
To qualify for a ram attempt, the ramming ship's sensors must be operational. The ramming ship may not dodge old style Romulan Plasma Weapons, and may not perform emergency evasive maneuvers this phase.

To initiate the ramming procedure, the captain must announce at the beginning of the movement segment of any phase that he will attempt to ram another ship, however, he does not announce what the target ship is.

Next, the captain must make a skill roll. This will later determine if the second in command of the ship concurs with the captain's decision.

Modify the captain's skill rating by the following:

Circumstance	Modifier to Captain's Skill
Ramming ship has less than 1/2 of its original hull boxes left	+10%
Ramming ship has less than 1/2 of its original warp engine output left.	+10%
Ship has more than 1/2 of its original number of warp engine boxes left.	-15%
Ship has suffered no internal (i.e. non shield penetrating) hits	-15%
Ramming captains fleet outnumbered by 2 to 1 or more at the time of the order to ram	+10%
Ferengi Ship	-5%
Klingon or Jem'Hadar Ship	+15%

2) The Science officer (Considered second in command for the game) must then make a skill roll. This roll is modified by how much the captain made his skill roll by. This if the Science officer's skill was 55, and the captain made his roll by 25%, then the Science officer would have to roll $55 + 25 = 80\%$ or less. If he is successful, he concurs with the captain's decision to ram the enemy ship. If not, the Science officer will inform the captain that he does not concur with the action, and the ship may not attempt to ram this phase. The captain may then agree not to ram, and no further action is taken by the second in command. However, the captain may insist on the ramming. If so, a new captain's skill roll is made, as well as a new second in command's concurrence roll. If this roll is made, the second in command has given in to the captain, and the ship may ram this phase. If not, he (the science officer) relieves the captain of command (by confining him to the brig, or by killing him as is appropriate by each race in the game), and the ship may NOT attempt to ram during the remainder of this scenario.

3) After all of the above checks have been passed, if at any time during a subsequent movement segment a ship and the ramming ship are in the same hex, a helm skill roll is made to see if ramming has taken place. The target roll is first determined. The following formula is used to determine the target number:

$50 + (\text{skill level of the ramming ship's helmsman}) + (\text{evasive bonus of the ramming ship}) - (\text{evasive bonus of the target ship}) - (\text{Target ship's helmsman's skill rating})$

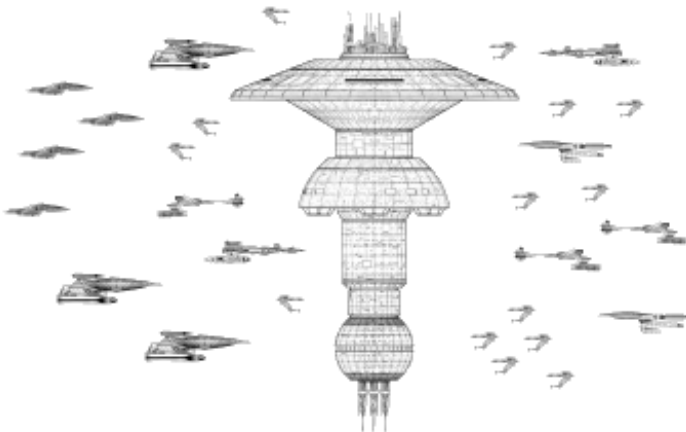
For example, a K'tinga class Klingon cruiser is badly damaged and wishes to ram a Galaxy Class cruiser. The K'tinga's Helmsman has a skill level of 55, and the K'tinga has an evasive bonus of 25. The Galaxy class' helmsman has a skill level of 65, and an evasive bonus of 15%. Assuming all of the checks by the captain and science officer were passed, and ramming was approved, then when the two ships occupy the same hex the target number would be calculated. The roll needed would be:

50 (base to hit number) + **55** (Skill of ramming ship's helmsman) + **25** (ramming ship's evasive bonus) - **15** (target ships evasive bonus) - **65** (the target ship's helmsman's skill level) = **50**.

Roll percentile dice. If the results are less than or equal to the target number, then the ram has been successful. Note the number rolled and the target number for later use.

Note that if a ship is attempting to ram a base, then ECM officer's skill level is used as there is no helmsman.

- 5) Only one attempt to ram per phase may be made against any one ship. If the ship is missed, then play continues normally until the ramming ship enters the hex of a different ship, when another ram roll would be needed.
- 6) Once a successful ram has been achieved, the target ship may make a last ditch attempt to defend itself from the ramming ship. The ship being rammed may fire its facing weapons at the ramming ship if it desires. All of the normal to hit modifiers are used, as is an additional -2 to hit because the shot is a desperate snap shot. If the ramming ship is destroyed (and explodes), apply the explosion results immediately, treating the explosion in the normal manner. Any weapons fired to defend a ship in this manner may NOT be fired again in the firing segment oh the phase that they are used to defend the ship from ramming. They may fire normally after the current phase is over. Ships that fire in this manner may not make called shots.



- 7) If the ram is successful and the ship survives any defensive fire, there are two things that need to be done: Determine how much contact was actually made and then how much damage was done to both ships.

First off, how much contact was actually made determined by how much the ram target number was made by. Use the following Ram Contact chart to determine the amount of Contact made:

Roll is:	Amount of Contact
Less or equal to 1/2 of the target number (Round up)	Direct hit!
Less than the target number but more than 1/2 of the target number	Light Contact
Equal to the target number	Glancing Blow

To resolve a direct hit:

- a) Determine the current superstructure and shielding remaining on the ramming ship. (Note that shields lost by last ditch fire from the target do not count toward this total. For example, if the ramming ship had shields of 80 points and was hit by 20 points of last ditch weapons fire, then the shields would be considered at 60 points of damage for this step.)
 - b) Determine the current superstructure and shielding remaining on the ship being rammed.
- 8) Shields on the ramming ship and the target cancel each other out on a one to one basis until all of the shields on one ship are gone. For example, if the ramming ship has 100 shield points left and the target has 180, then reduce the shields on the ramming ship to zero (0), and the shields on the target to 80.
 - 9) Once all of the shielding on one of the ships is gone, then shielding is lost at a rate of 2 shield boxes per superstructure box lost on the other ship until the second ship's shields are gone or until the other ship's superstructure is reduced to -10 and the ship explodes. Continuing the example above, the ramming ship that no longer has any shields has a superstructure of 60. To reduce the 80 points of shields to zero would require 40 points of superstructure. At this point, the target has no shields, and the ramming ship has no shields and only 20 points of superstructure left.
 - 10) Once all shielding is lost, then superstructure is lost by both ships on a one to one basis until one ship reaches -10 superstructure and explodes. Again continuing the example above, the target has 80 superstructure left and the ramming ship only 20. Both ships lose 20 points to bring the superstructure on the ramming ship to 0 and the target to 60. Then both ships lose 10 more points to bring the ramming ship to -10 and the target down to 50. Since the ramming ship is a -10 points, it automatically explodes.
 - 11) Next, distribute damage equal to 2 times the current engine output of the ship that exploded and apply it to the other ship in 5 point damage blocks. Use the damage chart for the shield arc the facing the other ship involved in the ram. Note that any remaining shields and armor will protect the ship that was involved in the ram when this damage is applied.
 - 11) The explosion will also affect other ships in the area. Work out their damage per the normal explosion rules.
 - 12) Captains may give the order to abandon ship before giving the order to ram. 10% of the original crew compliment of the ship must remain on board. If less than 10% of the crew is left, then no one may abandon ship. A ship that is abandoning its crew and ramming may only attempt to ram during the remainder of the turn. It may not fire weapons, make sensor searches, repair systems, or

