STAR TREK: THE ROLE PLAYING GAME
Rules for Starship Combat

Adapted from the *Starship Tactical Combat Simulator* published by FASA Corporation

These rules simulate combat between a Federation starship controlled by the Player Characters (PCs) and one or more ships controlled by the Game Master (GM) on behalf of Non-Player Characters (NPCs). They are designed to replace the "Command and Control" rules given in the *Starship Tactical Combat Simulator*. However, the *Tactical Combat Simulator* should still be consulted for ship data, scenario ideas, and a general overview of how starship combat works in the *Star Trek* universe.

Throughout there are references to tables. Some tables are given in line; the rest appear at the end of this document. There are also references to Ship Data Tables. These may be found in the *Starship Tactical Combat Simulator* and *Ship Recognition Manuals*, as well as adventure scenarios and other supplements published by FASA.

1 Tactical Scale and Maps

The combat is played out on a hex grid. Each starship occupies one hex. Each hex side is protected by a shield, numbered 1 through 6 starting with the front left side, as shown in Figure 1. Asteroids, planets, mines, and other obstacles may be used, and these may occupy more than one hex. For more information, see the *Starship Tactical Combat Simulator* and associated supplements published by FASA.

2 Player Roles

In starship combat, the primary roles are Captain/First Officer, Engineer, Helmsman, Navigator, and Science Officer. The secondary roles are Medical Officer and Communications Officer. A single player may assume more than one role, if there are fewer than seven players. If possible, the Engineer, Helmsman, Navigator, and Science Officer should be played by separate players. If the First Officer is a player character, then he or she should share the command duties with the Captain.

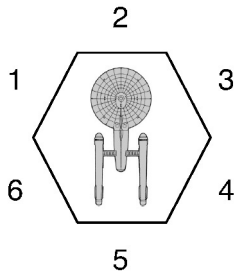
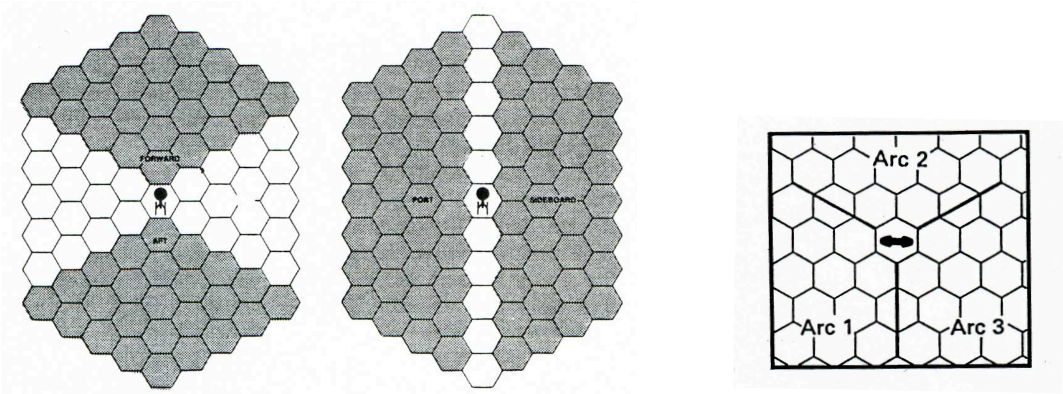


Figure 1: Starship hex showing shield numbers.



Starship *Defense Outpost*

Figure 2: Starship and defense outpost firing arcs.

3 Skill Rolls and D10 Rolls

In many cases, the rules call for a Skill Roll against some specific skill. In the case of the PC ship, use the skills developed for the characters on the ship. In the case of NPC ships, where the crew is not usually developed in this level of detail, use the Crew Efficiency score instead of the specified skill, except for Starship Combat Strategy/Tactics.

Casualty penalty. Sometimes the Skill Roll is adjusted by a Casualty Penalty reflecting how much pounding the ship's crew has taken. The Casualty Penalty equals the percent casualties sustained by the ship. Some outcomes (such as weapon hits) are determined by a D10 roll on a table, rather than a D100 Skill Roll. To apply either penalty to a D10 roll, divide the penalty by 10 and round down.

4 Setup

Before combat can begin, the players and GM must record certain technical information about each ship. From the Ship Data Tables, the Engineer records the power available from the impulse engine and each warp engine. Add these numbers to get the total power available. Record the Movement Point Ratio and Shield Point Ratio. The GM also determines the captain's skill level and the crew efficiency rating for each NPC ship. It is suggested to use $45 + 3D10$ and $25 + 3D10$ for these scores, or the GM may generate them however he or she sees fit.

The Helmsman records movement and weapon data (see Figure 2 for an illustration of the weapon firing arcs).

- *Movement data.* Record the current warp speed. From the Ship Data Tables, record the Movement Point Ratio, engine stress chart, and superstructure stress chart.
- *Beam weapon data.* Record type, firing chart, firing arc, max power, and damage modifiers. Note which weapons are banked together.
- *Missile weapon data.* Record type, firing chart, power to arm, firing arc, and damage. Note that Romulan plasma weapons use the Plasma Damage Table; other missile weapons do fixed damage.

