SEQUENCE OF PLAY

SKILL ROLL PHASE

1. The gamemaster announces the new turn has begun and requests Skill Rolls. Players who choose to do so roll percentile dice. If the player's roll is less than or equal to his character's Skill Rating, he will get a combat bonus in this game turn.

Captain:

Repair System Damage: Roll against the *Crew Efficiency Rating* to repair one combat system (Shield Generator, a Weapon, Sensors, Shield Power Grid, Weaponry Power Grid, or Maneuver Power Converter), applying the listed modifier in the System Status Boxes to the Skill Roll. Success: System is immediately restored to operational status. Any power allocated to the system is immediately available (p. 30, 31, 38).

A system repair check may not be made in the Skill Roll Phase immediately following the Firing Phase in which a system was damaged.

Intensified Repair Efforts: If the Skill Roll fails, the crew gains a –10% bonus to a repair attempt on the same system in the next Skill Roll Phase.

Chief Engineer (choose one):

Extra Power: Roll against *Warp Drive Technology*. Success: One extra power point is coaxed from engines. If roll is 05 or less, two extra points are gained (p. 43). Points can be used at anytime in the same game turn.

Engine Repair: Roll against *Space Sciences,* Astronautics. Success: **Effective next game turn**, one point of damage on an engine is repaired. If roll is 05 or less, two points may be repaired.

Emergency Warp Speed Change: Roll against *Warp Drive Technology* **at the request of the Helmsman**. Success: Warp speed may be increased or decreased by two factors by the Helmsman in **Step 11** (pp. 43-44; 45-46).

Communications Officer (choose one):

Damage Control: Roll against *Damage Control Procedures*. Success: Roll one die and divide by 2, rounding up. Result is a finite amount that may be subtracted from any damage taken by shots that penetrate the shields in the current game turn. This damage reduction may be split in anyway between one or several phases, and between one or multiple shots. This decision must be made after targets have been declared, but before weapons are fired. Damage Control does not reduce casualties taken, even if the engine or superstructure damaged is reduced to 0 points (p. 47).

Superstructure Repairs: Roll against *Damage Control Procedures*. Success: Repair one point of superstructure damage. Move the *Superstructure Counter* one box to the right on the Superstructure Damage Track. If the roll is 05 or less, two points are repaired (p. 47).

Reduce Casualties: Roll against *Damage Control Procedures.* Success: Reduce number of casualties by 5%. Move the *Crew Counter* to the left to reflect the change (p. 47).

Difficult Communications Task: Roll against *Communication Systems Operations* once per game turn (p. 47). Success: Task successful.

Helmsman:

Request Warp Speed Change: Request a two-step warp speed change from the Chief Engineer. Success by Chief Engineer: Change warp speed by two factors in **Step 11**.

Navigator:

Extra Shield Protection: Roll against *Deflector Shield Technology* **once per game turn**. Success: Gain two extra Shield Points that may be placed in any shield, even above the maximum. If roll is 05 or less, gain four Shield Points. Shields may not be powered to more than two points above stated maximum (p. 46).

POWER ALLOCATION PHASE

2. The Chief Engineer determines Total Power Units Available. Based on input from other officers, he allocates power to movement, weapons, and shields. He moves the appropriate *Power Counters* to record his allocation. If he chooses to use his combat bonus to gain extra power, he applies the extra power point(s) at this time.

Captains whose ships have cloaking devices must announce whether the device is in operation or not. After this time, captains may only activate or deactivate the cloak in Step 11 of the Movement Phase (pp. 24, 29). If activated, the Navigator denotes that fact on the Cloak Status Track.

2. The Helmsman calculates Movement Points and places a *Move Counter* on the Movement Points Available Track to record this amount.

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

4. The Helmsman chooses the amount of power he will use to arm each beam weapon. For each weapon armed, he moves the appropriate *Weapon Counter* to record his decision. All *Weapon Counters* for unarmed or damaged weapons should reflect this status.