conduct any other activity other than boarding party combat (if the security troops/Marines are still aboard). Record the phase that the order to abandon ship is given. Just before the ship impacts the target, the crew is jettisoned in the lifeboats. Calculate the amount of survivors per the normal rules for abandoning ship, found in the rules section on rescues during combat. (Do not forget to subtract the 10% of the crew that stayed behind to crew the ship on its death ride!!) If the ramming ship survives the impact, it may attempt to pick up its crew by using transporters and tractor beam to recover crew/dock with the 6 lifeboats. The ship operates at the 90% casualty rate until enough of the crew is recovered to move it up in the percentage casualty modifier column. As the crew comes back aboard, decrease the penalties to match the current crew level.

To resolve a solid strike:

The same basic procedure from a direct hit is followed, but only 50% (round up) of the ramming ship's superstructure is used. See the complete ramming example for how this is resolved.

To resolve a glancing blow:

The basic principals for a solid strike is used, but only 25% (round up) of the ramming ship's superstructure is used.

Complete Ramming Example: A K'tinga class cruiser is badly damaged and wishes to ram the Enterprise D, A Galaxy class cruiser. The Klingon cruiser has a shield strength of 60 and superstructure of 18. The Enterprise has a shield strength of 120 and a superstructure of 80.

The Klingon captain announces his desire to ram, and passes all of his officer checks. In the movement segment of the second phase, he succeeds in entering the same hex as the Enterprise. The K'tinga's Helmsman has a skill level of 55, and the K'tinga has an evasive bonus of 25. The Enterprise's helmsman has a skill level of 60, and an evasive bonus of 15%. The target roll will be:

$50 \text{ (Base number)} + 55 \text{ (Skill of ramming ship's helmsman)} + 25 \text{ (ramming ship's evasive bonus)} - 15 \text{ (target ships evasive bonus)} - 60 \text{ (Target ship's helmsman's skill level)} = 55.$

The Klingon player rolls a 65 and as this is higher than the target number, the Enterprise dodges out of the way.

In the third movement phase, the K'tinga again manages to enter the same hex as the Enterprise. The target number will be the same, 55. This time the Klingon rolls a 46. This is less than 55, so the ram is successful.

The Galaxy class has only beam weapons bearing on the K'tinga. The player fires all 10, but rolls poorly and scores only 2 hits, which do 30 points of damage to the shields of the Klingon ship. This means that when the ram is resolved, a shield strength of 30 instead of 60 will be used. Play moves on to resolve the ram.

The damage is resolved in this manner:

1) The Ram Contact chart is consulted. The roll is greater than half the target number, but less than the exact target number so "light contact" has been made.

2) The shields on both ships are reduced by 30, since that is all the ship with the lower amount has. This brings the Klingon ship's shields to zero and the Enterprise's shields down to 90.

3) The Enterprise loses shields at a rate of two to one versus 50% of the superstructure strength of the Klingon ship (This is because light contact uses only 50% of the ramming ship's superstructure.) In this case, the Klingon has 18 points of superstructure, so 50% of that would be 9. Twice this amount, or 18, is subtracted from the Enterprise's shields. This leaves only 72 points of shields left on the enterprise. The 9 points of superstructure are marked off of the Klingon ship and casualties are rolled for like any normal superstructure hit.

In this case, since a direct hit was not scored, the worse for the wear Klingon ship moves off and pulls around for another attempt next movement phase.

Engine overloads

A ship may set it's engines to overload during a ram. This is a matter of timing that can do a lot of damage but it is risky if the ram misses. Use the following rules for ships that set their engines to overload on a ram:

1) The ramming ship will get only one chance to ram its target. If the ram is unsuccessful, then the ship is considered to have exploded in the hex next to the target's hex. (Use the hex the ramming ship entered the target's hex from as the explosion hex.) All ships in the area take normal explosion damage.

2) If the ram is successful (even if only a glancing blow), then the explosion is resolved as in the same hex as the target (i.e. double the power output of the exploding ship.)

For example, let's say that the K'tinga in the complete ramming example had set its engines to overload. Since it missed its first ram roll, it would have been considered to explode in the hex next to the Enterprise (the exact hex would be the one it entered the Enterprise's hex from). The Enterprise and any other ships in the area would take normal explosion damage.

If we were to assume that the K'tinga actually hit on the first try, then the damage resolution would be as in the example, but then the explosion damage would be tacked on. To resolve the explosion, the Enterprise receives damage equal to 2 times the current total power output of the K'tinga as explosion damage. Thus, if the current power output of the K'tinga was 30 points, then 60 points of damage would be the total damage from the explosion. Since the Enterprise still had 72 points of shields left in the example, the explosion would have done no damage to the Enterprise itself, but the damage would be recorded and would reduce the efficiency of the shields.

And of course, any other ships in the area are subject to explosion damage from the K'tinga as well.

The last word: If players find that ramming ruins the flavor of the game, simply do not allow it in your scenarios.



Eric Peterson/Matt Allen

Shifting Beam Weapon Power

As stated before, power is stored in beam weapons that do not fire during a turn. There may be times, due to damaged or other reasons, that the captain may want to use the power stored in the beam weapons for other purposes. This is allowed, but the power may be allocated **ONLY** during a normal allocation segment. In addition, the weapons sub-grid must be functional, as well as the sub-grid to which the power will be moved to; i.e. if the power is to be allocated to the shields, the shield sub-grid must be functional; if it will go provide movement, the maneuver sub-grid must be functional. The power from the beam weapons is over and above any power provided by the engines during the power allocation phase. Players **MUST** be careful and note power shifted in this way clearly so that it may be verified by referees or other players if needs be. Power from unused beam weapons may be used just like any power produced by engines; it may even be used to charge missile weapons or to arm other non-damaged and/or other beam weapons!!

As an option, and upon agreement by all players before play starts, the Engineer may attempt to transfer power to another system from the beam weapons even if one or all of the sub-grids involved are damaged. The engineer must roll under his skill level to be successful, and his skill level is lowered by 10% for each damaged sub-power grid involved in the exchange. For example, if all the power sub-grids are down, and the player wishes to transfer part of his unused beam weapon power to the shield sub-grid in anticipation of repairing it, he would have to roll his engineer's skill level -10% for the weapons sub-grid being down, and - 10% for the shield sub-grid being down; for a total modifier to his skill level of -20%. If the engineer's skill level was 64, then the player would need to roll a $64 - 20 = 44$ or less to transfer the power. Unsuccessful transfers do not lose the power, and the transfer may be tried in the allocation segment of the next turn.

Note that the effect of transferring power to a down shield sub-grid is just having that power available when the shield sub-grid has been repaired. Moving power to the maneuver sub-grid when it is down will allow the ship to maintain speed it would have lost due to damage, but it will not allow it to accelerate nor to change heading until the maneuver sub-grid has been repaired.

