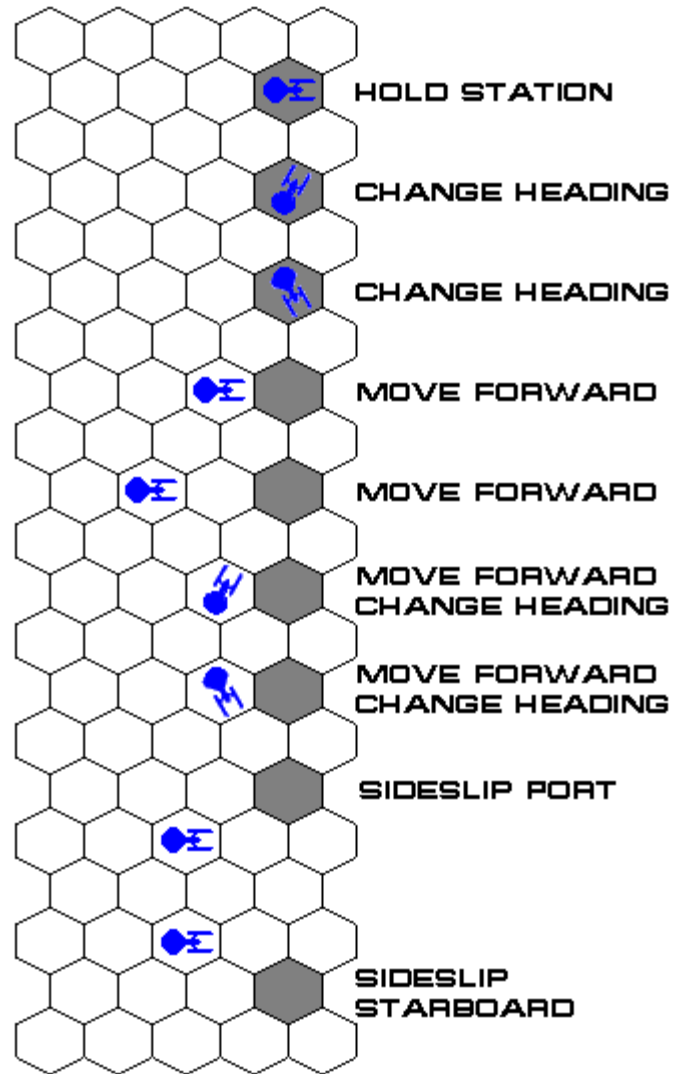
MOVING THE STARSHIP

Movement of the Starship Silhouette Counter takes place during the Movement Phase of the combat turn. The number of movements is determined from the Power To Movement and the Movement Point Ratio, as described in the section on **Allocating Power**. The following paragraphs detail the movements possible in the Basic Course as well as when these movements are made in the game turn.

VALID STARSHIP MOVEMENTS

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

**BASIC COURSE MOVEMENT DIAGRAM
Use Of 1 Movement Point
Ship Begins In Shaded Hex**



Movements Allowed Per Phase

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

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

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

Movement Order

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

Additional Rules

Two or more starships may occupy the same hex, but they may not fire at one another while they are in that hex. Ships may neither ram nor collide with one another.

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

WARP SPEEDS

The speeds in this game are almost unimaginably fast. Warp speed is the designation given to these faster-than light speeds. At Warp 1, the ship is going at the speed of light (300,000 kilometers per second). At Warp 2, the ship is going 8 (2 x 2 x 2 = 8) times the speed of light. At Warp 3, the overall speed is 27 (3 x 3 x 3 = 27) times the speed of light, and so forth. Note: This is the old warp scale system used until about 2335 or so. After that, the scale used in Star Trek: The Next Generation and later is based upon a curved graph with warp 10 the maximum speed.

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

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

Consider an example from 20th-century warfare. A man is standing in the middle of a street when a jet streaks overhead. If both the man and the pilot know the other is there, and if both have weapons available and ready to fire, each might just get one shot at the other as the jet screams by. Even so, without sophisticated electronic help, they could not hope to hit one another. The jet is gone almost immediately, and it will take some time for it to turn around for another pass.

This example is comparable to two starships, one moving at Warp 1 and one at Warp 2. By the time a captain can say Fire photon torpedoes!, the other ship is 2.4 million kilometers away—a bit far even for STAR TREK weaponry.

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

Changing warp speeds is a valid tactic in starship combat, but if a captain alters his warp speed in the Basic Course, he has abandoned the field to his opponent. He removes the Starship Silhouette Counter from the map sheet, and loses the game.

FIRING WEAPONS

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

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

INDICATING INTENTION TO FIRE

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

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

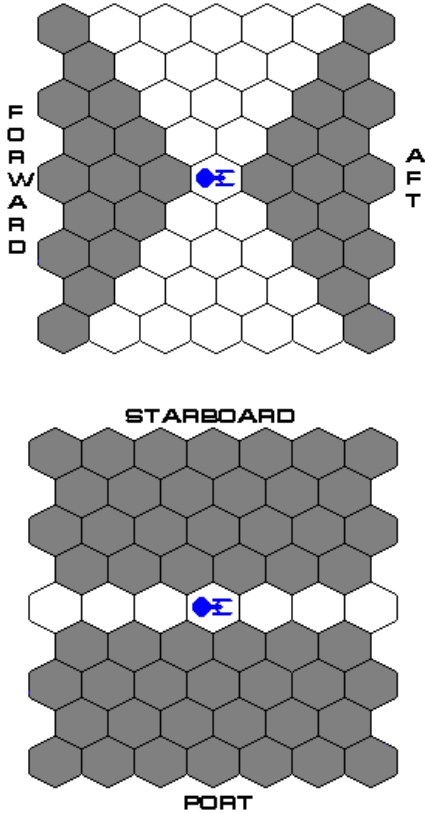
PICKING A TARGET

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

Firing Arcs

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

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



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

Range

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

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

Declaring Targets

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

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

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

DETERMINING WEAPON HITS

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

Fire With Banked Weapons

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

SHIELDS AND DAMAGE

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

Damage Modifiers

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

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

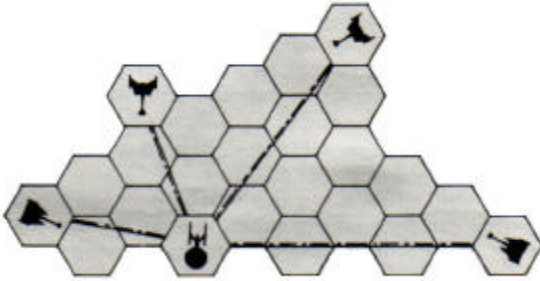
To apply the Damage Modifier, compare the Range to the Damage Modifier listing. If the Range is within that given in the Damage Modifier listing, add the Damage Modifier to the beam weapon's power to get the shot's total damage.

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

Determining Shield Hit

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

In the diagram, the Klingon on the left hits shield number 4 because it is in that shield's arc. The two Klingons in the center hit shields number 5 and number 6 for the same reason. The firing Klingon on the right lies along the line between two shield arcs, and so the Federation captain decides which shield the shot will hit. In this case, he has a choice between shield 6 or shield 1.

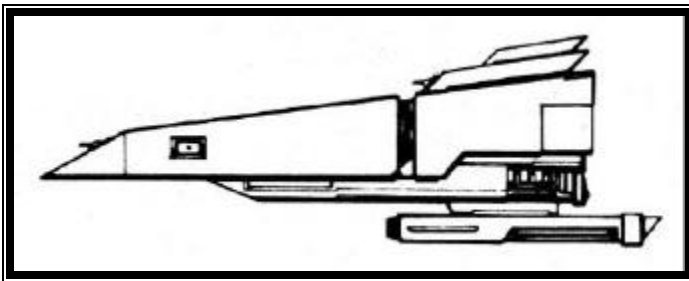


Determining Damage

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

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

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



Gorn Alliance MA-12 Class Cruiser

DAMAGE RESULTS

Damage Location

For each hit that penetrates a shield, it is necessary to determine the location of the damage. To do this, the captain of the firing vessel rolls one die and compares the result to the Simplified Damage Location Table. Cross-referencing the die roll to the damage location will tell where the target vessel was damaged. Only one roll is made for each successful penetration, no matter how many points of damage got through.

Each successful hit on a target requires a separate damage calculation and roll on the Simple Damage Table. Hits from banked weapons are treated as two hits to the same location if one die was rolled for the entire bank. If the optional rule is used and a die was rolled for each weapon each weapon that hits will roll its own damage location.

SIMPLIFIED DAMAGE LOCATION TABLE

Die Roll	Damage Location
1	Shield Generator
2	Beam Weapon
3	Missile
4	Engine
5	Engine
6	Engine
7	Superstructure
8	Superstructure
9	Superstructure
10	Sensors

Effects From Shield Generator Hits

The shield generator is damaged and is useless for the duration of the combat, repairs cannot be made under Basic Course rules. The shield that was penetrated is the shield that is damaged. How many points of damage were done makes no difference; whether 1 point or 20 points get through, the result is the same—the system is damaged, and is marked off the target ship's Damage Control Display.

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

Effects From Weapon Hits

Hits to weapons are treated like shield generator hits. The weapon is damaged and is useless for the duration of the combat. The weapon damaged must be one that could hit the firing ship. If more than one weapon can bear, the captain of the target ship decides which weapon is damaged. If one weapon in a bank is hit, the other may still fire.

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

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

Effects From Engine Hits

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

When a successful shot hits an engine, the captain of the target ship must reduce the power available from the engine hit. He marks off a number of boxes equal to the damage from the Total Power Units

Available Track. When a vessel's Total Power Units Available Track is reduced to 0, the ship no longer is able to move, power shields, or fire weapons. Its engines are completely damaged, and cannot be repaired during the remainder of the combat.

Effects From Superstructure Hits

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

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

Effects from Sensor Hits

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

Damage From Banked Weapons

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

REPOWERING SHIELDS

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

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

WEAPON FIRING SEQUENCE

DECLARE TARGETS

(Use this sequence for each Firing Phase.)

1. Captains who played Fire Counters choose targets. The captain who lost the tactical advantage announces first.
2. The captain declares which armed weapons will fire at which target.
3. Other captains declare targets, with the captain who won the tactical advantage announcing last.

RESOLVE WEAPON FIRE

(Use this sequence for each shot taken by each firing ship.)

4. Captains determine range to targets. The firing ship's hex is not counted, but the target ship's is.
5. The firing captain consults the appropriate Firing Chart for the weapon firing and determines the To-Hit number range.
6. The firing ship's captain rolls one die. If the roll is within the To-Hit

number range, a hit is scored.

7. The firing captain marks off the appropriate Weapons Display box to indicate his weapon has fired.

8. When he has fired all weapons, the firing captain picks up his Fire Counter to show that his fire is complete.

RESOLVE DAMAGE

(Use one of these sequences Breach shot taken.)

Alternate 1: Target Missed 9. Resume game.

Alternate 2: Target Hit 9. The firing ship's captain determines if there is a Damage Modifier. If there is, he adds it to the total damage value of the hit.

10. The firing ship's captain announces the total damage value.

11. The captain determines which shield is hit.

12. The captain of the target ship subtracts the damage from the shield.

Alternate 2A: Shield Not Penetrated 11. Resume game.

Alternate 2B: Shield Penetrated 11. The firing ship's captain rolls one die, and consults the Simplified Damage Location Table to determine the damage location.

13. The target ship's captain then records the damage in the appropriate display.

14. Resume game.

HINTS ON SUCCESSFUL COMBAT

The following is an excerpt from an address to the first group of cadets to use Star Fleet Academy's Starship Combat Simulator:

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

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

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

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

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

THE BIG BAD WOLF: BASIC COURSE SCENARIO

Play this scenario after you have read Basic Starship

BACKGROUND

The USS Hood, a Constitution Class cruiser, is escorting a group of merchantmen to Star Base 12 when it encounters a Klingon D-10 Class cruiser bent on taking the convoy. The Hood decides to engage the Klingon while the convoy attempts to speed away.

