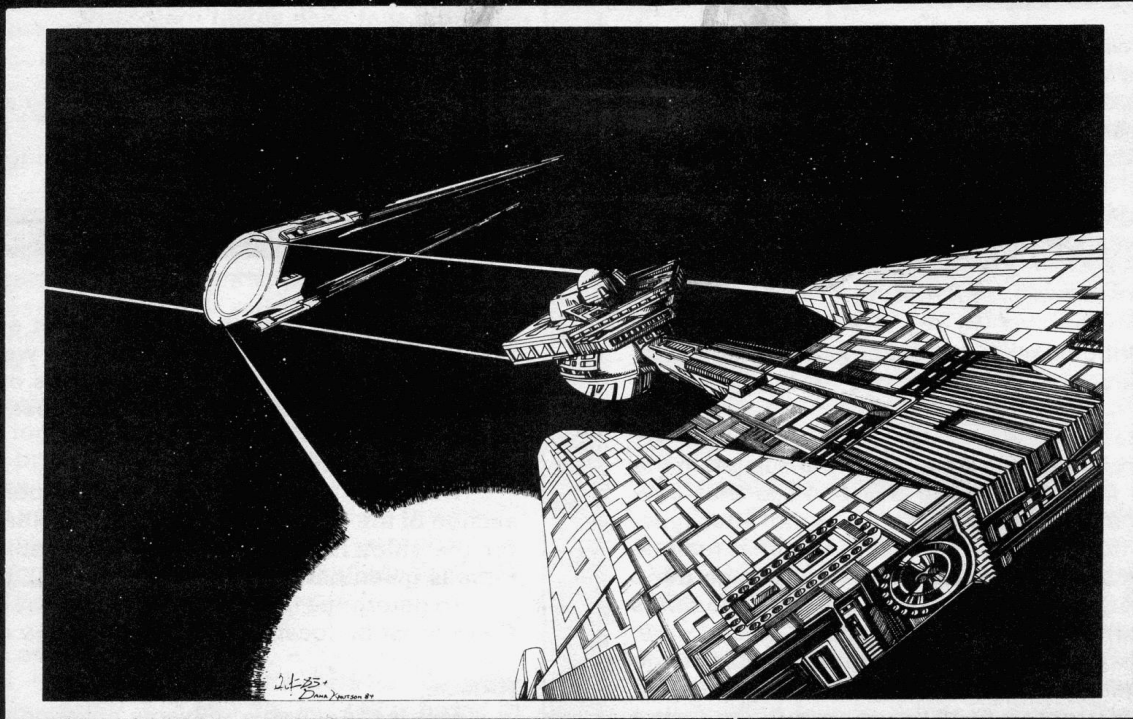


BOOK THREE: STARSHIP DATA AND COMBAT CHARTS



INTRODUCTION

This book includes the technical data and the tables and charts needed to play *STARSHIP TACTICS* and *COMMAND & CONTROL*. Information is provided on the use of each table and chart, and a sequence of play is provided for each game.

USING THE SHIP DATA TABLES

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

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

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

ENGINES AND POWER DATA

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

Total Power Units Available

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

Movement Point Ratio

This gives the relationship between power points and movement points. It is expressed as power points/movement points. When calculating the power and movement points for *BASIC* and *ADVANCED STARSHIP TACTICS*, round any fractional movement points down and any fractional power points up. Thus, for a Movement Points Ratio of 4/3, 1 power point gives .75 movement points, which rounds down to 0 (zero) movement points. To get 1 movement point would take 1.333 power points, which rounds up to 2 power points.

Engine Data

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

WEAPONS AND FIRING DATA

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

Firing Arcs

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

Firing Chart

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

Beam Weapon Data

Weapon Type refers to the various weapons listed in the *Ship Construction Manual*, relating this book to that one. *Number* tells how many beams the ship has of that type. *Power Range* lists the number of power points that may be used to arm the weapon; in most cases, the damage done by the weapon is equal to this number. *Damage Modifiers* are the bonuses some weapons give to hits at close range. The damage bonus is listed first, and the applicable range is given in parentheses; thus the listing +3(110) means that a successful hit on a target up to 10 hexes away gives 3 extra damage points.

Missile Weapon Data

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

SHIELDS AND DAMAGE DATA

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

Superstructure Points

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

Damage Location Chart

This tells the appropriate damage chart that must be consulted in *EXPERT STARSHIP TACTICS* and *COMMAND & CONTROL* to determine the effects of successful hits on the vessel. The Simple Damage Table is used in *BASIC* and *ADVANCED STARSHIP TACTICS*.

Shield Data

Shield Type refers to the shield descriptions given in the *Ship Construction Manual*. *Shield Point Ratio* is the number of shield points that each allocated power point creates. It is recorded as power points/shield points. When calculating shield points in *BASIC* and *ADVANCED STARSHIP TACTICS*, fractional power points are rounded up, and fractional shield

points are rounded down; thus, for the Shield Point Ratio of 2/3, 1 power point makes 1 shield point (1.5 rounded down), and it takes 2 power points (1.333 rounded up) to create 2 shield points, the same amount as needed to create 3 shield points. *Maximum Shield Points* tells the greatest shield strength that each shield may carry.

Crew

This tells the number of crewmen in a fully staffed ship. This number can decrease in *EXPERT STARSHIP TACTICS* and *COMMAND & CONTROL*, decreasing the effectiveness of the vessel.

USING THE FIRING CHARTS

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

FIRING CHART NUMBER

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

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

RANGE

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

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

TO-HIT NUMBERS

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

To find the appropriate To-Hit Number, cross-index the Range on the left of the table with the Firing Chart across the top. The values are the To-Hit Numbers. For example, if the weapon's Firing Chart is 8, and the Range to the target is 5 hexes, cross-indexing gives To-Hit Numbers of 1-6; this means that the shooting player must roll 6 or less on one die to successfully hit his target.

USING THE DAMAGE LOCATION CHARTS

In *BASIC* and *ADVANCED STARSHIP TACTICS*, shots that penetrate the shields damage the ship in the areas given in the Simple Damage Location Table. In *EXPERT STARSHIP TACTICS* and in *COMMAND & CONTROL*, damage location is determined by using the Detailed Damage Location Charts.

USING THE SIMPLE DAMAGE LOCATION TABLE

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

USING THE DETAILED DAMAGE LOCATION CHARTS

Choosing The Damage Chart

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

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

Choosing The Location Table

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

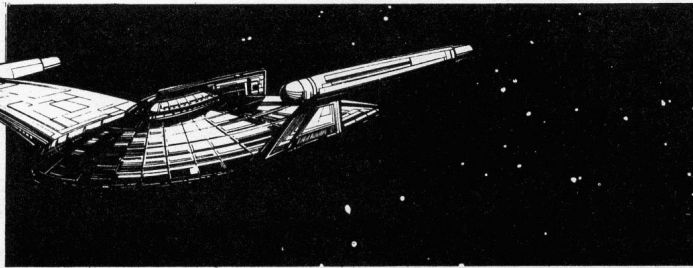
To find the appropriate table, determine which shield was penetrated. That will be the table to use.

Determining Hit Location

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

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

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



USING THE ROMULAN PLASMA WEAPON DAMAGE TABLE

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

To find the damage done by a Romulan Plasma Weapon, first find the appropriate column and range as with normal weapons. The number cross-indexed is the amount of damage given; no To-Hit roll is needed. For example, if a Romulan fires a plasma weapon using Firing Chart RL-3, and the target ship is 9 hexes away, the damage done is 10 points.



HEADING CHANGE STRESS CHARTS

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

There will be automatic damage to the engines of the ship, as detailed in the rules for the game being played. For *BASIC* and *ADVANCED STARSHIP TACTICS*, this damage is 1 point recorded on the Total Power Units Available Track. In *EXPERT STARSHIP TACTICS* and *COMMAND & CONTROL*, this is 1 power point on each warp engine. In *COMMAND & CONTROL*, this damage may be reduced by 1 damage point if the Helmsman makes a successful Skill Roll against his rating in *STARSHIP HELM OPERATION*.

CHOOSING THE STRESS CHART

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

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

SELECTING THE WARP SPEED

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

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

FINDING STRESS DAMAGE

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

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

In *EXPERT STARSHIP TACTICS* and in *COMMAND & CONTROL*, the process is the same, except that the number indicated in the Stress Chart is the number of damage points given by the heading change. If the damage is to the warp engines, EACH engine takes the indicated stress damage. In *COMMAND & CONTROL*, if the Helmsman makes a successful Skill Roll against his rating in *STARSHIP HELM OPERATION*, he may take the stress damage as though he were going one warp speed slower.

CONSTITUTION CLASS HEAVY CRUISER

United Federation Of Planets

Engines And Power Data:

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

**Weapons And Firing Data:**

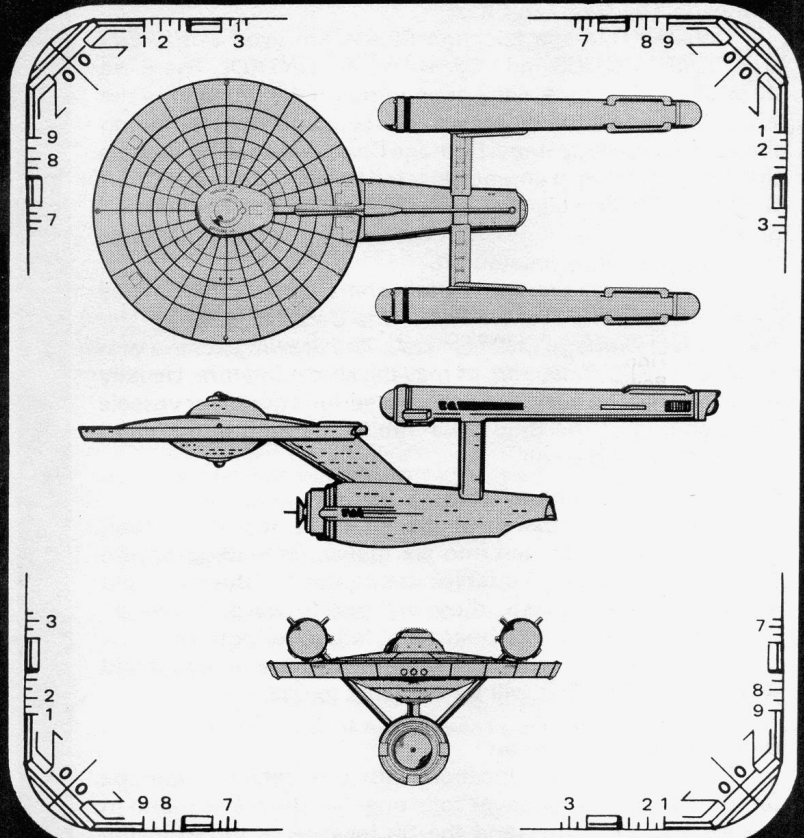
Beam Weapon Type — FH-3 Phaser
 Number — 6, mounted in 3 banks of 2
 Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
 Firing Chart — W
 Power Range — 0-5 TAC: 0-2
 Damage Modifiers —
 +3(1-10) +2(11-17) +1(18-20)
 TAC: +2(1-10) +1(11-17)

