# STAR TREK® II

## STARSHIP COMBAT SIMULATOR

## BOOK ONE: BASIC STARSHIP TACTICS

This 8-page rulebook contains the instructions for **BASIC STARSHIP TACTICS**, which puts you in command of a vessel like the *USS Enterprise.* With these rules you will learn to use a display panel to help you allocate power, control movement, energize defense shields, and fire weapons. You will use a counter to represent your starship and move it on a mapsheet as you attempt to beat your opponent at starship combat.



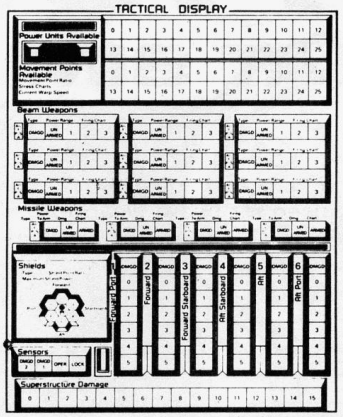
* Letters indicate appropriate columns; A, left-hand-column and B, right-hand-column of page.

# Game Setup

## COMPONENTS NEEDED

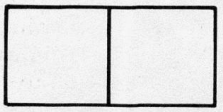
### TACTICAL DISPLAYS

Each player will use a *Tactical Display* panel for the vessel he commands. This display shows and records changes in weaponry, defense shields, engine power, movement, warp speed, and damage. The *Tactical Display,* which may be found in *Book 4: Ship Consoles,* is shown in the illustration at right.



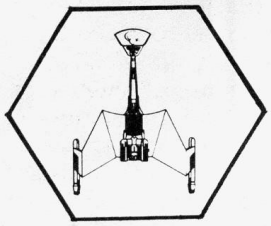

### DISPLAY COUNTERS

Square counters are provided to use with the *Tactical Display.* Each *Display Counter* and each group of connected boxes on the *Tactical Display* have labels, such as 'Power Units Available' or 'Shield #1 Forward' that correspond to groups of boxes on the *Tactical Display.* These counters are placed on the appropriate track and moved to reflect the changes made by the commander at the beginning of each game turn and any changes that occur because of combat.

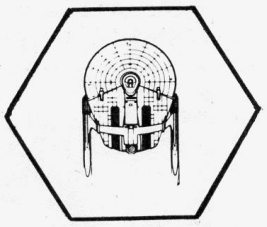


The section on **GAME SETUP** details the initial position of each counter and the meaning of each of the tracks.

### STARSHIP SILHOUETTE COUNTERS



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



### STARFIELD MAPSHEET

The 22- by 33-inch *Starfield Mapsheet* used with this game is a grid of 6-sided areas called hexagons or, more simply, hexes. Hexboards often are used in games like this one because they make movement more realistic, providing SIX possible movement directions instead of the four offered by square grids. The 6 hexsides are used to divide the starship's defense screens into areas, and they are used to determine a vessel's heading for movement and firing weapons.

### BOOK THREE: STARSHIP DATA AND COMBAT TABLES

This book gives the ship data, the firing charts, and the damage tables used in this game. The introduction to that booklet gives descriptions for the various data in the tables. *Book Two: Advanced Rules* is not needed to play this game. It gives the rules for *ADVANCED STARSHIP COMBAT, EXPERT STARSHIP COMBAT,* and *COMMAND & CONTROL.*

### DICE

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

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

## GAME SETUP

Select a scenario to play. A beginning twoplayer scenario is given in the introduction booklet; after they have gained familiarity with the rules, players may play any of the several other scenarios given elsewhere, or each player may select a vessel or battle group from **Book Three: Starship Data And Combat Tables**. The Ship Data Tables in that book give the data needed for this game.

### PLAYING BOARD

Lay out the large, hexagonal-grid, *Starfield Mapsheet* on a flat surface, such as a table or the floor. When the colored, hexagonal, *Starship Silhouette Counters* are placed on this sheet, it will be used to mark the position of all the starships in the game. Find the appropriate *Starship Silhouette Counter* for each vessel being used. Place these on the *Starfield Mapsheet* in the starting positions for each vessel. Some scenarios list starting positions for the vessels. In situations the players are creating, opposing players should approach from opposite edges of the mapsheet and place their vessels anywhere on the edge.

