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BOOK TWO: ADVANCED RULES

ADVANCED STARSHIP TACTICS

This book contains the rules for playing *ADVANCED STARSHIP TACTICS*. These rules assume that the reader has a working knowledge of *BASIC STARSHIP TACTICS* as given in *BOOK ONE*. Only additions and changes to the basic rules are covered here. Rules that do not change are not duplicated.

COMPONENTS NEEDED

The following list gives the components needed to play *ADVANCED STARSHIP TACTICS*:

- Tactical Displays* — one per ship
- Display Counters* — one set per ship
- Starship Silhouette Counters* — one per ship
- Starfield Mapsheet*
- Book One: Basic Starship Tactics*
- Book Three: Starship Data And Combat Charts*
- 20-Sided Die*

GAME SETUP

The game setup for *ADVANCED STARSHIP TACTICS* is identical to that for the basic game. Place the *Display Counters* on the *Tactical Displays* and the *Starship Silhouette Counters* on the *Starfield Mapsheet* just as described in the section on **Game Setup** in *Book One: Basic Starship Tactics*.

Playing the Game

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 4-hour game.

SEQUENCE OF PLAY

Power Allocation Phase

1. Each player arranges the *Display Counters* on his *Tactical Display* as needed for the new game turn.

Tactical Advantage Phase

2. Each player rolls a die. The player who rolls the higher number has the tactical advantage in this game turn. If both players roll the same number in this phase, each player rolls again.

Sensor Phase

3. The players announce to one another the speeds of their ships. Each player may designate one target vessel for a sensor lock. He rolls one die; on a roll of 1 through 6, a sensor lock is obtained. The *Sensor Counter* is moved to *LOCK*, and the player obtains some information about his enemy and may ask one sensor question. This is discussed further in the section on **Sensors**.

Movement Phase

4. The player with the fastest-moving ship moves his *Starship Silhouette Counter* and the *Movement Counter* to show that he has moved. If emergency heading changes are made, he uses the **Emergency Heading Change Stress Damage Sequence** below. If two ships have the same movement, the player with the tactical advantage moves his ship second.

5. The player with the second fastest ship moves the *Starship Silhouette Counter* and records the movement on his *Tactical Display*.

6. Movement continues until all ships have moved for this phase.

Firing Phase

7. Any player who desires to fire an armed weapon declares his target. The player with the tactical advantage declares his targets last.

8. The first player determines weapon hits and damage using the **Weapon Firing Sequence** from the basic game.

9. Step 8 is repeated until all players who declared their targets have fired.

Continuing Play

10. Play continues in this same way, with Movement and Firing Phases (Steps 4 through 9) alternating until all five of each have been completed.

11. When all players have completed movement allotted and firing in the game turn, that game turn is over, and players begin a new game turn's Power Allocation Phase (Step 1).

Ending The Game

12. The game ends when one player has destroyed, captured, or driven off all his opponents, or when the victory conditions have been met.

EMERGENCY HEADING CHANGE STRESS DAMAGE SEQUENCE

Used for emergency heading changes only.

1. Give the ship one point of stress damage on its warp engines. Move the *Power Counter* one box to the left on the Total Power Units Available Track.
2. Find the warp speed in the left-hand column of the Heading Change Stress Chart.
3. Cross-index with the appropriate Engine Stress Column.
4. If a number results, move the *Power Counter* to the left one box on the Total Power Units Available Track.
5. Cross-index the warp speed with the appropriate Superstructure Stress Column.
6. If a number results, move the *Superstructure Counter* one box to the left on the Superstructure Damage Track.
7. Resume game.

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 4 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.

In order for a captain to discover any additional information about a ship, he must obtain a sensor lock in the Sensors Phase of the game turn. Sensor range for this purpose is the entire *Starfield Mapsheet*. The ship captain indicates his target and then rolls one die. A roll of 1-6 indicates that a sensor lock is obtained, and the *Sensor Counter* is moved to *LOCK*. The sensors remain locked on this target either until a lock is attempted on another ship, until the sensors are knocked out by enemy fire, or until the target ship's weapons successfully hit the ship with the lock, whether or not the sensors are damaged. Only one ship may be 'locked in' at a time.

When a sensor lock is obtained, the captain of the target

vessel must give the captain of the sensing ship the following information:

- 1) the type, size, nationality, and class of ship or the size of any other object;
- 2) the type of life forms present (only if the shields are down);
- 3) the composition of the object (steel, energy, unknown, etc.);
- 4) the status of the object's composition (fluctuating, solid, gaseous, etc.);
- 5) if the ship has enemy sensors locked on it.

The captain of the sensing ship also may ask one of the following ten questions, getting the indicated answers in response:

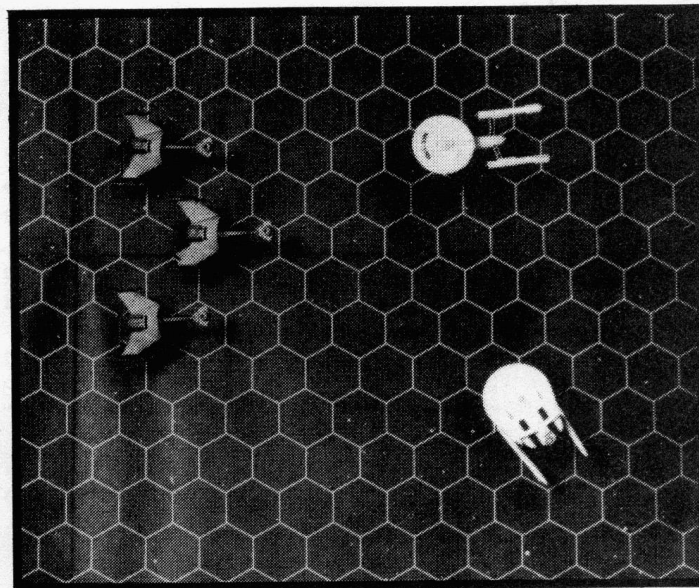
1. How much power is available? *Ans.: The Total Power Units Available.*
2. What is the relative power allocation? *Ans.: The order, from greatest power allotment to least of weapons, shields, and movement.*
3. How are the shields powered? *Ans.: How many shields are powered, the total number of shield points, and the Shield Point Ratio.*
4. Is a specific shield up? (The shield side must be specified.) *Ans.: Yes or no, and the number of points in that shield.*
5. How are the weapons powered? (The type, whether beam or missile, must be specified.) *Ans.: How many weapons are powered and total number of power points given to weapons.*
6. Is a specific weapon powered? (The weapon must be specified.) *Ans.: Yes or no, and the number of points used to arm the weapon.*
7. How much damage has the vessel taken? *Ans.: The approximate status of the engines, the shields, the weapons, and the superstructure.*
8. What is the status of the ship's life forms? *Ans., only if one shield is down: The percentage of the vessel's full crew that are still alive.*
9. Are any transporters powered? *Ans.: Yes or no, with the approximate number of life forms being transported.*
10. Are any cloaked Romulan vessels detected? *Ans.: Yes, and the location of the vessel. Cloaked Romulans are discussed in the section on Special Weapons.*

