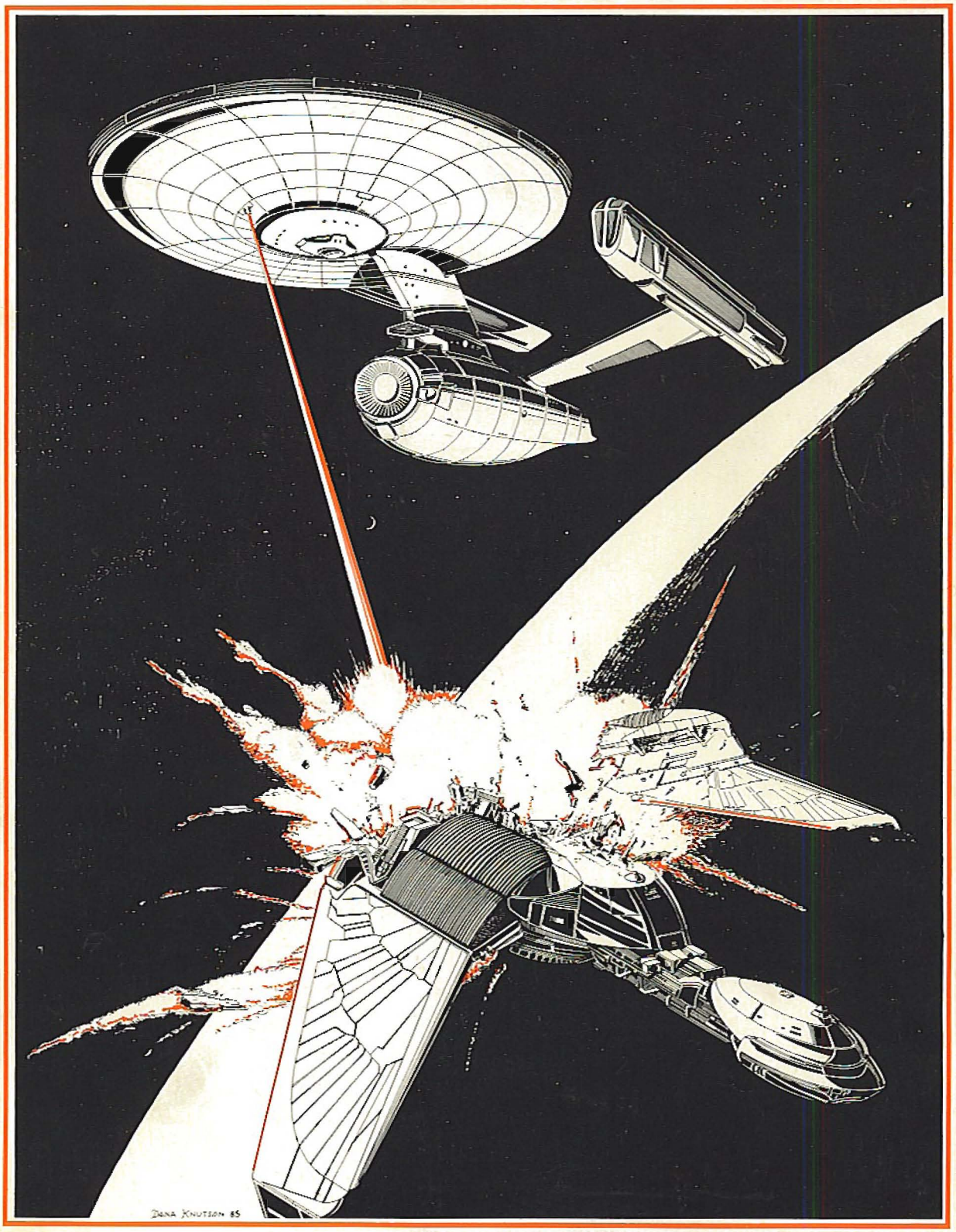
STAR TREK® III

STARSHIP COMBAT ROLE PLAYING GAME



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STAR TREK III: Starship Combat Role Playing Game

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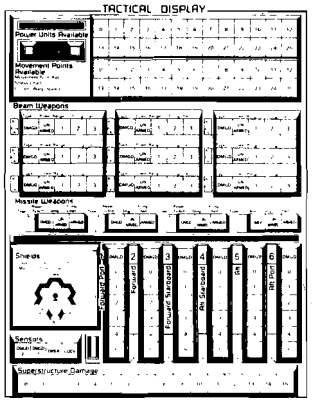
COMPONENTS NEEDED

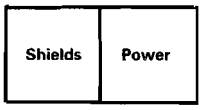
TACTICAL DISPLAYS

Each captain will use a *Tactical Display* panel for the vessel he commands. This display shows and records changes in weaponry, defense shields, engine power, movement, warp speed, and damage. The *Tactical Displays,* which may be found in the *Ship Consoles,* is shown in the illustration below:



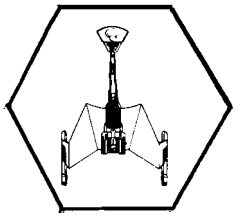
DISPLAY COUNTERS

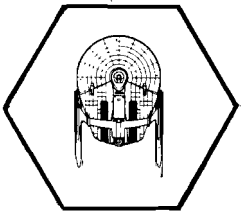
Square counters are provided to use with the *Tactical Display.* Each *Display Counter* and each group of connected boxes on the *Tactical Display* have labels, such as 'Power Units Available,' 'Shield #1 Forward,' and 'Current Warp Speed.'. These tracks (groups of boxes) and counters are used to record the information concerning the ship's operation. The counters are placed on the appropriate track and moved to reflect the changes made by the commander at the beginning of each game turn and any changes that occur because of combat.



STARSHIP SILHOUETTE COUNTERS

The 1-inch, hexagonal-shaped, colored counters with the silhouettes of various starships are used with the *Starfield Mapsheet* to show the position of each starship and its movement during the game. Counters are provided for each of the ships detailed in the Ship Data Tables.





STARFIELD MAPSHEET

The 22- by 33-inch *Starfield Mapsheet* used with this game is a grid of six-sided areas called hexagons or, more simply, hexes. Hexboards often are used in games like this one because they make movement more realistic, providing SIX possible movement directions instead of the four offered by square grids. The six hexsides are used to divide the starship's defense screens into areas, and they are used to determine a vessel's heading for movement and firing weapons.

STARSHIP DATA AND COMBAT TABLES

This gives the ship data, the firing charts, and the damage tables used in this game. It gives descriptions for the various data in the tables.

DICE

The die included in this game has 20 sides. Many people are used to playing with dice that have 6 sides and are numbered from 1 to 6, or have dots on them instead of numbers. The 20-sided die in this set is numbered from 0 (zero) to 9 twice. When the *0* is read as 10, each die roll will generate a random number between 1 and 10.

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

GETTING STARTED

In many games, the rules of the game themselves give the following things: conditions at the start of the game; detailed descriptions that cover all the possible rules interpretations and situations that can occur in play; and victory conditions. In this game, and in most other role-play games, the possibilities are too numerous for this to be done. The gamers themselves must take on these functions if the game is to be successful.

THE SCENARIO

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

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

THE GAMEMASTER

Because of the infinite variations of play possible, the rules cannot possibly cover all the situations that might occur. Therefore, the gamers themselves must decide on what is fair. In games with only two captains, this usually is

decided by discussion. In games with more than four captains, however, this is not practical, and so *one* gamer is selected to be the judge or referee. He is called the *gamemaster.*

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

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

In many cases, if not most cases, when one person (instead of a group acting together by discussion) is the gamemaster, he will also design the scenario. When this is the case, he may play *all* of the ships on one side, with the other gamers playing on the same team together. In this way, he can use ships hidden behind asteroids until the last moment and other surprises that make the game interesting. In designing the scenario, the gamemaster must determine what is fun. The battle does not necessarily have to be a fair contest, as long as the other captains have a fair chance at attaining the goals he sets for them; sometimes it's fun to be the lone Federation squadron that eludes the Klingon fleet to bring vital information back to Star Fleet Command!

GAMEMASTER SETUP

SCENARIO

First choose or design the scenario, determining the following things, at least:

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

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

How many ships of each type will each side have? (For beginners, it is a good idea to give each captain only one ship. Use the Combat Efficiency values of each ship to help balance the sides, making sure that all the ships used have approximately equal Combat Efficiencies. For example, the *Constitution* Class, the *D-7M* Class, and the *D-10* Class cruisers all are nearly equal to one another, and the *Reliant* Class cruiser is a match for the *L-9* Class Frigate.)

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

PLAYING BOARD

Lay out the large, hexagonal-grid *Starfield Mapsheet* on a flat surface, such as a table or the floor. Find the colored, hexagonal, *Starship Silhouette Counters* for all vessels being used in the scenario. Place the counters on the playing board to mark their starting positions.

TACTICAL DISPLAYS

Place a *Tactical Display* before each player and find a set of square *Display Counters* for each display. The players will use these to keep track of the power available, the speed, the weapons and defense shields in readiness, and other details of ship operation.

Some gamemasters photocopy the *Tactical Display* and mark it permanently with the game data for each ship type. This cuts down the setup time significantly. If desired, the marked *Tactical Display* may be placed in a page protector so that it will not get dirty; additionally, grease pencils or washable markers may be used to replace the *Display Counters,* a good idea when there are many players in a game because it reduces the table space needed for each player.

PLAYER BRIEFING

Tell the players the warp speed at which the combat will occur. Brief them on the goals of each side, clearly stating the victory conditions for each. Make sure all players know what ships are on each side.

PLAYER SETUP

CAPTAIN

In this game, the players take the role of a starship captain, commanding the bridge of the ship shown in the *Starship Silhouette Counter.* This captain makes all of the decisions about power allocation, movement, weapon fire, and shield protection. Think of him as Captain Kirk (but give him his own name).

Combat Skill

For this game, each captain has training in *Starship Combat Strategy/Tactics,* a skill that involves the ability to command a starship in battle. This skill plays the biggest part in determining who has the tactical advantage in combat. In the Tactical Advantage Phase of each game turn, the captain's Skill Rating in *Starship Combat Strategy/Tactics,* modified by a die roll for luck, is compared to the rating of every other captain. The captain with the higher total has the tactical advantage for the game turn.

Having the tactical advantage allows the captain to declare his targets after every other captain has declared, giving him a small advantage when there are several captains on a side. When two captains have allocated the same movement in a phase, the captain with the tactical advantage moves last, allowing him to make use of his opponent's move if he can.

To find the captain's Skill Rating in *Starship Combat Strategy/Tactics,* roll one die three times and add the rolls to 45. This gives numbers between 48 and 75, with the average about 60. The sum is the captain's Skill Rating, which should be recorded.

Personality

Part of the enjoyment in playing a role-play game is to give the captain a personality of his own and to make his actions match his personality as closely as possible. The personality that you choose for the captain is up to you. One time, you may decide to be fearless (rash?) Captain Solomon, rushing headlong into battle, regardless of the odds. Another time, you could be crafty Captain Teague, waiting for just the right moment to pounce. Or you could be the evil Klingon Kforst, hanging back from the battle, just waiting until all of your 'friends' have subdued the enemy, before turning your weapons on them to gain all the glory for yourself! It is fun to use the same captain again and again (assuming he survives), and a rule in the advanced game tells how to make him better.

TACTICAL DISPLAY

Use the *Display Counters* to mark the ship's initial setup on the *Tactical Display,* according to the following instructions. If the *Display* has been photocopied, it is a good idea to cross off the unused boxes, and if page protectors are used, a mark from a grease pencil or washable marker can replace the *Display Counters.*

Power Units Available Track

Add up the power units for the warp engines and the impulse engines, which are given in the Ship Data Table for the ship being used. Place the *Power Counter* on this number.

This represents the maximum total power that the ship can produce in a given game turn from its warp and impulse engines. This power is used to energize the various defensive shields, arm the weapons, and allow tactical maneuvering. The engines also provide power for such functions as life support, lights, and the vessel's current overall movement, but this game is not concerned with these things. The power level in a game can never be higher than the maximum, but it may be reduced if the engines are damaged in combat.

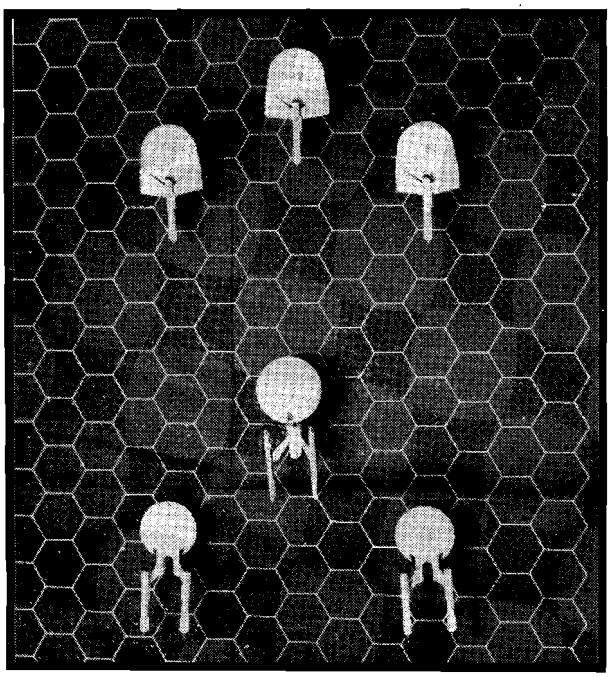
Power may be allocated wherever the player sees fit. It can all be placed into the shields for defensive purposes, into weaponry to fire at opposing vessels, into movement for attack or evasion, or into any combination of these three areas. How to allocate the available power is one of the major decisions facing each player.

Movement Points Available Track

In the Power Allocation Phase at the beginning of a game turn, the vessel's commander may allocate power for movement. The ship may only be moved as much as the commander decides at this time. This track records the number of movement points the commander has allocated.

The ships do not all have the same efficiency when they turn power into movement. Some may be very efficient, getting one movement point for every power unit used; others may be very inefficient, getting only one movement point for every two power units used. Most are in the middle, getting three movement points from four power units. The Ship Data Tables give the number of power units it takes to make a movement point for each ship; this is called the Movement Point Ratio.

Place the *Move Counter* on 0. This indicates that no power has yet been allocated to tactical movement.



Weapon Tracks

There are two kinds of weapons on these ships, beam weapons and missile weapons. The beam weapons include the Federation's phasers, Klingon disruptors, Romulan beam weapons, Gorn blasters, and Orion disruptors. The missile weapons are projectile weapons and include photon torpedoes. Damage done by the beam weapons depends on the amount of power used to arm them. Damage done by the missile weapons usually is greater than the beam weapon damage, but it is harder to hit with them.

At the beginning of each game turn, the commander of each ship allocates power to each beam weapon and each missile weapon he thinks he will need. Having the right weapons ready is another important decision for the commander.

The Ship Data Tables list all the weapons on each vessel. The information provided for each weapon includes the data listed here as an introduction to help in filling out the blanks on the *Tactical Display;* see the **Firing Weapons** section for details.

Weapon Type and *Number* — the type and number of each beam weapon and missile weapon.
Firing Arcs — the various directions, relative to the ship's heading, the weapon can fire.
Firing Chart — the table to be used when calculating the number needed to hit a target.
Power Range — the various number of power units that can be put into a beam weapon's shot. This is equivalent to the weapon's damage.
Damage Modifier — bonus damage some beam weapons do at certain distances from the target.
Power To Arm — the power units required to arm a missile weapon.
Damage — the damage points done by a missile weapon.

The Power Range is the range of power units that may be put into a beam weapon. For example, if the Power Range is 0-3, then up to 3 power units may be used in one shot with that weapon. The more power, the more damage.

Missile weapons have Power To Arm instead of a Power Range. This indicates how many power units are required to arm the weapon; damage points for the weapon are always the same.

This information should be recorded by the captain as noted below.

Beam Weapon Tracks: The longer tracks on the display are used for beam weapons, which can be armed with varying amounts of power. For each weapon, fill in the Weapon Type, the Power Range, and Firing Chart. This information may be found in the Ship Data Tables. Also circle the appropriate Firing Arc(s) – *F* for Forward, *P* for Port, *S* for Starboard, and *A* for Aft. Place a *Weapon Counter* on *UNARMED* for each beam weapon.

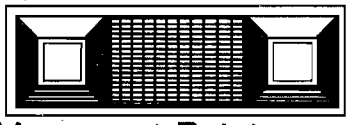
Missile Weapon Tracks: The shorter tracks are for missile weapons, which take a set amount of power to arm (usually only one or two points). Fill in the Weapon Type, the Power To Arm, the Damage, and the Firing Chart from the Ship Data Table. Circle the Firing Arc for each weapon as above. Place a *Weapon Counter* on the *UNARMED* box in each missile weapon track.

Shield Tracks

Shields are the defenses of the vessel, the 'force fields, as some call them in other science fiction settings. When power is fed to a shield, it forms a defensive barrier that will absorb damage from enemy weapons, space debris, and so on. There are six shields on each ship, one for each of the sides of the hexagonal *Starship Silhouette Counters.*

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: 2 / 1

Stress Charts: A / A

Current Warp Speed: 1

Capt. Skill Rtg. _____

Crew Eff. Rtg. _____

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

Beam Weapons

Arc	Type	Power	Range	Firing Chart	DMGD	UN ARMED	1	2	3
F P S A	PS	5	4	K					
F P S A			4	K					
F P S A									

Arc	Type	Power	Range	Firing Chart	DMGD	UN ARMED	1	2	3
F P S A			4	K					
F P S A			4	R					
F P S A									

Arc	Type	Power	Range	Firing Chart	DMGD	UN ARMED	1	2	3
F P S A			4	R					
F P S A			4	R					
F P S A									

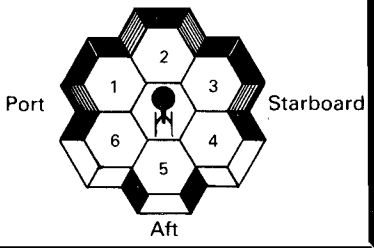
Missile Weapons

Arc	Type	Power	To Arm	Dmg	Firing Chart	DMGD	UN ARMED	ARMED
F P S A	PS	3	1	6	H			
F P S A			1	6	H			
F P S A								
F P S A								

Shields

Type ___ Shield Point Ratio 1 / 2

Maximum Shield Power 5



1 Forward Port	2 Forward	3 Forward Starboard	4 Aft Starboard	5 Aft	6 Aft Port
DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
0	0	0	0	0	0
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5

Sensors

DMGD 2	DMGD 1	OPER	LOCK

Superstructure Damage

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

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

Different vessels have different types of shields, as can be seen from a look through the Ship Data Tables. Some vessels will produce two, three, or more points of shielding for each point of power put into them; this number, which tells how many shield points each power unit gives, is given in the Ship Data Tables as the Shield Point Ratio.

The Ship Data Tables also give the maximum power that may be put into a vessel's shields; this is called the Maximum Shield Power. The captain may not place more shield points in a single shield than this.

Fill in the Shield Type, the Shield Point Ratio, and the Maximum Shield Power in the spaces provided. If you have photocopied the *Tactical Display,* it is a good idea to cross off the boxes greater than the Maximum Shield Power. Place *Shield Counters* on *0* in each of the six Shield Tracks.

Sensors Track

Place the *Sensor Counter* on *OPER.*

In this game, sensors are assumed to be operational, allowing fire on any desired targets.

Superstructure Damage Track

Place the *Superstructure Counter* on the number of superstructure points given in the Ship Data Tables for the vessel being used.

This represents the damage that the vessel can take and still operate. As the ship takes damage, this value will decrease, and when it reaches 0, the ship can take no more damage and must surrender.

Playing The Game

SEQUENCE OF PLAY

The game is played in turns. Each game turn follows the sequence given below. Even though some of the steps may not be necessary in games with only two players or games without a gamemaster, the sequence is presented in full.

POWER ALLOCATION PHASE

1. The gamemaster announces the new turn has begun and that players are to allocate power.
2. Each captain sets the *Display Counters* on his *Tactical Display* as needed for the new game turn. How this is done will be explained in the section on **Using The Tactical Display**.

TACTICAL ADVANTAGE PHASE

3. Gamemaster requests that each captain roll 1 die and add the number to his Skill Rating in *Starship Combat Strategy/ Tactics.*
4. The captains compare totals, and the captain with the higher total has the tactical advantage in this game turn. He declares the targets for his weapons after the other captain. If two ships have the same movement, he moves after the other captain's ship moves. Notice that the captain who has the tactical advantage in this game turn may or may not have it next game turn. If both captains have the same totals, each rolls again, adding the new roll to determine a new total.

MOVEMENT PHASE

5. Gamemaster announces that the first Movement Phase has begun, asking captains to declare how many movement points they have allocated for this game turn.
6. The captains declare how many movement points they have allocated.
7. Using the Movement Per Phase Table in **Moving The Starship Silhouette Counters** section, the gamemaster announces how many movement points each captain may use in this phase.
8. The captain with the greatest number of movement points moves his *Starship Silhouette Counter* first. If two captains have the same movement, the captain with the tactical advantage will move second. Then, the captain moves the *Move Counter* on the *Tactical Display* to show that he has moved. How to do this will be discussed in the sections on **Moving The Starship Silhouette Counter** and **Using The Tactical Display**.
9. The captain with the next fastest-moving ship moves his *Starship Silhouette Counter* and *Move Counter* to show that he has moved, and so on until all captains have moved their ships.

FIRING PHASE

10. The gamemaster announces that the first Firing Phase has begun, asking the captain who *lost* the tactical advantage to declare his target or targets.
11. The captain declares a target for any weapon he has armed and chooses to fire at this time. He specifies which weapon is firing at which target. After he has declared his targets, the captain may not change targets or weapons.
12. After the gamemaster asks, the second captain declares his targets, and so on until all captains have declared their targets.
13. The gamemaster selects which captain will resolve his fire first. The order does not matter, because all damage takes effect at the end of the Firing Phase, regardless of which captain resolves his fire first.
14. The gamemaster and the firing ship's captain resolve all weapon fire. How to do this will be discussed in the section on **Firing Weapons**. For each shot taken, the firing ship's captain moves the appropriate *Weapon Counter* on the *Tactical Display* to show that the weapon has fired. How to do this will be discussed in the section on **Using The Tactical Display**.
15. The target ship's captain records the effects of any damage taken by his ship. How to do this will be discussed in the sections on **Firing Weapons** and **Using The Tactical Display**. This damage does not take effect until the end of the entire Firing Phase.
16. Steps 13 through 15 are repeated until all captains have had a chance to fire their weapons.

CONTINUING THE GAME

17. The gamemaster supervises the second Movement Phase and Firing Phase (Steps 5 through 16).
18. The gamemaster supervises the third Movement Phase and Firing Phase. When all firing has been completed in the third Firing Phase, the game turn is over, and the new turn begins with the Power Allocation Phase (Step 1).

ENDING THE GAME

19. When one side or the other has completed the goal set for that side, the gamemaster declares that side the winner and the game is over. If both sides complete their goals at the same time or if he feels that neither side can complete their goals, the gamemaster may declare the game a draw.

USING THE TACTICAL DISPLAYS

This section will explain how to use the *Tactical Displays* and the *Display Counters* in the course of a game turn.

POWER UNITS AVAILABLE TRACK

At the beginning of the game, the *Power Counter* was placed on the Power Units Available Track on the maximum power for the vessel being used. This is the most power units the vessel can generate for use in the game; it is the total available power from all engines, regardless of type.

The power units available, indicated by the number beneath the *Power Counter,* is the power that can be used to energize shields, arm weapons, and move the vessel in tactical combat. The power can be divided among these in any way the captain sees fit.

In the Power Allocation Phase at the beginning of the game turn, each captain decides how this power is to be expended. He decides how many points he will expend on movement, how many points on shields, and how many on weapons. These amounts must equal no more than the number of power units available, which is given underneath the *Power Counter* at the beginning of the Power allocation Phase. Captains are encouraged to use a scrap piece of paper to add these various numbers together until they are familiar enough with the system to do the addition in their heads.

After making his decision, the Captain moves the other *Display Counters* on the *Tactical Display* to show the power allotted to shields, weapons, and movement. This procedure is detailed below.

Although all Power Units Available do not need to be used, power not used in one game turn may NOT be saved for another game turn.

The Power Units Available will decrease during the game turn as damage is inflicted on the vessel's engines by enemy fire. When this number is down to 0, the vessel will be inca pable of putting up shields, firing weapons, or making tactical movement.

MOVEMENT POINTS AVAILABLE TRACK

This track is used to record how much movement a vessel has left in the game turn.

In the Power Allocation Phase at the beginning of the game turn, the captain must calculate how many movement points he will have for his vessel. He can do this in either of two ways, keeping in mind that fractional movement or power units are not possible.

If he knows how many movement points he wants to have, he places the *Move Counter* on the appropriate box. Then he calculates the number of power units this requires, so that he will know how many he has left for weapons and shields. On the other hand, if he knows how much power he wants to allocate to movement, he can calculate the number of movement points.

If the vessel has a Movement Point Ratio of 4/3, it takes 4 power units to make 3 movement points, and it will take 12 power units to get 9 movement points. Each power unit makes 3/4 of a movement point, but fractional points are not allowed, and all fractional movement points are rounded down. Therefore, 1 power unit gives 0 movement points, and it takes 2 power units to get 1 movement point. The table below shows how this works.

CONVERTING POWER POINTS TO MOVEMENT POINTS

POWER POINT RATIO = 4/3

Power Points	*Movement Points*
1	0
2	1
3	2
4	3
5	3
6	4
7	5
8	6
9	6
10	7

and so on.

During each Movement Phase, the player moves the *Move Counter* one square to the left on the movement track after he makes one movement of the *Starship Silhouette Counter.* Depending on his movement point total, he may move the counter as many as four boxes or as few as no boxes to the left. When the *Move Counter* is at 0, the ship may not move any farther in that game turn. A ship must use all the movement points it has in a game turn. Movement points cannot be saved for use in a later game turn.

WEAPON TRACKS

It takes power to arm weapons. In the Power Allocation Phase of each game turn, the player decides how many power units he wants to allot to arming weapons. Beam weapons can be armed with varying amounts of power, and the damage they do is based on how much power is put into arming the weapon; missile weapons usually require only one or two points of power to arm. It is harder to hit with them, but they normally do more damage than beam weapons. The player must decide how many of each type he will arm , and how much power he will allocate to each beam weapon. Once the Power Allocation Phase is over, the power settings on the weapons may not be altered unless a weapon is fired or damaged.

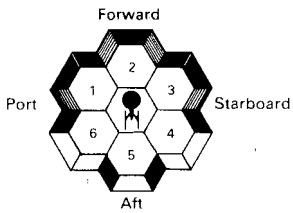
On the *Tactical Display* there are nine long Beam Weapo Tracks and four shorter Missile Weapon Tracks. The *Weapo Counters* are moved on these tracks to show which weapon are armed, with how much power, and which either are un armed or have already been fired in the game turn.

When the weapon is unarmed, the *Weapon Counter* i placed on the *UNARMED* box. In the Power Allocation Phase after power has been allotted to arm a weapon, the counte is moved to the appropriate box on the long track or to th *ARMED* box on the short track. After a weapon has beer fired, the counter is returned to the *UNARMED* box. If a weapon is damaged in the game, the *Weapon Counter* i placed on the *DMGD* box; the weapon may not be used fo the remainder of the game.

SHIELD TRACKS

There are six main deflector shields. Each shield corres ponds to one side of the hexagonal *Starship Silhouette Counter.* These shields are shown below:

Shields



The player may 'power up' one, a few, or all of these shields by allocating power to them. As the player energizes each shield, he moves the *Shield Counter* to the appropriate box on the Shield Track. Then he must subtract the number of power units (**not** shield points) he places in these shields from the total power units available.

When a vessel is hit, the shield absorbs damage; the number of damage points inflicted is subtracted from the amount of shielding on the shield that was struck. The *Shield Counter* is moved to the left to reflect this. When the counter gets to 0, the shield no longer protects and the vessel takes the damage instead; the section on Firing Weapons gives the rules for determining weapon hits, hit locations, and the effects of this damage. If the shield itself is damaged, the counter is moved to the *DMGD* position and the shield is useless for the remainder of the game.

Once the ship's commander decides on the amount of power to give each shield at the beginning of each game turn, only hits will change the shield power value until the next game turn.

SENSORS TRACK

This track is not used in **Basic Starship Tactics.**

SUPERSTRUCTURE DAMAGE TRACK

As the vessel takes damage, some of the hits are bound to occur on the superstructure. For each point of damage that the superstructure sustains, move the *Superstructure Counter* one box to the left on this track. When the counter is on 0, the ship will be unable to move or fire weapons. Usually this means that the ship cannot continue combat, and its captain must surrender.

SENSORS

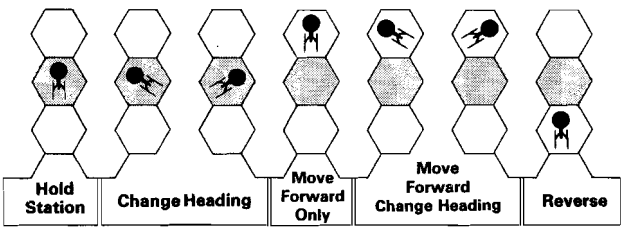
Vessels are in sensor contact when both are on the *Starfield Mapsheet* at the same time. For this game, vessels in sensor contact are assumed to know the other vessel's identity, basic position, and speed. Vessels in sensor contact can fire on one another. Sensor locks are not used in this game.

MOVING THE *STARSHIP SILHOUETTE COUNTER*

Movement of the *Starship Silhouette Counter* takes place in the Movement Phase of the game turn. For each movement point the ship has, it may be moved on the *Starfield Mapsheet* one hex forward, into the hex the ship is facing. Once moved, the heading may be changed one hexside in either direction with no movement point cost.

As an alternative, the ship may be rotated one hexside in place; in this case, the ship is not moved into a new hex at all. It also may hold station, remaining in the hex and keeping the same heading. These actions cost one movement point each.

USE OF 1 MOVEMENT POINT
Enterprise Starts In Shaded Hex



There are three Movement Phases in the game turn. During each of these phases, the ship makes ⅓ of its movement. Each ship uses the number of movement points given in the table below.

For example, if a captain has allocated power to make 11 movement points, go down the left-hand column to the 11 line. The three columns to the right give the number of movement points that are used in each of the three Movement Phases. In the first Movement Phase, the captain uses 4 movement points; in the second, he uses 3; and in the third, he uses 4 again, for a total of 11 movement points. The captain may move his ship forward, move it forward and change its heading, merely change its heading, or have it remain in place for each of the movement points he can use.

MOVEMENT PER PHASE

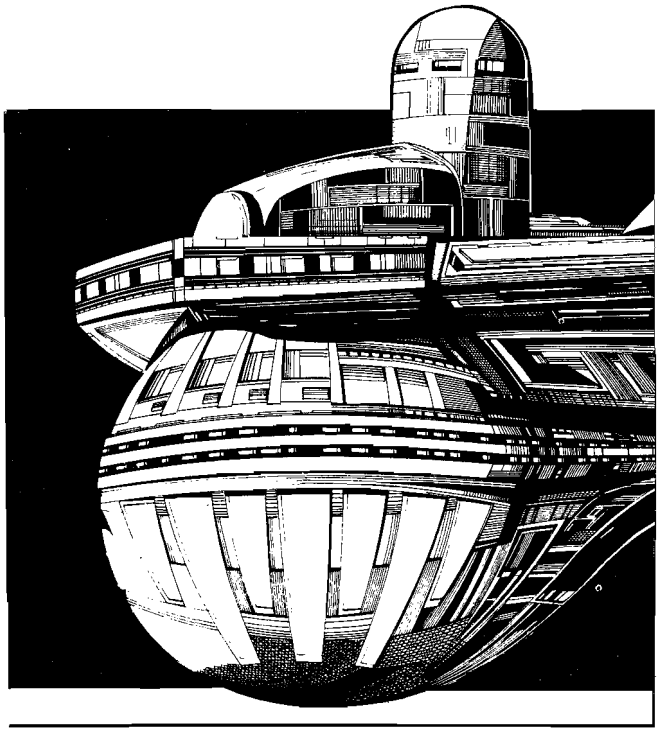
Movement Points	Movement Points Used		
	Phase 1	*Phase 2*	*Phase 3*
1	None	1	None
2	1	None	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3
11	4	3	4
12	4	4	4
13	4	5	4
14	5	4	5
15	5	5	5
16	5	6	5
17	6	5	6
18	6	6	6
19	6	7	6
20	7	6	7
21	7	7	7
22	7	8	7
23	8	7	8
24	8	8	8
25	8	9	8
26	9	8	9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

The captain who allocated the most movement points moves first in every phase. If two ships have the same movement, then the captain with the tactical advantage moves second so that he can take advantage of his opponent's move if he desires.

After the *Starship Silhouette Counter* is moved for the whole phase, the *Move Counter* is moved to record the movement points used on the Movement Points Available Track. When the *Move Counter* is on 0, no more movement is possible. All movement points must be used in the phase given by the table. None may be discarded or saved for another game turn.

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

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



WARP SPEEDS

The speeds in this game are extremely, almost unimaginably, fast. Warp speed is the designation given to these faster-than-light speeds. At warp 1, the ship is going at the speed of light (186,000 miles per second). At warp 2, the ship is going 8 *(2 x 2 x 2 = 8)* times the speed of light. At warp 3, the ship's overall speed is 27 *(3 x 3 x 3 = 27)* times the speed of light, and so forth.