5. The 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 decision. All *Shield Counters* for unenergized or damaged shields should reflect this status. If he chose to use his combat bonus to gain extra shielding, he applies the extra shield points at this time.

TACTICAL ADVANTAGE PHASE

7. The gamemaster requests that the Captain roll one die and add the number to his Skill Rating in *Starship Combat Strategy/ Tactics*. The gamemaster compares the total to the total for the captains of the vessels under his control. The captain with the higher total has the Tactical Advantage in this game turn. The gamemaster announces which captain has the Tactical Advantage

SENSORS PHASE

8. The gamemaster announces the beginning of the Sensors Phase, asking the Helmsman to state the number of Movement Points he has allocated for this game turn. The gamemaster announces the number of Movement Points allocated for each vessel he controls.

9. The Science Officer is in Sensor Contact with all normally detectable objects on the *Starfield Mapsheet*, and gains the following information:

    1.Basic position;
    2. Heading;
    3. Speed.

    Sensor Lock (optional): The Science Officer may announce a target for his ship's sensors. If he does so, he rolls percentile dice against his rating in *Starship Sensors*. If the roll is less than or equal to his Skill Rating, the gameaster gives him following Automatic Information about the target, and he may attempt to learn additional information in **Step 10**.

    1. Ship class or displacement;
    2. Race;
    3. Name of class and ship type, if known;
    4. If the target's ships shields are down, the type of lifeforms present, if known, and their approximate number;
    5. Whether the target ship is locking sensors on the sensing ship.

    For other objects:

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

Detecting Cloaked Vessels: The Science Officer may chose to scan for cloaked vessels instead of attempting a normal Sensor Lock. Choose a Firing Arc to scan, and consult the Cloak Detection Table to apply the listed modifiers to his Skill Rating in *Starship Sensors*. If successful, and a cloaked vessel is within that Firing Arc, its presence is detected and a Sensor Lock obtained. The Automatic Information revealed from a Sensor Lock is given. If no cloaked vessel is in the Firing Arc (or if the he failed the Skill Roll), the Science Officer detects nothing. This Sensor Lock is maintained until the next game turn; repeat this process to maintain the lock (p. 30).

Once the sensors are locked on a cloaked vessel, questions may be asked as with a normal Sensor Lock, moving the *Sensors Counter* one box to the left for each question. The detection attempt itself counts as a sensor question, thus the Science Officer moves the *Sensor Counter* one box to the left. See **Step 10** below.

MOVEMENT PHASE

10. The gamemaster announces that the first Movement Phase has begun. If the Science Officer has a Sensors Lock, he may ask at least one sensor question, which the gamemaster answers. The Science Officer may ask an additional number of questions equaling up to his Skill Rating divided by 10, rounded up. If more than three questions are allowed, one additional question may be asked per Movement Phase until all extra questions have been asked. Roll against *Starship Sensors* for each question asked. Success: Successful interpretation of sensor results. Gain specific information desired.

    SENSOR LOCK: ADDITIONAL INFORMATION

    Q1: How much power is available?
    A1: The Total Power Units Available
    Q2: What is the relative power allocation?
    A2: The order, form greatest power allotment to least, in which the captain has allocated power to weapons, shields, movement, and cloak.
    Q3. How are the shields powered?
    A3. How may shields are powered, the total number of shield points, and the Shield Point Ratio.
    Q4. Is a specific shield up? (The shield side must be specified.)
    A4. Yes or no, and the number of points in that shield.
    Q5. How are the weapons powered? (The type, whether beam or missile, must be specified)
    A5. How many weapons are powered and total number of power points given to weapons.
    Q6. Is a specific weapon powered? (The weapon must be specified.)
    A6. Yes or no, and the number of points used to arm the weapon.
    Q7. How much damage has the vessel taken?
    A7. The approximate status of the engines, the shields, the weapons, and the superstructure. This answer should state the percentage of power remaining in the engines, operational shield generators, operational weapons, and the superstructure.
    Q8. What is the status of the ship's lifeforms?
    A8. The percentage of the vessel's full crew that are still alive.
    Q9. Are any transporters powered?
    A9. Yes or no, with the approximate number of lifeforms being transported.