Power may not be shifted from beam weapons to another sub-grid if the main power grid is out.

Advanced Rule: Reinforcing Shields

Many times we have heard the comment "all available power into the shields" as a ship tries desperately to protect itself. To reflect this, ships can expend extra power points to raise their deflection number and maximum absorption. Extra power is spent to purchase deflection levels and as a result extra absorption is also gained.

To reinforce one main arc:

- a) Determine how much extra "deflection" is allowed and desired.
- b) Determine the power cost to get the desired deflection.
- c) Record the power used and bonus on the shield power allocation line.

Note that reinforcement is added to both main arcs separately. Also, once a shield is at 0% efficiency it may not be reinforced and any reinforcement has no effect until the efficiency is raised above 0%. This rule may **NOT** be used when an arc is partially powered, i.e. a player that has a shield that can be powered to deflection 3 and only powers it to 1 may **NOT** use reinforcement on the shields. Any shield that is reinforced must first be powered to its maximum level.

Determine how much extra deflection is allowed and desired

The maximum number of points by which the deflection level can be exceeded is equal to one half of the shield durability of the ship (round up) or 3 **WHICHEVER IS LOWER**. Any number from none (0) to that number of extra durability levels may be added.

For example, an Akira class ship has a maximum deflection of 8, a deflection cost of 2, and a shield durability of 6. Since 1/2 of six is three, the maximum extra deflection that can be added is 3.

Determine the Power Cost:

The deflection cost to reinforce the shields is the same as the normal deflection power cost plus one (1).

For example, if the Akira in the example above has a deflection cost of 2 and wants to reinforce the shields to the maximum of 2, then the cost would be $2 * 3 = 6 + 1 = 7$ points of power.

Record power used and results on the shield line of the power allocation form:

Normally, power allocated to an arc would be noted like this: 8/16. The first number is the deflection and the second is the power cost. Shields that are reinforced should be noted like this 8(3)/16(7). The reinforcement and related power cost are recorded in parenthesis for clear book keeping.

Effects of shield reinforcement:

Shield reinforcement adds to the deflection number and the maximum absorption level of all of the shields in the arc.

Deflection bonus. The extra deflection is added to the current deflection of the shields, **HOWEVER**, the actual deflection number can never be raised above the deflection number listed on the 100% shield efficiency line, even if more power than needed to raise the shields to the maximum deflection has been added.

As the shield takes damage during the turn, the added deflection points are added to whatever deflection number is used for the current shield efficiency. In the example above, the number 3 is added to whatever the deflection number is for the current shield efficiency. For example, if enough damage is taken by the Akira in the previous examples to reduce the non-reinforced deflection to 4, then the deflection with the reinforcement added would be $4 + 3 = 7$. The original number 8 is **NOT** used for the whole turn.

Remember that the deflection number can not exceed the 100% efficiency number, so if a shield is repaired and moves up a deflection number that would, when the increase is added, exceed the normal 100% level, use the number listed for 100%. **THIS NUMBER MAY NEVER BE EXCEEDED**, even if a player allocates extra power to the shield over the maximum in anticipation of deflection loss.

When rolling to see if any shield efficiency is gained during the repair phase, the additional deflection is **NOT** added to the roll needed to get efficiency back. Also, when leaks do occur, they use at the leak step for the current shield efficiency **WITHOUT** any additions for reinforcement. Loss of the shield generator nullifies

the effects of reinforcement fir that shields until the generator is repaired. Loss shield grid, or main power grid nullifies and reinforcement until the grid is repaired.

Shield Absorption. The added absorption for each shield is equal to 2 times the durability of the shield or 5, whichever is higher, for each deflection number of reinforcement purchased.

For example, if our Akira had powered up the front shields by an extra 3 deflection points, each shield would get 7 (shield durability) $\times 2 = 14$ points per deflection number. In this case, $3 \times 14 = 42$ points of extra absorption for the shields.



Matteen Greenway

As the shield takes damage during the turn, the added maximum absorption points are added to whatever the maximum absorption is used for the current shield efficiency. In the example above, the number 42 is added to whatever the maximum absorption number is for the current shield efficiency.

Complete shield reinforcement example: A Nova class shout is in a tough shootout with an Orion light raider. It has some extra power this turn because some of its beam weapons did not fire in the last turn. It has a current shield efficiency of 70% at the start of the turn. It has a durability of 3. At 70% efficiency the maximum deflection is 6, deflection cost is 1, and the maximum absorption is 85. The captain decides to use the extra power to reinforce the forward shields.

First he determines that the most he can reinforce the shields by is $3/2$ (The durability divided by 2) $= 1.5$ which rounds up to 2. Since his current deflection is 6, he can bring it up to eight if he reinforces to the max. He figures the cost to do so at $2 \times 1 = 2 + 1 = 3$ points of power (Reinforced deflection times deflection cost plus one). His max absorption increase will be $2 \times 5 = 10$. (Since the durability of 3 for the shields is less than 5, 5 is used instead.) He notes the reinforcement on his allocation sheet as $6(2)/6(3) + 10$.

In the firing segment of the first phase he is hit buy a salvo of 90 points. Normally, he would need a 4 for deflection rolls. (90 points divided by durability 3 $= 30$. 70% current efficiency $-30 = 40\%$. Deflection roll on the chart for 40% is 4.) Luckily, he has +2 reinforcement, so that becomes a 6. Ninety (90) points is more than his listed 85 for 70% efficiency, but once again, reinforcement has saved him since the +10 means the shields can stop 95 points.

Note: Shield reinforcement can be useful in the right spots, but extra power may be better used in movement as it may allow your ship to stay out of the primary weapons arc of your enemy's ship. Also, the ability to absorb more damage means that shield efficiency will go down faster.

Boarding Actions

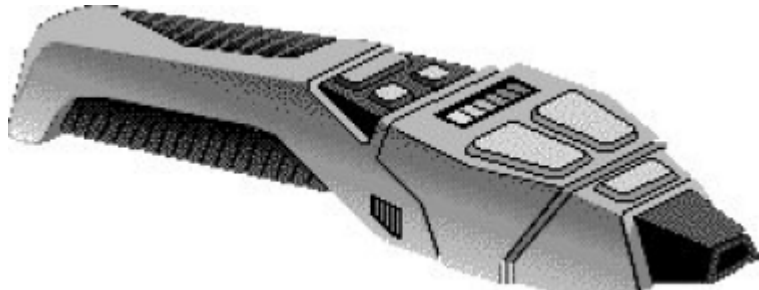
There have been many instances where ships have been boarded by enemy troops, or where the Klingons have given the ultimatum "Prepare to be boarded, or destroyed". Thus, our treatment of combat would not be complete without boarding rules.

Note that there is a lot of dice rolling involved in boarding actions. Originally, we had in mind that a computer would be doing the rolling, so the number of dice used was unimportant. As we play tested the game, we found players liked rolling the dice for themselves, and boarding actions were actually highly enjoyable to most players.

Transporters

Ships usually have several 5 or 6 man transporters, with one being a minimum. Some ships have several 20 man assault transporters. Freighters have cargo transporters. Cargo transporters are usually used to transport objects, not people. They may however, transport 10 people if desired by the owning player. One power unit allocated to transporters is sufficient to power all of one type of a ship's transporters for one turn. (Thus, if a ship has both personnel and cargo transporters, it would require 2 points of power to energize both types of transporters.)