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

In the TV episode *JOURNEY TO BABEL,* for example, an Orion ship attacked the *Enterprise* while it was moving at warp 8 — 512 times the speed of light. It is obvious, then, that ship warp speed does not affect weapons fire, but efficient targeting is another matter.

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

This example is comparable to two starships, one moving at warp 1 and one at warp 2. By the time a captain can say "Fire photon torpedoes!", the other ship is 1,500,000 miles away – a bit far for even *STAR TREK* weaponry.

In order to have combat, therefore, it is assumed that the warp speeds of the vessels are the same and that their vector through space is nearly the same. This means that whether they are moving at warp 1 or at warp 10, the two ships are hurtling along through space making very small maneuvers compared to their overall speed.

Although changing warp speeds certainly is a valid tactic in starship combat, in this basic game, if a captain alters his warp speed, he has abandoned the field to his opponent. He removes the *Starship Silhouette Counter* from the board and loses the game.

At the beginning of the game, the counter should be placed on the warp speed given by the gamemaster.

FIRING WEAPONS

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

Armed weapons are indicated on the Weapon Tracks by the position of the *Weapon Counters,* which have been moved either to a box indicating the power given them (beam weapons) or to the *ARMED* box (missile weapons). When a beam weapon is fired, it must fire with all power points used to arm it; these cannot be divided for multiple shots. Once a weapon has been fired, it may not be fired again until the next game turn. Unused shots may not be saved for another game turn. All weapons are considered to be unarmed at the beginning of a new game turn, whether or not they have been fired.

PICKING A TARGET

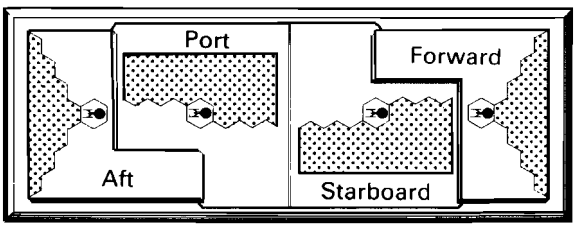
Two pieces of information are used in picking a target for an armed weapon: the Range, or the distance from the firing vessel to its target, and the Firing Arc, or the direction of fire for the armed weapon. In order for an opposing vessel to be a legitimate target for a particular weapon, it must be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

Firing Arcs

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

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

Firing Arcs



Arcs Overlap

The Ship Data Tables give the Firing Arcs for each of the weapons a vessel has. 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 *fwd;* if it can also fire to the right, its Firing Arc will be listed as *fwd/stbd.*

When a captain decides to fire a weapon, the gamemaster must first determine if the enemy is within the Firing Arc of one of the captain's armed weapons. Because of the limited power available, and because of the limited arcs of fire, it is important to anticipate the movement of the enemy. That way, power may be used to arm only those weapons facing the enemy.

Range

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

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

Multiple Targets

It is possible to fire different weapons at different targets in the same Movement/Firing Phase. Weapons mounted in banks use the same fire control system, and so they all must fire at the same target.

DETERMINING WEAPON HITS

Once a captain has decided to fire a weapon, he must announce his target. To determine a hit, the captain must roll one die.

Consult the correct Firing Chart for the weapon being used. 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 (listed in the Ship Data Table) gives the numbers needed to hit. If the number rolled is within these numbers, the target is hit. For example, if the To-Hit numbers listed are 1-7, then the roll must be a 1, 2, 3, 4, 5, 6, or 7 to hit the target. The greater the Range, the harder to hit.

A separate to-hit roll is made for each single weapon or weapon bank being fired. Although there are two weapons in a bank, only one to-hit roll is made, and that roll determines whether or not all weapons in the bank hit the target.

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 the weapon. 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; this amount is given in the Ship Data Tables.

Damage Modifiers

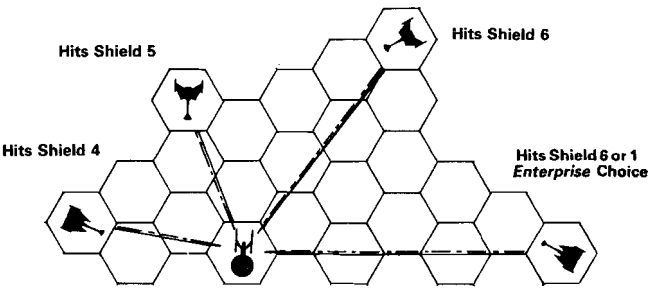
If a beam weapon (never a missile weapon) hits a target within a certain Range, a Damage Modifier may need to be applied. This modifier takes into account the extra damage done by some weapons at specific Ranges; missile weapons never have a Damage Modifier.

If the weapon has a Damage Modifier, it will have a listing such as +1 (1 - 5). The numbers in the parentheses (1 - 5) are the Range that gives the damage bonus. The number in front is the Damage Modifier. In this case, one point of damage is added as a bonus to weapons fired at targets with Ranges of 1 to 5 hexes.

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

Determining Shield Struck

Whenever a hit is made, the gamemaster must determine which hex-side of the target was hit to see which shield was hit. To do this, he places a straight-edge (such as a ruler) between the center of the hex occupied by the firing ship and the center of the hex containing the target ship. The side of the target hex crossed by the straight edge determines the hexside and shield struck. If the straight-edge exactly crosses the joint between two hexsides, the captain controlling the target ship decides which shield is struck.



Determining Damage

When a hit strikes a target, it is necessary for the target ship's commander to determine the amount of defensive shielding his vessel has. He must consult the Shield Tracks on his *Tactical Display* to see if he had put power into the shield hit. If the shield was energized, damage points are first subtracted from the shield points. The *Shield Counter* is moved to the left to reflect the damage.

Damage points from a hit greater than the number needed to 'take out' that shield are not wasted. These extra damage points get through the shield and give damage to the target vessel. The shield itself is no longer energized, and it may be reenergized next game turn; unless the shield generator itself was hit, the shield is NOT damaged.

For example, if a shield has three points in it and a 5-point phaser shot hits the shield, the shield is reduced to 0 (**not** DMGD) with two points of fire getting through *(5 - 3 = 2).* The amount of damage done to the target is the amount of damage that gets through the shield. Hits on an unpowered shield automatically give full damage. The damage from each hit accumulates, so that a shield not penetrated by one shot might be brought down by another.

DAMAGE LOCATION

For each hit that penetrates a shield, it is necessary to determine the location of the damage. To do this, the captain of the target vessel must secretly roll one die and compare the result to the Damage Location Table given below. Roll only once for each successful penetration, no matter how many points of damage got through.

BASIC GAME
DAMAGE LOCATION TABLE

Die Roll	*Result*
1	Superstructure
2	Superstructure
3	Superstructure
4	Deflector Shield
5	Missile Weapon
6	Beam Weapon
7	Engine
8	Engine
9	Engine
10	Engine

The inflicted damage must be recorded in the appropriate track on the target vessel's *Tactical Display*.

Each successful hit on a target requires a separate damage calculation and roll on the Damage Location Table. Hits from bank weapons are treated as one hit, adding up the number of damage points given by each weapon. This total takes its toll on the shield. The shield is reduced, and any points left over are applied along with a roll on the Damage Location Table.

Weapon And Shield Hits

Weapon and shield hits are treated the same way. The shield or a weapon is damaged and is useless for the duration of the game; repairs cannot be made under combat conditions. How many points of damage were done makes no difference; whether one point or six points get through, the result is the same - the system is damaged, and the *Display Counter* is moved to the *DMGD* box.

The shield struck is the shield damaged. The weapon hit is one that can bear on the shooting ship. If more than one can bear, the player commanding the target ship may select which weapon is damaged. If a beam weapon is hit and none remains that can bear, a missile weapon that can bear is hit instead. If a missile weapon is hit and none remain that can bear, a beam weapon is hit instead. If no weapons remain that can bear on the shooting ship, the shot is disregarded.

Superstructure And Engine Hits

Superstructure and engine hits are treated differently. In these locations, each point of damage that gets through the shield is subtracted from the total power units available or the superstructure points. The appropriate *Superstructure Counter* or *Power Counter* is moved to the left on its track to reflect this damage. Let us say, for example, three points of damage penetrate a shield on a successful hit. An eight is rolled on the Simple Damage Location Table, indicating an engine hit. The *Power Counter* must be moved three boxes to the left on the Power Units Available Track.

When the Power Units Available Track is reduced to 0, the ship no longer is able to fire weapons, move, or raise shields. When the Superstructure Damage Track is reduced to 0, the ship is so severely damaged that it is unable to fight any more. An optional rule allows players to self-destruct their ships.

WEAPON FIRING SEQUENCE

DECLARE TARGETS

Use this sequence for each Firing Phase.

1. Captains choose targets.
2. The gamemaster asks the captain who *lost* the tactical advantage to declare his targets.
3. The captain declares which armed weapon will fire at which target. Once this has been announced, neither weapon nor target may be changed, and weapon must be fired.
4. Other captains declare targets, with the captain who *won* the tactical advantage declaring his targets last.

RESOLVE WEAPON FIRE

Use this sequence for each shot taken.

5. The gamemaster and the captains involved determine range. The firing ship's hex is not counted, but the target ship's hex is.
6. The gamemaster consults the appropriate Firing Chart to determine the needed To-Hit Number.
7. The firing ship's captain rolls one die. If the roll is less than or equal to the To-Hit Number, the shot is a hit.
8. The firing ship's captain moves the appropriate *Weapon Counter* to *Unarmed*.

RESOLVE DAMAGE

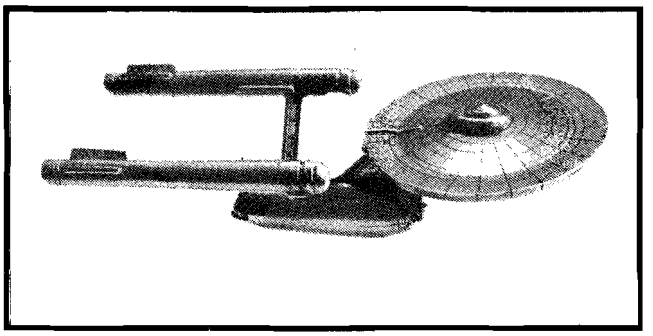
Use one of these sequences for each shot taken.

Alternate 1: Target Missed
9. Resume game.

Alternate 2: Target Hit
9. The firing ship's captain determines if there is a Damage Modifier. If there is, he adds it to the the Damage value of the shot. Then he announces the total Damage value of the hit, and moves the appropriate counters to show that he has fired.
10. The gamemaster uses a straight-edge to determine which hex-side is to be fired upon, and announces the shield hit.
11. The target ship's captain subtracts the total damage from the Shield Points allocated to the shield hit.

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

Alternate 2B: Shield Penetrated
12. The target ship's captain, under the supervision of the gamemaster, rolls one die in secret.
13. The gamemaster consults the Damage Location Table for the basic game to determine the effect of the hit, and secretly informs the target ship's captain of the damage location.
14. The target ship's captain moves the appropriate *Weapon, Shield, Engine,* or *Superstructure Counter* to record the damage.
15. Resume game.



Optional Rules And Hints On Play

Optional rules are presented here to speed the game, particularly for large numbers of players. Techniques are also given for converting any ship data to data that can be used in this game.

MULTI-PLAYER GAMES

More than two players may play the game. Each should be provided with a *Starship Silhouette Counter* and a *Tactical Display* with the appropriate *Display Counters.*

In the simplest multi-player scenarios, the players should form two opposing teams. These games may be made more complex if one of the players does not actually command a ship, but acts an an Admiral, coordinating the movements of all the ships, leaving the details of the movements to the individual ship captains.

In more complex scenarios, the players may be on three or more teams, or perhaps each player could be out for himself.

If not enough counters and displays are available, two or more games may be combined, or homemade counters may be used. The *Tactical Displays* may be photocopied for personal use.

In multi-player games, the captain (not player) with the tactical advantage always declares his target last. If two ships have the same movement rate, the captin with the tactical advantage moves his ship last, to take advantage of where the other ship moves if he desires.

TEAM COMMUNICATIONS

In most team actions, it is a good idea to limit talking between players, or to allow the other team to 'intercept' (overhear) messages. An interesting way to simulate this is to have the teams roll one die each. On a 1, 2, or 3, the players must talk loudly enough for the opposing team to hear; on any other number, they may pass notes or talk quietly enough that their plans are kept secret.

FLEET ACTIONS

Each player may command more than one ship. For each vessel in a player's command, he must have an appropriate *Starship Silhouette Counter* and a functional *Tactical Display*, as well as a separate captain.

FIRING LIMITATIONS

Ships do not last long in this game, and maneuver is not as important as it could be. Furthermore, in large multi-player games or games where many ships are involved, a game turn passes relatively slowly.

Several things may be altered to counteract this. For example, the number of weapons fired per Firing Phase can be limited. This will cause maneuver to be more important, particularly if only two weapons or one bank may be fired at one time. The Movement Point Ratio may be changed, but this tends to unbalance the game.

ALTERING VARIABLE DATA

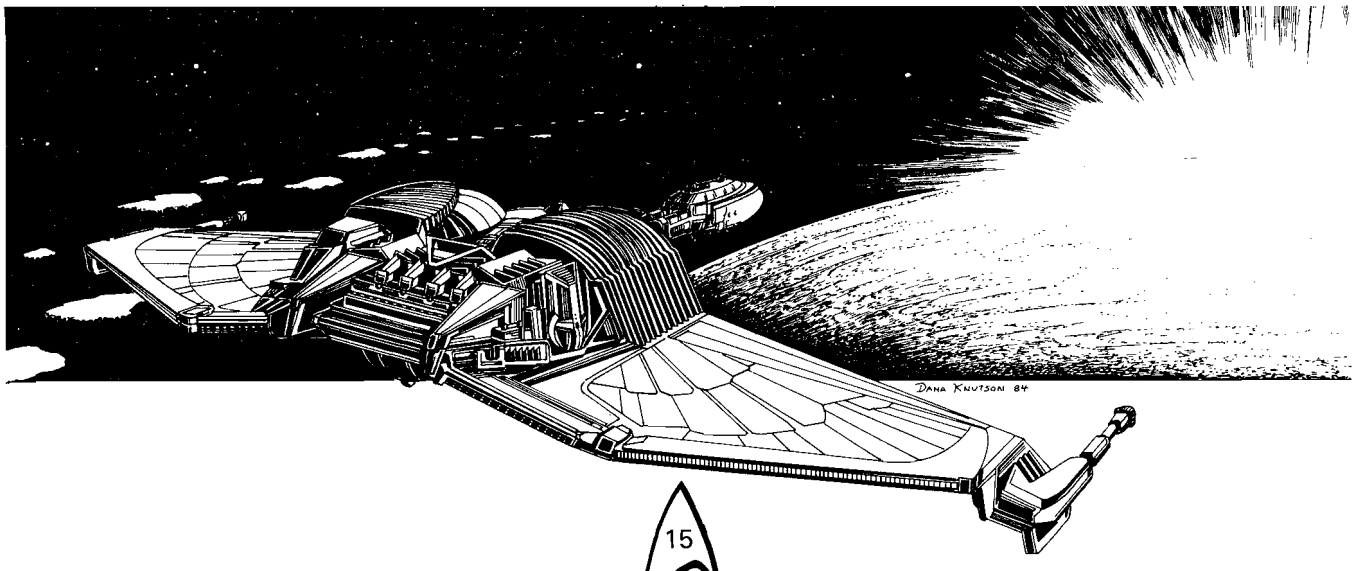
The variable data in the basic and advanced game are ⅓ of the values used in **Expert Starship Tactics**. This means that the Total Power Units Available, weapon damage, the shield point ratio, the movement point ratio, the superstructure damage points, and all other data preceeded by ***TAC:*** and given in italics have been cut to ⅓ their real values. This was done to simplify the game and to speed it up.

If games last too short a time, try to use a reduction of one-half. Divide all values by 2 and use them instead of the values labelled ***TAC:***.

If the games last too long a time, try a reduction of one-fourth instead of one-third.

HINTS ON PLAY

Take all shots possible, even if they are at the extreme range. Sometimes it is more important to get the shot in early (possibly damaging a shield or weapon) than it is to get the best range possible. Do not let a game turn go by without firing armed weapons; even at extreme range, you can still score damage. Take note of the differences between ships, so that you can keep your ship within a range that gives you Damage Modifiers but outside a range that gives your opponent Damage Modifiers.



Basic Game

Play this scenario after you have read **Basic Starship Tactics.**

BACKGROUND

A *Constitution* Class Heavy Cruiser, heading back to Starbase 12 after an engagement on the Klingon border, encounters a fresh Klingon *D-10* Class Heavy Cruiser hot for a kill. The Federation cruiser is willing to take the risk of engagement to stop the Klingon from coming up on the rear of its fleet.

SHIP DATA

The data used to play the **Basic Starship Tactics** can be found in the Starship Data And Combat Charts. The tables for the ships in this scenario are reproduced below. The data needed for each ship is indicated by shading. The other numbers refer to **Expert Starship Tactics** and **Command & Control.**

Some of the data given in the Ship Data Tables have values that vary from game to game. Variable data that is used for **Basic and Advanced Starship Tactics** is printed in italics and is designated by *TAC:*. Variable data used in **Expert Starship Tactics** or **Command & Control** has no notation, nor does data that does not vary. The data needed to play the basic game is shown shaded in the Ship Data Tables below.

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

CONSTITUTION CLASS XII CRUISER

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

Engines And Power Data:
- *Total Power Units Available* — 44 *TAC: 15*
- *Movement Point Ratio* — 4/1 *TAC: 4/3*
- *Warp Engine Type* — FWF-1
  - Number — 2
  - Power Units Available — 20 each
  - Stress Charts — G/L
  - Maximum Safe Cruising Speed — Warp 6
  - Emergency Speed — Warp 8
- *Impulse Engine Type* — FID-2
  - Power Units Available — 4

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

Shields And Damage Data:
- *Superstructure Points* — 20 *TAC: 7*
- *Damage Chart* — C
- *Shield Type* — FSN
  - Shield Point Ratio — 1/2
  - Maximum Shield Power — 16 *TAC: 5*
- *Crew* — 430

D-10 CLASS IX CRUISER

Engines And Power Data:
- *Total Power Units Available* — 40 *TAC: 13*
- *Movement Point Ratio* — 4/1 *TAC: 4/3*
- *Warp Engine Type* — KWE-2
  - Number — 2
  - Power Units Available — 18 each
  - Stress Charts — J/M
  - Maximum Safe Cruising Speed — Warp 7
  - Emergency Speed — Warp 8
- *Impulse Engine Type* — KID-2
  - Power Units Available — 4

Weapons And Firing Data:
- *Beam Weapon Type* — KD-9 Disruptor
  - Number — 6
  - Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
  - Firing Chart — W
  - Power Range — 0–5 *TAC: 0–2*
  - Damage Modifiers —
    +3(1–8) +2(9–15) +1(16–20)
    TAC: +2(1–8) +1(9–15)
- *Beam Weapon Type* — KD-3 Disruptor
  - Number — 2
  - Firing Arcs — aft
  - Firing Chart — I
  - Power Range — 0–5 *TAC: 0–2*
  - Damage Modifiers —
    +1(all ranges) *TAC: none*
- *Missile Weapon Type* — KP–4 Torpedo
  - Number — 2
  - Firing Arcs — 1 fwd, 1 aft
  - Firing Chart — Q
  - Power To Arm — 2
  - Damage — 18 *TAC: 6*

Shields And Damage Data:
- *Superstructure Points* — 24 *TAC: 8*
- *Damage Chart* — C
- *Shield Type* — KSO
  - Shield Point Ratio — 1/2
  - Maximum Shield Power — 15 *TAC: 5*
- *Crew* — 520

STARTING SETUP

Place the *Enterprise* in the center of one of the long sides of the *Starfield Mapsheet* and the *D-10* on the other, so that the two vessels are heading straight for one another. Both are going at sub-light speed.

VICTORY CONDITIONS

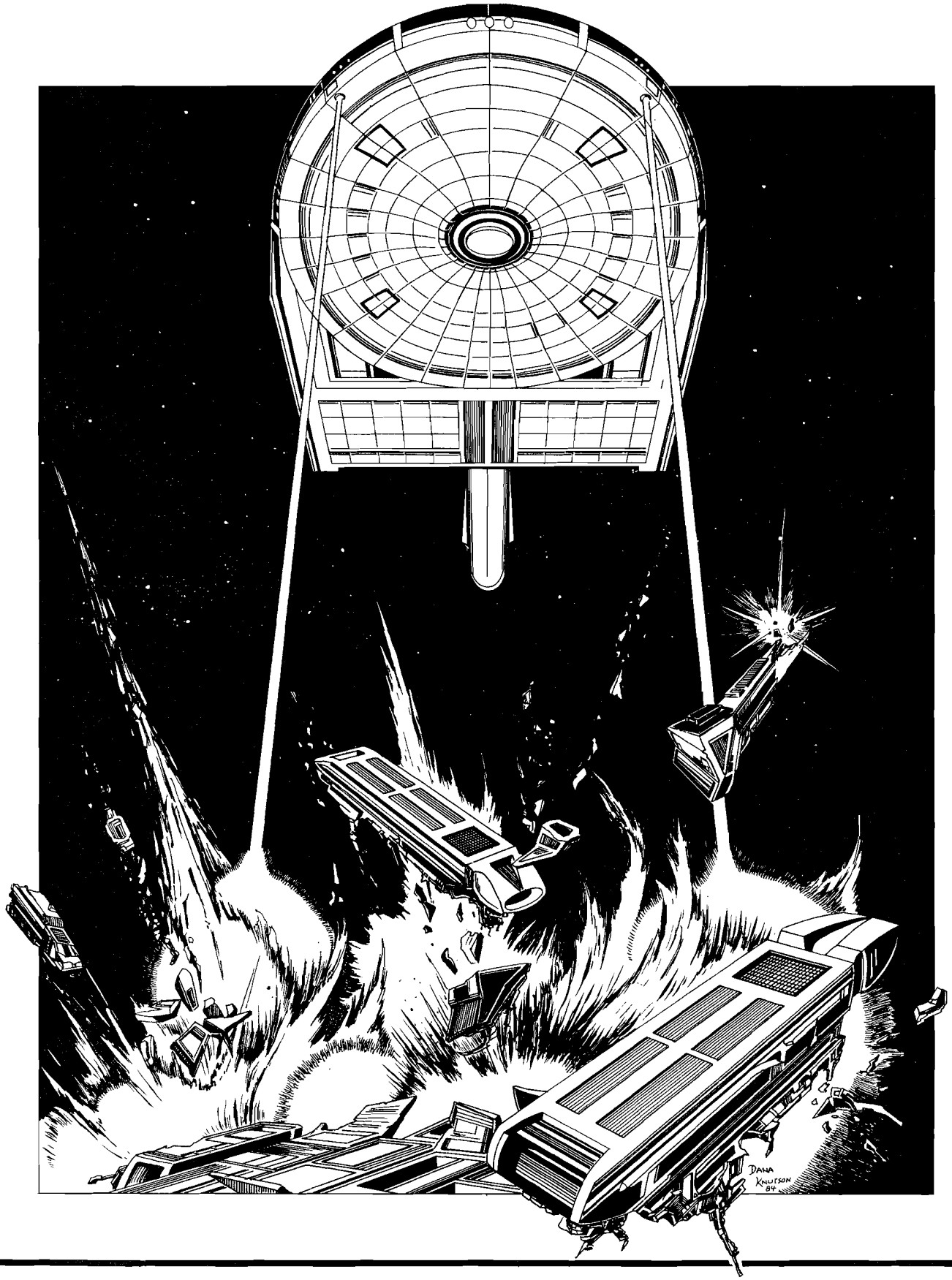
The Federation captain will win if the Klingon captain surrenders his ship or flees off the board by changing his warp speed. If the Federation captain offers surrender and this is declined by the Klingon, the Federation captain will win if he destroys the Klingon vessel. The Klingon captain will win if he destroys the *Enterprise.*

NOTES

The old *Enterprise* is a match for the *D-10* if her captain can keep the bow with its armament bearing on the Klingon vessel. If the Klingon captain can bring the *D-10* in close, however, and can make a fly-by, he can bring his stern guns to bear on the unarmed stern of the *Enterprise.*

The *Enterprise* has an advantage in its greater mobility and the greater range of its beam weapons. The *D-10* has photon torpedoes that can bring down a shield in one shot; furthermore, it has offensive capability in a 360° arc around it. Both captains would be aware of this, and so this information should be given to both captains.

ADVANCED STARSHIP TACTICS



Preparing To Play

INTRODUCTION

Advanced Starship Tactics is a step up from the basic game. It uses all of the rules and components of the basic game, adding only one major new section and expanding on two others. Unless otherwise stated, the rules presented here *add to* the rules in the basic game; they do not *replace* the rules in the basic game. It is assumed that all players will be familiar with the basic game before reading these rules. In many cases, rules from the basic game are discussed, and it is assumed that they are familiar. The exp lanations in the **Sequence Of Play** given in the basic game have not been repeated.

The new **Sensors** section details the captain's use of sensors to gain information about his opponent's ship. It tells how a captain gets a sensors lock and what information he can gain from that lock.

The section on **Moving The Starship Silhouette Counter** explains some new movement possibilities, including emergency heading changes (and the stress damage caused by them), moving in reverse, evading enemy missile fire, and using planets, moons, suns, and asteroids.

The section on **Firing Weapons** tells about mines, the special Romulan plasma bolts and cloaking device, and ship explosions.

Optional rules detail the combat bonuses that an efficient crew can give to a ship captain, as well as with campaign advancement and rescues.

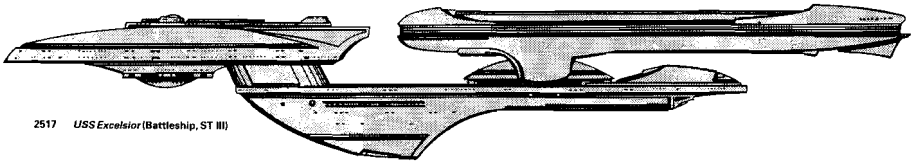
GAME SETUP

The game setup for the advanced game is identical to that for the basic game. The gamemaster must perform the same tasks, with the addition of laying out counters to represent moons, suns, asteroids, and space stations. The players also must perform the same tasks, unless the optional rules are used; then, they must also create the Crew Efficiency Ratings for each ship they control.

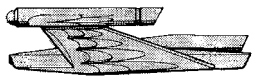
In many cases, the basic game's optional rule for using multiple players will be the standard rule in advanced games. Players will find it more enjoyable to control several ships (though the practical limit for a reasonably fluid game is about three), and to have several players on a side. In these expanded games, a gamemaster almost always is required, whether he plays or not. This is particularly true for the first few mass-action games.

PLAYING BOARD

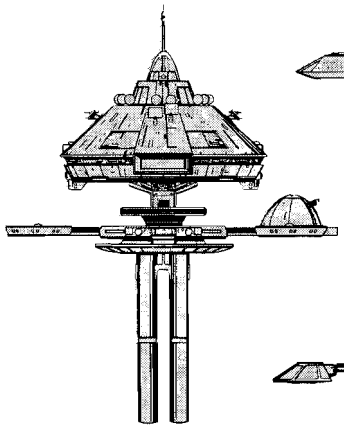
The gamemaster can attach several *Starfield Mapsheets* together to make a very large playing board. These should be attached long-side to long-side to make the playing area roughly square. If two more are added, they can be attached to the short sides. Combats rarely spread out over a larger area than four mapsheets unless the gamemaster specifically plans it that way. For chase scenarios, the mapsheets should be attached to give the longest possible run.

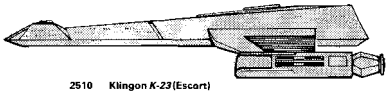


2517 *USS Excelsior* (Battleship, ST III)



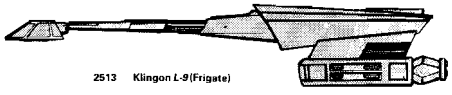
2504 Romulan *Bird of Prey*



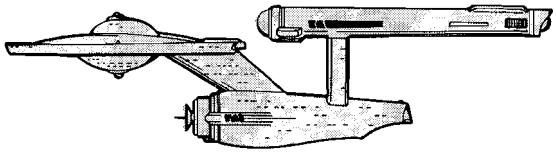


2510 Klingon *K-23* (Escort)

2506 *Regula I* Space Laboratory



2513 Klingon *L-9* (Frigate)

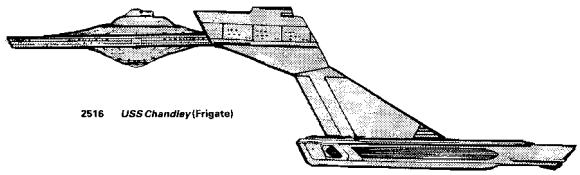


2505 *USS Enterprise* (Old Style Cruiser)

STARSHIP MINIATURES

FASA produces metal miniature starships that may be used to replace the *Starship Silhouette Counters.* These white-metal miniatures are highly detailed and come with a mounting stand that exactly fits the hexes on the *Starfield Mapsheet.* They are easy to assemble, requiring some gluing. The photographs in this book show these miniatures in action.

Many gamers who use miniatures paint them. This is an easy job with flat, water-base acrylic paints. Federation ships should be painted an off-white, equine white, or blue-white; glossy, brilliant white tends to obscure the detail. Klingon ships should be painted the color of metallic steel-gray, and Romulan ships a metallic platinum. Gorn ships come in a variety of metallic greens, and Orion ships are whatever color the individual captain desires. The paint job may be as detailed as desired.



2516 *USS Chandley* (Frigate)

(Miniatures are actual size shown.)

The rules below are described as though only two players were playing. They may be altered slightly for more than two. Playtest games were successfully run for as many as 20 players at once, with as many as 15 game turns taking place in a four-hour game.

SEQUENCE OF PLAY

POWER ALLOCATION PHASE

1. The gamemaster announces the new turn has begun and that players are to allocate power.

2. Each captain sets the *Display Counters* on his *Tactical Display* as needed for the new game turn.

TACTICAL ADVANTAGE PHASE

3. The gamemaster requests that each captain roll 1 die and add the number to his Skill Rating in *Starship Combat Strategy/Tactics.*

4. The captains compare totals. The captain with the higher total has the tactical advantage in this game turn.

SENSORS PHASE

5. The gamemaster announces the beginning of the sensors phase, asking captains to state the number of movement points each has allocated for this game turn.

6. Each captain declares how many movement points he has allocated. He also may announce a target for his ship's sensors, with the captain who has the tactical advantage announcing last.

7. One at a time, each captain rolls a die to determine if he has obtained a new sensor lock; captains with a lock from a previous turn do not need to reroll. If the roll is 6 or less, a lock was obtained.

8. Each captain with a sensors lock moves the *Sensors Counter* to *LOCK.*

9. Each captain who has a sensors lock may ask one question about his target. How to do this is explained in the section on **Sensors.**

MOVEMENT PHASE

10. The gamemaster announces that the first Movement Phase has begun. Using the Movement Per Phase Table in **Moving The Starship Silhouette Counters** section, the gamemaster announces how many movement points each captain may use in this phase.

11. The captain with the greater number of movement points this phase moves his *Starship Silhouette Counter* first. Then he moves the *Move Counter* on the *Tactical Display* to show that he has moved. If two or more captains have the same movement, the captain with the tactical advantage will move second. If emergency heading changes are made, the sequence given in **Moving The Starship Silhouette Counters** is used.

12. One at a time, with the faster-moving ships being moved first, all other captains move their *Starship Silhouette Counters* and *Move Counters* to show that they have moved.

FIRING PHASE

13. The gamemaster announces that the first Firing Phase has begun, asking the captain who *lost* the tactical advantage to declare his target or targets.

14. The captain declares a target for any weapon he has armed and chooses to fire at this time.

15. After the gamemaster asks, the second captain declares his targets, and so on until all captains have announced their targets. The captain who won the tactical advantage declares his targets last.

16. The gamemaster selects which captain will resolve his fire, and helps that captain resolve all weapon fire. For each shot taken, the firing ship's captain moves the appropriate *Weapon Counter* on the *Tactical Display* to show that the weapon has been fired.

17. The target ship's captain records the effects of any damage taken by his ship. This damage does not take effect until the end of the entire Firing Phase.

18. Steps 16 and 17 are repeated until all captains have had a chance to fire their weapons.

CONTINUING THE GAME

19. Each captain with a sensors lock remaining may ask one more question about his target (Step 9). If a ship has been hit by weapon fire from the target of its sensors lock, the sensors lock is broken and no question may be asked.

20. The gamemaster supervises the second Movement Phase and Firing Phase (Steps 10 through 18).

21. Each captain with a sensors lock remaining may ask one last question about his target.

22. The gamemaster supervises the third Movement Phase and Firing Phase. When all firing has been completed in the third Firing Phase, the game turn is over, and the new turn begins with the Power Allocation Phase (Step 1).

ENDING THE GAME

23. When one side or the other has completed the goal set for that side, the gamemaster declares that side the winner and the game is over. If both sides complete their goals at the same time or if he feels that neither side can complete their goals, the gamemaster may declare the game a draw.

USING THE TACTICAL DISPLAYS

The *Tactical Displays* are used in the same way as in the basic game with the exception of the Sensors Track.

