

BATTLESTATIONS!

A Rules Variant for FASA's Star Trek™ Starship Tactical Combat Simulator

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O1 - Alternate Rules Overview

O1A - Revised Turn Sequence Rules

1) POWER ALLOCATION PHASE

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

2) TACTICAL ADVANTAGE PHASE

- Add the number of movement points allocated by each captain to that captain's Skill Rating. The highest total has won the tactical advantage for that turn. The next highest would go next, and so on. In the case of ties, roll a d10, highest number wins (the total of the roll(s) is not added to the total of the captain's Skill Rating and movement points).

3) SENSORS PHASE

- Starting with the captain that lost the tactical advantage phase, each captain announces a target for their ship's sensors and rolls one die to determine if a sensors lock has been obtained. Captains with a lock from a previous turn do not need to reroll, unless switching the sensor lock to a different vessel.
- If the captain rolls a 6 or less, they have obtained sensor lock. Circle the "L" in the *Sensors Status Track* in the *Helm Display*.
- If the captain has a sensor lock, they may ask one of the sensor questions about their target (see **Sensors**).
- The remaining captains roll for sensor lock as above, with the captain who won the tactical advantage going last.

4) MOVEMENT PHASE

- The captain who lost the tactical advantage phase moves their starship counter first. If an emergency heading change is made, use the sequence given in the **Moving the Starship** section.
- The next captain then moves their starship, and so on until all the captains have moved their vessels.
- After all ships have moved, captains may perform a tactical heading change, at the cost of 1 power point per warp engine and 1 superstructure point.
- Operational cloaking devices may now be activated or deactivated.

5) FIRING PHASE

- Captains place a *Fire Counter* or a *No Fire Counter* face down next to their starship counter. The captain who lost the tactical advantage reveals their counter first, the captain who won the tactical advantage reveals last.
- Captains who played *No Fire Counters* remove them.
- In order, from last to first, captains who played *Fire Counters* declare which weapons fire at which targets.
- Captains receiving missile fire opt now whether or not they wish to take evasive maneuvers. Use the sequence given in the **Moving the Starship** section.
- Resolve combat, with the captain who won the tactical advantage firing first. Beam weapons are fired first, followed by torpedoes and plasma weapons. Resolve all damage as it occurs. If during the firing phase, a captain with a lower tactical advantage has their weapons damaged before they are able to fire, that weapon cannot fire until repaired.

- Repeat Step E until all captains have had a chance to fire undamaged weapons.

6) REPAIR/REPOWER PHASE

- Captains may attempt to repair damaged systems, as described in **Making Repairs**.
- All functioning shields are reenergized.

7) CONTINUING THE GAME

- Repeat the *Sensors*, *Movement*, *Firing*, and *Repair/Repower Phases* for the second combat round.
- Repeat the *Sensors*, *Movement*, and *Firing Phases*, and step A of the *Repair/Repower Phase* for the last combat round.
- Begin a new turn.

8) ENDING THE GAME

- When one side or the other has completed the victory conditions of the scenario being played, that side is declared the winner and the game is ended. In the event that both sides complete their goals at the same time, or if the captains feel that neither side can complete their goals, the game is declared a draw.

O1B - Revised Sensors Rules

Through ship's sensors, a captain may keep track of the enemy. These sensors are the only way of obtaining information other than by visual observation. Vessels are in sensor contact when they are one the mapsheet at the same time. Vessels in sensor contact will know each other's basic position, heading, and speed. They can fire upon one another as long as sensors are operational, but do not need a sensor lock to do so.

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

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

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

AUTOMATIC INFORMATION

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

- Ship's class or displacement (tonnage).
- Majority race of crew and approximate number, if the target's shields are down
- Name of class and ship type, if known (such as Constitution-class cruiser).
- Whether the target ship is locking sensors on sensing ship.

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

- Mass and size.
- Composition, such as steel, energy, unknown, etc.
- Status of that composition, such as fluctuating, solid, gaseous, etc.
- The type of lifeforms present, if known, and their approximate number.

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ADDITIONAL INFORMATION

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

Q1: How much power is available?

A1: *The Total Power Units available.*

Q2: How are the shields powered?

A2: *The order, from greatest power allotment to least, in which the captain has allocated power to weapons, shields, movement, and cloak (if any).*

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 facing must be specified)?

A4: *Yes or no, and the number of points in that shield.*

Q5: How are the weapons powered (the type, whether beam or missile, must be specified)?

A5: *How many weapons are powered, and total number of power points given to weapons.*

Q6: Is a specific weapon powered (the weapon must be specified)?

A6: *Yes or no, and the number of points used to arm the weapon.*

Q7: How much damage has the ship taken?

A7: *The approximate status of the engines, the shields, the weapons, and the superstructure. This answer should state the percentage of power remaining in the engines, operational shield generators, operational weapons, and the superstructure.*

Q8: What is the status of the ship's life forms (this question must be answered only if the target ship's shield between it and the sensing ship is down)?