SHIP DATA

The data used to play the Basic Starship Tactics can be found in the Starship Data And Combat Charts. The tables for the ships in this scenario are reproduced below.

Movement Point Ratio is shown as power points/movement points.
Shield Points Ratio is shown as power points/ shield points.

CONSTITUTION CLASS XII CRUISER

(This is the old *Enterprise* of the TV series.)

Engines And Power Data:

Total Power Units Available - 44
Movement Point Ratio - 4/1
Warp Engine Type - FWF-1
Number- 2
Power Units Available - 20 each
Stress Charts - G/L
Maximum Safe Cruising Speed - Warp 6
Emergency Speed - Warp 8
Impulse Engine Type - FID-2
Power Units Available - 4

Weapons And Firing Data:

Beam Weapon Type - FH-3 Phaser
Number - 6, mounted in 3 banks of 2
Firing Arcs - 2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart - W
Power Range - 0-5
Damage Modifiers -+3(1-10) +2(11-17) +1(18-20)
Missile Weapon Type - FP-1 Photon Torpedo
Number - 2
Firing Arcs - fwd
Firing Chart - L
Power To Arm - 1
Damage - 10

Shields And Damage Data:

Superstructure Points - 20
Damage Chart- C
Shield Type - FSN
Shield Point Ratio - 1/2
Maximum Shield Power- 16
Crew- 430

D-10 CLASS IX CRUISER

Engines And Power Data:

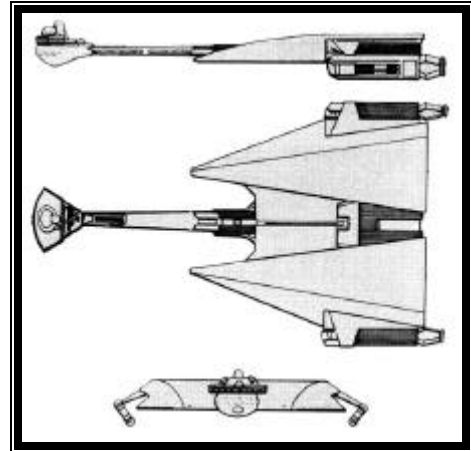
Total Power Units Available - 40
Movement Point Ratio - 4/1
Warp Engine Type - KWE-2
Number - 2
Power Units Available - 18 each
Stress Charts - JIM
Maximum Safe Cruising Speed - Warp 7
Emergency Speed - Warp 8
Impulse Engine Type - KID-2
Power Units Available - 4

Weapons And Firing Data:

Beam Weapon Type - KD-9 Disruptor
Number - 6
Firing Arcs -2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart - W
Power Range - 0-5
Damage Modifiers -+3(1-8) +2(9-15) +1(16-20)
Beam Weapon Type - KD-3 Disruptor
Number -2
Firing Arcs -aft
Firing Chart -I
Power Range - 0-5
Damage Modifiers - None
Missile Weapon Type - KP-4 Torpedo
Number -2
Firing Arcs - 1 fwd, 1 aft
Firing Chart - Q
Power To Arm - 2
Damage - 18

Shields And Damage Data:

Superstructure Points - 24
Damage Chart- C
Shield Type - KSO
Shield Point Ratio - 1/2
Maximum Shield Power- 15
Crew- 520



SET-UP

Make sure that each captain has the Master Control Panel that has been prepared for his vessel. Place the Hood counter in the center of one of the short sides of the Starfield Mapsheet and the D-10 on the other, so that the two vessels are heading straight for one another. Both ships have slowed to sub-light speed.

VICTORY CONDITIONS

The Hood will win the battle if the Klingon ship is destroyed or is driven from the field. The Klingon player will win if he destroys the Hood or manages to drive it from the field.

NOTES

The older Constitution Class vessel is a match for the Klingon D-10 By keeping the forward firing armament bearing on the Klingon vessel, the Hood will be able to deliver shots with all weapons. If the Klingon captain gets the D-10 close, he can make a fly-by, and bring his aft-firing weapons to bear on the usually unprotected and unarmed stern of the Hood.

The Hood has an advantage in its greater mobility and the greater range of its beam weapons. The D-10 has an advantage in its photon torpedoes, which can bring down a shield in one shot, and in having aft-firing weaponry. Both captains should be made aware of this.

STAR FLEET COMMAND AND STAFF COLLEGE ADVANCED STARSHIP

TACTICS COURSE

INTRODUCTION TO THE COURSE

The Advanced Course is a step up from the Basic Course. It uses all the rules and components of the Basic Course, adding three new sections and expanding on three others. Unless otherwise stated, the rules presented here add to the rules in the Basic Course; they do not replace the rules in the Basic Course. It is assumed that all players will be familiar with the Basic Course before reading these rules. In many cases, rules from the Basic Course are discussed, and it is assumed that they are familiar.

The section on **Preparing The Master Control Panel** details how to fill out a panel for any of the ships found in Ship Data Tables or in FASA's Ship Recognition Manuals. The new **Sensors** section details the captain's use of sensors to gain information about his opponent's ship. It tells how a captain gets a sensors lock and what information he can gain from that lock. The section on **Moving The Starship** explains some new movement possibilities, including emergency heading changes (and the stress damage caused by them), moving in reverse, evading enemy missile fire, and using planets, moons, and asteroids. The section on **Firing Weapons** tells about Romulan plasma bolts and ship explosions, and the section on **Special Equipment** tells about the Romulan cloaking device and mines. Finally, the section on **Campaign Rules** gives ways to differentiate between captains and crews for extended campaigns.

COMBAT SET-UP

The setup for the Advanced Course is identical to that for the Basic Course. The same tasks need to be performed, with the exception of laying counters for planets, moons, asteroids, and space stations. If the optional rules are used, then Crew Efficiency Ratings for each ship must be created.

In most cases, captains will find it more enjoyable to control several ships (though the practical limit is about three), and to have several captains on a side.

THE GAMEMASTER

In expanded games, where there are several players on a side, each controlling several ships, a referee is needed, whether he plays or not. The more players, the greater this need. In games with more than four captains, it is not practical for rule interpretations to be decided by discussion, and so one player generally is selected by all to be the judge or referee. He is called the game-master.

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

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

In many cases, the gamemaster may also design the scenario to be played, and then play all the ships on one side. This is discussed in the next section.

THE SCENARIO

In the Advanced Course, captains likely will make up their own scenarios. In doing this, they must determine at least the following:

What are the sides? (For beginners, there should be only two sides.)

What are the goals and victory conditions of each side? (In the Basic Course, usually this is merely to destroy the opposing ships.)

How many ships of each type will each side have? (For beginners, it is a good idea to give each captain only one ship. Use the D and WDF combat efficiency values of each ship to help balance the sides, making sure that all the ships used have approximately equal Combat Efficiencies. For example, the Constitution Class, the D7-M Class, and the D-10 Class cruisers are all nearly equal to one another, and the Reliant Class cruiser is a match for the L-9 Class frigate. In larger battles, it is a good idea to have the total D of one side equal the total D of the other, and the total WDF of one side equal the total WDF of the other.)

Where will each ship start? (In Basic Starship Tactics, it is usually a good idea for opposing sides to approach from opposite edges of the map-sheet, placing their vessels anywhere on the edge.)

COURSE MATERIALS

The Advanced Course uses all the same course materials as the Basic Course. In combats using these rules, frequently the playing area is bigger, and very often metal miniatures replace the Starship Silhouette Counters. Descriptions of the course materials are not repeated here.

The Playing Board

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

Asteroid, Planet, And Moon Counters

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

Starship Miniatures

FASA produces metal miniature starships that may be used to replace the Starship Silhouette Counters. These white-metal miniatures are highly detailed and come with a mounting stand that fits the hexes on the Start old Mapsheet.

Many gamers who use miniatures paint them. This is an easy job with flat, water-base acrylic paints. Federation ships should be painted an off-white, equine white, or blue-white; glossy, brilliant white tends to obscure the detail. Klingon ships should be painted metallic steel gray, and Romulan ships a metallic platinum, with the bird details in other metallic colors. Gorn ships come in a variety of metallic greens, and Orion ships are whatever color the individual captain desires. It is possible to create highly detailed paint jobs, complete with transfer letters and numbers.

PREPARING THE MASTER CONTROL PANEL

A Master Control Panel must be prepared for each vessel in the scenario. This section will give instructions for preparing the complete panels, even though the Advanced Course does not deal with some parts of them.

Some gamers prepare a panel for each vessel class and then photocopy it if more than one of a particular class is needed. Again, page protectors and washable markers make the job of preparing for games much easier.

For each Master Control Panel the race or vessel's registry, its name, class, D and WDF, its captain's name, his Skill Rating, and the Crew Efficiency Rating are written in the upper right corner of the front. The Ship Data Tables are consulted, and the remainder of the panel is filled in from them.

ENGINEERING DISPLAY

The Engines and Power Data section of the Ship Data Tables provide most of the information to fill out the Engineering Display. To fill out the Engine Power Tracks, find the Power Units Available for each engine. Record the engine type in the spaces provided. Then find the numbered box matching the engine's power available and draw a line through all the boxes to the right. These will be marked off as the ship takes Damage.

Add up the Power Units Available from all engines and record this number in box 1 of the Total Power Units Available Track.

Now find the Movement Point Ratio for the ship and record this to the left of the Power To Movement Track. Finally, in the Shields And Damage Data section of the Ship Data Sheet, find the Shield Point Ratio and record this to the left of the Power To Shields track.

The rest of the Engineering Display will be filled in after play begins.

HELM DISPLAY

From the Engines and Power Data section, find and record which Stress Charts the vessel uses for emergency heading changes.

In the first box of the Sensors Status Track, circle the O to indicate that the sensors are operational. If a sensors lock is obtained in the game, the L will be circled instead, and if the sensors are damaged, the D will be circled.

If a cloaking device will be used by the vessel, its status will be indicated in the Helm Display after the game begins.

Record the current warp speed. If the game is to be played at sub-light speed, simply write an S.

WEAPONS DISPLAY

The Weapons and Firing Data section of the Ship Data Tables gives the information needed for the ship's weaponry. At the top of this display, fill out the Weapon Type, Firing Chart, Maximum Power, and the Damage Modifiers for the beam weapons listed. Then, prepare one row beneath for each individual weapon given in the Ship Data Table, listing the Weapon Type and circling the appropriate Firing Arc(s): F for Forward, P for Port, S for Starboard, and A for Aft To show that weapons are banked, draw a line from one to the other, as shown on the prepared panels.

Next, record the Weapon Type, the Firing Chart, the Power To Arm, and the Damage for any missile weapon or weapons the ship carries. Complete the task by preparing a row for each separate missile weapon, giving the Weapon Type and circling the appropriate Firing Arc(s). Cross off any rows that are unused.

DAMAGE CONTROL DISPLAY

The Shield and Damage section of the Ship Data Tables gives the

information needed for the remainder of this display. Find the Shield Type, the Shield Point Ratio, and the Maximum Shield Power, and record them in the spaces provided. Record the Damage Chart for the vessel.

Then, fill out the Superstructure Strength Track. Find the ship's Superstructure Points. In the Superstructure Strength Track, draw a line through all boxes to the right of the box with that number. Fill out the number of crew. This completes the setup for the Master Control panel.

RULES FOR COMBAT

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

SEQUENCE OF EVENTS

POWER ALLOCATION PHASE

1. Each captain determines how much power he will put into each of his shipboard systems, and marks his Master Control Panel accordingly.
2. Captains whose ships have cloaks must announce whether the cloaking device is in operation or not. After this time, captains may only activate or deactivate the cloak after each Movement Phase.

TACTICAL ADVANTAGE PHASE

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

SENSORS PHASE

4. Starting with the player who tests the tactical advantage, each captain announces a target for their ship's sensors and rolls one die to determine if a sensors lock has been obtained. Captains with a lock from a previous turn do not need to re-roll.
5. If the captain rolled a 6 or less, he has obtained a sensors lock, and thus circles the L in the Sensors Status Track in the Helm Display.
6. If the captain has a sensor lock, he may ask one sensors question about his target. How to do this is explained in the section on **Sensors**.
7. The remaining captains roll for sensor locks as above, with the captain who won the tactical advantage going last.