From the Ship Data Tables, the Navigator records the Maximum Shield Power and Shield Point Ratio, both of which are used when the shields absorb damage (see **Resolving Weapon Fire**). The Science Officer records the initial number of superstructure points.

5 Sequence of Play

Play sequence for starship combat is similar to individual combat. The main differences are:

1. For the most part the ship, instead of the individual character, is the actor. Characters on board ship do act, of course, but their actions are part of an action by the entire ship.

2. Ships "act" by spending power points instead of action points (AP). Ships with more power can do more in a combat turn, just as characters with more AP can do more in individual combat. The power point costs of various actions are given in the rules following.

This similarity to the tactical combat rules is intentional. For one thing, it facilitates play — only one set of rules need be learned. For another, it allows different combat styles to be mixed. For example, under the reasonable assumption that a turn of starship combat and a turn of tactical combat take the same amount of game time (about 10 seconds), hand-to-hand fighting could occur on board a ship that is engaging the enemy in combat, as sometimes occurs on the TV show. This type of scenario could be particularly interesting if someone attacks the photon torpedo crew at the instant the order is given to fire! Finally, because the system is simple and general, it can easily be extended to other situations, for example ground combat between armies where the "actors" are large groups of characters (regiments or battalions) and the "damage" consists of group casualties.

Like individual movement and combat, the system is based on *turns*. Combat proceeds turn-by-turn until it is resolved, usually by defeat or surrender of one or more sides. *Flight* of one or more sides can also cause combat resolution; but if another side elects to pursue or attack the fleeing ships, then the pursuit or attack becomes a new combat situation that must be resolved.

Each turn is subdivided into three *rounds*. Within a round, the ships act individually in *action order*. The GM determines action order by having each ship roll D100 and add the result to the Captain's skill rating in Starship Combat Strategy/Tactics, with actions awarded in order from highest to lowest result (break ties by highest unmodified score or randomly). Action order may be determined either once at the beginning of combat or at the beginning of each turn, at the GM's election. Determining action order once is simpler, while determining it each turn adds more variety and randomness to the combat.

Optionally, the GM may determine action order for *sides*, or groups of allied ships, and let each side determine the action order of its own members. Each side makes a roll as described above, using the highest skill rating of its captains; the side with the highest result acts first. If this method is used, then the actions should be interleaved by side, with the first side acting first, then the other side, then the first side, etc.

When a ship's action comes up in a round, the ship may spend power points on actions, subject to the limitation that the number of points spent in each turn must not exceed the total power output of all the ship's engines. Each point used on an action reduces the power available for shielding, so ships will often use fewer points than they have available, saving the rest for the shields.

The Captain (i.e., the player playing the Captain role) decides what action will be taken in the round and who will perform the action, and he communicates this to the characters who will actually do the action (for example, the Helmsman fires weapons). The action is resolved by the GM and the player controlling the relevant character, as described in the following sections. (In the case of NPC ships, the GM simply acts on behalf of the ship, unless it is important to the game exactly what the captain is doing or which characters aboard the ship are acting.) The ship may also elect to save power points for defense (shielding) against enemy fire occurring later in the turn.

When all three rounds are complete, the turn ends, and a new turn begins. Each ship's power is restored to its full total, less any damage that reduced the available power, unless the ship has been crippled or destroyed. The new turn proceeds round by round, with actions occurring in the new round as described above.

6 Action Descriptions and Power Costs

Table 1 lists possible actions in combat and gives their associated power costs. The table also states the officers usually responsible for each action, though the Captain may order a different officer to take over

Table 1: Actions in Combat

Position and Movement

Action	Power Cost	Officer
Basic move	Movement Point Ratio	Helmsman
Basic move with emergency heading change	Movement Point Ratio	Helmsman
Reverse direction	0*	Helmsman
Change warp speed	0*	Helmsman

Sensors

Action	Power Cost	Officer
Obtain sensors lock	0*	Science Officer
Scan lock target	0*	Science Officer

Cloaking

Action	Power Cost	Officer
Cloak ship	Cost of Device	Helmsman
Decloak ship	−Cost of Device	Helmsman

Weapon Fire

Action	Power Cost	Officer
Fire weapons	Cost of Weapons	Helmsman

Other Actions

Action	Power Cost	Officer
Raise shields**	0*	Navigator
Lower shields**	0*	Navigator
Send or receive communication**	0*	Communications Officer
Use transporter**	Movement Point Ratio	Engineer or Transporter Chief

*May be taken once per round only.
**Any opposing ship with a sensor lock on the acting ship automatically detects this action.

a role, particularly if the usual officer becomes incapacitated or otherwise unavailable. A short description of each action follows the table. Actions not described here may be possible, but the available actions are necessarily more limited in starship combat than in individual movement and combat.

