

# STAR TREK

## STARSHIP COMBAT SIMULATOR

AH, KIRK, MY OLD FRIEND...



DO YOU KNOW THE KLINGON PROVERB THAT TELLS US,  
“REVENGE IS A DISH THAT IS BEST SERVED COLD?”

IT IS VERY COLD...

IN SPACE.



F959  
CORPORATION

U4.0 2025



# STAR TREK

## STARSHIP COMBAT SIMULATOR

### VERSION 4.0



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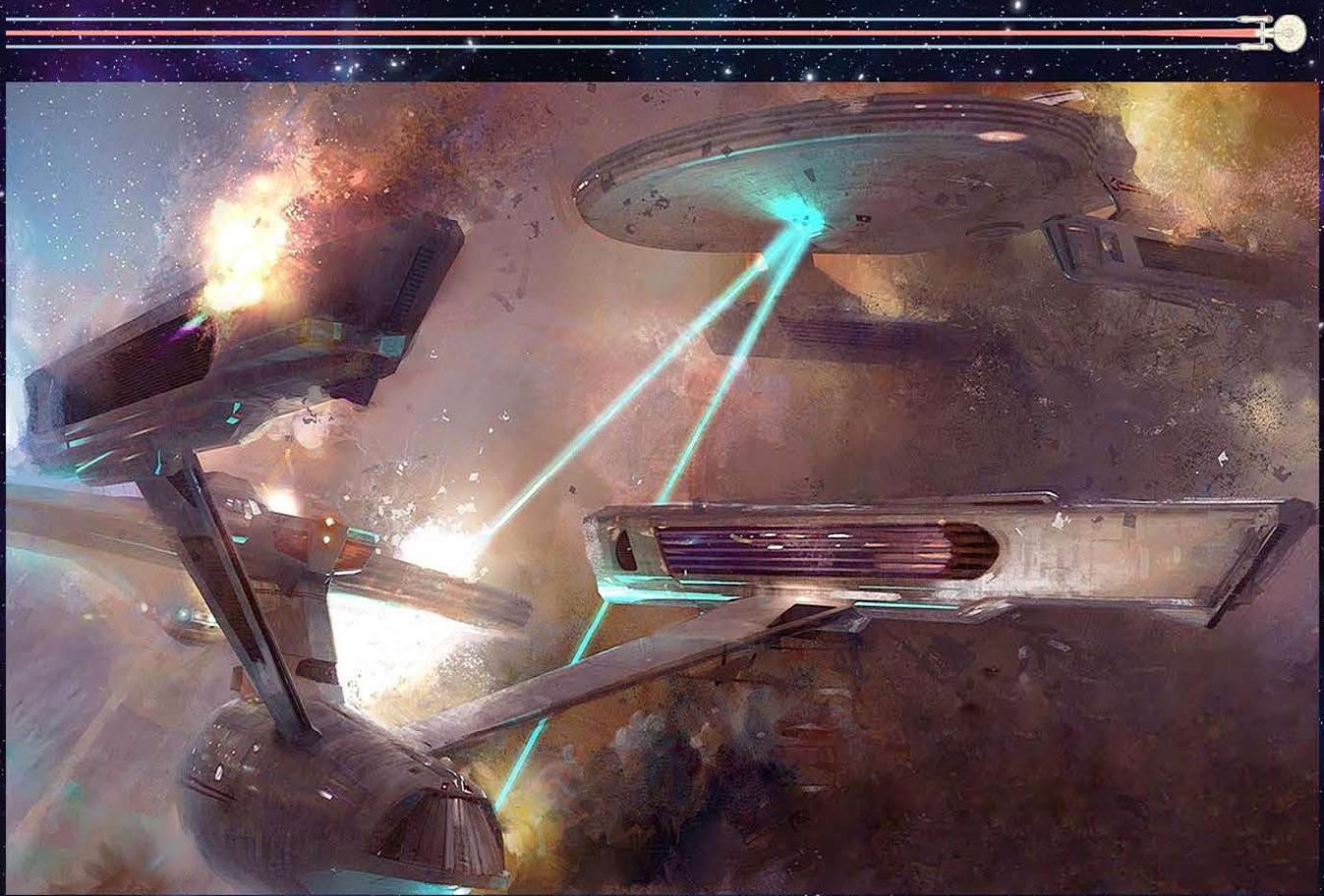
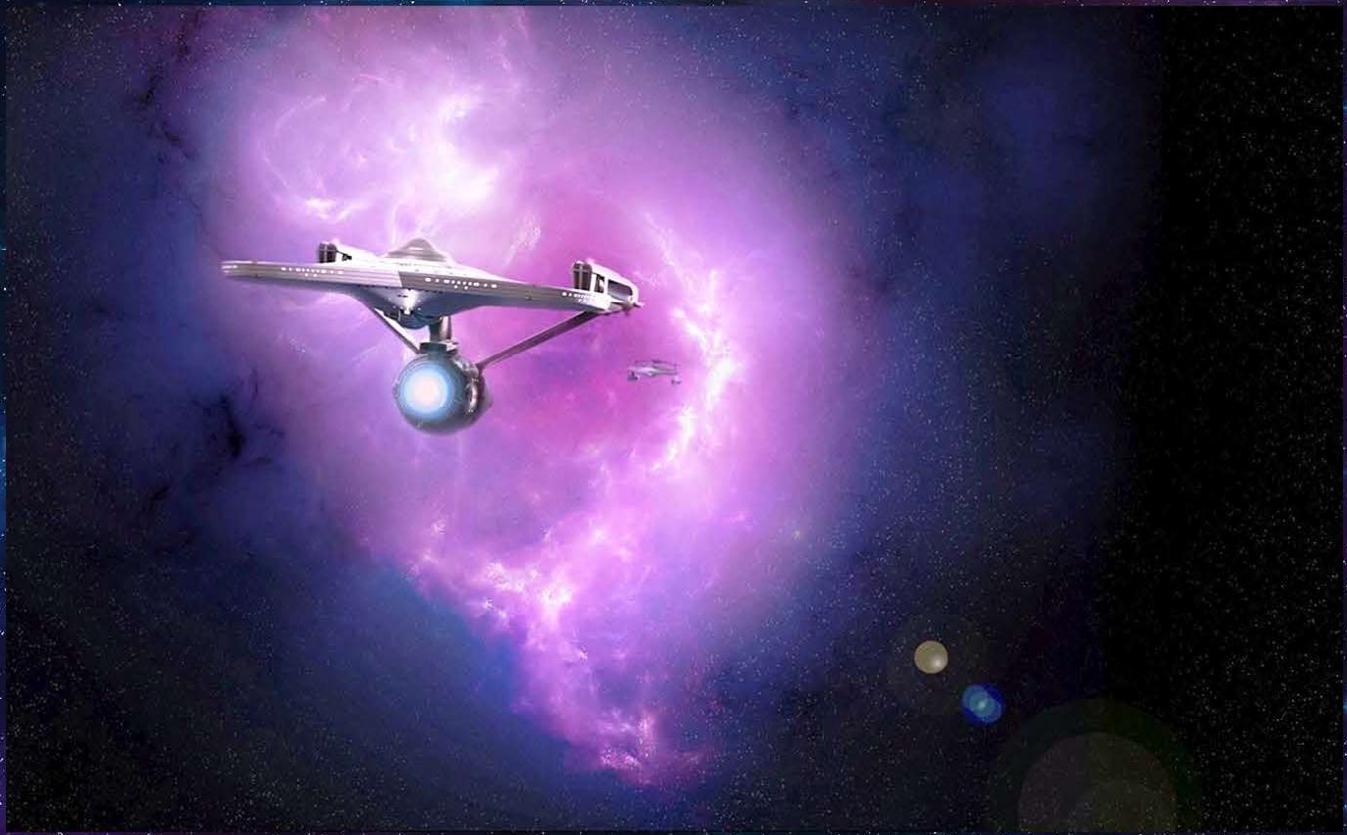
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"Let us make sure  
history never forgets the name..."



*Enterprise."*

"I don't like to lose."



**FASA**  
CORPORATION

*"I swear to you, we're not finished yet."*

## FastPlay: Star Trek: Starship Combat Simulator Turn Sequence

CSR = Captain's Skill Rating ( $55 + 4d10$ ) (+5 for Commissioned Officers in a naval fleet)

CER = Crew Efficiency Rating ( $35 + 5d10$ ) (-5 for pirate or mercenary crews, +5 for Legendary Captain)

Combat is in game *turns*. Each turn has three *phases*.

1. **Allocate Power:** Assign Total Power Units Available (TPUA) and (optional) AUX/RES to Movement, Shields, Weapons, Cloak, Structural Integrity (H.3.13)
  - AUX power can be used 1 or 2 consecutive *turns*, then recharges for same duration
  - RES power can be used once then must be charged from AUX or TPUA
  - Each captain declares how many movement *hexes* have been allocated this *turn*
  - Make a CER (and if successful) a Repair roll for Superstructure, Impulse or Warp Engine damage from previous turns
2. **Determine Tactical Advantage** =  $2d10 + \text{CSR} + \text{Modifiers}$  (see following page)
3. **Sensors Phase (1, 2, 3)**
  - In reverse TA order, players determine a target from which to gather more information and/or attempt up to two sensor locks, two scans for cloaked ships, or one of each.
  - Scanning for cloaked ships include two arcs (one roll for both, see table)
  - If a sensor lock is obtained, ask one question (G7.113)
4. **Movement Phase (1, 2, 3)** – Defaults: Base Speed=2. Lowest Tactical Advantage moves first each *phase*
  - Total movement per turn is equal to purchased Movement *hexes*, not points. MAY change Base Speed up or down if moving same direction. MUST change Base Speed if moving opposite from current direction.
  - Move 1 hex = 1 hex forward, reverse, up or down or one heading change (rotate one hex facing <> ^ v)
  - Movement Hexes are divided between phases however the Captain chooses but cannot change them once assigned
  - FIRST hex per *phase*, may use free heading change for several options ("impossible hex" C2.241), even on thrusters only C2.242 - see Appendix. Can use FHC *without* other options any other time during movement
  - Ships (even cloaked) allocating ONLY one hex per phase may do so with thrusters only (considered "stationary")
  - Emergency Heading Changes can be one turn or one adjustment fwd or rear thrust (CER and stress rolls required)
  - One movement hex per *phase* (total 3/*turn*) may be saved for Emergency Heading Changes (interrupts or normal) --and this CAN be the same as the 1x/*phase* free heading change OR paid for from allocated movement
  - Captain with TA can change his/her movement and fire order in any order and change order each *phase*
  - Range or Speed of 30 or more at end of *turn* = Disengagement from combat
  - Repeat Step 3 for all Captains who have movement allocated this phase
5. **Fire/No Fire Phase (1, 2, 3)** –Defaults: Fire in Initiative (TA) Order
  - Play Fire/No Fire Tokens face down, then reveal Fire/No Fire
  - Declare Targets and which weapons will fire at which targets, both in reverse TA order
  - Resolve attacks in TA order, Captain chooses which weapons fire in what order (full sequence on next pages)
  - Captain with TA can change his/her movement and fire order in any order and change order each *phase*
  - Repeat Step 5 for all Captains who declared Fire for this phase

## 6. Repair and Repowering Phase (1, 2, 3)

- Subtract any damage to engines from TPUA and re-total
- Allocate damage to Superstructure and Casualties
- Make one Repair roll for a damaged System (beam, missile, Sensors or Superstructure)
- Damage from one Engineering Grid hit (Shields, Weapons, Maneuver, or Defense Field) is repaired automatically
- Any crew Casualties are reduced (replaced) by 3% total
- All functioning shields are repowered to their levels set in the Power Allocation Phase. Damaged shields repel 20% less damage per unrepaired hit until the 5<sup>th</sup> hit when the generator is destroyed.

## 7. End Turn Phase

- Repeat Steps 2\*-6 two more times. Do not reroll for TA but Base Speed bonus /TA order may still change!
- Victory Check: First side to complete its Victory Conditions is the winner
- New Turn begins with Step 1

### Tips and Tricks

When to roll Engine Stress (see also base speed table in C2.33):

1. Emergency Heading Changes (if *not* using saved movement points, OR roll at -1 for "Interrupt" EHCs)
2. Evasive Action Maneuvers (which are declared *after* movement but *before* firing) When paid for with saved MPs, any roll on Stress / Damage Chart is at -1
3. Cochrane Deceleration Maneuver
4. Corkscrew Maneuver
5. Picard Maneuver

Defensive Tips:

1. Don't forget once per phase you can reduce damage from a missile or plasma attack by half if you make a CER roll
2. Don't forget you can reduce casualties with a CER roll (F2.10)
3. Save some MPs for Evasive Maneuvers, Emergency Heading Changes, & Special Maneuvers! See table.
4. Remember your AUX and RES powers to reinforce shields or Structural Integrity (H3.13) at critical moments.
5. Your Base Speed can mean the difference between going first or last or whether or not you are hit!
6. Movement: Remember the all-powerful 1<sup>st</sup> movement hex and when cloaked, moving on thrusters only! (C2.241-2)

Offensive Tips:

1. If you have good CER, target individual systems to take the wind out of their sails (D4.31)
2. Take every advantage to scan for cloaked ships – 2 arcs now, plus obtain sensor locks. Ships can maintain more than one!
3. Always know your Base Speed and how it affects maneuvers and accuracy (well, AND defense, above!)
4. Not every scenario requires destruction of all enemy ships. Remember your Victory Conditions.
5. Remember AUX Power can overload weapons or add movement when you need it the most.
6. Remember to roll CER to negate Special Maneuver penalties.
7. Laser Cannons can be powered up to twice their maximum, while Plasma Weapons divide damage in 5-point increments among several systems in the same shield arc. They may also be fired at half strength for half damage.

At *any time*, the GM may award a CSR or CER roll for a +1/-1 to an effect or up to +5/-5 for damage (house rule).

A Captain may take a +1 penalty to ALL rolls in the *next* phase to gain a reroll on ONE roll during the *current* phase (house rule).

## FastPlay: Determine Tactical Advantage (Initiative) Sequence

Before Game Play: Determine CSR (Captain's Skill Rating) = Roll 4d10 and add 55, +5 for a Captain in a commissioned Navy (most often unless mercenary or pirate, private, etc.)

Determine CER (Crew Efficiency Rating) = Roll 5d10 and add 35, -5 for mercenary or pirate crews, +5 for Legendary Captain of 90+ CSR.

Determine modifiers for Tactical Advantage:

- +5 to ship (or ships) with lowest Movement Point Ratio
- +5 to ship with current highest Base Speed (can change from phase to phase)
- +1 for every additional *hex* of movement the fastest ship has over the second fastest ship
- +3 to ship with second highest Base Speed (if 3 or more ships in the combat)
- +3 to ship with the highest Crew Efficiency Rating

Roll 2d10, add modifiers from above, then add CSR. Proceed lowest to highest for movement and declarations.

Proceed highest to lowest when attacking. Captain with overall TA may interrupt other actions and choose when to attack in each phase.

## FastPlay: Resolve Fire Action Sequence – Complete for each weapon firing

### 1. Declare Target

- Targeting ship systems: +1 penalty, +2 for bridge or engineering

### 2. Determine Range

### 3. Determine which firing chart is used and using range, determine "to hit" numbers

### 4. Apply any "to hit" modifiers:

Attack Bonus	Bonus	Attack Penalty	Penalty
Range 0 (same hex)	-1	Base Speed 20-25 or Reverse 11-12	+1
Base Speed 0 (stationary)	-2	Base Speed 26-29 or Reverse 13-14	+2
Base Speed 1-10 or Reverse 1-5	-1	Your ship used EHC this phase	+1
Successful Corkscrew Maneuver	-1	Your ship used "interrupt" EHC this phase (stacks)	+1
Successful Picard Maneuver	-2	Target ship used EHC this phase	+1 or +2
Target failed Picard Maneuver	-2	Your ship is in Evasive Maneuvers	+1
Target failed Corkscrew	-1	Target ship in Evasive Maneuvers	+3
		Target completed successful Picard Maneuver	+5
CER roll may eliminate 1 point of penalties per attack* --> *(rolls targeting cloaked ships NOT included)		Targeting ship system (Engineering or Bridge)	+1 (+2)
		Your ship took a reroll on previous phase	+1
		Targeting cloaked vessel	+3 or +5
		Casualties 20-39%	+1
		Casualties 40-59%	+2
		Casualties 60-69%	+5
		Casualties 70%+	NO FIRE

5. Announce which weapon(s) will fire AND if beams, if they will fire separately or in bank
  - a) If beams, announce beam strength/damage for this shot

→ OPTIONAL: Allocate Auxiliary and/or Reserve Power to beam fire

→ If heavy beams, normal damage to shields + defense fields but +3 damage to armor, superstructure, systems and components.

→ Add range bonuses to damage
6. Determine which shield will be hit
 

→ OPTIONAL: Target Captain makes Interrupt Emergency Heading Change, if applicable (with successful CER roll)
7. Roll and consult firing chart – if miss, stop here
8. If hit, subtract current target shield strength from damage total
9. If damage < shield strength, stop here and note remaining shield strength
10. If damage > shield strength, determine remaining damage points
11. Apply defense field, if operating
12. If damage < defense field, stop here
13. If damage > defense field, determine remaining damage points
14. Apply armor vs. beams or missiles, if any, depending on type of weapon fired
15. If damage < armor, stop here
16. If damage > armor, determine remaining damage points
17. Roll Hit Location based upon Damage Chart and Shield Hit
18. Apply remaining damage points in #16 to area or system indicated by roll result, including any modifiers
  - a) ALL Weapons: Target Captain can make a CER roll to halve CASUALTIES (if any, and if successful)
  - b) MISSILE Weapon: Target Captain can make a CER roll to EVADE and halve DAMAGE (if successful) 1x/phase

→ MAX Superstructure damage per weapon hit = 10

→ Massive Damage of 30 or more points divided into 15-point increments (defenses still only apply once per shot)

→ MAX Casualties per weapon hit = 5%

→ MAX Casualties per massive damage, explosion or ram unless ship destroyed = 10%

Repeat for each additional weapon firing this phase.

Damaged *systems* are offline immediately and may begin repairs immediately following. Damaged *superstructure* and *casualties* applied at end of phase.

## A0.0 Introduction

### A1.0 What is this Game About?

This ruleset is an overhaul and rewrite of the *Star Trek: Starship Tactical Combat Simulator* released by FASA. The purpose of this ruleset is to incorporate some errata and corrections released by FASA, add fan content and streamlined house rules, incorporate those areas of starship operations ignored in the original game and generally update the STTCS to a modern wargame standard. This latest edition is meant to both simplify and add realism to the ruleset.

### A1.1 What is STTCS?

The *Star Trek Tactical Combat Simulator* (STTCS) was developed by FASA for their Star Trek Role-Playing Game. The game is fun and relatively easy to learn.

### A1.2 What is FASA?

FASA (aka FAntaSimulation Associates, aka Freedonian Aeronautics and Space Administration) was a company based in Chicago, Illinois that began in 1981 by producing very high quality supplements for Game Design Workshop's *Traveller* RPG. In 1983, they acquired the license to produce the official Star Trek Role-Playing Game from Paramount Pictures Corp. ST:RPG quickly became the second most popular role playing game in the world. Only TSR's *Advanced Dungeons & Dragons* was more popular. In 1990, FASA lost the Star Trek license due to creative differences with Gene Roddenberry. FASA went on to produce the award-winning *Battletech* series of games which remain popular. FASA ceased operations in 2001 after 20 years in business. WizKids (owned by Jordan Weisman, a FASA principal) took over the *Battletech* franchise, *Shadowrun* was sold to Catalyst Game Labs, *Earthdawn* was sold to Living Room Games, and all other FASA products have gone out of print.

### A1.3 What is the Source of this rewrite?

Rules that appeared in *The White Flame* from FASA as well as selected suggestions from players, magazine articles and special scenario rules have been incorporated into this version. *I have made several significant rules changes.* -A (2025)

### A1.4 Is this version retro-compatible?

Yes, all previous versions of the STTCS are fully compatible with these rules.

### A1.5 Is this version 'Official'?

No. The FASA version of ST:RPG is no longer "official". These rules, derived as they are from a subset of the FASA rules are equally unofficial. Consider them a (well-organized) set of house rules.

### A1.6 Can I change or redistribute these rules?

Yes, since they are merely a set of house rules, feel free to alter or redistribute them as you please. The only requirement is that you leave the credits intact (though you are free to add yourself to them) as those who contributed to this project should receive credit for doing so.

### A1.7 Are these rules more complex than the original game?

Only a little, veterans of the original game will recognize the game as the one they know and love. The rules have been expanded to cover more of the Trek-Universe and a few situations not covered by the original rules.

### A1.8 Bonuses and Penalties

This game often (not always) uses a low result for success on a d10 roll. This is for attacks, detecting cloaked ships etc. Therefore, the penalties to these rolls are "+" or *added*, while bonuses are "-" or *subtracted*.

## A2.0 Changes from the "Original" Game

I can only list the changes I have made from Version 3.0 to Version 4.0, and I am not guaranteed to get all of them included. However, if you don't notice some of the changes, no worries. It means the changes make sense!

### A2.1 Movement and Tactical Advantage

Changes in the movement system were designed to bring maneuver and tactics into the game without requiring a major rewrite of the starship construction rules. (See section C for more information)

To remedy the tendency to sacrifice Movement Point Ratio in favor of more Total Power Units Available plus heavier armament and shielding, there needed to be a balanced incentive to prioritizing movement. Until now, it was almost always more valuable to take the slower MPR and favor PP gain.

Tactical Advantage is *significantly* more important in this latest version of the game. From construction to character creation to choice in game play, players have ways to

manipulate the turn order, if desired. Combat is not simultaneous in any on-screen version of Star Trek and therefore, an attempt at staging more realistic battles has been made here.

Base Speed and Current Base Speed have been introduced in this ruleset in lieu of Warp Speed in previous editions. Base Speed does not represent distance (hexes) traveled in movement but instead defines other parameters like influencing Tactical Advantage, maneuvers available and modifiers to hit rolls. See C2.3.

## A2.2 Ship Construction Changes

Yes, these are the combat rules *but* ship design has evolved with *Star Trek: The Next Generation* and later time periods with "new" technology. Some advanced larger ships now can deal hundreds of points of damage every turn. Fan content has overwhelmingly favored offensive capability and other than heavier shields (which have not been raised proportionately, haha get it?) virtually no other defensive improvements had been made.

**Results?** Squishy ships. Even the Galaxy Class would be decimated by an alpha strike from a decent heavy cruiser. Therefore, we have made the following adjustments.

- Torpedoes have guidance since at least ST:VI so firing arcs of f/p/s are common.
- Weapon range and accuracy: Tamarian engineers have developed inertial weapon anchoring. By increasing weapon mass 50% (SS not affected), one can improve range and/or accuracy. This is done by moving a firing chart one column to the right OR one row DOWN, adding a "10" (or max number +1) at the top of the column. Cumulative to 2. No more than two columns or rows may be added in this manner, or one of each (100% mass increase).
- Any weapon with a damage bonus due to range gains +1 damage at range 0-2 (point blank range). The other weapon ranges and damage bonuses are unaffected. Many weapons will now have a maximum damage bonus of +4. However, one power point charge to the weapon is required for every bonus point of damage (i.e. it requires the weapon to be powered at least to 4 to get the +4 damage bonus)
- All warp nacelles are now 10% less in mass and in Superstructure costs.

- All impulse engines have been given a SS requirement commensurate with their class/mass [ $0.1C(C/4)$ ] where C=Class.

*Examples:* A class I shuttle impulse engine would require basically zero SS, while a Class II would be the "normal" 0.1 SS. A Class VII ship would require 1.2 SS, a Class XI ship impulse engine requires 3 SS and a Class XV would need 5.6 SS.

- Additional warp engines (more than two) and additional impulse engines (more than one) will now face a cumulative 10% power loss penalty to offset the OP practice of adding nacelles or, more often, impulse engines for ridiculous amounts of power.

*Example:* This means the latest Constellation Class Refit warp power would be reduced 20% (-10% for each of the 3<sup>rd</sup> and 4<sup>th</sup> nacelles) from 116 to 93 **PLUS**, given the above, 79 points of impulse power instead of 88 (-10%) for a total of 172 TPUA instead of 204. In addition, the impulse engines would require 9.8 SS (4.9x2) to install.

**Summary:** Designers will still add engines, but it won't be AS game-breaking. Saucer separation now requires multiple impulse engines but they do not have to be "free" SS costs and 100% stackable.

- All Movement Point Ratios (MPRs) are reduced one column from what appears in ship construction tables (9/1 becomes 8/1 and so on). This is to prioritize movement.
- All races now have better shield generators using later-century technology. All races except the United Federation of Planets receive a 40% increase on maximum shield power for all shield types. The UFP receives a 20% increase instead. In addition, shield point ratio tables now begin at 1/4 and max out at 1/7 (1/8 for UFP). Construction tables should be changed so the 1/1 table is 1/4, 1/2 becomes 1/5 and so on. Also, kitbashing allows the acquisition of Federation tech, which let's face it, is the plot of about every 5<sup>th</sup> episode anyway.

*Example:* A Klingon shield generator that currently has a maximum shield power of 50 will now be 70. A Federation shield that also has a maximum power of 50 will now be 60. The difference is to help mitigate the UFP's ENORMOUS advantages in other ship construction areas.

- Defense Field Generators: Pakled engineers have made a breakthrough that for the cost of 10% in Mass and Superstructure of a ship's shield generator, the ship can also be equipped with a standard Defense Field that operates between the shields and hull which is NOT depleted on every hit. This "Crimson Force Field" absorbs 15% (rounded down) of the damage that the maximum shield power would normally deflect and is always powered on, even when shields are down. This costs no power from the engines but instead is powered by solar batteries and channeled through the ship's main / navigational deflectors.

*Example: By this addition, a ship with a max shield power of 50 also has a defense field of 8 that is always on until damaged and affects every incoming damage source. The defense field subtracts from all attacks after the shields have been depleted or disabled.*

*The ability to damage the Defense Field Generator has been added to the damage tables. Hits, disabling and repairs will be carried out in the same manner as they are for other vital ship systems. The purpose here is to mitigate many low-yield beam weapons that should not be able to overwhelm the defenses of a capital ship unless under concentrated fire. It is advised that beam banks fire in unison to overcome this threshold.*

The USS Enterprise NCC-1701, under the Command of Captain Spock and later, Admiral James T. Kirk was conducting testing of this type of system just prior to its destruction at the Genesis Planet [https://youtu.be/iveAoxVHk\\_Y](https://youtu.be/iveAoxVHk_Y)

- Armor Alloys: Nausicaan metallurgists and geologists have developed alloys and mineral coatings that absorb or deflect different types of damage. Mixed with Titanium and Duranium, the new elements Deflectionide and Antibashium are not only lighter but have also greatly extended the battlefield life of starships in combat.
- "Added" SS points (Armor) now require only 60% of the mass or 900mt per point instead of 1500mt. For every full SS point "purchased" (added) at the end of a starship build process (and not SS required by components, those are still 1500 per), the starship receives a 1-point damage resistance that can be applied to either every

beam or missile strike (designer's choice). Partial points do not mitigate damage.

Like with Defense Fields, the damage mitigation from surface alloys only takes place *after* shields have been depleted or disabled.