MOVEMENT PHASE

8. The captain who lost the tactical advantage moves his Starship Silhouette Counter first. If an emergency heading change is used, the sequence given in the section on Moving The Starship is followed.
9. The next captain then moves his vessel, and so on until all captains have moved their ships.
10. After all ships have been moved, captains may perform a tactical heading change at the cost of 1 power point per warp engine and 1 superstructure point.
11. Operational cloaking devices may be activated or deactivated.

FIRING PHASE

12. Each captain places a Fire Counter or No Fire Counter face down near his Starship Silhouette Counter. After all have been played, all are revealed.
13. Captains who played No Fire Counters remove them.

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

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

16. Resolve combat and record damage.

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

REPAIR/REPOWER PHASE

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

19. All functioning shields are re-energized.

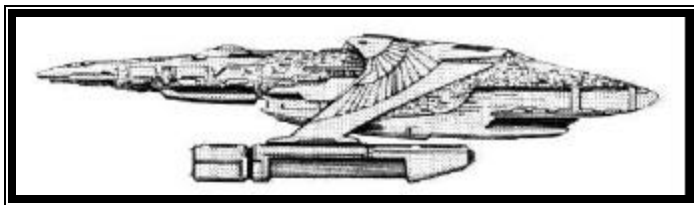
CONTINUING THE GAME

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

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

ENDING THE GAME

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



Romulan Z-1 Nova Class Battleship

SENSORS

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

SENSOR LOCKS

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

Obtaining A Sensor Lock

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

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

Automatic Information

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

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

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

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

Additional Information

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

- Q1. How much power is available?
A1. *The Total Power Units Available.*
- Q2. What is the relative power allocation?
A2. *The order, from greatest power allotment to least, in which the captain has allocated power to weapons, shields, movement, and cloak.*
- Q3. How are the shields powered?
A3. *How many shields are powered, the tote/ number of shield points, and the Shield Point Ratio.*
- Q4. Is a specific shield up? (The shield side must be specified.)
A4. *Yes or no, and the number of points in that shield.*
- Q5. How are the weapons powered? (The type whether beam or missile, must be specified.)
A5. *How many weapons are powered and total number of power points given to weapon.*
- Q6. Is a specific weapon powered? (The weapon must be specified.)
A6. *Yes or no, and the number of points used to arm the weapon*
- Q7. How much damage has the vessel taken?
A7. *The approximate status of the engines, the shields, the weapons, and the superstructure. This answer should state the percentage of power remaining in the engines, operational shield generators, operational weapons, and the superstructure.*
- Q8. What is the status of the ship's life forms? (This question must be answered only if the target ship's shield between it and the sensing ship is down.)
A8. *The percentage of the vessel's full crew that ate still also.*
- Q9. Are any transporters powered?
A9. *Yes or no, with the approximate number of life forms being transported.*

Sensor Locks On Cloaked Romulans

The section on **Special Equipment** describes how to use sensors to detect ships using the Romulan cloaking device.

THE SENSORS STATUS TRACK

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

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

DAMAGED SENSORS

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

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

Repairing Damaged Sensors

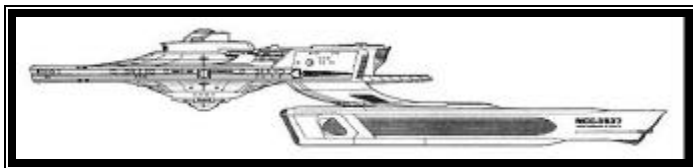
Sensors may be repaired during combat. This is described in the section on **Systems Repair**.

SENSOR SHADOWS

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

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

Sensor shadows may be used to create interesting scenarios, particularly if a game-master is used. Starship Silhouette Counters for vessels in the sensor shadow may be removed from view, and may even be moved about in the shadow. If hidden ships are being used, the game-master must indicate the limits of the sensor shadow to all players. These limits may be different from ship to ship, based on their position relative to the object casting the shadow.



Federation Pharris Class Attack Frigate

MOVING THE STARSHIP

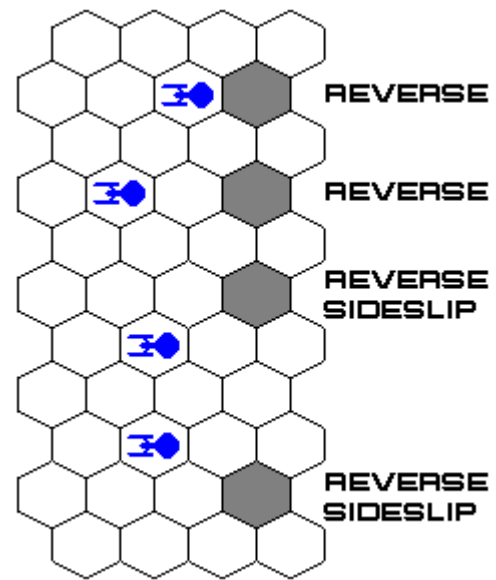
In the Advanced Course, movement of the starships is much more versatile than in the Basic Course. Captains may make emergency heading changes, move in reverse, or take evasive action to avoid an incoming shot from a missile weapon. Each of these special movements is covered in a separate section below.

MOVING IN REVERSE

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

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

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



SHIP BEGINS IN SHADED HEX

EMERGENCY HEADING CHANGES

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

Stress Damage

The ship will suffer engine and possibly superstructure damage from the stress taken during an emergency heading change. The amount of damage depends on the ship's warp speed. In the Advanced Course, ships take automatic damage to the warp engines and the superstructure. Each time an emergency heading change is made, the warp engines take 1 point of stress damage; this is recorded by marking off 1 box on one of the Warp Engine Power Tracks. The ship also takes 1 point of superstructure damage if the speed is Warp 5 or higher; this is recorded by marking off 1 box on the Superstructure Strength Track.

In the Expert Course, stress damage is assessed according to the vessel type, using the Stress Charts, but these charts are not used in these rules.

TACTICAL HEADING CHANGES

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

EVADING MISSILE FIRE

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

Declaring Evasive Action

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

Effects Of Evasive Action

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

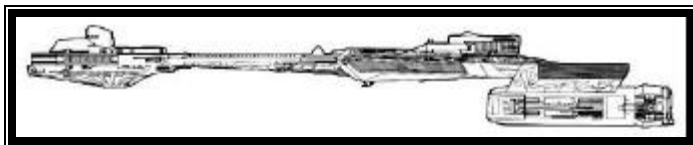
In either case, the evading ship takes 1 point of superstructure damage and must continue its movement from its new heading. Furthermore, it cannot fire any weapons during the Firing Phase in which it is evading; any fire that its captain had declared is replaced by the evasive maneuver. If the vessel does not evade in the following Firing Phase, it may fire normally.

Limitation To Evasive Action

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

PLANETS, MOONS, AND OTHER OBSTACLES

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



Klingon K'teremny Class Destroyer

FIRING WEAPONS

In the Advanced Course, weapons are aimed and fired as in the Basic Course. This section describes how to divide damage into blocks spreading it over the ship as a whole rather than concentrating it into one location. Furthermore, the section discusses how to use plasma weapons and deal with exploding ships.

DIVIDING DAMAGE

From time to time, captains will be asked to divide the damage into 5-point blocks to simulate the spreading of damage over a larger area. In these cases, a separate die roll is made on the Simplified Damage Location Table for every 5 full points of damage or fraction thereof.

For example, if a vessel has taken 12 damage points and the rules direct that the damage be spread into 5-point blocks, three rolls on the Simplified Damage Location Table would be required. Two of these rolls will be for 5 damage points each, and the third will be for 2 damage points.

ROMULAN PLASMA BOLTS

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

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

Evading Plasma Bolts

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

Grazing Hits

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

Plasma Bolt Damage

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

SHIP EXPLOSIONS

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

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

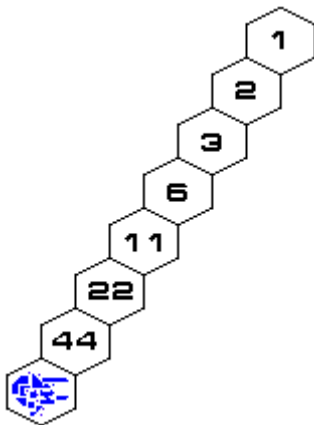
For example, if the superstructure was damaged to five points below 0, the captain would have to roll a 6 or more to prevent explosive destruction in this Firing Phase. If the ship takes two more points of superstructure damage in the next Firing Phase, the captain would have to roll an 8 or more to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

Damage From Explosions

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

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

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



Multiple Explosions

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

DAMAGE FROM EXPLODING SHIPS

Range	Damage From Explosion
Same hex	2x exploding ship's Power Units Available
1 hex	1x exploding ship's Power Units Available
2 hexes	1/2 exploding ship's Power Units Available
3 hexes	1/4 exploding ship's Power Units Available
4 hexes	1/8 exploding ship's Power Units Available
5 hexes	1/16 exploding ship's Power Units Available
6 hexes	1/32 exploding ship's Power Units Available
7-10 hexes	1 damage point

SPECIAL EQUIPMENT

MINES

Some sub-light scenarios may call for mines, which are very similar to immobile photon torpedoes. In such scenarios, the area will be controlled by one side, which should be the only side that will have laid a mine-field. The minefield should have been set up before the scenario begins, because no rules for laying mines are included here.

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

Recording Mine Position

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

Determining Mine Hits

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

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

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

Mine Damage

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

ROMULAN CLOAKING DEVICE

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

Operating The Cloaking Device

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

Once a cloak has been activated, the captain may decide to turn it off during part 10 of any succeeding Movement phase of the current turn. The cloaking effect disappears immediately. If for example, a captain powers his cloaking device during the Power Allocation Phase, and activates it during part 10 of the first Movement Phase, he may deactivate it during part 10 of the second or third Movement Phase. If he deactivates the device during part 10 of the second Movement Phase, he may activate it during part 10 of the third Movement Phase. If a captain has powered the cloak in one combat turn whether or not it is activated at the end of the turn, he may decide not to power it up the following turn. In this case, the ship will not be cloaked during any of the following turn. If he decides to keep the cloak powered, however, then he can turn it on or off during the Power Allocation Phase, and after the first and second Movement Phases, as long as one Movement Phase occurs between turning the power off and on.

The Cloak Status Track

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

Hidden Movement

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

Detecting Cloaked Ships

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

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

CLOAK DETECTION TABLE

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

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

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

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

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

Firing At Cloaked Ships

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

SYSTEMS REPAIR

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

SYSTEMS REPAIR STATUS TRACKS

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

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

SYSTEMS REPAIR PROCEDURE

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

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

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

Intensified Repair Efforts

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

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

CAMPAIGN RULES

Players may use these rules to create unrelated combats, though many will also want to pit their skill against others in a continuing effort, where the results of one combat have an effect on those of another.

For a campaign, it is recommended that each ship have a permanent Master Control Panel. In this way, the damage done in one combat may be carried over into another if the scenario calls for it. Furthermore, it is recommended that individual captains and crews command and run the ships.

CREATING CAPTAINS AND CREW

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

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

CAPTAIN'S SKILL RATING

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

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

CREW EFFICIENCY

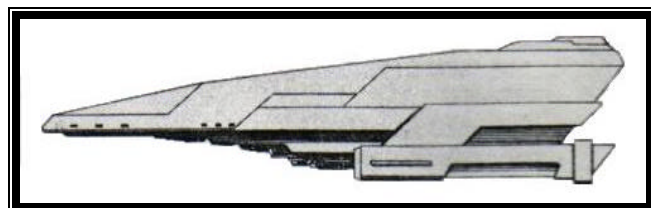
Just as the captain has a Skill Rating that indicates how well he does his job, the crew has a Crew Efficiency Rating that would indicate how competent they are. The higher this rating, the more competent they are and the more efficiently they perform. The rating is not a measure of the skill of only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

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

Crew Performance Bonus

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

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



Gorn Alliance MD-8 Class Cruiser

CAMPAIN ADVANCEMENT

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

VICTORY POINTS

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

Multiple Ship Victories

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

Dividing Victory Points

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

USING VICTORY POINTS

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

RESCUES DURING COMBAT

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

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

ADVANCED SCENARIOS

THE ROMULAN GAMBIT

Background

The Federation captain is responding to a distress call from a Federation planetary outpost.