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 1 game turn; a roll of 6-10 indicates that they are knocked out for 2 game turns. The *Sensor Counter* is moved to the appropriate box on the Sensors Track, and ships 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.

Sometimes, at sub-light speeds, a vessel will be close enough that a moon, planet, sun, or other large obstacle will cast a substantial sensor 'shadow.' Objects in the shadow do not register on the sensors.

MOVING THE STARSHIP SILHOUETTE COUNTERS

In *ADVANCED STARSHIP TACTICS*, movement of the starships is much more versatile than in the basic game. Ships 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.

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

Additional damage may be done if the ship is going at a sufficiently high warp speed. To determine if any additional damage is done to the ship, first see what Heading Change Stress Chart is to be used for the vessel. The Stress Chart will be identified with a letter combination, such as Stress Chart O/P. The first letter indicates the column used for engine damage, and the second letter indicates the column used for superstructure damage. These columns may be found in **Book Three: Starship Data And Combat Tables**. The section of this book entitled **Heading Change Stress Charts** includes a table of all these columns.

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 Charts 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 Stress Chart L. Cross-indexing warp 6 with column L shows a number (it is 1) in the warp 6 row, so you 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. Chart N has a number (2 in this case) in the warp 6 row, so the player also moves the *Superstructure Counter* one space to the left on the Superstructure Damage Track.

REVERSE MOVEMENT

Ships can move in reverse, but they must have remained stationary for 5 full Movement Phases to allow the engineers to make the systems change-over. Thus forward and reverse movement may not be made in the same game turn.

Maximum speed in reverse is one hex per Movement Phase. Movement must be one hex straight back, with no heading change; any heading changes desired must be made in a separate Movement Phase.

Thus, if a captain wanted to move in reverse for some reason, his ship must remain stationary either by allocating no power to movement or by holding station for 5 phases. Then, if he allocated power for 5 movement points, the ship could move in reverse the next Movement Phase, then change its heading, move two more hexes in reverse, change its heading again, and so on.

In order to go forward once again, the ship must remain stationary for 5 Movement Phases while the original engine configuration is re-established.

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

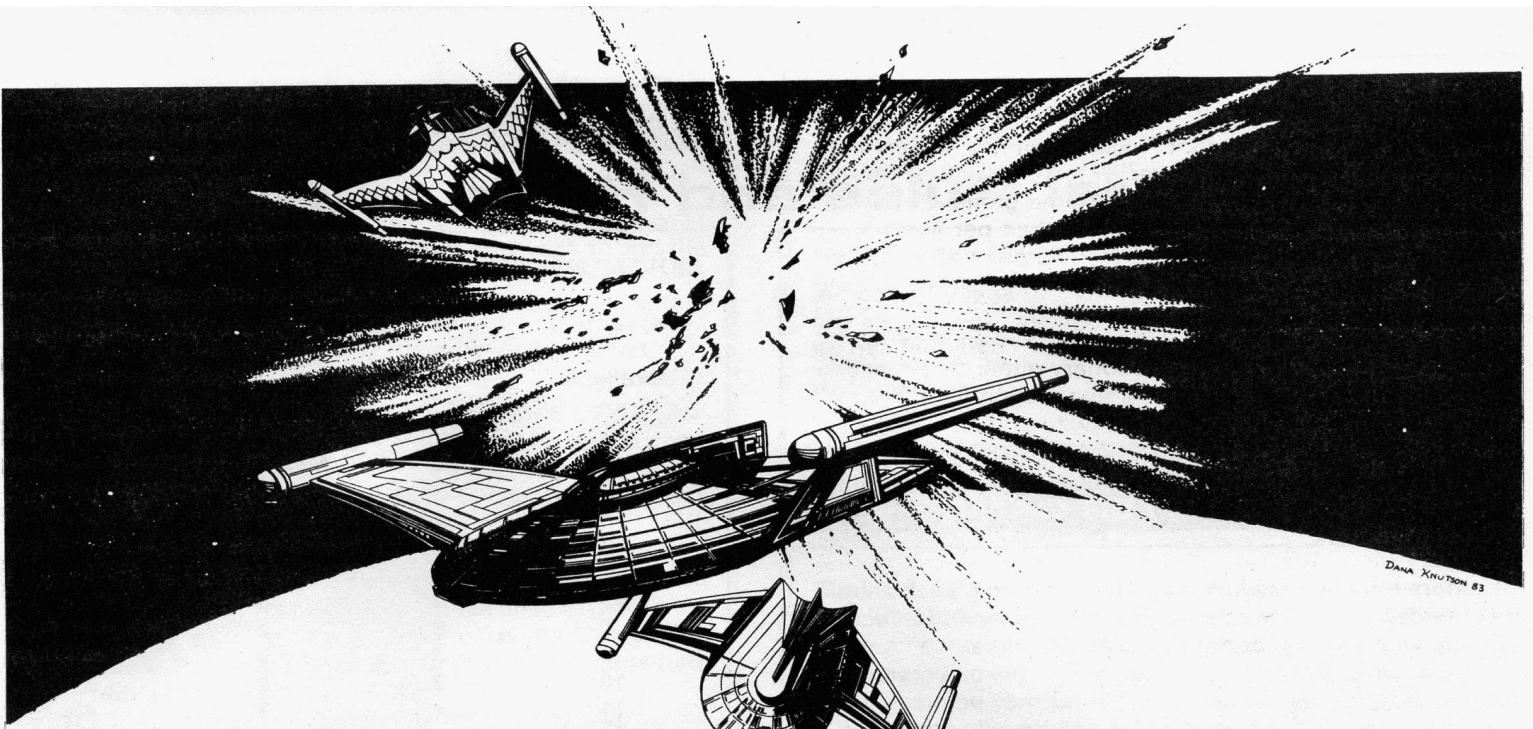
Romulan plasma weapons have some of the characteristics of a beam weapon and some of the characteristics of a missile weapon. They are armed like a missile weapon, with a set charge, but they give damage like a beam weapon, the amount depending on the range. The Ship Data Tables for the various Romulan 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. To find the damage done by a successful hit, consult the Romulan Plasma Weapon Damage Table. First find the appropriate column and range as with normal weapons. The number cross-indexed is the amount of damage given. For example, if a Romulan fires a plasma weapon using Firing Chart RL-3, and the target ship is 9 hexes away, the damage done is 10 points.