*Example: "Ha'DlbaH" (translated: "Meat") a Klingon engineer designing a K'Vort Class Variant adds 8 SS points in lieu of torpedoes during the board process. For 7200mt, he chooses an alloy of Duranium, Deflectionide and Antibashium and this will mitigate 5 points of beam damage and 3 points of torpedo damage per hit. Much like the Defense Field, this damage reduction is effective after the shields have been depleted or disabled. He is then executed for incompetence.*

*Purpose: this incentivizes survivability instead of spending every last point of WDF and allows customization of damage reduction, albeit minor.*

- No more than 15 total SS points may provide damage reduction and no more than 10 points can be allocated to either beam or missile damage reduction. Otherwise, the points can be divided however the designer chooses. More additional SS points can be added at 900mt each, just without the 1-for-1 damage reduction benefit.

These changes accompany changes to the ship damage charts. Hulls are now more resilient to enemy weapons fire and therefore take less damage overall from each attack. Whereas in earlier versions of this game, points were applied 1 to 1 or 1 to ½ against superstructure, power levels or casualties, the new charts primarily use amounts of 25-50% of damage dealt for determining these effects. See Section F for details on applying damage.

Also to be remembered is the ability to make crew efficiency (CER acting as helm) rolls to lower damage by one-half per attack (vs. missile and plasma weapons) and, in the same way, lower casualties for all weapon attacks.

*See included Mako Class XI Strike Cruiser and "Comet of Destruction" Class XII Cruiser as examples of newer ship builds. Also see updated, easier to use MCP template and damage charts that include defense fields and armor alloys (damage reduction: beams and missiles).*

## A2.3 Other Changes for V.4.0

- Ships can scan two sectors at a time and may scan twice in sensors phase. They may also maintain multiple sensor locks. B4/E4
- Weapons fire can happen in any order. B5.3
- The “Impossible” first hex of movement gives all ships increased flexibility even with limited hexes allocated to movement. C2.241
- Ships may also move one hex on thrusters only and be considered “stationary.” C2.242
- Base Speed affects movement in several ways, including turn ratio, ability to hit and be hit in combat, as well as maneuvers available. C2.32 and C2.33.
- Special Maneuvers have been added, including redefining Emergency Heading Changes. Classic tactical maneuvers have been added. C2.5
- Ships may occupy the same hex, may fire upon each other at range 0 (treated as -1 bonus to hit chances), plus may ram other ships in the same hex. See C2.7.
- Firing Arcs, Sensor Locks and targeting cloaked ships have also been adjusted for more realism. See D1.21 Combat and E4.4 Cloaked Ships, Plus G7.11 Sensor Locks
- Modifications to Beam Weapons D4.0
- Targeting Specific Systems and Targeting Bridge or Engineering D4.31 and D5.1
- The Breen Energy Dampening Weapon is explained in D.6
- Defense Fields and Armor are in E2 and E3
- Damage Tables have been redesigned to reflect larger damage totals and more hit locations F1 and the Appendices
- Damage to **systems** is applied **immediately**, in order of TA and separately. Damage to **superstructure** and **casualties** is applied at the end of the phase simultaneously. Sect.F
- When shield generators are hit they are reduced in power by 20% per hit instead of going completely down immediately. F2.1
- Bridge Personnel Shaken has more entries and effects when damage occurs. F2.81
- Maximum damage to Superstructure and Casualties defined. F2.4, F2.96
- Ship Explosion rules and damage have been changed. F4.2
- System repairs can begin **immediately**, (die roll made) but only take effect after one firing phase without the damaged system. G6.2
- Crew Casualties automatically recover at 3% per repair phase G6
- Superstructure repair defined G6.4
- Sensor Locks rules G7.11
- Power Allocation for Auxiliary Power and Reserve Power has been modified. See H3.
- Calculating CSR and CER are in Sec.Q
- Optional 3D combat is in Section Y
- Dabo! is a set of modifications to add a little variety. See Appendices
- Updated all-new, easier-to-read MCPs and Ship Construction Forms incorporating these rules are also in the Appendices
- An updated and more informational Firing Chart is also in the Appendices, including the new Firing Chart Z!

## B0.0 Turn Sequence

Combat is conducted in *turns*, and each *turn* is divided into *phases* for allocating power, determining the tactical advantage, movement, sensors, firing, and repair plus 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 Repair/Repowering Phases. The turns follow the sequence given below. Even though some of the steps may not be necessary in combats between only two ships, the sequence is presented in full.

## B1.0 Power Allocation

Each captain determines how much power he will put into each of his shipboard systems.

How this is done, including AUXiliary Power and REServe Power is explained in section H.

Each captain declares how many Movement Points (hexes, not Power Points) they are allocating for the turn in this phase. Modifiers to Tactical Advantage from lowest MPR and highest Current Base Speed are added (see section A2).

Also during this phase, each captain may make one CER Roll and if successful, may make a Repair roll for Superstructure, Impulse or Warp Engine damage taken in a previous phase (by letter).

Repairs may be found in Section G6.0.

## B2.0 Determining Tactical Advantage

Tactical Advantage (Initiative) =  $2d10 + \text{Captain's Skill Rating}$  [use the Master Control Panel formula with 55+4d10 (or 59-95/Mean: 77) for Captain and 35+5d10 (40-85/Mean: 63) for Crew Efficiency Rating] See Section Q for determining CER and CSR.

### Tactical Advantage (Initiative) Modifiers:

The ship(s) with the lowest Movement Point Ratio receives a +5 bonus to initiative. In cases of a tie and more than one MPR in the combat, all ships with the lowest MPR receive this bonus.

*Example: The OCA Lean Forward, Commanded by Captain Ondek, has a 3/1 MPR and will enjoy a +5 bonus to the initiative roll. His two opponents both have a 5/1 MPR so neither of them would receive a bonus to this roll for TA.*

The ship with the highest Crew Efficiency Rating (CER) receives a +3 to the Tactical Advantage roll.

The ship with the highest base speed (including current round allocation) receives an additional +5 bonus to initiative in that turn (roll bonus separately), plus 1 for every hex of movement over the second place ship. If there are more than two combatants in the combat, the ship with the second highest base speed receives a static +3 bonus to initiative/TA for that turn.

*Example: Captain Leroy Jenkins of the USS Warcraft has a Current Base Speed of 10. Captain Ondek of the OCA Lean Forward has a CBS of 6. Captain Oncom of the KDF Glory to Your House! Has a CBS of 4. Captain Jenkins would receive +9 to his initiative roll added to the*

$2d10+CSR$  (+5 for having highest CBS and +4 for being 4 hexes "faster" than the Lean Forward). Captain Ondek would receive +8 to his initiative roll (+5 for lowest MPR and +3 for second highest Base Speed. Captain Oncom happens to have the highest Crew Efficiency Rating and therefore would receive a +3 bonus to the roll for TA.

**Summary:** It is recommended to use initiative cards or an initiative tracker for Tactical Advantage, especially since speeds may change, and with it TA may change from one turn to the next.

Making TA/initiative a greater strategic advantage and allowing MPR and # of movement points to affect Tactical Advantage will affect shipbuilding in that designers will consider MPR a more valuable criterion.

**Note:** Base Speed is solely a factor in determining Tactical Advantage, available maneuvers and other modifiers. It does not affect the number of hexes moved in a turn. Those are still paid for normally through allocation of power units.

(but why?!) Space is big. If realistic speeds were reflected in hex movement, 3-inch miniatures would need football fields for play area. Therefore, speed becomes the suspension of disbelief part (much like all depictions of on-screen starship combat). It both is desirable for some effects and is exclusive to others.

This sequence is also featured on the intro pages "fast play rules" at the beginning of this book.

**Note:** as changes are made to the Base Speeds of each ship in different phases, the TA bonus for highest Base Speed will sometimes change to a different starship. This modifier can change from one phase to another, although the initial  $2d10+CSR$  roll remains for the duration of the turn and is not rerolled until the next turn.

## B3.0 Sensors Phase

### B3.1 Procedure

Beginning with the captain who is last in TA, each captain declares targets for their ship's sensors from available detected targets and rolls one die. If a captain rolls a 7 or less, he has obtained a Sensors Lock or Target Lock.

A ship may attempt two Sensor Lock rolls per phase, two Sensors rolls to scan for cloaked ships, or one of each. A ship can maintain up to six separate sensor locks at a time, with each lock beyond the first two requiring one less on the die roll to be successful (i.e. a 1-6 for the third lock while one is maintained, a 1-5 for the fourth, etc.)

Sensors actions are explained full in Section G7. Scanning for Cloaked Vessels can be found in Section E3.4

## B4.0 Movement Phase

There are three movement and attack phases in a turn. However, Captains may choose to divide their movement between these three phases the same way they do with attacks, ignoring the previously used movement table.

*Example, a captain with 7 hexes to be moved could alter speed by 3 in the first phase, 3 in the second phase and only 1 in the third phase in a turn. Or all 7 at once. Or, even 5 at first then save 2 hexes of movement for Emergency Heading Changes (below)*

The captain who lost the tactical advantage chooses whether or not to add (or subtract) the number of movement points purchased to his previous turn's base speed and then moves his Starship Silhouette Counter (or nifty 3D model) first. How to do this is discussed in section C (Movement). The next captain then moves his vessel, and so on until all captains have moved their ships.

## B5.0 Firing Phase

### B5.1 Play Fire/No Fire Counters

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

### B5.2 Declare Targets

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 weapons will fire at which target. After declaration, the captain may not change targets or weapons.

### B5.3 Resolve Fire

Fire is then resolved, in order of Tactical Advantage OR modified by the captain *with* TA. Weapons shots are resolved in any order, declared by the firing captain. 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 section E (Direct Fire Weapons).

### B5.4 Resolve Damage

The targeted ship's captain records the effects of any damage taken by his ship. How to do this is on the intro pages "fast play" rules and also will be discussed in the sections on Firing

Weapons. System damage is applied immediately. Superstructure damage does not take effect until the end of each Firing Phase. Damage can be found in Section F.

## B5.5 Next Ship Stages

Steps B4.3 and B4.4 are repeated until all captains have had a chance to fire weapons.

## B6.0 Repair & Repowering Phase

All functional shields are re-energized to the levels set in the Power Allocation Phase, minus any damage sustained. One Repair Roll may be made for a damaged System (beam, missile, Sensors, or Superstructure). Also, damage from one Engineering hit can be repaired (no roll needed).

Repairs may be found in Section G6.0.

## B7.0 End Turn Phase

### B7.1 Second Impulse

Steps B3.0 through B5.0 are repeated for the second Movement/Firing/Repowering Phases.

### B7.2 Third Impulse

Steps B3.0 through B5.0 are repeated once more for the final Movement and Firing Phases. This ends the turn.

### B7.3 Victory Check

The first side to complete its victory conditions is declared the winner and the game is over. If both sides achieve their victory conditions on the same end turn, the game is a draw.

### B7.4 New Turn Begins

The next turn begins with Step B1.0

## C0.0 Movement

### C1.0 General Rules

Ships and other units move on the map by generating and expending movement points. A vessel begins the game with a base speed specified by the scenario being played. Otherwise, assume a starting base speed of 2.

Movement is by default carried out in reverse initiative order and attacks are carried out in initiative order. However, the Captain with Tactical Advantage (TA) may choose to alter the order for (only) him or herself; that is, fire *last* and move *first*, or any combination thereof (both move and fire first, both move and fire last, etc.) However, this captain may not "interrupt" other actions solely via TA - they must be planned at the beginning of the combat turn. They also must complete all allocated

moves and weapons fire on their own phase. This makes initiative more important to combat and prioritizes tactical movement.

Generating and expending movement points may allow a ship to change base speed up or down.

*For example, a Constitution-class starship has a movement point ratio of 3/1 meaning for every 3 power points expended, one movement point (hex) is generated. Each movement point (hex) in a turn can affect the starship's Current Base Speed for the purpose of determining Tactical Advantage and available maneuvers in subsequent turns.*

## C1.1 Procedure

### C1.11 Movement

Units move from hex to hex on the mapsheet except in rare circumstances [e.g. Black Holes (P4.0) or Nebulae (P6.5)]. A unit may not necessarily move every impulse.

### C1.12 Hexes

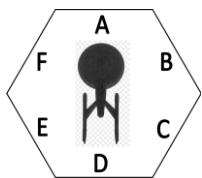
Each unit must always be within a single hex and must always be faced directly towards one of the six adjacent hexes.



Correct



Incorrect



### C1.2 Facing

C1.21 General A unit may be faced in any of six (6) directions. These directions are designated by the letters "A" through "F".

This is a common system in many games to determine direction. A unit in Hex 0608 facing direction "A" is facing hex 0607. If it were facing direction "C" it would be facing Hex 0709. The terms "direction" and "heading" are used interchangeably.

C1.22 Movement Ahead Units generally move in the direction they are facing. Units turn (C2.23) to face a new hex before actual movement, but the unit will always enter the hex it is facing except as follows: when linked to another unit by a tractor beam (G7.36), random movement caused by Black Holes (P4.0) or Nebulae (P6.5), movement in reverse [in which case it moves into the hex directly opposite the direction it is facing and sideslips (C2.24)]

## C2.0 Generating Movement Points

The amount of movement is determined by taking the number of Power Units allocated to movement and applying the Movement Point Ratio. In most cases, filling the Power to Movement and the Movement Points Available Tracks will be done at the same time.

### C2.1 Procedure

#### C2.11 General

To find out how much movement is available from a given amount of power, divide the power to movement by the Movement Point Ratio, rounding all fractions down. Thus, if there are 26 Power Points given to movement and the Movement Point Ratio is 4/1, there will only be six movement points available ( $26/4 = 6.5$ , rounded down to 6). It would cost a full 28 units of power to produce 7 movement points.

#### C2.12 Fractional Accounting

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

## C2.2 Movement Costs

### C2.21 Movement Points Available

First, determine the number of movement points available. Apply the MPR to determine how many hexes may be moved, including turns. Then take the final base speed of the vessel from the previous turn and the captain may choose to add or subtract the number of movement points generated in the power allocation phase (a negative value represents reverse thrust). The total is the base speed the ship has for the current turn. The maximum base speed of any ship is 30. Any faster and the ship has entered warp and disengaged.

### C2.22 Regular Movement

For each movement point the ship has, it may be moved:

- One hex fwd, reverse, up, down OR
- One heading change (turn) > < ^ v

### C2.23 Free Heading Change

At any point in the movement phase, ship facing may be changed one hexside in any direction (port, starboard, up or down) with no movement point cost. As an alternative, the ship may be moved one additional hex forward or reverse thrust in the same direction as other allocated movement (not up or down) with no additional cost (once per phase).

This free heading change can be useful in several ways, including saving it for an Emergency Heading Change at a critical moment. (C.2.53)

#### C2.24 Basic Maneuver: Sideslip

By using the free heading change “point” above combined with one movement point, a captain may instead choose to execute a sideslip maneuver. With these, the ship keeps its current heading but is moved forward or backward one or two hexes in the row just off the port or starboard bow (essentially diagonally). Each of these actions, which are shown on the Movement Diagram, cost one movement point. This maneuver may be completed only once per phase (C2.23).

The Sideslip Maneuver may also incorporate vertical movement, if facing allows.

#### C2.241 The “Impossible” First Hex

The first hex of movement in each phase, *if incorporating the free heading change*, is uniquely flexible. See the maneuvers page for all of the things the “first hex” of movement can do when using this free heading change.

#### C2.242 Thrusters Only

In addition, any ship can forego normal, powered movement and instead move one hex on thrusters only each phase. Movement on thrusters only can only be done at Base Speed 0-5 and cannot also incorporate any powered movement in the same phase. This type of movement counts as being “stationary” for the purpose of targeting weapons (bonus). This is especially valuable to cloaked ships.

#### C2.25 Hold

The ship may also hold station, remaining in place and keeping the same heading.

### C2.3 Base Speed

Base Speed is a mechanic that sets the speed (but not the distance) at which a starship is completing its maneuvers.

Each starship begins a scenario with a base speed established in starting conditions. Base speed affects several combat factors, including Tactical Advantage, available maneuvers and even probability for targeting and to be hit. Faster ships often have advantages in TA and are more difficult to hit, while slower ships are often more maneuverable. Also, since crews have more time to react at slower speeds, they are often better at targeting, but their ship is also a much easier target.

#### C2.31 Base Speed vs. Movement Hexes

A Ship’s Current Base Speed is its starting base speed, plus or minus any movement points allocated to it during a phase. CBS does not affect the number of hexes able to be moved, but *instead how nimble the ship is during those moves*. A captain can choose to add or subtract to/from Base Speed up to the number of allocated movement points to base speed each phase, as desired. CBS may be raised or lowered for each point of movement in the *same* direction as CBS, but if a ship moves in the opposite direction from its CBS, it must alter the speed in the direction of the current movement by that amount. CBS will fluctuate often during a game or even a turn, depending upon these choices.

*Example: The USS Shadetail’s CBS is 11 but moves 3 spaces in reverse in the current phase. Each hex costs +1 PU for retrograde movement and the ship’s CBS must be lowered to 8. Its current momentum remains forward, so in the following phase when it moves 2 hexes forward, the captain has the option setting Base Speed between 6 and 10.*

#### C2.32 Turn Ratio

Base Speed determines how difficult and how much space is required to perform heading changes. At low speeds, no modifiers are necessary. However, the faster a ship is traveling, the more its momentum will carry it in its current direction while it is attempting to turn. For these modifiers and others below, consult the Base Speed Modifier Table.

#### C2.33 Maneuvers Allowed, EHCs, To Hit

Much like with heading changes, base speed affects which Special Maneuvers may be completed in each phase. It also can add modifiers to EHC stress rolls and even targeting rolls and the ability to be hit. Consult the Base Speed Modifier Table.

Base Speed Modifiers					
CBS	[Retro]	Str./Turn Ratio	Maneuvers Allowed	EHC Adj.	Hit/ToHit
0	[0]	as desired	any	-	-2
1-10	[1-5]	as desired	any	-	-1
11-20	[6-10]	1/1	any	roll*	-
21-25	[11-12]	3/2	No Picard/Corkscrew	roll +1*	+1
26-29	[13-14]	2/1	No Sideslips	roll +2*	+2
30	[15]	NA	Disengage only	-	

\* = roll on Engine Stress/Dmg. Chart, with listed modifier added to the result

## C2.4 Movements Allowed Per Phase

### C2.41 General

Each combat turn has three Movement Phases. Captains may choose to alter movement any number of allocated hexes per movement phase but must decide and write down planned movement for each phase during the Power Allocation Phase. The legacy Movement Point Table is not included.

## C2.5 Special Maneuvers (Advanced)

### C2.51 General

In addition to simple forward and reverse movement, there are several additional special maneuvers a ship can execute to improve its tactical position.

### C2.52 Retrograde (Reverse) Operations

Ships may move in reverse, but they must subtract the number of hexes moved from their base speed, if positive (forward). Likewise it must add to CBS if moving forward while the value is currently negative/reverse.

### C2.521 Cost of Retrograde Movement

Moving in reverse costs +1 movement point per hex (i.e. MPR increases by one) with a maximum base speed and distance of 15. Once a ship is moving in reverse, it may continue to do so as long as the power has been allocated. To move forward again, sufficient movement points must be generated to overcome the retrograde momentum (base speed). A full stop, which requires only one hex of movement, might be a more efficient way to initiate a forward/reverse change in the following phase.

### C2.53 Emergency Heading Changes (EHCs)

**Emergency Heading Changes (EHC)** may be made to alter movement from what was planned at the beginning of the turn.

### C2.531 Effect of Emergency Heading Changes

Normally, during movement phases the heading of a ship may be changed one hex-side without placing any stress on the superstructure or engines. Additional heading changes are subject to the Base Speed Modifier Table.

In emergencies, the heading may be changed additional times in a phase. Such Emergency Heading Changes may be made during any Movement Phase, but only one EHC is allowed per Movement Phase.

### C2.532 Cost of Emergency Heading Changes

Unlike tactical (normal) heading changes,

Emergency Heading Changes cost one hex of movement (ship must have movement remaining or saved) and will place stress on the superstructure and warp engines. Depending upon Current Base Speed, a roll may be needed on the Engine Stress/Damage Chart.

Captains may “save” movement points for EHCs (i.e. not allocate them to specific movement or maneuvers) during the power allocation phase. Later use of these MPs for EHCs does not result in engine stress or damage, (except when used as “interrupt” EHCs, below) However, other penalties (such as to attacks) still apply and unused movement points do not extend to a new turn.

In addition, the “free” heading change allowed once per phase may also be used for EHCs or even “interrupt” EHCs. Penalties apply as specified, below.

### C2.533 Penalties from EHCs

An Emergency Heading Change means the vessel is at a +1 to-hit (penalty) probability for that phase should it fire any weapons.

For engine stress and damage rolls, roll 1d10 and check the corresponding column for the ship’s warp engine type on the Engine Stress Table. Add any modifiers from EHCs, Evasive Maneuvers or Base Speed. Any damage taken is alternated between engine power loss and superstructure, in that order.

A successful CER roll can lower total penalties by one. For any of the following Special Maneuvers, an additional CER roll may be made and, if successful, may negate one +1 penalty value or point of damage caused by the maneuver (Captain’s choice).

### C2.534 “Interrupt” EHCs

Interrupt Emergency Heading Changes are similar to normal EHCs, except that they may **only** be completed with saved movement points allocated during the Power Allocation Phase OR the “free” heading change.

Through IEHCs, Captains with TA **may** interrupt other players’ actions without engine stress. Other captains may also use Interrupt EHCs if they have movement hexes saved, however they face an engine stress roll (table C.2.5). A captain has TA over another captain if they act before that captain in a turn. It is not required to go *first*, only that they must be able

to act before the captain they are currently interacting with.

To complete an “interrupt” EHC, a captain without TA must have at least one saved movement hex, then a CER roll (acting for helm) is made and a roll are also made on the Engine Stress Charts at +1 penalty. A failed CER cancels the movement change but still does result in temporary engine damage. A captain with TA (and assumed saved movement hex) may attempt the maneuver with no chance of engine stress/damage. “Interrupt” EHCs may include movement forward or in reverse (if applicable).

This maneuver requires a CER roll and the roll on the Engine Stress / Damage Chart is made at -1. Finally, this maneuver may be completed *at any time* during the turn. Interrupt EHCs result in and additional (and also stacking) +1 penalty to hit probability with ship weapons. Only one special maneuver is allowed per turn.

#### C2.54 Special Maneuver: Evasive Action

After a vessel has performed its movement for a phase, it may declare that it is performing Evasive Action maneuvers. This is a series of jukes and speed changes meant to throw off the aim of enemy weapons and avoid incoming missile weapons. Saved MPs may also be used for Evasive Maneuvers (which results in the same conditions rolling on the Engine Stress / Damage Chart at -1, above), however other penalties (such as to attacks) still apply.

#### C2.541 Costs of Evasive Action

After a ship declares that it is “going evasive,” it may fire weapons but does so at a +2 penalty to hit probability. This +2 stacks with the +1 (or +2) for EHCs, if used in the same phase.

The Captain declares if he is evading to direction of travel (current trajectory), port or starboard and *either* rotates his Starship or Counter one hex-side in either direction OR alternatively, moves one hex forward/backward. Tactical and emergency heading changes must be made in the same direction but Evasive Action maneuvers may turn in either direction. The Evasive Action heading change is done after movement but before firing weapons.

The captain then makes a roll on the Engine Stress / Damage Chart at +1 (penalty) and the first point of engine damage taken is taken on the side of the direction of the turn (if multiple nacelles). If there is a second point of damage, it

is applied to the ship’s Superstructure. Any remaining points are applied to engine/power loss. If a vessel combines an emergency heading change with evasive maneuvers, add an additional +1 to the Engine Stress roll for each extra maneuver completed in the same phase.

#### C2.542 Effects of Evasive Action

When a vessel is performing an evasive action, the vessel attempts to dodge any missile weapons fired at it. Beam weapons may not be avoided, but the ship is now harder to hit.

All weapons targeted at the evading ships are fired at a +3 penalty. In addition, for each missile weapon the firing vessel rolls a successful to-hit on, the evading captain may avoid a hit entirely on a roll of 1, 2 or 3 on a d10. This is in addition to the ability to roll CER for half damage from missile weapon hits. All weapons that hit strike the shield side now facing the firing vessel.

#### C2.55 Special Maneuver: Corkscrew

The name of this maneuver is quite apt; the performing vessel literally “corkscrews” into a position opposite of where it had been.

In order to perform the maneuver, the captain makes a roll against his CSR. If the roll is successful, the ship ends up 2 hexes forward and facing from 120° to 180° off its original heading. The ship also has a -1 bonus on all attacks for the remainder of the phase.

This maneuver requires two movement points to perform and requires a roll on the Engine Stress / Damage Chart. If the maneuver fails, double the structural damage (if any) and move the vessel two hexes forward without changing facing. Enemies targeting the ship after a failed Corkscrew receive a -1 bonus to their hit probability. One additional MP (three total) can be spent to allow the Corkscrew Maneuver and take a -1 (bonus) on the Engine Stress roll.

**C2.56 Special Maneuver: Cochrane Deceleration**  
This radical maneuver is used to augment the shields with unused power previously allocated to maneuvering. It costs one movement point to attempt.

In order to perform the maneuver, the captain makes a roll against his CSR. If successful, the performing vessel may transfer some or all of its remaining allocated energy from maneuvering to the shields. The transferred

power is affected by the SPR as normal. The ship also makes a roll on the Engine Stress / Damage Chart with a +1 (penalty).

If the maneuver fails, the ship loses one movement point in addition to the one required for the maneuver, takes any applicable damage and the ship continues moving as normal for the remainder of the turn.

#### C2.57 Special Maneuver: Picard Maneuver

This surprise move is usually attempted as a last resort or in dire situations. Using 3 movement points (allocated or saved or a combination of both), the ship enters Warp for a fraction of a second and attempts to reappear at an optimal range from the targeted enemy, chosen by the Captain. The Captain chooses the distance, hex and orientation desired but the ship must move in a straight line from the original hex, up to 15 hexes away.

To succeed, a CSR and CER both need to be made. If either fails, the ship reappears directly in front of the enemy vessel with engines down (failed CER) and/or weapons down (failed CSR) for one phase. Enemies are at -2 bonus to hit for the remainder of the phase.

If the Picard Maneuver is successful, all enemy ships are +5 penalty to all attacks for the remainder of the phase, while the maneuvering ship is -2 bonus to all attacks on their primary target only. Attacks may only be made on this target this phase.

Regardless of success, a roll on the Engine Stress/Damage Chart at +2 (penalty) is required. In addition, damage is taken in full by **both** engine power loss and SS damage.

#### C2.58 Special Maneuver: Ramming Speed

To ram an opposing ship, both a CSR and CER roll are required. If both are successful, all remaining movement is used and the ramming ship should deal damage equal to the remaining shield value plus SS of the ramming ship *x current base speed* then applied to the facing side of the target ship. (see section F.4.2). If only one succeeds, deal half damage. Formula = [(SS x speed) + Shields]

The attacker does not take damage from their own shields but instead applies damage from the *defender's* shield strength. Add the Shield strength to the defender's SSxBase Speed, if moving toward the attacking ship, as well. If the defender is *not* moving toward the attacking ship, do not incorporate its Base Speed into

the calculation. Ships that sustain enough damage to risk % chance of explosion must roll for explosion chance as normal.