### TACTICAL DISPLAYS

Place a *Tactical Display* before each player and find a set of square *Display Counters* for each *Tactical Display.* These will be used to keep track of the power available, the speed, the weapons and defense shields in readiness, and other details of ship operation. The following instructions tell how to place the *Display Counters* on the *Tactical Display* in their appropriate tracks for beginning the game.

#### Power Units Available Track

Add up the power units for the warp engines and the impulse engines, which are given in the Ship Data Table for the ship being used. Place the *Power Counter* on this number. If you have photocopied the *Tactical Display,* it is a good idea to cross off the unused boxes.

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

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

**Movement Points Available Track**

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

The ships do not all have the same efficiency when they turn power into movement. Some may be very efficient, getting 1 movement point for every power unit used; others may be very inefficient, getting only 1 movement point for every 2 power units used. Most are in the middle, getting 3 movement points from 4 power units. The Ship Data Tables give the number of power units it takes to make a movement point for each ship; this is called the Movement Point Ratio.

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

**Weapon Tracks**

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

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

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

*Weapon Type* and *Number* — the type and number of each beam weapon and missile weapon.

*Firing Arcs* — the various directions, relative to the ship's heading, the weapon can fire.

*Firing Chart* — the table to be used when calculating the number needed to hit a target.

*Power Range* — the various number of power units that can be put into a beam weapon's shot. This is equivalent to the weapon's damage.

*Damage Modifier* — bonus damage some beam weapons do at certain distances from the target.

*Power To Arm* — the power units required to arm a missile weapon.

*Damage* — the damage points done by a missile weapon.

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

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

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

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

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

**Shield Tracks**

Shields are the defenses of the vessel, the 'force fields,' as some call them in other science fiction settings. When power is fed to a shield, it forms a defensive barrier that will absorb damage from enemy weapons, space debris, and so on. There are 6 shields on each ship, one for each of the sides of the hexagonal *Starship Silhouette Counters.*

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

Different vessels have different types of shields, as can be seen from a look through the Ship Data Tables. Some vessels will produce 2, 3, or more points of shielding for each point of power put into them; this number, which tells how many shield points each power unit gives, is given in the Ship Data Tables as the Shield Point Ratio.

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

Fill in the Shield Type, the Shield Point Ratio, and the Maximum Shield Power in the spaces provided. If you have photocopied the *Tactical Display,* it is a good idea to cross off the boxes greater than the Maximum Shield Power. Place *Shield Counters* on *0* in each of the 6 Shield Tracks.

**Sensors Track**

Place the *Sensor Counter* on *OPER.*

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

**Superstructure Damage Track**

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

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

# PLAYING THE GAME

## SEQUENCE OF PLAY

This game is played in turns. Each game turn follows the sequence given below:

**Power Allocation Phase**

1. Each player sets the *Display Counters* on his *Tactical Display* as needed for the new game turn. How this is done will be explained in the section on **Using the Tactical Displays.**

**Tactical Advantage Phase**

**2.** Each player rolls a die. The player who rolls the higher number has the tactical advantage in this game turn. He declares the targets for his weapons after the other player, and if the two ships have the same movement, his moves after the other player's ship moves. Notice that the player who has the tactical advantage this game turn may or may not have it next game turn. If both players roll the same number, each player rolls again.

**Movement Phase**

**3.** The player who has the greater number of movement points moves first. He moves his *Starship Silhouette Counter* and the *Move Counter* to show that he has moved. How to do this will be discussed in the sections on **Moving The Starship Silhouette Counter** and on **Using The Tactical Displays.**

**4.** The player with the slower ship uses one movement point. He moves his *Starship Silhouette Counter* and his *Move Counter* to show that he has moved.

**Firing Phase**

**5.** The players may now fire any weapons they have armed. The players declare their targets, with the player who has the tactical advantage declaring his target second.

**6.** Weapon hits are resolved by the first player. The order does not matter because the shots are simultaneous, but all of one player's shots should be resolved before the other player's.