Ship Data

Two Romulan *Bird Of Prey* Class Light Cruisers against a single *Constitution* Class Heavy Cruiser.

Game Setup

This encounter takes place at sublight speed. Place a planet in the center of the *Starfield Mapsheet*. The Romulan vessels are both cloaked; the captains may place their ships anywhere they desire on the map, making a note of their location. The Romulans have laid a minefield containing five mines and 15 dummy counters around the planet, no closer than two hexes and no farther than five hexes from it. The Federation cruiser may enter the map from any location, moving at full speed.

Victory Conditions

The Romulans must eliminate all superstructure points on the Federation ship. The Federation captain must run off or eliminate both Romulan vessels.

Notes

One Romulan ship should remain cloaked as long as possible, attempting to get a shot at the Federation vessel when it least suspects it.

RAIDERS

Background

For once, the Orions are picking on somebody other than the Federation. An Orion raiding party has decided to attack a Klingon advance ship that is carrying information the Orions would like to have in their possession.

Ship Data

Three *Lightning* Class Blockade Runners battle a single *K-23* Class Escort.

Game Setup

Set up the Orion ships on one of the long edges of the *Starfield Mapsheet* and the Klingon ship in the center of the opposite edge.

Victory Conditions

The Klingon must exit opposite edge of map with at least one-third the of superstructure and power points remaining and disable (reduce to zero power or superstructure) at least *one* Orion vessel to win a decisive victory. If the Klingon ship escapes with at least one-third power and superstructure, but does not score an Orion 'kill', it will win a marginal victory, as he will at least be able to report the Orion treachery.

If the Klingon takes more damage than this, but still escapes, the game is a draw: the Klingon commander will have been humiliated, but will still be able to report the treachery, and the Orions will have failed to get the data they desire.

Notes

It's an all-or-nothing situation for the Orions. If they fail to cripple the Klingon ship, they win no victory at all. The Orions must force the Klingon vessel to surrender (reduce it to zero power or superstructure) to win.

STAR FLEET COMMAND AND STAFF COLLEGE GRADUATE STARSHIP TACTICS COURSE

INTRODUCTION TO THE COURSE

The rules for the Graduate Course increase the difficulty of the Basic and Advanced Course games. Only additions to the rules are included here, and so players must be familiar with rules of the first two courses before enrolling in the Graduate Course. Players will note that one major change is the use of detailed Damage Location Tables.

RULES FOR COMBAT

MOVING THE STARSHIP

The Starship Silhouette Counter is moved in the same way as in the Basic and Advanced Courses, but stress from emergency heading changes is handled differently.

STRESS FROM EMERGENCY HEADING CHANGES

Each time an emergency heading change is made, the warp engines take automatic damage. If the ship is going at a fast enough warp speed, additional damage may also occur to the warp engines and to the superstructure. The additional damage is determined by consulting the Emergency Heading Change Stress Chart, which shows that the higher the warp speed, the greater the additional stress damage. The additional damage is different for the various ship types.

Automatic Damage

In the Graduate Course, instead of a single point of automatic damage being given, 1 point is given to each warp engine. These damage points are recorded by marking off one box from each Warp Engine Power Track. This will reduce the Total Power Units Available Track by one box for each warp engine.

Additional Damage

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

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

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

EVADING MISSILE FIRE

When a captain decides to evade an incoming missile, he follows the procedures outlined in the Advanced Course rules. In the Graduate Course, however he will be allowed to make any shots that he declared. This is covered in the section on **Firing Weapons**.

FIRING WEAPONS

Weapon fire in the Graduate Course is identical to that in the Advanced Course with the exception of damage location, and with the addition of two new weapons and of fire from ships evading missiles. Damage location is determined using one of three Detailed Damage Location Tables, which allocate damage according to the direction of

fire (the shield penetrated) and the position of the warp engines on the target vessel. In the Graduate Course, weapons may be repaired.

AGAINST IMPOSSIBLE ODDS

"You have two chances to hit—slim and none."
Comment overheard during a war game simulation

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

Getting The Slim Chance

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

SLIM CHANCE TABLE

Modified Die Roll	Slim Chance Roll Needed
0	1 -8
-1	1 -6
-2	1 -4
-3	1 -2
-4	No Chance

DETERMINING WEAPON HITS

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

In the Graduate Course, Romulan plasma weapons may be powered to give half damage.

Lasers

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

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

For example, an FL-6 laser has a Maximum Power of 3. This means that a captain may allocate up to 6 power units to this laser in the Power Allocation Phase. If he does so, the weapon may be fired during any two separate Firing Phases, with each of the two shots giving a base damage of 3. The FL-6 gives a Damage Modifier of +2 at a range of one to four hexes, and of +1 at four to seven hexes. This means that

the total damage from each successful hit may be as much as 5 or as little as 3, depending on the Range. The captain could also choose to allocate 4 power units to the weapon, which would give him two shots with 2 points of base damage. It would be a waste of power to allocate 5 points to the weapon, because fractional power units are rounded down (5/2 is 2.5, rounded down to 2).

Accelerator Cannons

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

Romulan Plasma Bolts

In the Graduate Course, captains of vessels with a Romulan plasma weapon may power the weapon to half the power required to give a full-strength shot. If this is done, when the weapon is fired, it will only do half the damage indicated on the Plasma Damage Table. If the hit is a graze, then the damage will be half the damage indicated for a grazing hit.

DAMAGE RESULTS

Damage is determined as usual, but the location of the damage is determined using one of the three Detailed Damage Location Tables instead of the Simplified Damage Location Table. The effects of the shots are slightly different, as indicated in the following paragraphs.

Damage Location

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

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

The shield penetrated determines the column to use on the Damage Location Table. The firing captain rolls one die and both players cross index the result on the damage table. The result gives the specific location. A roll is made for each hit that penetrated the shields matter how many points of damage got through. The results of the damage are described below.

Effects From Shield Generator Hits

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

Effects From Beam Weapon Hits

A beam weapon that can bear on the shooting ship is damaged; the choice of weapon is up to the captain of the target ship. If a beam weapon is hit and no beam weapons can bear, then the damage is reduced to half value and given to the superstructure just as though it were a superstructure hit. If the beam weapons are banked, consult the Banked Weapon Damage Table to determine how many are damaged. To use the table, roll a die and use the row based on the number of damage points in the hit. If the die roll is greater than the number range given, then all weapons were damaged. Otherwise the indicated number were damaged. In any case, the undamaged weapons in a bank may fire normally. Damaged beam weapons may

be repaired in a later Repair/Re-power Phase, but they are not as powerful as undamaged weapons or accurate; this is described in the section on Systems Repair.

Effects From Missile Weapon Hits

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

Effects From Superstructure Hits

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

Effects From Warp Engine Hits

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

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

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

Effects From Impulse Engine Hits

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

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

Effects From Sensors Hits

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

Effects From Bridge Hits

The bridge has taken a hit and the command personnel are shaken about. The superstructure takes one damage point and the crew take casualties. The crew casualties are determined by multiplying the damage value by 2, up to a limit of 20 percent casualties. Record these casualties in the Percent Casualties Track located in the Damage

Control Display. No Repair Rolls are allowed in the Repair/Re-power Phase immediately following this Firing Phase.

Effects From Engineering Hits

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

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

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

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

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

Effects From Warp Engine/Superstructure Hits

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

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

Effects From Crew Casualties

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

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

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

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

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

FIRE FROM SHIP'S EVADING MISSILES

As in the Advanced Course, the original heading is used for incoming damage from all weapons but the missile being evaded. Furthermore, the original heading determines the Firing Arcs for all shots taken by the evading ship.

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

SELF-DESTRUCTING A STARSHIP

This rule is included here so that players may re-create such sequences shown in the TV series and the movies. Self-destruction is not used to inflict damage on enemy vessels but, rather, is used to keep a vessel from capture. Its use is further limited to a ship with secret components or information on board that would jeopardize the safety of the governmental body and its citizens. In the TV episode Balance of Terror, the Romulan commander destroyed his ship to prevent Star Fleet from obtaining proof of the presence of a Romulan warship inside Federation territory.

Because the Romulans must conserve their limited resources, they have fewer ships. A Romulan commander would not self-destruct, except in extreme cases. As for Klingons, self-destruction of a ship might bring dishonor to their family line. Federation, Gorn, and Orions will never destroy their own vessels, for they all believe that to "run away and live to fight another day" is a good proverb.

To perform the self-destruction sequence, captains must announce at the end of any Firing Phase that they have begun a critical overload of the matter/anti-matter chamber. The detonation will occur two Firing Phases after this announcement. Unless the captain declares his intention to self-destruct in the first Firing Phase of a combat turn, the actual self-destruction will occur in the next combat turn.

In the Firing Phase when self-destruction is to take place, all fire is first resolved. Then, any explosions due to damage are resolved. Finally, the results of the self-destruction are determined, just as with other explosions. If two vessels self-destruct in the same Firing Phase, the explosion with the greater potential damage (that from the vessel with the greater Total Power Units Available) will be resolved first.

SYSTEM REPAIR

Systems may be repaired in the Repair/Repower Phases of the combat turn, just as in the Advanced Course. As before, damage to engines and superstructure may be repaired by a successful Crew Efficiency Bonus Roll. Furthermore, sensors and shield generators may be repaired by successful Systems Repair Rolls. There are two changes in Graduate Course systems repair: weapons may be repaired and damage from high-powered weapons increases repair difficulty.

INCREASING REPAIR DIFFICULTY

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

Effects Of Heavy Damage

To determine how many boxes are marked off the System Status Track, subtract 5 from the damage and divide the remainder by 5, rounding down. This means that each hit will make repairs harder by decreasing the number needed for a successful Repair Roll, and each full 5 damage points after the first 5 will add to the repair difficulty. After all, a hit from a 20-point photon torpedo certainly shocks the system more than a hit from a 4-point phaser! When a system is inoperable or out, further damage to it does not affect the Repair Roll; the system is out for the remainder of the combat.

For example, a shield generator is damaged for the first time by a 12-point hit. One box is marked off the generator's Status Track immediately because of the hit. Then, to determine how many more boxes are marked off, 5 points are taken from the 12 points of damage, and the difference of 7 is divided by 5; the result shows that one more box will be marked off ($12 - 5 = 7$; $7/5 = 1.4$, rounded down to 1). This means that the repair number is reduced to 1 - 6. The second 5 damage points causes the repair number to be 1 - 8, and the second 5 damage points reduces it to 1 - 6. The final 2 damage points do not reduce the number at all.

Effects Of Multiple Hits

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

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

REPAIRING WEAPONS

In the Graduate Course, weapons may be repaired. These repairs may not be made indefinitely, and they do not repair the system to full operating condition.

Weapon Status Tracks

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

Weapon Repair Procedure

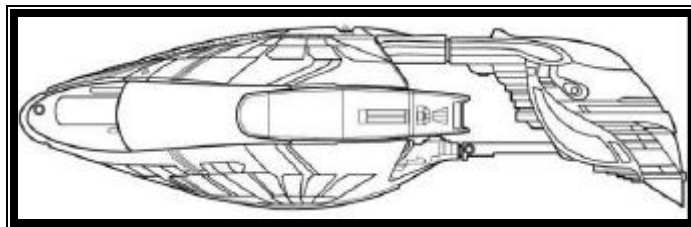
Weapons may be repaired in the Repair/Repower Phases instead of other systems. After the first hit, a Repair Roll may be made as usual. A roll of 1 - 8 successfully repairs beam weapons, and a roll of 1 - 6 successfully repairs missile weapons. When repair attempts are successful, the Repd box is marked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

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

Residual Damage Effects

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

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



Romulan D'Deridex Class Heavy Cruiser

DEFENSE OUTPOSTS

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

USING THE MASTER CONTROL PANEL

The commanding player must complete a Master Control Panel for each defense outpost or space station in the game.