11. The Helmsman moves his Starship *Silhouette Counter* on the *Starfield Mapsheet* based on the Movement Points available this Movement Phase as determined by the Movement Per Phase Table, with the starship with the smallest number of total movement points moving first. This occurs even if that ship has more movement points than another in a particular phase because of the Movement Per Phase Table. If two or more ships have the same total Movement Points, ships move based on the Captain's Tactical Advantage, with the lowest-rated Tactical Advantage going first, and so on until the highest –rated Captain goes.

    Movement: For each Movement Point a ship has, it may be moved:

    Forward: The *Starship Silouette Counter* is moved one

hex forward on the *Starfield Mapsheet* (p. 15).

Forward, Full: The *Starship Silhouette Counter* is moved two hexes forward on the *Starfield Mapsheet* (p. 15).

Forward, Change Heading: As Forward and Forward, Full above, but the Helmsman may change the heading of the ship one hex side (p. 15).

Heading Change of 60 degrees (optional): Once per Movement Phase, and as part of normal movement, the Helmsman may change the heading of the ship one hex side once per movement phase at a cost of one Movement Point (pp. 15, 27, 51).

Emergency Heading Change of 120 degrees (optional): Once per Movement Phase, and as part of normal movement, the Helmsman may change the heading of the ship two hex sides once per movement phase at a cost of one Movement Point (pp. 27, 51). See **Step 12 for potential Stress Damage.**

Hold Station: The Helmsman leaves the *Starship Silhouette Counter* in its current hex, keeping the same heading (p. 15).

Sideslip: The Helmsman moves the *Starship Silhouette Counter* forward two hexes in the row just off the port or starboard bow, keeping the same heading (p. 15).

Reverse Movement (optional): The Helmsman may move his *Starship Silhouette Counter* in the reverse direction. The ship must have been stationary in the last Movement Phase (p. 26).

Tactical Heading Change (optional): The Helmsman may move his *Starship Silhouette Counter* one hex side **after all ships have completed movement** and before cloaking device activation or deactivation. This does not cost any Movement Points (pp. 27, 51). See **Step 12 for potential Stress Damage**.

Warp Speed Change (optional): The Helmsman may increase or decrease warp speed by one factor per combat turn.

If the Chief Engineer succeeded on a Skill Roll against *Warp Drive Technology* in **Step 1** at the request of the Helmsman, the Helmsman may increase or decrease warp speed by two factors. Move the *Warp Counter* to reflect this change (p. 45).

Operational cloaking devices may be activated or deactivated (p. 29). The Navigator denotes the status on the Cloak Status Track.

12. Stress Damage is assessed, if necessary. The Helmsman may make a Skill Roll against his rating in *Starship Helm Operation* to minimize the damage. The Communications Officer records any damage to the superstructure by moving the *Superstructure Counter* to reflect the damage taken. 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. Other systems are powered down, if necessary.

Emergency Heading Change of 120 degrees: Automatically apply one point of stress damage to **each** warp engine (Chief Engineer), and determine additional damage as per the Emergency Heading Change Stress Chart. Additional damage, if any, is determined by the Emergency Heading Change Stress Chart based on the ship's current warp speed. Apply the results of this chart to both the engines and superstructure (Communications) (p. 34).

Once per game turn, the Helmsman may roll against *Starship Helm Operation* to reduce the stress damage of changing the heading of the ship two hex sides (pp. 45).

Success: The automatic damage to the warp engines is decreased by one point total, and additional damage is determine as if the ship were moving one warp factor slower.