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.





When the cloaking device is activated, the Romulan *Starship Silhouette Counter* is removed from the *Starfield Mapsheet*. The Romulan player must write down the movement of his ship, so that he will know where he is at any moment. This movement is recorded movement-point-by-movement-point during the Romulan player's Movement/Firing Phases. The device requires 5 power points to operate, and it may not be used in the same game turn that weapons are to be fired. Thus, during the Power Allocation Phase of the game turn, the Romulan player must choose between cloaking his ship and firing weapons.

Opposing players may attempt to detect the movement of a cloaked ship during the Sensors Phase of every game turn. A player trying to detect such movement must roll one die. If the roll was 6-10, the attempt failed automatically. If the cloaked Romulan ship has not moved in the last game turn, the attempt also is automatically unsuccessful.

If the player rolls a 1-5 and the Romulan moved in the last game turn, the sensing player is successful. He will know where the cloaked Romulan vessel is during all of its Movement Phases. In order to continue to keep track of the cloaked vessel, the player must make another successful die roll in the next game turn. If there is more than one cloaked vessel, only the one nearest the scanning ship is detected.

A ship may fire at a cloaked ship that it has detected, but it may not fire into a hex hoping a successfully cloaked ship is there. Those hexes are big, and an essentially invisible ship simply cannot be hit, even if the process of elimination determines the 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 player 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 because of self-destruction is automatic. The explosion because of 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 5 points below 0, the player would have to roll a 6 or more to prevent explosive destruction in this Firing Phase. If the ship takes 2 more points of superstructure damage in the next Firing Phase, the player would have to roll an 8 or more to prevent the explosion. When the superstructure takes 10 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 10 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 2 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 10 hexes take at least one point of damage.

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 as 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 captain 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.

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.

Perhaps the most effective method would be to limit the number of Movement/Firing Phases. Although the flexibility of each individual ship suffers somewhat, the overall feeling of the game is preserved if this simplification is made. Combat takes less time and does not feel so ponderous and slow-paced, with many players merely waiting around. An alternate movement chart is presented below, limiting the number of Movement/Firing Phases to 3 per game turn.

MOVEMENT WITH THREE MOVEMENT/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

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*.

ALTERING VARIABLE DATA

The variable data in the basic and advanced game are $\frac{1}{3}$ 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 preceded by **TAC:** and given in italics have been cut to $\frac{1}{3}$ 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 $\frac{1}{2}$. 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 $\frac{1}{4}$ instead of $\frac{1}{3}$.

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.

CAMPAIGN ADVANCEMENT

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

ADVANCEMENT POINTS

Each captain and each crew will develop a fund of Advancement Points that can be used to give bonuses in combat. The captain and crew will start off with a few Advancement Points and add to them every time they are victorious in battle.

The captain's Advancement Points are used as a bonus in the Tactical Advantage Phase of the game turn. In this case, percentile dice replace the single die used to determine the advantage. After the die is rolled twice, the player adds his captain's Advancement Points to the number obtained, giving him a better roll.

The crew's Advancement Points are used as a target for a percentile dice roll. In the Power Allocation Phase of each turn, the die is rolled twice as percentile dice for each crew. If the roll is the same as or lower than the crew's Advancement Points, then the crew has a bonus FOR THAT TURN ONLY, and the player may decide to do one of these four things:

1. Fire 2 weapons at a bonus of 1 point subtracted from the To-Hit die roll.
2. Coax 1 additional power point from the engines. This may be allocated anywhere.
3. Coax 1 additional shield point from a specific shield, even above the maximum number of points allowed.
4. Repair stress damage on either engines or superstructure. One point may be added (permanently) back onto the Total Power Units Available Track or the Superstructure Damage Track.

The captain's points are his until he is killed, no matter which ship he commands. The crew's points may be used only for the specific ship designated.

INITIAL ADVANCEMENT POINTS

When creating a ship and its captain, the player rolls 1 die and adds ten. These numbers between 11 and 20 represent the Advancement Points that the player may divide between that ship's captain and crew. When he has made his division, the captain's name and his Advancement Points are recorded. The crew's Advancement Points are recorded by the ship's name. At the beginning of a game, each player should give the Advancement Points of his captain and crew.

VICTORY POINTS

A ship gains Victory Points when it scores a victory by destroying, capturing, or driving off another ship. These Victory Points are determined by dividing the vanquished ship's Total Power Units Available by 10. Victory points may be divided by the player between the victorious captain and his crew. After he has decided how the points are to be divided, they are added to the Advancement Point totals, with the new totals to be used in the next game.

If more than one ship is responsible for a kill, the Victory Points may be split by agreement or they may go to the captain/crew that fires the shot that brought about the victory. How this is to be done should be agreed upon BEFORE the game.

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 4 hexes away.

This is 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 Advancement Points, which he will use in his next command, but the crew will lose theirs.