Transporters have a range of 4 hexes (Approx. 40,000 kilometers). The target of anyone using transporters must have the shield facing the transporting ship down, either from damage or voluntarily. (Note that the transporting ship, and the target ship if friendly, may "flicker" a shield to allow transport, but not expose the ship long enough to be vulnerable to enemy fire.) Troops can only be transported during the firing segment of the firing phase. Enemy targets must have a shield generator damaged or the shield grid out, and therefore no facing shield.)



Lastly, the transporting ship must have a sensor lock on the target they wish to transport to or from. In the case of friendly ships, this lock is automatic. Locks on enemy ships must be rolled for in the normal sensor phase.

Security Troops:

Most ships carry security troops. These Ship's troops are often referred to as Marines. These troops are used to protect landing parties (Away Teams), to protect parts of the ship from boarding, and for boarding other ships. Each different race has modifiers based on their abilities in close combat. These modifiers are found on the Boarding Part Combat Modifier Chart below. There are also modifiers based on troop quality. The levels of quality, from best to worst are Elite, Veteran, Average, and Green.

To Hit/Damage Modifiers (Races not listed have no modifiers)					
Race	To hit	Damage	Troop Quality	To hit	Damage
Gorn	2	1	Green	-1	0
Klingon	(+1)	0	Average	0	0
Jem'Hadar	(+1)	0	Veteran	1	0
Borg	See Rules	0	Elite	1	1

Unless the scenario states otherwise, all troops are considered of average quality. If players wish, they may instead roll on the following table to determine troop quality for their ship:

d10 Roll	Troop Type
1	Green
2-7	Average
8-9	Veteran
0	Elite

Note that all troops on a ship have the same quality rating, unless otherwise specified in the scenario.

Troops that beam over to an area of a ship that has no friendly troops in it suffer a -1 to hit penalty for the boarding combat segment of the phase that they beam over.

In addition to the normal troops, the ship's crew may be issued phasers (or other appropriate hand weapons) and become "Militia" units to support the ship's regular troops. Militia troops are always considered to be "green" troops for quality. A ship may convert 1 crewmember to a Militia trooper at a rate of the ship size class plus 10. Crew may be converted only in the Repair/shield efficiency segment of the 3rd phase of a turn, and only if the ship converting has either been boarded by enemy troops or has boarded an enemy ship on this or any previous turn. Remember to find the percentage crew converted each turn and then to subtract them from the crew available to run the ship, as if they were casualties. The troopers may be converted back to normal crew at twice the rate they are converted into troopers, and then the percentage of crew available to run the ship is raised back to the appropriate level. Militia is added to a defending ship's troops in any section the captain desires, up to the maximum number of troops the area can hold. The defending ship's militia

troops are placed as soon as they are converted-i.e. during the Repair/shield efficiency segment of the 3rd phase, however, an attacking ship must beam them over to the boarded ship just like normal troops.

For example, a Constitution II class cruiser is a size 11 cruiser. If it has been boarded by Klingon troops, it may convert $11+10 = 21$ crew members to Militia during the Repair/shield efficiency segment of the 3rd phase of each turn. Since there are

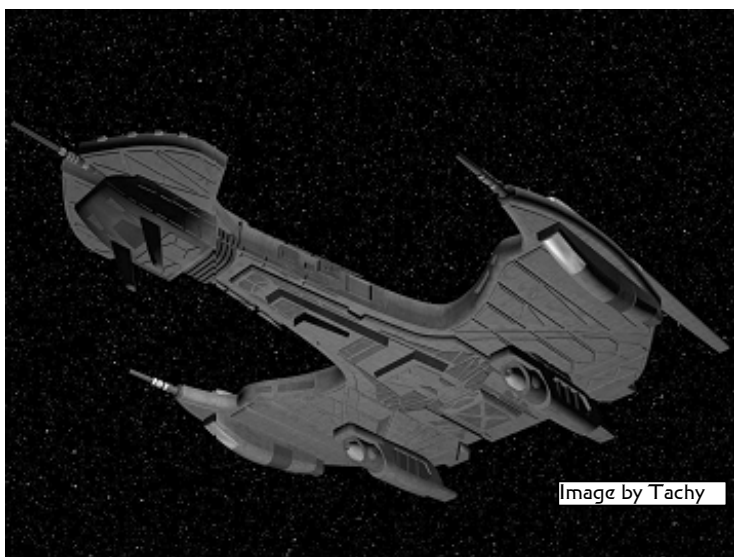


Image by Tachy

425 crewmembers on board, for every 21 crewmembers converted, $21/425=.049$ or after rounding down 4 percent of the crew becomes unavailable to help crew the ship. This should be reflected by circling four boxes on the percent casualty track on the Damage Control Status Display. Circling the box instead of marking it out will let the player know it is only a temporary crew loss due to conversion to troops. (Unless the troops are killed or disabled in battle, in which case the circled percentage box is marked out.) If the circled percentage is enough to push the ship over the numbers shown on the modifiers for casualties chart (also on the Damage Control Status Display Sheet,) then apply the modifiers to the ship until the crew is converted back and can man the ship again. The ship could convert $21*2$ or 42 crewmembers back from militia the Repair/shield efficiency segment of the 3rd phase of each turn.

Boarding Combat Procedure

- a) Both players determine how many troops are available to them. This is done by multiplying the number of troops normally carried by the percentage of casualties to the crew taken thus far minus 10%. (The minus is because marines are usually only stationed in strategic areas of the ship, not everywhere normal crew is stationed.) For example, a ship had 70 troops available at the start. The ship has taken 30% crew casualties. This would leave $70 \text{ (Number of original troops)} * .80 \text{ (percentage of troops left)} = 56$ troops left for the boarding action.
- b) The ship being boarded divides his troops amongst the 4 areas of his ship: Bridge, Auxiliary Control (abbreviated as Aux. Control or aux. control), Engineering, and Other Areas. Any number of troops may be placed in the Other Areas, but the number of troops that may be placed on the Bridge and in Auxiliary Control is limited to a number equal to the size class of the ship being boarded; i.e. a size class 12 ship could place a maximum of 12 troops on the bridge, and 12 troops in Auxiliary Control. He may place 3 times the size class of the ship in Engineering, or in this example of a size 12 ship up to 36 troops. The player writes these number down in the Notes section of the Damage Control Status Display sheet. He does not tell the boarding player where he stationed his troops. Troops must be allocated and must fire in squads of 5, unless casualties prevent this. There may not be more than 1 (one) partial group of troops of any one type in any area.
- c) The boarding player decides how many troops will be boarding, and where they will beam into. He may beam troops into any of the 4 areas of the enemy ship. He records this information in the Notes section of the Damage Control Status Display sheet. He may only beam a number of troops to each section of the ship equal to the restrictions of b) above. Troops must be allocated in squads of 5, unless casualties prevent this. There may not be more than 1 (one) partial group of troops of any one type in any area.
- d) The players consult an empty Boarding Party Combat Chart. They fill in the boxes in each section with the number and types of troops they put in each area. (Note: See the boarding party combat chart.)
- e) Combat takes place. This is done by finding areas where both sides have troops. Both sides roll 1 die for every 5 troopers (or partial group of 5) they have in that area. The base to hit number is 7 or higher. The players then consult the boarding party to hit chart to determine any modifiers to the to hit number. If the number rolled is less than or equal to the modified to hit number, then a d6 is rolled to determine how many enemy troopers have been disabled. (Their actual

fate, be it dead or wounded will later be decided by a medical roll as described in the campaign rules under Crew Casualties.) Fire is considered simultaneous.