Missile Weapon Type — FP-1 Photon Torpedo

Number — 2
 Firing Arcs — fwd
 Firing Chart — L
 Power To Arm — 1
 Damage — 10 TAC: 3

Shields And Damage Data:

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

**ENTERPRISE CLASS HEAVY CRUISER**

United Federation Of Planets

Engines And Power Data:

Total Power Units Available — 60 TAC: 20
 Movement Point Ratio — 4/1 TAC: 4/3
 Warp Engine Type — FWG
 Number — 2
 Power Units Available — 26 each
 Stress Charts — D/F
 Maximum Safe Cruising Speed — Warp 8
 Emergency Speed — Warp 10
 Impulse Engine Type — FIE
 Power Units Available — 8

Weapons And Firing Data:

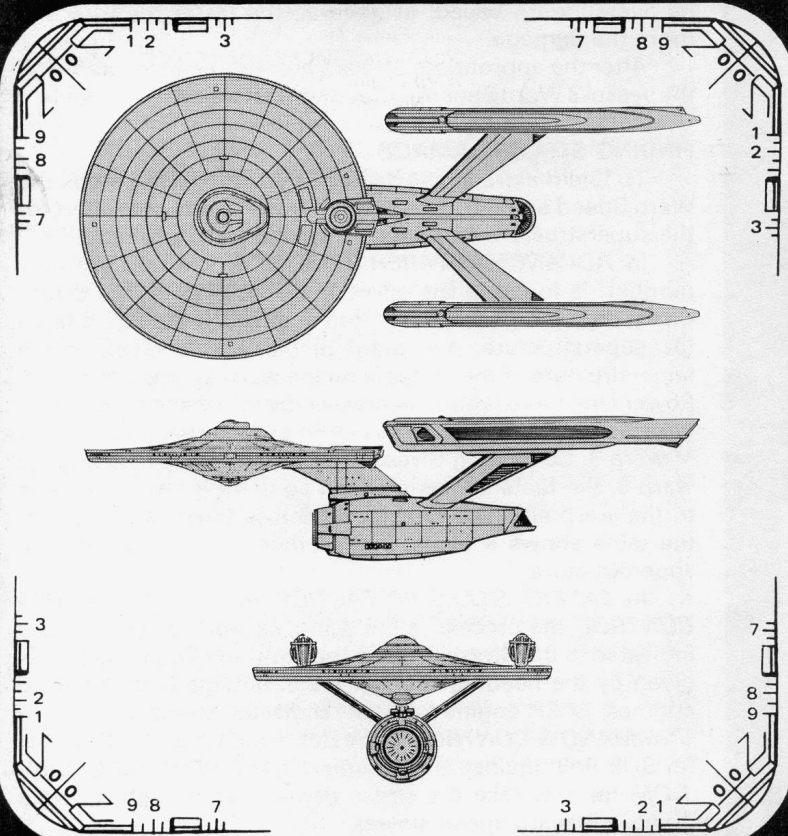
Beam Weapon Type — FH-11 Phaser
 Number — 6, mounted in 3 banks of 2
 Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
 Firing Chart — Y
 Power Range — 0-10 TAC: 0-3
 Damage Modifiers —
 +3(1-10) +2(11-17) +1(18-24)
 TAC: +2(1-10) +1(11-17)

Missile Weapon Type — FP-4 Photon Torpedo

Number — 2
 Firing Arcs — fwd
 Firing Chart — S
 Power To Arm — 1
 Damage — 20 TAC: 7

Shields And Damage Data:

Superstructure Points — 26 TAC: 9
 Damage Chart — C Shield Type — FSP
 Shield Point Ratio — 1/4
 Maximum Shield Power — 16 TAC: 5
 Crew — 12



RELIANT CLASS RESEARCH CRUISER

United Federation Of Planets

Engines And Power Data:

Total Power Units Available — 48 TAC: 16

Movement Point Ratio — 4/1 TAC: 4/3

Warp Engine Type — FWF

Number — 2

Power Units Available — 20 each

Stress Charts — G/L

Maximum Safe Cruising Speed — Warp 6

Emergency Speed — Warp 8

Impulse Engine Type — FIE

Power Units Available — 8

Weapons And Firing Data:

Beam Weapon Type — FH-10 Phaser

Number — 4, mounted in 2 banks of 2

Firing Arcs — 2 fwd/port, 2 fwd/stbd

Firing Chart — W

Power Range — 0-7 TAC: 0-2

Damage Modifiers —

+3(1-10) +2(11-17) +1(18-20)

TAC: +2(1-10) +1(11-17)

Missile Weapon Type — FP-4 Photon Torpedo

Number — 2

Firing Arcs — 1 fwd, 1 aft

Firing Chart — S

Power To Arm — 1

Damage — 20 TAC: 7

Shields And Damage Data:

Superstructure Points — 22 TAC: 7

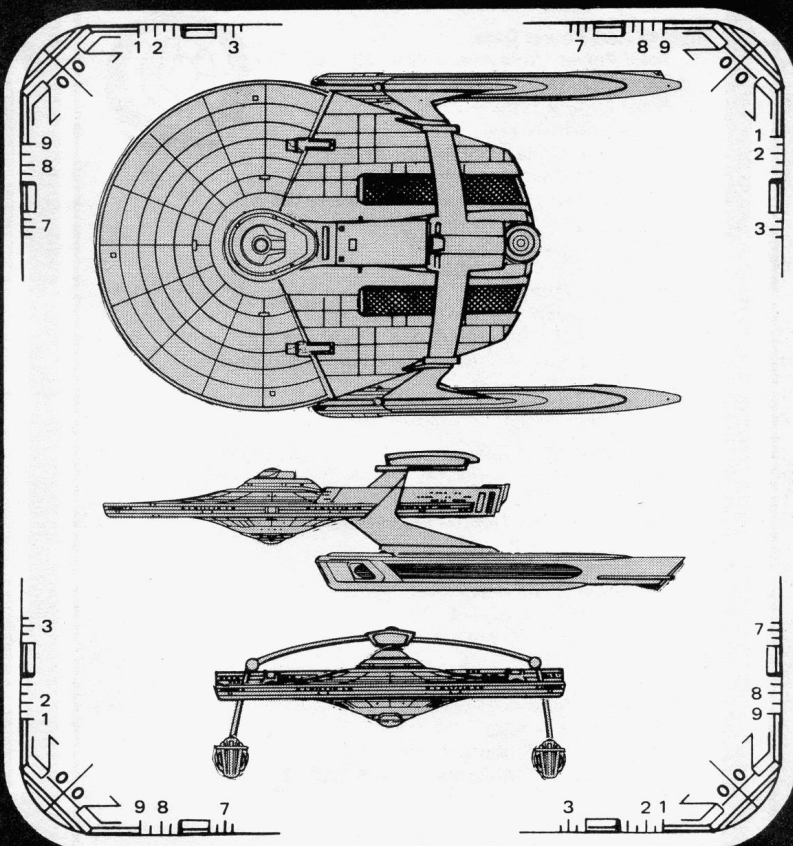
Damage Chart — C

Shield Type — FSL

Shield Point Ratio — 1/3

Maximum Shield Power — 14 TAC: 5

Crew — 336



LOKNAR CLASS FRIGATE

United Federation Of Planets

Engines And Power Data:

Total Power Units Available — 29 TAC: 10

Movement Point Ratio — 3/1 TAC: 1/1

Warp Engine Type — FWE

Number — 2

Power Units Available — 13 each

Stress Charts — G/K

Maximum Safe Cruising Speed — Warp 7

Emergency Speed — Warp 9

Impulse Engine Type — FIC

Power Units Available — 3

Weapons And Firing Data:

Beam Weapon Type — FH-5 Phaser

Number — 8, mounted in 4 banks of 2

Firing Arcs — 2 fwd/port, 2 fwd/stbd, 4 aft

Firing Chart — R

Power Range — 0-4 TAC: 0-1

Damage Modifiers —

+2(1-8) +1(9-16)

TAC: +1(1-8)

Missile Weapon Type — FP-3 Photon Torpedo

Number — 4

Firing Arcs — 3 fwd, 1 aft

Firing Chart — D

Power To Arm — 1

Damage — 6 TAC: 2

Shields And Damage Data:

Superstructure Points — 14 TAC: 5

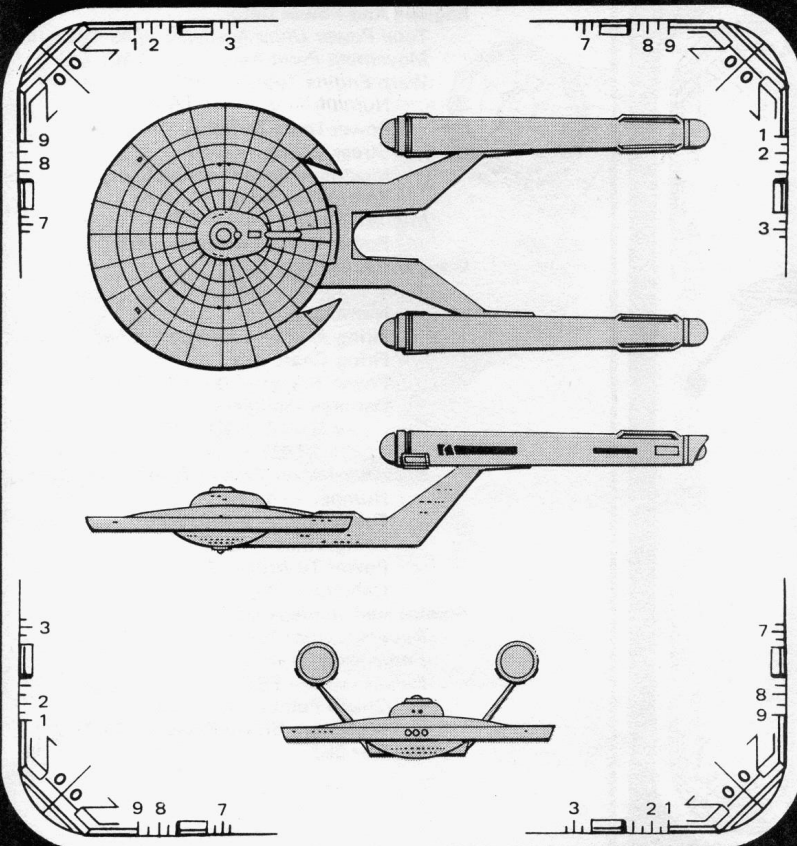
Damage Chart — C

Shield Type — FSK

Shield Point Ratio — 1/2

Maximum Shield Power — 14 TAC: 5

Crew — 79



LARSON CLASS DESTROYER

United Federation Of Planets

Engines And Power Data:

Total Power, Units Available — 22 TAC: 7
 Movement Point Ratio — 2/1 TAC: 2/3
 Warp Engine Type — FWC
 Number — 1
 Power Units Available — 20
 Stress Charts — M/K
 Maximum Safe Cruising Speed — Warp 7
 Emergency Speed — Warp 9
 Impulse Engine Type — FIB
 Power Units Available — 2



Weapons And Firing Data:

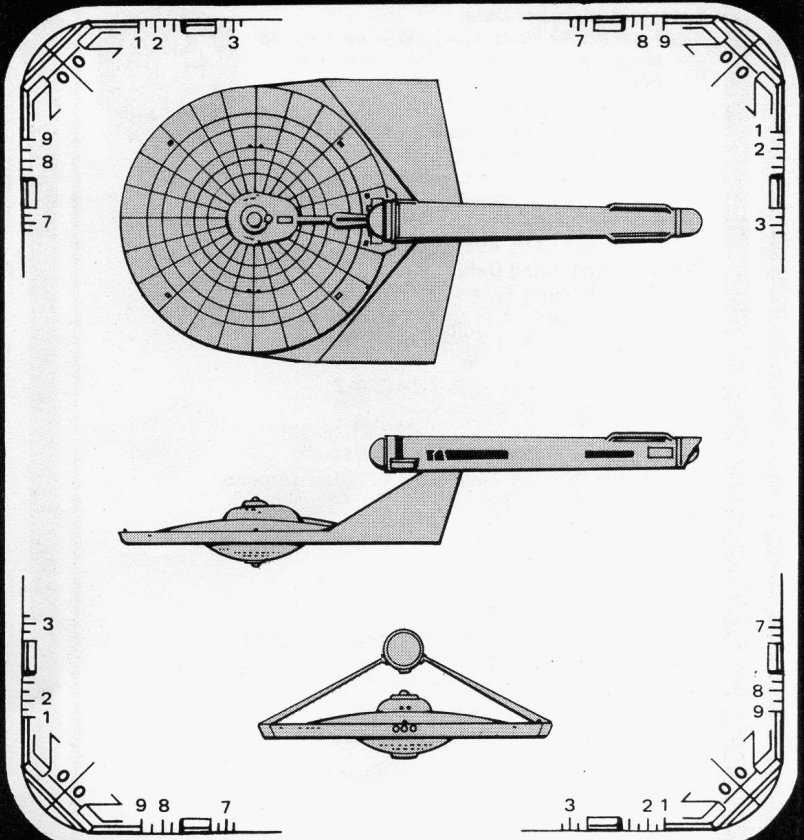
Beam Weapon Type — FH-4 Phasers
 Number — 6, mounted in 3 banks of 2
 Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
 Firing Chart — Q
 Power Range — 0-3 TAC: 0-1

Damage Modifiers —
 +2(1-8) +1(9-14)
 TAC: +1(1-8)

Missile Weapon Type — FP-2 Photon Torpedo
 Number — 2
 Firing Arcs — fwd
 Firing Chart — H
 Power To Arm — 1
 Damage — 6 TAC: 2

Shields And Damage Data:

Superstructure Points — 10 TAC: 3
 Damage Chart — C
 Shield Type — FSC
 Shield Point Ratio — 1/1
 Maximum Shield Power — 8 TAC: 3
 Crew — 195



CHANDLEY CLASS FRIGATE

United Federation Of Planets

Engines And Power Data:

Total Power Units Available — 48 TAC: 16
 Movement Point Ratio — 3/1 TAC: 1/1
 Warp Engine Type — FWC
 Number — 2
 Power Units Available — 16 each
 Stress Charts — O/M
 Maximum Safe Cruising Speed — Warp 7
 Emergency Speed — Warp 9
 Impulse Engine Type — FIF
 Power Units Available — 16



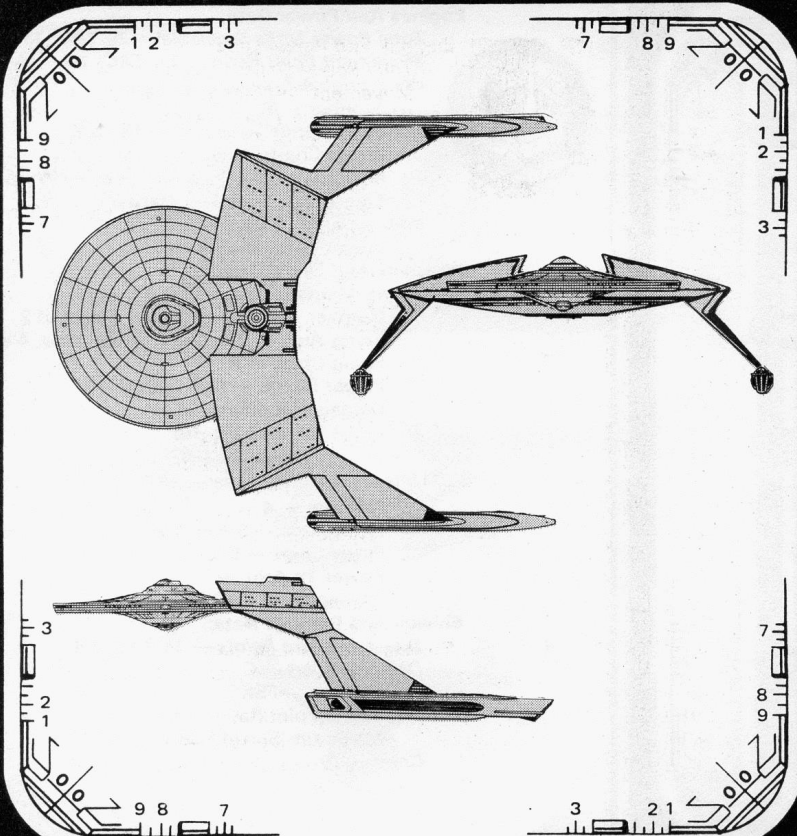
Weapons And Firing Data:

Beam Weapon Type — FH-11 Phaser
 Number — 6, in 3 banks of 2
 Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
 Firing Chart — Y
 Power Range — 0-10 TAC: 0-3
 Damage Modifiers —
 +3(1-10) +2(11-17) +1(18-24)
 TAC: +2(1-10) +1(11-17)

Missile Weapon Type — FP-6 Photon Torpedo
 Number — 4
 Firing Arcs — 2 fwd, 2 aft
 Firing Chart — O
 Power To Arm — 1
 Damage — 12 TAC: 4

Shields And Damage Data:

Superstructure Points — 28 TAC: 9
 Damage Chart — C
 Shield Type — FSO
 Shield Point Ratio — 1/3
 Maximum Shield Power — 16 TAC: 5
 Crew — 363



D-7A CLASS LIGHT CRUISER

Klingon Empire



Engines And Power Data:

Total Power Units Available — 40 TAC: 13

Movement Point Ratio — 4/1 TAC: 4/3

Warp Engine Type — KWD

Number — 2

Power Units Available — 18 each

Stress Charts — L/N

Maximum Safe Cruising Speed — Warp 6

Emergency Speed — Warp 8

Impulse Engine Type — KIC

Power Units Available — 4

Weapons And Firing Data:

Beam Weapon Type — KD-6 Disruptor

Number — 4

Firing Arcs — 2 fwd/port, 2 fwd/stbd

Firing Chart — T

Power Range — 0-6 TAC: 0-2

Damage Modifiers —

+2(1-18) TAC: +1(all ranges)

Shields And Damage Data:

Superstructure Points — 20 TAC: 7

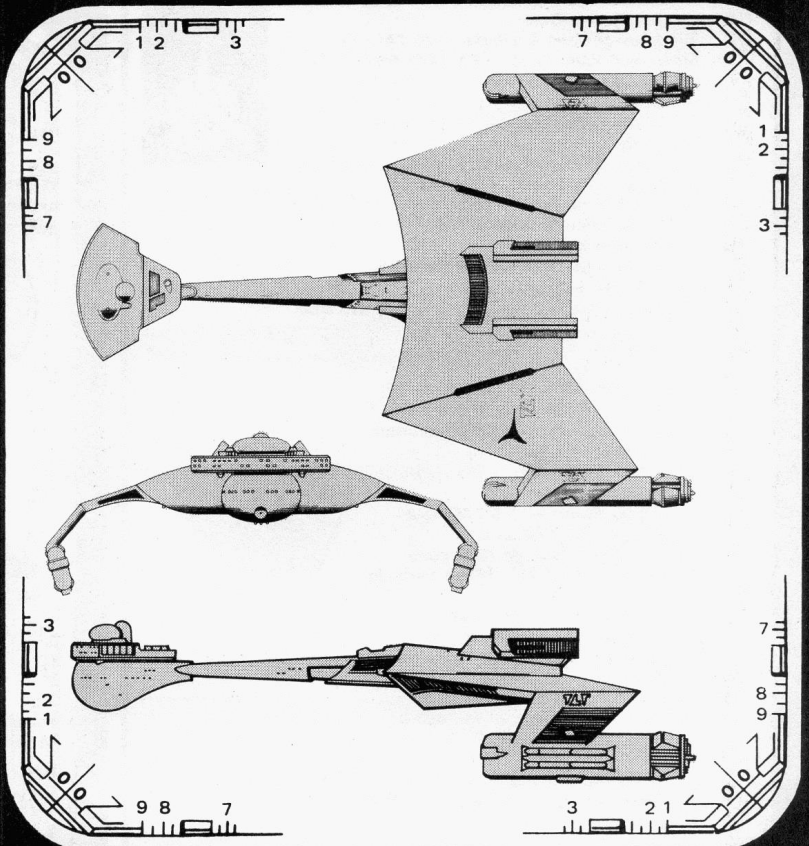
Damage Chart — C

Shield Type — KSC

Shield Point Ratio — 1/1

Maximum Shield Power — 8 TAC: 3

Crew — 352



D-7M CLASS LIGHT CRUISER

Klingon Empire



Engines And Power Data:

Total Power Units Available — 44 TAC: 15

Movement Point Ratio — 3/1 TAC: 1/1

Warp Engine Type — KWE

Number — 2

Power Units Available — 20 each

Stress Charts — J/M

Maximum Safe Cruising Speed — Warp 8

Emergency Speed — Warp 9

Impulse Engine Type — KIC

Power Units Available — 4

Weapons And Firing Data:

Beam Weapon Type — KD-8 Disruptor

Number — 4

Firing Arcs — 2 fwd/port, 2 fwd/stbd

Firing Chart — U

Power Range — 0-7 TAC: 0-2

Damage Modifiers —

+3(1-7) +2(8-15) +1(16-20)

TAC: +2(1-7) +1(8-15)