ADVANCED SCENARIOS

THE ROMULAN GAMBIT

Background

The Federation player 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 players may place their ships anywhere they desire on the map, making a note of their location. The Romulans have laid a minefield containing 5 mines and 15 dummy counters around the planet, no closer than 2 hexes and no farther than 5 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. Federation player 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

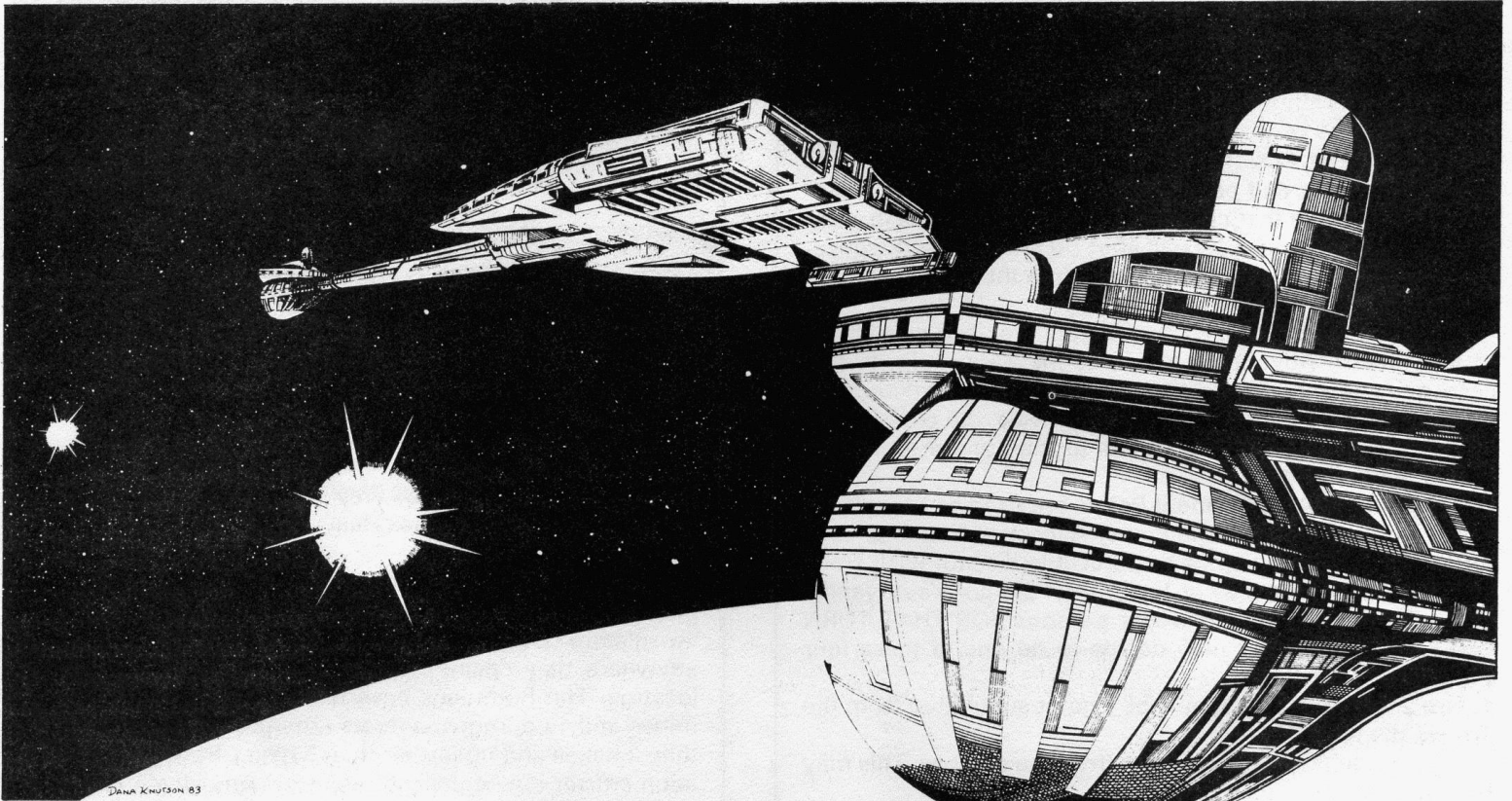
Set up the Orion ships on one of the long edges of the *Starfield Mapsheet* and the Klingon ship in the center of the opposite edge.

Victory Conditions

The Klingon must exit opposite edge of map with at least $\frac{1}{3}$ 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 $\frac{1}{3}$ 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.

EXPERT STARSHIP TACTICS



The rules for playing *EXPERT STARSHIP TACTICS* assume that the reader has a working knowledge of *BASIC STARSHIP TACTICS* and *ADVANCED STARSHIP TACTICS* as given in **BOOK ONE** and in earlier sections of this book. Only additions and changes to the basic and advanced rules are covered here. Rules that do not change are not duplicated.

COMPONENTS NEEDED

MASTER CONTROL PANELS

In *EXPERT STARSHIP TACTICS*, the *Master Control Panel* replaces the *Tactical Display* and *Display Counters*. This 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 $\frac{2}{3}$ of the front is given to the *Weapons Display*. At the top of this display are 5 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 1 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 diagram to record the Firing Arc. The 20 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 6 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.

OTHER EQUIPMENT NEEDED

The following list gives the other components needed to play *EXPERT STARSHIP TACTICS*:

Starship Silhouette Counters — one per ship

Starfield Mapsheet

Book One: Basic Starship Tactics

Book Two: Advanced Rules

Book Three: Starship Data And Combat Charts

Two 20-Sided Dice

GAME SETUP

PLAYING BOARD

Set up the *Starfield Mapsheet* with *Starship Silhouette Counters* as in the basic and advanced games.

VARIABLE DATA USED IN *EXPERT STARSHIP TACTICS*

A major change in *EXPERT STARSHIP TACTICS* involves the ship data used. The Ship Data Sheets give some data that changes between *BASIC STARSHIP TACTICS* and *EXPERT STARSHIP TACTICS*. The data printed in italics and preceded by *TAC:* is used only in the basic and advanced games. To make the numbers more simple to use, the full values have been divided by 3 to get the values in italics.

EXPERT STARSHIP TACTICS uses the full values, those printed in normal type and NOT preceded by the designation *TAC:*.

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.

SIMPLE SKILL ROLLS

At the beginning of the game it is necessary to create two statistics that define the performance of the ship captain and his crew.

SKILL AND EFFICIENCY RATINGS

The statistic for the Captain is his Skill Rating in *STARSHIP COMBAT STRATEGY AND TACTICS*. This skill is a measure of the Captain's ability to predict what the enemy will do and move to counter it. The higher his Skill Rating, the greater his potential tactical advantage in combat. In combat, the Captain with the greater Skill Rating has the tactical advantage for the entire game.

Similarly, the statistic for the crew is the Crew Efficiency Rating. This is a measure of how competent they are at their jobs. The higher the rating, the more the crew is able to do their jobs in a better-than-average way and possibly provide bonuses.