SENSORS TRACK

The Sensors Track has four boxes. Usually, the *Sensor Counter* will be on *OPER* (operational). This allows weapons to be fired normally.

During the Sensors Phase of the turn, each captain may attempt to obtain a sensor lock on one enemy vessel. This process is described in the Sensors section. If a lock is obtained, the *Sensor Counter* is moved to *LOCK.*

If the sensors are damaged in battle, the counter is moved to *DMGD 1* or *DMGD 2;* this indicates the number of game turns that it will take to repair the sensors. In the next Power Allocation Phase, the *Sensor Counter* is moved from *DMGD 1* to *OPER* or from *DMGD 2* to *DMGD 1.*

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 identity, basic position, heading, and speed. They can fire on one another.

When a sensors lock is obtained, the gamemaster must give the captain of the sensing ship information about the object, as indicated in the paragraphs below.

Automatic Information

The gamemaster tells the sensing ship's captain the following information about a target starship:

1. Ship class or displacement.
2. If of a known race, race.
3. If known, name of class and ship type.
4. If shields are down, the type of life forms present, if known, and their approximate number.
5. If the target ship is locking sensors on this one.

For other objects, the information is more general.

For other objects, the information is more general. The gamemaster reveals the following:

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

Additional Information

Before each Movement Phase, the captain of the sensing ship also may ask one of the ten questions given below. The gamemaster (or the target ship's captain) gives the answers printed in italics.

Q1. How much power is available?
A1. The ship's Total Power Units Available.

Q2. What is the relative power allocation?
A2. The order, from greatest to least, in which the captain has allocated power to weapons, shields, and movement.

Q3. How are the shields powered?
A3. How many shields are powered, the total number of shield points, and the Shield Point Ratio.

Q4. Is a specific shield up? (The shield side must be specified.)
A4. Yes or no, and the number of shield points in that shield.

Q5. How are the weapons powered? (The specific type, beam or missile, must be specified.)
A5. How many weapons are powered, and the total number of power points given to weapons.

Q6. Is a specific weapon powered? (The weapon or weapon bank must be specified.)
A6. Yes or no, and the number of points used to arm the weapon.

Q7. How much damage has the vessel taken?
A7. The status of the engines, the shields, the weapons, and the superstructure.

Q8. What is the status of the ship's life forms? (At least one shield must be down.)
A8. The percentage of the vessel's crew that are still functioning.

Q9. Are any transporters powered?
A9. Yes or no, with the approximate number of life forms being transported.

Q10. Are any cloaked Romulan vessels detected? (The Firing Arc must be specified.)
A10. Yes or no, with the location of the nearest cloaked Romulan ship in that Firing Arc. Cloaked Romulans are discussed elsewhere in the rules.

Damaged Sensors

Usually, the sensors are merely operational, and the *Sensor Counter* indicates this. Sometimes, however, the sensors may take a hit during combat. In these cases, roll one die. A roll of 1-5 indicates that the sensors are knocked out for one game turn; a roll of 6-10 indicates that they are knocked out for two game turns. The *Sensor Counter* is moved to the appropriate box on the Sensors Track, and ship's weaponry are not allowed to fire. In the Power Allocation Phase of the next game turn, the status is altered to reflect the improved operational status.

Sensor Shadow

Sometimes, at sub-light speeds, a vessel will be close enough to a moon, planet, sun, or other object that it is hidden in the sensor 'shadow' cast by that object. Objects so shadowed do not register on another vessel's sensors.

This property may be used to create interesting scenarios, particularly if there is a gamemaster. *Starship Silhouette Counters* for vessels in the sensor shadow may be removed from view, and they even may be moved about in the shadow. If he is using hidden ships, the gamemaster must indicate the limits of the sensor shadow to all players; these limits may be different from ship to ship, based on their position relative to the object casting the shadow.

MOVING THE STARSHIP SILHOUETTE COUNTER

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

EMERGENCY HEADING CHANGES

For each movement point used, the heading of a ship may be changed one hex-side without placing any stress on the superstructure or engine. In emergencies, the heading also may be changed two hex-sides, but the ship will suffer engine and possibly superstructure damage from the stress. The amount of damage depends on the ship's warp speed.

Automatic Damage

Each time an emergency heading change is made, the warp engines automatically take one point of stress damage. The captain of the turning ship records this damage by moving the *Power Counter* one box to the left on the Total Power Units Available Track.

Additional Damage

Additional damage may be done to the warp engines and the superstructure if the ship is going at a sufficiently high warp speed. To determine if any additional damage occurs, the gamemaster uses the Emergency Heading Change Stress Chart, cross-referencing the warp speed with the column in the chart, as given in the Ship Data Table. The Ship Data Table gives the Stress Columns for each ship, identifying them with two letters, such as Stress Column O/P. The first letter indicates the column used for internal engine damage, and the second the column used for superstructure damage.

To use the Heading Change Stress Charts, simply go down the left-hand column to the ship's warp speed. Go across the table to the column with the appropriate letter. For the ship's warp speed, if there is ANY number in the column indicated for engine stress, the *Power Counter* must be moved one space to the left on the Power Units Available Track. This indicates that damage was done to the engines from making a tight heading change which the ship was not really designed to make. If there is a number in the column for superstructure stress, then the *Superstructure Counter* must be moved one box to the left on the Superstructure Damage Track to indicate this damage.

For example, the Klingon *D-7A* Light Cruiser has Stress Columns L/N, according to Ship Data Table. If it were flying at warp 6, first you would find warp 6 in the left-hand column. Looking across the top you would then find Column L. Cross-indexing warp 6 with column L shows a number (it is 1) in the warp 6 row, so the Klingon captain would move the *Power Counter* two spaces to the left on the Power Units Available Track, indicating the one point of automatic damage and one additional point of damage. Column N has a number (2 in this case) in the warp 6 row, so the Klingon captain also moves the *Superstructure Counter* one space to the left on the Superstructure Damage Track.

Emergency Heading Change Stress Damage Sequence

Use the following steps whenever a ship captain makes an emergency heading change.

1. The captain records 1 point of stress damage to the ship's warp engines by moving the *Power Counter* 1 box to the left on the Total Power Units Available Track.

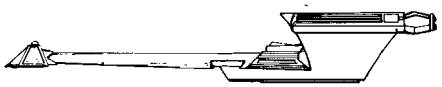
2. The gamemaster cross-references the warp speed with the appropriate Engine Stress Column.

3. If a number is given in the Engine Stress Column, the turning captain records additional engine stress damage by moving the *Power Counter* one box to the left on the Total Power Units Available Track. Only one point of additional damage is given, no matter what the number is in the Engine Stress Column.

4. The gamemaster cross-references the warp speed with the appropriate Superstructure Stress Column.

5. If a number is given in the Superstructure Stress Column, the turning captain records superstructure stress damage by moving the *Superstructure Counter* one box to the left on the Superstructure Damage Track. Only one point of damage is given, no matter what the number is in the Superstructure Stress Column.

6. Resume game.



EVADING MISSILE FIRE

A player may attempt to take evasive action to dodge an incoming missile; it is not possible to dodge fire from beam weapons. Evasion does not cost any movement points, and it may be attempted even if a vessel has no movement left in the game turn. This is an exception to the normal course of the game, and players are warned not to misuse it to ready a new heading for the next Movement Phase; to discourage this practice, one point of stress damage is given automatically to the superstructure for every evasive maneuver attempted.

To attempt evasive movement, the player must announce his intention to do so immediately after the firing player announces his target and before the die is rolled to see if a hit is scored. The evading player also must declare whether he is evading to port (left) or to starboard (right). Then, the *Starship Silhouette Counter* of the evading ship is immediately rotated one hex-side in the direction indicated by the captain; it is not moved from its current hex.

The evading player then rolls one die, with a roll of 1, 2, or 3 indicating success. If successful, the missile hits the shield NOW toward the firing ship, and the hit only does half normal damage; for example, a 4-point hit is reduced to a 2-point hit. If the roll to evade fails, the torpedo hits the shield it originally would have struck before the target turned, and it does full damage.

In either case, the evading ship takes one point of superstructure damage and must continue its movement from its new heading. Furthermore, it cannot fire any weapons during the evading Firing Phase, and any firing that its captain had declared is replaced by the evasive maneuver. Just the phase is lost for firing purposes, not the entire game turn.

PLANETS, SUNS, AND OTHER OBSTACLES

Counters are provided to represent planets, suns, asteroid belts, and other obstacles that may be found in space at sub-light speed. These counters are used only at sub-light speed because ships traveling at warp speed are moving so fast that these bodies would not be visible long enough to be of use. Ships may not fire through these counters.

FIRING WEAPONS

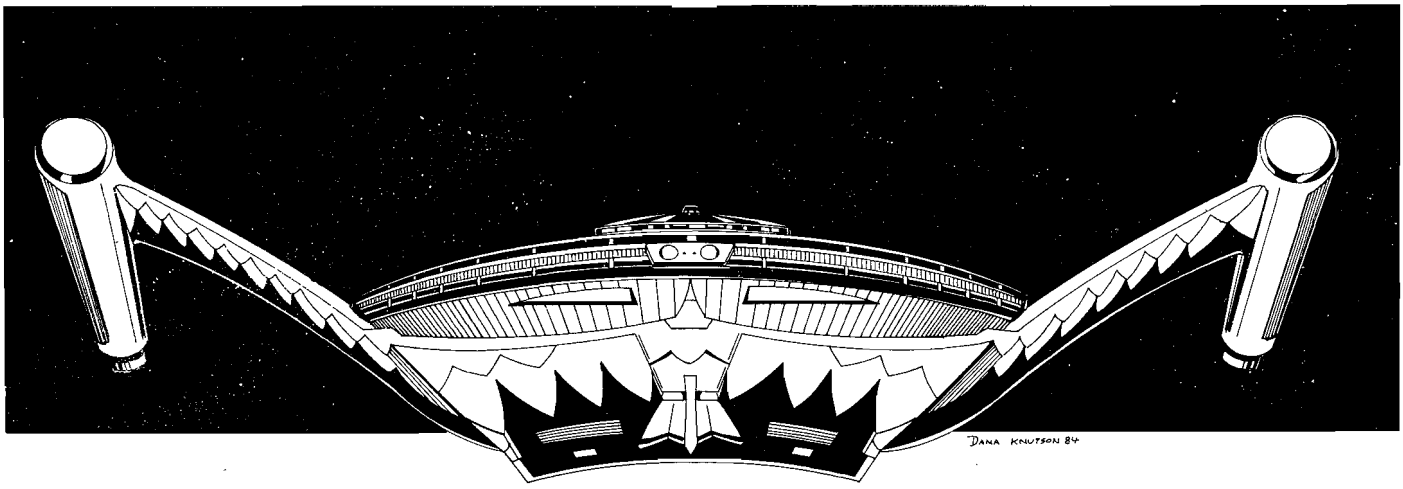
In **Advanced Starship Tactics,** weapons are aimed and fired as in the basic game. Some Romulan vessels can cloak their presence, making them appear invisible to enemy sensors, and others have a special plasma weapon, which has some of the characteristics of both beam and missile weapons.

MINES

Some sub-light-speed scenarios may call for mines. When mines are to be used, the mine counters are positioned upside down on the *Starfield Mapsheet* before the game begins. For each mine counter used, three dummy counters (other counters not currently in use) are placed face-down at the same time to act as decoys.

When a ship enters a hex with a mine or a decoy, the counter is turned over. If it is a decoy, the counter is removed from the board and the play continues. If the counter is a mine, the ship may set it off. Mines are not sure hits because ships may detect and dodge them at the last minute.

To see if a mine is set off, its commander rolls one die. If there is more than one mine in a hex, a separate die roll must be made for each mine. On a 5 or less, a hit is scored; otherwise, no damage is taken. The damage occurs on the forward hexside, and its effect is determined as in normal combat. Damage from a mine is the same as the normal damage from a missile weapon used by the race that laid the minefield. Ships from the race that laid the mine may pass through the mined hex unharmed.



ROMULAN PLASMA BOLTS

Romulan plasma weapons have some of the characteristics of a beam weapon and some of the characteristics of a missile weapon. They are armed like a missile weapon, with a set charge, but they give damage like a beam weapon, the amount depending on the range. The Ship Data Tables for the various Romulan starships give the Power To Arm, the Firing Arcs, the Firing Charts, and the Damage Charts for these weapons. The plasma weapon does not have projectiles that may be used as mines.

Arming is done as with a missile weapon. Firing is done as with a normal beam weapon, but damage is spread throughout the ship instead of concentrating it on one spot. Damage decreases as the range gets larger. A skillful captain can maneuver his ship out of the way of a direct hit, taking only a graze.

The following rules about damage are similar to those given in **The Romulans** supplement, but they represent a change from the rules for plasma weapons given in the first edition of these rules and of the **Ship Construction Manual**.

Damage

The Plasma Bolt Damage Table gives the total damage for each plasma weapon type. In the table, the damage for any range is given as two numbers separated by a slash. The number before the slash is the damage given by a full hit; the number after the slash is the damage given by a grazing hit, as explained below.

Grazing Hits

When a ship is struck by a plasma weapon, its captain rolls percentile dice and compares the roll to his Skill Rating in *Starship Combat Strategy/Tactics*. If the toll is equal to or less than his rating, the captain has maneuvered his vessel out of the direct path of the the bolt, causing it only to graze his ship. In this case, the ship takes only half damage from the graze. The gamemaster may disallow this roll in unusual circumstances, such as when the target vessel is immobile or otherwise handicapped.

Spreading The Damage

A plasma bolt that penetrates shielding may damage several systems because the effects from the bolt tend to spread, as opposed to being concentrated like a phaser hit. Thus, damage taken from plasma attacks is spread among possible targeted systems. When a plasma bolt scores a hit, the captain of the target ship should reduce the damage according to shield strength, as usual. Then, for each 2 points of damage that got through the shield, the target ship's captain must roll for damage location for the first 2-point block and continue rolling damage locations separately for each 2-point block until all damage is recorded.

ROMULAN CLOAKING DEVICE

Romulan vessels may be outfitted with a cloaking device which can be used to make the ship invisible to visual sighting. It also is impossible to spot with sensors unless the Romulan vessel moves, at which time the movement may be spotted, but with difficulty.

Hidden Movement

When the cloaking device is activated, the Romulan *Starship Silhouette Counter* is removed from the *Starfield Mapsheet*. Then hidden movement may begin. The Romulan captain must record the movement of his ship, so that the gamemaster knows where he is in any Movement/Firing Phase. This movement is written down and given to the gamemaster at the beginning of the Movement Phase, in the captain's usual order. It is up to the Romulan captain to write the movement clearly enough that it can be understood by *everyone,* in case of a later dispute.

Power Requirement

The device requires power to operate, as shown in the Ship Data Tables for those Romulan vessels that have cloaking devices. It may *not* be used in the same game turn that weapons are to be fired, because of computer and power restrictions. Thus, during the Power Allocation Phase of each game turn, the Romulan captain must choose between cloaking his ship and firing his weapons.

Detecting Cloaked Romulans

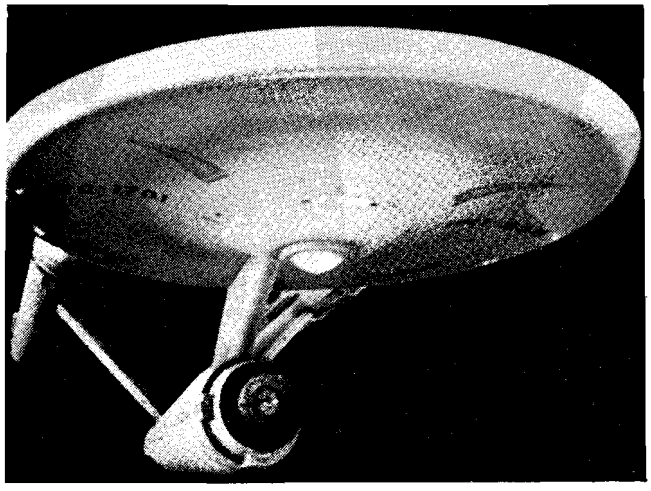
Opposing captains may attempt to detect the movement of a cloaked ship during the Sensors Phase of every game turn. This attempt replaces the usual sensors lock, which cannot be made in the same turn. It reveals the presence of a cloaked *and moving* Romulan ship. What is detected is the ion trail left by the ship's movement, and if the cloaked Romulan has not moved recently, there would be no trail and so the scan will reveal nothing, even if the cloaked ship is there.

The scan proceeds in the following way. In the Sensors Phase, the sensing captain does nothing. In the first Movement Phase, he chooses *one* Firing Arc (forward, port, starboard, or aft) to scan. He then rolls one die. If the roll is 6 or more, his attempt failed, and the gamemaster will tell him nothing. The captain may make another attempt in the next Movement Phase.

If the roll is 5 or less, he may have succeeded. If there is no cloaked Romulan, the gamemaster will tell the captain his scan revealed nothing. Please notice that the gamemaster *does not say* that there is no cloaked Romulan, but only that the scan revealed nothing. If there is a cloaked Romulan vessel, but it did not move in the previous three Movement Phases, the scanning captain will not know of its presence; the gamemaster will tell the captain his scan revealed nothing, even if the die roll indicates success. These scans may be repeated in the next Movement Phase if the captain desires, for he will not be able to distinguish between whether there was no ship present in his scanning arc, or if one was there but lying in ambush.

A captain who successfully locates a cloaked Romulan vessel will know where the vessel is during all of its Movement Phases of that one game turn only. Although he can communicate the presence of the cloaked ship and its location to other captains, none of them will be able to pick it up on sensors, unless they make the a successful attempt to do so *instead of using sensors normally.* In order to continue to keep track of the cloaked vessel in the next game turn, the captain must make another successful die roll. If there is more than one cloaked vessel, only the one nearest the scanning ship will be detected.

Once a captain has located a cloaked ship, he may fire on it during any Firing Phase remaining in the game turn. A ship may fire into a hex that holds a suspected cloaked Romulan, but these shots will be wasted. Those hexes are big, and an essentially invisible ship simply cannot be hit, even if the captain knows the cloaked ship is there. The only effective weapon against a successfully cloaked ship is a minefield, because mines are still set off by a cloaked ship.



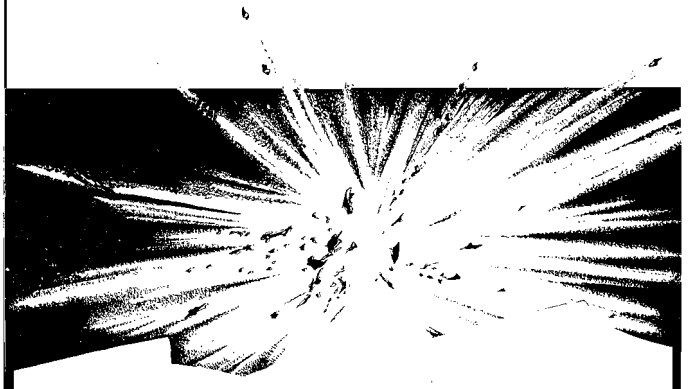
SHIP EXPLOSIONS

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

When a ship faces a barrage of incoming fire that causes the damage recorded on its Superstructure Damage Track to drop below 0, the ship may explode from the excess damage. After all hits in the barrage have been resolved, the ship's captain must roll one die. If the number rolled is less than or equal to the amount of damage below 0 points, the ship explodes. If the result is greater than the number of damage points below 0, it is assumed that action can be taken to prevent the explosion in the next game phase. This roll is only made once, during the game turn segment that the superstructure drops below 0, but it must be made once again if the ship takes any more superstructure damage.

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

Ships that are nearby when an explosion occurs will take damage. The amount of damage they take depends on the amount of Total Power Units Available in the exploding ship and the distance (in hexes) from the explosion. Damage is awarded by consulting the following table:



DAMAGE FROM EXPLODING SHIPS

Range	*Damage From Explosion*
Same hex	2x exploding ship's Power Units Available
1 hex	1x exploding ship's Power Units Available
2 hexes	½ exploding ship's Power Units Available
3 hexes	¼ exploding ship's Power Units Available
4 hexes	⅛ exploding ship's Power Units Available
5-10 hexes	1 damage point

Damage from an explosion is applied to all ships within ten hexes. If the ship is in the same hex as the explosion, the damage is divided by 6 and is applied to each shield; any fractions are rounded up. In all other cases, the damage is applied to the shield facing the explosion; if more than one shield faces the explosion, roll randomly to determine which is struck. Shield values are taken into account and damage location rolls are made for every two damage points, just as if weapons were being fired from the exploding ship. No matter how much power an exploding ship has, all ships within ten hexes take at least one point of damage.

When players want to pit their skills over a longer span than just one game, they may wish to add the following rules to simulate the differences between captains and the blessings or curses of certain crews.

CREW EFFICIENCY

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

The Crew Efficiency Rating is created before play, just as the captain's Skill Rating is. For this rating, however, roll a die three times, total the three rolls, and add to 25. Again, this gives numbers between 28 and 55, with the average about 40. Record the rating, just as with the captain's Skill Rating. (This is a change from the first edition of these rules, in which the die rolls were added to 45. This was found to be unbalancing to the game, giving the bonus described below more than half the time.)

CREW PERFORMANCE BONUS

Once per game turn, before the Power Allocation Phase, each captain may determine if his crew's performance gives him any bonus in combat. Under the gamemaster's supervision, each captain rolls the die twice as percentile dice. If the roll is the same as or lower than the Crew Efficiency Rating, then the captain has a bonus *for that turn only.* He may do any one of the four things listed below, but he must choose which at this time. He may not change his mind after the Power Allocation Phase is finished.

1. Fire one weapon at a bonus of 1 point subtracted from the To-Hit die roll. (In the first edition of these rules, two weapons were able to be fired at a bonus, but this proved to unbalance play.)
2. Coax one additional power point from the engines. This may be allocated anywhere.
3. Coax one additional shield point from a specific shield, even above the maximum number of points allowed.
4. Repair stress (not weapon) damage on either engines or superstructure. One point, formerly removed because of stress, may be added permanently back onto the Total Power Units Available Track or the Superstructure Damage Track.

CAMPAIGN ADVANCEMENT

In campaigns where players wish to keep the same ship, captain, and crew for more than one game, the following rules allow captains and crews to increase in skill. The captain's Skill Rating and the Crew Efficiency Rating may be increased by successful missions.

The starting ratings for such campaigns should be calculated as usual. To these ratings will be added victory points, as described below. The captain's rating is his until he is killed, no matter what ship he commands. The crew's rating is only good for the specific ship designated, no matter who commands.

For campaigns, it is recommended that each ship in the campaign have a permanent *Tactical Display.* On this, the captain should record his Skill Rating in *Starship Combat Strategy/Tactics* and the Crew Efficiency Rating of his crew. If a player plays more than one captain, he could keep an index card for each captain and crew, giving the starting rating for each and the points gained from each victory.

VICTORY POINTS

The gamemaster may award Victory Points to a captain and crew when their ship destroys, captures, or drives off another ship. One way of determining these Victory Points is to divide the vanquished ship's Total Power Units Available by 10.

Multiple-Ship Victories

If more than one ship participated in the victory, the Victory points are divided between them. How this is to be done is determined by the gamemaster or by agreement. One of the easiest (though least fair) ways to award points in these situations is to give them to the ship that fired the final shot that brought about the victory. In any case, how the points are to be awarded to multiple-ship victories should be discussed and decided upon *before* the game.

Dividing Victory Points

The victory points are given to a ship. It is up to the gamemaster to determine how they will be split between captain and crew. It is recommended that they be split 50/50, with half going to the captain and half to the crew. Allowing the player to decide how to split the points also is fair. The *method* of splitting the points should be discussed and decided upon *before* the game, though the split will occur *after* the game. Once the split has been made (in the case of player choice), it may not be altered.

Using Victory Points

The captain's Victory Points are added to his Skill Rating in *Starship Combat Strategy/Tactics,* giving him a better chance to win the tactical advantage. The crew's Victory Points are added to the Crew Efficiency Rating, giving them a better chance for a combat bonus. These additions take place *after* a game has been concluded, and not at the moment in the game when the victory occurs.

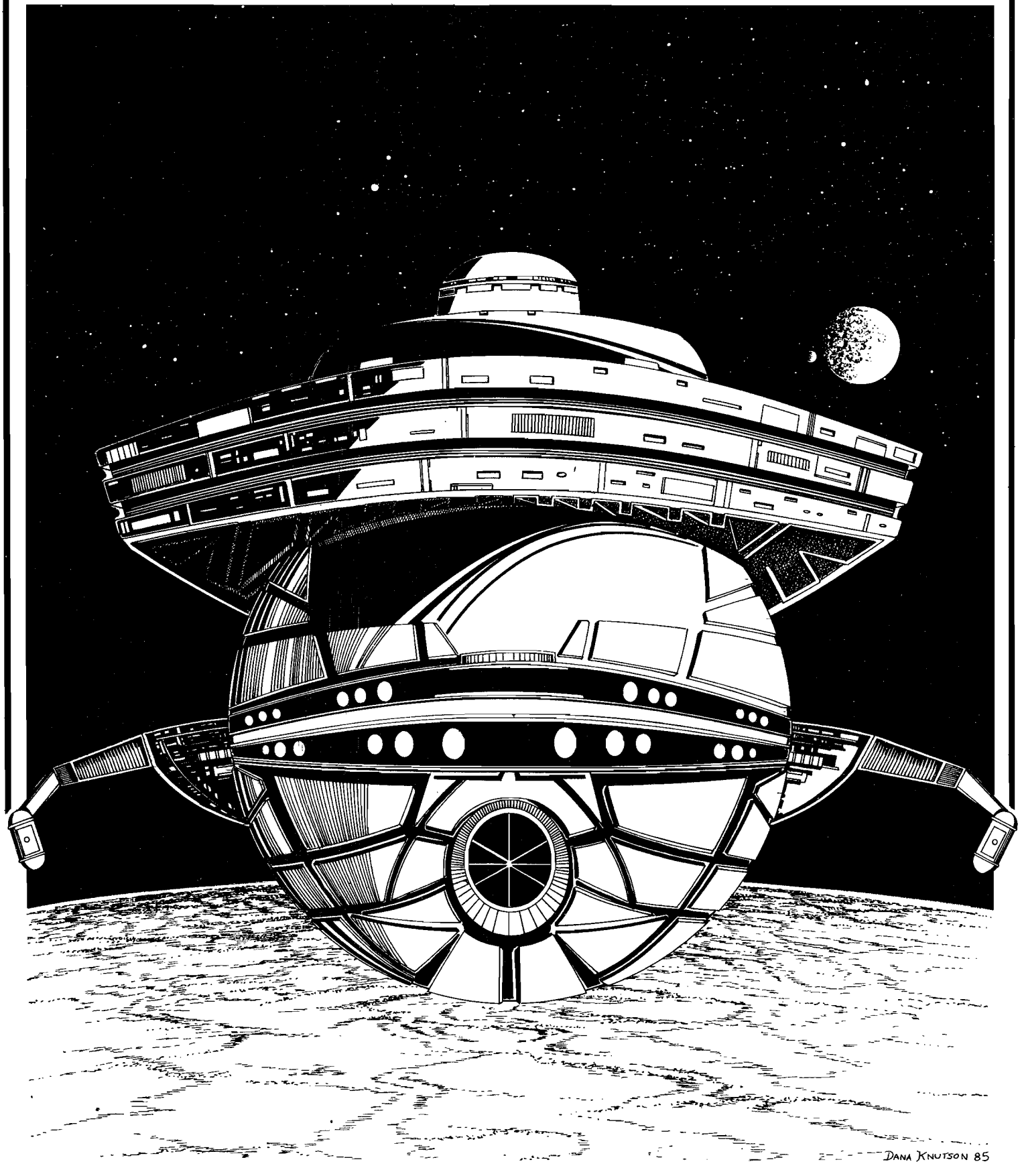
The gamemaster may allow the players to add their ship's Victory Points directly to the ratings; this increases the ratings rather rapidly. An alternate method would be to require the captain and crew to gain 2, 3, 5, or 10 Victory Points to advance the rating by 1.

RESCUES DURING COMBAT

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

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

EXPERT
STARSHIP TACTICS



Preparing For Play

INTRODUCTION

The rules for playing **Expert Starship Tactics** are the same as those for the advanced game, with one major exception. The Ship Data Tables give some data that changes between the basic/advanced game and the expert game.

To make the numbers easier to use, and to teach game mechanics, the basic/advanced game is played with numbers that are one-third of the full values for the data. These decreased values are designated by ***TAC:*** and are printed in italics. For the expert game, the game statistics used are the full values. This means that when the Ship Data Table reads

Total Power Units Available: 40 *TAC: 13*

the ship will have 40 Power Units available for other game systems, and not 13 as in the basic or advanced games.

This change requires the gamemaster and the players to use the *Master Control Panels* instead of the *Tactical Displays*. The rules systems were designed to work with either set of numbers equally well. The Damage Location Table for the basic/advanced game is replaced with the Detailed Damage Location Tables, however, and the table for determining damage from ship explosions is slightly different in this game.

Only additions and changes to the basic and advanced game rules are covered here. Rules that do not change are not duplicated, as gamers are expected to be familiar with them before playing the expert game. Some optional rules from the basic and advanced games are used in the expert game. These include the rules allowing many players to be on a side, for players to play more than one ship, and for using Crew Efficiency Ratings.

MASTER CONTROL PANELS

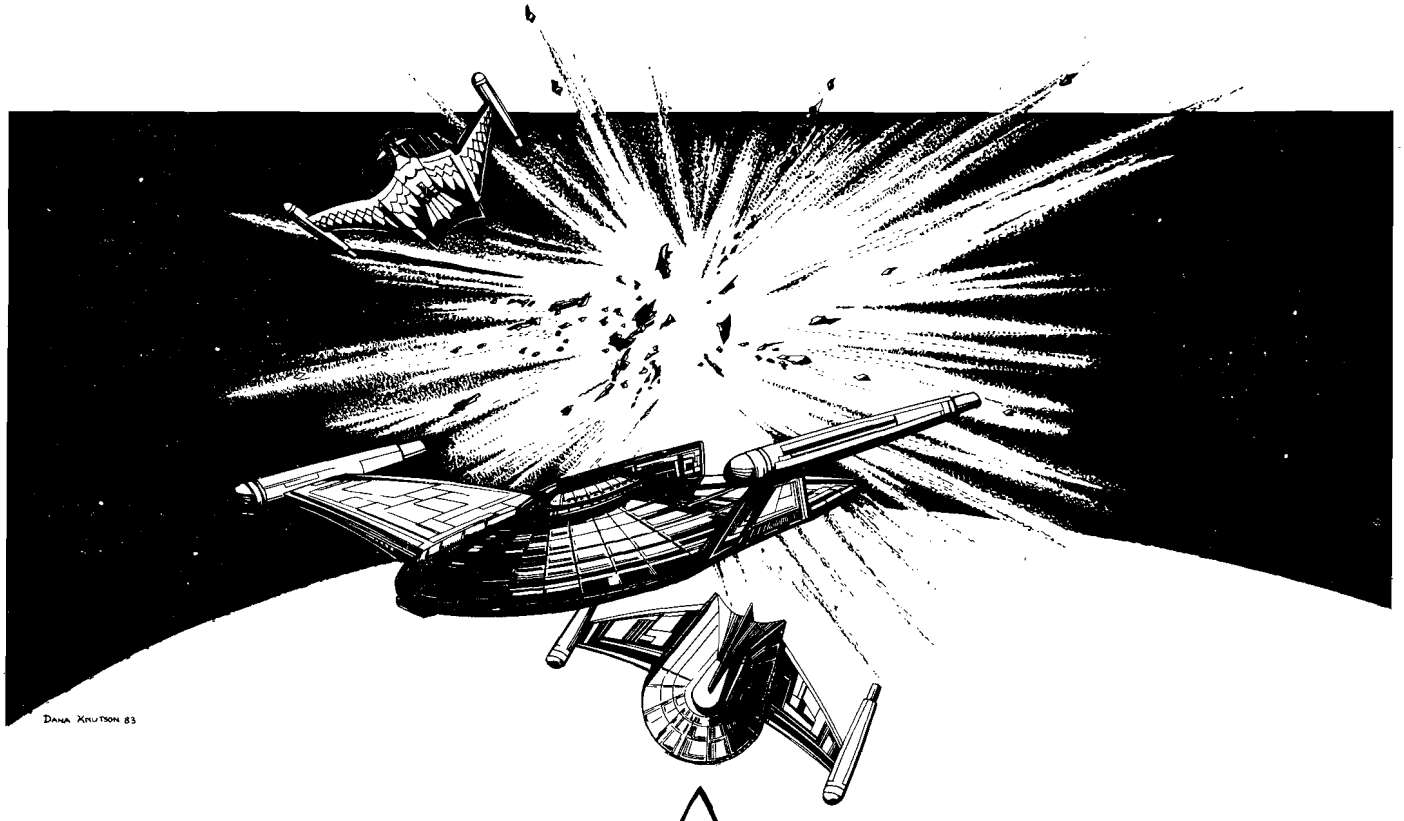
The *Master Control Panel* is a two-sided sheet designed to be marked with a pencil. This sheet is essentially a series of boxes in which players record the data that was displayed graphically by the *Tactical Displays*. One is required for each ship used.