Missile Weapon Type — KP-3 Torpedo

Number — 2

Firing Arcs — 1 fwd, 1 aft

Firing Chart — R

Power To Arm — 2

Damage — 15 TAC: 5

Shields And Damage Data:

Superstructure Points — 20 TAC: 7

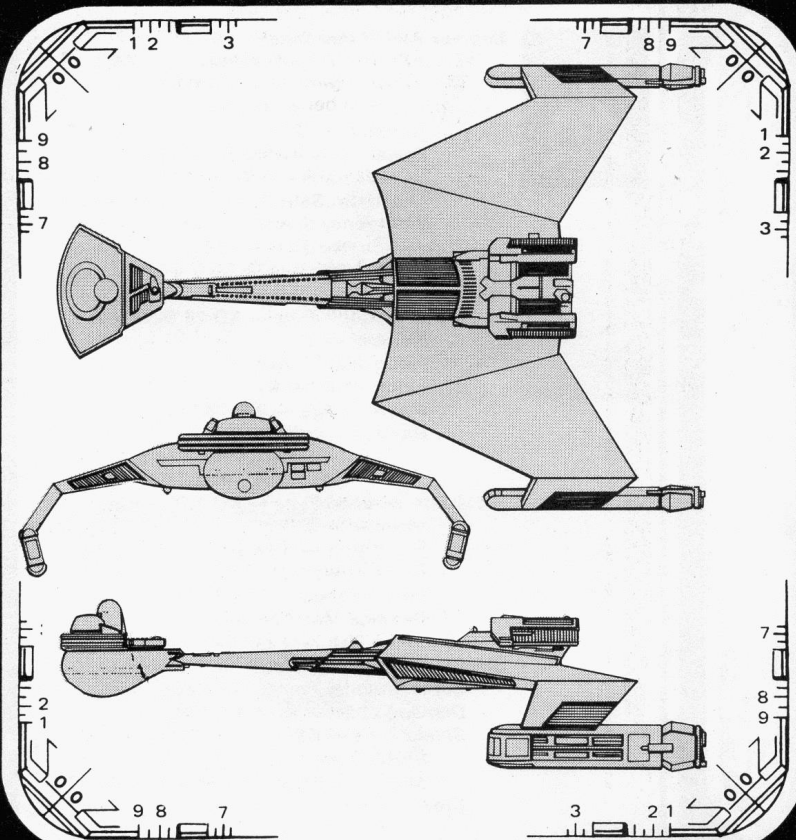
Damage Chart — C

Shield Type — KSK

Shield Point Ratio — 1/2

Maximum Shield Power — 12 TAC: 4

Crew — 373



D-10 CLASS HEAVY CRUISER

Klingon Empire

Engines And Power Data:

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

Weapons And Firing Data:

Beam Weapon Type — KD-9 Disruptor
 Number — 6
 Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
 Firing Chart — W
 Power Range — 0-5 TAC: 0-2
 Damage Modifiers —
 +3(1-8) +2(9-15) +1(16-20)
 TAC: +2(1-8) +1(9-15)

Beam Weapon Type — KD-3 Disruptor

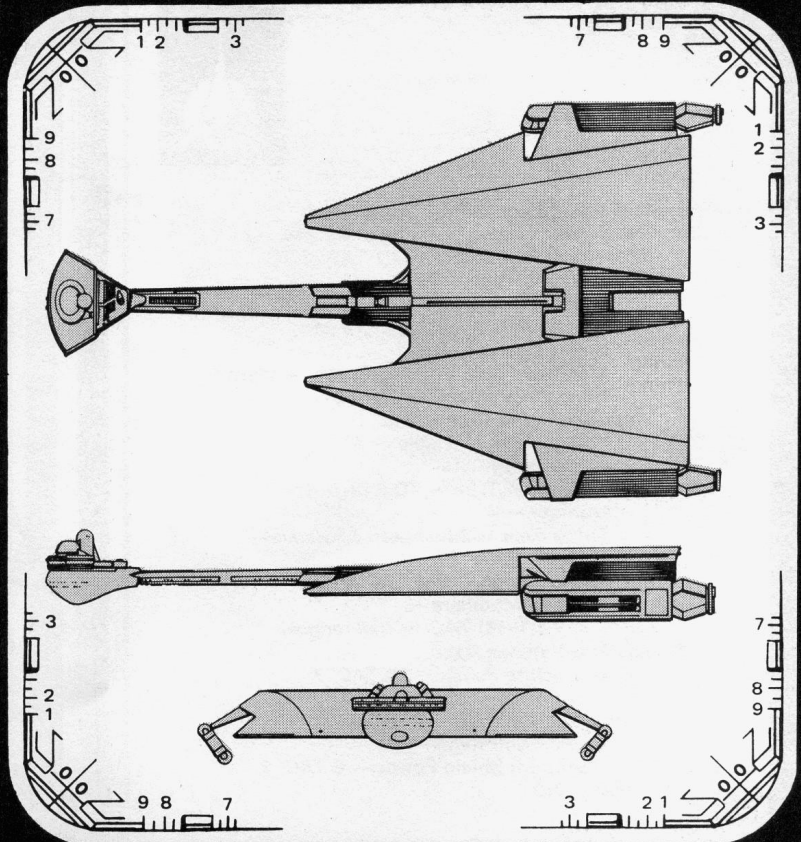
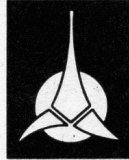
Number — 2
 Firing Arcs — aft
 Firing Chart — I
 Power Range — 0-5 TAC: 0-2
 Damage Modifiers —
 +1(all ranges) TAC: none

Missile Weapon Type — KP-4 Torpedo

Number — 2
 Firing Arcs — 1 fwd, 1 aft
 Firing Chart — Q
 Power To Arm — 2
 Damage — 18 TAC: 6

Shields And Damage Data:

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



K-23 CLASS ESCORT

Klingon Empire

Engines And Power Data:

Total Power Units Available — 40 TAC: 13
 Movement Point Ratio — 4/1 TAC: 4/3
 Warp Engine Type — KWD
 Number — 22
 Power Units Available — 18 each
 Stress Charts — L/N
 Maximum Safe Cruising Speed — Warp 6
 Emergency Speed — Warp 8
 Impulse Engine Type — KIC
 Power Units Available — 4

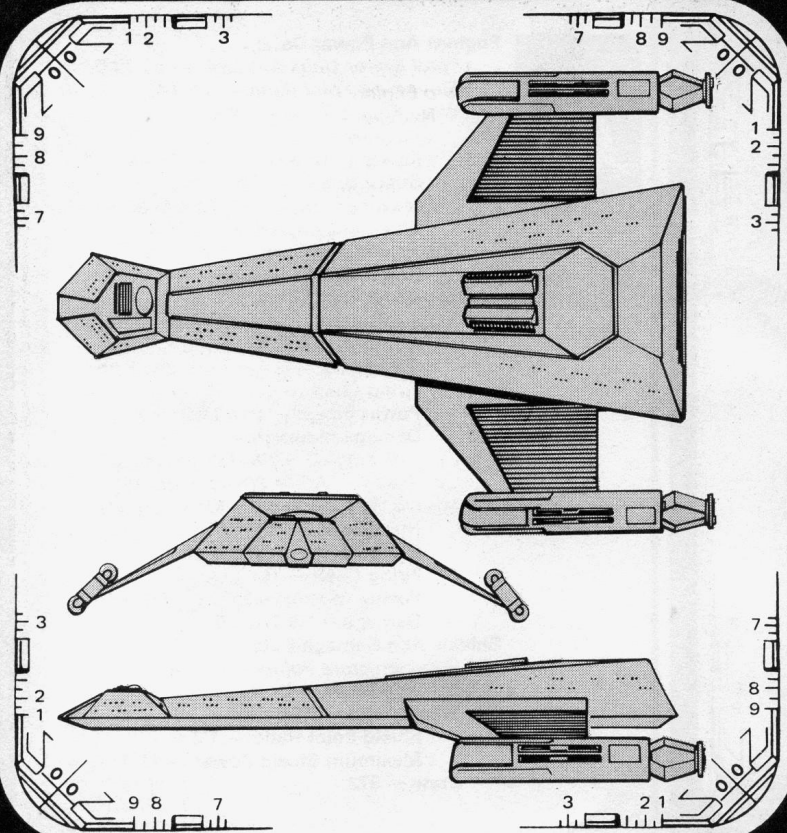
Weapons And Firing Data:

Beam Weapon Type — KD-13 Disruptor
 Number — 1
 Firing Arcs — fwd
 Firing Chart — X
 Power Range — 0-5 TAC: 0-2
 Damage Modifiers —
 +3(1-9) +2(10-15) +1(16-22)
 TAC: +2(1-9) +1(10-15)

Beam Weapon Type — KD-4 Disruptor
 Number — 2
 Firing Arcs — 1 fwd/port, 1 fwd/stbd
 Firing Chart — J
 Power Range — 0-4 TAC: 0-1
 Damage Modifiers —
 +1(all ranges) TAC: none

Shields And Damage Data:

Superstructure Points — 14 TAC: 8
 Damage Chart — C
 Shield Type — KSF
 Shield Point Ratio — 2/3
 Maximum Shield Power — 10 TAC: 3
 Crew — 175



D-18B CLASS DESTROYER

Klingon Empire

Engines And Power Data:

Total Power Units Available — 42 TAC: 14
 Movement Point Ratio — 3/1 TAC: 1/1
 Warp Engine Type — KWE

Number — 2

Power Units Available — 20 each

Stress Charts — J/M

Maximum Safe Cruising Speed — Warp 8

Emergency Speed — Warp 9

Impulse Engine Type — KIB

Power Units Available — 2

Weapons And Firing Data:

Beam Weapon Type — KD-5 Disruptor

Number — 6

Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd

Firing Chart — P

Power Range — 0-4 TAC: 0-1

Damage Modifiers —

+2(1-10) +1(11-18) TAC: +1(1-10)

Beam Weapon Type — KD-14 Disruptor

Number - 1

Firing Arcs - aft

Firing Chart - D

Power Range - 0-8 TAC: 0-3

Damage Modifiers —

+2(all ranges) TAC: +1(all ranges)

Shields And Damage Data:

Superstructure Points — 14 TAC: 5

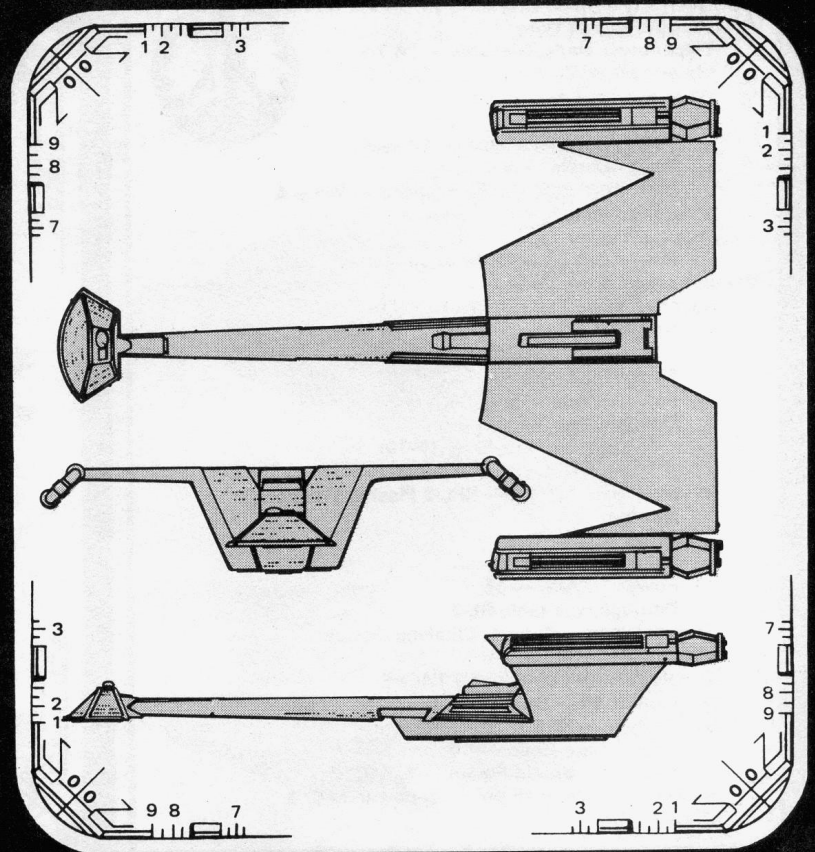
Damage Chart — C

Shield Type — KSG

Shield Point Ratio — 1/1

Maximum Shield Power — 10 TAC: 3

Crew — 265



L-9 CLASS FRIGATE

Klingon Empire

Engines And Power Data:

Total Power Units Available — 42 TAC: 14

Movement Point Ratio — 4/1 TAC: 4/3

Warp Engine Type — KWE

Number — 2

Power Units Available — 18 each

Stress Charts — J/M

Maximum Safe Cruising Speed — Warp 7

Emergency Speed — Warp 8

Impulse Engine Type — KIE

Power Units Available — 6

Weapons And Firing Data:

Beam Weapon Type — KD-8 Disruptor

Number — 6

Firing Arcs — 2 fwd/port, 2 fwd/stbd, 2 aft

Firing Chart — U

Power Range — 0-7 TAC: 0-2

Damage Modifiers —

+3(1-10) +2(11-15) +1(16-20)

TAC: +2(1-10) +1(11-15)

Beam Weapon Type — KD-13 Disruptor

Number — 4

Firing Arcs — 2 fwd, 1fwd/port, 1fwd/stbd

Firing Chart — X

Power Range — 0-5 TAC: 0-2

Damage Modifiers —

+3(1-7) +2(8-15) +1(16-22)

TAC: +2(1-7) +1(8-15)

Shields And Damage Data:

Superstructure Points — 25 TAC: 8

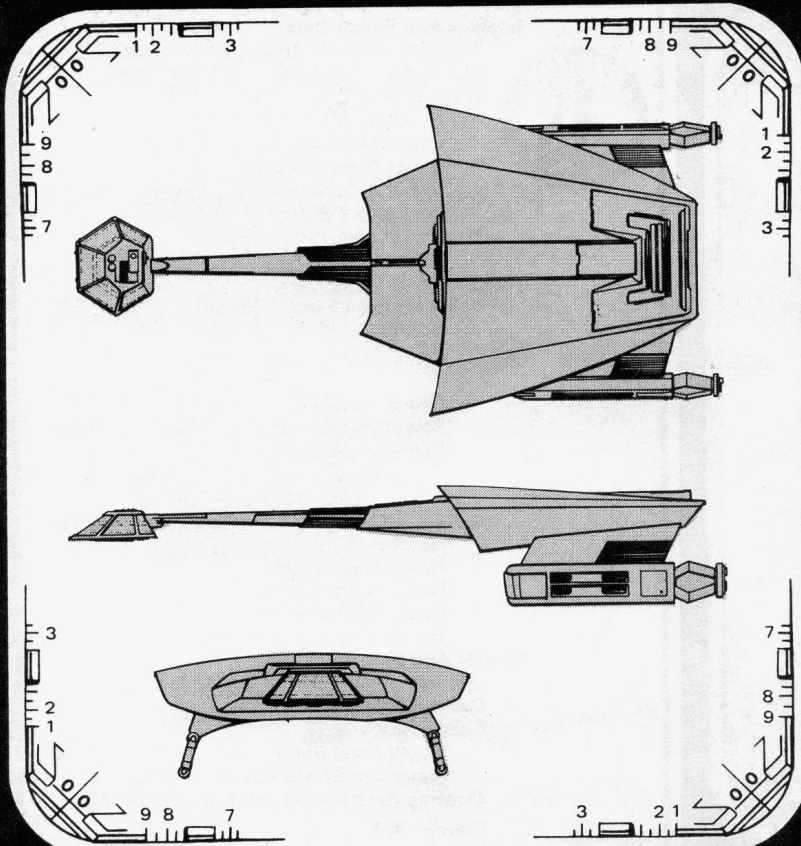
Damage Chart — C

Shield Type — KSP

Shield Point Ratio — 1/3

Maximum Shield Power — 15 TAC: 5

Crew — 420



BIRD OF PREY CLASS LIGHT CRUISER*Romulan Star Empire***Engines And Power Data:***Total Power Units Available — 26 TAC: 9**Movement Point Ratio — 3/1 TAC: 1/1**Warp Engine Type — RWC*

Number — 2

Power Units Available — 12 each

Stress Charts — M/P

Maximum Safe Cruising Speed — Warp 4

Emergency Speed — Warp 6

Impulse Engine Type — RIB

Power Units Available — 2

Weapons And Firing Data:*Beam Weapon Type — RB-4*

Number — 1

Firing Arcs — fwd/port/stbd

Firing Chart — J

Power Range — 0-6 TAC: 0-2

Damage Modifiers —

+3(1-2) +2(3-6) +1(7-10)

TAC: +(1-2) +1(3-6)

Missile Weapon Type — RPL-2 Plasma Weapon

Number — 1

Firing Arcs — fwd

Firing Chart — M

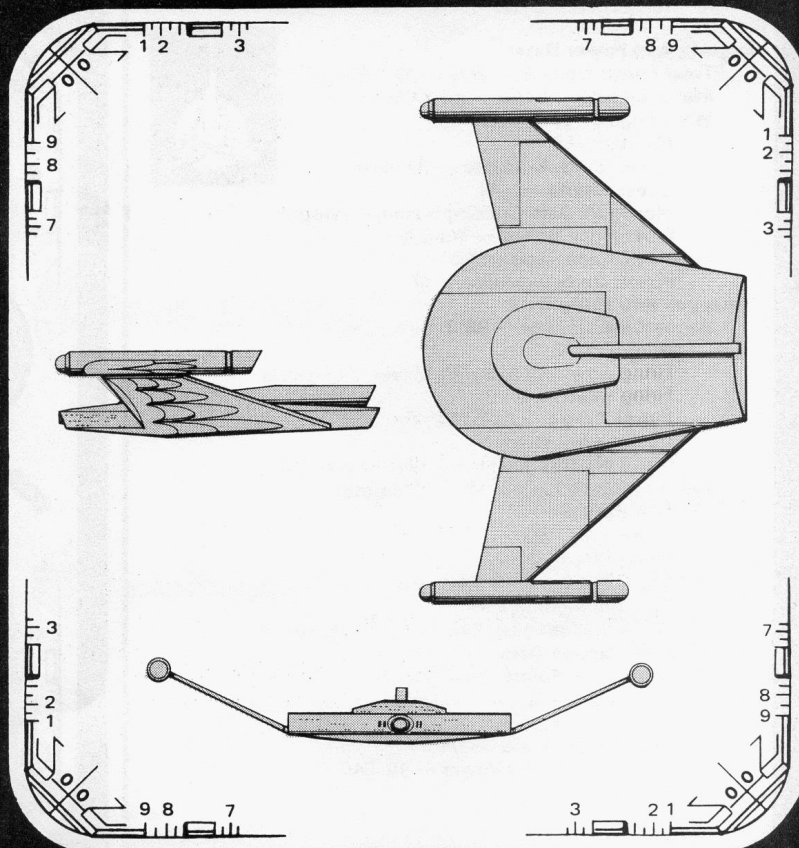
Power To Arm — 15

Damage see table RL-2

*Special Weapon Type — Cloaking Device***Shields And Damage Data:***Superstructure Points — 15 TAC: 5**Damage Chart — B**Shield Type — RSE*

Shield Point Ratio — 1/2

Maximum Shield Power — 8 TAC: 3

*Cloaking Device — 15 points to power TAC: 5**Crew — 150***WINGED DEFENDER CLASS HEAVY CRUISER***Romulan Star Empire***Engines And Power Data:***Total Power Units Available — 68 TAC: 23**Movement Point Ratio — 4/1 TAC: 4/3**Warp Engine Type — RWG*

Number — 2

Power Units Available — 24 each

Stress Charts — G/L

Maximum Safe Cruising Speed — Warp 7

Emergency Speed — Warp 9

Impulse Engine Type — RIE

Power Units Available — 20

Weapons And Firing Data:*Beam Weapon Type — RB-9*

Number — 8

Firing Arcs — 4 fwd, 1 aft/port, 1 aft/stbd,
1 port, 1 stbd

Firing Chart — W

Power Range — 0-6 TAC: 0-2

Damage Modifiers —

+3(1-8) +2(9-16) +1(17-20)

TAC: +2(1-8) +1(9-16)

Missile Weapon Type — RPL-3 Plasma Weapon

Number — 1

Firing Arcs — fwd

Firing Chart — T

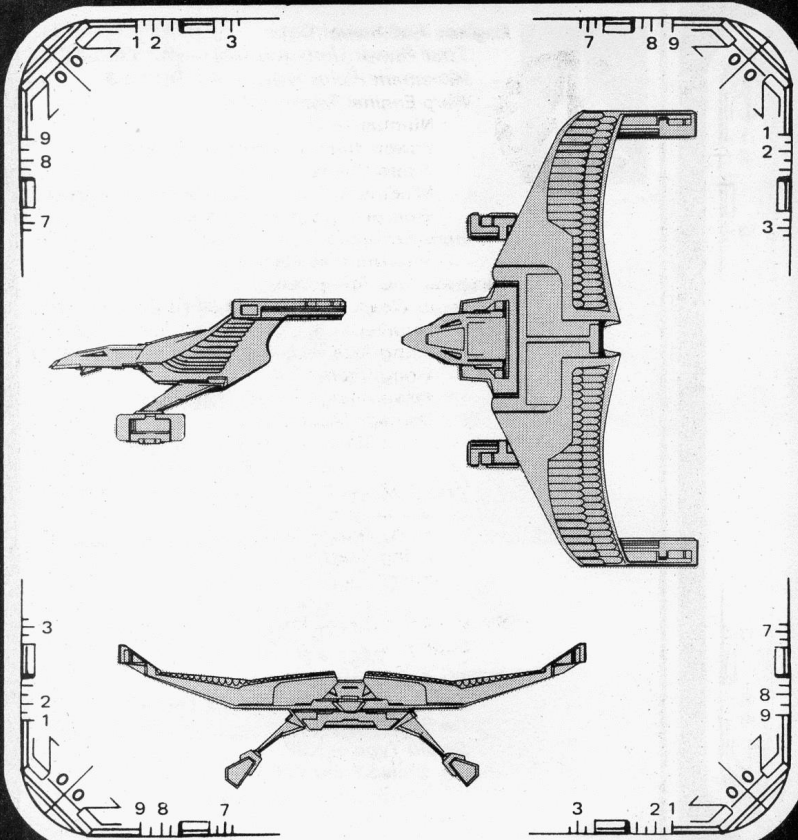
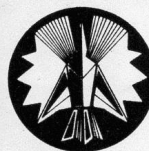
Power To Arm — 8