Damage from a ram is divided into 15-point increments (after accounting for Defense Field which subtracts damage for both attacker and target) and allocated to the appropriate number of locations by rolling on the hit location table for the two facings struck, divided as evenly as possible.

*Example: The Gorn Freighter "EgYazHszz" is hopelessly outmatched in its combat with the Klingon Attack Cruiser "tlHaw'Dlyus" and chooses to try to take them down by ramming as a last resort. The "EgYazHszz" is traveling at speed 6 and has 33 SS points remaining and 11 points of remaining shields between the closest two arcs. Captain "ZzzZzZzz" rolls successful CER and CSR checks and does a full-damage ram of 33x6=198(+11), or 209 points of damage. The full damage total is applied to the "tlHaw'Dlyus" which takes 209-52 (subtracting its remaining shield strength of 40 and its defense field strength of 12) for a total of 157 points of damage. This cripples the Klingon ship and takes it close to, but not past the point of explosion.*

*The "tlHaw'Dlyus" has 40 shields and 87 SS remaining but is not moving toward the EgYazHszz. Therefore, the freighter takes 127 points (-11 shields) but this takes its SS down past the explosion limit and the ship explodes!*

*The celebration on the "tlHaw'Dlyus" is short, however, as dealing additional explosion damage to its now completely defenseless arc at range zero causes it, too, to explode!*

Only one special maneuver (Interrupt EHC, Corkscrew, Cochrane, Picard, Ramming) may be made in a turn.

Maneuver	MP cost	Stress Roll	SRMod.	Att. Penalty	Frequency
Emergency Heading Change	1	yes	0	+1	1/phase
EHC with saved MPs	1	no	NA	+1	1/phase
Interrupt EHC with TA/without	1	no/yes	-1/+1	+1	1/turn*
Evasive Action	0	yes	+1	+2	1/turn*
Corkscrew**	2	yes	+1/-1	+1/-1	1/turn*
Cochrane Deceleration	1	yes	+1	-	1/turn*
Picard***	3	yes	+2	+2/-5	1/turn*
Ramming Speed	remaining	no, but...	NA	NA	1/turn*

\*only one of these maneuvers is allowed in a turn  
\*\*please read C2.55      \*\*\*please read C2.57

## C2.6 Maximum Warp Speed

### C2.61 General

During the course of an encounter, it may

become necessary to know what a vessel's maximum warp speed is for the purpose of leaving the field of battle. (The maximum cruising speed can be found the same way.)

### C2.62 Procedure

For this, find the vessel's Emergency Warp Speed from the appropriate Starship Data sheet. Next, find the vessels normal maximum amount of warp power points that the ship generates. Now, find the amount that it is currently generating due to damage. Divide the current power output by the normal output and multiply that by the ship's maximum emergency warp speed. The result is the ship current maximum warp speed.

*Example – A Mk III Galaxy-class starship's FNWD-6b warp drive generates a maximum of 160 points of warp power. During battle, this has been reduced to 106 power units. The vessel is now generating 66% of its normal maximum rated output. The ship's top emergency warp speed is warp 10.  $10 \times 0.66$  gives the ship a current maximum emergency speed of warp 6.6.*

### C2.7 Stacking

Two or more starships may occupy the same hex. Firing range is treated as zero (-1 bonus to hit), and ships may ram other ships in this manner.

### C2.8 Floating Map (Optional)

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 them in the same relative positions. A scenario will specify if a map does not float.

### C2.9 Disengagement

#### C2.91 General

A captain may decide the situation is untenable and attempt to break contact with the enemy and flee the field of battle. This can be forced by damage, a desire to avoid combat against a vastly superior foe, or other factors.

There are two methods of disengagement, by acceleration or by distance. A vessel that successfully disengages has left the battle and plays no further part in the scenario.

**C2.92 Disengagement by Acceleration** Any vessel may choose to leave the field of battle at the end of a phase by warping out of the area (assuming that their warp drive and sensors are still functional).

**C2.921 Preventing Disengagement** If a vessel attempts disengagement by acceleration, the

enemy vessel may pursue. If it can match or exceed the disengaging vessel's maximum warp speed (C2.6) it can attempt to prevent disengagement. A successful roll against the pursuing vessel's CSR is required to reengage the fleeing vessel.

**C2.93 Disengagement by Distance** If a vessel maintains a distance of 30 hexes from any enemy vessel for one full turn or leaves a non-floating map it is assumed to have disengaged by distance. The enemy cannot prevent this type of disengagement without closing.

## D0.0 Combat

### D1.0 General Rules

Following each Movement Phase, there is a Firing Phase, for a total of three Firing Phases in each combat turn. Weapons may be fired once in any of the three Firing Phases but only once per turn. 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 of the power points used to arm it. The power cannot be divided into multiple shots. Unused shots may not be saved for another combat turn.

#### D1.1 Declare Intention to Fire

Weapons fire is done one vessel at a time and any system damage taken takes effect immediately. The order that vessels fire in is determined by initiative order (B2.0). Only vessels with a "Fire" token played may fire.

#### D1.2 Declare Targets

During a vessel's firing phase, a ship may fire some, none, or all of its weapons at any enemy ship it so desires. The weapon fire strikes the target in the order in which the firing captain wishes. Banked weapons, when fired together, must be fired at the same target however.

For each weapon fired, the firing player must declare a legitimate target. In order for an opposing vessel to be a legitimate target for a particular weapon, it must be within that weapon's firing arc and range.

#### D1.21 Firing Arcs

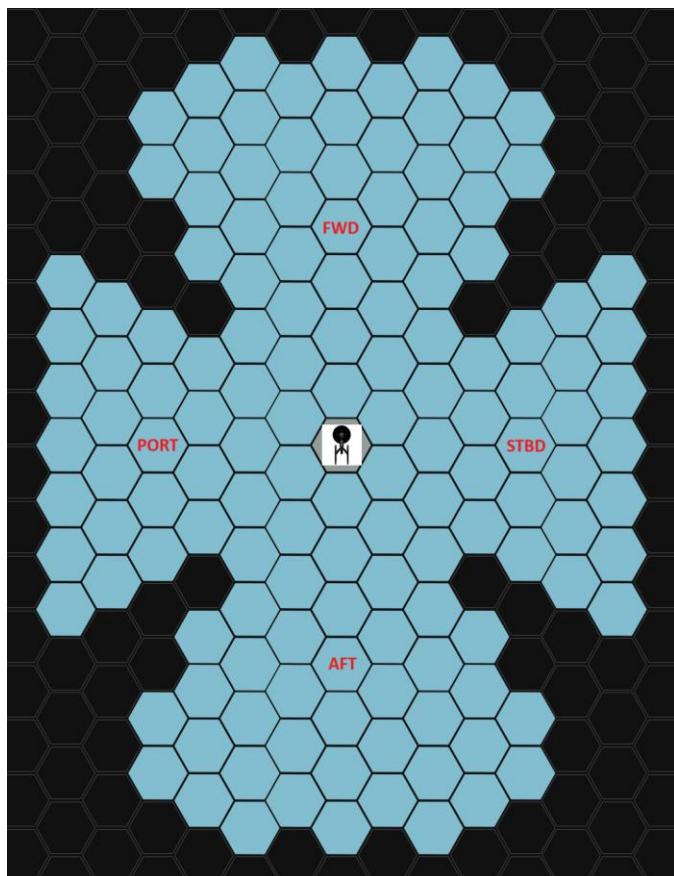
There are four possible firing arcs for normal ship weaponry: forward (to the front of the ship; abbreviated f), port (to the left of the ship; abbreviated p), starboard (to the right of the ship; abbreviated s), and aft (to the rear of the ship; abbreviated a). These firing arcs are given relative to the firing ship's heading. They

specify the directions of fire for each single weapon, or each bank of weapons that operate as a single weapon.

The diagram to follow shows the firing arcs. Note that firing arcs do not correspond to hex sides and that they are 90-degrees per arc and do NOT cover all hexes within range.

The Ship Data Tables give the firing arcs for each of a vessel's weapons. Depending on the vessel and the weapon, one or more arcs may be given. Thus, if the weapon is mounted on the front of the ship, its firing arc will be f; if it can also fire to the starboard (right), its Firing Arc will be listed as f/s.

The black hexes below would be an example of overlap between arcs and could theoretically be hit by weapons facing either arc. (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.)



All weapon arcs include the hex the vessel currently occupies; meaning ships who share the same hex may fire on each other with any weapon and may also fire with a -1 bonus to hit probability. Point blank range includes range 0 for the purpose of weapon damage bonuses.

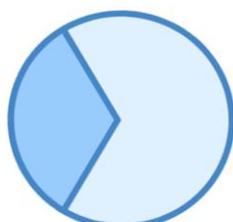
A popular alternative to 90-degree arcs is using 120-degree arcs for single arc weapons and combined 90-degree arcs for weapons that cover more than one arc. (examples)



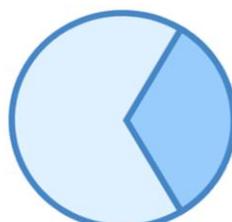
Forward



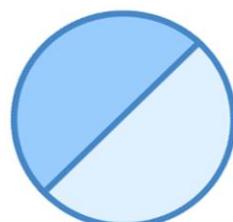
Aft



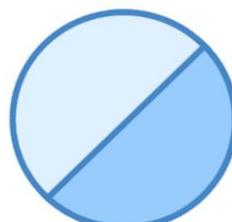
Port



Starboard



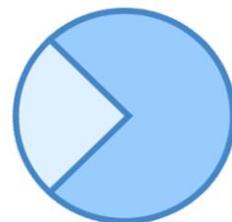
Forward/Port



Aft/Starboard



Fwd/Port/Stbd



Fwd/Stbd/Aft

**D1.22 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 hex.

## D2.0 Determining Weapon Hits

### D2.1 General Rules

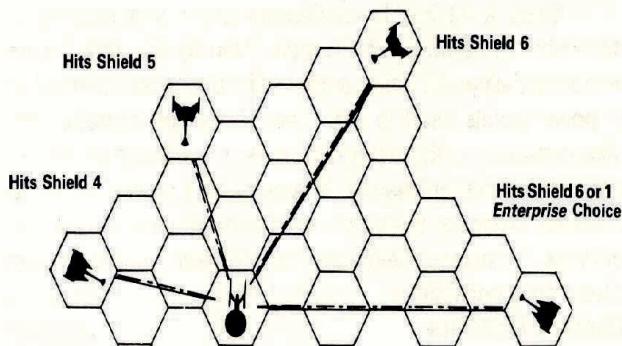
To determine a hit, the captain must roll one die and consult the correct Firing Chart for each weapon being fired. He will find the range column on the left side of the table. Next to the range listing are the columns that give the to-hit

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 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. The greater the range, the harder a target is to hit.

## D3.0 Determining Shield Hit

### D3.1 General Rules

Whenever a hit is made, determine which shield was hit. 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 ship on the right lies along the line between two shield arcs, so the Federation captain decides which shield the shot will hit. In this case, he has a choice between shield 6 and shield 1.



## D4.0 Beam Weapons

Phasers, Blasters, Disruptors and Lasers are all beam weapons. Different beam weapons have differing firing charts which determine the roll needed to hit a given target at a given range. Phasers, blasters and disruptors inflict the number of points of damage equal to the number of points of power allocated to them, plus any bonuses for range or AUX/RES power allocated. Lasers may be powered up to 2x their maximum indicated power level and then apply any bonuses.

**Heavy beam weapons**, such as heavy blasters,

heavy disruptors, disruptor cannons, spiral wave disruptors or phaser cannons (including Romulan RMD disruptor beams) are resisted equally to other beams by shields and defense fields, but also do **+3 bonus damage per weapon to superstructure and ship systems**.

### D4.1 General Rules

Following each movement phase, there is a firing phase, for a total of three firing phases in each game turn. Any beam weapon armed (allocated power) in the power allocation phase can fire in any firing phase provided no single weapon fires more than once in any game turn (meaning the only weapons eligible to fire in phase 2 are those that were armed to begin with and did not fire in phase 1)

### D4.2 Multiple Targets

A beam weapon must fire with all the power points used to arm it at a single target. It cannot use partial power on one target and the balance on another. Weapons that are banked in pairs may fire individually and/or in separate firing phases, targeting a different enemy in each firing phase but if fired in the same firing phase they must have the same target. Different banks of weapons may fire at different targets in the same firing phase.

### D4.3 Eligible Targets

In order for a target to be eligible it must be in range, within the firing arc of the beam weapon and have a sensors/weapons lock on it. The range is the distance from the firing vessel to its target and the firing arc is the direction of fire for the armed weapon.

### D4.31 Targeting Specific Systems

With a +1 penalty to the attack die roll, individual ship systems may be targeted. With +2, a ship's bridge or engineering section may be targeted. The system must be able to be targeted in the arc facing the attacker. With a successful CER roll, 1 point of penalties may be removed. The additional +1 for bridge or engineering targeting will remain, regardless.

## D5.0 Missile Weapons

Torpedoes, accelerator cannons, rockets, missiles, plasma bolts, plasma torpedoes and Breen Energy Dissipators are all missile weapons. Missile weapons often have a power to arm that is different from the damage the weapon deals. Also, each weapon has a different firing chart to hit while some plasma weapons also have a chart that determines damage dealt based upon range.

## D5.1 General Rules

Like beam weapons, missile weapons can only fire once per turn and then must be re-armed. Damage for missile weapons is not able to be modified from listed output (neither overloaded with AUX power nor reduced in damage unless evaded).

Missile weapons can target individual systems in the same manner as beams.

## D5.2 Evasion of Missile Weapons

Missile weapons and plasma weapons can be partially evaded in that a crew may make a CER roll after the attack and if successful, halve the damage from a missile or plasma strike. This maneuver can be attempted but once per phase and against only one attack at a time, however. Weapons fired in one volley simultaneously can be evaded as one volley.

## D6.0 Energy Dampeners (Breen)

The Breen have a unique type of weapon.

## D6.1 General Rules

These **Energy Dampening Weapons** require the listed amount of damage to power them. They are considered missile weapons.

When fired, the EDW will remain in effect for three phases or equal to one turn. Subsequent EDW hits on the same vessel are cumulative in damage/drain but not in recovery time.

Klingon shield grids are immune to this effect, though there is speculation as to why. The other systems of a Klingon ship with depleted or disabled shields are vulnerable, however they take only 1/4 system power drain.

Any non-Klingon vessel successfully hit by the EDW loses the listed amount of power from its systems in the following order: shields, damage field, weapons, sensors, propulsion, life support. Reinitializing systems that have been affected by the EDW requires **one full turn**, while unaffected systems may continue to use any remaining power.

## D.6.2 System Recovery

System recovery may begin immediately but requires a successful repair roll for each system during the Repair and Repower Phase AND/OR during the Power Allocation phase of the following turn. A CER roll may be made to recover a third system of choice during the Repair and Repower Phase (recover max 3 systems/turn but only for EDW damage). If

more than three systems are disabled, the crew must wait until the appropriate subsequent phases to repair them.

## E0.0 Defenses

There are three defensive systems available, shields (the most common), cloaking devices and defense fields. Some starships also have Armor, or SS added that offers damage resistance versus beams or missiles.

## E1.0 Shields

Shields are force-fields which protect the vessel from incoming fire. Each shield protects a 60° (one hex-side) arc of the vessel. Shields are numbers 1-6, Hex side "F" (see C1.2) is shield #1, hex side "A" is #2 and so on going around the ship clockwise.

## E1.1 Raising Shields

During the power allocation phase, power is dedicated to the shields (see Section H for more information)

## E1.11 General Rules

The amount of basic shielding available is found by taking the number in the Maximum Shield Power entry in the Shields section of the Damage Control display and multiplying it by six. This represents the amount of shielding provided and shared by the six shield generators.

*Thus, if a starship has FSV shields (SPR 1/7) with a Maximum Shield Power of 70, then the vessel can have up to 420 points of shields protecting the entire ship from all directions ( $70 \times 6 = 420$ .) To bring the ship's basic shielding to full, it would cost 60 power points (420/7).*

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.

**E1.12 Partially Raised Shields** A ship can allocate less than full shields if it desires (for lack of sufficient power available, for example). Shields will be proportionately less effective. The power input is divided by the Shield Point Ratio (SPR) to get the total shielding which is then divided by the 6 hex sides

*Thus, if a starship has FSV shields with a Maximum Shield Power of 70, then the vessel can have up to 420 points of shields protecting the entire ship from all directions ( $70 \times 6 = 420$ ). Owing to battle damage, the captain can only*

*spare 46 power points to the shields ( $46 \times 7 = 322$  total points) raising them to 53 points in four of the six facings and 54 in the other two facings. The power input is divided by the Shield Point Ratio of 1/7.*

### E1.13 Specific Shield Reinforcement

Once shields are raised, specific shields can be reinforced (subject to the maximum shield power) with additional power. The amount of power input is divided by the Shield Point Ratio (SPR) to get the total shielding which is added to the specifically reinforced shield.

### E1.2 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, plus any damage bonus due to range or type in the weapon description. 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 affect its range, merely the damage it causes. Missile weapons give the same amount of damage each time.

### E1.21 Depleting Shields

The shield points available to a shield reduces the damage of incoming attacks on a 1:1 basis. 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, defense field, and armor.

*Example: if a shield has 30 points remaining in it and two 26-point hits are scored, the first 26-point shot would reduce the shield value to 4 points. The second 26-point shot reduces the shield to 0 allowing 22 points to reach the Defense Field and then Superstructure/armor.*

### E1.22 Leaky Shields (Optional)

To make combat go faster, players can agree to use the 'leaky shields' optional rule. Under this rule every 4<sup>th</sup> damage point bypasses the shields and is scored on the ship as allocated by the damage tables. Using this option will make weapons more effective.

*Example: if a shield has 30 points remaining and two 26-point hits are scored, the first 26-point shot would reduce the shield value to 4 points (with the optional leaky shield rule 1/4 rule, 6 points of damage not only affect the shields but also leak through to the Defense Field and/or armor). The second 26-point shot reduces the*

*shield to 0 and allows 23 (+1 for leaky shields included) additional points to reach beyond the shields (total of 29 total damage beyond the shields, in contrast to the previous example).*

### E1.23 Shield Generator Damage

If the shield generator is damaged, the shield can be raised again at -10% shield max power per hit until the generator is repaired. Successful attacks that cross the shield arc normally protected by that shield are scored against the Defense Field and Armor.

### E1.24 Effects of Depleted Shields

If a shield is knocked down by enemy fire or damage to the shield generator, the effect is the same. The shield is treated as having strength of zero (0). Successful attacks that cross the shield arc normally protected by that shield are scored against the Defense Field and Armor.

## E2.0 Defense Fields

### E2.1 General Rules

Every ship has a defensive field that is always powered on. The Defense Field is powered by the main deflector and has strength equal to 15% of maximum shield strength. A ship with maximum shields of 50 would therefore have a Defense Field strength of 8 which subtracts from every incoming attack that reaches beyond the shields.

### E2.2 Damage to Defense Fields

The Defense Field can be damaged in the same way other ship systems are damaged on the damage tables. Repairs are also carried out in the same manner.

## E3.0 Armor

Starship hull materials have evolved and now utilize more durable materials. Additional hull Superstructure Points can be purchased during ship construction; points that are not otherwise needed for components. These points are allocated to Armor and, in addition to offering additional Superstructure, can provide damage reduction to either beam or missile attacks, as chosen by the designer.

Refer to section A2.2 for the description of Construction Changes involving Armor technology. To summarize-if a ship has Armor allocated against beams or missiles, it will be noted on the MCP along with how much damage is negated for each attack type. Attacks of each type that penetrate the Defense Field must then subtract the number of points of damage equal to the damage reduction of the

Armor vs. the attack type. Once damage exceeds the Armor rating, it can affect a ship's Superstructure, systems and crew.

## E4.0 Cloaking Devices

Romulan and some Klingon vessels may be outfitted with a cloaking device 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.

## E4.1 Operating the Cloaking Device

The cloaking device requires power to operate, as shown on a ship's Master Control Panel. 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 any part of his movement during the Movement portion of the current phase. The choice is up to him. The cloaking effect takes place immediately. The cloaking vessel's shields automatically lower when the cloaking device is engaged and return when it decloaks. The cloaking device may also be disengaged at any point of a vessel's movement phase. However, once a cloak is turned off, it must spend an entire move/fire phase off before it can be reengaged.

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 whether or not to power it up 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 power cycling.

**Note:** Defense Fields function while cloaked.

## E4.2 Cloak Status Track

The Cloak Status Track provides boxes for recording the operational status of the cloaking device for 12 turns. Within the MCP is the power track for when power is allocated to the cloaking device.

## E4.3 Hidden Movement

When the cloaking device is activated, the Starship Silhouette Counter (or nifty 3D printed model) is removed from the game map 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 declass 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 dispute.

Vessels may move up to 1 hex (or one heading change) per phase using only thrusters, inertia, gravity from asteroids, etc. (be creative). If no other movement is made during the phase, the ship is considered "stationary" with regard to the Cloak Detection Table, below.

## E4.4 Detecting Cloaked Ships

Opposing captains may attempt to detect a cloaked ship during the Sensors Phase of each combat turn. Each attempt replaces (and might duplicate, depending on the roll result) a use of the sensor lock (G7.11), though existing locks may be maintained. Success reveals the presence of a cloaked ship, by detecting the ion trail left by the ship's engines. If the cloaked ship has not moved, there would be no trail 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 lock attempt on a visible target. The sensing captain chooses two shield arcs to scan and then rolls one die. If a cloaked ship is within either 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

CLOAK DETECTION TABLE				
	Stationary		Moving	
Range	Detect	Lock	Detect	Lock
1-10	1-3	1-2	1-6	1-4
11-20	1-2	1	1-5	1-3
21-30	1	-	1-4	1-2

If the roll was equal to or less than the number given in the table, the detection attempt was a

success or a sensors lock is achieved. If it was greater than the number given in the table, or if the cloaked ship was out of range not in the arc, the scan reveals nothing.

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

For successful detection without lock, the cloaked ship's captain must reveal to the sensing captain the shield arc location of the cloaked ship. The sensing captain may then in a subsequent action attempt a lock on that ship (with -1 bonus to the probability).

The sensing captain may immediately announce to any other ships on his side that 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 obtains a sensors lock, he may tell the other captains the exact location of the cloaked vessel. Though other captains may now know the location of the cloaked vessel, they will not be able to fire at it unless they too have achieved a lock. They will receive a -2 bonus to obtain a lock in this situation.

Captains who detected a cloaked ship in one Sensor Phase have a -1 bonus to rolls to obtain a lock during the next Sensors Phase, as shown in the Cloak Detection Table.

Legendary Captains (CSR 90+) receive -1 to all cloak detection and Sensors rolls.

#### E4.5 Firing At Cloaked Ships

Once a cloaked ship has been locked on, it may be fired upon, but it will be 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. These penalties cannot be mitigated by CSR or CER.

### F0.0 Damage

#### F1.0 General Rules

For each hit that penetrates a shield + Defense Field + Armor + Damage Reduction, it is necessary to determine the damage location. To do this, the captain of the firing vessel rolls one die and compares the result to the appropriate *Damage Location Table*.

Cross-reference the die roll to the damage table to tell where the target vessel was damaged. Only one roll is made for each successful penetration, unless using massive damage rules from ramming or explosions. Each successful hit on a target requires a separate damage calculation and roll on the *Damage Location Table*. Hits from banked weapons fired simultaneously are treated as two hits to the same location (i.e. 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.

**Attack/Damage phases** - Attacks and damage totals are carried out in initiative order. Damage to **Systems** is applied *immediately* instead of at the end of the phase. Damage to **Superstructure** and **Casualties** are applied at the end of the phase. Meaning: if you lose initiative you could lose the opportunity to use certain systems if they are damaged

...because combat is *not* simultaneous!

#### F1.1 Damage Location

At the top of the Damage Control Display, there is a listing for the Damage Table used when a ship takes damage. There are three different Detailed Damage Location Tables. Each table contains six columns, one for each shield facing.

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 nacelles are amidships, and Table C if the vessel's warp engines are aft. A ship's damage table is listed in the *Ship Data Tables*. The shield penetrated determines the column to use on the Damage Location Table. The firing captain rolls one die and both players cross-index the result on the damage table. The result gives the specific location. A roll is made for each hit that penetrated the shields, no matter how many points of damage got through. The results of the damage are described in (F2.0)

### F2.0 Effects of Damage

#### F2.1 Effects From Shield Generator Hits

The shield generator is damaged; for each hit sustained, the shield continues to work but powers 20% less of its max capacity (round down). Record damage by checking off the appropriate **Shield Status** box in the Damage Control Display. Subsequent hits to the same

shield reduce power up to -80% and on the 5<sup>th</sup> hit, the shield generator is destroyed and will not function until repairs may be attempted.

## F2.2 Effects From Beam Weapon Hits

If 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 set at 25% and given to the superstructure just as though it were a superstructure hit. If the beam weapons are banked, roll a d10. In a 2-beam bank, a 1-5/6-10 determines if one or both weapons were damaged. In a 3-beam bank, roll d%. 1-33 (one beam weapon) / 34-66 (two beams) / 67-100 (all 3), and so on. Any undamaged weapons in a bank may fire normally. Damaged beam weapons may be repaired in a later Repair/Repower Phase but afterward, they are not as powerful or accurate; this is described in Systems Repair (G6.0).

## F2.3 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 set at 25% and given to the superstructure. For damage purposes, the Romulan plasma weapon is considered a missile weapon. Damaged missile weapons may be repaired in a later Repair/Repower Phase, but they are not as accurate as undamaged weapons; this is described in the section on Systems Repair.

## F2.4 Effects From Superstructure Hits

Record the damage on the Superstructure Damage Track (MCP). Depending on the specific damage location, the damage may be equal to 25-50% of the value of the weapon. If the Damage Location Table indicates 25% damage, for example, divide the damage value by four 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.

## F2.5 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 vessel receiving damage has more than one warp nacelle able to be targeted from the same arc, that captain may choose which nacelle is damaged.

Damage is recorded by marking the total for the turn in the damage table on the MCP. If the Damage Location Table indicates 25% damage, divide the damage value by four and round down. When an engine's Power Track is reduced to 0, the remaining damage and any new damage is 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 once again treated as normal hits.

## F2.6 Effects From Impulse Engine Hits

If the impulse engine has been hit and takes damage, record the damage by re-totaling Impulse Power on the MCP. When the impulse engine's Power Track is reduced to 0, the remaining damage and any new damage is 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. If a vessel has more than one impulse engine, the specific engine to be damaged may be chosen by the vessel taking damage.

## F2.7 Effects From Sensors Hits

If the sensors are damaged, any sensors lock is lost immediately. No sensor information can be obtained while the sensors are inoperative. The vessel may warp from the field on its next move phase, but only if it makes a successful Crew Efficiency Roll. The damaged vessel may continue to fire weapons, but each crossed off box in the Sensor Status Track imposes a -1 to-hit until they are repaired in a later Repair/Repower Phase. If sensors are destroyed, targeting may only be made using the Local Fire Control Chart in section G.7.3.

