

Hits to the Bridge and the Engineering Compartments give damage out of proportion to the damage to the superstructure. In these cases, the amount of casualties is doubled because of the concentration of crew in these areas. This is shown on the Detailed Damage Location Tables by a 2C result, which indicates that the percentage determined as above is doubled. Efficient crews may reduce crew casualties as they are taken, with crewmembers reacting swiftly to prevent disasters. To determine if this occurs, every time that crew casualties are taken, make a Skill Roll against the Crew Efficiency Rating. Roll percentage dice, and if the number is equal to or less than the Crew Efficiency Rating, divide the crew casualties taken by 2, rounding down. This will mean that there will be some hits that take no casualties at all. A crew's Efficiency Rating will be modified by casualties, as noted by the percentage given on the Casualty Modifier Track, thus making it harder to complete certain tasks when large percentages of the crew are out of action.

The Casualty Modifier Track also shows the modifier to weapon To-Hit rolls and System Repair rolls.

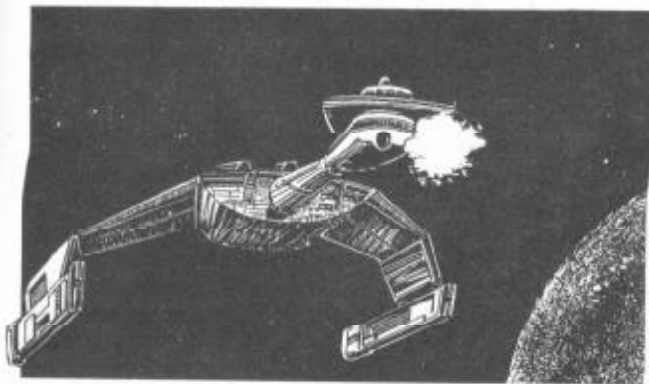
CREW CASUALTIES

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

FIRE FROM SHIP'S EVADING MISSILES

As in the Advanced Course, the original heading is used for incoming damage from all weapons but the missile being evaded. Furthermore, the original heading determines the Firing Arcs for all shots taken by the evading ship.

Shots made by a ship evading missile fire are taken at a penalty. After the To-Hit Number has been determined, subtract 2 from it as a penalty. The new number is the To-Hit Number for the shot.



SELF-DESTRUCTING A STARSHIP

No course on Starship Tactics would be complete without treating the ability to self-destruct one's own vessel. In the famed encounter now known as "Balance of Terror," the captain of a disabled Romulan *Bird of Prey* pushed the button to avoid capture. Indeed, in the debacle known as "The Genesis Incident," James T. Kirk and his crew activated the self-destruct sequence on the *USS Enterprise* just before they escaped.

To perform the self-destruction sequence, captains must announce at the end of any Firing Phase that they have begun a critical overload of the matter/anti-matter chamber. The detonation will occur two Firing Phases after this announcement. Unless the captain declares his intention to self-destruct in the first Firing Phase of a combat turn, the actual self-destruction will occur in the next combat turn.

In the Firing Phase when self-destruction is to take place, all fire is first resolved. Then, any explosions due to damage are resolved. Finally, the results of the self-destruction are determined, just as with other explosions. If two vessels self-destruct in the same Firing Phase, the explosion with the greater potential damage (that from the vessel with the greater Total Power Units Available) will be resolved first.

SYSTEMS REPAIR

Systems may be repaired in the Repair/Repower Phases of the combat turn, just as in the Advanced Course. As before, damage to engines and superstructure may be repaired by a successful Crew Efficiency Bonus Roll. Furthermore, sensors and shield generators may be repaired by successful Systems Repair Rolls. There are two changes in Graduate Course systems repair: weapons may be repaired and damage from high-powered weapons increases repair difficulty.

INCREASING REPAIR DIFFICULTY

When a system is hit, one box is marked off the appropriate Systems Status Track, as usual. If the weapon doing the damage is high-powered, however, *more* than one box may be marked off this track.

Effects Of Heavy Damage

To determine how many boxes are marked off the System Status Track, subtract 5 from the damage and divide the remainder by 5, rounding down. This means that each hit will make repairs harder by decreasing the number needed for a successful Repair Roll, and each full 5 damage points after the first 5 will add to the repair difficulty. After all, a hit from a 20-point photon torpedo certainly shocks the system more than a hit from a 4-point phaser! When a system is inoperable or out, further damage to it does not affect the Repair Roll; the system is out for the remainder of the combat.