CREATING THE RATINGS

For each rating, roll the die 3 times, add the rolls together, and then add 45. This gives numbers between 48 and 75, with the average about 60. Record the ratings on the *Master Control Panel*.

SKILL ROLLS

The Captain makes no Skill Rolls. Once per game turn, in the Skill Roll Phase, each player may make a Skill Roll against his Crew Efficiency Rating. He rolls the die as percentile dice and compares the result with his Crew Efficiency Rating, just as in the **Campaign Advancement** rules from *ADVANCED STARSHIP COMBAT*.

Playing the Game

SEQUENCE OF PLAY

1. The Captains' Skill Ratings are compared. The Captain with the higher rating has the advantage, with the advantage descending in order as determined by the other Captains' ratings. The Captain with the tactical advantage declares his targets after all others have been declared, and when his ship has the same movement as another ship, he moves after the other ship so that he can take advantage of its movement if he desires.

Power Allocation Phase

2. Each player adds up the Power Units Available for all warp and impulse engines. This number is marked in the Total Power Units Available box. The player then allocates power to movement, shields, and weaponry, marking his *Master Control Panel* as needed to reflect his power allocation for the new game turn.

Skill Roll Phase

3. Each player makes a Skill Roll against his Crew Efficiency Rating. If the roll is less than or equal to the rating, he may choose one bonus to apply for this game turn.

Sensors Phase

4. The number of movement points for each ship is made public. Each player may designate one target vessel for a sensor lock. He rolls one die; on a roll of 1 through 6, a sensor lock is obtained. Circle *L* on the Sensors Track if a lock is obtained, and an *O* if a lock is not obtained. If a lock is obtained, the player with the lock may ask one question about his target in each Movement Phase of the game turn.

Movement Phase

5. If he has a sensor lock, the ship captain with the greatest number of movement points may ask a question about his target.

6. The captain moves his *Starship Silhouette Counter* as indicated by the Movement Points Per Phase Table. If emergency heading changes are made, he uses the **Emergency Heading Change Stress Damage Sequence** below to determine stress.

7. The ship captain with the second greatest number of movement points asks his sensors question if he has a sensors lock.

8. The captain moves his *Starship Silhouette Counter* for the phase. Steps 7 and 8 are repeated until all ships have been moved. If two ships have the same movement, the captain with the tactical advantage moves last.

Firing Phase

9. Any captain who desires to fire declares his targets. The captain with the tactical advantage declares his targets last.

10. One captain resolves his weapon hits and damage using the **Weapon Firing Sequence** and Detailed Damage Location Charts A - C.

11. Step 10 is repeated until all firing is complete.

Continuing Play

12. When all players have completed movement and firing for the game turn, that game turn is over, and players begin a new game turn's Power Allocation Phase (Step 2).

Ending The Game

13. The game ends when one player has captured, destroyed, or driven from the field all his opponents' vessels.

HEADING CHANGE STRESS DAMAGE SEQUENCE

1. Record one point of stress damage on each warp engine.
2. Find the warp speed in the left-hand column of the Heading Change Stress Chart.
3. Cross-index with the appropriate Engine Stress Column.
4. If a number results, mark off the appropriate boxes on EACH warp engine's Power Available Track.
5. Cross-index the warp speed with the appropriate Superstructure Stress Column.
6. If a number results, mark off the appropriate number of boxes on the Superstructure Damage Track.
7. Resume game.

USING THE 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 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.

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.

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.

SENSORS

Ship sensors operate as they do in the basic and advanced games, with the exception that once a sensor lock is obtained, one sensor question may be asked in each Movement Phase.

ROMULAN CLOAKING DEVICE

In this game, detecting ships cloaked with the Romulan Cloaking Device may replace the usual sensor lock, which cannot be made in the same turn. The scan proceeds in the following way.

In the first Movement Phase, the ship captain doing the sensing chooses ONE firing arc (forward, port, starboard, or aft) to scan. He then rolls one die, looking for a 5 or less. A successful roll gives a sensor lock on the cloaked vessel, and its location is revealed **ONLY TO THE SENSING CAPTAIN**. Unsuccessful scans may be repeated in subsequent Movement Phases.

Once a captain has located a cloaked ship, he may fire on it during any Firing Phase remaining in the game turn. If the ship moves during the game turn, its new location and heading are revealed to the sensing captain. When the game turn is over, a new sensor lock must be made to discover the location of the cloaked ship and fire on it.

The scan can be successful **ONLY** if the Romulan vessel moved in the previous game turn. If it did not move, the scan will be unsuccessful, but this should not be revealed by the player of the cloaked ship. The scanning captain should choose a scanning arc and roll the die; of course, no roll will be successful, but the scanning captain will not know this.

MOVING THE STARSHIP SILHOUETTE COUNTER

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

STRESS FROM EMERGENCY HEADING CHANGES

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

When the vessel makes an emergency heading change of two hex-sides, the Emergency Heading Change Stress Charts must be consulted as usual. If a number occurs in the stress column for a given warp speed, THAT is the number of stress damage points applied to the appropriate track. Engine stress damage is applied to the Engine Power Track of each warp engine a vessel has, so that the Total Power Units Available decrease markedly if the vessel has 2 warp engines and is going a high warp number. Superstructure stress damage is applied to the Superstructure Damage Track as before.

FIRING WEAPONS

Weapons are aimed and fired as in the basic and advanced games, and the deflector shields are taken into account as before. The main difference in *EXPERT STARSHIP TACTICS* is in damage location. The Simple Damage Location Table is not used in this game; instead, the Detailed Damage Location Charts are used. In 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 6 tables, one for each of the shields.

When the damage location is determined, the correct chart is selected, 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. A die is rolled, and the result is cross-indexed to give the specific location. Roll 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, 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 1 or 2 game turns. The captain of the damages ship rolls one die in secret. On a result of 1 - 5, the sensors are out for 1 game turn; on a roll of 6 - 0, the sensors are out for 2 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 superstructure damage and 1% casualties per damage point taken.