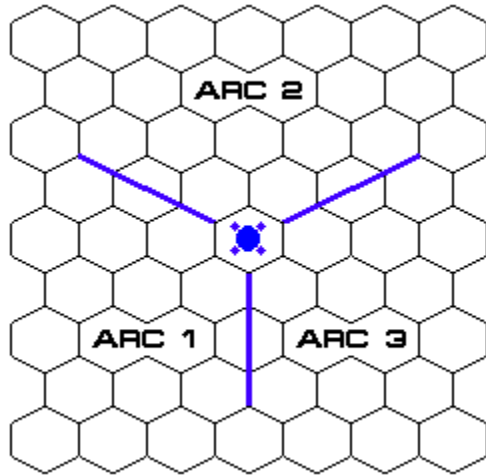
Movement

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

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

Firing Arcs

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



Damage Location Tables

To determine damage to operating systems and superstructure, players use the Outpost Damage Table located on the Detailed Damage Tables. There are three, one for vessels with the warp engines near the front, or forward (Table A), one for vessels with the engine in the center, or amidships (Table B), and one for vessels with engines in the rear, or aft (Table C). Each table has six columns, one for each shield side. Ship damage tables are found in the Ship Data Tables.

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

Shield Generator Damaged

The shield generator is damaged and may not function until it is repaired. Power may be allocated to the generator, though it will not operate until repaired. Record the damage by checking off the appropriate Shield Status box in the Damage Control Display.

Beam Weapon Damaged

When a beam weapon that can bear on the firing ship is damaged, the choice of weapon is up to the captain of the target ship. If a beam weapon is hit and no beam weapons can bear, then the hit is reduced to half-value and applied to the superstructure. If the beam weapons are banked, then the captain of the target ship must make a die roll to see how many weapons have been destroyed. To determine the extent of damage, the firing captain rolls one die and consults the banked Weapons Damage Table. Determine the number of weapons in the bank and cross-index with the damage points. The numbers indicate how many weapons in the bank were damaged. If the die roll is higher than those listed, the entire bank is damaged.

Missile Weapon Damaged

When a missile weapon that can bear on the shooting ship is damaged, the choice of weapons is up to the captain of the target ship. If a missile weapon is hit and none can bear, then the hit is reduced to half-value and applied to the superstructure.

As the Romulan Plasma Bolt is considered a missile, it may be damaged with this result.

Superstructure Hit

Record the damage on the Superstructure Damage Track. This represents the various operating Systems damage, hull damage, structural damage, electric conduit damage, and so forth.

Superstructure hits may be repaired by making a successful Crew Efficiency roll.

Warp Engine Hit

If the warp engine nearest the firing ship takes damage, record this damage on the appropriate Warp Engine Power Track and reduce the Total Power Units Available. If the firing ship was located directly in front of or aft of the target vessel, make a die roll to determine which engine is hit. The captain of the firing ship rolls one die, with the port engine taking a hit on a result of 1 through 5, and the starboard engine taking the hit on a result of 6 through 10. On an engine hit result when no engines are left, the damage is reduced to half-value and applied to the superstructure.

Impulse Engine Hit

When the impulse engine has been hit, record the damage on the Impulse Power Track and reduce the Total Power Units Available. If the impulse engine is hit after it has already been reduced to 0, then reduce the damage to half and apply it to the superstructure.

Sensors Hit

No sensor information can be obtained while the sensors are inoperative, thus the affected ship cannot "warp out". Any sensors lock is lost, and so weapons cannot be fired.

Bridge Hit

The bridge has taken a hit and the command personnel are shaken about. This result gives one point of superstructure damage and a percentage of crew casualties. To determine crew casualties, multiply the damage points by 2, with the resultant not to exceed 20 percent. Record these casualties in the Casualty Modifier Track located in the Damage Control Display. No repair rolls are allowed this phase.

Engineering Hit

When engineering control has taken a hit, make a second roll on the Engineering Damage Table. The results of this roll are as follows.

Shield: The Central Shield Control Computer has been hit, and all shields are inoperative until the damage to Engineering is repaired.

FDC: The Fire Direction Control Computer has been hit, and no weapons fire is allowed until the damage to Engineering is repaired.

Converter: The ship's Power Converter Control System has been hit. The vessel must continue to move at its last movement rate, with no heading changes allowed. If this condition exists during a power allocation phase, power allocated to movement in the previous turn must be reallocated.

Warp Engine/Superstructure Hit

A warp engine has been hit, causing crew casualties and structural damage to the ship. The total damage is divided in half as evenly as possible and then applied to each system. When dividing an odd number of damage points, the larger number is applied to the engine, while the crew suffers casualties equal to the superstructure damage.

For example, when halving 5 points of damage, the result is a 3 and a 2. The warp engine receives 3 points of damage, the superstructure receives 2 points, and the crew loses 2 percent to casualties.

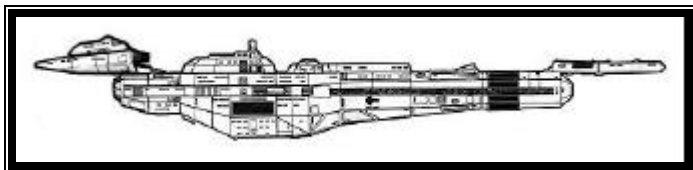
Casualties

Crew casualties are taken when indicated by the Damage Location Table. Casualties are not necessarily deaths. Most often they refer to crew members injured or so badly shaken that they can no longer function in the current situation without medical attention. Their loss will cause the ship to lose its efficiency. For each damage point taken, 1 percent of the crew is lost.

As casualties are taken, they are recorded by marking the percentages in the Casualties Track. When the number of casualties reaches a shaded box, mark off the first open box on the Casualty Modifier Track. The number listed in the Casualty Modifier Track is subtracted from all To-Hit numbers, Systems Repair, and Emergency Heading Change rolls. The effects of the modifier are not applied until the following phase. These modifications represent the loss of crewmen in these departments. Sulu may push the button, but someone has to be there keeping the equipment working during combat.

Damage Multipliers

Some of the damage locations have a number in parenthesis. These numbers are multiplied by the damage points, with the result becoming the damage taken. In most cases, the damage is halved by multiplying by .5. When a C appears in the parenthesis with the number, it indicates that only the casualties are multiplied by the number.



Cardassian Galor Class Attack Cruiser

COMMAND AND CONTROL

Where **Command & Control** differs from the **Starship Tactics** is in the scope of the role-play experience. Unlike **Starship Tactics**, in which each player totally commands one or more ships, in **Command & Control** each player has a responsibility to control only one part of a single ship's functions. With each player becoming a crewman on the bridge, the atmosphere of a game session becomes much like the atmosphere on a starship bridge during combat.

A group of players interact cooperatively in **Command & Control**, attempting to defeat a common enemy. In most games of **Command & Control**, all the players will be on the same side, one member of a team, and so there is no individual winner and losers in the normal sense. Each player in **Command & Control** assumes the part, or *role*, of a bridge officer, using his/her imagination to direct the actions of that officer. Playing the role is much like being an actor on the stage or in the movies. Unlike actors in most plays and movies, however, there are no set lines to say, and so each player must help write the script as play proceeds. What the player says in his roll as the bridge officer and how he makes the officer behave is part of the *play* of the role. Within

the limits of the rules, the actions the player sets forth for his officer character are limited only by his imagination.

As with other role-play games, one player does not have a permanent role to play; instead he is the gamemaster. Unlike **Starship Tactics**, the **Command & Control** rules make no provision for a group of players to act as the gamemaster, or for the gamemaster to do more than play the ships opposing the ship controlled by the other players. The gamemaster will judge the effects of the player characters' actions and determine what the response to those actions will be. He will Control the enemy ship and provide the other players the information they need to play effectively. It might help to think of his role as being the Star Fleet Instructor controlling a computer simulation used to train Academy cadets. He is responsible for making the game run smoothly, for interpreting the rules for the players, and for giving them a fair and fun contest. Usually, he also will create the scenario.

The **Command & Control** rules will allow players to create characters merely for use in starship combat. In addition, they allow players of **STAR TREK: The Role Playing Game** to reenact starship combats using the fully-developed characters from that game.

COMPONENTS NEEDED

The rules for **Command & Control** assume that the players have mastered at least **Advanced Starship Tactics** and that the gamemaster has mastered **Graduate Starship Tactics**. The game systems for power allocation, movement, weapon fire, and damage are those discussed in **Advanced Starship Tactics**, and the gamemaster controls his ships using the *Master Control Panel* rules given in **Graduate Starship Tactics**.

To begin with, each player needs only to read and understand the **Command & Control** rules pertaining to that player's position. As play proceeds, players will become familiar with how other positions fit into play. The Instructor, however, must be knowledgeable in all sections of the rules, partly to guide the players and partly to insure a smoothly running game. As players become proficient with one role, they probably will want to learn how to play the others, at which time they should read all the rules.

COMMAND CONTROL PANELS

To keep track of the ship functions in play, each player uses a two-page display called a **Command Control Panel**. These panels will allow players to record the status and changes in power levels, ship's weaponry and defense, damage and crew casualties, movement, and sensors.

There are three different panels, one for each role. These are the Engineering Panel, which shows the distribution of power; the Helm And Weaponry Panel, which shows the power allocation to movement and the status of ship's weaponry; and the Sensors/Damage Control Panel, which shows the status of the ship's sensors and shields, and damage to superstructure and crew.

MASTER CONTROL PANELS

One of these is used for each vessel that the gamemaster controls. It functions in the same way as in **Graduate Starship Tactics**.

PLAYER CHARACTER ROLES

Although the game is designed for three players and a gamemaster, there are four player character roles: Captain, Chief Engineer, Helmsman, and Science Officer/Navigator. The three players select one of the latter three roles to play, and they choose which among them will be the Captain. The following sections give the areas of responsibility for each role.

CAPTAIN

The ship's captain makes the important decisions involving combat. The other officers carry out his decisions and provide him with the information he needs to make those decisions intelligently. The captain may ask at any time for a status report from any crew member or for any information on that player's *Command Control Panel*. Using this information as a guide, he decides when to raise shields, when to open fire, how to maneuver, and so on. Just imagine him as Captain Kirk.

CHIEF ENGINEER

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

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

HELMSMAN

The Helmsman is responsible for controlling ship maneuvers and for arming, targeting, and firing ship's weaponry. Although the Captain will give the Helmsman a general order, it is the Helmsman's job to decide exactly how this is to be done, keeping in mind the position of the enemy, the best field of fire for his guns, and the amount of power he needs to do the job. It is he who actually moves the Starship Silhouette Counter on the Starfield Mapsheet.

When it comes time to fire weapons, it is the Helmsman's job to decide which weapon to arm, the power needed to do the job. The Captain usually tells the Helmsman when to fire, but, many times, the Captain will tell him to "Fire at will." The Helmsman is responsible for counting the range and rolling the die to see if the shot is a hit.

SCIENCE OFFICER/NAVIGATOR

The Science Officer/Navigator is responsible for the information gathering and processing represented by the operation of the ship's sensors, which can reveal vital information about the status of the enemy's preparedness. He also has the important task of defending the ship by energizing the deflector shields. It is he who determines and records the damage done by a successful enemy hit and stress damage from emergency maneuvers.

ROLE OF THE INSTRUCTOR

One player must assume the role of the gamemaster. It is this player who controls the flow of the game, making it exciting. He is the final arbiter and interpreter of the rules, judging the effects of the player character's actions. He controls the actions of all the non-player characters (those beings that interact with the player characters but who are not played by the characters); thus, he plays the role of the common enemy as well as the roles of the minor crewmen, Starbase personnel, Star Fleet Command, the ship's computer, merchant captains, and whoever else the players interact with in the game. He must be completely familiar with **Graduate Starship Tactics**, because he will use the *Master Control Panel* from that game to control the enemy ships.