Damage — see table RL-3

Shields And Damage Data:*Superstructure Points — 18 TAC: 6**Damage Chart — A**Shield Type — RSL*

Shield Point Ratio — 1/3

Maximum Shield Power — 13 TAC: 4

*Cloaking Device — 38 points to power TAC: 13**Crew — 350*

GRACEFUL FLYER CLASS SCOUT/COURIER

Romulan Star Empire

Engines And Power Data:

Total Power Units Available — 30 TAC: 10
 Movement Point Ratio — 2/1 TAC: 2/3
 Warp Engine Type — RWD
 Number — 1
 Power Units Available — 18
 Stress Charts — F/K
 Maximum Safe Cruising Speed — Warp 7
 Emergency Speed — Warp 8
 Impulse Engine Type — RID
 Power Units Available — 12

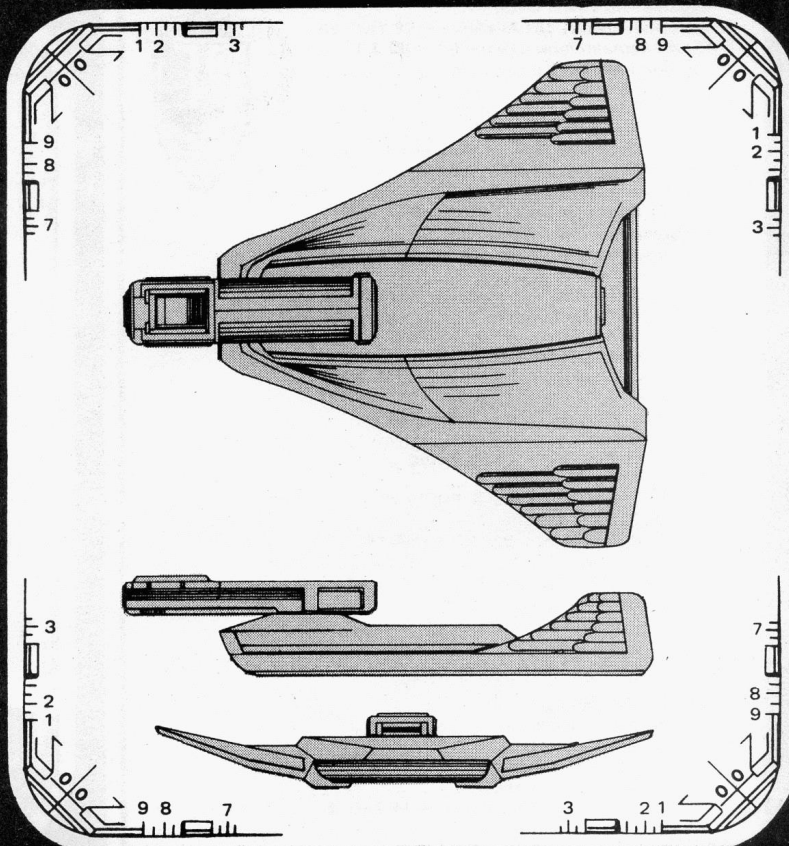


Weapons And Firing Data:

Beam Weapon Type — RB-8
 Number — 2
 Firing Arcs — 1 fwd/port, 1 fwd/stbd
 Firing Chart — N
 Power Range — 0-6 TAC: 0-2
 Damage Modifiers —
 +3(1-4) +2(5-9) +1(10-13)
 TAC: +2(1-4) +1(5-9)

Shields And Damage Data:

Superstructure Points — 8 TAC: 3
 Damage Chart — A
 Shield Type — RSF
 Shield Point Ratio — 1/3
 Maximum Shield Power — 8 TAC: 3
 Crew — 120

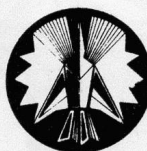


GALLANT WING CLASS HEAVY CRUISER

(Romulan Star Empire)

Engines And Power Data:

Total Power Units Available — 40 TAC: 14
 Movement Points Ratio — 4/1 TAC: 4/3
 Warp Engine Type — RWF
 Number — 2
 Power Units Available — 18 each
 Stress Charts — G/L
 Maximum Safe Cruising Speed — warp 7
 Emergency Speed — warp 8
 Impulse Engine Type — RID
 Power Units Available — 4



Weapons And Firing Data:

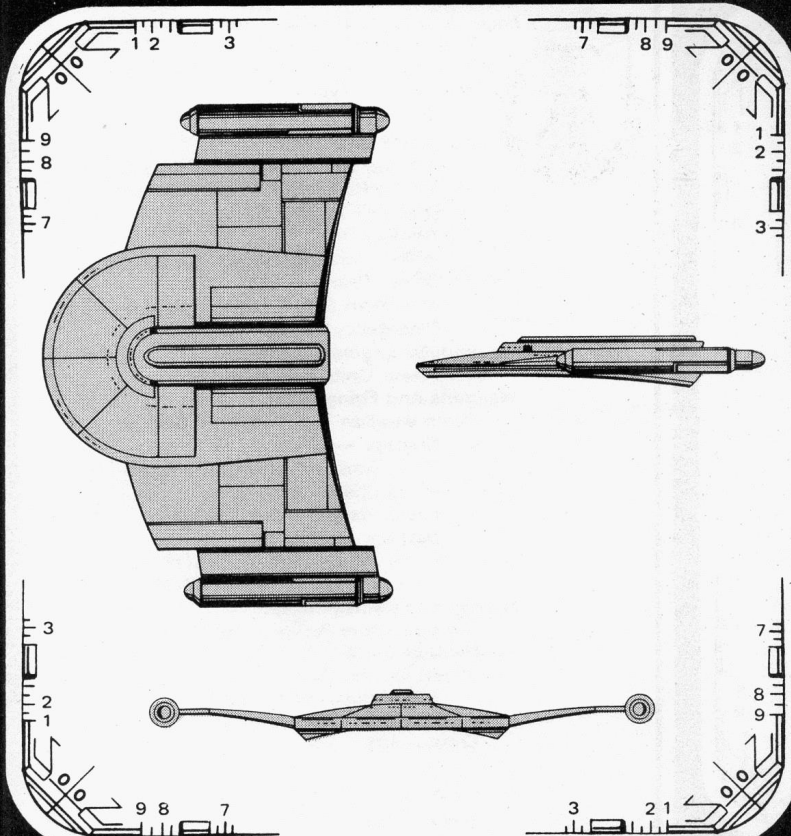
Beam Weapon Type — RB-9 Phaser
 Number — 6, mounted in 3 banks of 2
 Firing Arcs — 2 fwd/port, 2 fwd, 2 fwd/stbd
 Firing Chart — W
 Power Range — 0-5 TAC: 0-2
 Damage Modifiers —
 +3(1-8) +2(9-16) +1(17-20)
 TAC: +2(1-8) + (9-16)

Missile Weapon Type — RPL-2 Plasma Weapon

Number — 1
 Firing Arcs — fwd
 Firing Chart — M
 Power To Arm — 15
 Damage — see chart RL-2

Shields And Damage Data:

Superstructure Points — 20 TAC: 7
 Damage Chart — B
 Shield Type — RSN
 Shield Point Ratio — 1/3
 Maximum Shield Power — 15 TAC: 5
 Cloaking Device — 22 points to power TAC: 8
 Crew — 300



BH-2 CLASS BATTLESHIP

Gorn Alliance

Engines And Power Data:

Total Power Units Available — 59 TAC: 20

Movement Point Ratio — 5/1 TAC: 5/3

Warp Engine Type — GWE

Number — 2

Power Units Available — 22 each

Stress Charts — Q/R

Maximum Safe Cruising Speed — Warp 4

Emergency Speed Warp 5

Impulse Engine—Type — GIF

Power Units Available — 15

Weapons And Firing Data:

Beam Weapon Type — GBL-8 Blaster

Number — 4

Firing Arcs — 1 fwd/port, 1 fwd, 1 fwd/stbd, 1 aft

Firing Chart — W

Power Range — 0-6 TAC: 0-2

Damage Modifiers —

+3(1-10) +2(11-15) +1(16-20)

TAC: +2(1-10) +1(11-15)

Beam Weapon Type — GBL-3 Blaster

Number — 4

Firing Arcs — 2 port, 2 stbd

Firing Chart — K

Power Range — 0-3 TAC: 0-1

Damage Modifiers —

+3(1-5) +2(6-10) +1(11-15)

TAC: +2(1-5) +1(6-10)

Missile Weapon Type — GP-2 Energy Torpedo

Number — 4

Firing Arcs — 2 fwd, 2 aft

Firing Chart — K

Power To Arm — 2

Damage — 10 TAC: 3

Shields And Damage Data:

Superstructure Points — 28 TAC: 9

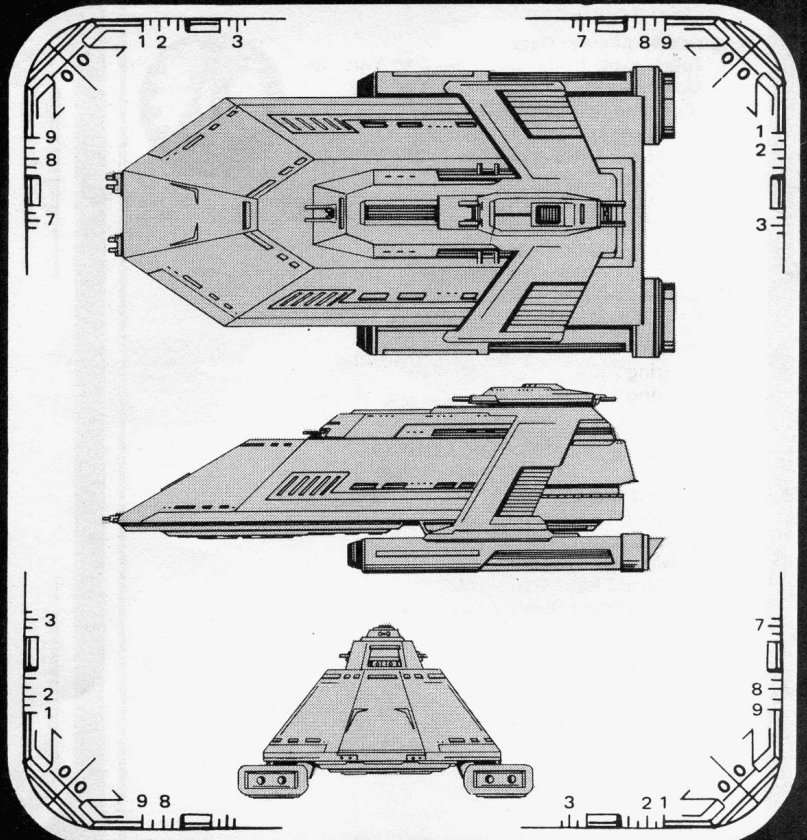
Damage Chart — C

Shield Type — GSM

Shield Point Ratio — 1/1

Maximum Shield Power — 14 TAC: 5

Crew — 675



MA-12 CLASS CRUISER

Gorn Alliance

Engines And Power Data:

Total Power Units Available — 40 TAC: 13

Movement Point Ratio — 5/1 TAC: 5/3

Warp Engine Type — GWC

Number — 2

Power Units Available — 18 each

Stress Charts — M/P

Maximum Safe Cruising Speed — Warp 6

Emergency Speed — Warp 8

Impulse Engine Type — GIC

Power Units Available — 4

Weapons And Firing Data:

Beam Weapon Type — GBL-5 Blaster

Number — 4

Firing Arcs — 2 fwd/port, 2 fwd/stbd

Firing Chart — O

Power Range — 0-4 TAC: 0-1

Damage Modifiers —

+3(1-6) +2(7-10) +1(11-12)

TAC: +1(6) +1(7-10)

Shields And Damage Data:

Superstructure Points — 16 TAC: 5

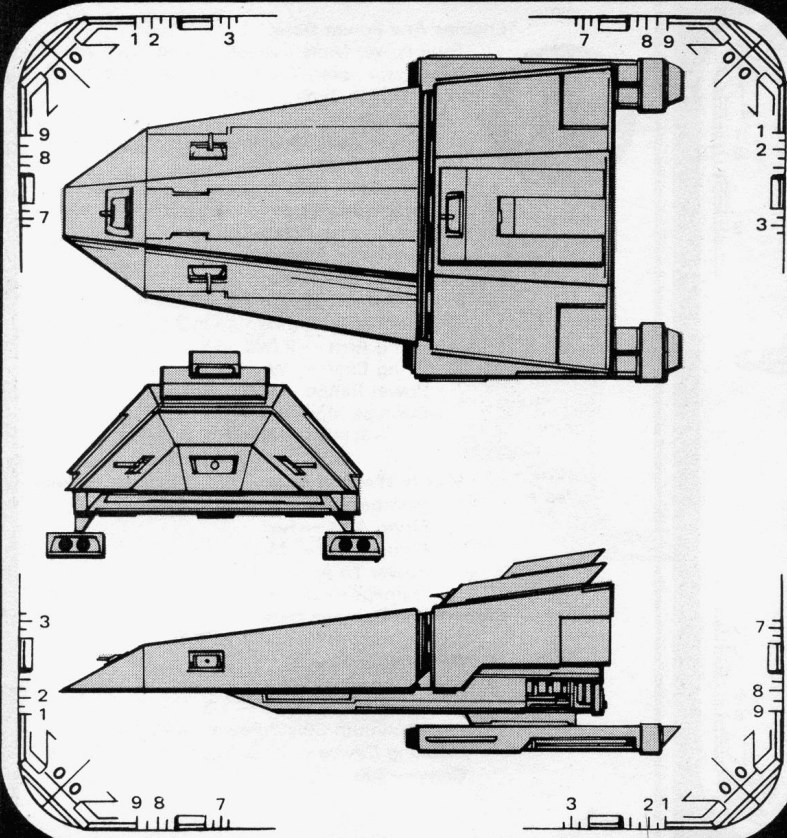
Damage Chart — C

Shield Type — GSH

Shield Point Ratio — 1/2

Maximum Shield Power — 10 TAC: 3

Crew — 120



WANDERER CLASS BLOCKADE RUNNER

Orion Colonies

Engines And Power Data:

Total Power Units Available — 37 TAC: 12

Movement Point Ratio — 2/1 TAC: 2/3

Warp Engine Type — OWA

Number — 2

Power Units Available — 17 each

Stress Charts — G/F

Maximum Safe Cruising Speed — Warp 7

Emergency Speed — Warp 9

Impulse Engine Type — OIB

Power Units Available — 3

Weapons And Firing Data:

Beam Weapon Type — OD-4 Disruptor

Number — 4

Firing Arcs — 2 fwd/port/stbd, 2 aft/port/stbd

Firing Chart — T

Power Range — 0-6 TAC: 0-2

Damage Modifiers —

+2(all ranges) TAC: +1(all ranges)

Missile Weapon Type — FP-1 Federation Photon Torpedo

Number — 4

Firing Arcs — 2 fwd, 2 aft

Firing Chart — L

Power To Arm — 1

Damage — 10 TAC: 3

Shields And Damage Data:

Superstructure Points — 21 TAC: 7

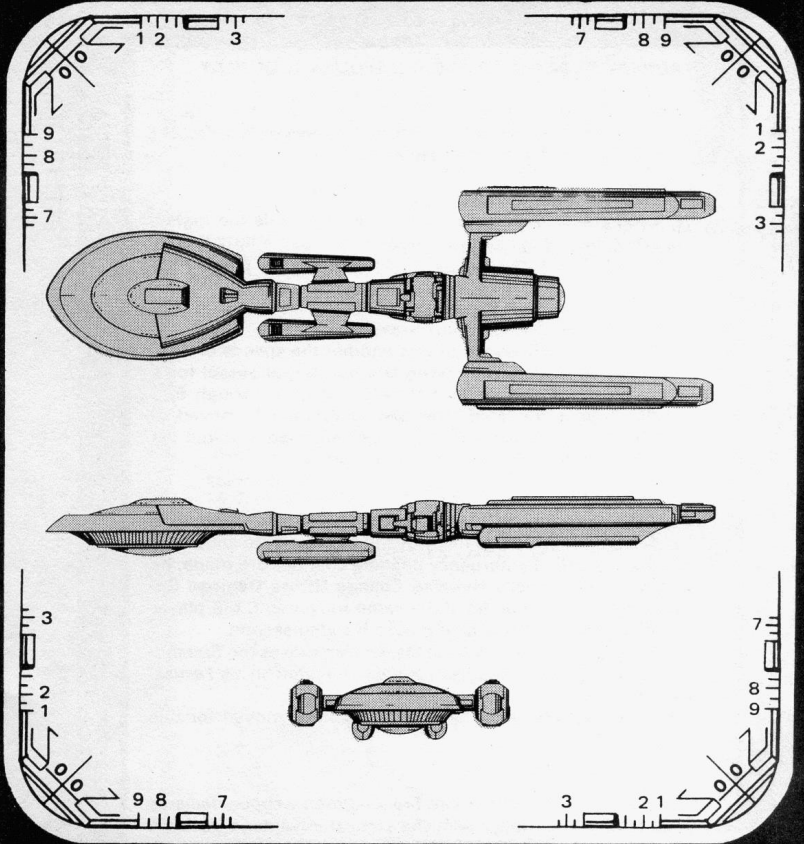
Damage Chart — B

Shield Type — OSJ

Shield Point Ratio — 1/4

Maximum Shield Power — 8 TAC: 3

Crew — 102



LIGHTNING CLASS BLOCKADE RUNNER

Orion Colonies



Engines And Power Data:

Total Power Units Available — 33 TAC: 11

Movement Point Ratio — 3/1 TAC: 1/1

Warp Engine Type — OWA

Number — 2

Power Units Available — 15 each

Stress Charts — G/F

Maximum Safe Cruising Speed — Warp 8

Emergency Speed — Warp 10

Impulse Engine Type — OIB

Power Units Available — 3

Weapons And Firing Data:

Beam Weapon Type — OD-3 Disruptor

Number — 6

Firing Arcs — 3 fwd/port/stbd, 1 port, 1 stbd, 1 aft

Firing Chart — R

Power Range — 0-4 TAC: 0-1

Damage Modifiers —

+2(all ranges) TAC: +1(all ranges)

Shields And Damage Data:

Superstructure Points — 16 TAC: 5

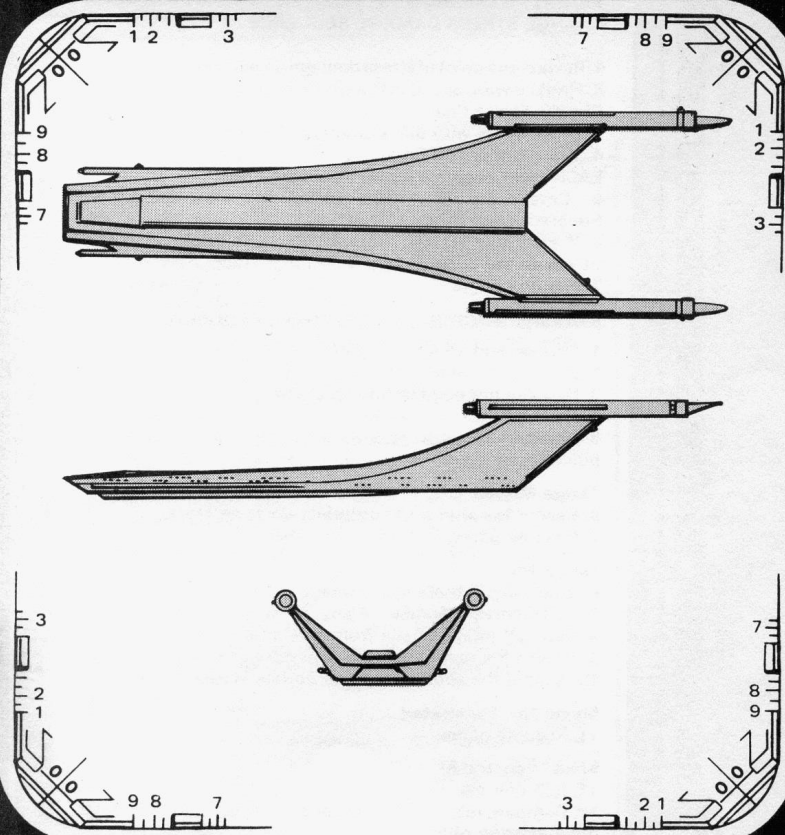
Damage Chart — C

Shield Type — OSF

Shield Point Ratio — 1/3

Maximum Shield Power — 6 TAC: 2

Crew — 23



PLAY SEQUENCES

STARSHIP TACTICS

ADVANCED STARSHIP TACTICS 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.