Engineering Out

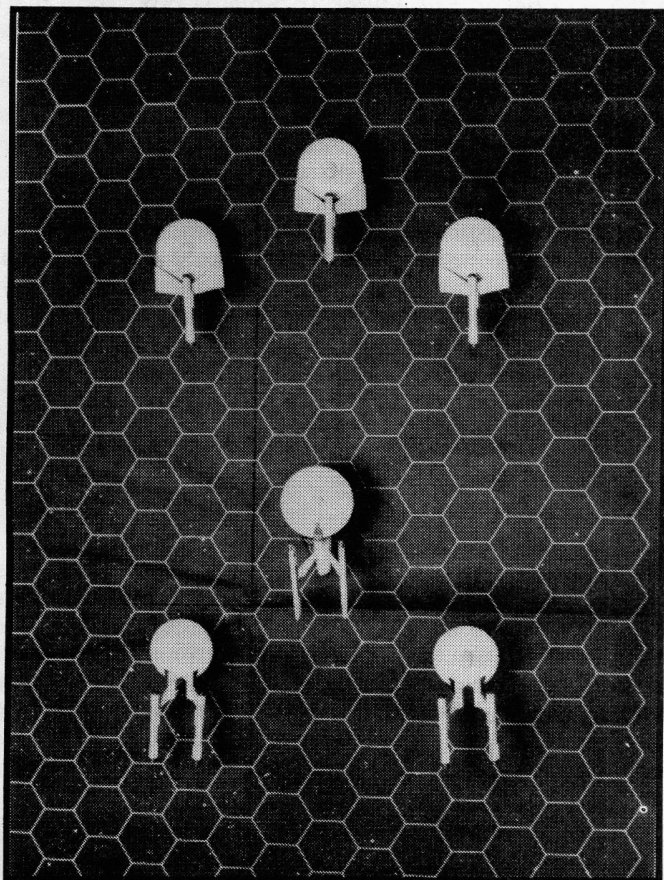
Engineering personnel are shaken about, possibly badly enough so that they cannot perform duties. In this game, this result only gives superstructure damage with 1% casualties per damage point taken.

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 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	2 x exploding ship's Power Units Available
1 hex	1 x exploding ship's Power Units Available
2 hexes	1/2 exploding ship's Power Units Available
3 hexes	1/4 exploding ship's Power Units Available
4 hexes	1/8 exploding ship's Power Units Available
5 hexes	1/16 exploding ship's 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 10 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 5 points of damage.

COMMAND & CONTROL

ROLE-PLAY IN STARSHIP COMBAT

Starship combat in this game is unlike that in most other tactical space combat games. Success in warfare with complex machinery, from tanks to starships, depends on using the equipment to best advantage. *STAR TREK's* starship combat is no different in this philosophy.

Where *COMMAND & CONTROL* differs is in its approach to combat. Unlike *STARSHIP TACTICS*, which basically is a boardgame, *COMMAND & CONTROL* is intended as a role-playing experience. Unlike other tactical space combat systems, *COMMAND & CONTROL* offers the opportunity to role play during ship combat as well as during ground- or ship-based adventures.

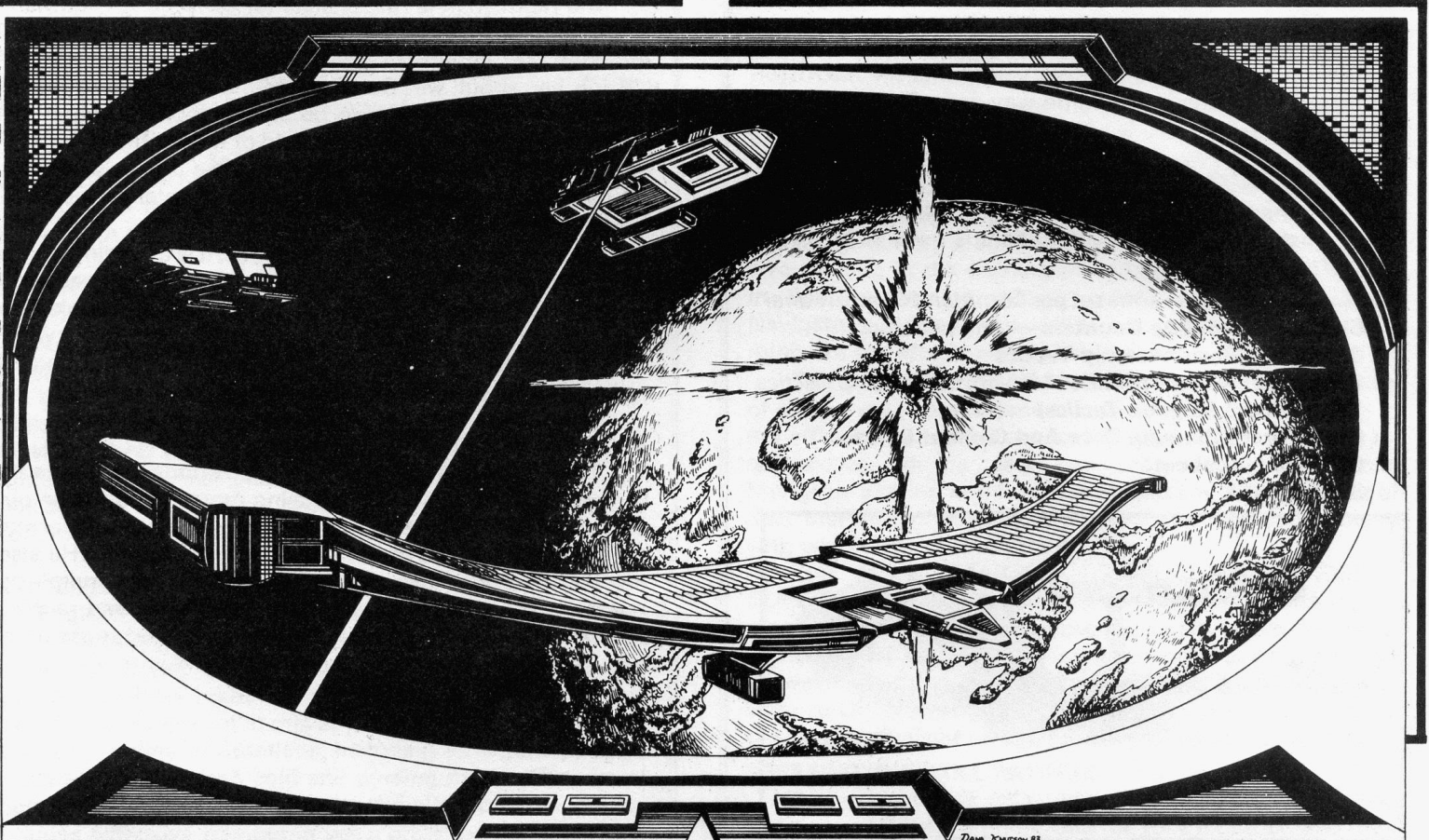
Role-play games differ in a number of significant ways from boardgames. In a role-playing game, the rules define situations and conditions in a fictional setting of the player's choosing. The object of the game is to follow the rules in establishing a character that might live in the fictional setting chosen and in playing the role of that character while the game is in progress. Playing the role of a game character is much like an actor playing a role on the stage or in the movies. To succeed in the game, the player must think and act like the character would think and act.