6.1 Position and Movement

Basic move. As a single action, the ship may execute any of the moves shown in Figure 3. However, changing from forward to reverse or vice versa requires a separate action (see below). The number of power points required for the move is given by the Movement Point Ratio for the ship listed in the Ship Data Tables. Note that defense outposts may change orientation but are otherwise stationary.

Basic move with emergency heading change. The ship may execute a normal move and then turn one hex side (in either direction). The extra turn costs no extra Movement Points, but it causes one point of stress damage to each warp engine, plus additional damage given in the appropriate Turn Stress Chart for the ship's current warp speed. The additional damage amount is assessed to each engine and to superstructure. A successful Skill Roll against Starship Helm Operation with a Casualty Penalty removes one point of automatic damage and causes additional damage to be assessed as if the ship were moving at one less than its actual

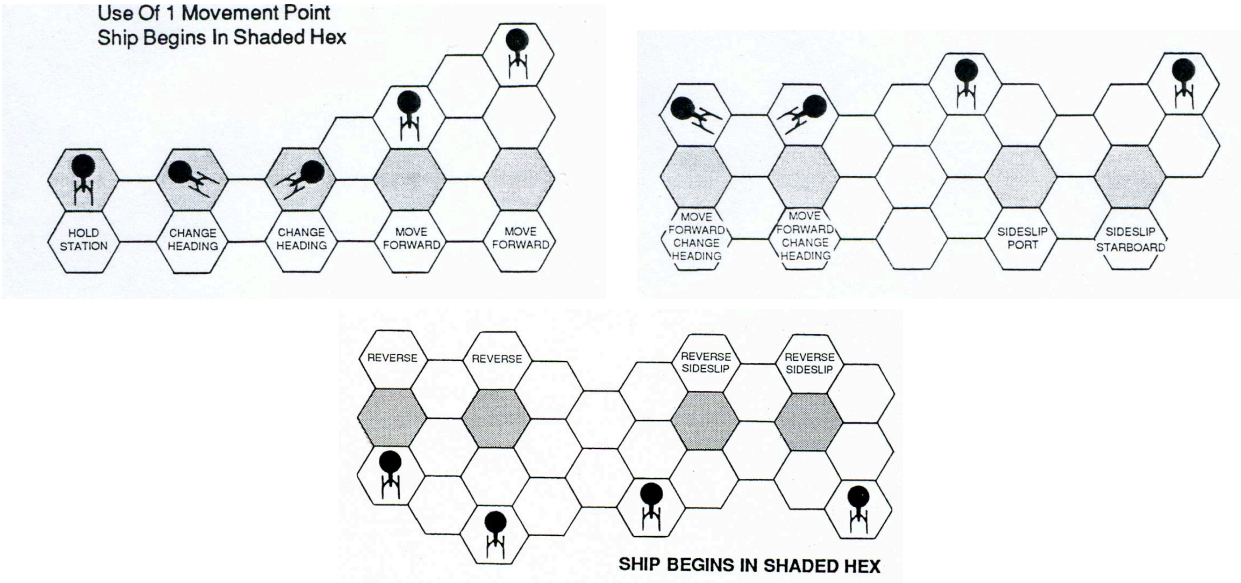


Figure 3: Use of one movement point.

warp speed.

Reverse direction. This action costs no power, but no other movement is possible in the same round. The ship's engines are changed over from forward to reverse or vice versa.

Change warp speed. The helm may change the warp speed by one level. This is useful for emergency evasion or pursuit. With a successful Skill Roll against Warp Drive Technology with a Casualty Penalty, the helm may change two warp speed levels in one action.

Table 2: Cloak Detection

CLOAK DETECTION TABLE				
Range (Hexes)	Movement Of Cloaked Vessel			
	Stationary		Moving	
	No Lock	Lock	No Lock	Lock
1 - 10	1 - 3	1 - 6	1 - 5	1 - 8
11 - 20	1 - 2	1 - 5	1 - 4	1 - 7
21 - 30	1	1 - 4	1 - 3	1 - 6

6.2 Sensors

Sensors operate by obtaining a *lock* on an enemy ship or unknown object, and then providing information about the object. In order for a lock to be obtained, the target must not be in *sensor shadow*. A target is in sensor shadow if the straight line from the sensing ship's hex to the target hex (center to center) passes through an obstacle. See Figure 4. The sensor shadow concept is similar to *concealment* in individual combat. Note that sensor shadows are usually only relevant in sub-light speed scenarios.

Obtain a lock. At most one lock may be maintained at any time; any existing lock must be given up to obtain a new lock. If the target ship is not cloaked, the Science Officer makes a Skill Roll against Starship Sensors.