A8: *The percentage of the vessel's full crew that are still alive.*

Q9: Are any transporters powered?

A9: *Yes or no, with the approximate number of life forms being transported.*

O1C - Revised Miscellaneous Rules

1) GRAVITY WELLS

What is a **gravity well**? A gravity well is the pull of gravity that a large body in space exerts. The larger the body (the more mass) the more of a gravity well it has. The Sun has a large (or deep) gravity well. Asteroids and small moons have much shallower gravity wells. Anything on a planet or moon is considered to be at the bottom of the gravity well. Entering space from the surface of a planet or moon means climbing out of the gravity well, something that often takes a huge amount of energy. The larger a planet or moon's gravity well is, the more energy it takes to achieve escape velocity and blast a ship off of it.

For the purposes of the *Starship Tactical Combat Simulator*, a gravity well is also an area of space surrounding a planetary body (usually one to four hexes deep, depending on the size of the object in question) where certain tactical problems arise because of the distortion of space/time. These changes to the usual "rules of engagement" can make combat near a star or planet problematic for any starship not specifically designed to do so. These effects occur to starships traveling at both warp and impulse speeds, although there are some effects that only occur to a ship traveling at one speed, and not the other (for example, the **slingshot effect** cannot occur at impulse speeds).

OPTIONAL GRAVITY WELL RULES -

IMPULSE SPEEDS:

- a) Ships entering the gravity well immediately reduce all remaining movement to one (1) hex per phase. As long as the ship is in the gravity well, it can move no faster

than one (1) hex per phase. ***If a ship exceeds this limit, it immediately loses one (1) superstructure point for every three (3) hexes of movement above the limit.***

- b) Ships entering a gravity well immediately slow to one hex of movement, regardless of remaining movement points for that phase. If the vessel had movement points remaining, those points are converted to superstructure damage on a point-for-point basis. If, however, the ship ended its movement phase one (1) hex inside the gravity well, no damage is incurred. Any subsequent movement phases that has greater than one hex of movement still allocated lose all movement above one (1) hex of movement, but do not incur stress related damage, unless deliberately moving their ship more than one (1) hex per phase (as detailed above).
- c) Ships within a planet or star's gravity well have reduced sensor capability. Sensor lock on any ship outside the gravity well now occurs on a roll of 1-4, and a sensor lock on any other vessel within the same gravity well succeeds on a roll of 1-3. The exception is if the two ships are within line of sight, in which case the roll of 1-4 applies.
- d) Phaser and disruptor weapons (or equivalents) are not affected by gravity wells. Photon torpedoes and plasma weapons (or equivalents) suffer a lessened chance to hit (reduce all firing rolls by one (1) if firing **out** of a gravity well, and by three (3) if firing **into** a gravity well). Ranges of missile weapons are also reduced (subtract two (2) hexes of range if firing **into** a gravity well, and subtract four (4) hexes of range if firing **out**).

2) CAPTAIN RACIAL BENEFITS

Andorians:

An advanced race known for their adaptability and perception, Andorians are caste driven and unusually violent.

BENEFITS

Andorians are expert combatants (if not necessarily the best tacticians). Captains of this race may elect at the beginning of the scenario to take either a +5 to their Captain Skill Rating, or a +2 to any energy weapon bank or missile tube.

DRAWBACK

Because of their willingness to engage the enemy at all costs, Andorian captains will not disengage from an enemy unless they are outnumbered or outgunned by at least four to one, regardless of any damage to their vessel.

Betazeds:

A peaceful race that has developed highly telepathic abilities, the Betazoid people appreciate fine arts, literature, and philosophy.

BENEFITS

Betazoid captains are more in touch with their crews, due to their empathic natures, and so receive +10% to their Crew Efficiency Rating at the beginning of the scenario.

DRAWBACK

A Betazoid's empathy with their crew is also their greatest weakness. For every 10% of casualties inflicted, the Captain loses 2 points of Captain's Skill Rating.

Caitans:

Caitans are exceptionally good at communications. They are very cooperative, intelligent, and easy to get along with, as such, they are eagerly sought after as Starfleet crew.

BENEFITS

Caitan captains may, at the beginning of the scenario, designate one Bridge system that is immune from a "Systems Shaken" result on the Starship Damage Tables. In addition, Caitan captains add +5 to their Tactical Advantage Score, due to their heightened reflexes.

DRAWBACK

Caitan captains have a highly refined code of honor. Due to this, vessel commanders of this race must assist any allied vessel in distress, regardless of any danger to the Caitan captain's ship, and Caitan captains must allow damaged enemy vessels to withdraw (in this case, if the same enemy ship returns to reengage in combat, the Caitan captain is allowed to return fire.)