## F2.8 Effects From Bridge Hits

The bridge has taken a hit and the command personnel are shaken. The superstructure takes one damage point and the crew takes casualties. The crew casualties are determined by multiplying the damage value by 0.5, up to a limit of 10 percent casualties. Record these casualties in the Damage Control Display.

### F2.8.1 Bridge Personnel Injured

For each bridge hit, roll a d10. On a roll of 1, a

member of the bridge crew is incapacitated for the rest of the combat. Roll another d10 and consult the chart below for the effected bridge crewmember and the associated penalty.

**1. Captain** – XO in command. Re-roll CSR –10.

**2. Executive Officer** – CER decreases by 5.

**3. Science Officer** – No scanning for cloaked ships or other info for two phases.

**4. Security/Tactical** – On remaining fire phases this turn: 1-5 shoots only at nearest enemy target. 6-10 shoots only at largest enemy target.

**5. Helm** – For next 2 phases: 1-5 Move in a straight line. 6-10 Repeat maneuver(s) from last movement phase.

**6. Navigation** – NO EHC or Warp for 1 turn.

**7. Communication/Damage Control** – Comm. failure. No repairs for 1 phase.

**8. Engineer** – No changes to power allocation on next turn.

**9. Doctor** –  $\frac{1}{2}$  of casualties become fatalities.

**10. Chief Petty Officer** – all repairs +1 penalty

## F2.82 Combat Systems Shaken

When the bridge is hit, there is a chance that control systems will be shaken. Roll one die and consult the Bridge Damage Table to determine which systems are shaken.

The shaken system will be off line for the next movement/fire phase until redundant backups can be switched on. No roll is required for this. If a single system is damaged more than once, it may take two or even three movement/fire phases to come back online.

While the system is being repaired, all of its functions are temporarily lost any play continues as if the system had no power. The ship may not communicate with other vessels or perform repairs in the Repair phase, the sensors may be reduced to firing on the local fire control chart, the shields may go off line, the helm may allow movement only in a straight line, or the weapons may not fire.

**F2.9 Effects From Engineering Hits**  
Engineering control has taken a hit, with possible damage to one of four vital shipboard systems: the central Shield Power Grid, the Defense Field 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.

**F2.91 Shield Power Grid 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.

**F2.92 Weapons Power Grid Down** When the WPG 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.

**F2.93 Maneuver Power Grid Down** 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.

**F2.94 Defense Field Power Grid Down**

When the Defense Field Power Grid is damaged, the Defense Field will not mitigate the listed damage until repaired.

## F2.95 Effects From Warp Engine / Superstructure Hits

A warp engine has been hit, causing structural damage to the ship and power loss. The total damage is multiplied by 0.25 then allocated to the appropriate warp engine (and perhaps also the ship's superstructure and/or casualties). If the total damage points are 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.

## F2.96 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 total damage done by the successful hit (up to a point), and the crew's efficiency in handling the emergency at the time. Multiply the percentage casualties per damage point (0.25 or 0.5) by the number of damage points, with a minimum of 0% to a maximum of

5% per hit, regardless of the total damage done by the shot. This will give the percentage of the crew that becomes casualties.

Hits to the Bridge and the Engineering Compartments give additional crew casualties. In these cases, the amount of casualties is more due to the concentration of crew in these areas. This is shown on the Detailed Damage Location Tables by a 0.5 result.

Efficient crews may reduce crew casualties as they are taken, with crewmembers reacting swiftly to prevent disasters. To determine if this occurs, every time that crew casualties are taken, make a skill roll against the Crew Efficiency Rating. Roll percentage dice, and if the number is equal to or less than the Crew Efficiency Rating, divide the crew casualties' % taken by 2, rounding down. This will mean that there will be some hits that take no casualties at all. A crew's Efficiency Rating will be modified by casualties, as noted by the percentage given on the Casualty Modifier Track, thus making it harder to complete certain tasks when large percentages of the crew are out of action.

The Casualty Modifier Track also shows the modifier to To-Hit rolls and Repair rolls. Casualties are automatically recovered at a rate of 3% per repair phase.

### F3.0 Dividing Damage (optional)

From time to time, a system may take massive damage from a single shot (classified as 30 or more points of damage after shields, defense field and armor). This includes the shield generators, sensors, beam weapons, missile weapons, the Bridge or engineering. In this event, take the damage inflicted and divide by 15. This is the number of times that system may be affected (similar to ramming damage).

*Example: A ship has taken damage in combat and has no more shields. An enemy vessel fires a 36-point beam weapon and hits shield generator 3. That shield generator is in danger of taking two checks in its Damage Track ( $36 / 15 = 2$ ).*

*This method is also used when determining how many hits a vessel's SPR can screen out before it starts taking damage at the 1/4 rate.*

### F4.0 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. The explosion due to self-destruction is automatic, whereas the explosion due to structural failure is not.

#### F4.1 General Rules

In previous editions of the rules, once a vessel was reduced to zero (0) superstructure points, it was in danger of blowing up each turn. That tended to make starships a little too fragile. Under the new rules, a ship is crippled at zero superstructure points and won't explode unless the enemy keeps pouring fire into it to reduce it to a negative superstructure value equal to its original superstructure value. (See section D for more information)

When a ship receives damage that causes the Superstructure Strength Track to drop below 0, the ship is crippled. It may not move, arm or fire weapons, or do anything other than abandon ship. Transporters may be used to transport crew to nearby ships or planets (see transporters rules). Shuttles and lifeboats can also be used to move crew to nearby ships or planets (see shuttle rules). If the superstructure is reduced to the *negative* original SS value (a.k.a. its superstructure failure point) it 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 the superstructure failure point, the ship explodes. If the result is greater than the number of damage points below this point, then the ship does not explode. This roll is only made once, unless the ship takes additional superstructure damage.

*Example: if a ship has an original superstructure value of 10 and the superstructure was damaged to -15 points, the captain would have to roll a 6 or more to prevent explosive destruction in this Firing Phase. When the superstructure takes 10 or more damage points below superstructure failure point, the ship automatically explodes.*

#### F4.2 Damage From Explosions

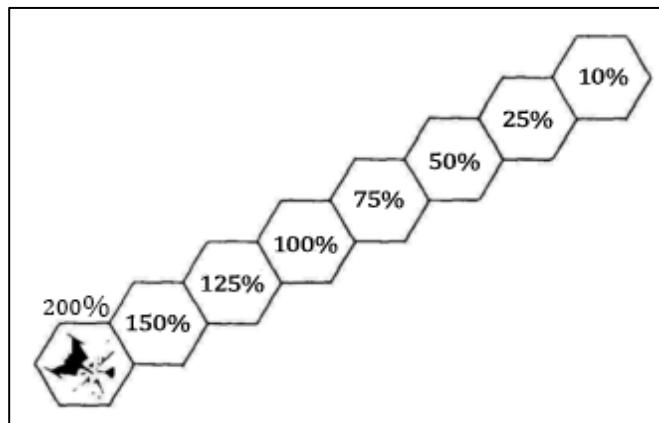
Ships that are nearby when an explosion occurs will also take damage. The amount of damage they take depends on the Total Power Units Available in the exploding ship and the distance from the damage. Any ship occupying the same hex as the exploding ship will receive twice the number of Power Units Available as damage, while ships farther away will receive a lesser percent of damage based upon distance from the explosion.

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

distance away until it reaches 10% of the TPUA in damage. When dividing the damage, remember to round any fractions up.

The damage from an explosion is applied to the **two closest** shield arcs facing the explosion (target captain chooses), split evenly. Shield values are taken into account and damage can be divided into 15-point blocks as described above and for ramming.

**F4.21 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 Table**

Range	Damage From Explosion
Same hex	2x exploding ship's Power Units Available
1 hex	1.5x exploding ship's PUA
2 hexes	1.25x exploding ship's PUA
3 hexes	Exploding ship's PUA
4 hexes	0.75x exploding ship's PUA
5 hexes	1/2 exploding ship's PUA
6 hexes	1/4 exploding ship's PUA
7 hexes	1/10 exploding ship's PUA

## G0.0 General Ships Systems

### G1.0 General Rules

In addition to engines, control and weapons there are several minor systems onboard a starship that might be used in a combat encounter. Rules for these secondary systems are presented in this section.

### G2.0 Life Support & House Keeping Power (optional)

The power requirements of life support, computers and other ship's systems was ignored in the original game. In this version such power needs are subsumed under "housekeeping power."

Certain functions take priority over everything else – namely life support and environmental controls. If the crew suffocates, freezes or is otherwise incapacitated the ship will be unable to function. A ship requires housekeeping power equal to the vessel's size class over 10 rounded up. (Optional Rule often ignored)

Ship Class	Size	Housekeeping Power Per Turn
I-X		1 pt
XI-XX		2 pts
XXI-XXX		3 pts

### G2.1 Life Support Reliability

Life support is the most reliable and redundantly backed up system on any starship (with good reason). So long as a ship has a positive super structure score, the life support system will function. Only if a ship is crippled is it possible for life support to fail. If a vessel goes into negative superstructure, the engineer must roll a save vs. CER+5, if it fails, then life support has failed. The vessel's remaining crew must be taken off either by evacuating to a planet within 10 hexes of the doomed ship or by being taken off by another vessel, shuttlecraft or escape pods. In most cases, even enemies will take survivors (prisoners can be valuable).

If friendly ships are in range, the commander of the doomed vessel can opt to evacuate to the friendly vessel rather than surrender to the enemy.

## G3.0 Transporters

Transporters operate by converting animate or inanimate objects into energy and transmitting that energy to a remote location and reassembling it upon arrival.

### G3.1 General Rules

Transporters are blocked by radiation zones, shields, and ion storms. Using transporters requires power. A personnel transporter uses  $\frac{1}{4}$  of a power point, cargo or emergency transporters use  $\frac{1}{2}$  of a power point. Since



B	10	General Class (e.g. she's a Klingon Crusier)
C	20	Specific Class (e.g. she's a Klingon D7 crusier)
D	30	General Power conditions (she's a Klingon D7 with 50% Warp Power available)
E	50	Specific allocations of power (she's a Klingon D7 with 50% Warp Power available and she's arming disruptors)
F	100	Specific Vessel (she's the IKV Vengeance – Captain Kren vestai-Rustazh last known to be in command)

## G5.0 Tractors

Tractor beams are electro-gravitic force beams able to hold various objects at a distance or pull them closer.

### G5.1 Line of Sight

A tractor must have a clear line of sight between the firing ship and its target to tractor in either direction. Planets, stars, shields, ion storms, monsters, and asteroids all block LoS.

### G5.2 Damage to Tractors

The Tractors are part of the superstructure of a vessel. As long as a ship has positive superstructure and can generate the necessary power, tractors will function. Tractors will malfunction if the vessel has a negative superstructure value. A vessel with a negative superstructure value CAN be tracted by another ship, friend or foe, and can be the subject of a tractor auction (see G5.4)

### G5.3 General Tractor Function

Each tractor beam must be sufficient power to overcome the movement (if any) of the target object and its mass (1 point per size class of the small of the two objects, either the tracting or tractored object. The smaller one is the one that will actually move) plus one power point per hex per turn the target is to move. Ships may combine their size to move particularly large objects.

### G5.4 Tractor Auction

If two or more ships try to tractor the same target and move it in different directions, a tractor auction begins. After meeting the requirements of G5.2, each vessel (or group of

vessels) must bid power, high bid wins and the target begins moving toward the winner (or away from him depending on how he was attempting to move it) at a rate of one hex per turn per power point the auction was won by. The loser also expends the power he bid on the auction.

*Example: a Federation Heavy Cruiser and a Klingon D-10 are both trying to tractor a cargo pod (size V). The pod has no engines and is not moving. Each starts by allocating 6 points (five to overcome the pod's mass and one to move it towards the tracting vessel). As both ships are attempting to move the pod, in different directions, a tractor auction begins. In the next impulse, the Klingon bids 6 more points while the Fed bids 8 more. The Federation player has won the auction. The Klingon expends his six points, the Federation his eight and the pod moves 2 (8-6=2) hexes closer to the Federation Cruiser next turn.*

## G5.5 Towing

A ship can tow another ship or a cargo pod using its tractors. Only the towing ship (the ship which has an active tractor beam and working engines) can generate movement points. Movement costs are increased by 150% for ships towing total size less than or equal to their own and doubled for ships towing up to twice their own size. No ship may tow other vessels more than twice their own size. Multiple ships can combine their size to tow extremely large loads.

## G6.0 System Repair

Whenever the sensors, shield generators, or engineering take damage, they are temporarily limited or even inoperative. These systems may be repaired by damage control teams and brought back into operation. During each Repair/Repower Phase, the captain may see if repairs to any damaged combat system have been made. Also, crew casualties are recovered at a rate of 3% every repair phase.

### G6.1 System 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. 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. For one hit, a roll of 1-8 is needed on a d10 for successful repair and the probability goes down by 2 for each subsequent hit prior to repair (1-6, 1-4, then 1-2 for 4 hits).

## G6.2 System Repair Procedure

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

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

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

## G6.21 Weapon Repair Procedure

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. Weapons may be repaired in the Repair / Repower Phases like 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 a missile weapons. When repair attempts are successful, the Repd box is marked off and that weapon may now fire. Repaired beam weapons may only be powered to half maximum power.

If a weapon is hit a second time prior to being repaired, it is completely irreparable. It is inoperable for the rest of the combat, and the 'Inop' box is marked.

## G6.22 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. Furthermore, a repaired beam weapon may be powered only to half its Maximum Power (divide the original maximum power by 2, and round down).

## G6.3 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 ordered.

Every unsuccessful Repair Roll on a system adds 1 to the next Repair Roll for that system. Thus, if a Repair Roll was missed at 1-6, the next Repair Roll for that same system will be 1-7. Repair Rolls to other systems are not given bonuses because of unsuccessful rolls; only the system for which the roll was unsuccessful gets the bonus.

Once a system has been repaired, all bonuses to Repair Rolls for that system are lost.

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

## G6.4 Repairs to Superstructure

Minor SS repair is possible during combat. A successful SS repair roll (1-8) can replace up to 10% of total SS points (round UP).

## G7.0 Sensors

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

### G7.1 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.

### G7.11 Obtaining Sensor Locks

The ship Captain indicated his target, and then rolls one die. A roll of 1-7 indicates that a sensor lock is obtained. The sensors remain locked on this target either until voluntarily removed, the locked ship cloaks, goes out of range, enters a sensor shadow or is destroyed. Knocking out the targeting ship's sensors will also remove all sensor locks. A ship may maintain up to SIX sensor or target locks. For each additional sensor lock attempted, the chance of success decreases by 1 (1-6, 1-5, etc.)

When a sensor lock is obtained, the Captain of the target ship must give the Captain of the sensing ship information as indicated below.

### G7.111 Automatic Information

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

1. The ship class or displacement.
2. Race
3. Name of class and ship type, if known (such as Constitution-class starship).
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.

### G7.112 Gamemaster Information

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

The gamemaster reveals the following:

1. Mass and size.
2. Composition, such as titanium, energy, unknown, etc.

3. Status of that composition, such as fluctuating, solid, gaseous, etc.
4. The type of lifeforms present, if known, and their approximate number.

### G7.113 Additional Information

During each Sensor Phase, the Captain of the sensing ship may also ask one of the following questions given below per lock obtained. The target ship Captain gives the answer provided.

Q1. How much power is available?

*A1. The Total Power Units available.*

Q2. What is the general power allocation?

*A2. The order, from greatest power allotment to least, to weapons, shields, movement and cloak.*

Q3. How are the shields powered?

*A3. What shields are operable, the total number of shields points, and the Shield Point ratio.*

Q4. How are the weapons powered?

*A4. How many weapons are powered and the total number of power points given to weapons.*

Q5. How much damage has the vessel taken?

*A5. The approximate status of the engines, superstructure and ongoing calamities such as fires, hull ruptures, power and system outages. The answer should state, in percentages, the current status of the power and SS points, and the general state of on-board calamities, but not their specific locations.*

Q6. What is the status of the ship's crew?

*A6. The percentage of active ship's crew.*

Q7. Are any transporters powered? Is the crew abandoning ship?

*A7. Yes or no.*

Q8. What are the ship's advanced defenses?

*A8. Defense Field Strength, plus any Armor Damage Reduction values (Beams/Missiles).*

## G7.2 Damaged Sensors

In the course of combat, the sensors may take damage. Depending when and where this happens, the targeting sensors may be knocked out of their optimum calibration, the weapons might revert to Local Fire Control and the ship might not be able to enter warp.

### G7.21 Sensor Status Track

If the sensors take damage that require a box in the Sensor Status Track to be marked, the vessel takes a penalty to hit until the damage is repaired. The first check imposes a -1 penalty to-hit. The second check imposes a -2 to-hit

penalty and so on until the sensors are completely inoperable. A successful repair brings the sensors back on-line with no penalty to-hit.

### G7.22 Engaging Warp Drive With Damaged Sensors

If the sensors are in a damaged state, the Captain may make a CER roll in his vessel's next movement phase to warp out. However, if the sensors are inoperable, this is not possible.

### G7.3 Local Fire Control

If the sensor console on the bridge is damaged, the vessel retains some ability to defend itself, albeit at a severe penalty. In addition to being unable to enter warp, all weapons are now targeted manually by the tactical officer and revert to the Local Fire Control, suffering a -1 to hit penalty. In this mode, the firing vessel may also not attempt to shoot down incoming torpedo fire or perform evasive maneuvers. Local Fire Control is affected by crew casualties as normal.

LOCAL FIRE CONTROL FIRING CHART	
Range	To Hit
5	1-2
4	1-3
3	1-4
2	1-5

### G7.4 Repairing Damaged Sensors

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

### G7.5 Sensor Shadows

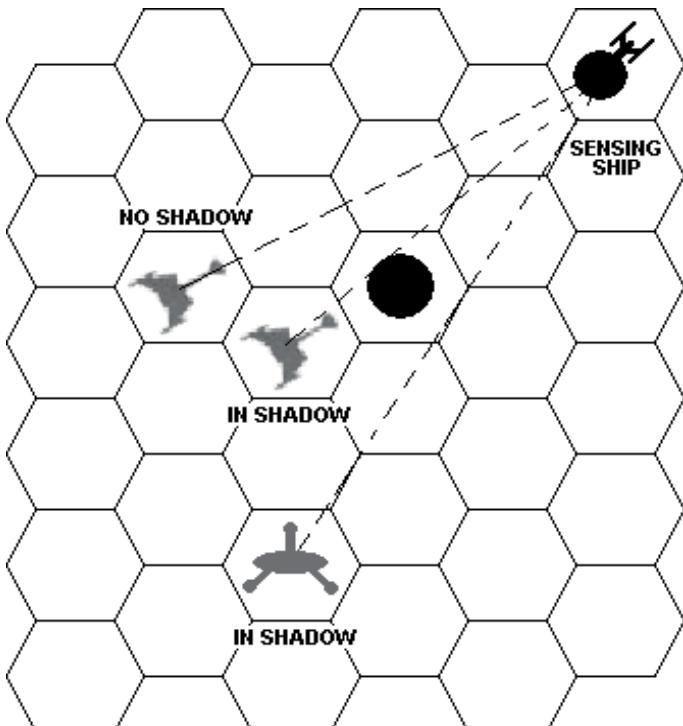
At sub-light speeds, a vessel will sometimes be close enough that a moon, planet, asteroid field or other large obstacle will cast a substantial sensor shadow. Obstacles in the shadow do not register on the sensors and cannot be fired upon. Sensor shadows are mutual, so that if one vessel cannot see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

To determine whether an object falls in a sensor shadow, trace a line from the center of the sensing vessel to the center of the target. If this line intersects any portion of the hex occupied by the obstacle, the target is considered to be in the shadow.

The diagram below shows an example of a sensor shadow. In the diagram, the Federation cruiser cannot fire at the Klingon ship behind the planet or the defense outpost. It can fire at the K'tinga to the far left of the planet, however, because the line between the two vessels does not touch any part of the hex occupied by the obstacle.

### G7.6 Cloaked Ship Sensor Shadow

A cloaked vessel may break sensor lock by passing behind an obstacle.



## H0.0 Power Allocation

### H1.0 Total Power Units Available

At the beginning of combat, the Total Power Units available is the most power units a vessel can generate or use in the game. It is the total amount of power available from all engines, regardless of the type.

#### H1.1 Total Power Available

To find the Total Power Units Available at the beginning of each combat phase, total up the amount of power being generated by the warp and impulse drives. This is shown by the number of boxes remaining in the in each Engine Power Track. Record the Total Power Units available in the Total Power Units Available track

The Total Power Units available may decrease during the combat as the vessel takes damage in each combat turn.

#### H1.2 Auxiliary and Reserve Power

A vessel also has access to a pair of emergency power systems, the Auxiliary generators (AUX) and Reserve batteries (RES). AUX generates an amount of power equal to 10% of the vessel's Total Power Units (rounded UP). AUX may only be allocated in one or two consecutive turns, but then must recharge (recharge is done automatically and separately from power allocation) for the same amount of time.

**H1.2.1 Reserve Power:** The RES is a set of emergency batteries that can store, discharge and be recharged with an amount of power equal to 5% of the vessel's Total Power Units (rounded UP). Once charged (and a vessel always starts combat with her batteries charged), the batteries can be brought into use at any time, even in the middle of a move or fire phase. Once discharged, the battery is unavailable until a phase is spent recharging it from the Total Power Units or AUX power.

The amount of power available from the AUX and RES decreases as the vessel takes damage to its power systems.

## H2.0 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 the Captain.

### H2.1 Power Allocation

In the Power Allocation Phase at the beginning of the turn, each Captain decides on how his power is to be expended. He decides on how much to spend on weapons, shields or movement. These amounts must equal no more than the Total Power Units available. Although all Power Units Available do not need to be used, power not used in one turn does not carry over into the next.

After making this decision, the Captain records in each of the appropriate boxes the amount of power allocated to movement, shields, and weapons.

## H3.0 Emergency Power Allocation

### H3.1 Auxiliary Power

Auxiliary power (AUX) represents a generator that produces an amount of power equal to 10% of the ship's total capacity (rounded down). AUX power must be allocated in the allocation phase and can go to any system aboard ship. It can even be used to recharge the reserve battery. Once the captain has decided where to spend his AUX power, he notes it on the system power track with an "A" next to the value spent for that system.

### H3.11 Movement

The total AUX power is divided by the ships MPR (rounded down to a minimum of 1). This movement can be divided up among the three move fire phases or used all at once in any phase. Committing AUX power to movement yields a minimum of 1 extra point of movement, no matter what the MPR is.

### H3.12 Weapons

AUX power can be used to overpower a single beam weapon or fire as an extra shot in a single move/fire phase (up to the maximum of the weapon's original capacity). As an option, the power can be split and sent to two different beam weapons in the same or differing firing phases.

### H3.13 Superstructure

AUX power to structural integrity temporarily increases power to the structural integrity field generators for a 2:1 payout (thus, if a vessel has

10 points of AUX and places it into structural integrity, the ship gains an extra 20 points of superstructure until the next turn. If the Captain wished to retain this extra superstructure, he must reallocate his AUX power to this system during the Power Allocation phase). Superstructure cannot be increased past its original maximum amount.

### H3.14 Shields

When placed in the shields, AUX power is multiplied by the ship's SPR and added to the shield total in the Shield Power Available Track.

*Example: a ship with 14 points of AUX with a 1/5 SPR has an extra 70 points of shields ( $14 \times 1/5 = 70$ ). In this mode, AUX must be maintained in the shields from turn to turn to retain the extra protection (max: 2 consecutive turns)*

### H3.15 Defense Field

AUX Power to Defense Field is not an option because the defense field is always powered at maximum via the main deflector unless it is damaged, and extra power allocation cannot repair damage.

### H3.16 Reserve Power

Reserve (RES) power works exactly like AUX power, but can be utilized at any time, not just at power allocation. The RES represents an emergency battery system that is equal to 5% of the vessel's total power. Once used, it takes an entire turn to recharge the battery and consumes power to do so. Therefore, a ship with 7 points of reserve power must spend 7 points of regular power to recharge the battery for later use. However, a ship always starts a fight with the battery in a charged state. Once the captain has decided to commit his RES power, he notes it on the system power track with an "R" next to the value spent for that system.

## I0.0 Not Used

### J0.0 Shuttlecraft

Shuttlecraft are small (approximately 10 meters long) spaceships carried inside starships. Their primary purpose is administrative, ferrying personnel, supplies and equipment in situations where use of the transporter is impossible or inadvisable.

In later years, warp capable shuttles were developed (typically by mating a sublight shuttle

with a 'warp sled') to move high priority personnel or critical cargo from place to place without having to detail an entire freighter or transport to the task. Warp shuttles are treated like starships, albeit very small ones.

### J1.0 Power

Shuttles do not allocate power to move or fire their weapons or to perform any other function. All the power they need is assumed to be available from their power cells.

### J1.2 Movement

Shuttles have a maximum speed of 6 hexes per turn. Once a speed is selected, it must be maintained for the entire turn.

### J1.21 Tractoring Shuttles

Shuttlecraft can be held in a tractor beam, they can also be towed but a shuttle will be destroyed if it is towed at more than twice its normal maximum speed.

### J1.22 Turn Mode

All Shuttles have a turn mode of 1.

### J1.23 Retrograde Movement

Shuttles may not operate in reverse. They may, however, make one turn per impulse without any penalty.

### J2.0 Combat

Shuttles are generally too small to factor into combat. A phaser beam 100-200m wide is going to make short work of something the size of a modern fighter-jet. Shuttles can, however, function as a lab, sensor platform or landing craft for boarding parties.

### J2.1 Damage

If fired upon, a shuttle has 6 superstructure points. All hits are taken against superstructure. A shuttle may also have a shield rating. A shuttle has one 360° shield with strength equal to its shield rating. Once this shield is reduced to zero, it cannot be regenerated.

### J3.0 Shuttle Launch and Recovery

A ship may launch or recover one shuttle per impulse if the ship is moving at or below the maximum speed for the slowest shuttle launched or recovered.

### J3.1 Shuttle Facing on Launch

A shuttle may face any direction upon launch.

### **J3.2 Shuttle Facing on Recovery**

A shuttle must match the facing of the recovering ship upon recovery.

### **J3.3 Shuttle Speed on Launch**

A shuttle may be launched with any speed up to its maximum speed.

### **J3.4 Shuttle Speed on Recovery**

A shuttle must have the same speed as the recovering ship.

## **K0.0 Not Used**

## **L0.0 Landing/Boarding Parties**

All warships (and some other vessels as well) carry Marine troopers skilled in boarding and landing actions. Exploration vessels also carry contact teams – specialists in survey and first contact work.

### **L1.0 Number of Boarding Parties**

A ship will generally carry one six-man boarding party for each size class over class 2. Thus a class X cruiser will have 8 boarding parties on board (or about 48 Marines – a reinforced platoon). Ships with a dedicated Marine presence such as the Chandley-class Frigate will have larger Marine units. The Chandley-class carries 200 Marines or about 33 boarding parties.

### **L1.1 Transporting Boarding Parties**

Boarding parties can be moved by Transporter (subject to G3.0), Shuttle (subject to J1.0) or Docking (C3.0)

### **L2.0 Boarding Party Casualties**

Boarding parties can become casualties in one of two ways; they can be lost in boarding actions or as a result of crew casualties.