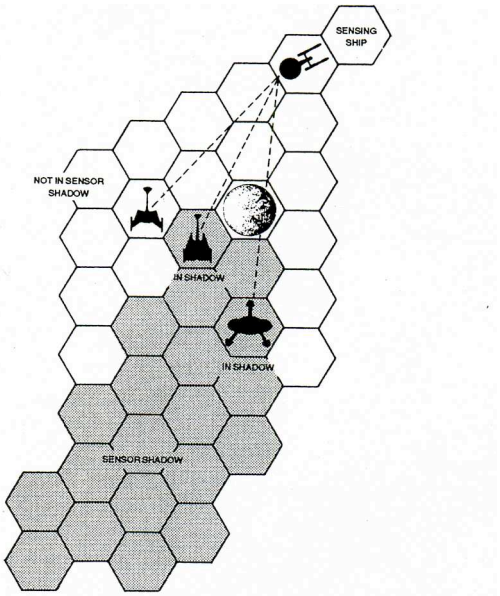


Figure 4: Sensor shadow.

Success indicates a lock. If the target is cloaked, the Science Officer picks one shield arc to scan. If the target ship is there, its Captain rolls D10 in secret and consults the entry in the "No Lock" column of the Cloak Detection Table (Table 2) corresponding to the target's range and movement. A successful Skill Roll against Starship Sensors gives a +1 bonus to this roll. If the target ship is within the arc, and the result is within the range shown, the target's location is revealed and a lock is obtained. Otherwise, the target ship informs the sensing ship that the scan revealed nothing (being careful not to reveal whether the ship is within the arc scanned).

Once a sensor lock is obtained, the sensing ship immediately gains the following information:

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

1. Ship class or displacement.
2. Race
3. Name of class and ship type, if known (such as *Constitution* Class cruiser).
4. If the target ship's shields are down, the type of life forms present, if known, and their approximate number.
5. Whether the target ship is locking sensors on the sensing ship.

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

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

If the target ship is cloaked, the sensing ship knows the cloaked ship's location and may relay that location to other ships. It may also attempt to fire on the cloaked ship.

Once obtained, a sensor lock on a non-cloaked ship may be held as long as desired, or until the lock is broken, e.g., if the sensors are knocked out by weapon fire. However, a sensor lock on a cloaked ship must be *maintained* from turn to turn. At the start of each turn, a ship that has a lock on a cloaked ship and wishes to maintain it, the Science Officer rolls on the appropriate "Lock" column of the Cloak Detection Table. If this roll succeeds, the lock is maintained; if it fails, the lock is broken. A successful Skill Roll against Starship Sensors gives a +1 bonus to this roll.

Scan lock target. If a sensor lock is held on a target ship, the Science Officer ask any one of the questions below (or any other questions the GM deems reasonable):

1. The power available from each of the target ship's engines.
2. The remaining superstructure of the target ship.
3. The percent casualties sustained by the target ship (only if the target ship's shields are down).
4. The target ship's Movement Point Ratio and Shield Point Ratio.
5. The status of any one weapon, shield, or system of the target. Status means damaged or operative; in the case of a shield, status also includes the number of points the shield can still absorb for the turn.

6.3 Cloaking

These actions pertain only to ships equipped with a cloaking device, e.g., Romulan and some Klingon ships. Federation ships generally do not carry such devices. The ship's data entry states how many power points are required to operate the device.

Cloak ship. To engage the cloaking device, there must be enough power left in the turn to operate the device. All the required power is removed from the grid, and the ship's total power available is temporarily lowered by that amount. All sensor locks on the ship are lost. The ship counter is removed from the map, and all further movement, until the device is disengaged or the ship is detected, is made in secret. Secret moves should be recorded so they may be verified later if necessary. If the ship's power systems are damaged to the point where there is not enough power to operate the device, the ship automatically decloaks.

Decloak ship. The ship becomes visible again, and its counter is placed on the map. The power consumed by the cloaking device is available for the ship's other systems, and the ship's total power is increased by that amount.

6.4 Weapon Fire

The ship may fire one or more weapons. As many weapons may be fired in one instance of this action as desired, so long as there is enough power remaining in the round. However, each weapon may be fired at most once in a turn, because it takes a turn to repower the weapon for the subsequent firing.

When a weapon is fired, the ship's total power available for the turn is reduced by the amount of power the weapon requires (as given in the ship data). Beam weapons generally allow a variable allocation (with more power doing more damage), while missile and plasma weapons generally cost a fixed allocation. Accelerator cannons are treated as missile weapons. Laser cannons can be powered up to twice their maximum. Any power P over the maximum gives two shots of $P/2$ points each. Romulan plasma weapons may be fired at half strength, delivering half damage on a successful hit.

The firing ship announces the target, and the weapon fire is resolved as stated in **Resolving Weapon Fire**, below. Banked weapons must be aimed at the same target. A ship may not be declared as a target if it is in sensor shadow, or if it is cloaked and the firing ship has no sensor lock on it (even if its location is known).

6.5 Other Actions

Raise shields. Raising shields costs no power; the power cost comes when the shields are struck by enemy fire. However, until the shields are raised, they provide no protection against incoming fire. This action is generally done once, at the outset of combat. While the shields are raised, no transporting is possible into or out of the ship. Communications may still occur.