The *Master Control Panel* is divided into four sections, based on the four main areas of responsibility for running the vessel. At the top of the front side is the Engineering Display; this gives the information about the power available for each warp and impulse engine and gives room to list the power allocated. Just below this section is the Helm Display; this gives the movement points available for the game turn and the ship's current warp speed. Below this, taking up the remainder of the page, is the Weapons Display, which gives the details concerning ship's weaponry, including which weapons are armed. On the rear of the sheet is the Damage Control Display, which gives the details about the ship's deflector shields, superstructure damage, and crew damage. Each of these display sections will be discussed below.

Engineering Display

In the upper right of the front, are spaces for the vessel's name, its class, the captain's name, and his race. The three Engine Power Tracks in the upper left corner give the Power Units Available for each impulse or warp engine; unlike the tracks on the *Tactical Display,* these use no counters, but boxes are marked off with a pencil as damage is taken.

Just below this information are four rows of boxes. The top row is for Total Power Units Available, and it replaces that track. The 19 boxes to the right give room to write the power available for 19 turns. Below this is where the power



allocation is recorded: the power to movement, shields, and weapons is recorded for each of the 19 turns.

Helm Display

The Helm Display section gives the Movement Point Ratio and space to record the Movement Points Available for 19 turns. The ship's warp speed is recorded on the Warp Speed Track.

Weapons Display

The bottom two-thirds of the front is given to the Weapons Display. At the top of this display are five spaces to record data for the ship's beam weapons. The Weapon Type, the Firing Chart, the Power Range, and the Damage Modifiers for each different type of beam weapon are recorded here. There is one space to list the data for the ship's missile weapon. The Weapon Type, the Firing Chart, the Power To Arm, and the Damage for the missile weapon are recorded here.

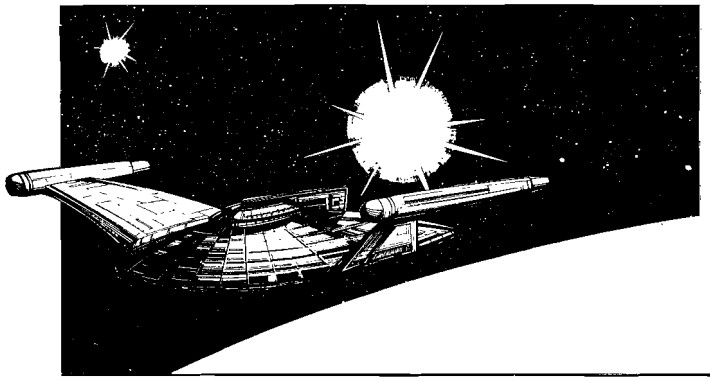
Below this, there are 15 rows that are meant to be used for each specific weapon or weapon bank. For each weapon, there is space to record the Weapon Type and a diaagram to record the Firing Arc. The 19 boxes to the right give space to record the power given to each weapon for 19 turns.

Damage Control Display

On the rear of the *Master Control Panel* is the Damage Control Display. At the top is space to record information about the ship's deflector shields, including the Shield Type, the Shield Points Ratio, and the Shield Points Available for 19 game turns. Just below this are blocks to record the power given to each shield for 19 turns. The numbers along the top of the blocks are the six shield sides, and the numbers down the left sides of the blocks are the shield points.

Below this section are spaces to record the Damage Chart used in determining damage location and the Stress Charts used in determining the effects of emergency heading changes on the warp engines and the superstructure. There is a track to record the ship's Superstructure Points, and spaces to record the total number of crew and the casualties for 19 turns. Boxes are given for the Die Roll Modifiers because of casualties.

At the bottom of the sheet is a series of boxes to record the status of the ship sensors for 19 turns.



GAMEMASTER SETUP

The gamemaster sets up the expert game in the same way as in the advanced game, using the *Master Control Panel* for each ship he controls.

It is important that the gamemaster be thoroughly familiar with the *Master Control Panel* before playing the expert game, because the location of information is different from the location of information on the *Tactical Displays*. He should have transferred information from the Ship Data Tables to a *Master Control Panel* for several ships, so that he can help players do this. After filling out one or two *Master Control Panels*, the process is easily understood, for the information in the Ship Data Tables is arranged to make this easy.

Until players are familiar with using the *Master Control Panels* and the full-value game statistics, it is recommended that each player control only one ship.

PLAYER SETUP

Before the game begins, the captain's Skill Rating and the Crew Efficiency Rating must be created for each ship being played. A *Master Control Panel* must be filled out for each ship, as described below.

MASTER CONTROL PANELS

At the beginning of the game, a *Master Control Panel* must be prepared for each ship to be used. The name of the ship, its class, its captain, and his race are written in the upper right corner of the front. The Ship Data Tables are consulted, and the remainder of the sheet is filled in from them.

Engineering Display

The Engines And Power Data section of the Ship Data Tables provide the information to fill out the Engineering Display. Find the Power Units Available for each impulse and warp engine. For each engine, list the type. Then find the numbered box matching the engine's power available and draw a line through all the boxes to the right. Add up the Power Units Available and record this number in the left-hand Total Power box.

Helm Display

The Engines And Power Data section of the Ship Data Tables give the Movement Point Ratio for the ship. Record this in two places on the *Master Control Panel:* in the Helm Display and in the Engineering Display under Power To Movement. Find the Maximum Safe Cruising Speed and the Emergency Speed in the Ship Data Tables and record them in the spaces provided. Write the current warp speed in the left hand box on the Current Warp Speed Track.

Weapons Display

The Weapons And Firing Data section of the Ship Data Tables gives the information needed for the ship's weaponry. In the boxes at the top of this display, fill out the Weapon Type, the Firing Chart, the Power Range, and the Damage Modifiers for the first beam weapon listed. Then prepare one row beneath for each weapon given, listing the Weapon Type and circling the appropriate Firing Arc. Repeat this for the other beam weapons, if any.

Then, fill out the box for the ship's missile weapon, if any. Record the Weapon Type, the Firing Chart, the Power To Arm, and the Damage. Complete the task by preparing a row for each separate missile weapon, giving the Weapon Type and circling the appropriate Firing Arc.

Damage Control Display

Do not mark anything in the Sensors Track until the Sensors Phase of the game turn.

The Shield And Damage section of the Ship Data Table gives the information needed for the remainder of this display. Find the Shield Point Ratio and record it in two places on the *Master Control Panel:* at the top of the Damage Control Display and in the Engineering Display under Power To Shields. List the Maximum Shield Points in the space given.

Record the Damage Chart for the vessel. Then find the box that corresponds to the Superstructure Points and draw a line through all boxes to the right. Fill out the number of crew, and write 0% in the lefthand Percentage Of Casualties box. Record the Emergency Heading Change Stress Charts for the warp engines and the superstructure. This completes the setup for the Master Control Panel.

SEQUENCE OF PLAY

POWER ALLOCATION PHASE

1. The gamemaster announces the new turn has begun.
2. Each captain rolls one percentile die, comparing the roll with the Crew Efficiency Rating. If the roll is less than or equal to the rating, he selects which combat bonus he will use this year.
3. Each captain sets the *Display Counters* on his *Tactical Display* as needed for the new game turn.

TACTICAL ADVANTAGE PHASE

4. The gamemaster requests that each captain roll one die and add the number to his Skill Rating in *Starship Combat Strategy/Tactics.*
5. The captains compare totals. The captain with the higher total has the tactical advantage in this game turn.

SENSORS PHASE

6. The gamemaster announces the beginning of the sensors phase, asking captains to state the number of movement points each has allocated for this game turn.
7. Each captain declares how many movement points he has allocated. He also may announce a target for his ship's sensors, with the captain who has the tactical advantage announcing last.
8. One at a time, each captain rolls a die to determine if he has obtained a new sensors lock; captains with a lock from a previous turn do not need to reroll. If the roll is 6 or less, a lock was obtained.
9. Each captain with a sensors lock marks *L* in the box on the Sensors Track and may ask one question about his target before each Movement Phase.

MOVEMENT PHASE

10. The gamemaster announces that the first Movement Phase has begun. Using the Movement Per Phase Table in **Moving The Starship Silhouette Counters** section, the gamemaster announces how many movement points each captain may use in this phase.
11. The captain with the greater number of movement points this phase moves his *Starship Silhouette Counter* first. If two or more captains have the same movement, the captain with the tactical advantage will move second. If emergency heading changes are made, stress damage is determined as described in the sections on **Moving The Starship Silhouette Counters.**
12. One at a time, with the faster-moving ships being moved first, all other captains move their *Starship Silhouette Counters* to show that they have moved.

FIRING PHASE

13. The gamemaster announces that the first Firing Phase has begun, asking the captain who *lost* the tactical advantage to declare his target or targets.
14. The captain declares a target for any weapon he has armed and chooses to fire at this time.
15. After the gamemaster asks, the second captain declares his targets, and so on until all captains have announced their targets. The captain who won the tactical advantage declares his targets last.
16. The gamemaster selects which captain will resolve his fire, and help that captain resolve all weapon fire. For each shot taken, the firing ship's captain marks the appropriate track on the *Master Control Panel* to show that the weapon has been fired.
17. The target ship's captain records the effects of any damage taken by his ship, using the appropriate Detailed Damage Location Table. How to do this is described in the section on **Firing Weapons.** This damage does not take effect until the end of the entire Firing Phase.
18. Steps 16 and 17 are repeated until all captains have had a chance to fire their weapons.

CONTINUING THE GAME

19. Each captain with a sensors lock remaining may ask one more question about his target (Step 9). If a ship has been hit by weapon fire from the target of its sensors lock, the sensors lock is broken and no question may be asked.
20. The gamemaster supervises the second Movement Phase and Firing Phase (Steps 10 through 18).
21. Each captain with a sensors lock remaining may ask one last question about his target.
22. The gamemaster supervises the third Movement Phase and Firing Phase. When all firing has been completed in the third Firing Phase, the game turn is over, and the new turn begins with the Power Allocation Phase (Step 1).

ENDING THE GAME

23. When one side or the other has completed the goal set for that side, the gamemaster declares that side the winner and the game is over. If both sides complete their goals at the same time or if he feels that neither side can complete their goals, the gamemaster may declare the game a draw.

MASTER CONTROL PANELS

As the game is played, the *Master Control Panel* is marked to reflect the changing status of power, movement, weapons, shields, and damage. Space for 19 turns has been provided for this purpose.

ENGINEERING DISPLAY

At the beginning of the Power Allocation Phase of each game turn, the Total Power Units Available is determined by adding the Power Available from all engines. This is written in the Total Power box for that turn. As the power is allocated, the number of points given to movement is recorded in the Power To Movement box, the number of points given to weapons is recorded in the Power To Weapons box, and the number of points given to shields is recorded in the Power To Shields box. The sum of these three numbers cannot be more than the number in the Total Power box.

If the engines take stress damage from emergency heading changes, or if the engines are damaged in combat, the appropriate boxes are marked off from the right on the Engine Power Tracks. This allows the Total Power to be calculated by adding up the numbers on the right-hand end of the engine Power Tracks.

HELM DISPLAY

In the Power Allocation Phase of each game turn, calculate the number of movement points by using the Movement Point Ratio and the number in the Power To Movement box. Write this in that game turn's Movement Points box. No way is given for a continuous record to be kept of the movement points used during the turn; if necessary, this information can be recorded on a sheet of scratch paper.

If warp speed is to be changed, erase the warp speed circled and circle the new warp speed.

Engineering Display

Master Control Panel

Impulse Engine

Type ________ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23

Warp Engine #1

Type ________ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26

Warp Engine #2

Type ________ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26

Vessel Name ________

Vessel Class IX

Captain's Name ________

Skill Rating ________ Crew Efficiency Rating ________

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Total Power Units Available																			
Power to Movement Movement Point Ratio ___ / ___																			
Power to Shields Shield Point Ratio ___ / ___																			
Power to Weapons																			

Helm Display

Movement Points																			
Current Warp Speed																			

Weapons Display

Beam Type ________ Firing Chart K
Power Range ________ +3(-) +2(-) +1(-)

Beam Type ________ Firing Chart ________
Power Range ________ +3(-) +2(-) +1(-)

Beam Type ________ Firing Chart ________
Power Range ________ +3(-) +2(-) +1(-)

Beam Type ________ Firing Chart ________
Power Range ________ +3(-) +2(-) +1(-)

Beam Type ________ Firing Chart ________
Power Range ________ +3(-) +2(-) +1(-)

Missile Type ________ Firing Chart H
Power to Arm 1 Damage 6

Weapon	Firing Arc																			
Type ________	F P S A																			
Type ________	F P S A																			
Type ________	F P S A																			
Type ________	F P S A																			
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WEAPONS DISPLAY

In the Power Allocation Phase of each game turn, choose which weapons to arm. Write the number of points used to arm each weapon in that weapon's box. The total number of points used cannot be more than the Power To Weapons. When weapons are fired, draw a slash through the number in the box. If a weapon is damaged, cross out all remaining boxes for that weapon. At the end of the game turn, draw a slash through the numbers for each unfired weapon.

DAMAGE CONTROL DISPLAY

In the Power Allocation Phase of the game turn, calculate the number of shield points by using the Shield Point Ratio and the number in the Power To Shields box. Then mark which shields are powered by drawing a vertical line through the boxes below the number of shield points given to each shield. If a shield is unpowered, draw a vertical line through all the boxes. Remember, the number of points given to each shield cannot be more than the Maximum Shield Power given at the top of the sheet, and the total cannot be more than the number in the Shield Points Available box except for bonuses from a successful Crew Efficiency Rating roll.

As a shield absorbs damage during combat, draw a slash through the appropriate boxes. When the 0 box is the only one remaining, damage is given to the vessel. If a shield itself is damaged during combat, draw a vertical line through its boxes in each of the remaining blocks, to indicate that it may not be powered for the rest of the game.

In the Sensors Phase, the ship captain may choose a target for a sensor lock. If a lock is obtained, he circles *L*, and if one is not obtained, he circles *O*. If the sensors are damaged during play, he crosses off the number of boxes that the sensors are out, beginning with the box for the next game turn.

As the superstructure takes damage from emergency heading changes and from combat, mark off the boxes on the Superstructure track. If the damage chart indicates that casualties are taken, write the percent of casualties in the box provided. When sufficient casualties are taken to impair efficiency, mark off the appropriate box on the Die Roll Modifier Track, so that the appropriate modifier may be read at the right-hand end of the track.

MOVING THE STARSHIP SILHOUETTE COUNTER

The *Starship Silhouette Counter* is moved in the sam way as in the basic and advanced games, but stress fror emergency heading changes is handled differently.

STRESS FROM EMERGENCY HEADING CHANGES

Instead of a single point of automatic stress damag being given to the warp engines and recorded on the Tot Power Units Available Track, one point is given to *each* war engine. These are recorded on the Warp Engine Powe Tracks, and on the Total Power Units Available Track. Severa additional points of stress damage may be given to the war engines and the superstructure, depending on the vessel' warp speed.

When the vessel makes an emergency heading chang of two hex-sides, the Emergency Heading Change Stres Charts must be consulted as usual. If a number occurs in th stress column for a given warp speed, *that* is the number c stress damage points applied to the appropriate track. Engin stress damage is applied to the Engine Power Track of eacl warp engine a vessel has, so that the Total Power Unit Available decrease markedly if the vessel has two warp en gines and is going a high warp number. Superstructure stres damage is applied to the Superstructure Damage Track a before.

FIRING WEAPONS

Weapons are aimed and fired as in the basic and ad vanced games, and the deflector shields are taken into ac count as before. The main difference in *EXPERT STARSHI TACTICS* is in damage location. The Simple Damage Locatior Table from the basic/advanced game is not used in this game; instead, the Detailed Damage Location Charts are used. Ir this game, damage location depends on the direction of fire (the shield penetrated) and the position of the warp engines in the vessel.

DETAILED DAMAGE LOCATION CHARTS

There are three different Detailed Damage Location Charts, one for vessels with the warp engines near the front (forward), one for vessels with warp engines in the center, and one for vessels with the warp engines near the rear (aft). Each chart contains six tables, one for each of the shields.

When the damage location is determined, the gamemaster selects the correct chart, depending on the configuration of the vessel. Chart A is used if the vessel's warp engines are forward, Chart B is used if they are in the center, and Chart C is used if they are aft. The Ship Data Tables give the correct chart.

The shield penetrated determines the table to use on the Damage Location Chart. The target ship's captain rolls one die, and the gamemaster cross-indexes the result on the damage table for the shield hit. The result gives the specific location. The target ship's captain rolls once for each hit that penetrated the shields, no matter how many points of damage got through the shield. If the damage location was a shield, the sensors, or a weapon, that system is damaged for the rest of the game. If the hit was on superstructure, impulse engine, or warp engine, that system takes the number of damage points indicated. Several special results are possible; these are detailed below.

Shield Generator Damaged

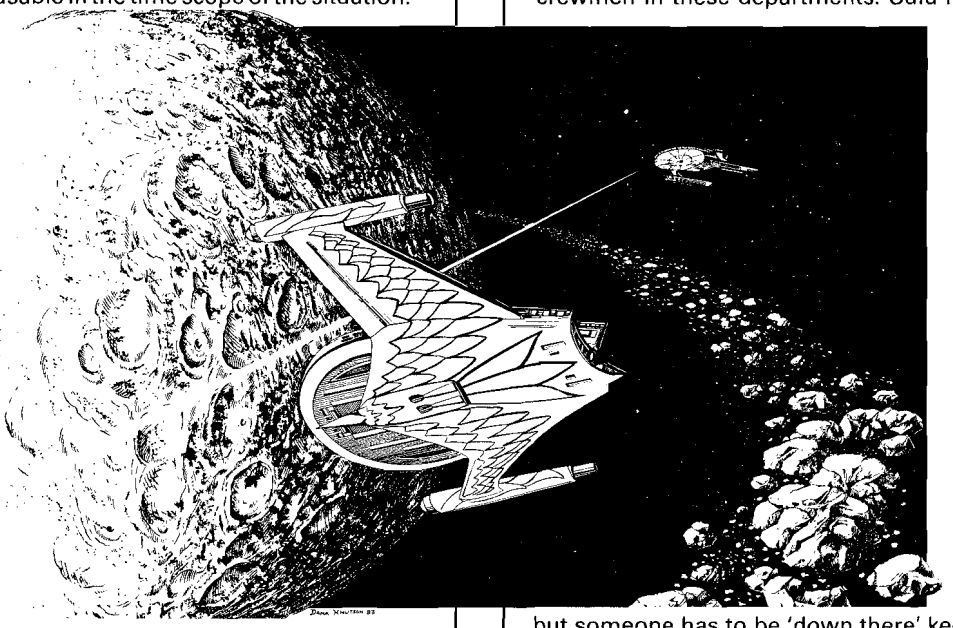
One damage point is given to the superstructure. The generator on the shield struck is no longer functional at the beginning of the next turn, and the shield cannot be maintained for the duration of the scenario.

Weapon Damaged

One damage point is given to the superstructure. A 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 a missile weapon that can bear is hit. Similarly, if a missile weapon is hit and none can bear, a beam weapon is hit instead. If there are no weapons that can bear on the shooting ship, this result has no effect other than the superstructure damage.

Superstructure Hit

Record the damage on the Superstructure Damage Track. This does not necessarily represent the ship 'falling apart,' but instead systems damaged, hull damage, internal structure damage, electric conduit damage, and so forth. Basically, superstructure damage represents portions of the vessel rendered unusable in the time scope of the situation.



Warp Engine Hit

The warp engine closest the shield hit takes damage; if the specific engine is not clear, roll randomly to determine which is damaged. Damage is recorded on its Engine Power Track, which is reduced by the damage points taken. Structural damage has not necessarily occurred, because the damage includes circuits shorting out, electrical conduits broken, temporary outages of power, and so forth.

Impulse Engine Hit

The impulse engine has taken damage, which is recorded on its Engine Power Track.

Sensors Out

One damage point is given to the superstructure. No sensor information can be obtained, sensor lock is lost, weapons cannot be fired.

This condition may last for one or two game turns. The captain of the damaged ship rolls one die in secret. On a result of 1 – 5, the sensors are out for one game turn; on a roll of 6 – 0, the sensors are out for two game turns.

Bridge Hit

Bridge personnel are shaken about, possibly badly enough so that they cannot perform duties. In this game, this result only gives 1 point of superstructure damage and 1% casualties per damage point taken.

Engineering Out

Engineering personnel are shaken about, possibly badly enough so that they cannot perform duties. In this game, this result only gives 1 point of superstructure damage with 1% casualties per damage point taken.

Casualties

Some of the damage locations in the tables are followed by numbers in parentheses. These numbers tell the percentage of the crew that are casualties from the hit. For example, if the number in parentheses is a '1,' then 1% of the crew are casualties.

Casualties are not necessarily deaths. Most often they are crew members injured or shook up enough that they can no longer function in the current situation without medical attention. They can, however, cause the ship to lose efficiency.

As the casualties are taken, they are recorded as percents in the Casualties box. For every 10% of the crew that become casualties, all die rolls are modified by a +1. Emergency heading change stress rolls and to-hit rolls for weapons are both modified. These modifications represent the loss of crewmen in these departments. Sulu may push the button, but someone has to be 'down there' keeping the equipment working during combat.

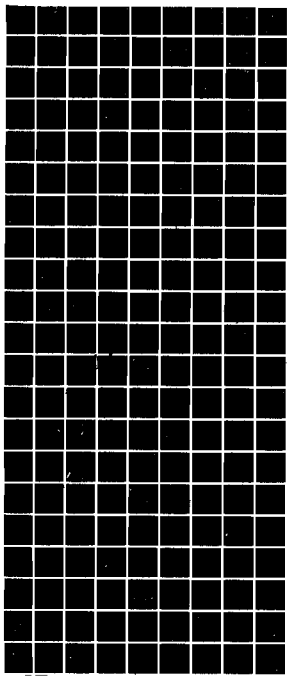
SHIP EXPLOSIONS

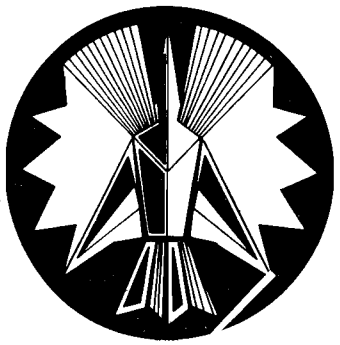
Ship explosions may occur as in the advanced game, but damage is awarded by consulting the following table:

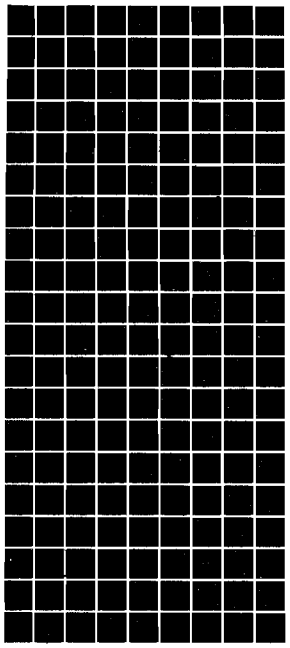
DAMAGE FROM EXPLODING SHIPS

Range	*Damage From Explosion*
Same hex	2x exploding ship's Power Units Available
1 hex	1x exploding ship's Power Units Available
2 hexes	½ exploding ship's Power Units Available
3 hexes	¼ exploding ship's Power Units Available
4 hexes	⅛ exploding ship's Power Units Available
5 hexes	1/16 exploding ship's Total Power Units Available
6 hexes	1/32 exploding ship's Total Power Units Available
7-10 hexes	1 damage point

Round all fractions up. As in the advanced game, a ship within ten hexes will always suffer at least one point of damage no matter how much available power the exploding ship has. Damage is applied as in the advanced game, and damage location rolls are made on the Detailed Damage Location Charts for every five points of damage.







THE ROMULAN GAMBIT

Background

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

Ship Data

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

Game Setup

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

Victory Conditions

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

Notes

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

RAIDERS

Background

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

Ship Data

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

Game Setup

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

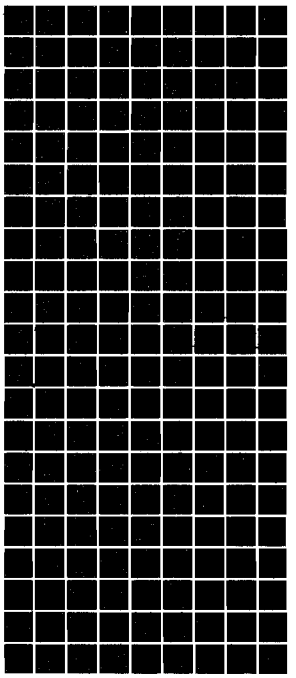
Victory Conditions

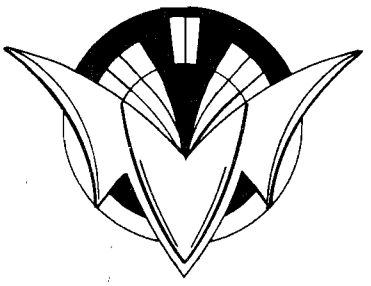
The Klingon must exit opposite edge of map with at least one-third the of superstructure and power points remaining *and* disable (reduce to zero power or superstructure) at least *one* Orion vessel to win a decisive victory. If the Klingon ship escapes with at least one-third power and superstructure,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

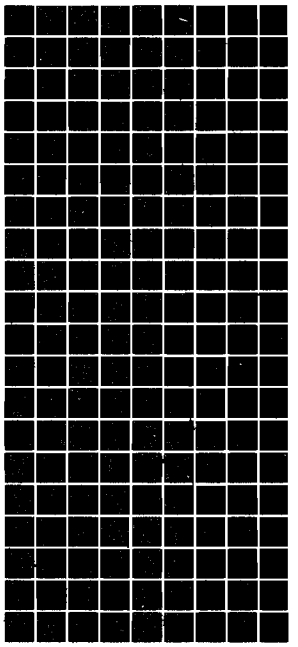
If the Klingon takes more damage than this, but still escapes, the game is a draw: the Klingon commander will have been humiliated, but will still be able to report the treachery, and the Orions will have failed to get the data they desire.

Notes

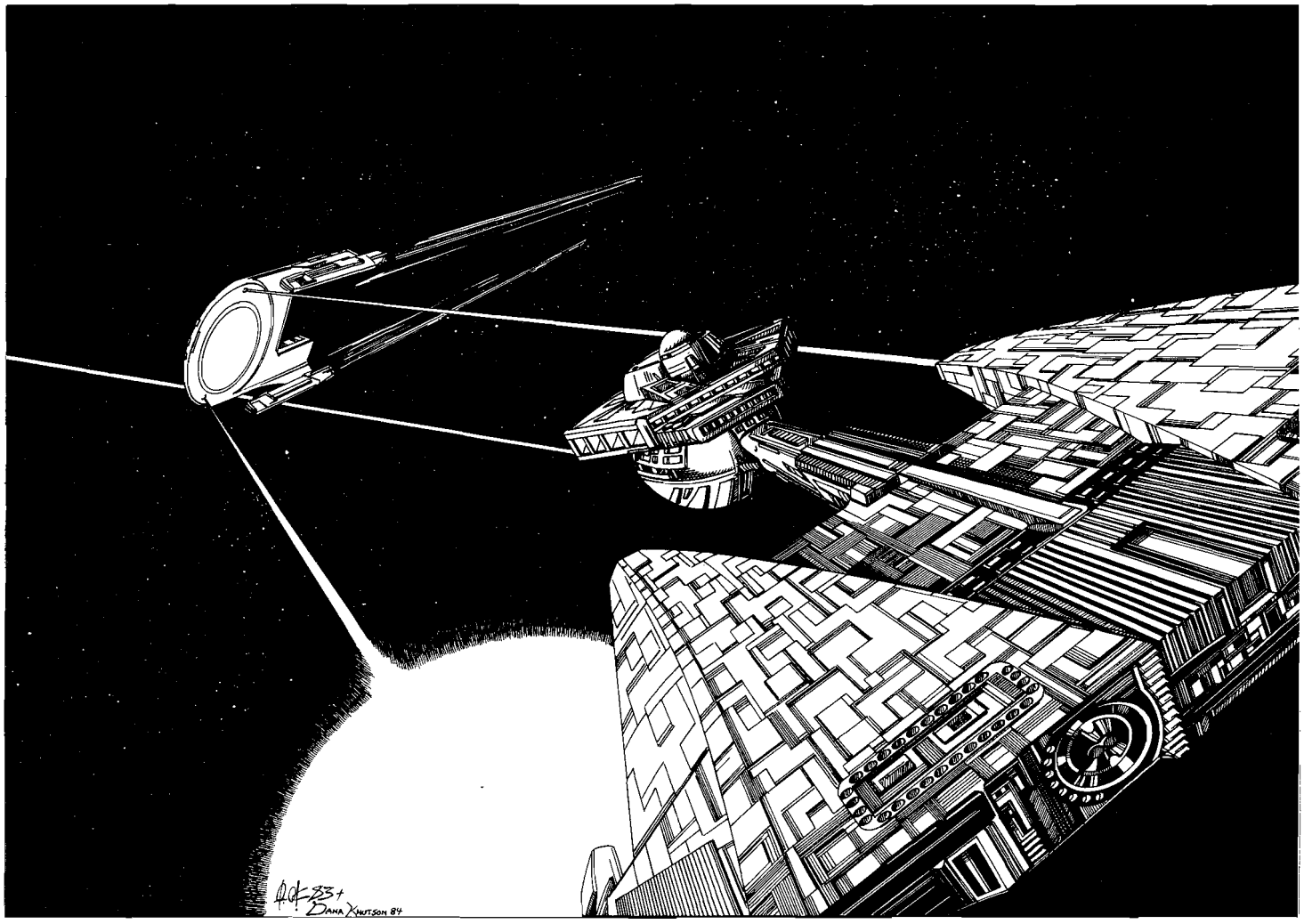
It's an all-or-nothing situation for the Orions. If they fail to cripple the Klingon ship, they win no victory at all. The Orions must force the Klingon vessel to surrender (reduce it to zero power or superstructure) to win.







COMMAND & CONTROL



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

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

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

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

COMPONENTS NEEDED

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

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

COMMAND CONTROL PANELS

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

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

MASTER CONTROL PANELS

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

PLAYER CHARACTER ROLES

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

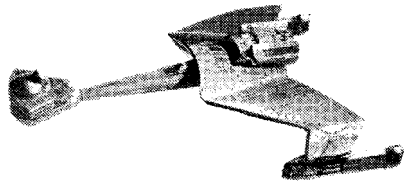
CAPTAIN

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

CHIEF ENGINEER

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

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



HELMSMAN

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

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

SCIENCE OFFICER/NAVIGATOR

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

ROLE OF THE INSTRUCTOR

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

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

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

SKILL ROLLS

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

SKILL RATINGS

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

Captain

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

Chief Engineer

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

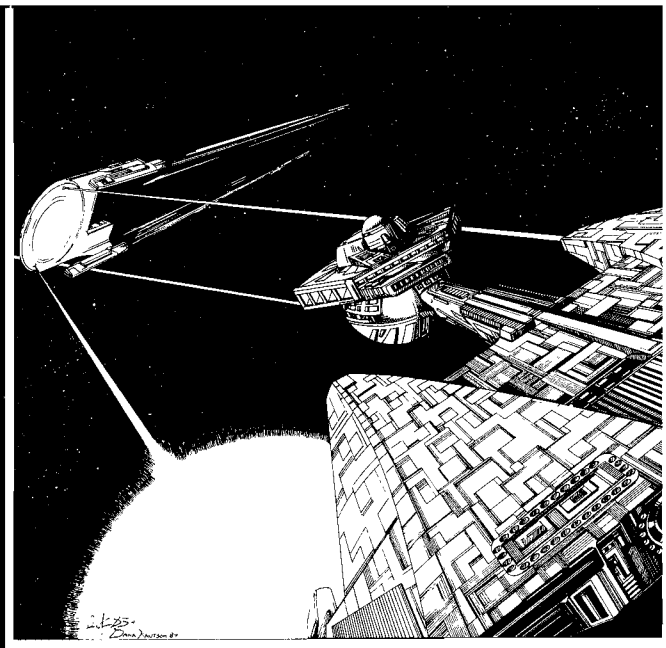
Warp Drive Technology is the skill that covers knowledge of the matter/antimatter mix formula that runs the ship. Development in this area includes altering the mix to meet a variety of situations, including emergencies such as starting the engines cold and nursing more power from them in response to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

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

Helmsman

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

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



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

Science Officer/Navigator

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

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

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

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

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

CREATING THE SKILL RATINGS

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

CAPTAIN

PLAYING THE ROLE

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

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

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

THE SKILL ROLL AND TACTICAL ADVANTAGE

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

CHIEF ENGINEER

PLAYING THE ROLE

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

THE SKILL ROLLS

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

Extra Power

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

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

Engine Repair

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

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

Emergency Warp Speed Changes

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

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

USING THE ENGINEERING PANEL

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

Engine Power Tracks

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

The Engine Power Tracks record the power points available from each engine. At the beginning of the game, *Power Counters* are placed on each of these tracks on the boxes for the Power Units Available given in the Ship Data Sheets. As engines are damaged, the *Power Counters* are moved to the left. When the counter reaches *0* on a track, that engine

is no longer producing power. If the *Engineering Panel* has been photocopied, it is a good idea to write in the Engine Type and to mark off the boxes that are not used in each track.

Total Power Units Available Track

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

Power To Combat Systems Tracks

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

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

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

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

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

Record the Shield Point Ratio in the space provided.