### **L2.1 Ship Combat**

Boarding Parties are reduced in the same way and by the same ratio as crew casualties (see F2.10)

### **L2.2 Boarding Actions**

Boarding parties can be lost as a result of man-to-man (or whatever) combat as resolved in L3.0

### **L3.0 Boarding Party Combat**

#### **L3.1 Combat**

If boarding parties are transported (by any means under L1.1) on to an enemy ship, combat occurs between the boarders and the ship's defenders.

### **L3.2 Sequence**

Although boarders may be transported aboard during any impulse, combat is not resolved until the end of the turn, during the Final Activity Sequence.

### **L3.3 Identification**

When resolving boarding actions, the 'defender' is the player owning the boarded ship and the 'attacker' is the player(s) who are boarding it.

### **L3.4 Multi-Ship Actions**

More than one ship can provide boarding parties to attack an enemy ship and multiple friendly ships can transport boarding parties to assist in the defense of a boarded vessel.

### **L3.5 Multi-Side Actions**

In the event that three players have boarded a single ship and no two are allied, the situation is resolved as follows:

Each player divides his forces into three groups; one to fight each of the other two players and a non-fighting reserve. It is acceptable to allocate zero forces to one or two of these groups. This is done secretly, simultaneously and in writing. The three separate actions (A vs. B, B vs. C, and C vs. A) are then resolved in any order and the results applied simultaneously. Excess casualties are taken against the reserve forces, but not against forces engaged against the other player(s).

If there are more than three non-allied players, the same principle is involved using more groups of fewer troops.

### **L3.6 Control**

The defenders win if they destroy all the boarders or if the boarders withdraw. The boarders win if they a) eliminate all the defenders or b) the defender's crew falls below 50% and he fails a CER check.

## **L4.0 Combat Procedure**

### **L4.1 Force Determination**

Each player determines his available forces. For the attacking player, this is the number of boarding parties he has transported aboard. For

the defender this is the percentage of his crew he is devoting to repel boarders. A ship must keep 25% of its normal crew at duty stations to keep the ship functioning. Any crew in excess of that can be dedicated to repel boarders. 100% of any marines on board can repel boarders.

#### L4.2 Combat Resolution

Each player rolls 1 die and cross references it with the CER of his forces. The result is inflicted on the enemy. The defender can choose to take casualties against his Marines or against his crew as percentage losses.

CER→ Die↓	01- 10	11- 20	21- 30	31- 40	41- 50	51- 60	61- 70	71- 80	81- 90	91- 100
1	0	0	0	0	1	1	1	1	1	1
2	0	0	0	0	1	1	2	2	2	2
3	0	0	0	0	1	2	2	3	3	3
4	0	0	0	1	2	2	2	3	4	4
5	0	0	0	1	2	2	3	3	4	5
6	0	1	1	1	2	2	3	4	4	5
7	0	1	1	1	2	3	3	4	4	5
8	1	1	1	2	3	3	4	4	5	5
9	1	1	2	2	3	3	4	4	5	6
10	1	1	2	2	3	4	4	5	5	6

#### L5.0 Hit and Run Raids

Sometimes the purpose of a boarding action is not to capture the enemy vessel but to steal a specific item (like the cloaking device on board a Romulan vessel) or to liberate or capture a specific prisoner or to damage a specific system. In this instance, the target will be guarded by a specific number of boarding parties (no more than 10% of the marine force of a ship or the equivalent number of security personnel).

#### L5.1 Declare Target

The attacker must declare the target of his raid. Target may be a) a specific ship system, b) a particular item or c) a specific person.

#### L5.2 Resolving the Raid

Boarding party combat is resolved as per L4.0, if the defender wins the raid fails. If the attacker wins the specific system is treated as if it was hit in ship-to-ship combat, a specific item is transferred to the raiding ship or a specific person is captured or killed at the raiding player's option.

#### L5.3 Raid Limits

No more than one hit and run raid may be carried out by any one ship in any one turn. Ships must wait one complete turn between raids.

## MO.O Mine Warfare

### M1.0 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. A defending player may spend no more than 15% of his scenario points on mines unless otherwise agreed to with the other players.

#### M1.1 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. Mines must be placed at least four hexes from a planet or other similarly sized object.

#### M1.2 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 one adjacent to a mined hex, 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 of Mine Damage.*

### M1.21 Allocation of Mine Damage

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

### M1.3 Types of Mines:

There are two types of mines, gravitic and standard.

**M1.31 Gravitic Mines:** A gravitic minefield covers an area the size of a planet and costs 50 scenario points. Any vessel passing through a gravitic mine field risks damage equal to its impulse speed (total for the turn) X 10 on the basic damage location chart. Roll for each hex the ship passes through. Once a gravitic minefield has been struck, the hex may be marked as mined. However, the other effected hexes are not revealed to the opposing player.

**M1.32 Standard Mines:** Regular mines cover one hex and cost 15 scenario points each. They do 10 points of damage on the applicable Damage Chart (they ignore shields just like Quantum Torpedoes), or 10 points of damage on applicable Damage Chart plus 10 points to superstructure if the target's shields are down.

## M2.0 Mine Laying

Mines are special devices containing a control mechanism and a warhead (typically a nuclear or anti-matter explosive). They are used for defensive purposes to deter enemy vessels from approaching a specific target.

### M2.1 Laying Mines

Mines can be dropped in the same hex as the laying ship without dropping a shield. When a mine is laid, it is placed in the same hex as the laying ship at the time it was laid.

### M2.11 Laying Rate

A ship can lay one mine per turn with no 2 mines being laid on consecutive phases.

### M2.12 Laying Limits

A ship not a dedicated minesweeper can lay a number of mines equal to  $\frac{1}{2}$  of its size class (round down), a dedicated minesweeper can lay a number of mines equal to its size class.

### M2.13 Mine Laying While Tractored

A ship may lay mines within its own hex even if it is held in a tractor beam

### M2.14 Transporting Mines

Mines may be laid by transporter up to the limit of the transporter's range (5 hexes)

### M2.2 Mine Placement

No more than one mine can be placed in a given hex. If more than one mine is placed in a hex, both mines explode.

### M2.3 Mine Detonation

A mine will detonate if a ship passes within 1 hex of its location.

### M2.31 Mines Neutrality

Once a mine is laid it will detonate if approached by any ship, friend or foe.

### M2.32 Detonation Limits

Mines can be set with sensitivity limits, preventing detonation if approached by vessels below a certain size class. Such limits must be noted at the time the mine is laid. Default settings detonate for any size vessel.

### M2.4 Mine Sweeping

Mines remain in play until detonated. Once placed, a mine cannot be picked up, moved, transported or displaced. (Exception, black holes can move a mine)

### M2.41 Mine Removal

Mines cannot be destroyed or damaged unless:

- they detonate against a valid target
- the fall into a black hole
- it is placed in a nebula
- or it is swept by a minesweeper

### M2.42 Sweeping with Phasers

To sweep a mine with phasers, the ship must:

- be adjacent to or in the same hex as the mine
- be at a speed of zero
- achieve a sensor lock
- and be holding the mine in a tractor beam If all these conditions are met, the minesweeper can fire on the mine and safely detonate it.

**M2.421 Penalty for Non-Minesweepers**  
Non- Minesweepers have a -2 to hit when firing on a mine.

**M2.5 Arming**  
Before the mine can trigger, it must be armed.

**M2.51 Point of Arming**  
Arming occurs when the laying ship leaves the hex where the mine was laid.

**M2.52 Destroyed Minelayer**  
If the laying vessel is destroyed, tractored out of the mined hex or displaced, the mine is armed at that point.

**N0.0 Not Used**  
**O0.0 Not Used**

## **P0.0 Planets, Asteroids and Other Navigational Hazards**

### **P1.0 General Rules**

Space, of course, is largely comprised of empty vacuum. However, certain ‘terrain’ objects such as planets, moons and asteroids do exist. Also certain conditions like nebulae, radiation zones or black holes may prevail in some areas of space. This rules section can be considered ‘optional’ unless called for by a specific scenario – in which case they are required. Beginning players are advised to ignore this rules section until they are familiar with the basic game.

### **P2.0 Planets**

#### **P2.1 General Rules**

Planets are solid (or semi-solid) objects ranging from a few thousand to hundreds of thousands of kilometers in diameter. Generally they block fire, movement and sensors. Units can sometimes land on planets. Bases can be installed on planets.

#### **P2.2 Types of Planets**

Though there are many different types of planets, for game purposes these are reduced to three broad classes, Terrestrial (Earth-sized), Lunar (small worlds) and Jovian (Gas-Giant) planets.

#### **P2.21 Terrestrial Planets**

This type of planet takes up one hex (or is a 1 inch sphere for miniatures).

#### **P2.211 LOS Effects**

A terrestrial world blocks weapons fire. No

weapon can be fired through a terrestrial world. Terrestrial worlds also block sensors (see G7.5 – Sensor Shadow)

#### **P2.212 Movement Effects**

It costs 2 movement points to traverse a hex containing a terrestrial planet, this represents the need to slightly alter course to avoid the surface (and atmospheric envelope, if any) of the world.

#### **P2.213 Landing**

Shuttles and some small starships can land on terrestrial planets.

#### **P2.22 Gas Giants**

This type of planet is similar to Jupiter or Saturn and has a small, metallic core along with a thick atmosphere.

#### **P2.221 Size**

A gas giant can cover 3 -14 hexes (and is represented by a sphere of 3-14” across for miniatures purposes). Jupiter would be 14 hexes across, Saturn would be 11 hexes (its ring system would be 27 hexes across), Uranus would be 5 hexes and Neptune would be 4 hexes.

#### **P2.222 Atmosphere**

The Outer 3 hexes (or inches) of a gas giant diameter is considered atmosphere. It costs 3 movement points to move through a gas giant atmosphere.

#### **P2.223 LOS Effects**

A Gas Giant blocks weapons fire. No weapon can be fired through a Gas Giant. Gas Giants also block sensors (see G7.5 – Sensor Shadow)

#### **P2.224 Landing**

No unit may land on a Gas Giant. The extreme pressure would crush any unit attempting to do so.

#### **P2.23 Small Planets and Moons**

Small worlds similar to Titan, Pluto, Mercury or Luna. These worlds are typically (but not always) airless.

#### **P2.231 Size**

Small Planets do not completely fill the hex they are in and are represented by spheres less than 1” for miniatures purposes.

#### **P2.231 LOS Effects**

Small planets have a 50% chance of blocking

LOS like a terrestrial world, otherwise they are ignored. This is checked each time a scan or weapon is used through a small planet hex.

#### P2.232 Movement Effects

Small planets do not affect movement. *OPTIONAL:* There is a 50% chance that it will cost 2 movement points to traverse a hex containing a small planet; this is checked every time a ship attempts to cross a small planet hex.

#### P2.233 Landing

Shuttles and some small starships can land on small planets.

### P3.0 Destruction of Planets

#### P2.31 Destruction

There is no practical way to destroy a planet (exception – certain monsters can destroy planets).

#### P2.32 Devastation of a Planet

A planet's surface may be rendered lifeless – assume it takes 250 points of damage per hexside to devastate the surface of a world.

#### P3.33 Shattering Small Bodies

Small moons can be shattered by 5000 damage points; large asteroids can be shattered by 500 damage points.

### P4.0 Landing on Planets

It is possible for certain ships and all shuttles, lifeboats and transported landing parties to land on the surface of a planet.

#### P4.1 Landing on a Planet

A shuttle pays 2 movement points for a terrestrial or small world (no vessel can land on a Gas Giant, but a shuttle can move about its outer atmosphere for 3 movement points). On the following impulse, the shuttle is assumed to have landed. The owing player can choose a hexside where the shuttle is located on the planetary surface.

#### P4.2 Takeoff from a Planet

A shuttle pays 2 movement points to launch from a terrestrial or small world (3 movement points to exit the atmosphere of a gas giant). On the next impulse it is placed in orbit.

### P5.0 Orbital Bombardment

If a target is located on the surface of a world with an atmosphere (such as a planetside base), the accuracy of the fire directed at it from orbit is reduced.

**P5.1 Firing Through an Atmosphere Energy Weapons** that pass through an atmosphere suffer a -1 to hit and a -1 to damage for each hex of atmosphere (treat terrestrial or small worlds as having an atmosphere 1 hex thick unless defined as airless) owing to the effects of the atmosphere.

#### P5.11 Energy Weapons

Phasers, Disruptors, Plasma Bolts and Blasters are all considered energy weapons for the purposes of P5.1

#### P5.12 Missile Weapons

Missile Weapons suffer a -1 to hit for each hex of atmosphere they pass through. This is a modification of P5.1

#### P5.121 Missile Weapons Defined

Rockets, Torpedoes, and Drones are all considered missile weapons for the purposes of P5.12

### P5.2 Airless Worlds

Airless worlds do not penalize orbital bombardment or ground based fire.

#### P5.3 Firing Arcs

Ground based fire has a firing arc limited to 120° from the hexside containing the ground facility; orbital bombardment must be directed into a specific hexside.

### P6.0 Ship Explosions

#### P6.1 Damage from Ship Explosions

Ship explosions (whether from the destruction of a ship or self-destruction) doesn't extend through a planet's atmosphere. The hex(es) a planet occupies is counted for the reduction in explosion strength but units on the planet's surface ignore the explosion's effects.

#### P6.2 Sensor Shadow and Explosions

Units in a planet's sensor shadow also ignore explosion effects.

### P7.0 Bases on Planets

Bases of all sizes can be placed on planets.

#### P7.1 Interaction with Units

Units capable of landing (i.e. Shuttles) can land at planetary bases. There is no limit to the number of shuttles a planetary base can service. Units can be repaired at planetary bases.

## P7.2 Weapons

Planetary bases can be fitted with a variety of weapons, just as ships can be. Weapons fire from planetary bases is subject to the limits of P5.1 – Firing through an Atmosphere. Worlds defined as airless do not penalize ground based fire nor orbital bombardment.

## P7.3 Firing Arcs

Ground based fire has a firing arc limited to  $120^\circ$  from the hexside containing the ground facility; orbital bombardment must be directed into a specific hexside.

## P7.4 Shields

A ground base may have a shield system. Unlike a ship, it has a single  $180^\circ$  shield. Shield systems are installed as for ships but the Shield Point Ratio is  $\frac{1}{2}$  of what would be for a ship-borne shield – meaning that a ground based shield system generates only  $\frac{1}{2}$  as much shield strength per power point as would a comparable ship-borne system.

## P7.5 Superstructure and Other Ground Bases

Bases are designed as ships, except that no warp engines can be installed (annihilation systems are too dangerous to place on a world's surface) and shield systems are altered as laid out in P7.4

## P8.0 Asteroids

Asteroids are relatively small (smaller than planetary size) rocky masses. The largest asteroids may be 1000 km across. They do not fill the hex they are located in. Asteroids can be represented by pebbles on a miniatures table.

## P8.1 Effect on Combat

Asteroids do not affect targeting, nor do they cast a sensor shadow nor do they block ship explosions. They are too small to materially affect movement but shuttle craft may land on them if the owning player desires.

## P8.2 Webs

Asteroids make good anchor points for webs,

## P9.0 Variable Pulsars

A variable pulsar is the remnant of a star that randomly emits bursts of hard radiation causing damage to all units in the immediate vicinity. If a pulsar is called for in a scenario, it is placed in a specific hex—either one assigned by the scenario or agreed upon by the players (in the case of player designed or randomly rolled pulsars).

## P9.1 Procedure

The pulsar emits radiation on a randomly selected impulse of a randomly selected turn

## P9.11 Turn Selection

The pulsar will emit radiation on impulse one of turn one. Then roll 1d10-4. The result is how many turns later the pulsar will emit radiation (min: 1) and the rounded down result/3 is the impulse number of that turn. Check again after each pulsar burst.

## P9.12 Regular Pulsar

A regular pulsar has a predictable burst cycle. Check for next burst only in the first turn and that schedule is kept for the balance of the scenario.

## P9.2 Effect of the Pulsar

A pulsar has a base strength which is reduced based on distance from the pulsar.

## P9.21 Base Strength

Roll 10d10. Check the strength for each burst for a variable pulsar and only once for the entire scenario for a regular pulsar

## P9.22 Distance Effect

The distance from the Pulsar to the target has the effect of reducing the strength of the radiation burst as follows:

Range	Burst Strength
0-5 hexes	100% of Base Strength
6-10 hexes	75% of Base Strength
11-20 hexes	50% of Base Strength
21-50 hexes	25% of Base Strength
50+ hexes	0% of Base Strength

## P9.23 Damage

Apply the modified burst strength as a single hit to every ship in range of the pulsar. Shields will reduce damage normally.

## P9.24 Effect on Combat

No weapon may be fired into or through a pulsar hex. Plasma torpedoes are reduced in strength by the modified radiation burst strength.

## P9.25 Effect on Movement

Any unit that moves into a pulsar hex is destroyed.

## P9.26 Other Effects

No unit may disengage by any means while within 10 hexes of a pulsar nor while a pulsar is

within its forward firing arc at any range up to 50 hexes.

#### P9.27 Planetary Shadow

Planets will cast a ‘radiation shadow’ similar to a sensor shadow that will block the effects of a pulsar. Webs will reduce the strength of a pulsar burst by their web strength.

#### P10.0 Nebulae

Nebulae are large (several light years across) gas clouds. An entire mapsheet will be considered nebula, a ship will not be able to exit the nebula within the timeframe of a scenario.

#### P10.1 Weapon Lock-On

Weapons lock will be impossible within a nebula, all weapons fire is at a -4 penalty to hit.

#### P10.2 Cloaking Interference

Cloaking devices will not function within a nebula.

#### P10.3 Shield

Shields are useless within a nebula; no shield generator can function in these gas clouds.

#### P10.4 Small Units

Shuttles would be fried by the high radiation levels in a nebula. No shuttle or ship of size class III or smaller can operate in a nebula.

#### P11.0 Ion Storms

Ion storms are a common form a sub-space disturbance although their effects are more of a nuisance than a danger. They cover the entire map. Alternatively, a front can move across the map at a scenario dictated speed with all the hexes behind it considered Ion Storm hexes.

#### P11.1 Radiation

Ion Storms are considered Radiation Zones (see P12.0)

#### P11.2 Radiation Bursts

Ion Storms are occasioned by radiation bursts similar to variable pulsars except that their strength is 5d10 instead of 10d10.

#### P11.3 Other Effects

Transporters and Subspace communications do not function in Ion Storms.

#### P12.0 Radiation Zones

This type of radiation zone will be found near some types of stars and some other areas. The entire map might be a radiation zone or a radiation zone may be only in a part of the map

or within a certain range of a star, planet or other object.

#### P12.1 Effect

So long as a ship has at least one point of shielding on each shield, there is no effect from radiation.

#### P12.11 Radiation Strength

Roll 1d10/3 to determine the strength of the radiation zone.

#### P12.12 Radiation Casualties

If any shield is down (at zero strength or destroyed), a ship will suffer a number of percentage points of casualties equal to the radiation strength.

#### P12.2 Unaffected Units

Unmanned units like torpedoes, plasma bolts, mines, and computer controlled ships, etc. are unaffected by radiation zones.

#### P12.3 Shuttles

Shuttles are unaffected by radiation zones, since they have an internal radiation shield system. This is practical on shuttles due to their small size; larger units must rely on conventional shields.

#### P12.4 Terrain

Most terrain has no effect on radiation and is not affected by it.

#### P12.41 Atmospheric Effects:

Radiation cannot penetrate an atmosphere.

#### P13.0 Sunspots and Solar Flares

Virtually all stars are subject to sunspot or solar flare activity. During periods of unusually high activity, certain effects occur within 200 million kilometers of the star. These effects cover the entire map.

#### P13.1 Communications

Contact with planetside receivers and other ships requires a successful CER check, otherwise communication is impossible.

#### P13.2 Transporters

Transporters will not function in Sunspot/Solar Flare zones.

#### P13.3 Tractors

Tractor beams will not function in Sunspot/Solar Flare zones.

#### P14. Novas

The end of life for many stars is a cataclysm

known as a nova. As the Klingon proverb tells us, “Only a fool fights in a burning house” so most scenarios involving a nova will be about rescuing personnel or equipment and escaping before the wavefront destroys the ship.

#### P14.1 Star Location

The star may be located on the map or located some distance away. In either case, the scenario will dictate when the star explodes.

#### P14.2 Wavefront Direction

If the star is on the map, the nova wavefront will expand from that point. If not, the scenario will dictate what map edge the wavefront enters on and how fast it moves across the map. Mark the leading edge of the wavefront with counters, string or any other convenient marker(s).

#### P14.3 Effect

All units caught in or behind the wavefront are destroyed. Planets are reduced to asteroids and all life, installations and/or units on them are destroyed. There is no protection against the effects of a nova.

#### P14.31 Other effects

Hexes within 20 hexes of the wavefront are treated as radiation zones (P12.0), hexes within 50 hexes of the wavefront are treated as nebula hexes (P10.0) and novas also generate radiation bursts as a variable pulsar (P9.0)

### Q0.0 Creating Captains and Crews

#### Q1.0 Determining Captain's Skill Rating

The Captain's Skill Rating is the relative tactical skill of the commander of a given ship. Captains can be Green, Poor, Average, Excellent or Elite. Most are, surprisingly enough, average. If you need to randomly determine a particular Captain's Skill level, roll 4d10 and add 55; +5 for Naval captains in military fleets (most factions), who receive +5 to their CSR determination rolls.

The table below is outdated and from a previous ruleset. (There is no such thing as a commissioned “Green” captain except in the case of injury, mutiny or piracy/capture.) The assigned Captain would be rarely Poor and more often, better quality.

Legendary Captains with CSR of 90+ will attract more skilled crews, therefore adding a +5 bonus to determining CER, below.

Die Roll	Quality	CSR
1	Green	20
2-3	Poor	30
4-8	Average	50
9-10	Excellent	70
11+	Elite	90

Naval (Starfleet, Klingon Navy, etc.) captains are +1 to quality rolls on this table (Constitution Class Ship or Equivalent commanders are +2)

#### Q1.1 Checking Against CSR

Roll a d%, if the result is less than or equal to the CSR, the check has succeeded. CSR is typically used to see if a special maneuver was successful, for Tactical Advantage, or re-engaging a fleeing ship, among other checks.

#### Q2.0 Determining Crew Efficiency Rating (CER)

The Crew Efficiency Rating is the relative skill of the crew of a given ship. Crews can be Green, Poor, Average, Excellent or Elite. Most crews are, surprisingly enough, average. If you need to randomly determine crew quality, roll 5d10 and add 35. Subtract 5 if the crew is made up of pirates or mercenaries (to reflect lack of cohesive training). Add +5 if the Captain has a CSR of 90 or higher. Random Elite crews are not possible as Elite crews would be hand-picked and specially assigned. The table below is outdated and from a previous ruleset but can be used for NPC benchmarks.

Die Roll	Quality	CER
1	Green	20
2-3	Poor	30
4-7	Average	50
8-9	Excellent	70
10	Elite	90

#### Q2.1 Checking Against CER

Roll a d%, if the result is less than or equal to the CER, the check has succeeded. CER is typically used to see if a special maneuver was successful, if a crippled ship explodes or some other checks.

**Q2.11 Default Skill Level:** Unless otherwise noted, all crews are assumed to be average.



**R0.0 Races of the Star Trek Universe**  
The Star Trek Universe (Beta and Alpha Quadrants) is inhabited by a significant number of technological civilizations. The largest are the UFP, The Klingon Empire, The Romulan Star Empire, the Gorn Hegemony, the Tholian Assembly, the Cardassian Union, the Kzinti Patriarchy, the Sheliak Corporate, the Lyran Kingdom, the Orion Colonial Alliance and several minor powers.

**R1.0 The United Federation of Planets**  
The United Federation of Planets (abbreviated as UFP and commonly referred to as The Federation) was an interstellar federal republic, composed of planetary governments that agreed to exist semi-autonomously under a single central government based on the principles of universal liberty, rights, and equality, and to share their knowledge and resources in peaceful cooperation and space exploration.

The Federation was founded in San Francisco, Earth in 2161. The seeds of the Federation were planted during a temporary alliance in 2154, in the search for a Romulan drone ship. It was this that first brought together the four species that would found the Federation: Humans, Vulcans, Andorians, and Tellarites. After the crisis, these four species remained together, founding the precursor to the Federation, called the Coalition of Planets, a year later. Other species

soon joined: the Denobulans, the Rigelians, the Coridanites, and several others. Over the next several years, the ties between the members of the Coalition strengthened and became more structured, until, finally, in 2161, the Coalition became the Federation.

Although the Federation's intentions were peaceful, around it were other, more belligerent powers such as the Klingon and Romulan Empires. As it expanded through the admittance of more and more worlds, it came into conflict with these powers. In the 23rd century, its main adversary was the Klingon Empire, with war briefly erupting between the two in 2267, before being halted by the Organians. However, tensions eased considerably towards the end of the century, with the Khitomer Conference of 2293 being a substantial turning point. This conference saw the signing of the Khitomer Accords, which effectively ended hostile relations.

The Federation was located in the Alpha Quadrant of the Milky Way Galaxy. The Federation's territory is spread across 8,000 light years, with a membership of over 150 worlds and over 1,000 semi-autonomous colonies.

## R2.0 The Klingon Empire

The Klingon Empire (also referred to as the Khomerex Thlinganom) was the official state of the Klingon people, founded approximately 1,500 years ago (1,000 years by the Klingon calendar) by Kahless the Unforgettable, who first united the Klingon homeworld of Qo'noS. Since then the Klingon Empire expanded its sphere of influence by conquering numerous systems and incorporating them in the Empire.

Officially, the Klingon Empire was a feudal monarchy, with power residing in the Emperor, who was traditionally a descendant of Kahless. In reality, however, power lay with the Klingon High Council. The position of emperor was abandoned (but not officially abolished) in the mid-21st century, but was revived in 2369 when a group of clerics created a clone of Kahless, who was accepted as the new Emperor, albeit only as a religious figurehead.

The Chancellor, the true leader of the Empire, was head of the High Council, which consisted of 24 members representing various Great Houses (tuqmey) (essentially, the nobility). The Chancellor was protected at all times by the Yan-Isleth (Brotherhood of the Sword).

Women were not normally permitted to hold seats on the High Council. Despite that, Gowron once offered Ambassador K'Ethleyr a seat on the Council in exchange for her support of his bid to be Chancellor. Also, Azetbur, the daughter of Chancellor Gorkon, was permitted to succeed him as Chancellor in 2293.

It is possible that this was permitted because she was made the head of her house, due to the unusual circumstances of her father's death. The Star Trek VI novelization indicates that Gorkon suspected that something might happen to him on the voyage and had arranged with his allies on the High Council for them to back Azetbur as Chancellor if he were to be killed.

Various factions almost constantly challenged the leadership of the Empire, and so over time the Klingons developed a strict and rigorous Rite of Succession to determine their leader. According to tradition, one was permitted to challenge the leader on the grounds of cowardice or dishonorable conduct and fight in single combat. Should the challenger slay the incumbent, he assumed the role of the new leader.

Because of the Klingon propensity for violence, shrewd Klingon chancellors redirected hostilities outward, where they would otherwise cause a civil war. In the 2150s, the Klingon chancellor instructed Duras to recapture Jonathan Archer after the latter escaped imprisonment on Rura Penthe. In this way, the chancellor focused the blame for certain internal problems on an external cause. Likewise, Gowron focused his soldiers' energies on invading first the Cardassian Union and later the Federation in order to avoid internal conflicts at home.