Lower shields. Lowering shields is generally not done in combat, except in extreme situations, such as vital transporter use, because the ship is defenseless against enemy fire with its shields down. Shields must be lowered to transport into or out of the ship. Lowering shields may also indicate trust and lack of hostility.

Send or receive communication. This action is used to send or receive a communication from another vessel, a Star Base, a planet, or elsewhere. This action can also be used to attempt to block (jam) an opponent's communications. If communications are being jammed, then this action requires a Skill Roll against Communications Operation Procedures for success.

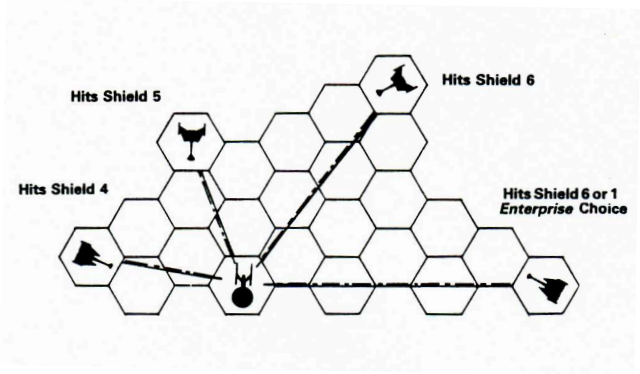


Figure 5: Determining which shield is hit.

Use transporter. This action is used to beam personnel or materials to or from the ship. It is not possible with the shields up. It consumes power equal to the ship's Movement Point Ratio.

7 Resolving Weapon Fire

1. Determine range to target. Count the number of hexes along the shortest path between the firing ship and the target ship.
2. Find target shield. Draw a line between the centers of the two hexes and note where the intersection occurs with the target's hex. If the intersection is a corner, the target captain decides which shield is struck, as shown in Figure 5.
3. Determine whether the shot hit. Look in the appropriate Firing Chart for the weapon (p. 12) and cross index the range to get the to-hit number. Roll D10 and apply any applicable modifiers listed below. If the result is equal to or lower than the to-hit score, the shot is a hit. In this case do steps 4–5.
Skill Roll. A successful Skill Roll against Starship Weaponry Operation with a Casualty Penalty provides a +1 bonus to hit (either add 1 to the to-hit score, or subtract one from the die roll).
Casualty Penalty. Apply a penalty equal to the percent casualties sustained by the firing ship divided by 10 (round down).
Emergency heading change. If the firing ship previously made an emergency heading change in this round, then there is a −2 penalty to hit.
Cloaked targets. Attempting to hit a cloaked ship incurs a −3 penalty if the target is moving, and a −5 penalty if the target is stationary. Note that no firing on a cloaked ship is possible without a sensors lock, as stated in Actions, Sensors, above. A successful hit negates any sensor lock that the target held on the firing ship.
4. Determine damage amount. For missile weapons, the damage is given in the Ship Data Tables. For beam weapons, the damage is given by the amount of power allocated to the weapon, plus a possible range bonus stated in the Ship Data Tables. For Romulan plasma bolts, the damage is given in the Plasma Damage Table on p. 13. If the ship is hit by a missile weapon or a Romulan plasma bolt, the captain may attempt a Skill Roll against Starship Combat Strategy/Tactics. Success causes a grazing hit, reducing damage by half.
5. Apply damage to target shield. The Navigator of the target ship applies the damage to the target shield. If the shield is functioning, and shields have already been raised as a previous action, then at the Navigator's election, the shield may absorb any amount of damage that does not exceed the available power, as discussed below. Note that, by electing to have the shield absorb damage, the Navigator is reducing the amount of power available to other systems such as weapons and movement (and other shields).

Each damage point absorbed by the shield reduces the power available by the Shield Point Ratio (SPR). For example, with an SPR of 1/2, 10 points of firing damage would cost 5 points of power. This point cost is deducted from the power available to both the ship and the shield.

At the start of each turn, the power available to the ship equals the sum of the power of all functioning engines (less any engine damage). Taking actions (Section 6) and/or using the shields to absorb damage from incoming fire reduces the available power. When the ship's available power reaches zero, then no more actions may be taken, or damage absorbed by the shields, until the next turn. At the start of the next turn, the available power is reset to the total remaining power in the engines.

At the start of each round, the shield's available power is given by the Maximum Shield Power entry in the Ship Data Tables. When the available shield power reaches zero, the shield can absorb no more damage that round. At the start of each round, the available power of each functioning shield is reset to its Maximum Shield Power.

When a shield is hit by incoming fire, any damage that is not absorbed penetrates the shield. If this amount is greater than zero, then its location and effect must be determined, as described in the next section.

8 Damage Location and Effect

For a beam or missile weapon hit that penetrates the shields, make one roll on the Detailed Damage Location Table (p. 13) for the target vessel. For Romulan plasma bolts, make a separate roll for each five points of damage that got through, to simulate the spread of plasma across the target hull. Consult the appropriate section below for each type of hit. If the Helmsman wishes to hit a specific part of the opposing ship, he may make one Skill Roll at −25% against Starship Weaponry Operation for each set of banked weapons. A successful roll allows him to bypass the damage tables and declare the part of the opposing ship that is hit.