Recording Power Expended

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

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

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

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

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

Resetting The Panel

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

HELMSMAN

PLAYING THE ROLE

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

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

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

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

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

THE SKILL ROLLS

During the Skill Roll Phase, the Helmsman will make a roll against his Skill Rating in *Ship's Weaponry Operation.* In a Movement/Firing Phase, he will make a Skill Roll against his rating in *Starship Helm Operation* if he decides to make an emergency heading change.

To-Hit Bonus

Twice per game turn, the Helmsman may attempt to get a to-hit bonus. If the Helmsman's roll in the Skill Roll Phase is less than or equal to his rating in *Ship's Weaponry Operation,* he will have aimed his weapons particularly well and in that Firing Phase, his die rolls will act as though they were 1 point less. For example, if he rolls a 5 to hit, the die roll becomes a 4. This gives him a 10% better chance to hit!

Stress From Emergency Heading Changes

If a Helmsman desires to make an emergency heading change of 2 hex-sides in a single Movement Phase, he may decrease stress somewhat by applying his skill in *Starship Helm Operation.*

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

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

USING THE HELM AND WEAPON SYSTEMS PANEL

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

Movement Points Available Track

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

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

Current Warp Speed Track

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

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

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

Firing Charts

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

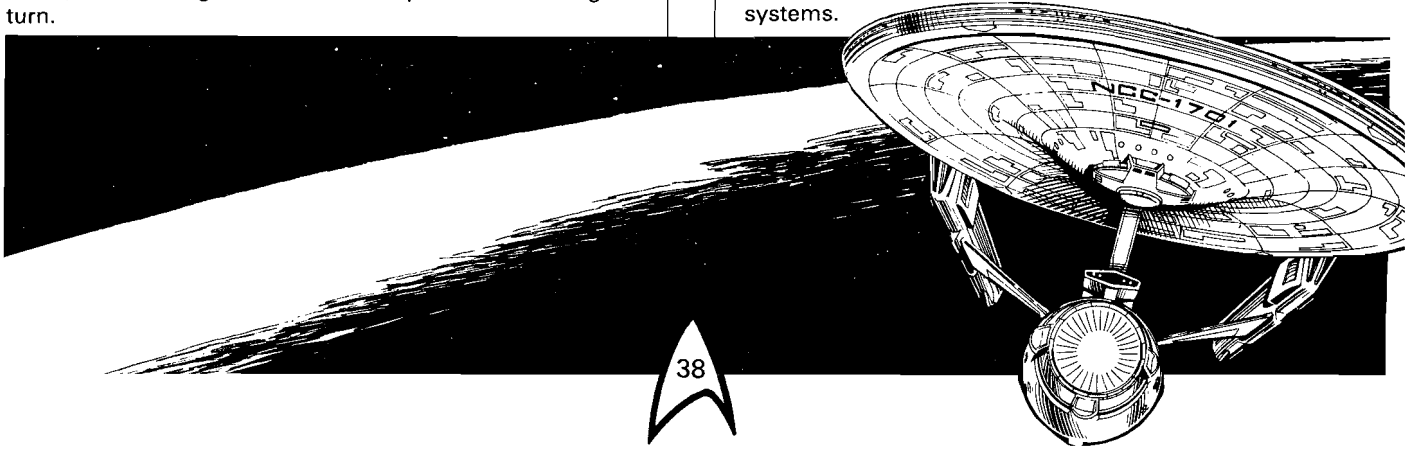
Weapons Tracks

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

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

Powering Down Due To Engine Damage

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



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

Resetting The Panel

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

SCIENCE OFFICER/NAVIGATOR

PLAYING THE ROLE

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

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

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

THE SKILL ROLLS

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

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

Extra Shield Protection

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

If the Skill Roll was 01–05, then the bonus is 4 shield points. The only restriction on their use is that no shield may be powered to more than 2 points above its stated maximum.

Damage Control

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

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

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

Superstructure Repairs

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

If the roll is equal to or less than his Skill Rating, he may repair 1 point of damage. He moves the *Superstructure Counter* one box to the right on the Superstructure Damage Track. If the roll is 01 – 05, he may repair two points of superstructure damage in the game turn.

Reducing Casualties

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

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

Using Sensors

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

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

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

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

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

Preventing Ship Explosions

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

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

Difficult Communications Tasks

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

USING THE DAMAGE CONTROL PANEL

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

Sensors Track

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

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

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

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

Sensors Damaged: If the sensors are damaged in combat, roll one die. A result of 1–5 means the sensors are damaged one Movement/Firing Phase, and a roll of 6–0 means that they are damaged for two Movement/Firing Phases. Move the *Sensors Counter* to the appropriate box to record this damage. When the damage takes effect, no more questions may be asked.

At the end of the *next* Firing Phase, the counter may be moved one box to the right. When it is again on *OPER,* a sensor lock may be attempted instead of the regular sensors question.

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

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

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

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

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

Superstructure Damage Track

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

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

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

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

Percentage Of Casualties Tracks

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

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

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

Die Roll Modifiers: The Tens Track also records the Die Roll Modifiers required because of crew casualties. At the beginning of the game, the *Crew Counter* is on *0* and the Die Roll Modifier is *none.* As the casualties increase, the Die Roll Modifier increases automatically.

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

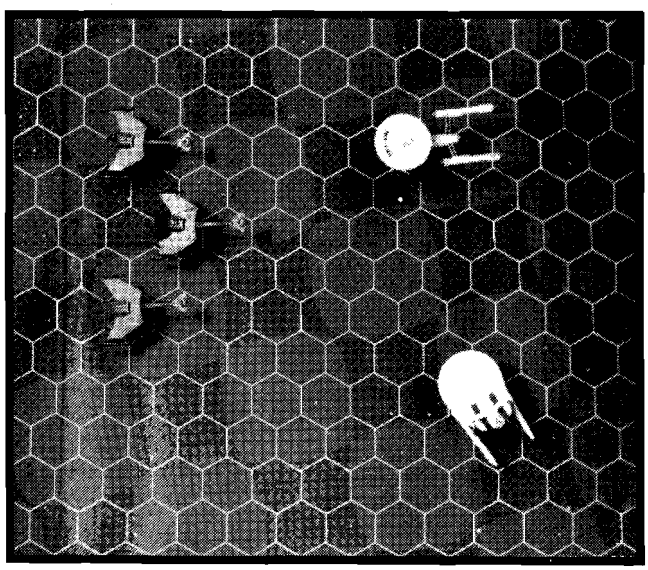
Deflector Shield Tracks

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

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

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

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



Powering Down Due To Engine Damage

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

Resetting The Panel

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

THE INSTRUCTOR

PLAYING THE ROLE

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

Designing The Encounters

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

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

He must also decide on the background for the encounter, the story that will be told to the players giving them a rationale for their presence and an idea of what they are to accomplish. Ideas for these stories can come from almost anywhere. They may be the basic plots from one of the TV shows or from one of the many *STAR TREK* novels. One of the adventures published by FASA also may be used.

In creating his own stories, the gamemaster can use the various **Hints On Play** sections of these rules to help him as well as the sections on **Battle Tactics**.

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

Presenting The Scenarios

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

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

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

Judging The Action

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

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

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

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

USING THE *MASTER CONTROL PANELS*

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

BRIDGE HITS AND *DEX* ROLLS

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

Bridge Hit

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

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

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

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

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

BRIDGE PERSONNEL SHAKEN

Die Roll	*Officer Affected*
1 – 3	No Effect
4 – 6	Science Officer
7 – 9	Helmsman
10	Both Helmsman and Science Officer

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

The officer in charge of the system will spend the next Movement and Firing Phases repairing the system. At the end of the next Firing Phase, he will make a Skill Roll against his rating in the appropriate skill to see if the repair was completed. If the Skill Roll is less than or equal to the officer's rating, the system is repaired. If the roll is greater than the officer's Skill Rating, the repair is more difficult than it looked at first, requiring more time to complete. The officer may reroll at the end of the following Firing Phase, but he has a 5% penalty added to his percentile dice roll.

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

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

SYSTEM SHAKEN

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

Engineering Out

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

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

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

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

SEQUENCE OF PLAY

SKILL ROLL PHASE

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

POWER ALLOCATION PHASE

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

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

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

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

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

TACTICAL ADVANTAGE PHASE

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

SENSORS PHASE

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

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

MOVEMENT PHASE

10. The gamemaster announces that the first Movement Phase has begun. If the Science Officer/Navigator has a sensors lock, he may ask his sensors question(s), which the gamemaster answers.

11. The gamemaster announces how many movement points each captain may use in this phase. The Helmsman with the greater number of movement points this phase moves his *Starship Silhouette Counter* first. If two or more ships have the same movement, the ship whose captain has the tactical advantage will move second.

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

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

FIRING PHASE

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

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

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

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

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

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

CONTINUING THE GAME

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

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

ENDING THE GAME

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

WEAPON FIRING SEQUENCE

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

1. The Helmsman announces the weapon that will fire and its target.

2. Together, the Helmsman and gamemaster determine range and hex-side hit.

3. Twice per game turn, the Helmsman may decide to fire one weapon or weapon bank at a bonus. He makes a Skill Roll against his rating in *Starship Weaponry Operation*. If the roll is less than or equal to his Skill Rating, he gains a bonus of +1 to his To-Hit Roll.

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

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

Target Missed

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

7. The game is resumed.

Target Hit, No Sensors Lock

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

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

Target Hit, Sensors Locked On
6. The Helmsman (gamemaster) determines the total damage.
7. The gamemaster informs the Science Officer/Navigator whether the shield was penetrated or not.
8. If the shield is penetrated, the gamemaster asks the Science Officer/Navigator to roll one die and compare the result with the appropriate Detailed Damage Location Table to determine hit location.
9. The shot is recorded, and the game is resumed.

DAMAGE SEQUENCE

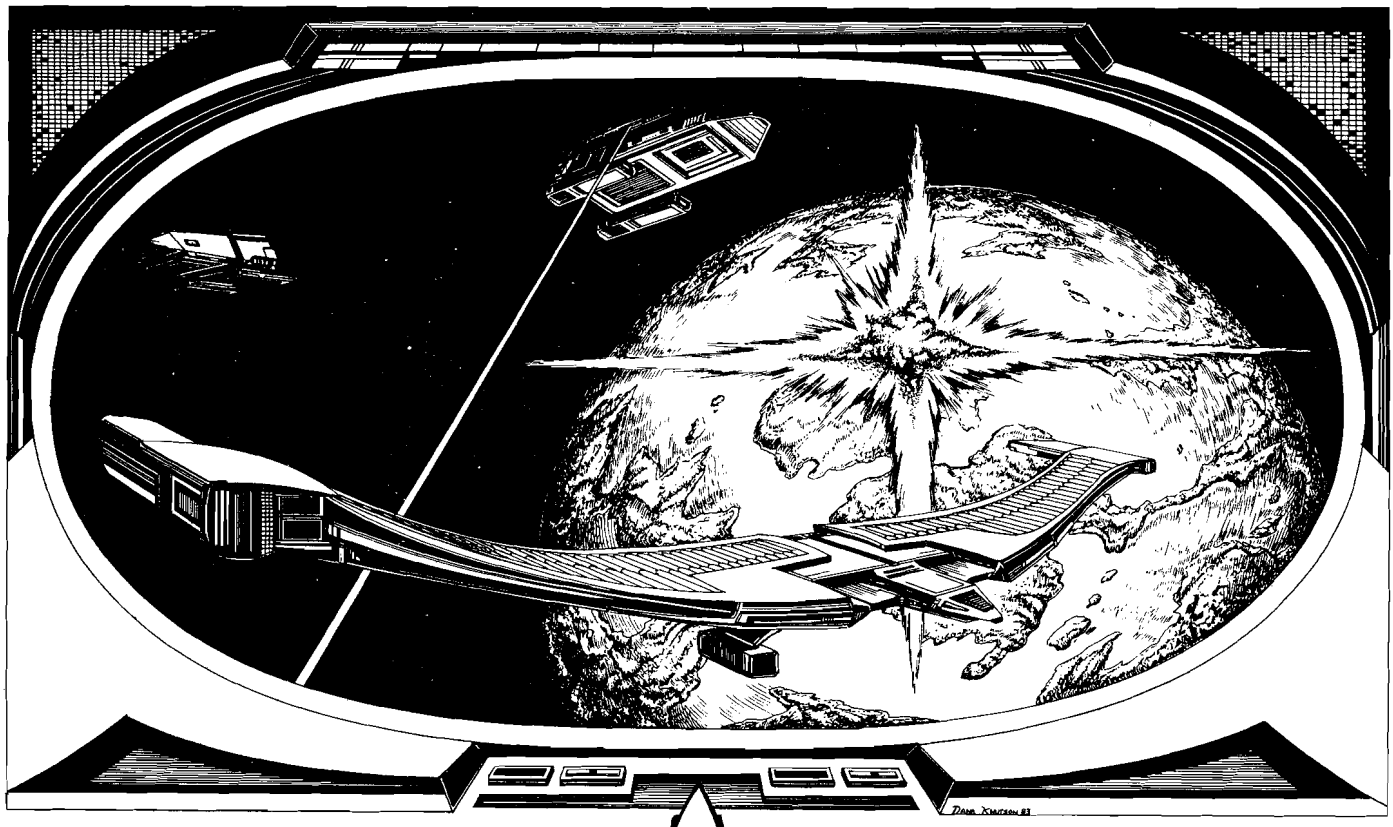
This sequence is used for incoming fire. For damage from outgoing fire, the gamemaster makes all rolls in secret, except where noted in the **Weapon Firing Sequence.**
1. The gamemaster announces the amount of damage and shield struck.
2 The Science Officer/Navigator subtracts damage from shielding, moving the *Shield Counter* on the appropriate shield track to record this. If the shielding was greater than the damage, the shield was not penetrated.
3. If the damage is greater than the shielding, and if the Science Officer/Navigator has chosen to apply his combat bonus to Damage Control, he may apply the bonus, or part of it, at this time, subtracting it from the damage. If the damage is reduced to 0, the shield was not penetrated.

Shield Not Penetrated
4. The game is resumed.

Shield Penetrated
4. The gamemaster announces hit location.
5. The appropriate officer moves *Display Counter* to record damage effects.
6. The game is resumed.

EMERGENCY HEADING CHANGE SEQUENCE

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



EXPANDING FOR MORE PLAYERS

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

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

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

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

ADVENTURES AND CAMPAIGNS

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

Initial Advancement Points

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

Victory Points

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

Rescues During Combat

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

ROTATING THE POSITIONS

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

COMMAND & CONTROL SCENARIO

THE *KOBYASHI MARU*

Background

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

Ship Data

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

Game Setup

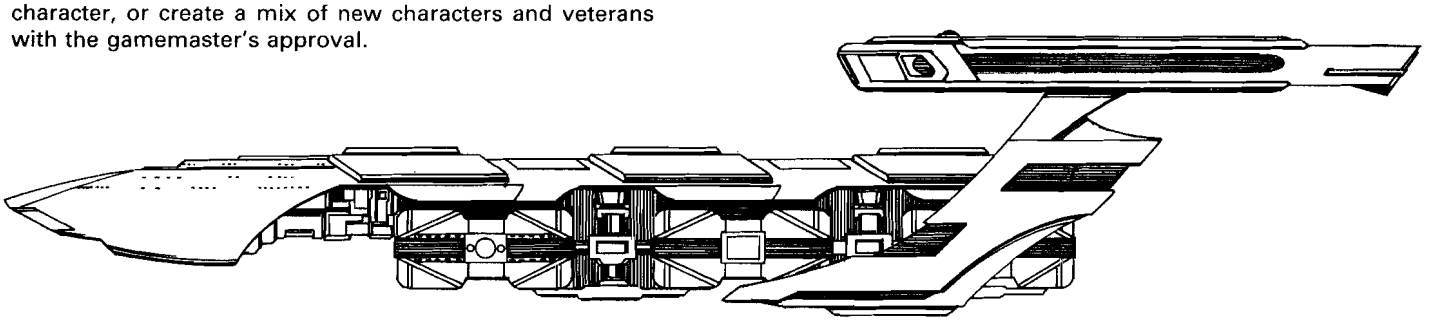
Place the Federation vessel on one of the narrow ends of the *Starfield Mapsheet* and the Klingon battle group on the other, opposite it.

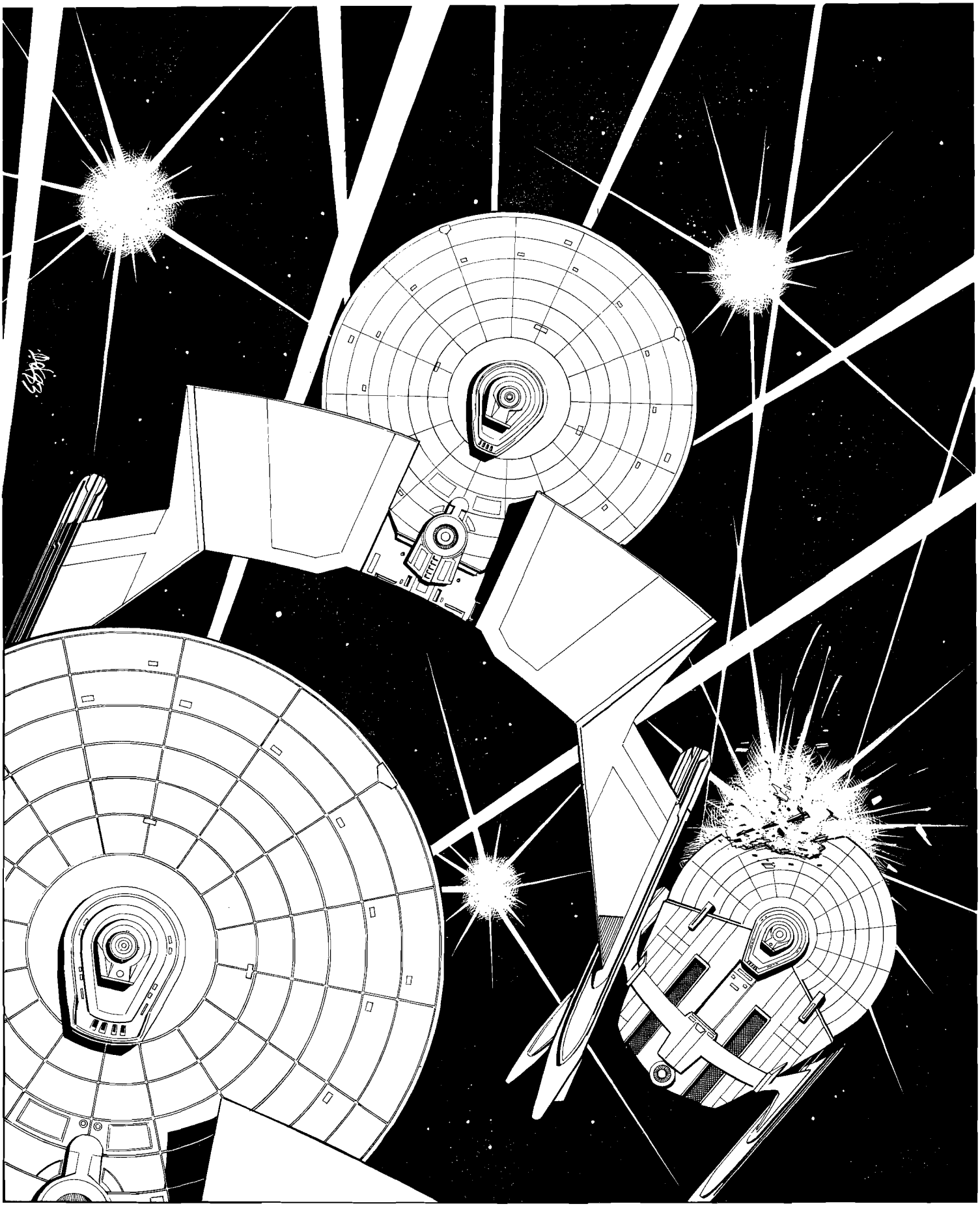
Victory Conditions

The Federation players win if they exit the Klingon side of the board in 15 turns or fewer with superstructure and engines at least 1/3 intact. The Klingon player wins if he prevents this. The Federation ship may not leave the map in any other direction or disengage by increasing warp speed. If it does so, the Klingons win automatically.

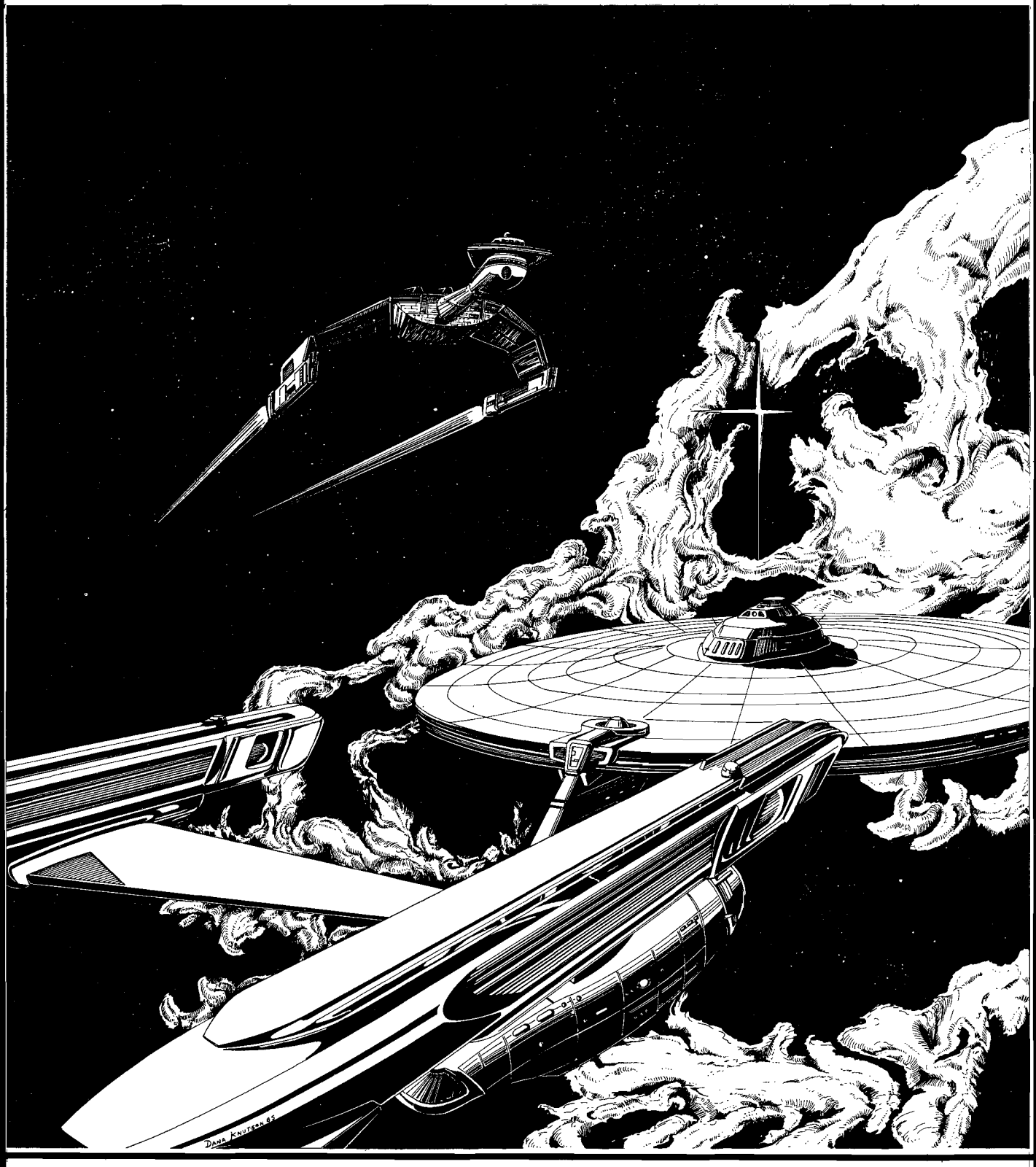
Notes

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





STARSHIP DATA & COMBAT CHARTS



INTRODUCTION

This book includes the technical data and the tables and charts needed to play **Starship Tactics** and **Command & Control**. Information is provided on the use of each table and chart, and a sequence of play is provided for each game.

USING THE SHIP DATA TABLES

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

VARIABLE DATA FOR *BASIC* AND *ADVANCED STARSHIP TACTICS*

Some of the data given in the Ship Data Tables have values that change depending on the game being played. The variable value used only in **Basic Starship Tactics** or **Advanced Starship Tactics** is given in *italic print* and is preceded by the designation ***TAC:***. The value used for **Expert Starship Tactics** or **Command & Control** is given first in all cases. Data that does not vary from game to game has no designation. Data for **Basic** and **Advanced Starship Tactics** is one-third as large as the data for **Expert Starship Tactics,** making the numbers easier to use.

ENGINES AND POWER DATA

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

Total Power Units Available

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

Movement Point Ratio

This gives the relationship between power points and movement points. It is expressed as power points/movement points. When calculating the power and movement points for **Basic** and **Advanced Starship Tactics,** round any fractional movement points down and any fractional power points up. Thus, for a Movement Points Ratio of 4/3, one power point gives .75 movement points, which rounds down to 0 (zero) movement points. To get one movement point would take 1.333 power points, which rounds up to two power points.

Engine Data

Engine Type relates this book to the tables given in the ***Ship Construction Manual.*** *Number* tells how many of each engine type the vessel has. *Power Units Available* gives the power each engine produces every turn it is undamaged; this also is the number of damage points that engine can sustain before it becomes inoperative. *Maximum Safe Warp Speed* tells how fast the vessel may travel during normal operations; this may be exceeded briefly during emergencies, during which the ship may travel at the *Emergency Warp Speed. Stress Charts* tells the appropriate tables to consult if more than one heading change is made in a single movement phase.

WEAPONS AND FIRING DATA

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

Firing Arcs

Each weapon, whether it is a beam weapon or a missile weapon, has a field of fire determined by its placement on the ship. Four fields of fire are designated, but the placement of some weapons allows them to bear on more than one field. The four fields are *fwd* (forward, in front), *port* (left side), *stbd* (starboard, right side), and *aft* (to the rear); combinations are designated by a slash (/), such as fwd/port, which means the weapon would cover the front and the left side of the vessel.

Firing Chart

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

Beam Weapon Data

Weapon Type refers to the various weapons listed in the ***Ship Construction Manual,*** relating this book to that one. *Number* tells how many beams the ship has of that type. *Power Range* lists the number of power points that may be used to arm the weapon; in most cases, the damage done by the weapon is equal to this number. *Damage Modifiers* are the bonuses some weapons give to hits at close range. The damage bonus is listed first, and the applicable range is given in parentheses; thus the listing +3(1-10) means that a successful hit on a target up to ten hexes away gives three extra damage points.

Missile Weapon Data

Weapon Type refers to the ***Ship Construction Manual.*** *Number* tells how many weapons the vessel has of this type. *Power To Arm* tells the number of power points that must be allocated to the weapon in order to arm it. *Damage* tells the number of damage points given by the weapon.

SHIELDS AND DAMAGE DATA

This section of the table tells the physical strength of the ship, its defensive capability, and the size of its crew. It provides the information needed to allocate power to shields and to determine the effects of successful hits that damage it.

Superstructure Points

This tells the number of damage points the vessel may sustain on its superstructure before it may no longer operate. It provides the number for the Superstructure Damage Track at the beginning of the game.

Damage Location Chart

This tells the appropriate damage chart that must be consulted in **Expert Starship Tactics** and **Command & Control** to determine the effects of successful hits on the vessel. The Simple Damage Table is used in **Basic** and **Advanced Starship Tactics.**

Shield Data

Shield Type refers to the shield descriptions given in the ***Ship Construction Manual.*** *Shield Point Ratio* is the number of shield points that each allocated power point creates. It is recorded as power points/shield points. When calculating

shield points in **Basic** and **Advanced Starship Tactics,** fractional power points are rounded up, and fractional shield points are rounded down; thus, for the Shield Point Ratio of 2/3, one power point makes one shield point (1.5 rounded down), and it takes two power points (1.333 rounded up) to create two shield points, the same amount as needed to create three shield points. *Maximum Shield Points* tells the greatest shield strength that each shield may carry.

Crew

This tells the number of crewmen in a fully staffed ship. This number can decrease in **Expert Starship Tactics** and **Command & Control**, decreasing the effectiveness of the vessel.

COMBAT EFFICIENCY VALUES

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

Defense Factor (D)

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

Weapons Damage Factor (WDF)

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

Calculating Combat Efficiency

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

If these numbers are multiplied together, a player can determine the Combat Efficiency (CE) of a ship with reasonable accuracy. This number allows the player to compare *two* ships together to see which is the more powerful. The ship with the greater Combat Efficiency will, in general, last longer in combat. In a head-to-head confrontation between the two ships, the ship with the higher CE will likely be the victor.

Balancing Scenarios

The Combat Efficiency Values may also be used in balancing two sides of a scenario. This process is not as exact as comparing two ships with one another, and it should be taken as a guide instead of the absolute truth. There are several ways to do this, and the gamemaster and players may choose which they like best.

The first way would be to add up the Defense Factors of all the ships on one side and all the WDFs of those ships, and to compare these two totals with the totals for the ships on the other side. If the total D *AND* the total WDF of both sides balance, the scenario likely will be balanced.

The second way would be to total the D and the WDF of each side, whether or not these totals balance those of the other side. Then, multiply the the D and WDF of each side together, just as if the CE were being calculated. If the Total CE of both sides (after the multiplication) is balanced, the sides will likely be balanced.

The third way would be add the total D to the total WDF of each side. If these new totals are balanced, the sides will likely be balanced.

USING THE FIRING CHARTS

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

FIRING CHART NUMBER

This is the number listed in the Weapons And Firing Data section of the Ship Data Tables. Not all Firing Charts are used for the ships listed in the Ship Data Tables, but the entire table is given here for completeness.

To determine if a weapon hits, first the appropriate Firing Chart must be located along the top row of the table.

RANGE

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

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

TO-HIT NUMBERS

This is the range of values that the die roll must fall within for a hit to be scored. This number may be increased in **Command & Control** if the Helmsman passes his skill roll. If no number is listed, the target is out of range.

To find the appropriate To-Hit Number, cross-index the Range on the left of the table with the Firing Chart across the top. The values are the To-Hit Numbers. For example, if the weapon's Firing Chart is 8, and the Range to the target is five hexes, cross-indexing gives To-Hit Numbers of 1-6; this means that the shooting player must roll six or less on one die to successfully hit his target.

USING THE DAMAGE LOCATION CHARTS

In **Basic** and **Advanced Starship Tactics,** shots that penetrate the shields damage the ship in the areas given in the Simple Damage Location Table. In **Expert Starship Tactics** and in **Command & Control**, damage location is determined by using the Detailed Damage Location Charts.

BASIC DAMAGE LOCATION TABLE

To find the damage location with the Basic Damage Location Table, roll one die. The die roll is located in the left-hand column and the part of the ship that is damaged is read in the right-hand column.

DETAILED DAMAGE LOCATION CHARTS

Choosing The Damage Chart

Detailed Damage Location Charts are used in **Expert Starship Tactics** and **Command & Control**. There are three series of tables, each depending on the position of the warp engines on the target vessel, most vital in determining the specific damage done. Damage Chart A is used for vessels that have their warp engines located forward. Damage Chart B is used for vessels that have their warp engines located amidships, and Damage Chart C is used for vessels that have their warp engines located aft.

To determine the appropriate chart, consult the Shields And Damage Data section of the Ship Data Table, where the appropriate Damage Chart is listed. The drawings of the vessel also may be consulted, as may the ship miniature. Usually the choice will be easy, but if there is serious doubt for vessels not included in the Ship Data Tables, determine the chart with a random die roll.

Choosing The Location Table

Because the location of the attack is important, each Damage Chart is broken into six tables, depending on the shield under attack. The tables are named for the six shield sides of the target vessel; these are 'port forward,' 'forward,' 'starboard forward,' 'starboard aft,' 'aft,' and 'port aft.'

To find the appropriate table, determine which shield was penetrated. That will be the table to use.

Determining Hit Location

To determine hit location with the detailed Damage Charts, the shooting player rolls one die. His roll is found in the left-hand column, and the hit location is found in the right- hand column. The numbers in parentheses are the percentages of crew casualties for each damage point on that hit location.

For example, if Damage Chart A is to be used, and the ship was being attacked on its forward shield, a die roll of 5 would indicate a hit on the superstructure. The number in parentheses is 2, and so the crew would suffer 2% damage for each damage point that got through the shield on that particular hit.

Perceptive captains will notice that the damage to engines is the most critical from the hex sides closest to the engine. Captains who adjust their tactics to take advantage of this will have a better chance of victory.

USING THE ROMULAN PLASMA WEAPON DAMAGE TABLE

Romulan Plasma Weapons have some of the characteristics of a beam weapon and some of the characteristics of a missile weapon. They are armed like a missile weapon, with a set charge, but they give damage like a beam weapon, the amount depending on the range.

To find the damage done by a Romulan Plasma Weapon, first find the appropriate column and range as with normal weapons. The number cross-indexed is the amount of damage given; no To-Hit roll is needed. For example, if a Romulan fires a plasma weapon using Firing Chart RL-3, and the target ship is nine hexes away, the damage done is 10 points. The *TAC* numbers are given in small italics beside the full numbers.