Unlike most plays and movies, however, there are no set lines in a role-play game. The characters (and players) do not know what is going to occur until it happens. The situations that the characters will face are set up in advance, and the game deals with the actions of the characters in response to the situations that occur. There are no winners or losers in the normal sense.

COMMAND & CONTROL shares some common aspects with other role-play games. A group of players will interact in *COMMAND & CONTROL*, cooperating in an attempt to defeat a common enemy or solve a common problem. Usually all players will be on the same side, one member of a team. Each player will assume the part, or *role* of an officer on the bridge of a starship, using his/her imagination to direct the actions of that officer. What the officer says and how the officer behaves is part of the *play* of the role. Within the limits of the rules, the only restraints on the actions of the player's character are those his imagination creates.

As with other role-play games, one player does not have a permanent role to play. Instead, he moderates the game, keeping in mind and reinforcing the limits and rules set by the game system. Called the gamemaster, this player judges the effects of the player characters' actions and determines what the response to those actions will be. He plays all the 'bit parts,' those characters that are not central to the action but who interact with the players' characters in some way. He is responsible for making the game run smoothly so that all have a good time.

In *COMMAND & CONTROL*, the atmosphere of a game session becomes much like that on a starship bridge, with each player having a responsibility to control one part of the ship's functions and the gamemaster giving them the information they need to effectively play their parts. In the fictional setting of the *STAR TREK STARSHIP COMBAT SIMULATOR*, he is like the Star Fleet Instructor, controlling the computer simulation. This will be his title throughout these rules.



BOOK TWO: ADVANCED RULES

The rules for *COMMAND & CONTROL* assume that the players have mastered at least *ADVANCED STARSHIP TACTICS* and that the Instructor (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 Instructor 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 knowledgeable in all sections of the rules, partly to guide the players and partly to insure a smoothly running game. As players become proficient with one role, they probably will want to learn how to play the others, at which time they should read all the rules.

COMMAND CONTROL PANELS

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

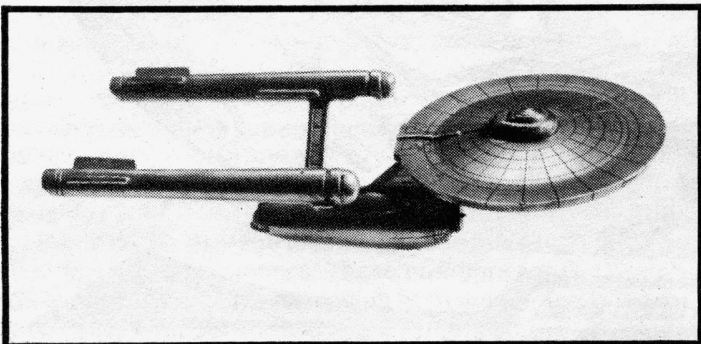
MASTER CONTROL PANELS

One of these is used for each vessel that the Instructor controls. It functions in the same way as in *EXPERT STARSHIP TACTICS*.

OTHER EQUIPMENT

The other equipment needed for *COMMAND & CONTROL* is listed below. Each component is used as in *BASIC STARSHIP TACTICS*.

- Display Counters** — one set per *Command Control Panel*
- Starship Silhouette Counters** — one per ship.
- Book One: Basic Starship Tactics**
- Book Two: Advanced Rules** (*Advanced Starship Tactics* and *Expert Starship Tactics*)
- Book Three: Starship Data And Combat Charts**
- Starfield Mapsheet**
- 20-Sided Die**



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

CAPTAIN

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

CHIEF ENGINEER

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

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

HELMSMAN

The Helmsman is responsible for controlling ship maneuvers and for arming, targeting, and firing ship's weaponry. Although the Captain will give the Helmsman a general order ("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 Instructor (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.

SKILLS AND SKILL ROLLS

Like 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 *STARSHIP ENGINEERING*.

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 *STARSHIP ENGINEERING* 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*.

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* 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 3 times, add the rolls together, and then add the total to 45. This gives numbers between 48 and 75, with an average of 60.

PLAYING THE GAME

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 decisionmaking. 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 determines who has the tactical advantage in combat. In the Tactical Advantage Phase of the game, the Skill Ratings of the opposing ship commanders are compared. The Captain with the higher rating has the tactical advantage throughout the encounter.

Having the tactical advantage allows the Captain to declare his targets after his opponent has declared. When two ships have the same movement, the Captain with the tactical advantage moves last, thereby allowing him to make use of his opponent's move if he can.

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 *STARSHIP ENGINEERING*. This takes place in the Skill Roll Phase.

Extra Power

If he chooses to roll against his skill rating *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 *STARSHIP ENGINEERING* 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* 10 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 TECHNOLOGY*. 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 TECHNOLOGY*, 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 OPERATIONS*.

Once per game turn, he may make a Skill Roll against his rating in *STARSHIP HELM OPERATIONS*. 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 Table; find these charts in **Book Three: Starship Data And Combat Charts** and 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 2 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 his 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 5 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.

At the beginning of each Movement Phase, the Science Officer asks one or two 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 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.

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 a 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 5 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.

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, but weapons and shields are powered as they were when the power failed.

The Chief Engineer makes a Skill Roll against his rating in *STARSHIP ENGINEERING*. 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. These 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

Tactical Advantage Phase

1. The Captains' Skill Ratings in *STARSHIP COMBAT STRATEGY/TACTICS* are compared. The Captain with the higher rating has the tactical advantage for the entire game. He will declare his targets last, and, when his ship is moving as much as another ship, he will move last.

Power Allocation Phase

2. Chief Engineer determines Total Power Units Available. Based on input from other players, he allocates power to movement, weapons, and shields. He moves the appropriate *Power Counters* to record his allocation.