- g) Partial squads are limited in their abilities to cause casualties. A partial squad can not cause more casualties than their current strength Plus 1 (+1). For example, if a group of 3 marines hits a target, they roll a d6 for casualties, however, they may not cause more than $3 + 1 = 4$ casualties, regardless of the roll. Of course once all of the troops in a group are casualties, they may no longer fire or cause casualties.
- h) Casualties are taken in full groups of 5 first, then any remainder is applied. For example, if 10 troops are made casualties, then two groups of 5 must be removed, not say three groups of three and one group of one (1). Note that the only exception to this rule is when there are no groups of 5 available to take. In this case, remove whatever units are needed to make up the level of casualties taken.
- i) When troops of varying quality from the same side are in the same area, the controlling player takes the casualties in blocks of 5 from the lowest quality troops to the highest quality troops. For example, there are 10 veteran and 10 average troops in engineering. They take eight (8) casualties. The block of 5 would be taken from the average troops, then the 3 taken from the veteran troops. Had 13 casualties been taken, then five would be taken from the average troops, then 5 from the veteran troops, then 3 more from the average troops. For purposes of this rule, crew converted to militia are considered the lowest quality troops.
- j) When troops of more than one race are present, each race may pick which other race they wish to target. Any combination of groups may be chosen. For example, 50 federation and 50 Klingon troops face 100 Cardassian and 50 Jem'Hadar troops. The Federation could fire all 50 troops at the Jem'Hadar, or at the Cardassians, or they could split their fire and have part of their troops fire at both the Jem'Hadar and the Cardassians. The same applies to all of the other races involved.

Once casualties are scored in situations with multiple races, any casualties in excess of the number of troops in the race that was targeted are lost. They do not transfer to the other troops in the area. Continuing the example above, the Klingons and Federation both fire all of their troops at the Jem'Hadar. They score a total of 68 casualties. This wipes out the 50 Jem'Hadar, but the other 18 casualties scored are lost. They do NOT transfer to the Cardassians.

- k) After all areas have had combat as above, the side with Boarding Advantage must be determined. The side that caused the most casualties this phase has Boarding Advantage. In case of a tie, the defender has advantage.
- l) The side that has Boarding Advantage may move troops into other areas of the ship. The gray shaded areas represent access points to different areas. A number of troops equal to the size class of the ship may be moved down one shaded access corridor each boarding party combat phase. Thus, as there is only one access corridor to the bridge and to Auxiliary Control, only a number of troops equal to the size class of the ship may ever be moved into these areas. There are three access corridors between engineering and the Other Areas, so a number of troops equal to the size class of the ship may be moved down each of these three corridors. Enemy troops are limited in the amount of troops they

may have on the bridge and in Auxiliary Control, just as friendly troops are--i.e. they may have no more than the size class of the ship being boarded there. Lastly, if there is no access corridor from one area of the ship to another, troops may not be moved directly between those areas. For example, there is no corridor going directly from Engineering to the Bridge, so troops must go through Auxiliary Control to get there.

- m) Fighting continues until all boarders are defeated, the ship self-destructs, or the enemy troops take over all 4 areas of the combat chart, thus capturing the ship. When there are only enemy troops in any one section, that section is said to be captured and in control by the enemy troops. Once enemy troops hold all 4 areas, the captured ship may not convert any more crew to militia.

Once a ship is captured, it may put up its shields and maneuver, but if just the boarding parties and captured crewmen are used to crew the ship it should use the penalties for having 50% crew casualties for all maneuvers. (This reflects the generally uncooperative attitude of a captured crew.) The captured ship may not fire weapons, as the safety interlocks will have to be deactivated first. No damage control may be performed by boarding parties only. This requires a prize crew.

If a prize crew is beamed over to the ship, then the captured ship may perform normal system repair rolls each phase, and may use 1/2 (rounded down) of the ships damage control points in the Repair/Shield efficiency segment of the 3rd phase of each turn. They may attempt to remove the safety interlocks on the weapons. This is done by making a repair roll in the Repair/Shield efficiency segment of any phase, just as if the weapon had been damaged. Only 1 weapon can be rolled for each phase, and this roll counts as the system repair roll for the ship for the Repair/Shield efficiency phase. If the prize crew rolls a number less than the repair number for the weapon, then it may be powered up and fired during the next power allocation and weapons firing segments. (Note: The prize crew DOES get the intensified repair bonus for each phase they work on removing a safety interlock on a weapon.)

A prize crew requires 20% of the original crew size of the ship, and the officers needed to run the bridge and engineering. The ship functions at the 30% crew casualty level while manned by a prize crew. Militia boarding parties on captured ships may be converted back into crew units for use in the prize crew at the normal conversion rate for the captured ship.

Ships may not warp out of a fight while boarding combat is taking place on them. If a ship is hit by another ship in the weapons firing segment of a phase and suffers crew casualties while boarding actions are in progress, both friendly and enemy troops take the percentage of casualties caused by the hit. (Note that on bridge or engineering hits, if there are no enemy troops in these areas, only friendly troops take casualties.

If a captain desires to self-destruct his ship while enemy troops are aboard, follow the normal procedures until the ship is supposed to explode. Instead of automatic explosion, the destructing captain must roll one die and consult the following table:

Roll of 1,2--the Enemy troops have successfully disabled the destruct mechanism. The ship may not self-destruct.
Roll of 3-8--No effect, roll again when the next boarding party combat takes place.
Roll of 9-10 Ship explodes

The roll is modified by how many of the 3 control areas of the ship the destructing player controls--i.e. no enemy troops are present. Thus, If the player still controls The Bridge and Auxiliary Control, he would add 2 to his roll. If he controlled the Bridge, Engineering, and Auxiliary Control, he would add +3 to hit roll. If there are enemy troops in all sections, he would add nothing to his roll. If the ship is captured before the set time to self-destruct, the roll must still be made until the command is disarmed or the ship explodes.

Sabotage

Full troop squads (i.e. a group of 5 troops) may attempt to perform sabotage during their firing phase rather than attack a target. If there are no enemy troops in the area, the sabotage is automatically successful, and a roll is made on the sabotage table. If there are enemy troops present, then the squad must roll a "to hit" roll. If a hit is scored, they may roll on the sabotage table; if not, no roll is made, and the defending troops take no casualties. There is no limit to how many sabotage attempts a marine squad can make per game, but only one (1) sabotage attempt may be made per squad per phase. Only one successful sabotage roll per area of the ship may be made in any one phase.

For example, if 2 squads in Engineering are detailed to perform sabotage, even if both make successful rolls, only 1 roll is made on the sabotage table. If 2 squads are on the Bridge and 2 are in Engineering, and all 4 make successful sabotage rolls, one roll would be made on the table for the Bridge, and one roll would be made for Engineering.