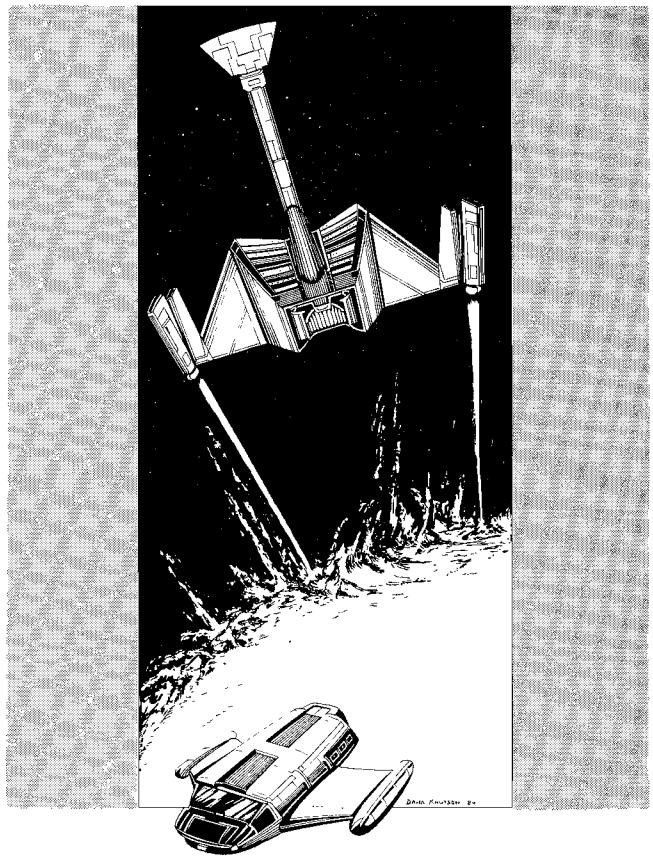
USING EMERGENCY HEADING CHANGE STRESS CHARTS

Each movement phase, a starship may change its heading one hex-side without placing stress on its superstructure or warp engines. In some cases, however, an emergency heading change of two hex-sides might be required; then the Heading Change Stress Charts must be consulted.

There will be automatic damage to the engines of the ship, as detailed in the rules for the game being played. For **Basic** and **Advnaced Starship Tactics,** this damage is 1 point recorded on the Total Power Units Available Track. In **Expert Starship Tactics** and **Command & Control,** this is 1 power point on each warp engine. In **Command & Contorl,** this damage may be reduced by 1 damage point if the Helmsman makes a successful Skill Roll against his rating in *Starship Helm Operation.*

CHOOSING THE STRESS CHART

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



To find out if there is extra stress damage to the superstructure or the warp engines because of a two-hex-side heading change, first find the appropriate letters along the top of the table.

SELECTING THE WARP SPEED

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

After the appropriate Stress Chart has been located, find the vessel's Warp Speed in the column at the left of the table.

FINDING STRESS DAMAGE

To find if extra stress damage occurred, cross-index the Warp Speed and the appropriate Stress Charts, one chart for the superstructure and another for the warp engines.

In **Advanced Starship Tactics,** if a number (any number) is found in the appropriate location on the Stress Chart, then the turn has resulted in stress. If the stress is on the superstructure, one point of damage is given to the superstructure. If the stress is on the warp engines, the Total Power Units Available is decreased by 1. For example, a ship with Stress Charts O/M makes an emergency heading change at warp 3. Consulting Stress Chart O and cross-indexing for warp 3, the table shows a 1, and so there is stress damage to the warp engines. Consulting Stress Chart M at warp 3, the table shows a blank, and so there is no stress on the superstructure.

In **Expert Starship Tactics** and in **Command & Control,** the process is the same, except that the number indicated in the Stress Chart is the number of damage points given by the heading change. If the damage is to the warp engines, EACH engine takes the indicated stress damage. In **Command & Control,** if the Helmsman makes a successful Skill Roll against his rating in **Starship Helm Operation,** he may take the stress damage as though he were going one warp speed slower.

Table No. Range	A(21)	B(9)	C(1)	D(18)	E(11)	F(2)	G(10)	H(3)	I(22)	J(14)	K(8)	L(4)	M(15)	N(25)	O(13)	P(23)	Q(16)	R(17)	S(19)	T(5)	U(6)	V(24)	W(12)	X(7)	Y(20)
1	1-8	1-5	1-10	1-10	1-8	1-10	1-7	1-10	1-8	1-10	1-8	1-10	1-10	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10
2	1-6	1-5	1-8	1-9	1-7	1-9	1-7	1-9	1-8	1-10	1-8	1-10	1-9	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10
3	1-4	1-4	1-6	1-7	1-6	1-7	1-6	1-8	1-7	1-9	1-7	1-9	1-8	1-9	1-9	1-8	1-10	1-9	1-10	1-9	1-9	1-8	1-10	1-10	1-10
4	1-2	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-9	1-7	1-9	1-7	1-9	1-9	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-9	1-9
5		1-3	1-2	1-3	1-4	1-4	1-5	1-6	1-6	1-8	1-6	1-8	1-7	1-8	1-8	1-7	1-9	1-8	1-9	1-8	1-8	1-8	1-9	1-9	1-9
6		1-3	1	1	1-3	1-3	1-5	1-5	1-6	1-8	1-6	1-7	1-7	1-8	1-8	1-7	1-8	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9
7		1-2			1-2	1-2	1-4	1-4	1-5	1-6	1-5	1-6	1-6	1-7	1-7	1-6	1-8	1-7	1-8	1-7	1-7	1-7	1-8	1-8	1-8
8		1-2			1	1	1-3	1-3	1-5	1-4	1-5	1-5	1-6	1-6	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-8	1-8	1-8
9		1					1-2	1-2	1-4	1-2	1-4	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-7	1-6	1-6	1-6	1-7	1-7	1-8
10		1					1	1	1-3	1	1-4	1-3	1-5	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-6	1-6	1-7	1-7	1-7
11									1-2		1-3	1-2	1-4	1-3	1-4	1-5	1-4	1-5	1-6	1-5	1-5	1-6	1-6	1-6	1-7
12									1		1-3	1	1-3	1-2	1-3	1-4	1-3	1-5	1-5	1-5	1-5	1-5	1-6	1-6	1-7
13											1-2		1-2	1	1-2	1-4	1-2	1-4	1-4	1-4	1-4	1-5	1-5	1-5	1-6
14											1-2		1		1	1-3	1	1-3	1-3	1-4	1-4	1-5	1-5	1-5	1-6
15											1					1-3		1-2	1-2	1-3	1-3	1-4	1-4	1-4	1-5
16																1-2		1	1	1-3	1-3	1-4	1-4	1-4	1-5
17																1-2				1-2	1-2	1-3	1-3	1-3	1-4
18																1				1	1-2	1-3	1-3	1-3	1-4
19																					1	1-2	1-2	1-2	1-3
20																					1	1-2	1	1-2	1-3
21																						1		1	1-2
22																								1	1-2
23																									1
24																									1

MOVEMENT WITH THREE MOVMENT/FIRING PHASES

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

BASIC GAME DAMAGE LOCATION TABLE

Die Roll	*Result*
1	Superstructure
2	Superstructure
3	Superstructure
4	Deflector Shield
5	Weapon, Missile
6	Weapon, Beam
7	Engine
8	Engine
9	Engine
10	Engine

TOTAL DAMAGE FROM ROMULAN PLASMA WEAPON

Range	*RL-1*	TAC	*RL-2*	TAC	*RL-3*	TAC
1	24/12	5/4	32/16	11/5	28/14	9/5
2	20/10	7/3	32/16	11/5	28/14	9/5
3	20/10	7/3	32/16	11/5	28/14	9/5
4	16/8	5/3	24/12	8/4	28/14	9/5
5	16/8	5/3	24/12	8/4	24/12	8/4
6	12/6	4/2	24/12	8/4	24/12	8/4
7	8/4	3/1	20/10	7/3	24/12	8/4
8	4/2	1/1	20/10	7/3	24/12	8/4
9	—	—	16/8	5/3	20/10	7/3
10	—	—	16/8	5/3	20/10	7/3
11	—	—	12/6	4/2	20/10	7/3
12	—	—	12/6	4/2	16/8	5/3
13	—	—	8/4	3/1	16/8	5/3
14	—	—	8/4	3/1	12/6	4/2
15	—	—	—	—	12/6	4/2

BRIDGE HIT EFFECTS

BRIDGE PERSONNEL SHAKEN

Die Roll	*Officer Affected*
1-3	No Effect
4-6	Science Officer
7-9	Helmsman
10	Both Science Officer And Helmsman

SYSTEM SHAKEN

Die Roll	*System Affected*
1	Communications/Damage Control
2	Sensors
3	Shields
4	Helm
5	Weapons
6	Weapons
7	Reroll two times, divide roll by 2
8	Reroll three times, divide roll by 2
9	Reroll four times, divide roll by 2
10	No effect

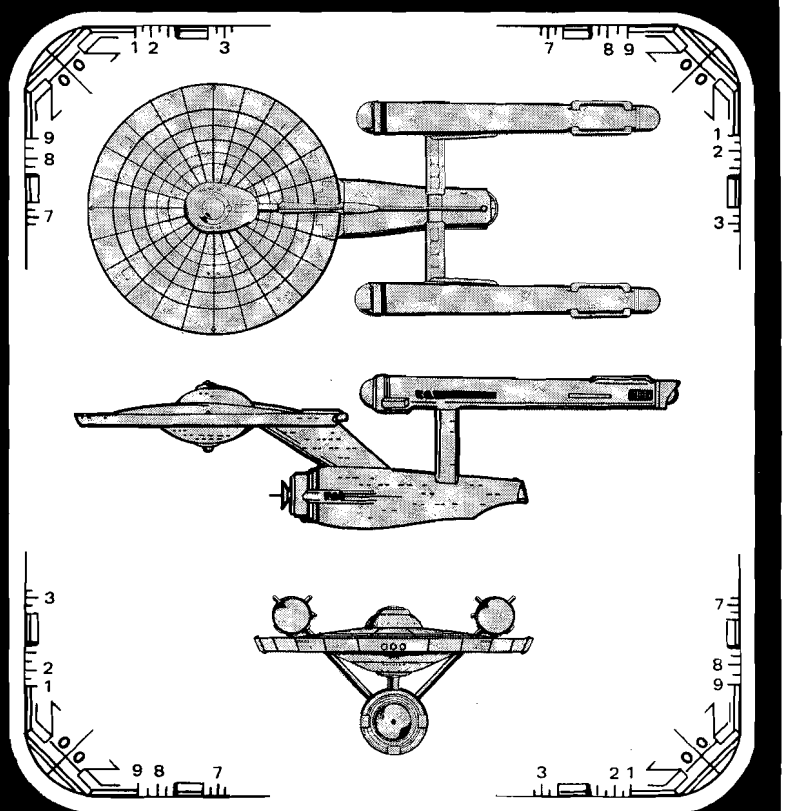
TURN STRESS CHART

Chart Speed	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
SUB	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1
W3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1
W4	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	2
W5	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	2	2	2
W6	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2	2	3
W7	-	-	-	1	1	1	1	2	2	1	2	2	2	3	2	3	2	3
W8	-	1	1	1	2	1	2	2	3	2	2	3	3	4	2	3	3	4
W9	1	1	2	2	3	2	2	3	4	2	3	4	3	5	3	4	3	4
W10	2	2	3	2	4	2	3	3	5	3	3	5	4	6	3	4	4	5

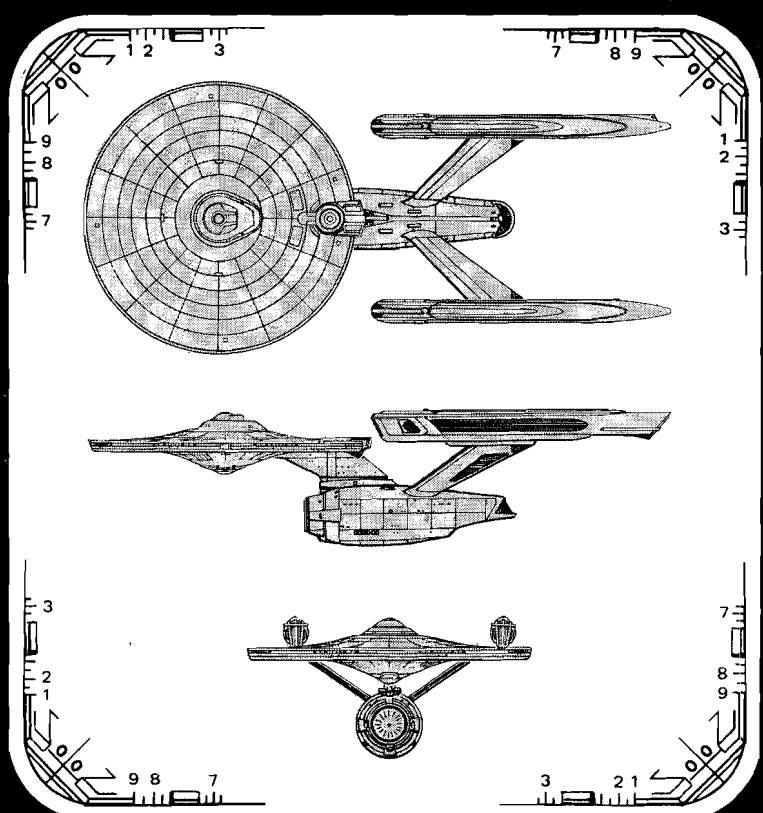
CONSTITUTION CLASS XII CRUISER — *United Federation Of Planets*

Engines And Power Data:
Total Power Units Available — 44 *TAC: 15*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — FWF-1
Number — 2
Power Units Available — 20 each
Stress Charts — G/L
Maximum Safe Cruising Speed — Warp 6
Emergency Speed — Warp 8
Impulse Engine Type — FID-2
Power Units Available — 4
Weapons And Firing Data:
Beam Weapon Type — FH-3 Phaser
Number — 6, mounted in 3 banks of 2
Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart — W
Power Range — 0–5 *TAC: 0–2*
Damage Modifiers —
+3(1–10) +2(11–17) +1(18–20)
TAC: +2(1–10) +1(11–17)
Missile Weapon Type — FP–1 Photon Torpedo
Number — 2
Firing Arcs — fwd
Firing Chart — L
Power To Arm — 1
Damage — 10 *TAC: 3*
Shields And Damage Data:
Superstructure Points — 20 *TAC: 7*
Damage Chart — C
Shield Type — FSN
Shield Point Ratio — ½
Maximum Shield Power — 16 *TAC: 5*
Crew — 430
Combat Efficiency: D-83.6
WDF-43.6

(This is the *USS Enterprise* from the Star Trek TV series.)



ENTERPRISE CLASS XI CRUISER — *United Federation Of Planets*



Engines And Power Data:
Total Power Units Available — 60 *TAC: 20*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — FWG-1
Number — 2
Power Units Available — 26 each
Stress Charts — D/F
Maximum Safe Cruising Speed — Warp 8
Emergency Speed — Warp 10
Impulse Engine Type — FIE-2
Power Units Available — 8
Weapons And Firing Data:
Beam Weapon Type — FH-11 Phaser
Number — 6, mounted in 3 banks of 2
Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart — Y
Power Range — 0–10 *TAC: 0–3*
Damage Modifiers —
+3(1–10) +2(11–17) +1(18-24)
TAC: +2(1-10) +1(11–17)
Missile Weapon Type — FP-Photon Torpedo
Number — 2
Firing Arcs — fwd
Firing Chart — S
Power To Arm — 1
Damage — 20 *TAC: 7*
Shields And Damage Data:
Superstructure Points — 26 *TAC: 9*

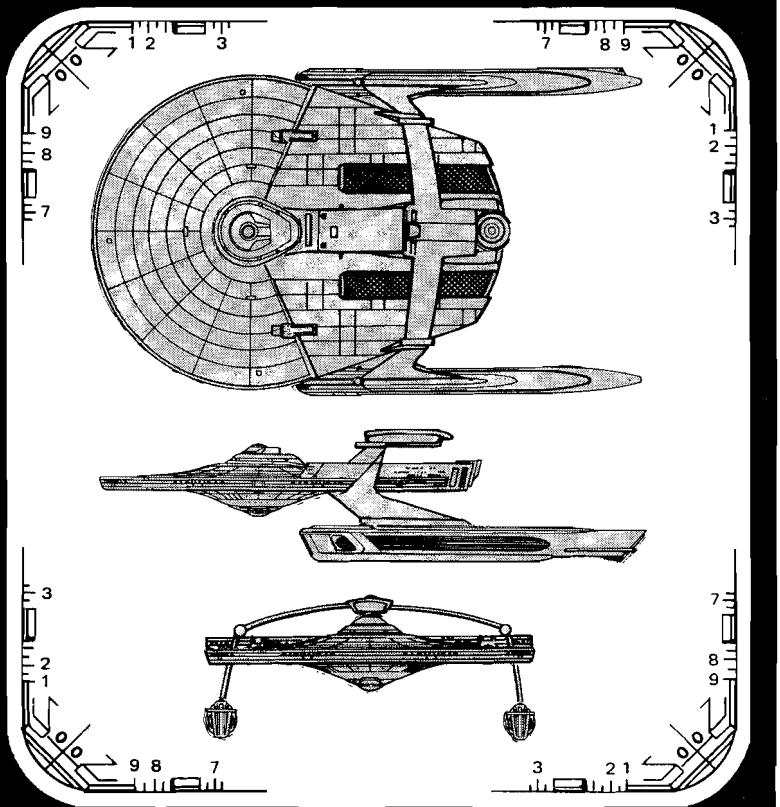
Damage Chart — C
Shield Type — FSP
Shield Point Ratio — 1/4
Maximum Shield Power — 16 *TAC: 5*
Crew — 12
Combat Efficiency: D-145.2
WDF-89.2

(This is the new *USS Enterprise* seen in the STAR TREK movies.)

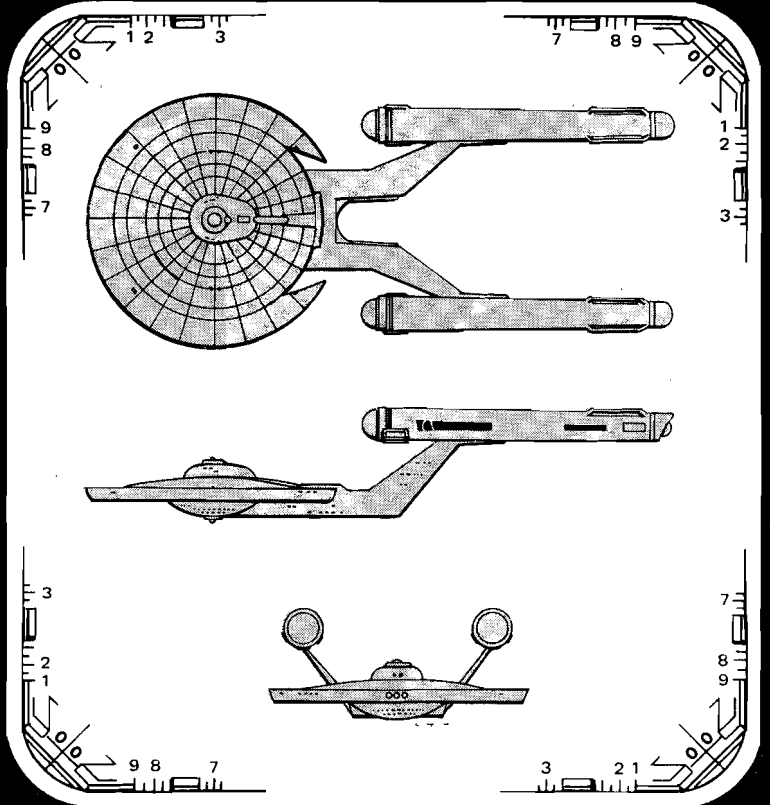
RELIANT CLASS XI RESEARCH CRUISER — *United Federation Of Planets*

Engines And Power Data:
Total Power Units Available — 48 *TAC: 16*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — FWF-1
Number — 2
Power Units Available — 20 each
Stress Charts — G/L
Maximum Safe Cruising Speed — Warp 6
Emergency Speed — Warp 8
Impulse Engine Type — FIE-2
Power Units Available — 8
Weapons And Firing Data:
Beam Weapon Type — FH-10 Phaser
Number — 4, mounted in 2 banks of 2
Firing Arcs — 2 fwd/port, 2 fwd/stbd
Firing Chart — W
Power Range — 0–7 *TAC: 0–2*
Damage Modifiers —
+3(1–10) +2(11–17) +1(18–20)
TAC: +2(1–10) +1(11–17)
Missile Weapon Type — FP-4 Photon Torpedo
Number — 2
Firing Arcs — 1 fwd, 1 aft
Firing Chart — S
Power To Arm — 1
Damage — 20 *TAC: 7*
Shields And Damage Data:
Superstructure Points — 22 *TAC: 7*
Damage Chart — C
Shield Type — FSL
Shield Point Ratio — 1/3
Maximum Shield Power — 14 *TAC: 5*
Crew — 336
Combat Efficiency: D-105
WDF-63.8

(This is the ship seen in **STAR TREK II: The Wrath Of Khan**).



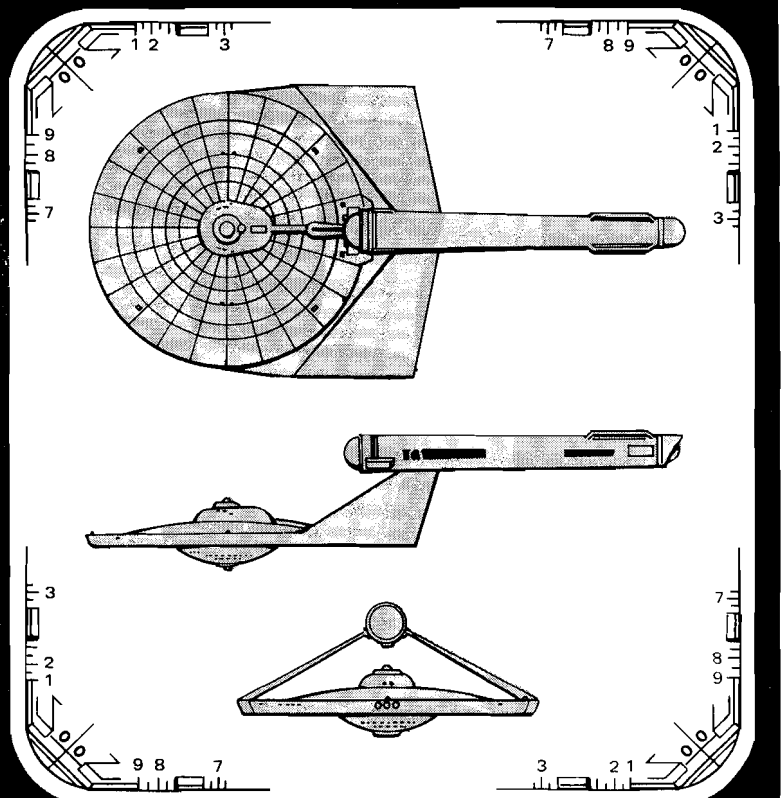
LOKNAR CLASS VIII FRIGATE — *United Federation Of Planets*



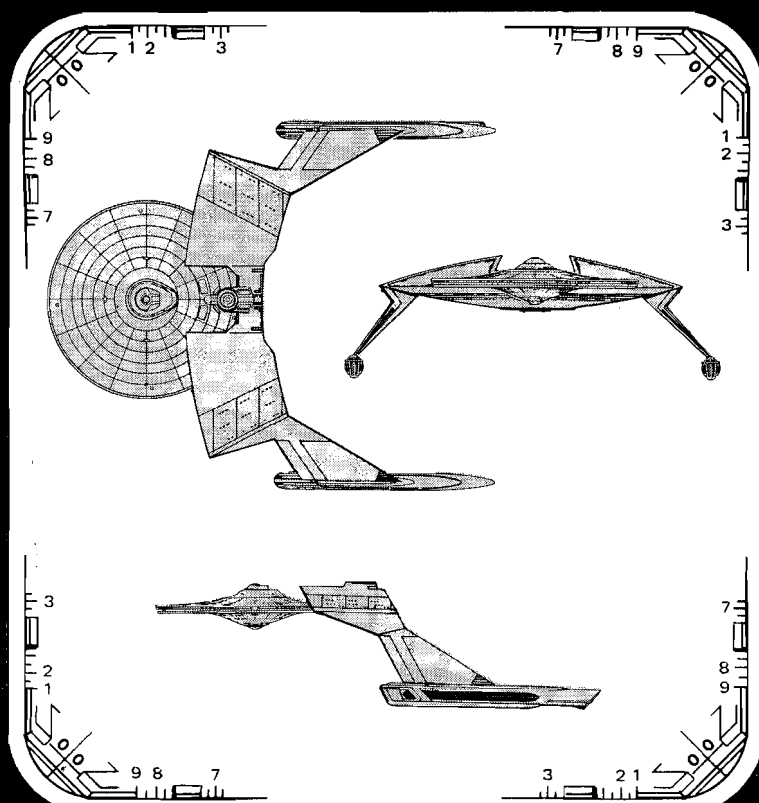
Engines And Power Data:
Total Power Units Available — 29 *TAC: 10*
Movement Point Ratio — 3/1 *TAC: 1/1*
Warp Engine Type — FWE-2
Number — 2
Power Units Available — 13 each
Stress Charts — G/K
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 9
Impulse Engine Type — FIC-2
Power Units Available — 3
Weapons And Firing Data:
Beam Weapon Type — FH-5 Phaser
Number — 8, mounted in 4 banks of 2
Firing Arcs — 2 fwd/port, 2 fwd/stbd, 4 aft
Firing Chart — R
Power Range — 0–4 *TAC: 0–1*
Damage Modifiers —
+2(1–8) +1(9–16)
TAC: +1(1–8)
Missile Weapon Type — FP3 Photon Torpedo
Number — 4
Firing Arcs — 3 fwd, 1 aft
Firing Chart — D
Power To Arm — 1
Damage — 6 *TAC: 2*
Shields And Damage Data:
Superstructure Points — 18 *TAC: 6*
Damage Chart — C
Shield Type — FSK
Shield Point Ratio — 1/2
Maximum Shield Power — 14 *TAC: 5*
Crew — 79
Combat Efficiency: D-76.7
WDF-29.6

LARSON CLASS VII DESTROYER — *United Federation Of Planets*

Engines And Power Data:
Total Power Units Available — 22 *TAC: 7*
Movement Point Ratio — 2/1 *TAC: 2/3*
Warp Engine Type — FWC-2
Number — 1
Power Units Available — 20
Stress Charts — M/K
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 9
Impulse Engine Type — FIB-1
Power Units Available — 2
Weapons And Firing Data:
Beam Weapon Type — FH-4 Phasers
Number — 6, mounted in 3 banks of 2
Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart — Q
Power Range — 0–3 *TAC: 0–1*
Damage Modifiers —
+2(1–8) +1(9–14)
TAC: +1(1–8)
Missile Weapon Type — FP-2 Photon Torpedo
Number — 2
Firing Arcs — fwd
Firing Chart — H
Power To Arm — 1
Damage — 6 *TAC: 2*
Shields And Damage Data:
Superstructure Points — 10 *TAC: 3*
Damage Chart — C
Shield Type — FSC
Shield Point Ratio — 1/1
Maximum Shield Power — 8 *TAC: 3*
Crew — 195
Combat Efficiency: D-34.8
WDF-19.6



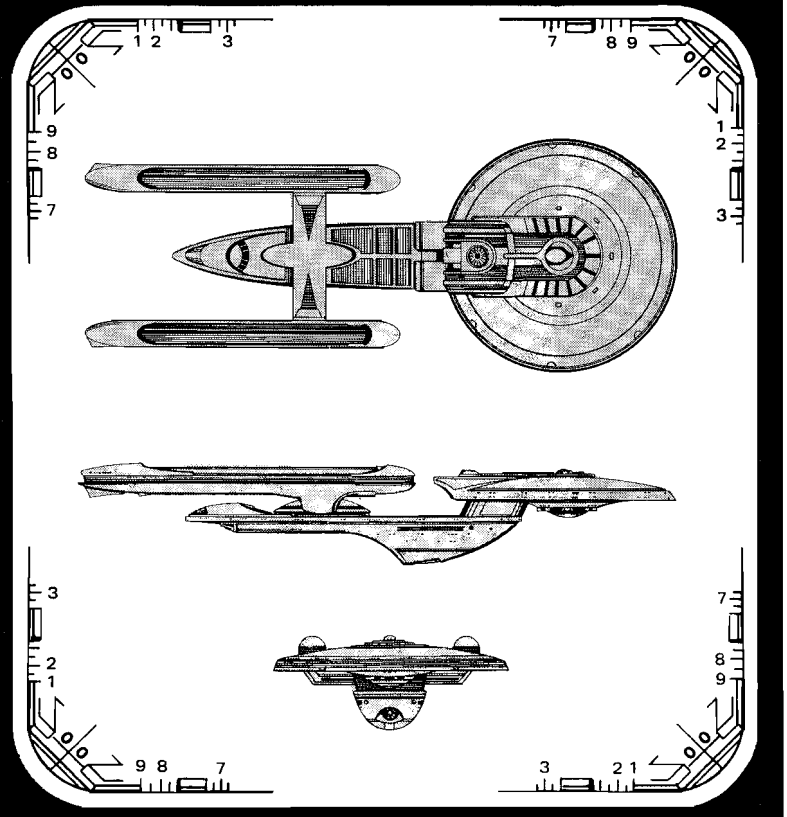
CHANDLEY CLASS XI FRIGATE — *United Federation Of Planets*



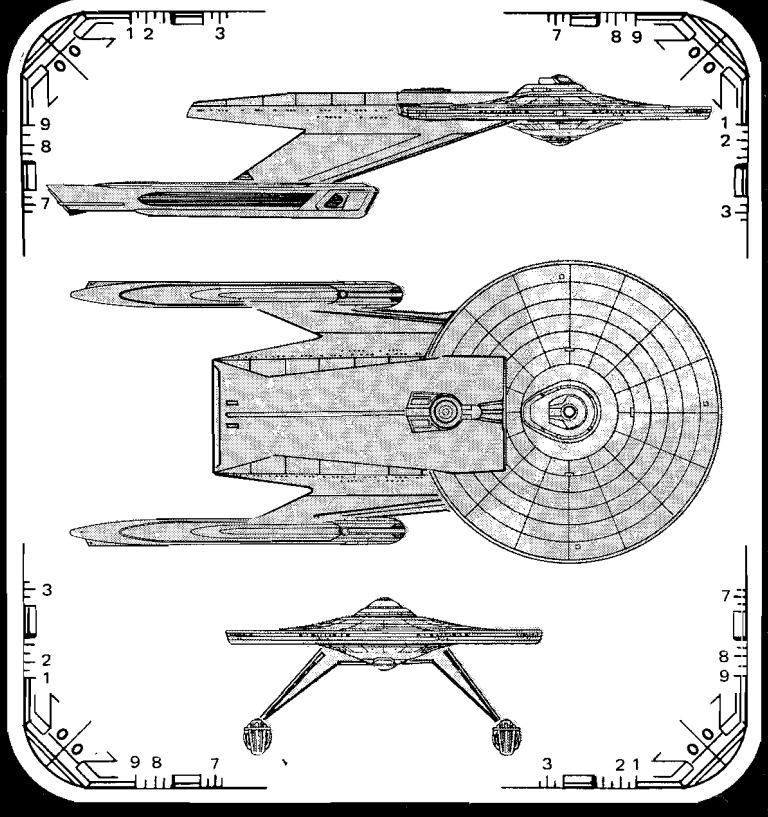
Engines And Power Data:
Total Power Units Available — 48 *TAC: 16*
Movement Point Ratio — 3/1 *TAC: 1/1*
Warp Engine Type — FWC-1
Number — 2
Power Units Available — 16 each
Stress Charts — O/M
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 9
Impulse Engine Type — FIF-2
Power Units Available — 16
Weapons And Firing Data:
Beam Weapon Type — FH-11 Phaser
Number — 6, in 3 banks of 2
Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart — Y
Power Range — 0–10 *TAC: 0–3*
Damage Modifiers —
+3(1–10) +2(11–17) +1(18–24)
TAC: +2(1–10) +1(11–17)
Missile Weapon Type — FP-6 Photon Torpedo
Number — 4
Firing Arcs — 2 fwd, 2 aft
Firing Chart — O
Power To Arm — 1
Damage — 12 *TAC: 4*
Shields And Damage Data:
Superstructure Points — 28 *TAC: 9*
Damage Chart — C
Shield Type — FSO
Shield Point Ratio — 1/3
Maximum Shield Power — 16 *TAC: 5*
Crew — 363
Combat Efficiency: D-131.5
WDF-91