**7.** For each shot taken, the player moves the *Weapon Counter* to show that the weapon has fired. How to do this will be discussed in the sections on **Firing Weapons** and on **Using The Tactical Displays.**

**8.** The second player records the effects of any damage taken by his ship. How to do this will be discussed in the sections on **Firing Weapons** and on **Using The Tactical Displays.**

**9.** The second player resolves all weapon fire as above, recording each shot taken.

**10.** The first player records the effects of any damage taken by his ship.

**Continuing The Game**

**11.** Play continues in this same way, alternating Movement and Firing Phases (Steps 3 through 10) until both players have moved their vessels all movement allotted for the game turn. When all players have completed movement 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 destroys, captures, drives off his opponent's vessel, or fulfills other victory conditions stated at the beginning of the game.

## USING THE TACTICAL DISPLAY

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

**POWER UNITS AVAILABLE TRACK**

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

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

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

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

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

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

**MOVEMENT POINTS AVAILABLE TRACK**

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

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

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

If the vessel has a Movement Point Ratio of 4/3, it takes 4 power units to make 3 movement points, and it will take 12 power units to get 9 movement points. Each power unit makes 3/4 of a movement point, but

fractional points are not allowed, and all fractional movement points are rounded down. Therefore, 1 power unit gives 0 movement points, and it takes 2 power units to get 1 movement point. The table below shows how this works.

**CONVERTING POWER POINTS TO MOVEMENT POINTS**

POWER POINT RATIO = 4/3

| POWER POINTS | MOVEMENT POINTS |
|---|---|
| 1 | 0 |
| 2 | 1 |
| 3 | 2 |
| 4 | 3 |
| 5 | 3 |
| 6 | 4 |
| 7 | 5 |
| 8 | 6 |
| 9 | 6 |
| 10 | 7 |

and so on.

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

**WEAPON TRACKS**

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

On the *Tactical Display* there are 9 long, Beam Weapon Tracks and 4 shorter, Missile Weapon Tracks. The *Weapon Counters* are moved on these tracks to show which weapons are armed, with how much power, and which either are unarmed or have already been fired in the game turn.

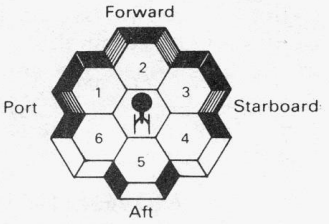
When the weapon is unarmed, the *Weapon Counter* is placed on the *UNARMED* box. In the Power Allocation Phase, after power has been allotted to arm a weapon, the counter is moved to the appropriate box on the long track or to the *ARMED* box on the short track. After a weapon has been fired, the counter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

**SHIELD TRACKS**

There are 6 deflector shields, each corresponding to one side of the *Starship Silhouette Counter,* as shown below. The player may energize one, a few, or all of these shields by allocating power to them. As the player energizes each shield, he moves the *Shield Counter* to the appropriate box on the Shield Track. Then he must subtract the number of power units (not shield points) he places in these shields from the total power units available.

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

Shields




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

**SENSORS TRACK**

This track is not used in *BASIC STARSHIP TACTICS.*

**SUPERSTRUCTURE DAMAGE TRACK**

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

## SENSORS

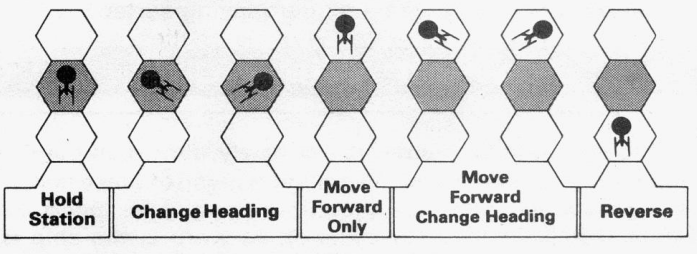
Vessels are in sensor contact when both are on the *Starfield Mapsheet* at the same time. For this game, vessels in sensor contact are assumed to know the other vessel's identity, basic position, and speed. Vessels in sensor contact can fire on one another. Sensor locks are not used in this game.

## MOVING THE STARSHIP SILHOUETTE COUNTERS

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

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

**USE OF 1 MOVEMENT POINT**
**Enterprise Starts In Shaded Hex**




There are five Movement Phases in the game turn. During each of these phases, the ship makes 1/5 of its movement.