Sabotage Table

d10 Roll	Results
1	Random Weapon damaged.
2	1d6 damage points to Impulse Engine.
3	1d6 damage to random Warp Engine.
4-7	1 hull box - this does cause crew casualties as normal.
8	Thruster hit.
9	Random Shield Generator hit.
0	Roll on normal critical table with a 20 damage point hit.

Boarding Combat Survivors

In combats where troops from more than one ship are involved, the survivors are returned to the ships that sent them in the same proportion that they were beamed over in. To find the percentage that the ship contributed, divide the total number of troops sent over by the total force that was sent. Then, multiply the result times the number of survivors. (Note: round all results down. Any spare troops this leaves out will be randomly awarded with the roll of a d10 by each captain where the highest roll wins.)

For example, one Federation ship sends over 40 troops and another Federation ship send over 60 troops. There are 58 survivors after the action is over. The ship that sent 40 troops over sent $40/100 = .40$ of the total troops. Thus the ship that send 40 troops over would get $.40 \text{ times } 58 = 23.2$ troops back. This rounds down to 23 troops. The other ship contributed $60/100 = .60$ of the troops. Thus, they get $.60 \text{ times } 58 = 34.8$ troops. This rounds down to 34 troops. For the last

trooper (34 + 23 = 57 with one left over), both captains roll a d10 with the highest roll getting the extra trooper. (re-roll ties.)

Lastly, keep in mind that each quality of troop is considered separately. For example, 3 Klingon ships board a Cardassian outpost. Once ship sends 50 elite troops, the other two send 50 average troops each. After the action is over, there are 35 elite and 80 average troops left. All 35 elite troops are returned to the ship that sent them. The 80 average troops are split between the other two vessels. Since they both sent 50%, then each ship gets 40 troops back.

Boarding Combat Example:

A K'tinga class cruiser is being boarded by The Enterprise and The Lexington, a Miranda Class Cruiser. The Klingon ship has 50 troops. Since the K'tinga is a size 10 ship, he may put up to 10 troops each on the bridge and in Auxiliary Control, and up to 30 in engineering. He decides to put 10 troops on both the bridge, and Auxiliary Control, 25 marines in engineering, and 5 in Other Areas.

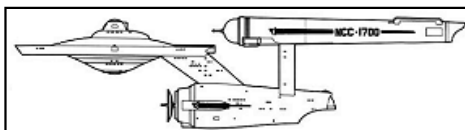
The Federation players have 50 troops available on the Lexington, and 60 troops available on the Enterprise. However, each ship has only six 6-man transporters, so they may beam only 36 troops each over on this turn. They decide to beam 10 marines into both the Bridge and Auxiliary Control (The maximum they can due to the size class of the ship, which is 10), 30 troops into Engineering, and 22 marines into other areas.

Both players now reveal where their troops have been deployed, and fill this out on the Boarding Party Combat Chart. At the start of combat, the sides are distributed as follows:

AREA of Ship	Klingon Troops	Federation Troops
Bridge:	10	10
Aux. Control:	10	10
Engineering:	25	30
Other Areas:	5	22

Starting with Other Areas, the two sides conduct combat. The Klingon Player has 5 marines in this area. He rolls 1 die, which is given a +1 due to the racial bonus given to Klingon troops. He hits and scores 2 casualties on Federation troops. The Federation Player has 22 troops in the area, and will roll 5 dice (4 and full strength, and one partial at a maximum damage of 2), or until all five Klingon troops are killed. The Federation troops will fire at a -1 penalty because this is the phase that they beamed over, and there were no friendly troops in the area when they arrived. In this case, after 4 rolls, all five Klingons have been neutralized.

Moving on to Engineering, The Klingon Player has 25 marines there, and the Federation players have 30 troops here. Both sides roll 1 die (with the appropriate modifiers) for each group of 5 marines. The Klingon scores 12, while the Federation Player scores 10 casualties. This leaves 15 Klingon and 18 Federation troops in Engineering.



Each side then rolls 2 dice for each of the remaining 2 areas, the Bridge and Auxiliary Control. The Federation loses 3 troops on the Bridge, and none in Auxiliary Control. The Klingons lose 2 men on the bridge, and 4 in Auxiliary Control. Thus, after the first round of combat, the troop totals are now as follows:

AREA of Ship	Klingon Troops	Federation Troops
Bridge:	8	7
Aux. Control:	6	10
Engineering:	15	18
Other Areas:	0	20

The total number of troops neutralized on each side for this phase is 17 for the Klingons and 22 for the Federation. Thus the Federation has won Boarding Advantage, and may move troops. The Federation players decide to move 3 marines from Auxiliary Control to the bridge, then 3 from Engineering to Auxiliary Control to replace his losses. He then moves 15 troops from Other Areas to Engineering. This is the maximum they could move, even though there are three access corridors to Engineering, there were already 15 troops there after the other 3 moved to Auxiliary Control. Thus, after movement, there troops are located as follows:

AREA of Ship	Klingon Troops	Federation Troops
Bridge:	8	10
Aux. Control:	6	10
Engineering:	14	30
Other Areas:	0	5

The numbers on the Boarding Party Combat Chart are changed to reflect these new totals, and next phase the fighting will continue.

How this boarding action turns out depends on how the ships maneuver this phase, and if the Klingon captain can repair the damaged shield generator that allowed the Federation troops to board in the first place. If he can keep the Federation from beaming any more troops over, the Klingon can start converting Militia from crewmembers, and may be able to defeat the Federation troops before they take his ship. If not, the Federation captains will beam the rest of their troops over, and the Klingon ship is doomed to capture or self destruction.

Against Impossible Odds

At times during combat, a to hit number or other number may be modified to a 0 or less. When this happens, all is not lost. Captains still get a chance for success, though a slim one.

Getting the Slim Chance

In these cases, roll the dice as usual. Of the result is a 1, there is still a chance the attempt will succeed and a second die is rolled; if the roll is greater than 1, the

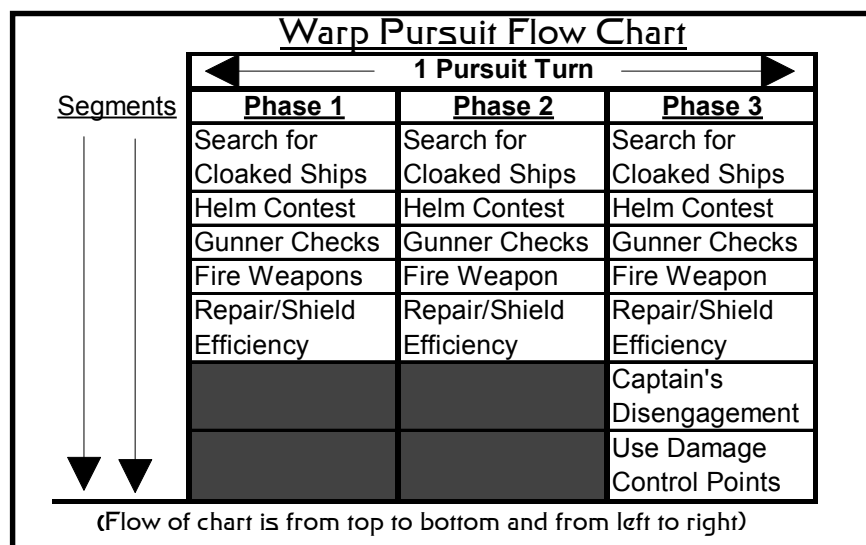
attempt failed and no second roll is made. As shown on the slim chance table in the charts and tables section, the more impossible the odds, the slimmer the chance of success.