Aside from challenges to the primary leadership of the Empire, there was also frequent feuding between the various Great Houses. Most often, the challenge was made on the floor of the High Council and resolved on the battlefield. However, on occasion, some "dishonorable" House leaders chose to make more insidious attacks by undermining the standing of their enemies.

### R3.0 Romulan Star Empire

The Romulan Star Empire (or simply, Romulan Empire) was a major galactic regional power from the 22nd through 24th centuries, encompassing the Romulan people and their

subject worlds and species. The Empire was known for its xenophobic character and policies of extreme secrecy and territorial protectionism.

In external application, Romulan political agendas appeared largely unified over the centuries. Their goals focused on maintaining Imperial security through vigilance, and negating the perceived advantages of their rivals. Both goals were accompanied by a near-paranoid reticence to reveal information, even facts as basic as their racial identity, that might illuminate other Romulan ambitions or motivations. Short of war, the means to those ends have generally varied between favored methods:

Surreptitious political disruption of rivals – as in the secret relationship with V'Las of the Vulcan High Command in the 2150s, participation in the Khitomer Conspiracy of 2293, the alliance with the Klingon House of Duras from the 2340s, or the aborted attempt to replace key Starfleet officers with clones in the late 24th century.

Limited, surprise or covert military action – as in the use of telepresence-operated drone-ships to spark the "Babel Crisis" among neighboring powers in 2154, a single Bird-of-Prey used to attack the Federation border and gauge its weaknesses in the Neutral Zone incursion of 2266, or the attack on the Klingon outpost at Narendra III in 2344.

The Empire did resort to open warfare when it was deemed necessary, but in typical fashion, their reasons for war were less than candidly expressed, as in the Earth-Romulan War and the enigmatic Tomed Incident of 2311. Unlike the Klingon objectives of the Federation-Klingon War (2267), Romulans do not appear to have gone to war with neighboring powers under a flag of "expansion", and no competition existed for the development of Class M worlds along the Romulan Neutral Zone. Romulans expressed little resentment for the negotiated Zone they zealously guarded, and following their conflicts, the Empire withdrew behind the safety of the buffer for many decades of self-imposed isolation from Federation affairs.

After a clone intended to replace decorated Starfleet Captain Jean-Luc Picard, Shinzon, turned on the Romulans and committed a coup in 2379, the Federation (including Picard himself) helped stop Shinzon's plans of interstellar domination. The Romulans at that

point suggested that an era of warmer relations may be beginning with the Federation.

#### R4.0 Gorn Hegemony

Prior to actual contact there was little known by Earth of the Gorn. Among the minor bits of knowledge that did exist was that, according to Orion privateer Harrad-Sar in 2154, the Gorn Hegemony brewed "the finest Meridor in the five systems".

In 2266, the Gorn Hegemony made first contact with the United Federation of Planets, destroying the Federation colony at Cestus III, a world they considered to be their territory before being pursued by the USS Enterprise. After intervention from the non-corporeal life-forms known as the Metrons, the Gorn Hegemony reached an agreement about the territorial dispute, and Cestus III was ceded to the Federation.

In the 2280s, the Gorn Hegemony was ruled by a king who was old and lacked authority. Actual running of the government was left to the King's advisors and children. Though the government suffered political problems, it was still quite a powerful military force that was more than enough to challenge other governments near their territory.

In 2375, the Gorn Hegemony suffered a coup d'état by the Black Crest faction as the USS Enterprise-E visited their world in an attempt to enlist the Hegemony's aide in the Dominion War. The new Gorn government attacked and occupied Cestus III, now a Federation Member State, before being thwarted. The Hegemony later joined the Allied cause.

By 2379, the Gorn Hegemony had established normal diplomatic relations with the Federation, and even maintained a diplomatic mission on Earth. The Gorn Ambassador to the United Federation of Planets that year was Zogozin, whom Federation President Min Zife of Bolarus found very intimidating.

#### R5.0 Orion Colonial Alliance

Orions are humanoids that possess the same size and build of an average Human, though their features tend toward aquiline noses and sharp chins. In addition to this, Orion gourmands often run to satisfied fat with no member of the species enjoying the concept of being underweight. Orion copper-based blood chemistry is similar to Vulcans, with skin tones

ranging from pale or ruddy yellows to emerald and dark olive greens. However, it is known that certain Orions paint their lips as well as eyelids and other conspicuous body parts with hair dyes remain subtle in order to highlight the glossiness of black or chestnut coiffures. The race typically enjoy jewelry as well as small daggers and other ornaments as they prefer items that combine elegance, flash, incredible value along with tiny compartments in order to hide poisons or black mail tapes. Almost no Orion would dress badly if they can help it.

The Orions evolve under a blue-white sun with a similar spectrography of Rigel with that system possibly being their home system. This meant that their green-tinted skin keeps them relatively immune to ultraviolet radiation and generally resistant to radiation.

Orion women were known for their extreme appetites and very few men were known to be able to resist their approaches.

Though it appears that, through the slavery they employ in, that Orion females are slaves to their males, the opposite is in fact true with the males being subservient to the females. This was done so as a means of deception to other species where the males would maintain the facade that their females were simple slaves that would be sold on the market to other races.

Orion females possessed a unique aspect of their biology that provides them an advantage over male members of any species. They produce a highly potent pheromone that accelerates the metabolism of males as well as raise their adrenaline to dangerous levels causing aggression and, ultimately, a form of delusion. These abilities allow them to easily dominate the crews of entire starships by subverting the males and entralling them under their command. By selling themselves on the slave market to unknowing males, Orion women are capable of influencing their "owners" who slowly become susceptible to the suggestions of their "female slaves" with the effects being cumulative resulting in the exposure to the pheromones being more pronounced as time goes on. This can mean male captains and crew begin to follow the commands of the purchased Orion females.

While the males suffer from the effects of exposure to the pheromones, females suffer a different more negative effect as they experience

headaches from the encounter. Denobulan males also find that their sleep cycles tend to be interrupted while Vulcans are immune to the process entirely. Certain males that are telepathically linked to a female Vulcan can also become immune to the pheromones exposure. Doctor Phlox of the Enterprise postulated in 2155 that the pheromones were a natural part of Orion females physiology which acted as a defensive mechanism against competition.

Orion government is a loose alliance of cartels and powerful houses. No powerful central government exists – relations between the various cartels are fractious and very volatile.

## R7.0 Tholian Assembly

The Tholians were an extremely xenophobic, non-humanoid species native to the planet Tholia in Beta Quadrant. The Tholian interstellar state was the Tholian Assembly which neighbored the Klingon Empire and the United Federation of Planets.

The Tholian borders were not fixed as they periodically adjusted them, every eight cycles, to account for the movement of star systems and astronomical objects within their rule. In early relations with Starfleet and the Federation, this was not understood by the nearby humanoids who became victims of Tholian aggression over this territory. This led to a prolonged period of conflict, which the Federation dubbed the Tholian expansionist programs, with many truces broken on the basis of misunderstood territory.

The race was believed to be divided into multiple castes. One position within the caste based system held the title of a Mage.

Their society also possessed dissidents that were hostile to their government such as the Children of the Lost Ones.

Relations between the Assembly and humanity did not improve after this first hostile encounter. By the 23rd century, the Tholians were involved in frequent conflicts with the United Federation of Planets in their expansionist programs. The Tholians, who have a non-humanoid makeup that is incompatible with environments humanoids occupy, were known during this era to employ shock troops of cultures they had conquered or conscripted into their service. One of the most feared of the Tholian's enforcers were the Chakuun species.

There was a truce in the conflict for a short time, however the Tholians broke away from this attempt at diplomacy when they launched an attack at Kakrafoon. (EV comic: "Nor Iron Bars a Cage")

Ongoing conflict with the Federation was finally brought to an end in 2254 when there was revelation regarding the differences in the way the two powers measured borders and territory.

Formal diplomatic ties were eventually formed between the Assembly and the Federation, and a Tholian diplomatic delegation was stationed on Starbase 47 as early as 2265.

Tholians expanded into the Taurus Reach (which they referred to as the Shedai sector), in response to the return of the Shedai. This expansion led them into a conflict which resulted in the vicious destruction of the USS Bombay. Through the efforts of station crew at Starbase 47, war was prevented.

In 2268, the Tholian Assembly ordered the destruction of a Klingon colony on Taelus II. The USS Defiant (NCC-1764) was carrying proof of this back to the Federation, when it received a distress call from an interphasic rift. The rift had been created in 2155 by the Tholians in the mirror universe in an attempt to lure in a ship from their future. The Defiant disappeared into the rift, but not before the USS Enterprise (NCC-1701) arrived to assist. Tholian vessels were dispatched to drive the Enterprise from Assembly space.

It is unclear what, if any, relationship existed between the 23rd century Tholians and their 22nd century mirror universe counterparts. The temporal nature of such a relationship might imply this is yet another tangle in the web of the Temporal Cold War.

In 2271, the Federation made a formal announcement in recognition of ongoing diplomatic ties between the two powers.

Ongoing contact with the Federation was minimal and the Assembly rarely contacted the Federation, however they did slow their expansion and ceased encroaching on Federation territory. Better relations between the Assembly and the Federation opened in 2298, after the Federation intervened in a conflict between the Tholians and the Seltorian Hegemony being conducted over

extradimensional tunnels between the Milky Way Galaxy and the Small Magellanic Cloud created by the interphasic rift.

## R8.0 Sheliak Corporate

The Sheliak (a.k.a Hydrans) are a tripodal civilization who evolved on a planet with a methane-filled atmosphere. As such, the race evolved to breathe in such an environment that can be damaging, if not fatal, to other oxygen-breathing races.

They possess three sets of organs namely legs, arms and eyes. Their skin is known to be tough and leathery. Similar to the triple sets of organs; the race sports three genders namely male, female and matriarchal. Children born to parents are born in triplets; one of each gender though these are all cared for by the matriarchal gender. In Sheliak society, it is the males who take command as well as technical positions while females take worker, pilot and soldier professions. Though this is the case, there are some females who take command positions and some had been known to even rise to the Sheliak throne. This is not the case with the matriarchal gender though as they are non-sentient and thus only useful for breeding as well as caring for the young.

The Sheliak were known to have a pantheon of gods though the 'power' of these deities varied depending on which political party is dominant in Sheliak society at the time. Each household, starship, squadron and fleet possesses their own god or gods.

The Sheliak government is a monarchy and comes in the form of the Sheliak Corporate which is headed by the Sheliak Royal Family. They also possessed a strong Civil Service which runs day to day government affairs. At one point in their history, the Sheliak people were conquered by the Klingon Empire and the Lyran Star Empire. They were held as a client state for fifty years by both oppressors. During that time, Sheliak merchant guilds formed the "Lost Colonies" which became a safe haven for refugees of their kind. They spent that time developing their technology and building their resources in order to retake their colonies.

## R9.0 Lyran Star Kingdom

The Lyran Star Kingdom is the name of the official government of the Lyran species. Not much is known about it except that it is somewhat feudal with many Lyran Counts

serving as rulers on other worlds. This also, unfortunately, has the side effect of resulting in many internal conflicts within the empire. This has prevented the race from actively stretching their rule to dominating the galaxy.

There are approximately 21 counties each of which are ruled by a Count. Four of those counties are duchies which are led by a single Lyran Duke. The King Emperor of the Lyran Star Kingdom rules the 21st county. Each county pays and supports the Lyran fleet; providing it with necessary maintenance while the local county controls the local border stations. The duchies are known to make use of starbases.

## R10.0 Kzinti Patriarchy

The Kzinti are a felinoid race which fought a few minor wars with Earth in the late-21st or early-22nd century. Their political state is known as The Patriarchy, a name which reflects the sexist culture of the species.

The Kzinti are a large carnivorous cat like species. They typically feature orange/brown fur with prominent fangs and tufted ears.

Some Kzinti possess telepathic abilities allowing them to read other beings minds. However one can deter them from doing so by disgusting them thinking about vegetables.

The Kzinti culture is a violent one and highly prejudiced, they pay no respect to females or herbivores of any race.

The Kzinti have had some capacity for space travel for some time. It is thought the Caitians of the planet Cait are descended from an ancient Kzinti colony.

Not long after the planet Earth developed warp drive the Kzinti fought a series of minor wars with the planet. The conflicts came to an end with the Treaty of Sirius which disarmed the Kzinti and limited their space force to collection of police vessels.

The Earth-Kzin Wars took place in the early 22nd century before the Earth-Romulan War.

## R11.0 Cardassian Union

The governing body of Cardassia is the Cardassian Union. The elected Detapa Council has ruled for centuries but, over the years, the Council's power was usurped by Cardassian

Central Command, the military branch of the government, transforming Cardassia into a police state. By the late 24th century, the Central Command's control was slipping due to civilian protests and the Cardassian dissident movement. The Obsidian Order had been given limited autonomy and thus took a very active role in Cardassians' lives, but it was forbidden from raising an army and its autonomy could be revoked at any time.

The latter half of the century saw significant changes. A secret joint operation between the Obsidian Order and the Romulan Tal Shiar, intended to cripple the Dominion, raised an armada of ships armed with cloaking devices. Led by Enabran Tain, the plan nearly succeeded but had been sabotaged by a Changeling infiltrator. The joint Cardassian-Romulan fleet was utterly destroyed at the Battle of the Omarion Nebula, and the staggering losses suffered by the Order combined with public outcry had caused its downfall.

Without the Obsidian Order to keep the populace in line, the dissident movement eventually succeeded in securing control of the government. A civilian uprising reinstated the power of the Detapa Council, but this drew the attention of the nearby Klingon Empire. Claiming that the Detapa Council was replaced by Changelings, Chancellor Gowron and General Martok (who was himself under the influence of a Changeling infiltrator) initiated the Klingon-Cardassian War in a thinly veiled attempt to seize control of Cardassian territory. The invasion, combined with terrorist pressure from the Maquis in the Demilitarized Zone, resulted in utter chaos. In an attempt to restore Cardassia to its former glory, Dukat secretly negotiated Cardassia's entry into the Dominion.

When Gul Dukat completed negotiations with the Dominion in 2373, the Detapa Council ceased to exist altogether, just as the Obsidian Order had two years prior. Placed as the leader of the Cardassian Union, Gul Dukat had control over the majority of Cardassian affairs. However, he was forced to work under the regulations of the Dominion. During the first three months of the Dominion War, Dukat generally controlled the Cardassian and Dominion fleets, with Weyoun overseeing his decisions. Dukat was able to maintain an equal standing with Weyoun, though both were subjected to the unquestionable orders of the Founders.

Cardassian forces rebelled against the Dominion after Dukat's breakdown into insanity due to the death of his daughter, Tora Ziyal. At that time, Damar was placed in command of the Cardassian people. Since the new leader lacked the self-confidence and leadership skills of his former mentor and predecessor, Weyoun was able to take more and more control over the Cardassian people, with Damar becoming little more than a figurehead. Eventually, Damar had absolutely no say in any political decisions. This became blatantly obvious when Weyoun made territorial concessions to the Breen in 2375 in order to convince them to join the Dominion. Eventually, the Cardassians rebelled under Damar's leadership near the end of the Dominion War, allowing the Federation Alliance to gain a decisive advantage during the Battle of Cardassia and eventually win the Dominion War. The political future of Cardassia is left unknown at the end of the war, with the Dominion forced to surrender their governance over them. However, Captain Braxton after having been thrown into the 20th century refers to a police officer as a "pseudo-Cardassian". This would suggest that Cardassia did not abandon its tendency towards an aggressive, militaristic police-state.

Cardassian technology was notably inferior to that of the Federation.

## 50.0 Scenarios

Scenarios are situations a starship might find itself in. There are some general rules and scenarios are broken into three broad types: General, Historical and Monster. General scenarios depict generic situations and can use any type of starship. Historical scenarios are re-fights of actual battles and may not necessarily involve two equal forces. Monster scenarios deal with a starship confronting a monster and are generally good solitaire games.

Scenarios themselves are presented in the Scenario Book(s) that will be prepared from time to time.

## 51.0 Scenario Organization

Scenarios are, for the most part, presented in a set format. This format is explained below:

**Scenario Title:** Each Scenario has a title that identifies the engagement it portrays. Included in this section is background information about the engagement and what each side is trying to accomplish. The author's name (and in the case

of historical scenarios, the date) will also appear here.

**Number of Players:** Most scenarios are designed for two players but some are solitaire and others are designed for three or more. In this section, each player is identified; this identification is then used throughout the scenario.

**Initial Set-Up:** This section will include instructions on how to set up the mapsheet, what alert status each player is at, the speed and heading of each ship at the start of scenario – this speed and heading is considered to be the ‘last turn’ speed and heading for all purposes.

**Weapons Status (S4.0)** determines what weapons are available at the start of the scenario, what the status of shields are and what other conditions prevail aboard each ship in the scenario.

**Length of Scenario:** In most cases, a scenario will last until one player’s forces are destroyed, have disengaged or achieved a specific set of victory conditions.

**Special Rules:** Any special rules that apply to the scenario will be listed here

**Victory Conditions:** This section will lay out how each side can win the scenario. Standard victory conditions will apply (see S2.0) unless otherwise specified. It may be possible for more than one player to win if more than one player achieves his victory conditions.

**Order of Battle Variations:** In many cases the scenario can be played with different forces. How a Klingon ship, with its distinctive weapon arrangements, handles a given situation may be very different from how a Federation ship handles it.

**Balance:** In some scenarios, suggestions on how to balance the scenario between players of unequal skill are given.

**Tactics:** In some scenarios, tactical advice will be given here. Note, that these suggestions are only guides. You will have to develop your own tactics to deal with the specific opponents you face.

**Notes:** Any “designer’s notes” might be given here.

## S2.0 Victory Conditions

Players may use this system to score some of the scenarios within the game, balance forces for scenarios of their own design or judge campaign outcomes:

### S2.1 Combat Effectiveness

Combat Effectiveness (CE) is a measure of the overall usefulness of a ship in a combat situation.

Combat effectiveness is the product of WDF (Weapon Damage Factor) times D (Defense Factor)

Ships that have equal CE are closely matched in terms of the amount of firepower they have.

### S2.2 Victory Conditions

**S2.21 Standard Victory Conditions:** Before the battle total the CE of each side, the player with the lower total scores the difference between the two if none of his ships disengage or surrender prior to the end of Turn 2.

**S2.22 Commander’s Options:** In some scenarios, players are given the option of “purchasing” extra weapons or other equipment by paying victory points to the enemy.

**S2.23 Modified Victory Conditions:** Some scenarios use modified victory conditions, in this case ignore S2.21.

**S2.24 Scenario Specific Victory Conditions:** Some scenarios specify their own victory conditions, in which case those take priority over S2.0

**S2.25 Victory Points Received:** In determining victory point totals, add the following percentage of the CE a player’s total depending on damage inflicted on the enemy:

For Scoring Internal Damage: 10% of CE

For forcing a ship to disengage: 25% of CE

For crippling an enemy ship: 50% of CE

For destroying an enemy ship: 100% of CE

For capturing an enemy ship: 200% of CE

A self-destructed ship counts as destroyed for victory point purposes. Surrendered ships count as captured for victory point purposes.

**S2.251 Fractional Victory Points:** In the case of fractional victory points, fractions over 0.5 are rounded up; fractions below 0.5 are rounded down.

## S3.0 Balancing Scenarios

The problem of balancing scenarios is complicated by two main factors. First, not all battles will be between equal forces – e.g. a small escort fighting a rearguard action to allow an unarmed convoy to escape. Secondly, not all players are of equal skill, e.g. a twenty-year wargaming veteran playing against a novice gamer.

No all-encompassing rule can be given to balancing scenarios. Giving the disadvantaged player bonus victory points or simpler victory conditions are typical solutions but you will have to find the mechanism that works best for you.

## S4.0 Weapons Status

Life on a starship has been described as “six months of boredom and six minutes of stark, screaming terror”. This rather romantic description is, in many ways, accurate. Starships may patrol for months, even years without ever firing a shot in anger. Most scenarios deal with the “six minutes of terror” that follow months of dull routine.

Since it is costly in terms of power to keep weapons armed not to mention hard on maintenance crews (who have plenty to keep them busy) and dangerous (even on the most anarchic pirate vessel, crew safety is a top concern), ships do not go about with all weapons “locked and loaded” on the off chance that a hostile ship will appear. Thus, a ship entering a scenario may not have all (or even any) of its weapons ‘online’.

Regardless of a ship’s weapon status, the commander may choose to have his weapons or shields at a lower status for tactical reasons. However, no system may be at a higher state of readiness.

### S4.1 Weapon Status 0—Condition Green

The ship is not expecting hostile action and is operating at peacetime conditions. Military starships generally won’t maintain Condition Green unless berthed at a base or orbiting a secure, friendly world while on stand down.

- No phasers are charged, phasers may not be fired in the first turn
- No torpedoes or plasma bolts are armed
- Reserve Batteries and Auxiliary power levels are at 100% unless the scenario specifies otherwise
- No cloaking device can be active

### S4.2 Weapon Status I – Condition Blue

This is the normal status of a ship on active duty when not actively expecting hostile action. All the conditions of Weapon Status 0 apply except that phaser banks are online, but no power is allocated to phasers. Phasers may not fire on the first impulse of the first turn.

### S4.3 Weapon Status II – Yellow Alert

The ship is expecting contact with an enemy within a short time. A ship can remain at this level of readiness for up to 24 hours if need be.

- Phasers are online and fully charged (can fire immediately)
- Photon Torpedoes and/or Plasma Bolts fully charged and can be fired on turn 2
- Batteries and Aux. Power are at 100%
- Shields can be raised to 50% of max.
- No cloaking device can be active

### S4.4 Weapon Status III – Red Alert

Contact with the enemy, ship is expecting imminent hostile action.

- General Quarters has been sounded.
- Phasers are online and fully charged (can fire immediately)
- Photon Torpedoes and/or Plasma Bolts are fully charged and can be fired immediately
- Batteries and Aux. Power are at 100%
- Shields can be raised to 100% of max.
- Ship can be cloaked, using evasive action and/or erratic maneuvers

## S5.0 Local Conditions (Optional)

At the start of any scenario, roll 1d10 and compare the results to the table below:

### S5.1 Local Conditions Chart

1d10	Result
1	Radiation Zone (P12.0)
2	Nebula (P10.0)
3	Planet and Moon (P2.21, P2.23)
4	Gas Giant (P2.22)
5-6	Empty Space
7	Asteroids (P8.0)
8	Ion Storm (P11.0)
9	Pulsar (P9.0)
10	Sunspot/Solar Flare (P13.0)

## S5.2 Restrictions and Conditions

If a scenario specifies a specific set of conditions, do not use S5.0

## S6.0 Defeating Monsters

Monster Scenarios often use this rule to determine how to defeat the monster unless a specific means is provided for in the scenario itself or if the monster is treated as a ship in which case S6.0 is not used.

### S6.1 Monster Defeat Table

In many scenarios involving monsters the investigating ships are required to obtain a certain amount of data about the monster. See (G4.1) for more about conducting research. After accumulating 50 data points, check on the table below:

D10	How to destroy the monster
1-2	Monster can be destroyed by penetrating it with a shuttle (J1.0)
3	Monster will be destroyed if held in a tractor beam (G5.0)
4-6	Monster can be destroyed by 200 points of damage from any weapon
7-8	Monster can be destroyed by transporting a bomb into its interior (G3.0)
9	Insufficient data, collect 100 more data points and roll again
10	Communications are established, the monster becomes friendly and you don't have to destroy it. If you scored more than 50 points on the monster, you lose the scenario.

## S6.2 Incomplete Engagements

In the event of a second engagement with the same individual monster, any damage scored on the monster in the first scenario will be repaired but any data accumulated previously will still be known, accumulate an additional 50 points of data to ascertain that this is the same monster as previously fought. Once this is known, you can check the Monster Defeat Table (S6.1) again.

## S6.3 Repeat Engagements

In the event of a second engagement with the same monster type, accumulate 50 points of data to ascertain that this is an identical type. Once this is known, roll 1d6; on a roll of 1-5 the method of defeating the monster from the first

encounter is still valid. On a roll of 6, the original means of defeating this monster is ineffective for some reason and this monster is treated as a new case. Accumulate another 50 points to check on the Monster Defeat Table (S6.1).

## T0.0 Campaign Rules

Campaigns are a series of linked scenarios representing a smaller part of a larger conflict.

### T1.0 General Rules

Generally, campaign scenarios determine available battle repairs to a ship between sessions or combats.

### T1.1 Repairing Destroyed Systems

A ship may repair any destroyed system. On a successful CER check, a second destroyed system may be repaired.

### T1.2 Reserve Power and Batteries Auxiliary Reserve and Batteries are returned to full power.

### T1.3 Casualty Recovery

One half of crew casualties inflicted in the last battle are returned to service, plus 1d10 superstructure points can be repaired.

### T1.4 Victory Conditions

Use the standard victory conditions (S2.0)

### T1.5 Campaign Overhaul

Once in a campaign, unless otherwise prohibited by the specific campaign rules, a ship may put in at a starbase for an overhaul. All ships systems, crew complement, etc. are restored to 100% normal levels.

## T2.0 Specific Campaigns

For details of specific campaigns, see the campaign section of the Scenario books.

## V0.0 Operational Movement

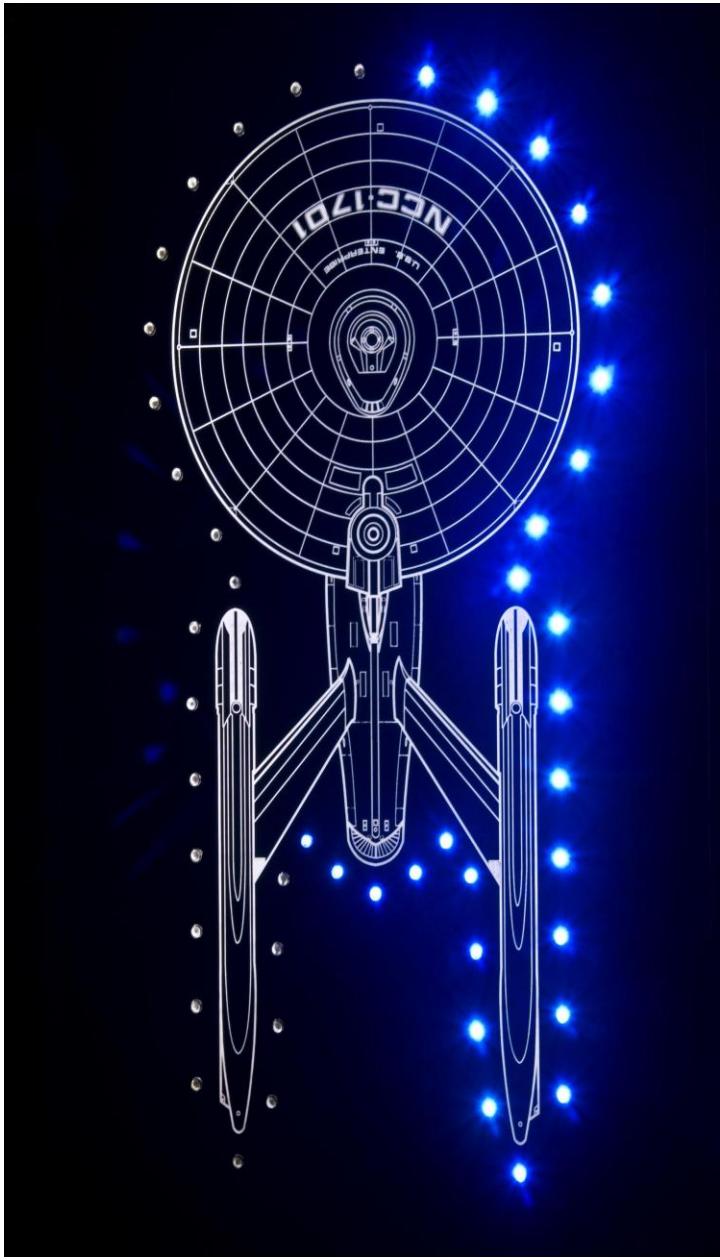
### V1.0 Campaign Maps

Campaign regions can be mapped in a fashion similar to that used in FASA's The Triangle supplement.