Tactical Heading Change: Apply one point of superstructure damage (Communications) and one point of damage per warp engine (Chief Engineer

One at a time, ships complete movement for the current Movement Phase.

FIRING PHASE

14. The gamemaster selects which Captain will resolve his fire, and the Weapon Firing Sequence is used to determine weapon hits and damage for each shot taken.

WEAPON FIRING SEQUENCE (Outgoing Fire Only)

1. The Helmsman announces the weapon that will fire and its target.
2. Together, the Helmsman and gamemaster determine range and the hex-side a successful shot would strike.
3. **To-Hit Bonus Due to Skill (optional):** The Helmsman may roll against *Starship Weaponry Operation* up to **twice per game turn.** Success: -10 to all *Starship Weaponry Operation* Skill Rolls for that Firing Phase.
4. The gamemaster cross-indexes the range on the appropriate Firing Chart to determine the modifier that will applied to the Helmsman's Skill Roll against *Starship Weaponry Operation* to hit the target due range.
5. The Helmsman makes a Skill Roll against Starship *Weaponry Operation*, applying modifiers due to the conditions listed below, and/or others determined by the gamemaster:

   Emergency Heading Change: If an Emergency Heading Change was conducted in the preceding Movement Phase, a +20 modifier is applied to the Helmsman's Skill Roll against *Starship Weaponry Operation* (p. 37).

   Range: See Weapon Firing Sequence Step 4 above.

   Repaired Status: When using weapons that have been repaired in the field, a +10 modifier is

to

applied to the Helmsman's Skill Roll against *Starship Weaponry Operation.*

To-Hit Bonus Due to Skill: See Weapon Firing Sequence Step 3 above.

Cloaked Vessels: A cloaked vessel can only be targeted if the Science Officer gained a Sensor Lock detecting the presence of such a vessel in **Step 10** of the Movement Phase of the current game turn. If a Sensor Lock was achieved, apply one of the two modifiers below:

Target moving: +30 to Helmsman's Skill Roll against *Starship Weaponry Operation.*

Target stationary: +50 to Helmsman's Skill Roll against Starship Weaponry Operation.

Target Missed

6. The Helmsman records the shot on the appropriate Weapon Track, moving the *Weapon Counter* to UNARMED.
7. The game is resumed.

Target Hit, No Sensors Lock

6. The Helmsman (gamemaster) determines the total damage.
7. The gamemaster secretly determines if the shield was penetrated and rolls hit location if appropriate. Damage is recorded on the Master Control Panel.
8. The shot is recorded, and the game is resumed.

Target Hit, Sensors Locked On

6. The Helmsman (gamemaster) determines the total damage.
7. The gamemaster informs the Science Officer whether the shield was penetrated or not.
8. If the shield was penetrated, the gamemaster asks the Science Officer to roll one die and compare the result with the appropriate Detailed Damage Location Table to determine hit location.
9. The shot is recorded, and the game is resumed.

16. The Damage Sequence is used for any incoming fire. Effects of all weapon fire take effect at the end of the Firing Phase (all combat conducted in the same Firing Phase is simultaneous).

Damage Sequence

1. The gamemaster announces the amount of damage and shield struck.
2. The Navigator subtracts damage from shielding, moving the *Shield Counter* on the appropriate Shield Track to record this. If the shielding was greater than the damage, the shield was not penetrated.
3. If the damage is greater than the shielding, and if the Communications Officer has chosen to apply his combat bonus to Damage Control, he may apply the bonus, or part of it at this time. Subtract it from the damage. If the damage is reduced to zero, the shield was not penetrated.

Shield Not Penetrated

4. The game is resumed.

Shield Penetrated

4. The gamemaster announces hit location.
5. The appropriate officer moves *Display Counter* to record damage effects.
6. The game is resumed.