Warping Disengagement/Combat Rules

(NOTE: IF YOU ARE LEARNING THE RULES FOR THE FIRST TIME, DO NOT READ OR USE THE SECTION OF THE RULES FOR WARPING OUT OF CAMPAIGN GAMES. IT IS INTENDED FOR EXPERIENCED PLAYERS ONLY. GO TO THE NEXT SECTION OF THE RULES, WHICH IS THE ADVANCED WEAPONS RULES.)

In a campaign game, ships that warp out are treated differently. When a ship/ships warp(s) out, then the captains on the other side must decide whether or not to pursue the ship/ships that are warping off the mapsheet. If there is no pursuit (and no other enemy ships on the board), then the scenario is over, and victory conditions should be consulted. If there is pursuit, then the game reverts to the Warp Pursuit Sequence of play. The General sequence of play is found on the next page.

No power is allocated during the pursuit game. It is assumed the ship has enough emergency and impulse power to power the needed systems. This is done to simplify the rules.



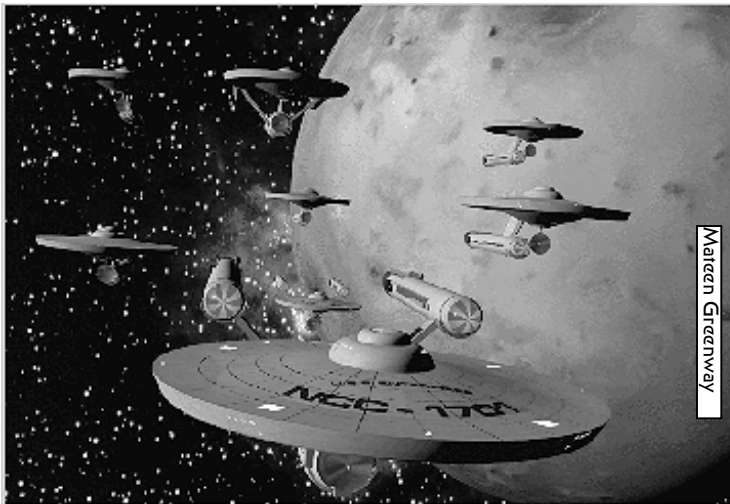
Detailed rules for warp pursuits:

- 1) Each ship that is warping out is placed in the point blank range band on a separate Warp Pursuit Chart. (Note: If a ship is tractoring another ship, both are placed on the same Warp Pursuit Chart. Gunboat flotillas warp out together.)
- 2) The pursuing player decides which of his ships will pursue each fleeing ship and places them in the medium range band on the appropriate chart.
- 3) Determine the current Maximum Warp Rating of every ship involved in each pursuit. To determine the warp rating of each ship:

- a) Find the warp rating for the ship as listed on the ship control sheet. Take the current output of the ship's warp engines, and divide it by the maximum normal output of the warp engines to get a percentage, rounding up to the nearest 10%.
- b) Multiply this percentage times the warp rating of the ship to get its current maximum warp rating.

For example, a ship normally has 100 warp power points available and a warp rating of 12. The ship has lost 25 warp engine power points at the time it wishes to warp out, leaving 75 operational power points. Dividing 75 by 100 we get 75%. 75% times the warp rating of 12 = 9. Thus, the current warp rating for this ship is 9.

- c) The fleeing ship **MUST** move at its full allowable warp rating. (See the rules on cloaking devices and warp chains for exceptions to this rule.)
 - d) The fleeing ship must announce the speed it is fleeing at on the first phase of each turn. Pursuing ships then announce at what speed they will pursue the fleeing ship.
- 4) If any on the fleeing ships are cloaked, then the pursuing ships may conduct sensor rolls to try and get a lock on to the fleeing ship. The procedure for these rolls is identical to the tactical game rules for searching for cloaked ships. No sensor locks are allowed, so no called shots or transporter activity is allowed at warp speed.
 - 5) A Helm Contest is held for each pursuing ship vs. the fleeing ship. Use the following steps to resolve each contest (Note that emergency evasive maneuvers are not allowed in the helm contest as they are already assumed to be happening):



- a) Roll Percentile Dice.
- b) Subtract the fleeing ship's maneuver rating and helmsman's skill rating. Add the pursuing ship's maneuver rating and helmsman's skill rating.
- c) Subtract the fleeing ship's current warp rating from the pursuing ship's current warp rating (NOT the maximum rating of the ship, but the rating

the pursuer announced.) Multiply the result by 10 and add the results (remember that adding a negative is like subtracting) from the results of c) above.

- d) Modify roll as outlined in the next sections about pursuing cloaked ships and warping out while tractoring ships.
- e) Move the pursuing ships on the chart per this results chart:

Modified % Roll

< 1
1 - 40
41 - 70
71 to 00
00+

Results

Move pursuer back 2 range bands
Move pursuer back 1 range band
No change in range
Pursuer may close 1 range band
Pursuer may close up to 2 range bands

(Note: Pursuer are not obligated to close, and if a 00+ results is rolled, then the pursuer may opt to close by 0, 1 or 2 range bands)

- 6) Any ships that end up in the "Disengaged" range band of the chart have been shaken by the fleeing ship, and are removed from the pursuit. If there are no more pursuing ships on the Warp Pursuit Chart, then the fleeing ship has escaped.
- 7) Ships that have weapons eligible to fire (see #8 below) make gunner rolls to determine if they may fire at each other.
 - a) For the pursuing ships, roll percentile dice. If the number rolled is less than or equal to the gunner's skill level, then the gunner has been able to line up a possible shot on the madly maneuvering fleeing ship. Otherwise, the ship may not fire that phase.
 - b) For the fleeing ship, roll percentile dice. If the number rolled is less than the gunner's skill, but more than $\frac{1}{2}$ the gunner's skill, then the ship may fire any aft facing weapons at the pursuing ship(s) of his choice. If the roll is less than $\frac{1}{2}$ the gunner's skill level, then the gunner has managed to find a window that allows him to fire all forward facing weapons at the pursuing ship(s) of his choice.
- 8) Ships that are successful in passing their gunner checks may fire at opposing ships.
 - a) Only missile weapons may fire at warp speeds
 - b) Each missile weapon may only fire once during each pursuit turn. If all of a ship's missile weapons have been fired in previous phases, then no gunner skill check need be done on subsequent phases.
 - c) The base to hit number is found using the firing ship's charts and the range listed in the upper right corner of the range band of the pursuing ship.
 - d) The base to hit number is modified by the normal to hit modifiers for tactical combat, but the speed modifier is calculated using the current warp ratings of each ship. Cloaked ships may not be fired at unless the firing ship has a lock.
 - e) Ships fire in the order from the lowest number rolled on the successful gunner checks to the highest number rolled on the gunner checks.
- 9) Damage from hits is determined.
 - a) The arc hit is determined by a D6 roll. For the fleeing ship, 1-2 = shield arc 4, 3-4 = shield arc 5, 5-6 = shield arc 6. For the pursuing ship, 1-2 = shield arc 1, 3-4 = shield arc 2, and 5-6 = shield arc 3.
 - b) Shields absorb maximum damage for the shield efficiency that they are at, but the deflection number is figured at $\frac{1}{2}$ the current efficiency number.