Engine. The Engineer reduces the power for the damaged engine and the total power available by the amount of damage absorbed. For warp engine/superstructure hits, the damage is divided evenly between the engine and superstructure, with any remainder going to the engine.

When an engine is damaged by p points, the power budget for the current turn (as discussed in Section 5) is immediately reduced by p points as well. For example, suppose a ship has 30 total points of engine power at the start of a turn. If the ship uses 5 points of power and suffers 2 points of engine damage in the first round, then $30 - 5 - 2 = 23$ points remain for rounds 2 and 3.

Superstructure. A successful roll against Damage Control Procedures reduces incoming superstructure damage from each hit by one point. The Communications Officer subtracts any superstructure damage from the ship's superstructure points. If the superstructure points are brought to zero or less, the Communications Officer makes a Skill Roll against Damage Control Procedures, with a penalty given by ten times the amount less than zero. For instance, −3 translates to a penalty of −30%. Failure means the ship explodes! Do this for every hit that brings the ship to zero or lower.

When a ship explodes, nearby ships take damage. Count the number of hexes to each nearby ship, not including the original hex. If d is the distance and p is the remaining power in the exploding ship's engines, then the nearby ship takes $p/2^d$ points of superstructure damage, rounding up. For example, a ship with 10 power points delivers $10/2^3 = 10/8$ damage points at a distance of 3. Rounded up, that is 2 points.

Crew casualties (C). The Medical Officer tracks casualties, which are expressed as a percentage of the ship's crew that is disabled (injured or killed). Divide 100 by the ship's original superstructure strength (round down) to determine the percentage of casualties per superstructure point. Multiply the result times the number of damage points or five, whichever is smaller. If the Damage Table says 2C, multiply the result by 2. If it says (x 1/2), divide by 2 (round down).

Engineering. Roll on the Engineering Damage Table (Table 3) to determine which system is hit. The system ceases to function, and actions depending on it may not be taken (no weapon arming or fire if shield power grid down; no movement if maneuver power grid down; etc.).

Bridge. The superstructure takes one point, and the crew takes twice the number of damage points sustained in casualties, up to a maximum of 20%. A successful roll against Damage Control Procedures by the Medical Officer halves the casualties (round down). The Science Officer rolls on the System Shaken table (Table 4). Record the total number of damage points absorbed by the system(s). The system(s) cease to function until repairs are effected (see below).

Table 3: Engineering Damage

ENGINEERING DAMAGE TABLE	
Die Roll	***Damage Result***
1 – 2	SHIELD POWER GRID DOWN
3 – 4	WEAPONRYPOWER GRID DOWN
5 – 6	MANEUVER POWER GRID DOWN
7	SHIELD POWER GRID AND WEAPONRY POWER GRID DOWN
8	SHIELD POWER GRID AND MANEUVER POWER GRID DOWN
9	WEAPONRY POWER GRID AND MANEUVER POWER GRID DOWN
10	ALL POWER SYSTEMS DOWN

Table 4: System Shaken

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

Weapon. The target captain chooses a weapon that can be brought to bear on the firing ship. If no such weapon exists, the damage is halved and applied to superstructure. For banked weapons, consult the Banked Weapons Table (Table 5); a roll greater than the given number means that all weapons were hit. Record the total number of damage points absorbed by the weapon. A damaged weapon is inoperative until repaired.
Shield generator. The shield that was hit is inoperative and generates no shielding until it is repaired.
Sensors. The sensors are damaged and any sensor lock is lost. Until the sensors are repaired, no sensor information can be obtained, and thus the affected ship cannot warp out or fire weapons.

9 Repairing Damage

When a ship suffers damage in combat, a repair roll may be attempted for the damaged system as discussed below. The repair does not cost a combat action, but each type of repair may be attempted only once per turn. If successful, the repair takes effect at the start of the following turn. If, following a successful repair roll, the same system is hit again on the same turn, the successful roll is negated, and a new roll must be attempted on the following turn, for a repair taking effect the turn after that.

Table 5: Banked Weapons

BANKED WEAPPONS DAMAGE TABLE			
Damage	2/Bank Die Roll	3/Bank Die Roll	
	1WPN	*1WPN*	*2WPN*
1-5	1-8	1-4	5-8
6-10	1-6	1-3	4-6
11-15	1-4	1-2	3-4
16-20	1-2	1	2
21+	AUTOMATIC	AUTOMATIC	1

Any qualified personnel may make the attempt, but the personnel usually responsible are shown in parentheses. Optionally, each separate increment of 5 points inflicted on a system requires a separate repair roll (so, for example, shots doing 9 and 7 points would require four repair rolls). This option accounts for the effect of more or less damaging attacks, but it also makes the repair system more complicated.