SKILLS AND SKILL ROLLS

As in most role-play games, player characters in **Command & Control** are defined by certain numbers used to guide the players and the gamemaster in playing the role. Unlike most role-play games, however, **Command & Control** does not require extensive character preparation, for the situations needing such preparation are limited.

In **Command & Control**, the numbers needed by each character define the proficiency he has in a certain skill that will affect his performance in combat. Each character also needs a rating in DEXTERITY which will determine how adept he is in withstanding the shaking of a bridge hit and still perform his duties.

SKILL ROLLS

At various times in each game turn, players will roll the die as percentile dice to see whether or not the skill in question is of special benefit during that game turn. These roles are called Skill Rolls. A score on the percentile dice roll equal to or less than the appropriate skill rating indicates success, and that the skill will give the player character a bonus in combat.

SKILL RATINGS

The skill ratings needed by each character are given below, with a brief explanation of what the skill means.

Captain

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

Chief Engineer

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

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

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

Helmsman

The Helmsman needs a rating in the skills *Starship Helm Operation* and *Ship's Weaponry Technology Operation*.

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

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

Science Officer/Navigator

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

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

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

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

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

CREATING THE SKILL RATINGS

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

CAPTAIN

PLAYING THE ROLE

In a game with three players or fewer, the role of Captain is taken by one of the players in addition to one of the other roles. The Captain is responsible for many of the important decisions regarding combat. He has no readout panel like those of the other officers because his role only involves decision-making. After he decides what is to be done, he delegates authority to the other officers, who carry out his decisions.

In order to get the information necessary to make decisions intelligently, the Captain may ask at any time for a status report on the readout panel before any officer. More frequently, he will ask the other officers for their analysis of the situation and their recommendations. A good Captain will make decisions based on these recommendations as well as on his own experience. If he tries to do the other officer's jobs or even to tell them how to do their jobs, he will find that the complexity of the task is too great and he will not be as effective as if his officers had some freedom to use their own judgement.

A good Captain will give his orders in a general manner, leaving the specific methods to the other officers. For instance, he might say to the crew, "Bring her about, keeping our front shields to the enemy. Concentrate more power in the forward shields and fire photon torpedoes when the enemy is at close range." He wouldn't worry about where the power was specifically coming from- that's the Chief Engineer's job. He wouldn't worry about exactly how much power was put into forward and aft shields - that's the Science Officer/Navigator's job. The Captain's job is coordinating these efforts to best advantage to neutralize an enemy vessel.

THE SKILL ROLL AND TACTICAL ADVANTAGE

It is the Captain's Skill Rating in *Starship Combat Strategy/Tactics* that plays the biggest part in determining who has the tactical advantage in combat, just as it does in **Starship Tactics**. Just as in that game, in the Tactical Advantage Phase, the Captain rolls one die and adds the result to his Skill Rating. The gamemaster also will roll one die and add the result to the Skill Rating of the opposing ship captain. The captain with the higher result will have the Tactical Advantage for one game turn, with the same bonuses as in **Starship Tactics**.

CHIEF ENGINEER

PLAYING THE ROLE

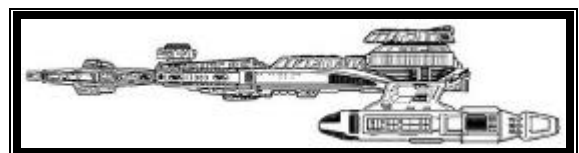
The Chief Engineer has the most important decisions to make, for it is up to him to determine what Systems get power and how much power each gets. He will be guided by requests from the Captain and other officers, but he must make the final decisions, for only he knows the exact power available. Quite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

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

Extra Power

If he chooses to roll against his skill rating in *Warp Drive Technology*, and if the roll is less than or equal to his skill rating, he has successfully 'nursed the engines along' and managed to pull one extra power point from them. If the roll is 05 or less, no matter what his skill rating, he has done an even better job, and he has gained *two* extra power points. ("Mr. Scott! Can you get us more power for the shields?" "I dinna know, Captain, but I'll give it a try!")

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



Klingon Vor'cha Class Attack Cruiser

Engine Repair

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

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

Emergency Warp Speed Changes

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

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

USING THE ENGINEERING PANEL

The *Engineering Panel* is similar to the engineering portion of the *Tactical Display* and the *Master Control Panel*. One of these is given to the Chief Engineer of each ship in the game.

Engine Power Tracks

The *Engineering Panel* has power tracks for each engine on the ship, plus a track to record the total power available for use in a game turn. Just like the *Tactical Display* used in the basic game. *Display Counters* are placed on each track at the maximum power level for that engine. This counter may be moved later to a lower power level as the engine takes damage or stress, then higher again as repairs are effected. At no time can the counter be moved to a higher number than was given in the Ship Data Tables as the maximum power level for that engine.

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

Total Power Units Available Track

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

Power To Combat Systems Tracks

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

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

Each box in the Power To Movement Track is divided in half so that the movement points for each power point may be written into them. For example, if the Movement Point Ratio is 4/1, then in the bottom half of the 4 box, write 7 for the 1 movement point that you get for 4 power points. In the 8 box, write 2, and so on. The engineer should think in terms of groups of points when allocating power for maneuver, because fractional movement points cannot be generated.

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

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

Record the Shield Point Ratio in the space provided.

Recording Power Expended

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

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

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

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

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

Resetting The Panel

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

HELMSMAN

PLAYING THE ROLE

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

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

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

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

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

THE SKILL ROLLS

During the Skill Roll Phase, the Helmsman will make a roll against his Skill Rating in *Ship's Weaponry Operation*. In a Movement/Firing

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

To-Hit Bonus

Twice per game turn, the Helmsman may attempt to get a To-Hit bonus. If the Helmsman's roll in the Skill Roll Phase is less than or equal to his rating in *Ship's Weaponry Operation*, he will have aimed his weapons particularly well and, in that Firing Phase, his die rolls will act as though they were one point less. For example, if he rolls a 5 to hit, the die roll becomes a 4. This gives him a 10% better chance to hit!

Stress From Emergency Heading Changes

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

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

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

USING THE HELM AND WEAPON SYSTEMS PANEL

The Helmsman's Command Control Panel has tracks to record movement points available for the game turn, current warp speed, and power used to arm the ship's weaponry. If this is photocopied, much of the information about the ship and its weaponry may be written directly on the panel without needing to be erased later.

Movement Points Available Track

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

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

Current Warp Speed Track

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

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

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

Firing Charts

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

Weapons Tracks

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

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

Powering Down Due To Engine Damage

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

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

Resetting The Panel

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

PLAYING THE ROLE

The sensors questions asked by the Science Officer/Navigator will reveal a great amount of information about the status of the enemy. Care must be used in selecting the questions to be asked, so that the information is given to the Captain and Helmsman in time for it to be valuable in determining how to move and when to fire.

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

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

THE SKILL ROLLS

The Science Officer/Navigator makes a Skill Roll against his rating in *Deflector Shield Technology* or in *Damage Control Procedures* during the Skill Roll Phase of the game turn. He may choose to make one roll or the other, applying the results in any one of several areas: extra shield protection, damage control, superstructure repairs, or reducing casualties.

He also makes a Skill Roll against his rating in *Starship Sensors* in the Sensors Phase. From time to time, he also might be required to make a skill roll against his rating in *Starship Communications Procedures* to attempt difficult communications tasks or against his rating in *Damage Control Procedures* to attempt to prevent the ship from exploding

Extra Shield Protection

In the Skill Roll Phase, the Science Officer/Navigator may choose to roll against his rating in *Deflector Shield Technology*. If his Skill Roll is less than or equal to his rating, he will have found an extremely efficient use of the power given him, netting him extra shield protection. He gains two extra shield points that may be placed in any shield desired, even if that shield has been powered to the maximum. The points may be placed in different shields. The bonus lasts only for the game turn in which it was earned.

If the Skill Roll was 01-05, then the bonus is four shield points. The only restriction on their use is that no shield may be powered to more than two points above its stated maximum.

Damage Control

In the Skill Roll Phase, the Science Officer/Navigator may instead choose to roll against his rating in *Damage Control Procedures*. If this roll is less than or equal to his Skill Rating, then he will have efficiently deployed his damage control parties so as to minimize the damage from incoming fire. For the game turn only, damage from incoming fire that would be suffered by the ship may be reduced by 1 - 5 points. He rolls one die, divides the number rolled by 2, and rounds up to figure the amount that may be subtracted from the damage taken by shots that penetrate the shields in that game turn.

The Science Officer/Navigator may apply his damage reduction in any way he chooses. He may split the damage reduction between several phases or use it all in one phase. He must decide on the amount of damage reduction he will apply in a Firing Phase after the targets have been declared but *before* the die has been rolled. The damage reduction may be applied to a single shot or spread out over several shots. If the damage from an incoming shot is reduced to 0, then no damage is taken.

This roll may not be used to repair damage that has already been taken; it just reduces fresh damage. It does not reduce casualties taken, even if the engine or superstructure damage is reduced to 0 points.

Superstructure Repairs

The Science Officer/Navigator may use his Skill Roll to repair damage to the superstructure. He must choose to do this in the Skill Roll Phase of the game turn, and then he must roll against his rating in *Damage Control Procedures*.

If the roll is equal to or less than his Skill Rating, he may repair one point of damage. He moves the *Superstructure Counter* one box to the right on the Superstructure Damage Track. If the roll is 01 - 05, he may repair two points of superstructure damage in the game turn.

Reducing Casualties

The Science Officer/Navigator can reduce casualties (simulating the work of the Medical Officer). He must choose to do this in the Skill Roll Phase, and he rolls against his Skill Rating in *Damage Control Procedures*.

If his roll is equal to or less than his Skill Rating, he may reduce the number of casualties by 5%. He moves the *Crew Counters* to the left to reflect this change.

Using Sensors

In the Sensors Phase of the game turn, the Science Officer/Navigator may make a Skill Roll against his rating in *Starship Sensors*. If his roll is less than or equal to his Skill Rating, then he will have obtained a sensor lock on the target he has designated. This is indicated on his *Damage Control Panel*.

If he chooses, the target may be the movement of a cloaked Romulan vessel. The Science Officer/Navigator must declare this, and he must make the Skill Roll with a 20-point penalty added to his percentile dice roll. If the roll is less than or equal to his Skill Rating, he may use his sensors to detect the cloaked vessel, as outlined in the section on the Sensors Track.

A successful sensor lock (except on a cloaked Romulan) gains the Science Officer/Navigator some information immediately, but it also allows him to make several more rolls against his Skill Rating in an attempt to interpret the data he receives from the sensor lock.

At least one question may be asked per Movement Phase, but more may be possible if the Science Officer/Navigator has enough skill. To find out how many questions are possible, divide the Skill Rating by 10 and round any fractions up. If more than three questions are allowed, then one of the additional may be asked per Movement Phase until all the extra questions have been asked. No questions may be saved for a later game turn.

For each question asked, the Science Officer/Navigator makes a Skill Roll against his rating in *Starship Sensors*. If his roll is less than or equal to his Skill Rating, he is successful in making the interpretation and he gains the specific information he desires. The questions that may be asked are dealt with in the section on **Sensors** in *Advanced Starship Tactics*.

Preventing Ship Explosions

At any time that the ship's superstructure sustains damage that would bring it below 0, there is a chance of an unintentional mixing of the matter and antimatter that propel it. At this time, the Science Officer/Navigator must make a critical Skill Roll to determine if the unintentional explosion occurs.

He rolls against his rating in *Damage Control Procedures*, with a modifier for the amount of extra damage sustained by the superstructure. For each point of superstructure damage below zero, 10% is added to his Skill Roll. If the total is less than or equal to his Skill Rating, he is able to prevent the explosion. If the total is greater than his Skill Rating, the resulting explosion kills everyone aboard and may give damage to any vessel nearby.