EXCELSIOR CLASS XIII BATTLESHIP — *United Federation of Planets*

Engines And Power Data:
Total Power Units Available — 108 *TAC: 36*
Movement Point Ratio — 6/1 *TAC: 2/1*
Warp Engine Type — FTWA
Number — 2
Power Units Available — 38 each
Stress Charts — B/C
Maximum Safe Cruising Speed — Warp 12
Emergency Speed — Warp 14
Impulse Engine Type — FIG-2
Power Units Available — 32
Weapons And Firing Data:
Beam Weapon Type — FH-11 Phaser
Number — 8, in 4 banks of 2
Firing Arcs — 2 fwd, 2 port, 2 stbd, 2 aft
Firing Chart — Y
Power Range — 0–10 *TAC: 0–3*
Damage Modifiers —
+3(1–10) +2(11–17) +1(18–24)
TAC: +2(1–10) +1(11–17)
Beam Weapon Type — FH-5 Phaser
Number — 8, in 4 banks of 2
Firing Arcs — 4 port, 4 stbd
Firing Chart — R
Power Range — 0–4 *TAC: 0–1*
Damage Modifiers —
+2(1–8) +1(9–16)
TAC: +1(1–8
Missile Weapon Type — FP-4 Photon Torpedo
Number — 4
Firing Arcs — 2 fwd, 2 aft
Firing Chart — S
Power To Arm — 1
Damage — 20 *TAC: 7*
Shields And Damage Data:
Superstructure Points — 38 *TAC: 13*
Damage Chart — C
Shield Type — FSS
Shield Point Ratio — 1/4
Maximum Shield Power — 20 *TAC: 7*
Crew — 810
Combat Efficiency: D-184.3 WDF-160.4



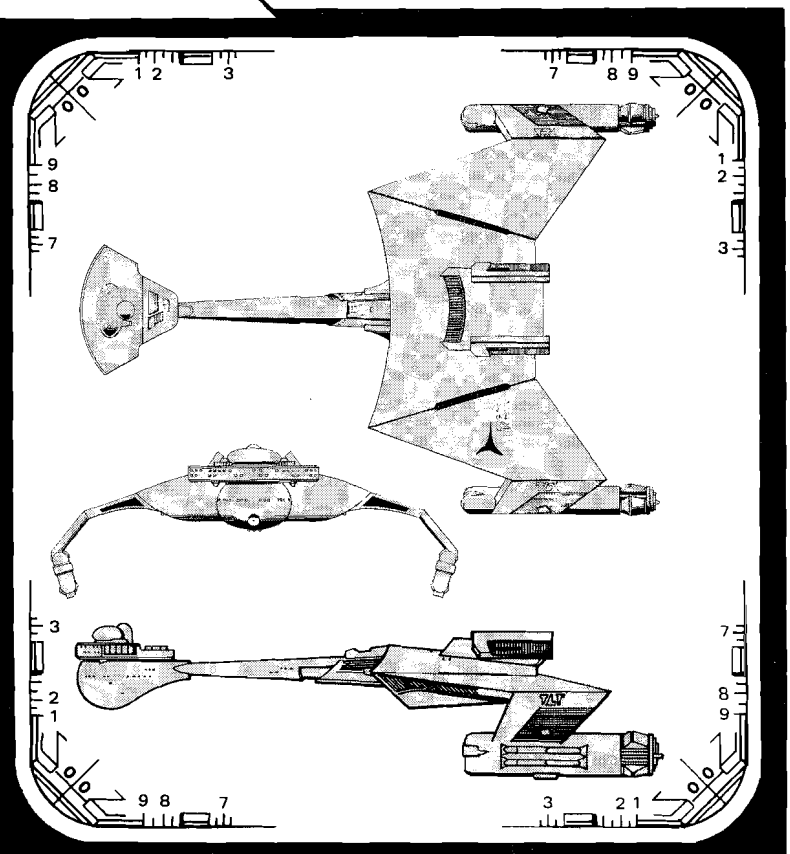
BAKER CLASS IX DESTROYER — *United Federation of Planets*



Engines And Power Data:
Total Power Units Available — 30 *TAC: 10*
Movement Point Ratio — 3/1 *TAC: 1/1*
Warp Engine Type — FWE-2
Number — 2
Power Units Available — 13 each
Stress Charts — G/K
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 9
Impulse Engine Type — FID-2
Power Units Available — 4
Weapons And Firing Data:
Beam Weapon Type — FH-8 Phaser
Number — 6, in 3 banks of 2
Firing Arcs — 4 port/fwd/stbd, 2 fwd
Firing Chart — T
Power Range — 0–5 *TAC: 0–2*
Damage Modifiers —
+2(1–10) +1(11–18)
TAC: +1(1–10)
Missile Weapon Type — FP-2 Photon Torpedo
Number — 2
Firing Arcs — FWD
Firing Chart — H
Power To Arm — 1
Damage — 6 *TAC: 2*
Shields And Damage Data:
Superstructure Points — 15 *TAC: 5*
Damage Chart — C
Shield Type — FSI
Shield Point Ratio — 1/3
Maximum Shield Power — 12 *TAC: 4*
Crew — 265
Combat Efficiency: D-81.5
WDF-29.8

D-7A CLASS VIII CRUISER

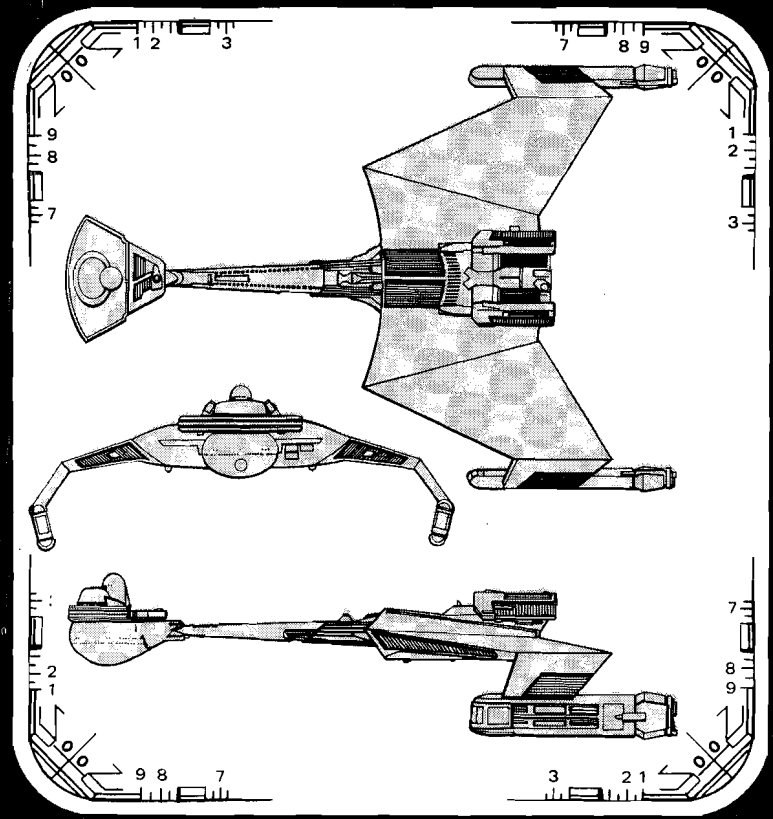
Klingon Empire



Engines And Power Data:
Total Power Units Available — 40 *TAC: 13*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — KWD-1
Number — 2
Power Units Available — 18 each
Stress Charts — L/N
Maximum Safe Cruising Speed — Warp 6
Emergency Speed — Warp 8
Impulse Engine Type — KIC-2
Power Units Available — 4
Weapons And Firing Data:
Beam Weapon Type — KD-6 Disruptor
Number — 4
Firing Arcs — 2 fwd/port, 2 fwd/stbd
Firing Chart — T
Power Range — 0–6 *TAC: 0–2*
Damage Modifiers —
+2(1–18) *TAC: +1(all ranges)*
Shields And Damage Data:
Superstructure Points — 20 *TAC: 7*
Damage Chart — C
Shield Type — KSC
Shield Point Ratio — 1/1
Maximum Shield Power — 8 *TAC: 3*
Crew — 352
Combat Efficiency: D-54.6
WDF-20.4

D-7M CLASS IX CRUISER

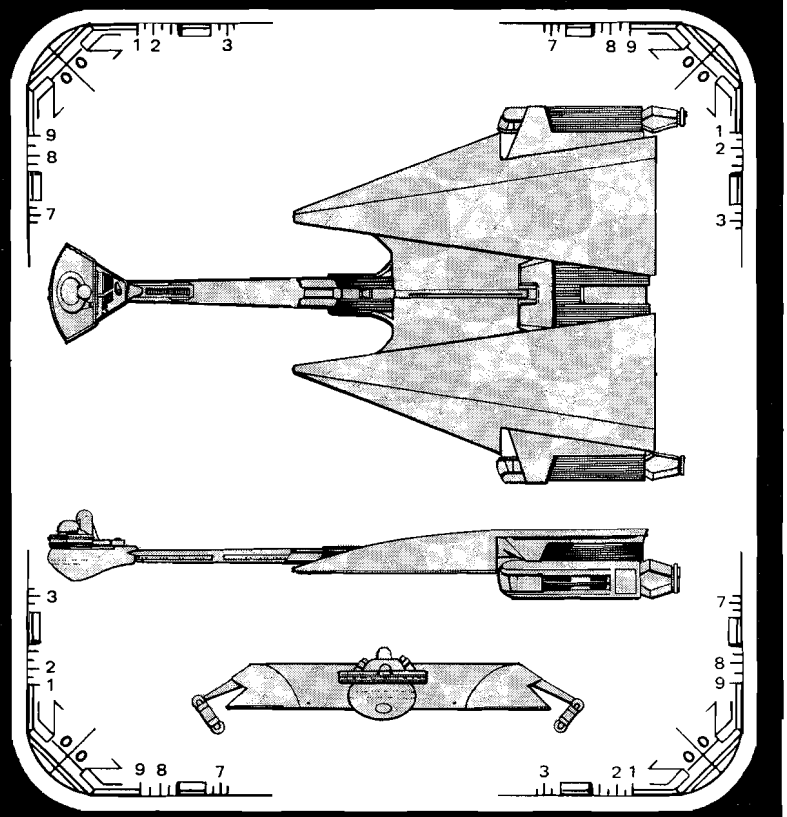
Klingon Empire



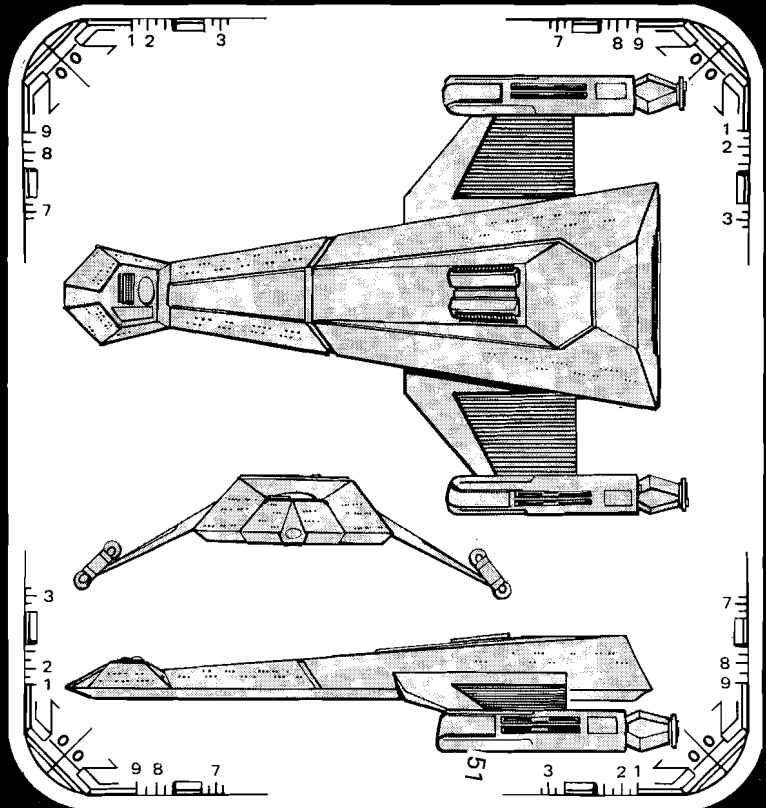
Engines And Power Data:
Total Power Units Available — 44 *TAC: 15*
Movement Point Ratio — 3/1 *TAC: 1/1*
Warp Engine Type — KWE-3
Number — 2
Power Units Available — 20 each
Stress Charts — J/M
Maximum Safe Cruising Speed — Warp 8
Emergency Speed — Warp 9
Impulse Engine Type — KIC-2
Power Units Available — 4
Weapons And Firing Data:
Beam Weapon Type — KD-8 Disruptor
Number — 4
Firing Arcs — 2 fwd/port, 2fwd/stbd
Firing Chart — U
Power Range — 0–7 *TAC: 0–2*
Damage Modifiers —
+3(1–7) +2(8–15) +1(16–20)
TAC: +2(1–7) +1(8–15)
Missile Weapon Type — KP-3 Torpedo
Number — 2
Firing Arcs — 1 fwd, 1 aft
Firing Chart — R
Power To Arm — 2
Damage — 15 *TAC: 5*
Shields And Damage Data:
Superstructure Points — 20 *TAC: 7*
Damage Chart — C
Shield Type — KSK
Shield Point Ratio — 1/2
Maximum Shield Power — 12 *TAC: 4*
Crew — 373
Combat Efficiency: D-87.6
WDF-33.4

D-10 CLASS IX CRUISER — *Klingon Empire*

Engines And Power Data:
Total Power Units Available — 40 *TAC: 13*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — KWE-2
Number — 2
Power Units Available — 18 each
Stress Charts — J/M
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 8
Impulse Engine Type — KID-2
Power Units Available — 4
Weapons And Firing Data:
Beam Weapon Type — KD-9 Disruptor
Number — 6
Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart — W
Power Range — 0–5 *TAC: 0–2*
Damage Modifiers —
+3(1–8) +2(9–15) +1(16–20)
TAC: +2(1–8) +1(9–15)
Beam Weapon Type — KD-3 Disruptor
Number — 2
Firing Arcs — aft
Firing Chart — I
Power Range — 0–5 *TAC: 0–2*
Damage Modifiers —
+1(all ranges) *TAC: none*
Missile Weapon Type — KP-4 Torpedo
Number — 2
Firing Arcs — 1 fwd, 1 aft
Firing Chart — Q
Power To Arm — 2
Damage — 18 *TAC: 6*
Shields And Damage Data:
Superstructure Points — 24 *TAC: 8*
Damage Chart — C
Shield Type — KSO
Shield Point Ratio — 1/2
Maximum Shield Power — 15 *TAC: 5*
Crew — 520
Combat Efficiency: D-85.3
WDF-45.2



K-23 CLASS VII ESCORT — *Klingon Empire*

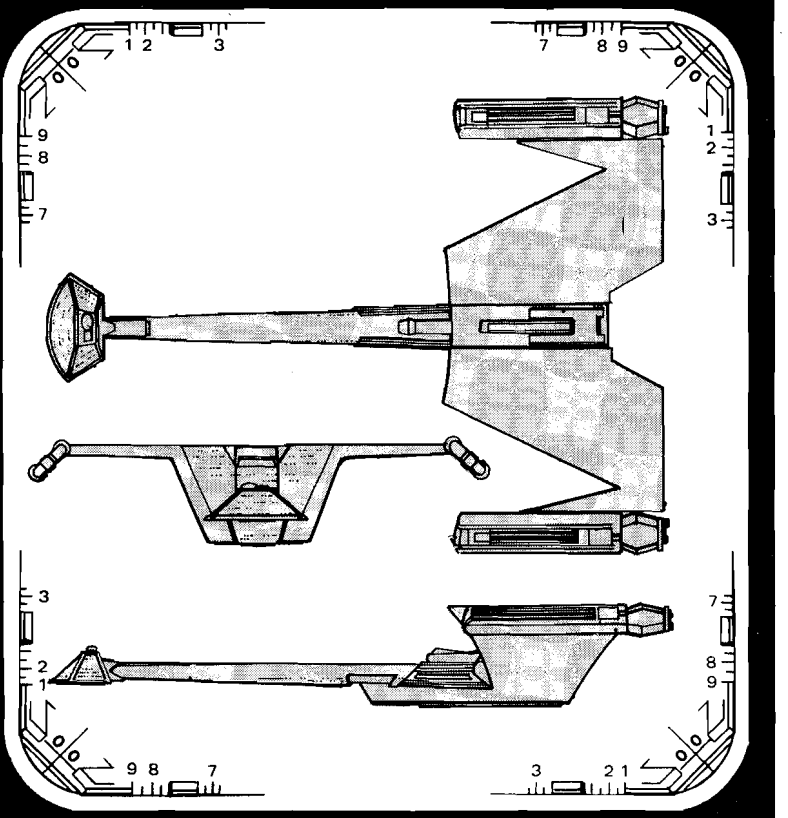


Engines And Power Data:
Total Power Units Available — 40 *TAC: 13*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — KWD-1
Number — 22
Power Units Available — 18 each
Stress Charts — L/N
Maximum Safe Cruising Speed — Warp 6
Emergency Speed — Warp 8
Impulse Engine Type — KIC-2
Power Units Available — 4
Weapons And Firing Data:
Beam Weapon Type — KD-13 Disruptor
Number — 1
Firing Arcs — fwd
Firing Chart — X
Power Range — 0–5 *TAC: 0–2*
Damage Modifiers —
+3(1–9) +2(10–15) +1(16–22)
TAC: +2(1–9) +1(10–15)
Beam Weapon Type — KD-4 Disruptor
Number — 2
Firing Arcs — 1 fwd/port, 1 fwd/stbd
Firing Chart — J
Power Range — 0–4 *TAC: 0–1*
Damage Modifiers —
+1(all ranges) *TAC: none*
Shields And Damage Data:
Superstructure Points — 14 *TAC: 5*
Damage Chart — C
Shield Type — KSF
Shield Point Ratio — 2/3
Maximum Shield Power — 10 *TAC: 3*
Crew — 175
Combat Efficiency: D-36.0
WDF-9.7

D-18B CLASS IX DESTROYER

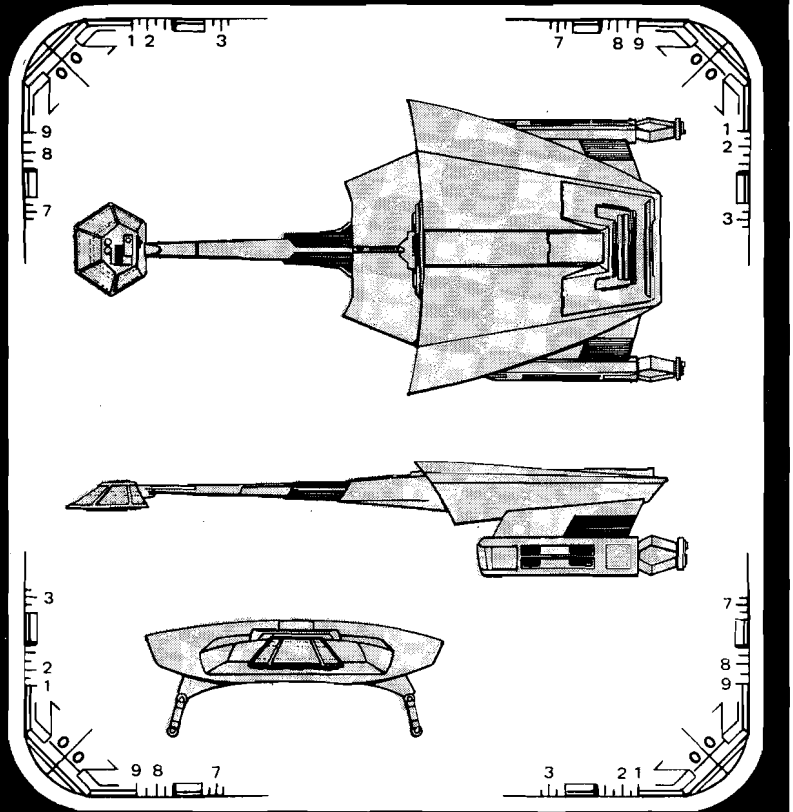
Klingon Empire

Engines And Power Data:
Total Power Units Available — 42 *TAC: 14*
Movement Point Ratio — 3/1 *TAC: 1/1*
Warp Engine Type — KWE-3
Number — 2
Power Units Available — 20 each
Stress Charts — J/M
Maximum Safe Cruising Speed — Warp 8
Emergency Speed — Warp 9
Impulse Engine Type — KIB-2
Power Units Available — 2
Weapons And Firing Data:
Beam Weapon Type — KD-5 Disruptor
Number — 6
Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart — P
Power Range — 0–4 *TAC: 0–1*
Damage Modifiers —
+2(1–10) +1(11–18) *TAC: +1(1–10)*
Beam Weapon Type — KD-14 Disruptor
Number - 1
Firing Arcs - aft
Firing Chart - D
Power Range - 0–8 *TAC: 0–3*
Damage Modifiers —
+2(all ranges) *TAC: +1(all ranges)*
Shields And Damage Data:
Superstructure Points — 14 *TAC: 5*
Damage Chart — C
Shield Type — KSG
Shield Point Ratio — 1/1
Maximum Shield Power — 8 *TAC: 3*
Crew — 265
Combat Efficiency: D-54.0
WDF-20.7



L-9 CLASS X FRIGATE

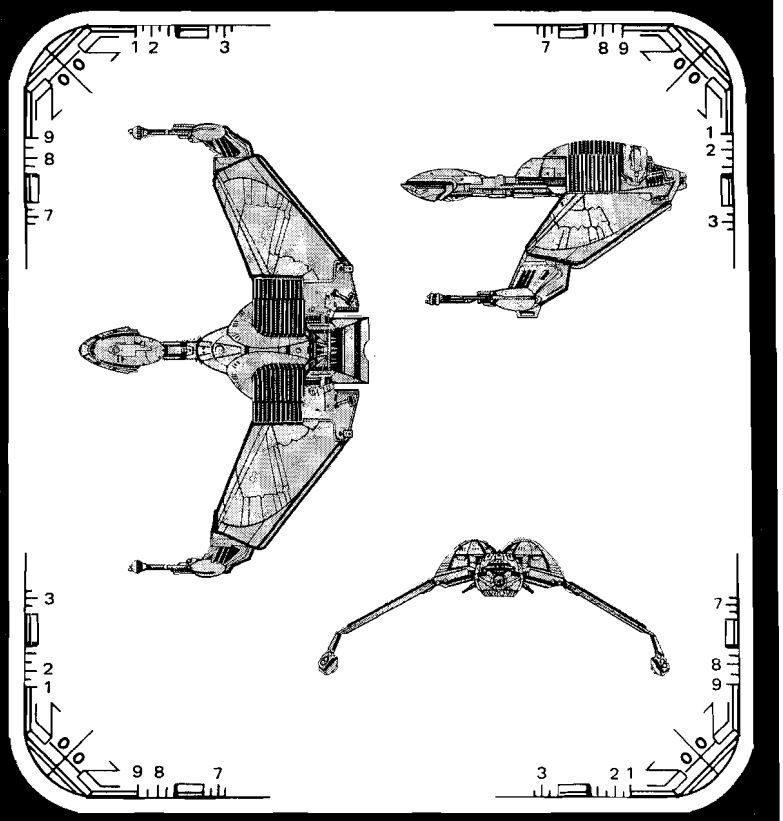
Klingon Empire



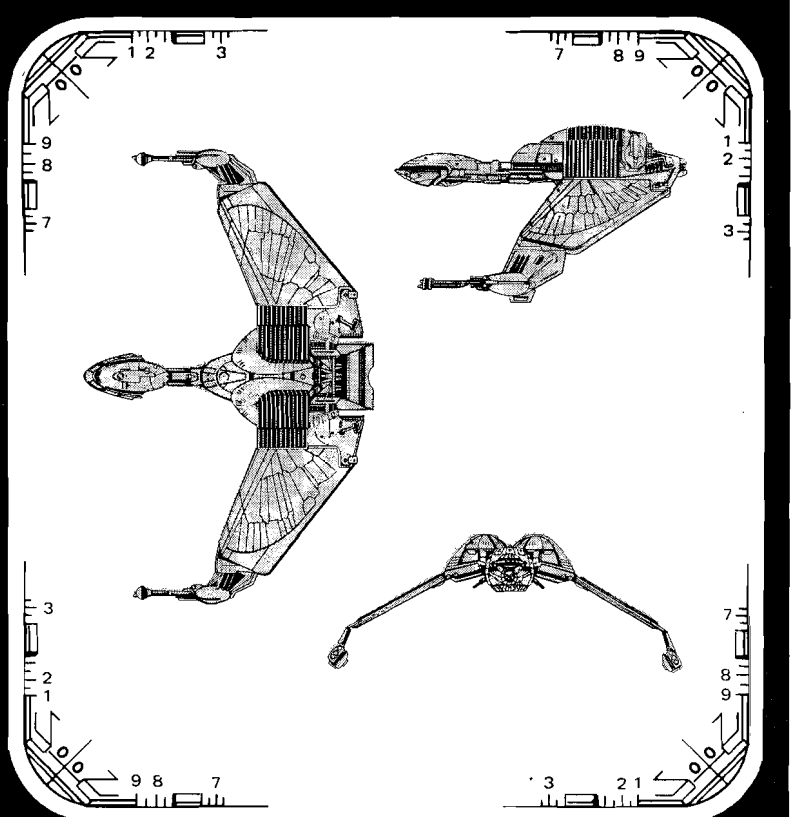
Engines And Power Data:
Total Power Units Available — 42 *TAC: 14*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — KWE-2
Number — 2
Power Units Available — 18 each
Stress Charts — J/M
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 8
Impulse Engine Type — KIE-1
Power Units Available — 6
Weapons And Firing Data:
Beam Weapon Type — KD-8 Disruptor
Number — 6
Firing Arcs — 2 fwd/port, 2 fwd/stbd, 2 aft
Firing Chart — U
Power Range — 0–7 *TAC: 0–2*
Damage Modifiers —
+3(1–7) +2(8–15) +1(16–20)
TAC: +2(1–10) +1(11–15)
Beam Weapon Type — KD-13 Disruptor
Number — 4
Firing Arcs — 2 fwd, 1fwd/port, 1fwd/stbd
Firing Chart — X
Power Range — 0–5 *TAC: 0–2*
Damage Modifiers —
+3(1–7) +2(8–15) +1(16–22)
TAC: +2(1–7) +1(8–15)
Shields And Damage Data:
Superstructure Points — 25 *TAC: 8*
Damage Chart — C
Shield Type — KSP
Shield Point Ratio — 1/3
Maximum Shield Power — 15 *TAC: 5*
Crew — 420
Combat Efficiency: D-101.8
WDF-59.4

D-32 CLASS VII CRUISER — *Klingon Empire*

Engines And Power Data:
Total Power Units Available — 46 *TAC: 15*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — KWC-1
Number — 2
Power Units Available — 14 each
Stress Charts — L/O
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 8
Impulse Engine Type — KIE-3
Power Units Available — 18
Weapons And Firing Data:
Beam Weapon Type — KD-9 Disruptor
Number — 4, 2 banks of 2
Firing Arcs — 2 fwd/port, 2 fwd, stbd
Firing Chart — W
Power Range — 0–5 *TAC: 0–2*
Damage Modifiers —
+3(1–7) +2(8–15) +1(16–20)
TAC: +2(1–7) +1(8–15)
Missile Weapon Type — KP-5 Photon Torpedo
Number — 2
Firing Arcs — 1 fwd, 1 aft
Firing Chart — Q
Power To Arm — 1
Damage — 10 *TAC: 3*
Shields And Damage Data:
Superstructure Points — 15 *TAC: 5*
Damage Chart — C
Shield Type — KSD
Shield Point Ratio — 1/1
Maximum Shield Power — 8 *TAC: 3*
Crew — 42
Cloaking Device Type — KCC
Power Cost — *32 TAC: 11*
Combat Efficiency: D-68.5
WDF-31.0



L-42 CLASS IX FRIGATE — *Klingon Empire*

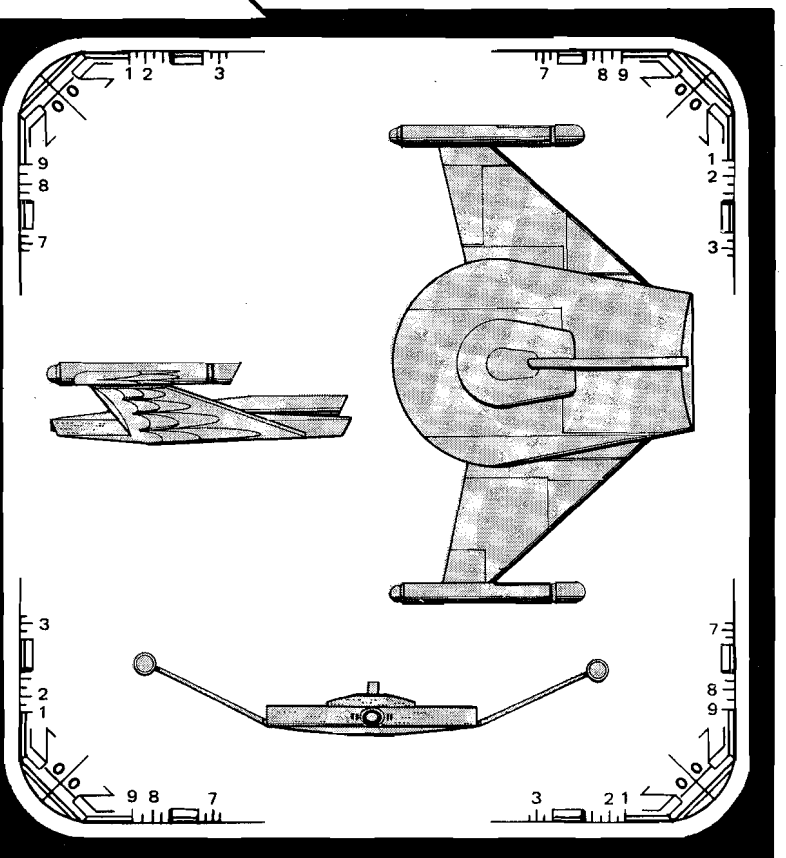


Engines And Power Data:
Total Power Units Available — 55 *TAC: 18*
Movement Point Ratio — 3/1 *TAC: 1/1*
Warp Engine Type — KWF-1
Number — 2
Power Units Available — 16 each
Stress Charts — H/J
Maximum Safe Cruising Speed — Warp 8
Emergency Speed — Warp 9
Impulse Engine Type — KIF-2
Power Units Available — 23
Weapons And Firing Data:
Beam Weapon Type — KD-13 Disruptor
Number — 6, 2 banks of 3
Firing Arcs — 3 fwd/port, 3 fwd/stbd
Firing Chart — X
Power Range — 0–5 *TAC: 0–2*
Damage Modifiers —
+3(1–7) +2(8–15) +1(16–22)
TAC: +2(1–7) +1(8–15)
Missile Weapon Type — KP-6 Photon Torpedo
Number — 1
Firing Arcs — fwd
Firing Chart — R
Power To Arm — 2
Damage — 20 *TAC: 7*
Shields And Damage Data:
Superstructure Points — 22 *TAC: 7*
Damage Chart — C
Shield Type — KSP
Shield Point Ratio — 1/3
Maximum Shield Power — 15 *TAC: 5*
Crew — 220
Cloaking Device Type — KCC
Power Cost — 32 *TAC: 11*
Combat Efficiency: D-110.6
WDF-59.8

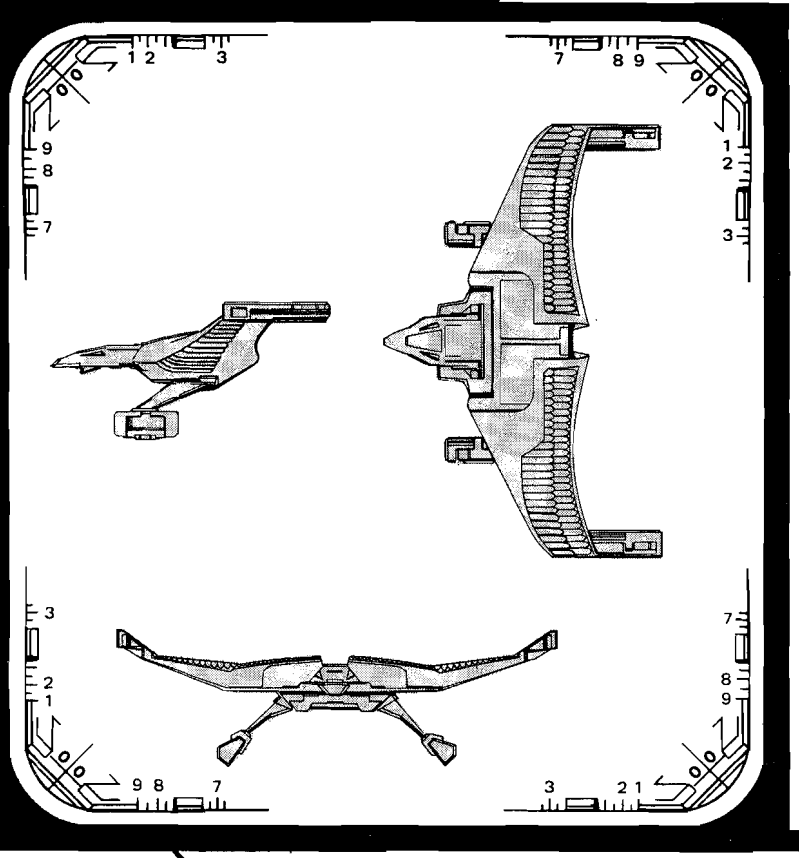
BIRD OF PREY CLASS VI CRUISER — *Romulan Star Empire*