### V1.1 Measuring Distance

Distance between points on a map can be computed via triangulation. (Consult any math textbook on how this is done.)





## W0.0 Tholian Webs

The Tholian Web is a band of energy (based on tractor technology) which stretches across space and impedes the movement of ships and other units through a given area. It also blocks weapons fire.

The Tholians use it primarily to build defensive bastions around their bases, or when caught in open space by superior forces, but also use it tactically to influence enemy maneuvers.

In rare cases, it can be used to capture an enemy starship (particularly if it has been disabled in battle). Refer to rule W3.0 for definitions of terms. Web is probably the single most complicated rule in the Starship Combat Simulator game system. The Tholian Web is a means to artificially create "terrain" in otherwise empty space. This creates many tactical opportunities. It can create a wall to block missile weapons (or at least reduce their effective range). It can block the direct-fire weapons of a portion of the enemy fleet, and force the enemy to maneuver to clear his fire lanes or avoid getting trapped in the web. It can even break up an enemy formation by casting web in the middle of it. Cast web can slow down a retreating enemy unit, allowing the Tholians to catch it and destroy or capture it. Cast Web can expose cloaked ships (which is one reason why the Romulans left the Tholians alone).

## W1.0 Web Caster

The Tholian Web Caster is a device for projecting web across considerable distances (up to 25 hexes). The device creates a small self-supporting area of web where targeted.

The caster is extremely energy efficient, and may indicate how much of their technology the Tholians lost during their flight to our galaxy. The Tholians only managed to create a very limited ability to build new ones and the Tholians only rarely risked the smallest of these (the Light Cruiser) outside of the Holdfast.

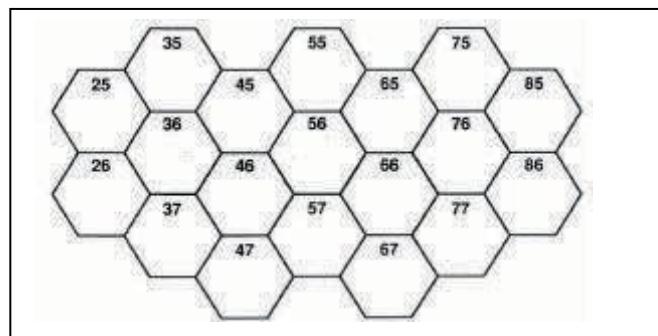
## W1.1 General Rules

**W1.11 Casters:** Each Web Caster installed on the ship represents a single Web Caster. Each such weapon is armed and fired independently. They are destroyed on "missile weapon" hits.

**W1.12 Direct Fire:** Web casters are Direct-Fire Weapons; their use is declared along with all other Direct Fire Weapons, but they fire after all

other such weapons. As Direct-Fire weapons, they can be fired out of but not through a web hex. Due to their nature, they cannot be fired into a web hex or into a hex adjacent to a web hex.

**W1.13 Firing Rate:** Each Web Caster can fire once per turn.



**W1.14 Ammunition:** There is no need to account for "ammunition" as the Web Caster is a pure energy weapon.

**W1.15 Fleet Limit:** There were very few Web Caster equipped ships and the Tholians could not build any more of them. The Tholians never risked all of the ships in any single battle. When players are allowed to select whatever ships they want (up to some point total), no more than 1/3 of the ships in the force can have Web Casters.

## W1.2 Casting Webs

The Tholian player uses the following procedure to cast (or lay) web.

**W1.21 Step 1:** He announces which Web Caster is firing (which must not be disabled). He also indicates the target hexes [up to five of them, see (4Q3a)] where the cast web will form, which must all be within range (maximum of 25 hexes; cannot be used at Range Zero) and within the firing arc (usually FA) of the weapon. Other players can confirm this data (or show it not to be true) and point out any rule or condition which would prevent the Web Caster from casting Web.

**W1.22 Step 2:** The Tholian player pays a number of Energy Points (from the ship doing the casting). This could be from one to five points, see (4Q3a) below. Web Casters cannot be overloaded.

**W1.23 Step 3:** The cast web is deployed and its strength calculated; see W1.3 below.

### W1.3 Deploying Webs

Web Casters can create two types of web: normal web and "free standing" web. The only difference is that free standing web does not require anchors, and it cannot be reinforced or maintained. (It evaporates after 8 impulses.) Web casters cannot create a web that it would be illegal for a web generator to create, except for Free Standing Web.

**W1.31 Cast Web:** Cast web can be either normal web (W2.0) if there are anchors available, or free standing web (W3.0). Web cannot be cast by ships performing erratic maneuvering.

**W.311 Casting Globular Webs:** Cast web can never be globular web.

**W1.312 Shape of Cast Webs:** Webs created by a Web Caster must be in a straight line (or include only one or two sideslips in the same direction). A three hex cast web may include one sideslip, a four hex cast web may include two. Note that because of this rule a Web Caster cannot be used to create a globular web.

*Example: A valid straight web connects hexes 36-46-56-66-76. It could include 45 and 65 instead of 46 and 66. It could not include both 46 and 65. It could not include both 45 and 66. It would be possible to include both 46 and 65 in a valid straight web, but not one with the end points given in this example.*

**W1.32 Casting Webs into Occupied Hexes:** A non-Tholian unit in a hex when cast web becomes effective is treated as if it had entered the web hex on that Impulse. This will restrict movement on the next Impulse's sub-pulses.

**W1.33 Casting Limits:** Web Strands created by a Web Caster cannot be in hexes adjacent to or in the same hex as other Web Strands at the time it is created, including webs created during the same impulse or free-standing webs which are not yet active. If this is attempted, the cast fails, no web forms, and the energy used for the cast is lost.

**W1.34 Strength of Cast Webs:** Each unit of energy used for the Web Caster creates ten "points" of web strength if the range to all web hexes is 1-10. (At a range of 11-20, each Energy Point produces only five Total Strength points, and at a range of 21-25, each point of energy produces only three Total Strength points. The most distant hex in the cast web defines the range bracket used.)

*Example: Assuming a five-hex web was created with one unit of energy, this would produce a web with a strength of two (i.e., one it would take two movement points to penetrate) per hex. With the maximum of five units of energy, this would produce a web with a strength of ten points per hex (i.e., one that takes ten movement points to penetrate). Of course, a shorter strand would be stronger, but would not cover as wide an area.*

**W1.35 Effects of Planets:** A Web Caster cannot be fired into or through a hex containing a planet, moon, or atmosphere. It can be fired through asteroid hexes.

### W2.0 Normal Web

This is created by Web Casters and is identical to web created by Web Generators, except that it is created at some distance from the ship and is much more energy efficient.

#### W2.1 Deploying Normal Webs

To cast Normal Web, the web must have two valid anchors, one at each end (in the last hex in each direction). Web Cast between two anchor points solidifies as normal web at the instant it is cast as part of the Web Casters Fire Step of the Direct Fire Phase.

**W2.11 Normal Web Rules:** The resulting web is normal in every way. It can be extended and reinforced. A Cast Web Segment cannot join two strands (or opposite ends of the same strand) as that would violate W1.33 which prohibits casting web into a hex containing an existing web.

**W2.12 Anchoring Normal Webs with Casting Ship:** If an acceptable anchor point is within 4 hexes, the casting ship can be the second anchor point.

**Note:** This rule forms an exception to (W1.33), allowing the Web Caster to work at range zero only if the ship is using itself as an anchor.

### W3.0 Free Standing Web

Any web created by a Web Caster without anchor points is automatically free standing.

#### W3.1 General Rules

Free Standing Web is marked when the Web Caster fires, but does not take effect until the next impulse. (During that "ineffective" period, it has no effect on movement or weapons.) It becomes effective after all Direct-Fire weapons fire, but before further Web Casters cast web.

One full turn after it becomes effective, the strand of Free Standing Web is removed. Free standing web cannot be extended or reinforced, nor can anchors be added to it.

#### W4.0 Web Strength

Web has a strength expressed in points; some strands of web are stronger than others. Maximum strength is 32 points per hex of web. Each point of web strength is produced by one point of power applied to the web by a Tholian ship.

#### W4.1 Accounting

A given Web Strand has a Total number of points, and the strength of the Web Strand is this total divided by the length of the web in hexes; any fractional points are ignored (but not discarded as they are part of the total). For example, a Web Strand which is seven hexes long and has a Strength Total of 42 will have six strength points per hex, and an enemy unit would be "stuck" in the Web until it generated six Movement Points. Strength can be reduced by Deterioration (see W4.2 below).

#### W4.2 Deterioration

At the end of each turn, reduce the Strength Total of each Web Strand by one for each hex of the Strand. (Webs require continual power additions to remain strong.)

### W5.0 Types of Web

Web can be Linear or Globular. Linear web must be Anchored or Free Standing but Globular Webs must be Free Standing, although Free-Standing Web does not last very long.

#### W5.1 Linear Web

A Linear Web strand extends between two anchor points (5M2e). Linear Web Strands must be in a relatively straight line; they can include a "sideslip" but not a turn. Linear Web must be laid in a straight line. A regular pattern of sideslips (3A, SS-B, 3A, SS-B) is considered a straight line.

**W5.11 Limits on the Shape of Linear Webs:** The web cannot be bent to touch itself at any point; each hex can only be adjacent to one or two other hexes, and if adjacent to two hexes, those two hexes cannot be adjacent to each other.

**W5.12 Joining Linear Webs:** Two Linear Web Strands cannot be joined if they would violate

this rule unless there is a valid web anchor at the "corner." If that anchor is destroyed or loses its status, the web (unless it is "legally straight") would collapse because the two linked segments could not exist without the "corner anchor." Globular Web (W5.2) is of course an exception.

**W5.13 Anchoring Linear Web:** The ships laying a Linear Web serve as its anchors during the laying process, and may continue in that role for an in-definite period. (A given strand may consist of several segments, each with an intermediate anchor that might be a "corner".)

**5.14 Laying Linear Web:** A ship that is engaged in laying or extending a Web Strand is the only case in which a Web Strand can be anchored to something not actually in one of its web hexes. (The laying ship is assumed to be planning to lay web in the hex it moved into.)

*Example: A Patrol Corvette lays a web in hex 36, which is an asteroid hex (not, in this case, a large asteroid, just a generic asteroid hex), then moves to hex 37 planning to lay web in that hex (and to continue to the large asteroid that is in hex 39).*

**W5.16 Limits on Anchoring Ship:** A ship serving as a web anchor cannot move except to lay, extend, or shorten the web. A ship which is anchoring a web could abandon that task after the Tractor Beam Step of the Other Functions Phase, but this would cause any segments of that Web Strand for which the ship was an anchor to collapse.

A ship serving as a web anchor can move in such a way as to cancel its own web anchor status and cause the web segment it is anchoring to dissolve (assuming there is not another anchor for that segment).

**W5.17 Valid Anchor Points:** Valid anchors include asteroids (6B) of any type, anchor buoys (5M2j), or Tholian ships (as above, including bases). An asteroid that has been "destroyed" (while serving as a web anchor) remains a valid anchor point as the "bag of rocks" does the same job as one big rock, but if the web is removed, the "bag of rocks" disperses and cannot be an Anchor in future. There can be more than one anchor in a given hex. If, at any time, a segment of a Strand of Linear Web is not anchored on both ends, it dissolves instantly. Note the exception created by Free-Standing Webs. There are three kinds

**of Anchors:** End Anchors (at the end of a Web Strand), Intermediate Anchors (in the middle of a Web Strand without a direction change), and Corner Anchors (in the middle of a Web Strand, creating a direction change and connecting two segments of a strand).

**W5.17. Anchoring:** A ship which is laying web which enters the hex of a valid anchor point may "anchor" the web to that point by simply laying web in that hex. This allows the laying ship to move on to some other mission (or move behind the web so as not to be destroyed by the enemy).

*Example: The Patrol Corvette in the example in W5.17 has entered hex 39 and has laid web there. The web is now anchored to both the PC and the asteroid, and if either is destroyed, the web remains anchored. On a later impulse, the PC moves on to other duties, leaving the web strand (of one segment) anchored on both ends (to the asteroids in hexes 36 and 39).*

**W5.171 Planets and Moons:** A web cannot be anchored to a planet that has an atmosphere (or to any-thing inside such an atmosphere). A web can be anchored to a planet or moon without an atmosphere by the same procedure as anchoring to an asteroid.

**W5.172. Added Anchors:** A Tholian ship can enter a web hex and announce it is assuming web anchor status. It could also (or alternatively) drop a web anchor (W5.175) in that hex. In either case, this becomes an intermediate anchor. A Tholian ship engaged in laying web can move into the hex of a second Tholian ship, lay web in that hex, and anchor it to the other ship. (If a ship with no Web Generator became an anchor, it would have to find a legal way to remain in that hex as leaving the hex would leave the web without an anchor).

**W5.173 Dropping Anchor:** Anchor status can only be assumed or voluntarily dropped during the Tractor Beam Step and cannot be changed within one full turn. This status must be announced to the enemy. If an anchor is destroyed, a Tholian ship within that web segment could, assume web anchor status immediately (out of the normal Sequence of Play).

**W5.175 Anchor Eligibility:** A "full turn" here means four consecutive Impulses. As long as a unit is eligible to be a web anchor, the unit may

only change its anchor status once every 4 Impulses. However, a ship which is serving as an anchor which moves in such a way that makes it ineligible to be an anchor any longer causes an "involuntary" change of its anchor status. (Yes, the move was voluntary, but the change in anchor status was not.) A ship which moves in such a way as to involuntarily lose its anchor status will cause any web segment for which it is the sole end anchor to collapse, and will not be able to become a web anchor for another full 4 impulses.

**W5.176. Anchor Privileges:** A unit acting as a web anchor cannot be tructored or perform Evasive Maneuvers. If a ship serving as a web anchor is captured or destroyed, it immediately loses its status as an anchor.

**W5.177. Collapsing Segments:** If a strand of web has several anchors, and one of them is destroyed or releases itself, any segment(s) of that Web Strand attached to that Anchor will collapse immediately unless it can exist as a valid web without that Anchor. Web strength points in a collapsed segment are lost; they do not flow into connected non-collapsing segments. Any remaining segments of the Strand which have a valid Anchor on both ends remain intact at their original strength (per hex). Any unused factional points of web strength remain with the Strand in chief.

*Example: A strand of web has two segments, one of which is five hexes long and the other of which is an additional three hexes long. This eight-hex web has a total of 59 strength points, so each hex has a strength of 7 points and there are 3 strength points left over. If the outer anchor on the three-hex segment is lost, that segment collapses losing the 21 strength points in it, leaving the five-hex segment with 38 points. (In some rare cases, that remaining segment may actually gain a strength point as the fractions are redistributed.)*

**W5.18 Extension of Linear Webs:** Linear Webs can be extended by either moving one of the End Anchor points or by laying an additional web to one of the End Anchor points. Corner and intermediate anchor points cannot be moved. If their status later changes to that of an End Anchor, they can be moved as above.

**W5.181 Moving Anchor:** End Anchor points which are self-mobile (i.e., ships with Web Generators) can simply move and lay additional web (5M2a). At the instant that this happens,

the entire web strength must be recalculated, using the total number of web strength points and the new number of web hexes.

*Example: A web 10 hexes long with a strength of 7 (total 70 strength points) is extended to 11 hexes in length. The 70 strength points are then divided by 11 hexes resulting in an overall strength of 6 points per hex with some fractional points left over.*

**W5.182 Static Anchor Points:** Non-moving anchor points (e.g. web anchor buoys and asteroids) cannot be moved. To extend these webs, a ship must enter the end hex of the web, assume anchor duties and specifically relieve the previous web anchor of that status (it could recover a web anchor buoy as per the rules), and then use the procedure in (W5.172).

**W5.183. Joining:** An additional Strand of Web: Additional web strands can be laid to an existing End Anchor point. (A new Strand cannot join any part of a Web Strand except the End Anchor point.) At the instant that the ship laying the Web Strand lays Web in a hex adjacent to the End Anchor point, the two Web Strands are joined and the strength of the Web Strand must be adjusted for the new length.

**W5.184. Shortening:** The reverse of the procedure in (W5.183) can be used to shorten (and effectively strengthen) a web. A ship serving as an End Anchor point would simply move into the adjacent web hex, shortening the length of the web by one hex. The total strength points would then be divided by the new shorter length and produce a higher effective strength. If this strength exceeds the limit of 32 strength points per hex, any excess strength points are lost. Should the web later be re-extended, the original laying cost must be paid again.

*Example: A web extends from an asteroid in hex 22 to a web anchor (5M2j) in hex 28. The web is thus 7 hexes long with a total of 99 strength points and a strength per-hex of 14 points. A Tholian Destroyer moves into the hex of the asteroid and "assumes anchor status" and announces that the asteroids are no longer the anchor. The destroyer then moves into hex 23. Hex 22 is no longer a web hex.*

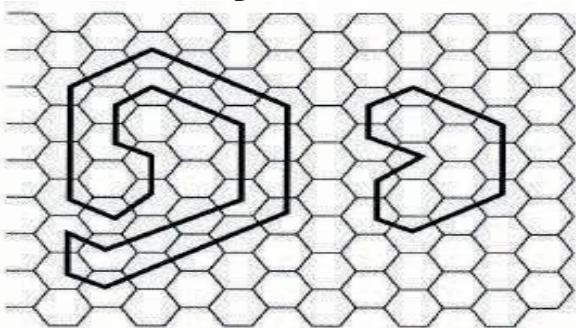
## W5.2 Globular Web

A Globular Web is laid in a circle and is then anchored to itself. It does not require other anchors. There is no way to convert a Linear Web into a Globular Web. A Linear Web with

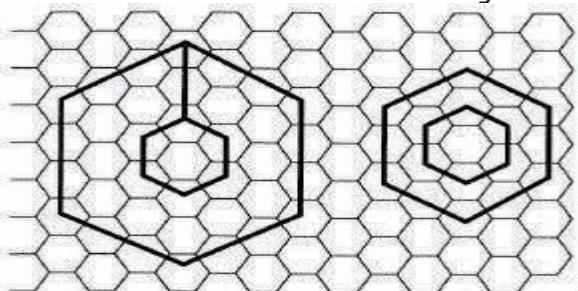
multiple Corner Anchors can be built in the same shape as a Globular Web but is a multi-segment Linear Web, not a Globular Web.

**W5.21. Procedure:** Two ships are used to lay a Globular Web. They must begin in adjacent hexes and move to form a circle of the web (for example, hexes 0804, 0905, 1005, 1006, 1007, 0908, 0808, 0708, 0607, 0606, 0605, 0705 form a Globular Web). A legal anchor point (W5.17) can be substituted for one of the two ships. A Globular Web cannot contain two or more loops.

**W5.22 Shape:** A Globular Web can be a circle or an oblong, but cannot contain convex angles (viewed from inside). When tracing the web in a clockwise manner, the web can only make right-hand turns, not left-hand turns. The webs shown below are illegal.



**W5.23. Independence:** Two separate Globular Webs cannot touch each other. Each Globular Web hex must be adjacent to two (only two) web hexes. A Globular Web cannot be connected to a Linear Web. The two webs shown in the illustration below are illegal.



**W5.24 Reinforcement:** Incomplete Globular Web cannot be reinforced; it must remain at zero strength until the circle is closed and it is anchored to itself.

## W5.3 Pulling a Unit out of Web

One ship can attempt to pull another unit (which is not a web anchor) from a Web with tractor beams by the following procedure. The pulling ship must be adjacent to the trapped ship, stationary, not in a Web hex, and attach a tractor

beam to the trapped ship. The pulling ship then (in the Tractor Step of the Other Functions Phase) expends an amount of power equal to the cost of the movement points the trapped unit would require to escape (minimum of 1 point). [You can combine the movement of the trapped ship with the tractor beam to escape, counting the number of movement points the trapped unit has expended since being in the web, up to a maximum of the last four impulses.] The trapped unit is then moved into the hex of the pulling ship and may change facing to a direction not facing the web. [One ship cannot "shove" another ship through the web.]

**W5.31 Tractoring Ships in Webs:** Tractor beams cannot be used to shove a ship through the web. The beam would be broken by the web long before the ship got all the way through it.

**Example:** A Klingon D-4 is trapped in a Web Hex which has strength of 12. Because the D-4 had a Speed of 8 for this turn and has no leftover power, it would not be able to escape until the next turn. It has, so far, fruitlessly expended two Movement Points. A Klingon D7 stops in an adjacent hex, attaches a tractor beam (which costs one Energy Point) and then expends 30 energy points (equal to the cost of the 10 needed movement points need to escape).

#### W5.4 Web Anchor Buoys

Tholian ships can use their shuttlecraft as temporary anchor buoys.

**W5.41 Procedure:** To do this, the shuttle must be launched from the ship (a shuttle already in flight can-not be used for this) into the ship's hex. The ship pays six energy points at the time of launch, which converts the shuttle into a Web Anchor Buoy.

The shuttle is launched in the Launch Phase like any other shuttle. The six points of energy merely change the shuttle into a web anchor buoy. Creating a web hex on the buoy will require another six points of power in the Other Functions Phase of the next Impulse.

**W5.41. Options:** The ship could lay a Web Anchor Buoy in an existing web hex, in which case it would become an anchor. The ship could, alternatively, lay the Web Anchor Buoy into a hex and then lay web in that hex using it as an initial anchor to lay web.

**W5.412 Limitations:** The Web Anchor Buoy has no crew, cannot move, and cannot be converted back into a shuttle. It functions as an Anchor (W5.17), and absorbs 16 damage points before being destroyed. Its destruction will collapse a web segment unless another Anchor of some type is already in place.

#### W5.5 Webs Set Up Before a Scenario

Most of the actual use of Tholian webs was around their bases. As these made their bases very hard to destroy, the webs formed the foundation of Tholian defense and survivability. Without webs around their bases, the Klingons (or the Romulans, or the Federation for that matter) could have defeated them easily by just overwhelming the tiny Tholian fleet.

**W5.51 Power:** It costs power to maintain webs (lots of it), and power ultimately costs money. Hence, webs are not maintained at maximum strength year in and year out on the off-chance that an enemy might decide to attack today. Webs are kept at strength zero (using low-power generator buoys which do not function during combat) until a threat appears.

**W5.52 Scenario Rules:** Scenarios might specify pre-built webs of a certain strength (which can be further reinforced). Players who create their own scenarios may do so under the following rules. Simply create the Web Strands, segments, and hexes that you want, and pick a strength for each Strand (that is, the strength of each hex of that Strand). Multiply the per hex strength of each Strand by the number of hexes in that Strand, find the Grand Total of all of these Strand Totals, and then divide this by four. The result is the number of "points" (equal to ship victory points) that the web costs. No victory points are given for destroying web hexes, segments, or strands. Large asteroids (6B) for use as anchors (moved from elsewhere) cost 25 points, and Web Anchors (W5.17) cost 8 points. There is no way to create an "asteroid hex".

*Example: The Tholians might select a force of ships with a total value of 300 points (as shown on each Ship Card), and then buy one 30-hex web that is 20 points (per hex) in strength (total 600, divide by 4 = 150), plus six asteroids (25 points each, or 150 points) for a total of 600 points. The Klingons then select a force of ships equal to 600 points for a reasonably equal battle.*

## **W6.0 Effect on Movement**

Web of any type will slow down (and perhaps stop) units trying to move through it. Any Non-Tholian unit which enters a web hex stops in that hex, and remains there until it has expended a number of movement points equal to the strength of the web W4.0 during a period of four consecutive Impulses. If the web is strong enough, the ship might never see home again.

## **W6.1 Evasive Maneuvers and Webs**

If a ship using Evasive Maneuvers enters a web hex, the maneuvers are terminated immediately. A ship that has accumulated enough movement points to leave the web does so on that Movement Sub-Pulse. Webs with a strength of one block weapons fire but do not stop movement.

*Example: A ship moving at a baseline speed of 16 enters a web with strength of 9. Assuming no changes, the ship would leave the web upon expending its ninth subsequent movement point.*

**W6.2 Webs and Missile Weapons** Missile weapons are, like ships, caught in the web until they have (during eight consecutive impulses) expended movement points equal to the strength of the web (at the time they escape). This means that most torpedoes cannot penetrate a web anywhere near full strength and plasma torpedoes (while able to get through even the maximum web) would be so drained of energy as to be insignificant.

*Example: A Torpedo has a range of 10 hexes and could never get out of a strength 10+ web*

## **W6.3 Tholian Web Effects on Tholian Ships**

Tholian ships ignore the effects of their own webs on movement, unless the ship announces in the Transporter Step that it is "locking" to the web hex it is in, in which case it operates as a non-Tholian ship. This status can be changed, but not within a full turn. Tholian ships captured by another Empire are treated as non-Tholian ships for this purpose. In the event of a Tholian Civil War, the webs of one side would treat the units of the other side as non-Tholian units.

## **W6.4 Webs and Launched Units**

If a unit is in a web hex, anything launched or undocked from it (seeking weapon, shuttlecraft) is caught by the web until that launched element expends enough Movement Points to escape, as if it had entered the web hex from a non-web hex.

## **W6.5. Webs and Evasive Maneuvers**

A unit trapped in web cannot use Evasive Maneuvers or Disengage. It can use Emergency Deceleration, however

## **W6.6 Turning in a Web**

A Unit in a web can turn in accordance with its Turn Mode, even though it is not actually moving.

## **W7.0 Webs and Weapons Fire**

Web (with a strength of 1 or more) of any type blocks direct-fire weapons from firing (through web hexes; direct fire weapons can fire into or out of web hexes).

## **W7.1 Tholian Phasers:**

The Tholians can fire phasers (no other direct-fire weapons) through webs.

## **W7.2 Probes**

Probes (fired for information or as weapons) can be fired into or out of a web hex (5C), but not through one.

## **W7.3 Missile Weapons**

Missiles are slowed (and might be stopped) by webs W1.331.

## **W8.0 Definitions**

Web is the generic term. A "Strand" of web is a unique element with a strength total. A "segment" is a portion of a strand between two Anchors: some Strands of Linear Web (and all Globular Webs) have only one segment. If an End Anchor or Corner Anchor is removed from a Linear Web, this will cause the Web Segments connected to it to collapse (disappear with all energy in those hexes lost). A hexagonal six-sided web using six anchors is not a Globular Web (even though it might have the same shape), but is a single Linear Web with six segments.