17. Steps 15 and 16 are repeated until all weapon fire has been completed.
18. If power-down must take place because of damage taken, the Chief Engineer makes the decisions on which systems to power down. He records his decisions by moving the appropriate *Power Counters* and informs the other officers of the new situation.
19. If required, the officers adjust their *Display Counters* on their Command Control Panels to reflect the new power available.

CONTINUING THE GAME

20. Steps 10 through 19 are repeated for each of the two remaining Movement/Firing Phases. All functioning shields are reenergized before Step 10 begins.
20. At this time, the game turn is over, and the *Display Counters* are reset on the Command Control Panels. The next game turn begins again with **Step 1**.

ENDING THE GAME

22. The game ends when the players have reached the goal set for them by the gamemaster, or when the gamemaster feels they can no longer do so. Quite often, ending the game is a mutual decision.

Design Notes

This update makes Command and Control compatible with the 1986 *Star Trek: Starship Combat Tactical Simulator Game* (ST:SCTS) by FASA. As published, the Command and Control section included with the game in that set consisted mostly of material lifted from the earlier Star Trek III Starship Combat Roleplaying Game. It even referenced rules and outlined procedures not used in the newer version of the game.

The first step of the update ensured that the new and/or expanded options in ST:SCTS game were incorporated into Command and Control. This provided the opportunity for a bit of "creative license", such as folding Crew Efficiency Rating checks under the purview of the player assuming the role of Captain.

The second step was a design choice. Roles that were folded together in the original Command and Control were separated out. Captain, Chief Engineer, Helmsman, and Science/Navigation, became Captain, Communications Officer, Chief Engineer, Helmsman, Navigator, and Science Officer. This allows for up to six players to have unique and meaningful roles, and also allows mixing roles in different combinations to suit the preference of the players and gamemaster. Non-player characters can be used to fill these roles, or players can simply double-up as before.

The third step was create an updated Sequence of Play that incorporated many of the important aspects of the game that were not included before. This allowed for incorporation of the separated roles, as well as rules clarification and consolidation.

The final change was a major one. To-Hit rolls were changed from the standard 1d10, and consulting the Firing Chart matrix to determine a hit. Instead, and in an attempt to make this as character-driven as possible, weapon hits are now determined by the skill of the Helmsman using *Starship Weaponry Operation*.

The average character as generated for Command and Control has a 60 in a Skill Rating used by that character. Keeping this in mind, every captain (lowercase "c", e.g. player) in the Basic, Advanced, or Graduate versions of ST:STCS has a percent-chance of hitting a target based on (at a minimum) range and Firing Chart (A, B, C, etc.). If a captain has a 1 in 10 chance (1-10) chance of hitting his target, that is a 100% chance. Thus, a Helmsman with a 60 in Starship Weaponry Operation should have the same chance, or 60 plus a modifier of 40 yields 100%. Since modifiers are applied to the Skill Roll in ST:SCTS, that yields a –40 modifier. So, a 1-10 becomes a –40; 1-9 becomes –30; 1-8 becomes –20; 1-7 becomes –10; 1-6 becomes +0; 1-5 becomes +10; 1-4 becomes +3, and so on. A similar adjustment was done for Crew Efficiency Ratings, giving the modifiers so that repairing systems is on the same scale as in the Graduate rules.

Other modifiers, such as the –3 to hit a moving, cloaked ship or –2 to fire after making an Emergency Heading Change, are simply multiplied by 10 to make them percentages and applied as modifiers to the Skill Roll (+30 and +20, respectively, using these two examples).

It is easy to deduce that characters with a Skill Rating above 60 have an advantage over ships controlled by the gamemaster using the default, 1d10 system. That should not be viewed as a problem: player characters are usually above the norm. However, this also allows the gamemaster to create opponents for the PCs, using the same system the PCs use to resolve Skill Rolls. In short, the gamemaster can opt to use the Graduate ST:STCS rules, or use the rules here to create NPC officers to harangue the PCs!