Difficult Communications Tasks

At any time that the Science Officer/Navigator attempts to perform some difficult communication task, he must make a Skill Roll against his rating in *Starship Communications Procedures*. If his roll is less than or equal to his Skill Rating, the task may be performed with success. If the roll is greater than his Skill Rating, the task was too difficult at that time and must be performed in a later game turn.

USING THE DAMAGE CONTROL PANEL

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

Sensors Track

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

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

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

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

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

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

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

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

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

Superstructure Damage Track

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

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

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

If superstructure damage brings the counter into the negative number, the Science Officer must make a Skill Roll to prevent an unintentional explosion. When more damage is given to the superstructure, a new roll must be made using the current die-roll modifier.

Percentage Of Casualties Tracks

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

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

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

Die Roll Modifiers: The Tens Track also records the Die Roll Modifiers required because of crew casualties. At the beginning of the

game, the *Crew Counter* is on 0 and the Die Roll Modifier is *none*. As the casualties increase, the Die Roll Modifier increases automatically.

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

Deflector Shield Tracks

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

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

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

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

Powering Down Due To Engine Damage

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

Resetting The Panel

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

THE INSTRUCTOR

PLAYING THE ROLE

The player who assumes the role of the Instructor (gamemaster) has three tasks in **Command & Control**. He must design the encounters, present them to players, and judge the resulting action.

Designing The Encounters

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

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

He must also decide on the background for the encounter, the story that will be told to the players giving them a rationale for their presence and an idea of what they are to accomplish. Ideas for these stories can

USING THE MASTER CONTROL PANELS

come from almost anywhere. They may be the basic plots from one of the TV shows or from one of the many *STAR TREK* novels. One of the adventures published by FASA also may be used.

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

Presenting The Scenarios

When the scenario is to be played, the gamemaster may assume the role of the Star Fleet Instructor presenting the scenario to a group of trainees on the Starship Combat Simulator. He will not only play the part of any personnel that the players meet, but also he will play the part of the computers that provide the players with their information. The more real he makes his setting seem, the more easily the players will assume their roles.

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

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

Judging The Action

Once the players are involved in their roles, the main function of the Instructor will be to judge the effect of their actions on the other ships in the encounter. He will determine when they shoot, how they move, what the effect of their damage is and so on.

In doing this, he must try to convey to the players that he is on their side-- that the contest is not between them and *him*, but between them and the opponents he has created. He should be very fair in using his knowledge of their plans and the state of their ship so that he doesn't cause the players' opponents to act on information they would not have. He must be sure that the ships he controls behave according to the goals that he has set out for them at the beginning of the scenario.

He acts as final judge in any disputes, not only because he must know the rules well to take on the job, but also because it is *his* scenario. He should help the players do what they want to do by interpreting the rules for them, giving them suggestions about information their characters should know but they may not, and so on.

The most important thing that separates a good gamemaster from a mediocre one is that the good gamemaster controls his game. The dice suggest things to him, but they do not control his actions. There are times when he might want to be easier on the players than the dice would suggest, and he should feel free to allow this. After all, as the gamemaster it is up to him to see that everyone has a good time, and so he must be careful to be neither too hard nor too easy on the players. Although it is certainly fair that the players should not win every battle, they had better win their share, or they will no longer want to play.

For each of the ships in his scenario, the Instructor must prepare a *Master Control Panel*, as outlined in the rules for **Expert Starship Tactics**. As the scenario progresses, he alters these to reflect changes in the status of each ship.

BRIDGE HITS AND DEX ROLLS

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

Bridge Hit

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

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

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

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

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

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

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

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

end of the following Firing Phase, but he has a 5% penalty added to his percentile dice roll.

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

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

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

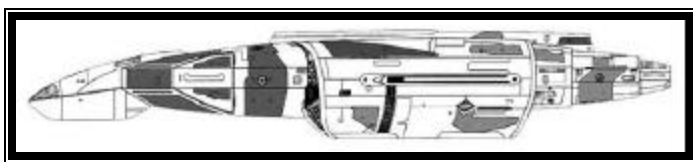
Engineering Out

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

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

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

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



Federation Defiant Class Escort

SEQUENCE OF PLAY

SKILL ROLL PHASE

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

POWER ALLOCATION PHASE

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

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

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

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

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

TACTICAL ADVANTAGE PHASE

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

SENSORS PHASE

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

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

MOVEMENT PHASE

10. The gamemaster announces that the first Movement

11. Phase has begun. If the Science Officer/Navigator has a sensors lock, he may ask his sensors question(s), which the gamemaster answers.

12. The gamemaster announces how many movement points each captain may use in this phase. The Helmsman with the greater number of movement points this phase moves his *Starship Silhouette Counter*

first. If two or more ships have the same movement, the ship whose captain has the tactical advantage will move second.

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

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

FIRING PHASE

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

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

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

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

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

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

CONTINUING THE GAME

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

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

ENDING THE GAME

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

WEAPON FIRING SEQUENCE

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

1. The Helmsman announces the weapon that will fire and its target.
2. Together, the Helmsman and gamemaster determine range and hex-side hit.
3. Twice per game turn, the Helmsman may decide to fite one weapon or weapon bank at a bonus. He makes a Skill Roll against his rating in *Starship Weaponry Operation*. If the roll is less than or equal to his Skill Rating, he gains a bonus of + 1 to his To-Hit Roll.

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

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

Target Missed

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

7. The game is resumed.

Target Hit, No Sensors Lock

6. The Helmsman (gamemaster) determines the total damage

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

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

Target Hit, Sensors Locked On

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

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

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

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

DAMAGE SEQUENCE

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

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

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

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

Shield Not Penetrated

4. The game is resumed.

Shield Penetrated

4. The gamemaster announces hit location.

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

6. The game is resumed.

EMERGENCY HEADING CHANGE SEQUENCE

1. The Helmsman announces intention to make emergency heading change. He makes a Skill Roll against his rating in *Starship Helm Operation*.
2. The Chief Engineer records one point of stress damage on each Warp Engine Power Track, moving the *Power Counters* to the appropriate positions. If the Helmsman's Skill Roll was successful, the total damage is decreased by one point.
3. The Helmsman determines additional damage by consulting his Current Warp Speed Track and Stress Charts, using one warp factor less if his Skill Roll was successful.
4. The Chief Engineer moves *Power Counters* to record any additional stress damage to the warp engines and adjusts the Total Power Units Available if necessary.
5. The Science Officer/Navigator moves *Superstructure Counter* to record any stress damage to the superstructure.
6. The game is resumed.

EXPANDING FOR MORE PLAYERS

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

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

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

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

ADVENTURES AND CAMPAIGNS

With **Command & Control**, starship combat can become a regular part of role-play adventures and campaigns. It also may spark an interest in these activities, particularly if the same characters are used in repeated games. It is recommended that the campaign rules be used from **Graduate Starship Tactics** to allow the player characters to advance their Skill Ratings after successful combat scenarios. Modifications necessary for this game are given below.

Initial Advancement Points

There are no initial advancement points. Initial Skill Ratings are used instead.

Victory Points

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

Rescues During Combat

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

ROTATING THE POSITIONS

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

THE KOBAYASHI MARU

Background

The *Kobayashi Maru*, in neutral territory patrolled by both the Federation and the Klingons', has sent an urgent distress message. The Federation vessel must enter the neutral zone to rescue the crew, thus breaking the treaty and the uneasy truce.

Ship Data

One Federation vessel of any type vs. an appropriate battle group of Klingon vessels.

Game Setup

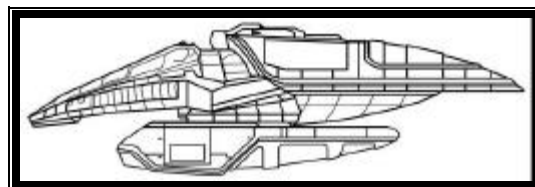
Place the Federation vessel on one of the narrow ends of the *Starfield Mapsheet* and the Klingon battle group on the other, opposite it.

Victory Conditions

The Federation players win if they exit the Klingon side of the board in 15 turns or fewer with superstructure and engines at least one-third intact. The Klingon player wins if he prevents this. The Federation ship may not leave the map in any other direction or disengage by increasing warp speed. If it does so, the Klingons win automatically.

Notes

When this scenario is run as part of the Star Fleet Academy curriculum, three or more battle groups are used against a single *Enterprise Class Heavy Cruiser*. The usual battle group for the Academy test consists of 3 *D-7M Class Light Cruisers* moving in tight formation. The first battle group enters on game turn 1, the second on game turn 2, and the third on game turn 4. In later years, a fourth battle group has been entered if necessary, entering on game turn 6. No one is intended to be able to survive this scenario - it is a test of character.



Dominion Jem'Hadar Attack Ship

DETAILED DAMAGE TABLES

DAMAGE CHART A											
DIE ROLL	SHIELD 1	DIE ROLL	SHIELD 2	DIE ROLL	SHIELD 3	DIE ROLL	SHIELD 4	DIE ROLL	SHIELD 5	DIE ROLL	SHIELD 6
1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR
2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON
3	PORT WARP ENGINE (X1/2)	3	MISSILE WEAPON	3	STARBOARD WARP ENGINE (X1/2)	3	STARBOARD WARP ENGINE (X1/2)	3	MISSILE WEAPON	3	PORT WARP ENGINE (X1/2)
4	PORT WARP ENGINE (X1/2)	4	PORT WARP ENGINE (X1/2)	4	STARBOARD WARP ENGINE (X1/2)	4	STARBOARD WARP ENGINE (X1/2)	4	STARBOARD WARP ENGINE (X1/2)	4	PORT WARP ENGINE
5	PORT WARP ENGINE	5	PORT WARP ENGINE	5	STARBOARD WARP ENGINE	5	STARBOARD WARP ENGINE	5	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	5	PORT WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)
6	PORT WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	6	STARBOARD WARP ENGINE (X1/2)	6	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	6	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	6	IMPULSE	6	IMPULSE (X1/2)
7	SUPERSTRUCTURE/2C	7	STARBOARD WARP ENGINE	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C
8	SUPERSTRUCTURE/C (X1/2)	8	SENSORS	8	SUPERSTRUCTURE/C (X1/2)	8	SUPERSTRUCTURE/C (X1/2)	8	SUPERSTRUCTURE/C (X1/2)	8	SUPERSTRUCTURE/C (X1/2)
9	SENSORS	9	BRIDGE/2C	9	SENSORS	9	SENSORS	9	SUPERSTRUCTURE/C (X1/2)	9	SUPERSTRUCTURE/C (X1/2)
0	BRIDGE/2C	0		0	BRIDGE/2C	0	BRIDGE/2C	0	ENGINEERING/C	0	SUPERSTRUCTURE/C (X1/2)

DAMAGE CHART B											
DIE ROLL	SHIELD 1	DIE ROLL	SHIELD 2	DIE ROLL	SHIELD 3	DIE ROLL	SHIELD 4	DIE ROLL	SHIELD 5	DIE ROLL	SHIELD 6
1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR
2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON
3	PORT WARP ENGINE (X1/2)	3	MISSILE WEAPON	3	STARBOARD WARP ENGINE (X1/2)	3	STARBOARD WARP ENGINE (X1/2)	3	MISSILE WEAPON	3	PORT WARP ENGINE (X1/2)
4	PORT WARP ENGINE (X1/2)	4	SUPERSTRUCTURE/C (X1/2)	4	STARBOARD WARP ENGINE (X1/2)	4	STARBOARD WARP ENGINE (X1/2)	4	PORT WARP ENGINE	4	PORT WARP ENGINE (X1/2)
5	PORT WARP ENGINE	5	SUPERSTRUCTURE/C (X1/2)	5	STARBOARD WARP ENGINE	5	STARBOARD WARP ENGINE	5	STARBOARD WARP ENGINE	5	PORT WARP ENGINE
6	PORT WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	6	SUPERSTRUCTURE/C (X1/2)	6	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	6	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	6	IMPULSE	6	IMPULSE (X1/2)
7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C
8	SUPERSTRUCTURE/C (X1/2)	8	WARP ENGINE	8	SUPERSTRUCTURE/2C	8	SUPERSTRUCTURE/C (X1/2)	8	SUPERSTRUCTURE/C (X1/2)	8	SUPERSTRUCTURE/C (X1/2)
9	SENSORS	9	SENSORS	9	SUPERSTRUCTURE/C (X1/2)	9	SUPERSTRUCTURE/C (X1/2)	9	SUPERSTRUCTURE/C (X1/2)	9	SUPERSTRUCTURE/C (X1/2)
0	BRIDGE/2C	0	BRIDGE/2C	0	BRIDGE/2C	0	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	0	ENGINEERING/C	0	PORT WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)