Engines And Power Data:
Total Power Units Available — 26 *TAC: 9*
Movement Point Ratio — 3/1 *TAC: 1/1*
Warp Engine Type — RWC-1
Number — 2
Power Units Available — 12 each
Stress Charts — M/P
Maximum Safe Cruising Speed — Warp 4
Emergency Speed — Warp 6
Impulse Engine Type — RIB-1
Power Units Available — 2
Weapons And Firing Data:
Beam Weapon Type — RB–4
Number — 1
Firing Arcs — fwd/port/stbd
Firing Chart — J
Power Range — 0–6 *TAC: 0–2*
Damage Modifiers —
+3(1–2) +2(3–6) +1(7–10)
TAC: +2(1–2) +1(3–6)
Missile Weapon Type — RPL-2 Plasma Weapon
Number — 1
Firing Arcs — fwd
Firing Chart — M
Power To Arm — 15
Damage - see table RL-2

Shields And Damage Data:
Superstructure Points — 15 *TAC: 5*
Damage Chart — B
Shield Type — RSE
Shield Point Ratio — 1/2
Maximum Shield Power — 8 *TAC: 3*
Cloaking Device Type — RCC
Power Cost — 15 *TAC: 5*
Crew — 150
Combat Efficiency: D-57.5
WDF-21.4



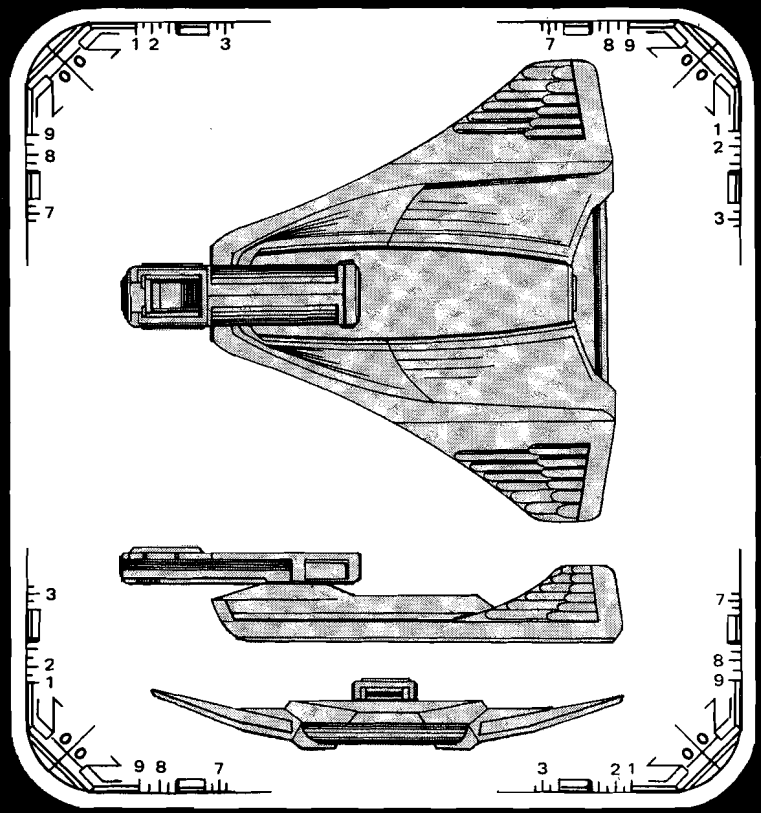
WINGED DEFENDER CLASS XII CRUISER — *Romulan Star Empire*



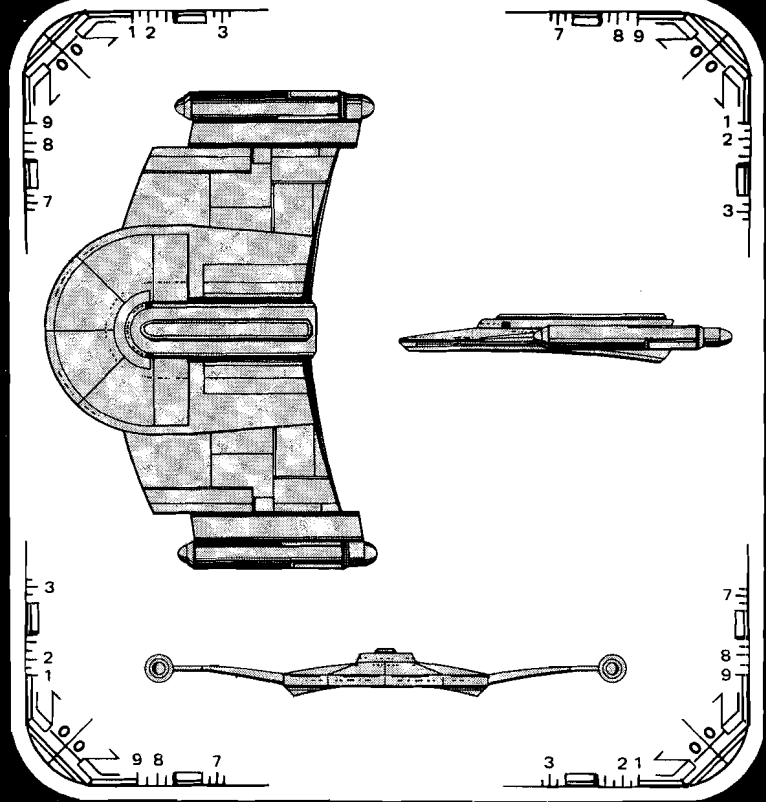
Engines And Power Data:
Total Power Units Available — 68 *TAC: 23*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — RWG-1
Number — 2
Power Units Available — 24 each
Stress Charts — G/L
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 9
Impulse Engine Type — RIE-1
Power Units Available — 20
Weapons And Firing Data:
Beam Weapon Type — RB-9
Number — 8
Firing Arcs — 4 fwd, 1 aft/port, 1 aft/stbd, 1 port, 1 stbd
Firing Chart — W
Power Range — 0–6 *TAC: 0–2*
Damage Modifiers —
+3(1–8) +2(9–16) +1(17–20)
TAC: +2(1–8) +1(9–16)
Missile Weapon Type — RPL-3 Plasma Weapon
Number — 1
Firing Arcs — fwd
Firing Chart — T
Power To Arm — 8
Damage — see table RL-3
Shields And Damage Data:
Superstructure Points — 30 *TAC: 10*
Damage Chart — C
Shield Type — RSL
Shield Point Ratio — 1/3
Maximum Shield Power — 13 *TAC: 4*
Cloaking Device Type — RCD
Power Cost — 38 *TAC: 13*
Crew — 350
Combat Efficiency: D-129.8
WDF-98.9

GRACEFUL FLYER CLASS V SCOUT/COURIER — *Romulan Star Empire*

Engines And Power Data:
Total Power Units Available — 30 *TAC: 10*
Movement Point Ratio — 2/1 *TAC: 2/3*
Warp Engine Type — RWD-2
Number — 1
Power Units Available — 18
Stress Charts — F/K
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 8
Impulse Engine Type — RID-3
Power Units Available — 12
Weapons And Firing Data:
Beam Weapon Type — RB-8
Number — 2
Firing Arcs — 1 fwd/port, 1fwd/stbd
Firing Chart — N
Power Range — 0–6 *TAC: 0–2*
Damage Modifiers —
+3(1–4) +2(5–9) +1(10–13)
TAC: +2(1–4) +1(5–9)
Shields And Damage Data:
Superstructure Points — 8 *TAC: 3*
Damage Chart — A
Shield Type — RSE
Shield Point Ratio — 1/2
Maximum Shield Power — 8 *TAC: 3*
Crew — 120
Combat Efficiency: D-65.4
WDF-8.2



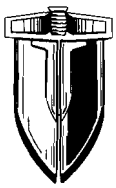
GALLANT WING CLASS X CRUISER — *Romulan Star Empire*



Engines And Power Data:
Total Power Units Available — 40 *TAC: 14*
Movement Point Ratio — 4/1 *TAC: 4/3*
Warp Engine Type — RWF-1
Number — 2
Power Units Available — 18
Stress Charts — G/L
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 9
Impulse Engine Type — RID-1
Power Units Available — 4
Weapons And Firing Data:
Beam Weapon Type — RB-9 Phaser
Number — 6, mounted in 3 banks of 2
Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
Firing Chart — W
Power Range — 0–6 *TAC: 0–2*
Damage Modifiers —
+3(1–8) +2(9–16) +1(17–20)
TAC: +2(1–8) +1(9–16)
Missile Weapon Type — RPL-2 Plasma Weapon
Number — 1
Firing Arcs — fwd
Firing Chart — M
Power To Arm — 15
Damage — see chart RL-2
Shields And Damage Data:
Superstructure Points — 22 *TAC: 7*
Damage Chart — B
Shield Type — RSO
Shield Point Ratio — 1/3
Maximum Shield Power — 15 *TAC: 5*
Coaking Device Type — RCD
Power Cost — 22 *TAC: 7*
Crew — 300
Combat Efficiency: D-96
WDF-75.4

BH-2 CLASS IX BATTLESHIP

Gorn Alliance

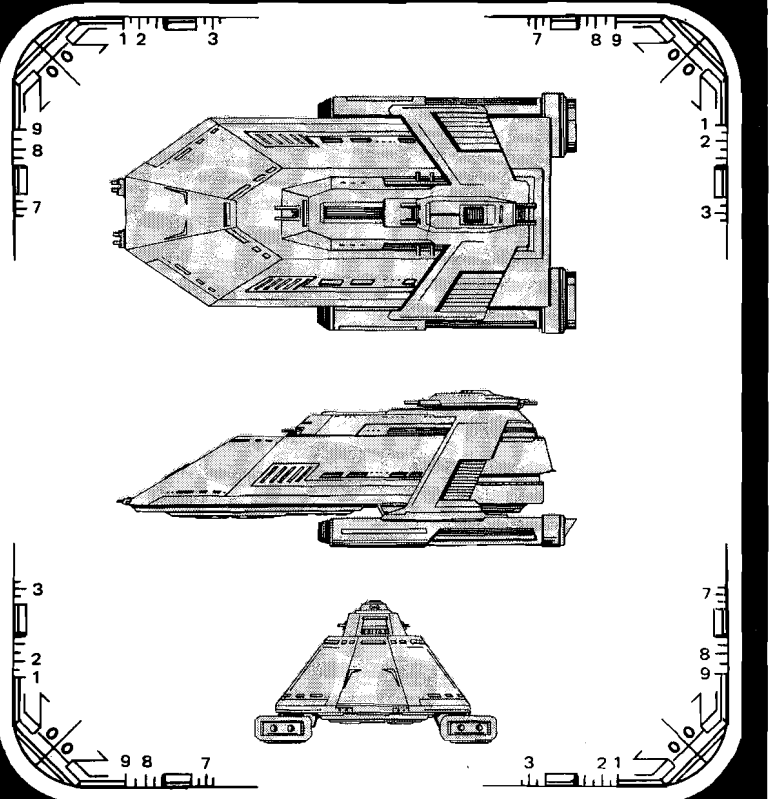


Engines And Power Data:
Total Power Units Available — 59 *TAC: 20*
Movement Point Ratio — 5/1 *TAC: 5/3*
Warp Engine Type — GWE-1
Number — 2
Power Units Available — 22 each
Stress Charts — Q/R
Maximum Safe Cruising Speed — Warp 4
Emergency Speed — Warp 5
Impulse Engine—Type — GIF-3
Power-Units Available — 15

Weapons And Firing Data:
Beam Weapon Type — GBL-8 Blaster
Number — 4
Firing Arcs — 1 fwd/port, 1 fwd, 1 fwd/stbd, 1 a
Firing Chart — W
Power Range — 0–6 *TAC: 0–2*
Damage Modifiers —
+3(1–10) +2(11–15) +1(16–20)
TAC: +2(1–10) +1(11–15)
Beam Weapon Type — GBL-3 Blaster
Number — 4
Firing Arcs — 2 port, 2 stbd
Firing Chart — K
Power Range — 0–3 *TAC: 0–1*
Damage Modifiers —
+3(1–5) +2(6–10) +1(11–15)
TAC: +2(1–5) +1(6–10)
Missile Weapon Type — GP-2 Energy Torpedo
Number — 4
Firing Arcs — 2 fwd, 2 aft
Firing Chart — K
Power To Arm — 2
Damage — 10 *TAC: 3*

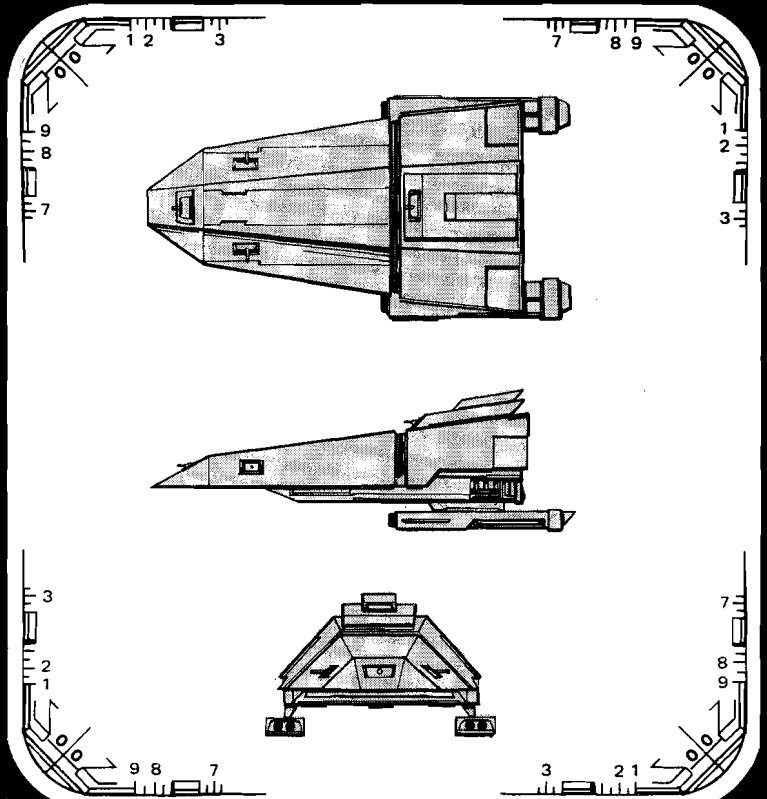
Shields And Damage Data:
Superstructure Points — 28 *TAC: 9*
Damage Chart — C
Shield Type — GSM
Shield Point Ratio — 1/1
Maximum Shield Power — 14 *TAC: 5*
Crew — 675

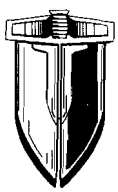
Combat Efficiency: D-77.0 WDF-47.2



MA-12 CLASS VI CRUISER

Gorn Alliance





Engines And Power Data:
Total Power Units Available — 40 *TAC: 13*
Movement Point Ratio — 5/1 *TAC: 5/3*
Warp Engine Type — GWC-1
Number — 2
Power Units Available — 18 each
Stress Charts — M/P
Maximum Safe Cruising Speed — Warp 6
Emergency Speed — Warp 8
Impulse Engine Type — GIC-3
Power Units Available — 4

Weapons And Firing Data:
Beam Weapon Type — GBL-5 Blaster
Number — 4
Firing Arcs — 2 fwd/port, 2 fwd/stbd
Firing Chart — O
Power Range — 0–4 *TAC: 0–1*
Damage Modifiers —
+3(1–6) +2(7–10) +1(11–12)
TAC: +2(1–6) +1(7–10)

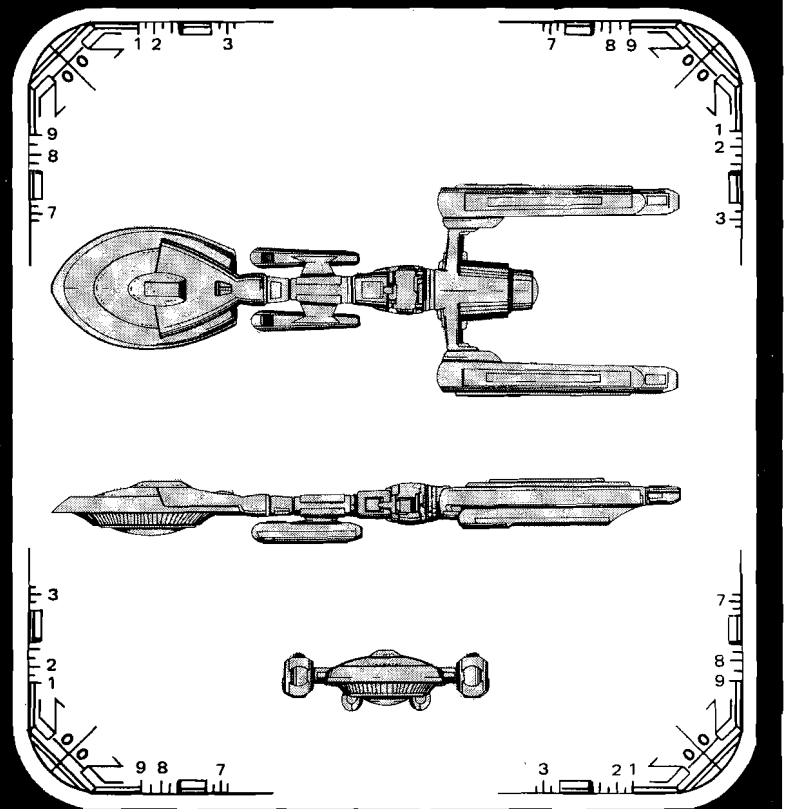
Shields And Damage Data:
Superstructure Points — 16 *TAC: 5*
Damage Chart — C
Shield Type — GSH
Shield Point Ratio — 1/2
Maximum Shield Power — 10 *TAC: 3*
Crew — 120

Combat Efficiency: D-56.9
WDF-13.6

WANDERER CLASS V BLOCKADE RUNNER

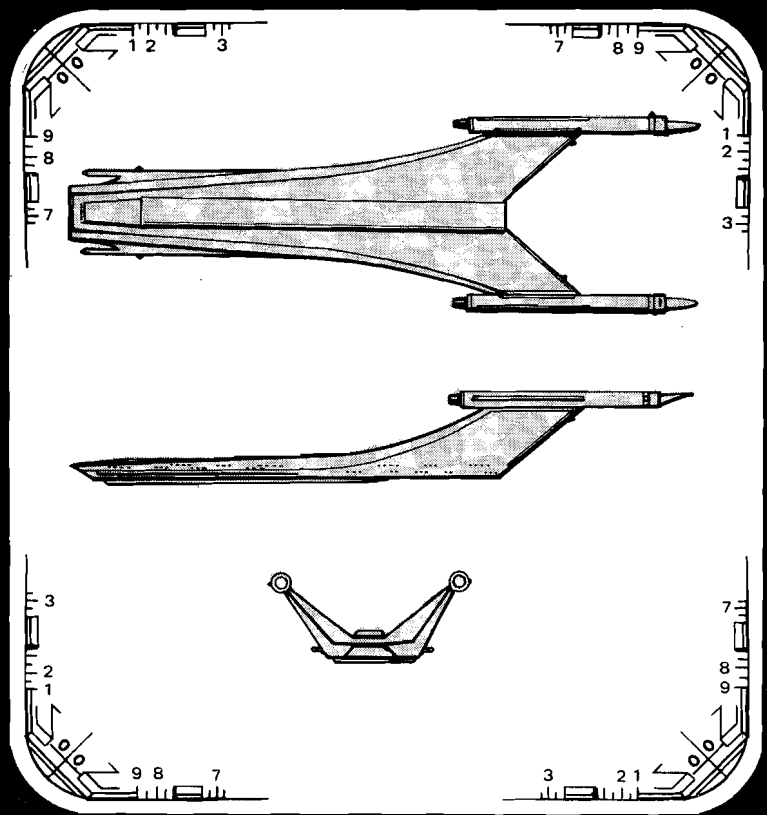
Orion Colonies

Engines And Power Data:
Total Power Units Available — 37 *TAC: 12*
Movement Point Ratio — 2/1 *TAC: 2/3*
Warp Engine Type — OWA-2
Number — 2
Power Units Available — 17 each
Stress Charts — G/F
Maximum Safe Cruising Speed — Warp 7
Emergency Speed — Warp 9
Impulse Engine Type — OIB-3
Power Units Available — 3
Weapons And Firing Data:
Beam Weapon Type — OD-4 Disruptor
Number — 4
Firing Arcs — 2 fwd/port/stbd, 2 aft/port/stbd
Firing Chart — T
Power Range — 0–6 *TAC: 0–2*
Damage Modifiers —
+2(all ranges) *TAC: +1(all ranges)*
Missile Weapon Type — FP-1 Federation Photon Torpedo
Number — 4
Firing Arcs — 2 fwd, 2 aft
Firing Chart — L
Power To Arm — 1
Damage — 10 *TAC: 3*
Shields And Damage Data:
Superstructure Points — 21 *TAC: 7*
Damage Chart — B
Shield Type — OSJ
Shield Point Ratio — 1/4
Maximum Shield Power — 8 *TAC: 3*
Crew — 102
Combat Efficiency: D-114.0
WDF-38.4



LIGHTNING CLASS IV BLOCKADE RUNNER

Orion Colonies

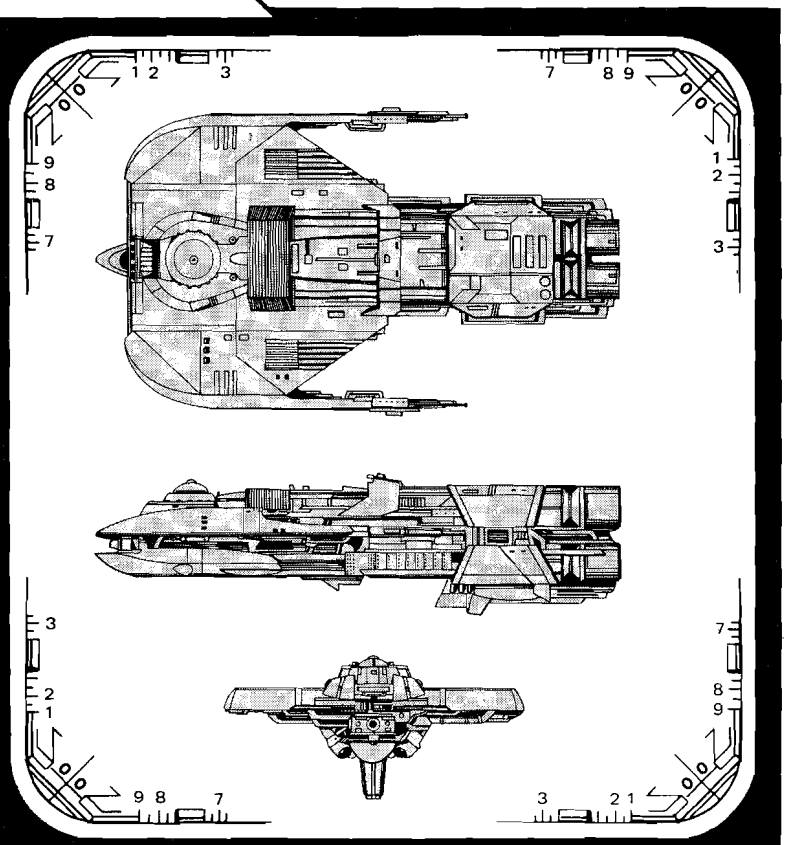


Engines And Power Data:
Total Power Units Available — 33 *TAC: 11*
Movement Point Ratio — 3/1 *TAC: 1/1*
Warp Engine Type — OWA-1
Number — 2
Power Units Available — 15 each
Stress Charts — G/F
Maximum Safe Cruising Speed — Warp 8
Emergency Speed — Warp 10
Impulse Engine Type — OIB-3
Power Units Available — 3
Weapons And Firing Data:
Beam Weapon Type — OD-3 Disruptor
Number — 6
Firing Arcs — 3 fwd/port/stbd, 1 port, 1 stbd, 1 aft
Firing Chart — R
Power Range — 0–4 *TAC: 0–1*
Damage Modifiers —
+2(all ranges) *TAC: +1(all ranges)*
Shields And Damage Data:
Superstructure Points — 16 *TAC: 5*
Damage Chart — C
Shield Type — OSF
Shield Point Ratio — 1/3
Maximum Shield Power — 6 *TAC: 2*
Crew — 23
Combat Efficiency: D-79.9
WDF-18

MONARCH CLASS IX FREIGHTER

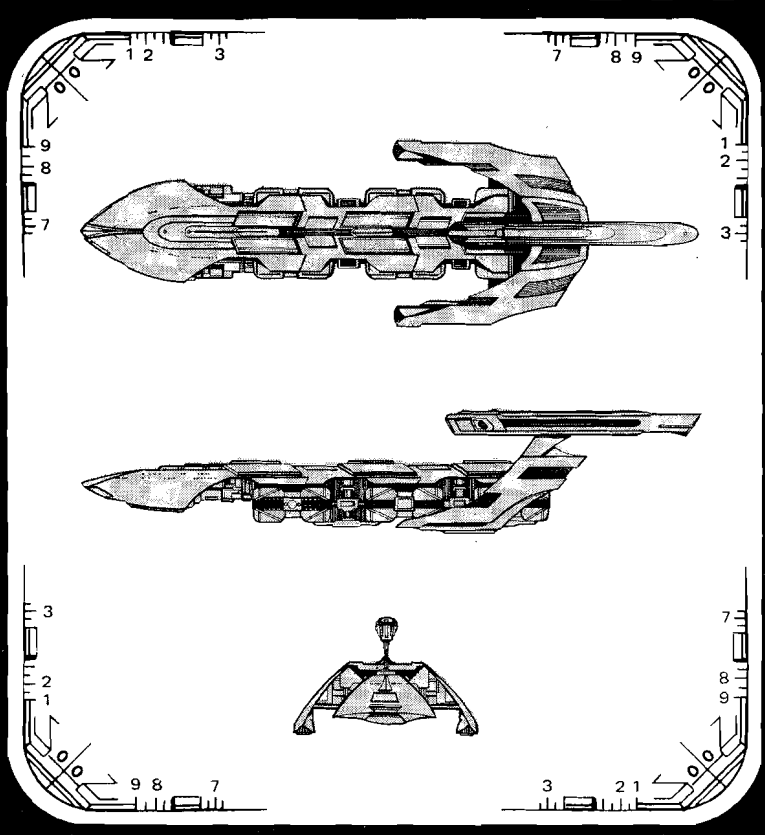
Independent Merchant

Engines And Power Data:
Total Power Units Available — 38 *TAC: 12*
Movement Point Ratio — unloaded 4/1 *TAC: 2/1*
loaded 7/1 *TAC: 3/1*
Warp Engine Type — FWF-1
Number — 1
Power Units Available — 18
Stress Charts — F/K
Maximum Safe Cruising Speed — Warp 6 unloaded; Warp 5 loaded
Emergency Speed — Warp 8 unloaded
Warp 7 loaded
Impulse Engine Type — FIF-3
Power Units Available — 20
Weapons And Firing Data: Unarmed
Shields And Damage Data:
Superstructure Points — 8 *TAC: 3*
Superstructure Damage Chart — C
Deflector Shield Type — FSA
Shield Point Ratio — 1/1
Maximum Shield Power — 6 *TAC: 2*
Crew — 16
Combat Efficiency: D-30.4



LOTUS FLOWER CLASS X FREIGHTER

Independent Merchant



Engines And Power Data:
Total Power Units Available — 28 *TAC: 9*
Movement Point Ratio — 6/1 unloaded *TAC: 2/1*
7/1 loaded; *TAC: 3/1*
Warp Engine Type — FWG-2T
Number — 1
Power Units Available — 20 each
Stress Charts — C/D
Maximum Safe Cruising Speed — Warp 4 unloaded; Warp 4 loaded
Emergency Speed — Warp 6 unloaded
Warp 5 loaded
Impulse Engine Type — FID-3
Power Units Available — 8
Weapons And Firing Data: Unarmed
Shields And Damage Data:
Superstructure Points — 15 *TAC: 5*
Superstructure Damage Chart — C
Deflector Shield Type — FSD
Shield Point Ratio — 1/2
Maximum Shield Power — 5
Crew — 81
Combat Efficiency: D-42

Table No. Range	A(21)	B(9)	C(1)	D(18)	E(11)	F(2)	G(10)	H(3)	I(22)	J(14)	K(8)	L(4)	M(15)	N(25)	O(13)	P(23)	Q(16)	R(17)	S(19)	T(5)	U(6)	V(24)	W(12)	X(7)	Y(20)
1	1-8	1-5	1-10	1-10	1-8	1-10	1-7	1-10	1-8	1-10	1-8	1-10	1-10	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10
2	1-6	1-5	1-8	1-9	1-7	1-9	1-7	1-9	1-8	1-10	1-8	1-10	1-9	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10
3	1-4	1-4	1-6	1-7	1-6	1-7	1-6	1-8	1-7	1-9	1-7	1-9	1-8	1-9	1-9	1-8	1-10	1-9	1-10	1-9	1-9	1-8	1-10	1-10	1-10
4	1-2	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-9	1-7	1-9	1-7	1-9	1-9	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-9	1-9
5		1-3	1-2	1-3	1-4	1-4	1-5	1-6	1-6	1-8	1-6	1-8	1-7	1-8	1-8	1-7	1-9	1-8	1-9	1-8	1-8	1-8	1-9	1-9	1-9
6		1-3	1	1	1-3	1-3	1-5	1-5	1-6	1-8	1-6	1-7	1-7	1-8	1-8	1-7	1-8	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9
7		1-2			1-2	1-2	1-4	1-4	1-5	1-6	1-5	1-6	1-6	1-7	1-7	1-6	1-8	1-7	1-8	1-7	1-7	1-7	1-8	1-8	1-8
8		1-2			1	1	1-3	1-3	1-5	1-4	1-5	1-5	1-6	1-6	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-8	1-8	1-8
9		1					1-2	1-2	1-4	1-2	1-4	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-7	1-6	1-6	1-6	1-7	1-7	1-8
10		1					1	1	1-3	1	1-4	1-3	1-5	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-6	1-6	1-7	1-7	1-7
11									1-2		1-3	1-2	1-4	1-3	1-4	1-5	1-4	1-5	1-6	1-5	1-5	1-6	1-6	1-6	1-7
12									1		1-3	1	1-3	1-2	1-3	1-4	1-3	1-5	1-5	1-5	1-5	1-5	1-6	1-6	1-7
13											1-2		1-2	1	1-2	1-4	1-2	1-4	1-4	1-4	1-4	1-5	1-5	1-5	1-6
14											1-2		1		1	1-3	1	1-3	1-3	1-4	1-4	1-5	1-5	1-5	1-6
15											1					1-3		1-2	1-2	1-3	1-3	1-4	1-4	1-4	1-5
16																1-2		1	1	1-3	1-3	1-4	1-4	1-4	1-5
17																1-2				1-2	1-2	1-3	1-3	1-3	1-4
18																1				1	1-2	1-3	1-3	1-3	1-4
19																					1	1-2	1-2	1-2	1-3
20																					1	1-2	1	1-2	1-3
21																						1		1	1-2
22																								1	1-2
23																									1
24																									1

MOVEMENT WITH THREE MOVMENT/FIRING PHASES

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

BASIC GAME DAMAGE LOCATION TABLE

Die Roll	*Result*
1	Superstructure
2	Superstructure
3	Superstructure
4	Deflector Shield
5	Weapon, Missile
6	Weapon, Beam
7	Engine
8	Engine
9	Engine
10	Engine

TOTAL DAMAGE FROM ROMULAN PLASMA WEAPON

Range	*RL-1*	TAC	*RL-2*	TAC	*RL-3*	TAC
1	24/12	5/4	32/16	11/5	28/14	9/5
2	20/10	7/3	32/16	11/5	28/14	9/5
3	20/10	7/3	32/16	11/5	28/14	9/5
4	16/8	5/3	24/12	8/4	28/14	9/5
5	16/8	5/3	24/12	8/4	24/12	8/4
6	12/6	4/2	24/12	8/4	24/12	8/4
7	8/4	3/1	20/10	7/3	24/12	8/4
8	4/2	1/1	20/10	7/3	24/12	8/4
9	—	—	16/8	5/3	20/10	7/3
10	—	—	16/8	5/3	20/10	7/3
11	—	—	12/6	4/2	20/10	7/3
12	—	—	12/6	4/2	16/8	5/3
13	—	—	8/4	3/1	16/8	5/3
14	—	—	8/4	3/1	12/6	4/2
15	—	—	—	—	12/6	4/2

BRIDGE HIT EFFECTS

BRIDGE PERSONNEL SHAKEN

Die Roll	*Officer Affected*
1-3	No Effect
4-6	Science Officer
7-9	Helmsman
10	Both Science Officer And Helmsman

SYSTEM SHAKEN

Die Roll	*System Affected*
1	Communications/Damage Control
2	Sensors
3	Shields
4	Helm
5	Weapons
6	Weapons
7	Reroll two times, divide roll by 2
8	Reroll three times, divide roll by 2
9	Reroll four times, divide roll by 2
10	No effect

TURN STRESS CHART

Chart Speed	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
SUB	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1
W3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1
W4	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	2
W5	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	2	2	2
W6	-	-	-	-	-	1	1	1	1	1	1	1	2	2	2	2	2	3
W7	-	-	-	1	1	1	1	2	2	1	2	2	2	3	2	3	2	3
W8	-	1	1	1	2	1	2	2	3	2	2	3	3	4	2	3	3	4
W9	1	1	2	2	3	2	2	3	4	2	3	4	3	5	3	4	3	4
W10	2	2	3	2	4	2	3	3	5	3	3	5	4	6	3	4	4	5