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

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

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

6. 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 decisions. All *Shield Counters* for unenergized or damaged shields should reflect this status.

Skill Roll Phase

7. The Engineer and the Science Officer/Navigator make the appropriate Skill Rolls. Each player rolls the die as percentile dice. If the roll is less than or equal to the Skill Rating, the roll is successful and the officer applies the appropriate bonus.

8. The Science Officer/Navigator may choose to lock sensors on any target, rolling against his rating in *STARSHIP SENSORS*. If a lock is successful, he gains desired information about the target vessel.

Movement Phase

9. If he has a sensors lock, the Science Officer/Navigator on the ship with the greatest movement asks his sensors question(s).

10. The *Starship Silhouette Counter* of the fastest ship (still unmoved) is moved.

11. Steps 9 and 10 are repeated until all ships have moved.

12. The Helmsman records the move on his *Helm Panel*.

13. Stress damage is assessed, if necessary. The Helmsman may roll against his rating in *STARSHIP HELM OPERATION* to minimize damage. The Science Officer/Navigator records any damage to the superstructure by moving the *Superstructure Counters* to reflect the damage. 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.

Firing Phase

14. A Helmsman choosing to fire may declare his target. The ship with the tactical advantage declares targets last.

15. The **Weapon Firing Sequence** below is used to determine weapon hits and damage. All firing is simultaneous.

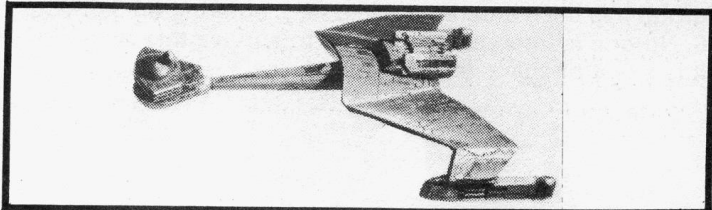
16. The **Damage Sequence** below is used for any incoming fire.

Continuing The Game

17. Steps 9 through 16 are repeated for each of the remaining Movement/Firing Phases. At this time the game turn is over, the *Command Control Panels* are reset, and the next turn begins with a new Power Allocation Phase (Step 2).

Ending The Game

18. The game ends when the players have reached the goal set for them by the gamemaster or have failed to meet it and can no longer do so. It may have nothing to do with destroying the other ships. Quite often, ending the game is a mutual decision.



WEAPON FIRING SEQUENCE

1. Helmsman chooses and announces target.
2. Helmsman determines range and hex-side hit.
3. Helmsman may choose to make a Skill Roll against his rating in *SHIP'S WEAPONRY TECHNOLOGY*. Two such rolls may be made per game turn.
4. Helmsman rolls one die, adds die modifiers (if any), and compares result to appropriate Firing Chart to determine hit.

Target Missed

5. Helmsman records the shot on appropriate Weapon Track.
6. Game is resumed.

Target Hit

5. Helmsman determines total damage.
6. Helmsman records the shot on the appropriate Weapon Track.

Shield Not Penetrated

7. Game is resumed.

Shield Penetrated

7. Science Officer/Navigator rolls one die and compares result with appropriate Damage Table to determine location of hit.
8. Game is resumed.

DAMAGE SEQUENCE

1. Instructor announces amount of damage and shield struck.
2. Science Officer/Navigator subtracts damage from shield- ing and moves the *Shield Counter* to record this.

Shield Not Penetrated

3. Game is resumed.

Shield Penetrated

3. Science Officer applies Damage Control bonus from the Skill Roll against his rating in *DAMAGE CONTROL PROCEDURES*, if any.
4. Instructor declares damage location.
5. Appropriate officer moves *Display Counter* to record damage effects.
6. Game is resumed.

EMERGENCY HEADING

CHANGE SEQUENCE

1. Helmsman announces intention to make emergency heading change. He makes a Skill Roll against his rating in *STARSHIP HELM OPERATION*.
2. Chief Engineer records 1 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 1 point.
3. 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. 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. Science Officer/Navigator moves *Superstructure Counter* to record any stress damage to the superstructure.
6. Game is resumed.

EXPANDING FOR MORE PLAYERS

Although the game probably plays best with 3 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 4 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 5 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 6 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 STARSHIP TACTICS* to allow the player characters to advance their Skill Ratings after successful combat scenarios. Modifications necessary for this game are given below.

Initial Advancement Points

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

Victory Points

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

Rescues During Combat

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

ROTATING THE POSITIONS

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

ROLE PLAY SCENARIO

THE *KOBYASHI MARU*

Background

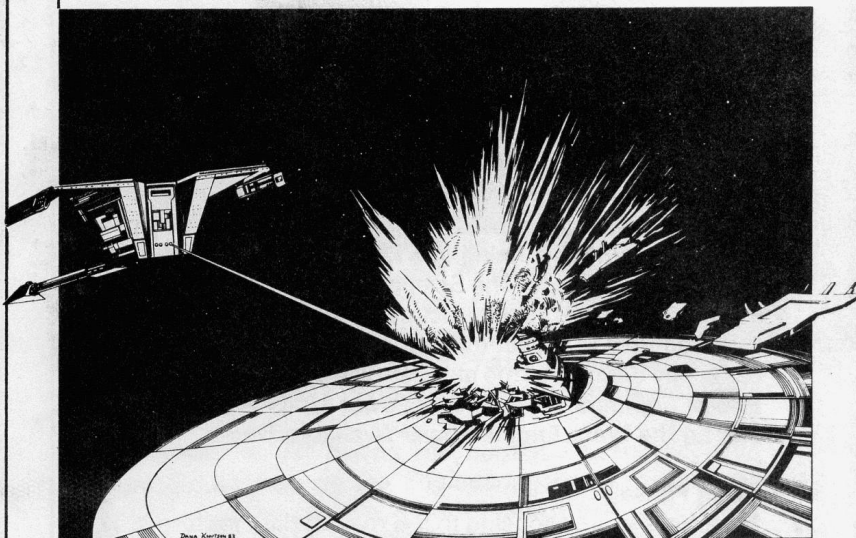
The *Kobyashi Maru*, in neutral territory patrolled by both the Federation and the Klingons' has sent an urgent distress message. The Federation vessel must enter the neutral zone to rescue the crew, thus breaking the treaty and the uneasy truce.

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.