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**. 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**.

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 has otherwise fulfilled the conditions for victory.

ADVANCED STARSHIP TACTICS EMERGENCY HEADING CHANGE STRESS DAMAGE SEQUENCE

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 lefthand column of the Heading Change Stress Chart.

3. Crossindex 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. Crossindex 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.

EXPERT STARSHIP TACTICS SEQUENCE OF PLAY

Tactical Advantage Phase

1. The Captain's 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.

Power Allocation Phase

2. Each player adds up the Power Units Available for each 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.

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** 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 the Detailed Damage Location Charts.

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 or has otherwise fulfilled the conditions for victory.

EXPERT STARSHIP TACTICS EMERGENCY 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.

STARSHIP TACTICS WEAPON FIRING SEQUENCE

1. Choose and announce target.

2. Determine range.

3. Use straight-edge to find shield hit.

4. Roll one die.

5. Compare result to appropriate Firing Chart to determine hit.

Target Missed

6. Record the shot on appropriate Weapon Track.

7. Resume game.

Target Hit

6. Determine if there is a Damage Modifier.

7. Add Damage Modifier, if any, to weapon damage.

8. Subtract total damage from shield power.

9. Record the damage on the appropriate Shield Track.

10. Record the shot on the appropriate Weapon Track.

Shield Not Penetrated

11. Resume game.

Shield Penetrated

11. Roll one die.

12. Compare result with appropriate Damage Table to determine location of hit.

13. Record the damage on the appropriate Weapon, Shield, Engine, or Superstructure Track.

14. Resume game.

SENSORS QUESTIONS

INFORMATION FROM OPERATIONAL SENSORS

1. Location, heading, and movement rate and warp speed of every object in range.

INFORMATION FROM SENSORS LOCK

1. Type, size, nationality, and class of ship, or the size of any other object.
2. Type of life forms present (only if the shields are down).
3. Composition of the object.
4. Status of the object's composition (fluctuating, solid, gaseous, etc.).
5. If the ship has enemy sensors locked on it.

ADDITIONAL SENSORS INFORMATION POSSIBLE

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, tractor beam, 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 there any cloaked Romulan vessels in the (specify firing arc) Firing Arc?
Ans.: Yes or no, and the location of the nearest cloaked vessel in the specified Firing Arc.

COMMAND & CONTROL

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.

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.

Sensors Phase

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 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.

SKILL ROLLS

Below is a list of all Skill Rolls normally used in *COMMAND & CONTROL*. For each of the bridge officers, the Skill Rolls that may be made are listed, when they may be made is stated, and the effects of a successful roll are given.

CAPTAIN

The Captain's Skill Rating in *STARSHIP COMBAT STRATEGY/TACTICS* is compared to that of his opponents. No roll is made, but the higher rating gives that Captain the tactical advantage for the entire game. He declares his targets last, and if his ship and another vessel move at the same rate, his ship moves last. If the Captain is dead or incapacitated, the rating of his second-in-command is used.

CHIEF ENGINEER

- In the Skill Roll Phase, the Engineer may make one Skill Roll against his rating in his choice of skill.
- He may roll against his rating in *WARP DRIVE TECHNOLOGY*. Success gains 1 extra power point, and a roll of 01-05 gains 2 power points.
- He may roll against his rating in *STARSHIP ENGINEERING*. Success reduces stress damage on 1 engine by 1 point. If the roll is 01-05, stress damage may be reduced 2 points on 1 engine or 1 point on each of 2 engines.
- He may choose to roll against his rating in *WARP DRIVE TECHNOLOGY*. Success allows the Helmsman to change overall warp speed by 2 steps instead of 1 in that game turn.

HELMSMAN

- At any time when making an emergency heading change, the Helmsman may roll against his Skill Rating in *STARSHIP HELM OPERATION*. Success allows stress damage rolls to be made as though the vessel were travelling at one warp speed less.
- Twice per game turn, during any Movement/Firing Phase when he feels his shot is critical, the Helmsman may roll against his rating in *SHIP'S WEAPONRY TECHNOLOGY*. Success gives him a bonus of -1 on the To-Hit Numbers he rolls in that phase.

SCIENCE OFFICER/NAVIGATOR

- In the Skill Roll Phase of each game turn, the Science Officer/Navigator may make one Skill Roll against his rating in his choice of skill.
- He may roll against his rating in *DEFLECTOR SHIELD TECHNOLOGY*. Success gains 2 extra points of shielding to be used anywhere.
- He may choose to roll against his rating in *DAMAGE CONTROL PROCEDURES*. Success gives him the ability to subtract 1-5 points of damage from successful incoming shots.

During the Sensor Phase of each game turn, the Science Officer/Navigator may roll against his rating in *STARSHIP SENSORS*. Success gains a sensor lock, gives him some information about his target, and allows him to ask questions about the status of his target during the Movement/Firing Phases.

At any time a difficult communications task must be performed, he may roll against his rating in *STARSHIP COMMUNICATIONS PROCEDURES*. Success allows him to complete the task without difficulty.

ALL BRIDGE PERSONNEL

- When a damage location roll results in the effect of *Bridge Hit*, bridge personnel may roll against their individual *DEX* attributes. Success allows that officer to continue to function at his station in the next game turn.
- Failure results in the character being unable to function for the next game turn. His command and control functions will not be performed. In addition, Skill Rolls may be required to repair the officer's control system. Success allows repair after one Movement/Firing Phase, and failure requires a second roll one Firing Phase later.

BATTLE TACTICS

UNITED FEDERATION OF PLANETS

The Federation prefers to use mixed groups of vessels whenever possible, tailoring their tactics to the battle group at hand and the need of the moment. They will NOT shoot first, and they will not even raise shields unless provoked or unless attack seems imminent. They prefer to use large fleets, mostly as a show of force and a deterrent.

When forced to fight, Federation captains are well trained. They will protect each other's flanks and weak spots whenever possible, using tactics similar to the "wing man" tactics used by flyers in Earth's WWII.

KLINGON EMPIRE

The Klingons tend to strike without warning, making surprise attacks on weak vessels or outposts, and withdrawing before support can arrive. A Klingon generally will not trust another Klingon on his weak side, and so they do not protect each other's flanks. Many times, a Klingon attack looks like a free-for-all because glory is highly desired, and so individual Klingon captains will ignore a tactical plan to seek a kill on their own.

ROMULAN STAR EMPIRE

The Romulans firmly believe in the surprise attack, as evidenced by their attacks on Federation outposts. They developed the cloaking device for just such a purpose, and almost every vessel in the fleet is equipped with one. They prefer to come out of cloak, attack, recloak, and attempt to escape without being detected. Far from being afraid of battle, they use this tactic to neutralize the disadvantage of their inferior weapons.

GORN ALLIANCE

The Gorn seem to have developed few tactics beyond attack in force with everything they can. They do not cooperate well. The concept of an unarmed enemy is foreign to their way of thinking, and thus they will assume that any opposing vessel is armed and ready for combat. They show no quarter and ask none.

ORION COLONIES

The Orions operate in packs or large battle groups. Their tactics primarily are hit-and-run. Generally they lie in wait in the shipping lanes, lurking until helpless or near-helpless merchant vessels happen by. If resistance is strong, they will run, going to high Warp speeds to escape and regroup. They are experts at using asteroids and other planetary bodies as cover.

BATTLE GROUPS

This section details the tendency in each culture's navy to operate groups of three or more vessels. These groups, known as battle groups, have come into being for many reasons, the most obvious reason being that there is safety in numbers. When several ships operate together, there is mutual protection, especially if the ships complement each other's abilities. For example, one vessel may be heavily armed with closefighting weapons, whereas the others are equipped with longrange weapons. One vessel may have no offensive capability in one direction (aft, for instance), and other ships in the group may have weaponry to cover this weakness. Racial and cultural characteristics determine the makeup of the various groups, and the more common groupings are listed in this section.

UNITED FEDERATION OF PLANETS

The Federation tailors its battle groups to meet the situation, wherever possible, with many vessels of varying types making up the group. On the frontiers, battle groups tend to be made of similar vessels constructed at the same time and location and put in service together, so that repair yards and resupply depots in a sector do not need to carry as large an inventory as otherwise would be required. Typical groups include:

1 <i>Loknar</i> Class Frigate
2 <i>Larson</i> Class Destroyers
1 <i>Constitution</i> Class Heavy Cruiser
2 <i>Larson</i> Class Destroyers

3 <i>Larson</i> Class Destroyers
1 <i>Reliant</i> Class Research Cruiser
2 <i>Chandley</i> Class Frigates

1 <i>Loknar</i> Class Frigate
2 <i>Chandley</i> Class Frigates
1 <i>Reliant</i> Class Research Cruiser
2 <i>Larson</i> Class Destroyers

1 <i>Enterprise</i> Class Heavy Cruiser
1 <i>Loknar</i> Class Frigate
1 <i>Chandley</i> Class Frigate

KLINGON EMPIRE

Because of their distrust for one another, Klingons tend to group similar vessels together. In that way no commander is able to coerce another and all remain relatively friendly. In a group where all of the vessels are of the same strength, one captain would have a difficult task to bend the others to his will, for the the tables could be easily turned upon him. Furthermore, parts and even crew can be freely interchanged if one or more vessels become damaged. Typical battle groups are:

3 (or more) <i>D-7</i> Class Light Cruisers

1 <i>D-10</i> Class Heavy Cruiser
2 <i>D-18</i> Class Destroyers

3 <i>D-10</i> Class Heavy Cruisers
3 <i>K-23</i> Class Escorts

1 <i>L-9</i> Class Frigate
2 <i>D-10</i> Class Heavy Cruisers

ROMULAN STAR EMPIRE

The Romulans, like the Klingons but not in as pronounced a fashion, tend to group similar vessels because of mistrust. In a group of three vessels, one will seldom be more powerful than either of the others, to deter coercion.

The following battle groups are typical:

3 <i>Bird Of Prey</i> Class Light Cruisers
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1 <i>Winged Defender</i> Class Heavy Cruiser
2 <i>Graceful Flyer</i> Class Scout/Couriers

1 <i>Bird Of Prey</i> Class Light Cruiser
2 <i>Graceful Flyer</i> Class Scout/Couriers

1 <i>Winged Defender</i> Class Heavy Cruiser
2 <i>Bird Of Prey</i> Class Light Cruisers

GORN ALLIANCE

The single Gorn battle group listed below is an indication of their massing forces to throw at their enemies:

1 <i>BH-2</i> Class Battleship
4 <i>MA-12</i> Class Cruisers

ORION COLONIES

The Orions favor large groups of vessels, usually no fewer than three in number. Typical groups vary between 3 and 10 Blockade Runners of all types.