Repair engines (Engineer). A successful Skill Roll against Astronautics by the Engineer permanently repairs one point of power to any damaged engine. Special success (05 or less) gives two points.

Repair superstructure (Communications/Damage Control Officer). A successful Skill Roll against Damage Control Procedures by the Communications Officer repairs one point of superstructure damage. Special success (05 or less) repairs two points.

Repair weapons (Helmsman). A damaged weapon may be repaired with a successful Skill Roll against Starship Weaponry Technology.

Repair combat systems (Various). One of the following systems may be repaired: bridge systems, shield generators, sensors. An appropriate officer must make a successful Skill Roll against an appropriate skill (Astronautics, Deflector Shield Technology).

Reduce casualties (Medical Officer). The Medical Officer may make a Skill Roll against Damage Control Procedures. Success reduces the casualties by 5%.

FIRING CHART

Range	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Range
1	1-8	1-5	1-10	1-10	1-8	1-10	1-7	1-10	1-8	1-10	1-8	1-10	1-10	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10	1
2	1-6	1-5	1-8	1-9	1-7	1-9	1-7	1-9	1-8	1-10	1-8	1-10	1-9	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10	2
3	1-4	1-4	1-6	1-7	1-6	1-7	1-6	1-8	1-7	1-9	1-7	1-9	1-8	1-9	1-9	1-8	1-10	1-9	1-10	1-9	1-9	1-8	1-10	1-10	1-10	3
4	1-2	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-9	1-7	1-9	1-7	1-9	1-9	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-9	1-9	4
5		1-3	1-2	1-3	1-4	1-4	1-5	1-6	1-6	1-8	1-6	1-8	1-7	1-8	1-8	1-7	1-9	1-8	1-9	1-8	1-8	1-8	1-9	1-9	1-9	5
6		1-3	1	1	1-3	1-3	1-5	1-5	1-6	1-8	1-6	1-7	1-7	1-8	1-8	1-7	1-8	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9	6
7		1-2			1-2	1-2	1-4	1-4	1-5	1-6	1-5	1-6	1-6	1-7	1-7	1-6	1-8	1-7	1-8	1-7	1-7	1-7	1-8	1-8	1-8	7
8		1-2			1	1	1-3	1-3	1-5	1-4	1-5	1-5	1-6	1-6	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-8	1-8	1-8	8
9		1					1-2	1-2	1-4	1-2	1-4	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-7	1-6	1-6	1-6	1-7	1-7	1-8	9
10		1					1	1	1-3	1	1-4	1-3	1-5	1-4	1-5	1-5	1-5	1-6	1-6	1-6	1-6	1-6	1-7	1-7	1-7	10
11									1-2		1-3	1-2	1-4	1-3	1-4	1-5	1-4	1-5	1-6	1-5	1-5	1-6	1-6	1-6	1-7	11
12									1		1-3	1	1-3	1-2	1-3	1-4	1-3	1-5	1-5	1-5	1-5	1-5	1-6	1-6	1-7	12
13											1-2		1-2	1	1-2	1-4	1-2	1-4	1-4	1-4	1-4	1-5	1-5	1-5	1-6	13
14											1-2		1		1	1-3	1	1-3	1-3	1-4	1-4	1-5	1-5	1-5	1-6	14
15											1					1-3		1-2	1-2	1-3	1-3	1-4	1-4	1-4	1-5	15
16																1-2		1	1	1-3	1-3	1-4	1-4	1-4	1-5	16
17																1-2				1-2	1-2	1-3	1-3	1-3	1-4	17
18																1				1	1-2	1-3	1-3	1-3	1-4	18
19																					1	1-2	1-2	1-2	1-3	19
20																					1	1-2	1	1-2	1-3	20
21																						1		1	1-2	21
22																								1	1-2	22
23																									1	23
24																									1	24

–3 TO HIT MOVING CLOAKED SHIP –5 TO HIT STATIONARY CLOAKED SHIP –2 FIRER MAKES EMERGENCY HEADING CHANGE

MOVEMENT WITH THREE MOVMENT/FIRING PHASES

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

BASIC GAME DAMAGE LOCATIONTABLE

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

FASA CORPORATION

PLASMA DAMAGE TABLE

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

CLOAK DETECTION TABLE

Range (Hexes)	Movement Of Cloaked Vessel: Stationary, No Lock	Stationary, Lock	Moving, No Lock	Moving, Lock
1-10	1-3	1-6	1-5	1-8
11-20	1-2	1-5	1-4	1-7
21-30	1	1-4	1-3	1-6

SLIM CHANCE TABLE

Modified Die Roll	Slim Chance Roll Needed
0	1-8
-1	1-6
-2	1-4
-3	1-2
-4	No Chance