Each ship uses the number of movement points given in the table below. For example, if a player has allocated power to make 12 movement points, go down the left-hand column to the 12 line. The five columns to the right give the number of movement points that are used in each of the five phases. In the first phase, the ship uses two movement points; in the second, it uses three, and so on. It may move forward, move forward and change its heading, merely change its heading, or hold its station for each movement point.

**MOVEMENT POINTS USED DURING EACH MOVEMENT PHASE**

| *Movement Points Available* | *Movement Points Used* | | | | |
|---|---|---|---|---|---|
| | Phase 1 | Phase 2 | Phase 3 | Phase 4 | Phase 5 |
| 1 | None | None | 1 | None | None |
| 2 | None | 1 | None | 1 | None |
| 3 | 1 | None | 1 | None | 1 |
| 4 | 1 | 1 | None | 1 | 1 |
| 5 | 1 | 1 | 1 | 1 | 1 |
| 6 | 1 | 1 | 2 | 1 | 1 |
| 7 | 1 | 2 | 1 | 2 | 1 |
| 8 | 2 | 1 | 2 | 1 | 2 |
| 9 | 2 | 2 | 1 | 2 | 2 |
| 10 | 2 | 2 | 2 | 2 | 2 |
| 11 | 2 | 2 | 3 | 2 | 2 |
| 12 | 2 | 3 | 2 | 3 | 2 |
| 13 | 3 | 2 | 3 | 2 | 3 |
| 14 | 3 | 3 | 2 | 3 | 3 |
| 15 | 3 | 3 | 3 | 3 | 3 |
| 16 | 3 | 3 | 4 | 3 | 3 |
| 17 | 3 | 4 | 3 | 4 | 3 |
| 18 | 4 | 3 | 4 | 3 | 4 |
| 19 | 4 | 4 | 3 | 4 | 4 |
| 20 | 4 | 4 | 4 | 4 | 4 |

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

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

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

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

## WARP SPEEDS

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

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

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

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

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

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

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

At the beginning of the game, the counter should be placed on the listed warp speed, if one is given in the scenario being played. In a combat of their own devising or if no warp speed is listed, the players should decide on the warp speed. If they cannot decide, they should roll one die, with the result being the initial warp speed; the players should reroll if a warp speed results that is too great for one of their ships.

## FIRING WEAPONS

Following each Movement Phase, there is a Firing Phase, for a total of 5 Firing Phases in each game turn. Any weapon armed in the Power Allocation Phase may be fired in the first Firing Phase of the game turn. A weapon may only be fired once per game turn, and so only those weapons that remain unfired may be used in later Firing Phases.

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

### PICKING A TARGET

Two pieces of information are used in picking a target for an armed weapon. The Range, or the distance from the firing vessel to its target, and the Firing Arc, or the direction

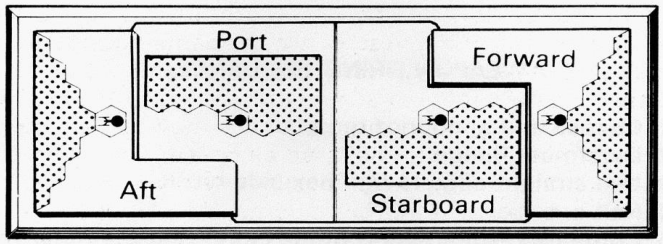
of fire for the armed weapon. In order for an opposing vessel to be a legitimate target for a particular weapon, it must be within that weapon's Firing Arc and Range.

**Firing Arcs**

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

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

Firing Arcs




Arcs Overlap

The Ship Data Tables give the Firing Arcs for each of the weapons a vessel has. Depending on the vessel and the weapon, one or more arcs may be given. Thus, if the weapon is mounted on the front of the ship, its Firing Arc will be *fwd;* if it can also fire to the right, its Firing Arc will be listed as *fwd/stbd.*

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

**Range**

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

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

**Multiple Targets**

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

**DETERMINING WEAPON HIT**

Once a player has decided to fire a weapon, he must announce his target. To determine a hit, the player must roll one die and consult the correct Firing Chart for the weapon being used. He will find the Range column on the left side of the table. Next to the Range listing are the columns that give the ToHit numbers. Cross-indexing the Range with the Firing Chart (listed in the Ship Data Table) gives the numbers needed to hit. If the number rolled is within these numbers, the target is hit. For example, if the To-Hit numbers listed are 1-7, then the roll must be a 1, 2, 3, 4, 5, 6, or 7 to hit the target. The greater the Range, the harder to hit.