DAMAGE CHART C											
DIE ROLL	SHIELD 1	DIE ROLL	SHIELD 2	DIE ROLL	SHIELD 3	DIE ROLL	SHIELD 4	DIE ROLL	SHIELD 5	DIE ROLL	SHIELD 6
1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR	1	SHIELD GENERATOR
2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON
3	PORT WARP ENGINE (X1/2)	3	MISSILE WEAPON	3	STARBOARD WARP ENGINE (X1/2)	3	STARBOARD WARP ENGINE (X1/2)	3	MISSILE WEAPON	3	PORT WARP ENGINE (X1/2)
4	PORT WARP ENGINE	4	SUPERSTRUCTURE/C (X1/2)	4	STARBOARD WARP ENGINE	4	STARBOARD WARP ENGINE (X1/2)	4	PORT WARP ENGINE (X1/2)	4	PORT WARP ENGINE (X1/2)
5	SUPERSTRUCTURE/C (X1/2)	5	SUPERSTRUCTURE/C (X1/2)	5	SUPERSTRUCTURE/C (X1/2)	5	STARBOARD WARP ENGINE	5	PORT WARP ENGINE	5	PORT WARP ENGINE
6	SUPERSTRUCTURE/C (X1/2)	6	SUPERSTRUCTURE/C (X1/2)	6	SUPERSTRUCTURE/C (X1/2)	6	IMPULSE (X1/2)	6	IMPULSE	6	IMPULSE (X1/2)
7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C	7	SUPERSTRUCTURE/2C
8	PORT WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	8	WARP ENGINE	8	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	8	SUPERSTRUCTURE/C (X1/2)	8	SUPERSTRUCTURE/C (X1/2)	8	SUPERSTRUCTURE/C (X1/2)
9	SENSORS	9	SENSORS	9	SENSORS	9	SUPERSTRUCTURE/C (X1/2)	9	STARBOARD WARP ENGINE	9	SUPERSTRUCTURE/C (X1/2)
0	BRIDGE/2C	0	BRIDGE/2C	0	BRIDGE/2C	0	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)	0	ENGINEERING/C	0	PORT WARP ENGINE/ SUPERSTRUCTURE/C (X1/2)

DEFENSE OUTPOST	
DIE ROLL	DAMAGE RESULT
1	SHIELD GENERATOR
2	BEAM WEAPON OR MISSILE WEAPON
3	MATTER/ANTI-MATTER GENERATOR (X1/2)
4	IMPULSE POWER GENERATOR (X1/2)
5	ENGINEERING
6	SUPERSTRUCTURE/C (X1/2)
7	SUPERSTRUCTURE/2C
8	SUPERSTRUCTURE/ MATTER/ANTI-MATTER GENERATOR/C (X1/2)
9	SENSORS
0	BRIDGE/2C

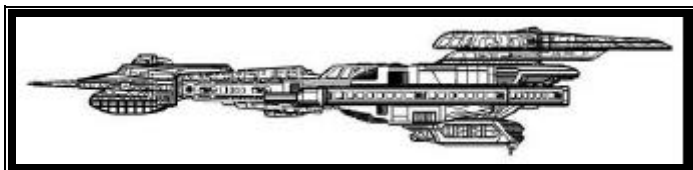
ENGINEERING DAMAGE TABLE	
DIE ROLL	DAMAGE RESULT
1	SHIELD POWER GRID DOWN
2	SHIELD POWER GRID DOWN
3	WEAPONRY POWER GRID DOWN
4	WEAPONRY POWER GRID DOWN
5	MANEUVER POWER GRID DOWN
6	MANEUVER POWER GRID DOWN
7	SHIELD POWER GRID AND WEAPONRY POWER GRID DOWN
8	SHIELD POWER GRID AND MANEUVER POWER GRID DOWN
9	WEAPONRY POWER GRID MANEUVER POWER GRID DOWN
0	ALL POWER SYSTEMS DOWN

C = CREW CASUALTIES

STARSHIP DATA AND COMBAT CHARTS

INTRODUCTION

This section includes the technical data on many ships as well as the tables needed to recreate starship combat. Information is provided on the use of each data sheet and table, and a sequence of play is provided for each Starship Tactics Course.



Klingon Negh'Var Class Battleship

USING THE SHIP DATA TABLES

Data for some of the starships in the *Star Trek* universe are presented in these tables. Included is information on their engineering systems, their movement, their weaponry, their defense systems, their superstructure, and their crew. Each table is organized in the same way, so that it will be an easy task to find any desired piece of information after learning how to read the tables. Each of the table's major sections is explained below. Ship Data Tables are given elsewhere in this section for the starships of the United Federation of Planets, The Klingon Empire, The Romulan Empire, the Gorn Alliance, and the Orion Colonies.

HULL DATA

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

Model Number

This tells the specific model number of the vessel.

Dates Of Service

This tells the years and months, in Stardates ([note: on this web site, we use only the standard date system](#)), when particular model was in service. This information will aid in setting up scenarios from specific time periods.

Superstructure Points

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

Damage Location Table

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

Crew

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

ENGINES AND POWER DATA

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

Total Power Units Available

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

Movement Point Ratio

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

Engine Data

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

WEAPONS AND FIRING DATA

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

Firing Arcs

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

Firing Chart

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

Weapon Data

Weapon Type refers to the various types of weapons listed in the **Ship Construction Manual**, relating this book to that one. *Number* tells how many weapons the ship has of that type and whether or not they are banked. *Maximum Power* lists the number of power points that may be used to arm a beam weapon; the base damage done by the weapon is equal to this number. *Damage Modifiers* are the bonuses some beam weapons give to hits at close range. The damage bonus is listed first, and the applicable range is given in parentheses; thus the listing

+3 (1-10) means that a successful hit on a target up to ten hexes away gives 3 additional damage points. For missile weapons, *Power To Arm* tells the number of power points that must be allocated to the weapon in order to arm it. *Damage* tells the number of damage points given by a missile weapon.

SHIELDS AND COMBAT DATA

This section of the table tells the combat capabilities of the ship and the data on its shield generators.

Shields Data

Deflector Shield Type refers to the shield descriptions given in the **Ship Construction Manual**. *Shield Point Ratio* is the number of shield points that each allocated power unit creates; it is given as power units/shield points. *Maximum Shield Power* tells the greatest strength that each shield may carry.

Combat Efficiency Values

The relative strength of a ship in combat is measured by the ship's Combat Efficiency Values, given at the bottom of the Ship Data Table. There are two of these values: the Defense Factor (D) and the Weapons Damage Factor (WDF). The process for determining these numbers is given in the **Ship Construction Manual**.

Defense Factor (D)

The Defense Factor is a measure of the strength of the ship's superstructure, shields, and of the efficiency with which it converts power to movement and shielding. It is determined from the Power Units Available for warp and impulse engines, from the Movement Point and Shield Point Ratios, from the Maximum Shield Power and from the Superstructure Points. The higher this number, the more effective the ship is in defending itself.

Weapon Damage Factor (WDF)

The WDF is a measure of the destructive power of a weapon. It takes into account the weapon's maximum range, its ability to hit throughout this range and the maximum damage it can do. The greater the range, maximum damage, and ability to hit with the weapon, the higher the WDF. The higher this number, the more effective the ship is in attacking.

BALANCING SCENARIOS

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

COMPARING TWO SHIPS

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

To calculate Combat Efficiency, use this formula ($D \times WDF / 100 = CE$). This number allows two ships to be compared to see which is the more powerful. The ship with the greater CE will, in general, last longer in combat against the other.

COMPARING TWO SIDES

The Combat Efficiency Values may also be used in balancing two sides of a scenario. This process is fairly accurate as long as the numbers of ships are relatively equal; the more nearly equal, the more

accurate. There are two ways to balance scenarios, and captains may choose which they like the best.

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

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

USING THE FIRING CHARTS

These tables give the chance to hit a target at various ranges. The table used depends on the weapon fired, and the number needed to hit depends on the range measured in hexes on the *Starfield Mapsheet*.

FIRING CHART NUMBER

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

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

RANGE

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

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

TO-HIT NUMBERS

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

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

USING THE DAMAGE LOCATION TABLES

In the Basic and Advanced Courses, shots that penetrate the shields damage the ship in the areas given in the Simplified Damage Location Table. In the Graduate and Command & Control Courses, damage location is determined by using one of the three Detailed Damage Location Tables.

SIMPLIFIED DAMAGE LOCATION TABLE

To find the damage location with the Simplified Damage Table, roll one die. Read the die roll in the left-hand column, and the part of the ship damaged in the right-hand column.

DETAILED DAMAGE LOCATION TABLES

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

Choosing The Damage Location Table

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

Choosing The Location Column

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

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

Determining Hit Location

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

USING THE ENGINEERING DAMAGE TABLE

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

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

USING THE PLASMA DAMAGE TABLE

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

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

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

USING THE EMERGENCY HEADING CHANGE STRESS TABLE

Whenever a captain makes an emergency heading change, there will be automatic damage to the engines of the ship, as detailed in the rules for the Advanced and Graduate Courses. In the Advanced Course, this damage is 1 point on either of the Warp Engine Power Tracks; in the Graduate Course, the damage is 1 point on each warp engine. In the Command & Control Course, this damage may be reduced by 1 point if the Helmsman makes a successful Skill Roll against his rating in *Starship Helm Operation*.

There may also be additional damage at elevated warp speeds. For the Graduate and Command & Control Courses, this is determined by consulting the Emergency Heading Change Stress Table.

CHOOSING THE STRESS COLUMN

The Engine And Power Data section of the Ship Data Tables lists the appropriate Stress Columns for each vessel. The data is presented as two letters separated by a slash (/). The letter to the left of the slash is the column that should be used to determine if there is stress on the warp engines, and the letter to the right of the slash is the column that should be used to determine if there is stress on the superstructure.

To find out if there is extra stress damage to the superstructure or the warp engines because of an emergency heading change, first find the appropriate letters along the top of the table.

SELECTING THE WARP SPEED

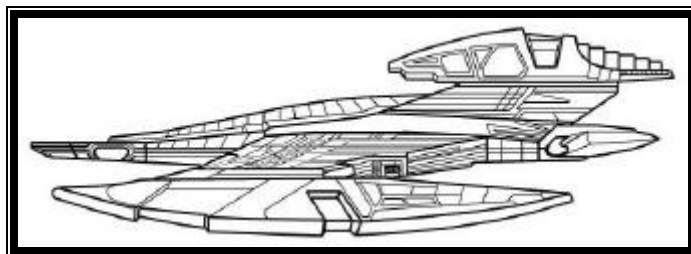
The amount of extra stress damage that a vessel will take because of the emergency heading change depends on its overall warp speed. In general, the faster the warp speed, the more the damage.

After locating the appropriate Stress Column, find the vessel's warp speed in the column at the left of the table.

FINDING STRESS DAMAGE

To find if extra stress damage occurred, cross-index the warp speed and the appropriate Stress Columns, once for the warp engines and once for the superstructure. The number that results is the number of damage points that are taken because of the stress. If the engines take damage, cross off the appropriate number of boxes on the Engine Power Tracks of each warp engine to reflect the damage. If the superstructure takes damage, cross off the appropriate number of boxes from the Superstructure Strength Track.

In Command & Control, if the Helmsman makes a successful Skill Roll against his rating in *Starship Helm Operation*, he may take the stress damage as though he were going one warp speed slower.



Dominion Jem'Hadar Battlecruiser