## **W9.0 Other Effects**

### **W9.1 Transporter and Tractor Beams**

Transporters and tractor beams cannot function through web hexes. They may function into or out of web hexes. They may be used between two adjacent web hexes, even if both are in hexes of the same web, or one is outside a web hex and one is inside, or between two non-adjacent web hexes so long as the intervening hexes are not web hexes.

## W9.2. Protection

Web hexes do not protect ships from damage caused by terrain in the same hex (or from other hexes).

## W9.3 Cloaks

A cloaked ship which enters a web hex has all benefits of its cloak cancelled for as long as it is in the web hex.

## X0.0 Advanced Tactics

From shuttles loaded with explosives to transporter bombs, nothing in this document is meant to be exclusive, nor are the rules to be considered inflexible. Players can be incredibly creative and if an idea is plausible, it should be rewarded in some way. Creating mechanics on-the-fly is a necessary GM skill. Practice it.

## Y0.0 3-D Combat (optional)

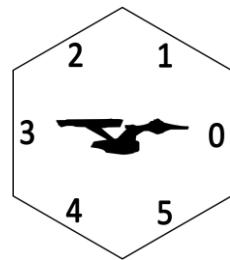
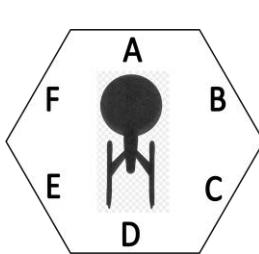
With inspiration from Dawn Patrol (aka Fight in the Skies) this game lends itself very well to 3D tabletop combat. Using a 2-3-inch hex scale, the game can utilize existing Star Trek: Attack Wing models in addition to 3D printed ships of your own. Also, 3-inch hexes are about the maximum size one might attain and still have a game surface that can accommodate an arena of 30x30 hexes (while still being able to reach the pieces in the middle of the table or even find such table space at a public event).

At time of this writing, I am using 70mm x 25mm thick printed hex bases with telescoping rods to allow (magnetized) ship bases to be anywhere from 6" to 32" off the table for a visual representation of vertical distance. For under 6" height, WizKids' Attack Wing pegs will suffice. Actual distance is labeled for each ship using counters, so the vertical representation is not required, just a nice touch.

Overall grid space on my playmats is a 6'x8' table and 36-38" high. (36x30x15 hexes XYZ)

Ship models are attached (magnets, Velcro, what have you) to small spring clips or magnets on the ships themselves, which are raised or lowered to whatever approximate Z-axis placement the ship has attained.

## Y1.0 Vertical Movement and Facing



Movement vertically (Z-axis) takes place the same as it does horizontally, with the understanding that without making a Z-axis heading change, ship remains on the same 'plane' or vertical height.

Z-Axis facing is treated similarly to X/Y facing with regard to heading changes. With forward or reverse movement, heading change is usually needed to move either "up" or "down." Z-axis movement without lateral motion is limited to thrusters and 1 hex per phase. Z-axis will use numbers 0 through 5 to represent facings. Any facing can be achieved in any dorsal or ventral orientation so it is assumed that forward weapons can always fire forward, port can always fire to port, etc., irrespective of a ship's vertical alignment.

*Example: A ship is moving at base speed 5 and allocates 4 more hexes to movement in a turn. With 9 movement hexes available, the captain decides to move 4 forward, makes a vertical heading change from facing 0 to 1, moves 3 hexes foreword/upward and saves 1 movement hex for an emergency heading change. The captain then uses his free heading change to alter course 60 degrees to starboard (from Facing 'A' to Facing 'F')*

## Y2.0 Coordinates, Ranges and Maths

For weapon ranges involving hypotenuses, you're going to need some math skill (but if you are playing this game and creating your own starships, that likely doesn't bother you). I recommend XYZ axis coordinates, even though one set of coordinates is bound to be flawed by the fact that hexes do not progress in straight lines simultaneously in both the X and Y axes.

*Example: ascertaining the distance between a ship at hex X:10 Y:17 Z:05 (101705) and another at X:12 Y:11 Z:02 (121102) one could simply count the hexes visually. For placements at longer weapon ranges, you'll have to follow the formula, use a rangefinder, tape measure, or another method.*

A shorthand method of computing distance in 3D combat environs is to take the longer of the two distances (horizontally, measured directly and then vertically, measured directly). Add half of the shorter distance to the longer one and you have a rough estimate of the total distance.

*Example 2: If the direct distance on the XY plane = 7 hexes and there is a height difference of 4, the total distance is about 9 hexes.*

## Z0.0 Credits & Acknowledgements

### Z1.0 FASA Version Credits

Star Trek Starship Tactical Combat Simulator Design and Development  
Original Design: David F. Tepool

Star Trek II: Starship Combat Simulator and Star Trek III: Starship Combat Role Playing Game design: Jordan K. Weisman, Wm. John Wheeler, Forest G. Brown

Star Trek Starship Tactical Combat Simulator design and development:  
Forest G. Brown, L.R. Butch Leeper, Curt Duval, Richard Kurtin, and Albert Lowe

### Z2.0 3<sup>rd</sup> Edition Star Trek Starship Combat Simulator Credits

Rules Editor: Andrew M. Gelbman

Play Testers: Stephen Smith, Nicholas Bauer, Jennifer Paperman, David Steinberg, Joseph Leonard, and Andrew Nunberg.

Typesetting: Microsoft Office 2003 (which really was a bastard UNdoing and then Redoing all the damn formatting, even though in 2024 this was still the edition of Office for Windows I had!)

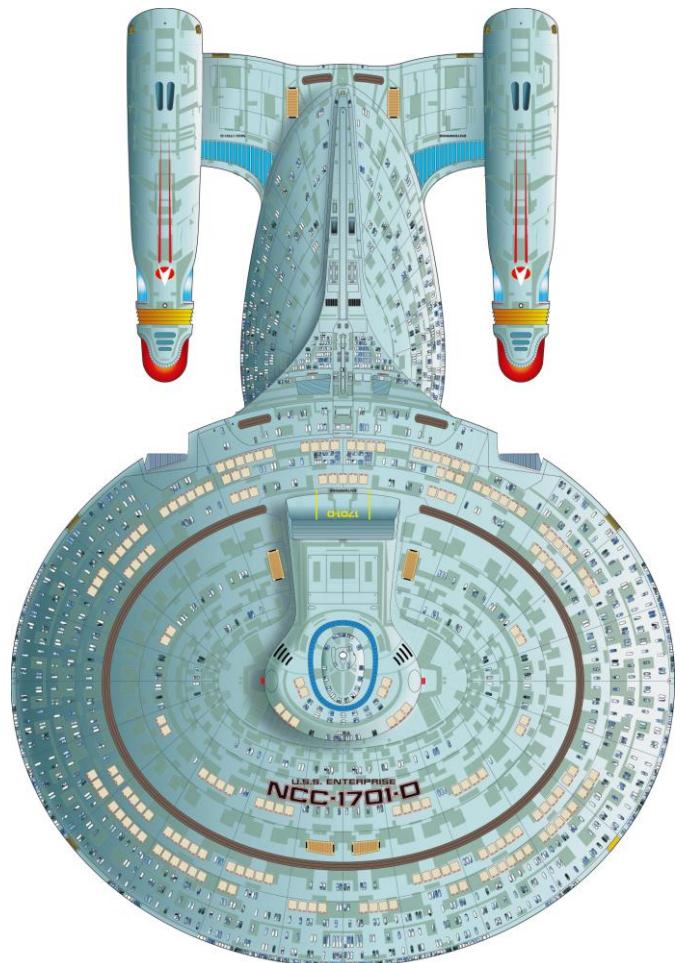
### Z3.0 4<sup>th</sup> Edition Star Trek Starship Combat Simulator Credits

2025 Revision of this ruleset by Andrew VanHooreweghe

Illustrations: Dana Knutson, Andrew M. Gelbman, Daryl Mix, Andrew VanHooreweghe.

### Z4.0 Copyright Statement

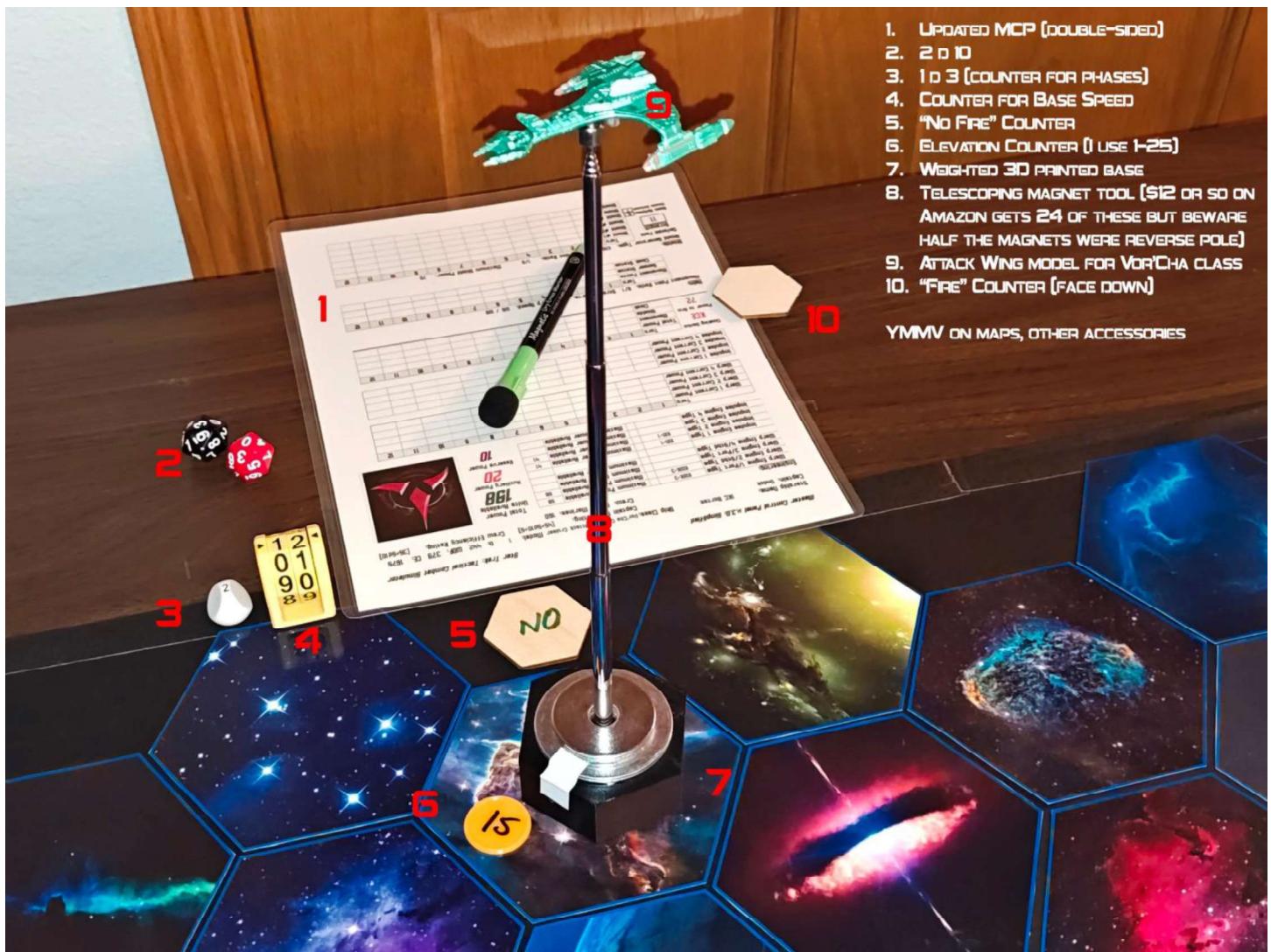
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QR Code for a link to the shared Google folder (to follow for updates):



And here is a pic of example player station setup:





*"So, I lied. I cheated. I bribed men to cover up the crimes of other men. I am an accessory to murder. But most damning of all? I think I can live with it. And if I had to do it all over again, I would. Garak was right about one thing: a guilty conscience is a small price to pay for the safety of the Alpha Quadrant."*

*So I will learn to live with it. Because I can live with it...*

*I can live with it.*

*Computer, delete that entire personal log."*



# DABO!

## Spin the wheel and win!\*

(\*“win” as defined by the proprietor)

Roll d%	Effect
01-03	“Ain’t I sumthin’?”: Captain gains +2 CSR
04-06	16309 PW strength “weak”: -1 bonus to all beam attacks in a turn
07-09	“Torrpeethose Reddy, Keptin!”: -1 bonus to all missile shots in a turn
10-12	“Actually, it’s my first attempt”: You have two “Impossible” first hexes of movement (3 uses)
13-15	O’Brien’s Ghost: Chief Petty Officer grants -1 bonus on all repair rolls. 2 turns max.
16-18	Science Officer Spork: Genius grants +3 maximum shield strength
19-21	The Riker Maneuver: XO grants +2 CER but you have to say, “What the hell is going on?” each turn or you don’t get the bonus. Will also accept bad trombone playing.
22-24	“I cannae change the laws of Fezzik’s!”: Chief Engineer grants +3 TPUA
25-27	“Today is a good day to kick ass!”: Worf grants -1/+1 bonus to all boarding party actions +REROLL
28-30	“Shut Up, Wunderkind!”: Negate any single attack/explosion/ram of your choice after results known
31-34	“I’m a Doctor, not a Zamboni!”: Doctor grants -5% Casualties per phase for 2 consecutive turns
35-37	“Glory to you...and your HOUSE!”: Gowron shows up and looks ominous. But he also anchors one of your weapons for no additional mass. See Firing Chart. Anyway, don’t do drugs.
38-40	Hotshot Pilot in Speed Racer uniform: -1 bonus to all special maneuver rolls for 2 turns you choose
41-43	The needs of the many...: 1 free, <i>instant</i> repair, even as an interrupt, but -2 CER thereafter
44-46	“Check the Lambda Quadrant”: You have a 1x use wormhole to teleport up to 20 hexes/choose facing
47-49	Harry’s brother Larry Mudd: Make 1 opponent reroll any attacks you choose in one phase (1x/attack)
50-52	“5 of Dipshit: Persistence is Furtivel”: Pick an opponent that is now -5 CER for one turn
53-55	“Garak Sloan, FCA”: Remove opponent Captain for 2 turns: -5 CSR (affects Tac. Advantage and more)
57-59	Beastie Boys’ SABOTAGE!: Spec. Ops damages one system you choose on an opponent ship
60-62	Rule 34: War is Good for Business!: Free Spec. Weapon — One weapon shot ignores shields completely
63-65	Rule 289: Shoot first, count profits later: You have Tactical Advantage for one turn of your choosing
66-69	Admiral Jeffrey Combs: Opponents are -3 CSR for two turns while he talks. And talks. And talks.
70-72	IsensewhatdoyouthinkandKA-POW! Troi takes the helm. Ramming damage doubled for you +REROLL
73-75	Q stands for Q: Rearrange all ships on the board 1x. (Only) you may not attack in next attack phase.
76-78	Q again? For one turn, all bonuses become penalties and all penalties become bonuses.
79-81	Seriously Q that’s enough: You have 10 free movement hexes one turn you choose
82-84	Geordi’s StructuralPolarityInducerManifoldTechno-something: Double damage for one attack, or half damage for one attack at you. You get this twice at times of your choosing, even after rolling.
85-87	“I simply altered my premise for playing the game.”: You get one reroll.
88-90	The Lore B4 Data got old and died: You automatically make one CER roll – can choose after rolling!
91-93	Lieutenant JG Kim. HAI! Reroll and subtract 25. If the result is below zero your opponents get exactly one minute to choose which two items you get from this table.
94-96	CAAAAAHHNNNI: One turn of Casualties is saved immediately at the end of the turn.
97-99	Darmok and Jalad at the Sizzler — Force an opponent to act as an ally for one phase. GM discretion.
100	Tapestry: Choose one item wisely.



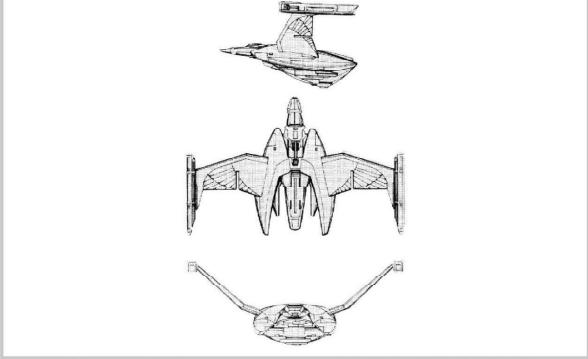






SHIP CLASS	11	MAXIMUM SHIP MASS	180000mt	CLASS NAME	Mako Class Strike/Recon Cruiser	MODEL	NX	RACE	UFP				
COMPUTER TYPE	I-7	MASS	7,830	SS REQUIREMENT	5.5			MAXIMUM WDF	240				
WARP ENGINE TYPE	FNWD-5c	MASS	62010*	SS REQUIREMENT	5.8*	POWER UNITS AVAILABLE	62	WER	16				
NUMBER	1	CLOAKING DEVICE TYPE	N/A					TOTAL POWER UNITS AVAILABLE	120				
MOVEMENT POINT RATIO	5/1	POWER TO ARM	N/A										
STRESS COLUMNS	C/D												
MAX. SAFE CRUISING SPEED	Warp 8												
EMERGENCY SPEED	Warp 10												
IMPULSE ENGINE TYPE	FIJ-4 x2	MASS	1.260	SS REQUIREMENT	3.0	POWER UNITS AVAILABLE	58*	IER	11.5				
SHIELD GENERATOR	FNSR	MASS	3,350	SS REQUIREMENT	10.9			DPC	15				
MAXIMUM SHIELD POWER	64	MASS	335	SS REQUIREMENT	1.1	DEFENSE FIELD STRENGTH	10	SER	8				
SHIELD POINT RATIO	1/8	BEAM DEFENSE	9	WER	16	+ IER	11.5	POWER EFFICIENCY	340.0				
BEAM #1 TYPE	FMH-12	MISSILE DEFENSE	6					WDF #1	69.6				
FIRING CHART/MAX RANGE	Y (24)	MASS	1,740	NUMBER	1	SS EACH	6.1	NUMBER	2	WDF EACH	34.8		
FIRING ARCS	2 fpsa	NUMBER	2	MASS EACH	870								
BEAM #2 TYPE	FNH-5	MAXIMUM POWER	35 each	NUMBER	3b	SS EACH	1.8	NUMBER	6	WDF EACH	8.8		
FIRING CHART/MAX RANGE	Y (24)*	MASS	4,596	SS REQUIREMENT	5.4	DAMAGE MODIFIERS	+4 1-2 +3 3-14 +2 15-19 +1 20-24						
FIRING ARCS	2fpa 2fsa 2aps	NUMBER	6	NUMBER	5	SS EACH	1.8	WDF #2	52.8				
MISSILE TYPE	FP-23	MAXIMUM POWER	9 each	SS REQUIREMENT	14.5	DAMAGE MODIFIERS	+4 1-2 +3 3-14 +2 15-19 +1 20-24						
FIRING CHART/MAX RANGE	S (16)	MASS	1,580	NUMBER	5	POWER TO ARM	1	WDF MISSILE	112.5				
FIRING ARCS	1fps 2fpa 2fsa	NUMBER	5	MASS EACH	316			NUMBER	5	WDF EACH	22.5		
COMPONENT MASS	82,701	DAMAGE	36	NUMBER	5								
SS MASS	97,103	TOTAL SS REQUIRED	52.3	NUMBER	5								
TOTAL SHIP'S MASS	179,804	ADDITIONAL SS	20.7	NUMBER	900								
CREW	336/120 troops	TOTAL SHIP'S SS	73.0	POWER EFF.	340	[ SS ]	73.0 x 1.43						
				X	1500	WDF #1	69.6	WDF #2	52.8	WDF MISSILE	112.5	=	234.9
				X	900								
						POWER EFF.	340	[ SS ]	73.0 x 1.43				
						X	444.41	X	234.9	X	0.01	=	1,043.9

SHIP CLASS	12	MAXIMUM SHIP MASS	210000mt	CLASS NAME	V-27 "Comet of Destruction" Cruiser	MODEL	Type 6	RACE	RSE	
COMPUTER TYPE	R-9M-1	MASS	14,125	SS REQUIREMENT	7.8				MAXIMUM WDF	295
WARP ENGINE TYPE	RWL-3	MASS	84600*	SS REQUIREMENT	7.7*	POWER UNITS AVAILABLE	56	WER	16	
NUMBER	2									
MOVEMENT POINT RATIO	4/1									
STRESS COLUMNS	F/L									
MAX. SAFE CRUISING SPEED	Warp 7									
EMERGENCY SPEED	Warp 8	0.15	2							
0.1	0.25	3.00	1.20							
IMPULSE ENGINE TYPE	RIL-1 x2	MASS	6,020	SS REQUIREMENT	7.2	POWER UNITS AVAILABLE	66*	IER	7.5	
SHIELD GENERATOR	RNSF	MASS	984	SS REQUIREMENT	5.9				DPC	17
MAXIMUM SHIELD POWER	60	MASS	98.4	SS REQUIREMENT	0.6	DEFENSE FIELD STRENGTH	9	SER	7	
SHIELD POINT RATIO	1/7	BEAM DEFENSE	3	WER	16	+ IER	7.5	+ DPC	17	
BEAM #1 TYPE	RB-24	MISSTILE DEFENSE	2	NUMBER	5b	SS EACH	3.3	X SER	7	
FIRING CHART/MAX RANGE	X (22)	MASS	5,200	SS REQUIREMENT	16.5	DAMAGE MODIFIERS	+4 1-2 +3 3-16 +2 17-19 +1 20-22	POWER EFFICIENCY	283.5	
FIRING ARCS	4fps 2fpa 2fsa 2aps	NUMBER	10	X MASS EACH	520	NUMBER	5b	WDF #1	108.0	
MAXIMUM POWER	11 each	SS EACH	3.3	SS REQUIREMENT	16.5	NUMBER	10	NUMBER	WDF EACH	
BEAM #2 TYPE	RPT-2	MASS	1,200	NUMBER	2	SS EACH	3.2	WDF EACH	10.8	
FIRING CHART/MAX RANGE	T (19)*	NUMBER	2	X MASS EACH	600*	NUMBER	2	WDF #2	51.0	
FIRING ARCS	2fps	MAXIMUM POWER	40 each	SS REQUIREMENT	6.4	DAMAGE MODIFIERS	Power to arm = 4 (*Chart T with +1 row added)	NUMBER	WDF EACH	
MISSILE TYPE	RP-8	MASS	1,600	NUMBER	5	SS EACH	1.8	NUMBER	WDF EACH	
FIRING CHART/MAX RANGE	S (16)	NUMBER	5	X MASS EACH	320	POWER TO ARM	1	WDF MISSILE	94.0	
FIRING ARCS	2fpa 2fsa 1aps	DAMAGE	30 each	NUMBER	5	SS EACH	1.8	NUMBER	WDF EACH	
COMPONENT MASS	113,827				SS REQUIREMENT	9.0		WDF MISSILE	94.0	
SS MASS	96,135				NUMBER	5	WDF	WDF	253.0	
TOTAL SHIP'S MASS	209,962				X 1500	+ 51	+ 94.0	=	253.0	
CREW	420/72 troops	ADDITIONAL SS	5.0	X 900	POWER EFF.	283.5	[ SS 66.1 x 1.43 ]	=	378.0	
			TOTAL SHIP'S SS	66.1	D	378.01	X 253	X 0.01	=	956.4



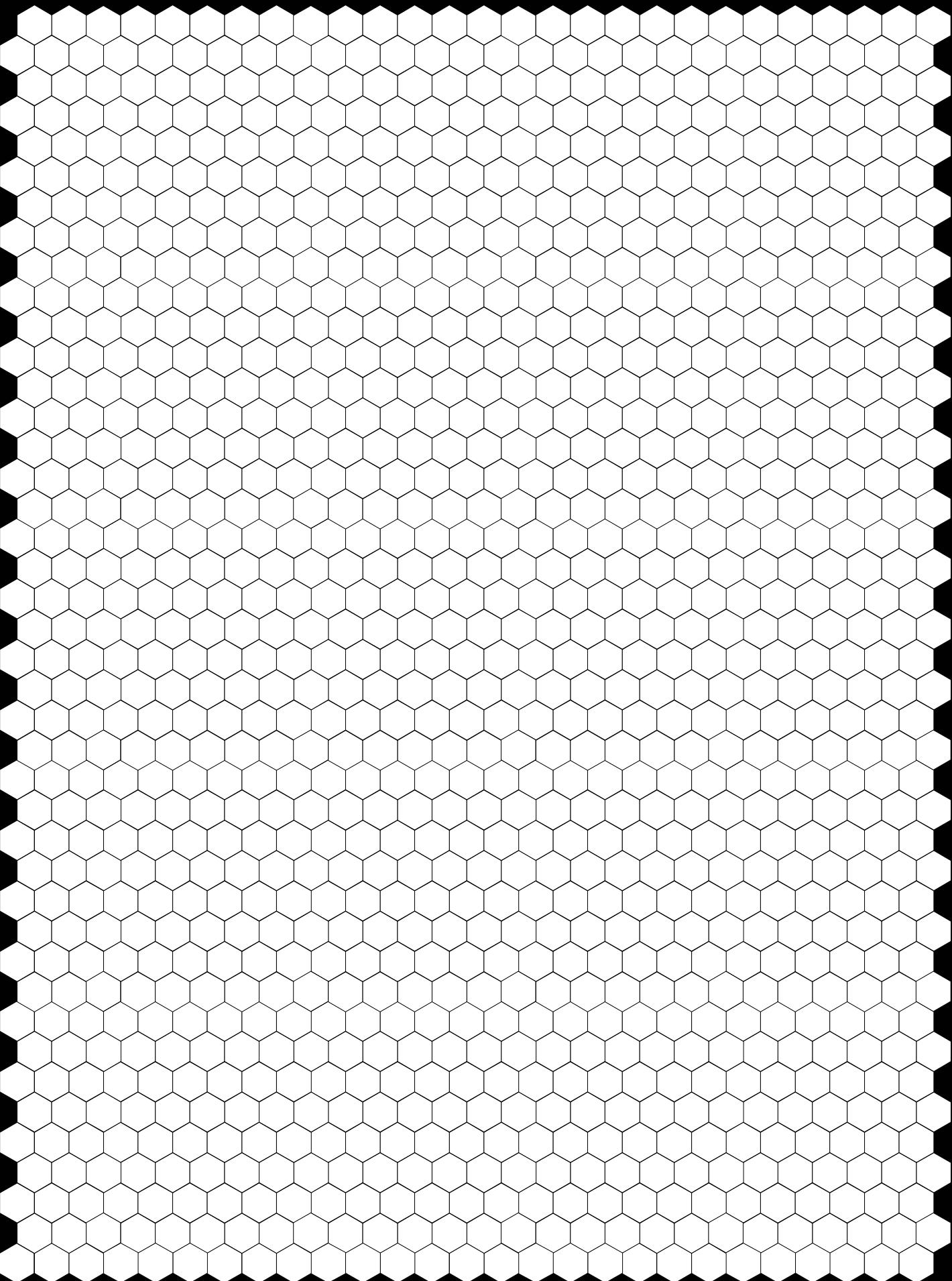






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