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

**SHIELDS AND DAMAGE**

Once a hit has been determined, it is necessary to determine the amount of damage given by the shot. Beam weapons deliver the same amount of damage as the number of power points used to arm the weapon. Thus, the damage they give depends on the amount of power that the player has allotted to arm that weapon. The amount of power allotted to a beam weapon does not affect its Range, merely the damage it causes. Missile weapons give the same amount of damage each time; this amount is given in the Ship Data Tables.

**Damage Modifiers**

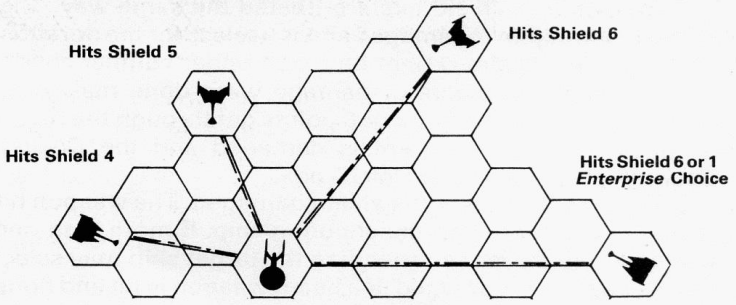
If a beam weapon (never a missile weapon) hits a target within a certain Range, a Damage Modifier may need to be applied. This modifier takes into account the extra damage done by some weapons at specific Ranges; missile weapons never have a Damage Modifier.

If the weapon has a Damage Modifier, it will have a listing such as +1 (05). The numbers in the parentheses (05) are the Range that gives the damage bonus. The number in front is the Damage Modifier. In this case, one point of damage is added as a bonus to weapons fired at targets with Ranges of 0 to 5 hexes.

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

**Determining Shield Struck**

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



**Determining Damage**

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

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

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

## DAMAGE LOCATION

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

### SIMPLE DAMAGE LOCATION TABLE

| *DIE ROLL* | *RESULT* |
|---|---|
| 1 | Superstructure |
| 2 | Superstructure |
| 3 | Superstructure |
| 4 | Deflector Shield |
| 5 | Missile Weapon |
| 6 | Beam Weapon |
| 7 | Engine |
| 8 | Engine |
| 9 | Engine |
| 10 | Engine |

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

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

**Weapon and Shield Hits**

Weapon and shield hits are treated the same way. The shield or a weapon is damaged and is useless for the duration of the game; repairs cannot be made under combat conditions. How many points of damage were done makes no difference; whether 1 point or 6 points get through the result is the same — the system is damaged and the *Display Counter* is moved to the *DMGD* box.

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

**Superstructure And Engine Hits**

Superstructure and engine hits are treated differently. In these locations, each point of damage that gets through the shield is subtracted from the total power units available or the superstructure points. The appropriate *Superstructure Counter* or *Power Counter* is moved to the left on its track to reflect this damage. Let us say, for example, 3 points of damage penetrate a shield on a successful hit. An 8 is rolled on the Simple Damage Location Table, indicating an engine hit. The *Power Counter* must be moved 3 boxes to the left on the Power Units Available Track.

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

## WEAPON FIRING SEQUENCE

1. Choose and announce targets.
2. Determine Range.
3. Use straight-edge to find hex-side hit.
4. Roll one die.
5. Compare result to appropriate Firing Chart to determine hit.

**Target Missed**

6. Move *Weapon Counter* to *Unarmed* on appropriate Weapon Track.
7. Resume game.

**Target Hit**

8. Determine if there is a Damage Modifier.
9. Add Damage Modifier, if any, to weapon damage.
10. Subtract total damage from shield power.
11. Move the appropriate *Shield Counter* to reflect damage.
12. Move *Weapon Counter* to "Unarmed" on appropriate Weapon Track.

**Shields Not Penetrated**

13. Resume game.

**Shields Penetrated**

14. Roll one die.
15. Compare result with Simple Damage Location Table to determine effect of hit.
16. Move appropriate *Weapon, Shield, Engine,* or *Superstructure Counter* to record damage to target.
17. Resume game.