TURN STRESS CHART

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

DETAILED DAMAGE TABLES

DAMAGE CHART A

DIE ROLL	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR
2	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON
3	PORT WARP ENGINE (x1/2)	MISSILE WEAPON	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	MISSILE WEAPON	PORT WARP ENGINE (x1/2)
4	PORT WARP ENGINE (x1/2)	PORT WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	SUPERSTRUCTURE/C (x1/2)	PORT WARP ENGINE
5	PORT WARP ENGINE	PORT WARP ENGINE	STARBOARD WARP ENGINE	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)
6	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	IMPULSE (x1/2)	IMPULSE	IMPULSE (x1/2)
7	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C
8	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	SUPERSTRUCTURE/C(x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)
9	SENSORS	SENSORS	SENSORS	SUPERSTRUCTURE/C (x1/2)	WARP ENGINE	SUPERSTRUCTURE/C (x1/2)
0	BRIDGE 2C	BRIDGE 2C	BRIDGE 2C	SUPERSTRUCTURE/C (x1/2)	ENGINEERING/C	SUPERSTRUCTURE/C (x1/2)

DAMAGE CHART B

DIE ROLL	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR
2	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON
3	PORT WARP ENGINE (x1/2)	MISSILE WEAPON	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	MISSILE WEAPON	PORT WARP ENGINE (x1/2)
4	PORT WARP ENGINE (x1/2)	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	PORT WARP ENGINE	PORT WARP ENGINE (x1/2)
5	PORT WARP ENGINE	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	STARBOARD WARP ENGINE	STARBOARD WARP ENGINE	PORT WARP ENGINE
6	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	IMPULSE (x1/2)	IMPULSE	IMPULSE (x1/2)
7	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C
8	SUPERSTRUCTURE/C (x1/2)	WARP ENGINE	SUPERSTRUCTURE/C(x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)
9	SENSORS	SENSORS	SENSORS	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)
0	BRIDGE 2C	BRIDGE 2C	BRIDGE 2C	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	ENGINEERING/C	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)

DAMAGE CHART C

DIE ROLL	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR	SHIELD GENERATOR
2	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON	BEAM WEAPON
3	PORT WARP ENGINE (x1/2)	MISSILE WEAPON	STARBOARD WARP ENGINE (x1/2)	STARBOARD WARP ENGINE (x1/2)	MISSILE WEAPON	PORT WARP ENGINE (x1/2)
4	PORT WARP ENGINE	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	STARBOARD WARP ENGINE	PORT WARP ENGINE (x1/2)	PORT WARP ENGINE (x1/2)
5	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	PORT WARP ENGINE	PORT WARP ENGINE
6	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	SUPERSTRUCTURE/C (x1/2)	IMPULSE (x1/2)	IMPULSE	IMPULSE (x1/2)
7	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C	SUPERSTRUCTURE/2C
8	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	WARP ENGINE	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C(x1/2)	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE (x1/2)	SUPERSTRUCTURE/C (x1/2)
9	SENSORS	SENSORS	SENSORS	SUPERSTRUCTURE/C (x1/2)	STARBOARD WARP ENGINE	SUPERSTRUCTURE/C (x1/2)
0	BRIDGE 2C	BRIDGE 2C	BRIDGE 2C	STARBOARD WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)	ENGINEERING/C	PORT WARP ENGINE/ SUPERSTRUCTURE/C (x1/2)

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CREW CASUALTIES

Superstructure Strength	*% Casualties Per Superstructure Point Damaged*
1	100
2	50
3	30
4	25
5	20
6	18
7-8	14
9-11	10
12-14	8
15-19	6
20-34	4
36-50	2
51+	1

DEFENSE OUTPOST

Die Roll	*Damage Result*
1	SHIELD GENERATOR
2	BEAM WEAPON OR MISSILE WEAPON
3	MATTER/ANTI-MATTER GENERATOR (x1/2)
4	IMPULSE POWER GENERATOR (x1/2)
5	ENGINEERING
6	SUPERSTRUCTURE/C (x1/2)
7	SUPERSTRUCTURE (2C)
8	SUPERSTRUCTURE/ MATTER/ANTI-MATTER GENERATOR/C (x1/2)
9	SENSORS
0	BRIDGE (2C)

ENGINEERING DAMAGE TABLE

Die Roll	*Damage Result*
1 – 2	SHIELD POWER GRID DOWN
3 – 4	WEAPONRYPOWER GRID DOWN
5 – 6	MANEUVER POWER GRID DOWN
7	SHIELD POWER GRID AND WEAPONRY POWER GRID DOWN
8	SHIELD POWER GRID AND MANEUVER POWER GRID DOWN
9	WEAPONRY POWER GRID AND MANEUVER POWER GRID DOWN
10	ALL POWER SYSTEMS DOWN

BANKED WEAPPONS DAMAGE TABLE

Damage	2/Bank Die Roll	3/Bank Die Roll	
	1WPN	*1WPN*	*2WPN*
1-5	1-8	1-4	5-8
6-10	1-6	1-3	4-6
11-15	1-4	1-2	3-4
16-20	1-2	1	2
21+	AUTOMATIC	AUTOMATIC	1

C = Crew Casualties