- c) Use the leak step for 1/2 the current shield efficiency when determining the amount of leak damage scored.

Warp Speed Pursuit Chart		
Point Blank Range Band	Hit Chart Range:	1
Fleeing ship starts here		
Short Range Band	Hit Chart Range:	5
Medium Range Band	Hit Chart Range:	9
Pursuing ships start here		
Long Range Band	Hit Chart Range:	14
Extreme Range Band	Hit Chart Range:	20
DISENGAGED		

How to use the chart:

1) Place the fleeing and pursuing ships in the areas indicated.

2) 3 rounds of helm contests and gunner checks are performed.

3) If all pursuing ships have not reached the disengagement line, roll for repairs and captain's disengagement

Results Charts:

Helm Contest:

< 1 Pursuer moves 2 range band back

0 - 40 Pursuer moves 1 range band back

41-70 No change in range

71-00 Pursuer closes 1 range band (if desired)

100+ Pursuer closes up to 2 range bands

Captain's Roll:

Any captin that does not make his modified skill roll by more than the fleeing captain must drop out of the pursuit. See rules for modifiers to the captain's skill.

Sample Warp Pursuit Chart

- d) Damage is applied to systems per the normal rules, with the additions that:
- 1) If the maneuver grid or sensors are knocked out, then the ship drops from warp (auto safety protocols).
 - 2) If the warp engine power of a ship is reduced to zero (0), then the ship drops out of warp.

-
- 3) Any damage scored on the warp engines may reduce the current warp rating of the ship. Determine the new rating as described in step 3 above. All new ratings must be announced.
 - 4) If the fleeing ship loses warp speed due to damage to the engines, the pursuing ship MAY change their warp speed to compensate at the beginning of the next phase.

10) Shield efficiency and system repair rolls are made per the tactical rules.

11) If it is not phase 3 of the turn, go back to step 5.

12) If it is phase 3, roll for captain's disengagement:

- a) For each warp rating point the fleeing ship is faster than a pursuer, add 10% to the fleeing ship's captain's rating.
- b) For each warp rating point the fleeing ship is slower than the pursuing ship, add 10% to the pursuing captain's rating.
- c) If the fleeing ship has a functional cloaking device, add the cloak rating of the ship if no enemy ships have a lock on, or the cloak rating -20 to the number if any of the pursuing ships has a lock on to the cloaked ship.
- d) Each captain then rolls percentile dice. They then compare the roll to their modified skill roll, and determine by how much they rolled under their captain's skill roll. (This is termed in gaming circles as by 'how much you made your roll by'.)
- e) Every captain of pursuing vessels that did not make their skill roll by more than the fleeing captain has been forced to break off the pursuit. Those who make their skill rolls by more than the fleeing captain may decide to stay in pursuit of the vessel, or break off pursuit. If they all decide to break off, then the game ends. If not, then the successfully pursuing player(s) and the fleeing player move on to the damage control points phase.
- f) Note that if the fleeing captain does not make his roll, then the pursuing captains must still roll. Any who make their rolls, or miss by less than the fleeing captain missed his roll by, may continue to pursue. Otherwise, then must drop out of the chase.

Note: Each pursuing ship must be considered separately when finding modifiers, but the captains roll only one and use that roll for the pursuit.

13) If this is the third phase of the turn, ships may expend their damage control points.

Being forced out of warp/Voluntarily Leaving Warp:

Pursuing vessels that are knocked out of warp or voluntarily drop from the pursuit are removed from the pursuit. (See the rules for Warp Chains for what to do if the pursuer that is forced to drop or voluntarily drops is also being pursued.) If the fleeing vessel is knocked out of warp or voluntarily drops from warp, then the ship is placed in the middle of a tactical game board. Any pursuing ships are placed behind the fleeing ship at a range equal to the firing range given on the warp pursuit chart. (Make sure to record the positions of all of the ships on the warp chart for later use.) The fleeing ship must allocate power and then declare its impulse speed. Next, the pursuing ships may allocate power. Play resumes on the tactical board until a ship is eligible to warp out again, or until one side is destroyed or disengages. If the original fleeing ship warps out before 10 tactical turns have been

completed, all of the ships are placed on the warp chart in the same positions that they were at when the fleeing ship dropped/was knocked out of warp

Full Campaign Warp Pursuit Example:

The Enterprise has been caught on the wrong side of the neutral zone by three Klingon K'tinga class cruisers. After a few turns of savage fighting, Kirk decides it is best to warp out rather than fight to the death. After the firing segment of the first phase, the Enterprise has been damaged and her warp rating is reduced to 7. The three Klingon ships have been damaged as well, and have current warp ratings of 6, 7 and 9, respectively. Kirk has a captain's rating of 85%; the Klingons have ratings of 60%, 75%, and 70% respectively. Kirk announces his intention to warp out, and all three Klingons elect to pursue.

The Enterprise is removed from the tactical board and placed on the Warp Speed Pursuit Chart, in the Point Blank Range Band. The three Klingon Cruisers are placed on the Warp Speed Pursuit Chart, in the Medium Range Band.

On the first phase of warp speed pursuit, there are no cloaked ships involved, so we move directly to the Helm Contest. The percentile dice are rolled, and the results are 58. The Enterprise subtracts her maneuver rating (20%) and her helmsman's skill (80%) for a new total of -42. This is then modified by the three Klingon ships:

K'tinga 1 adds it's maneuver rating (25%) and helmsman's skill (60%). This ship has a warp rating 1 points lower than the Enterprise, so subtracts 10 from this total, and adds it to -42, for a result of 13. Consulting the Helm Contest chart, we see that K'tinga 1 is moved back 1 range band, to Long Range.

K'tinga 2 adds it's maneuver rating (25%) and helmsman's skill (68%). This ship has a warp rating equal to the Enterprise, so this is not modified. The player adds it to -42, for a result of 51. Consulting the Helm Contest chart, we see that K'tinga 2 has no change in range, and is kept at Medium Range.

K'tinga 3 adds it's maneuver rating (25%) and helmsman's skill (75%). This ship has a warp rating 1 points higher than the Enterprise, so adds 20 to this total, and then adds it to -42, for a result of 78. Consulting the Helm Contest chart, we see that K'tinga 3 may close one range band, to Short Range.

Now all ships involved must make gunner checks to participate in this phase's firing segment.

The Enterprise's tactical officer has a skill rating of 79%, and rolls a 50% on her skill rating. This is sufficient to make the check, but because the Enterprise is the fleeing ship, and the gunner did not make the roll at 1/2 of her skill level, she can only fire aft firing torpedoes this phase. Since the Enterprise has no aft firing torpedoes she will not be able to fire this phase.

K'tinga 1's gunner has a skill rating of 60% and rolls a 56. As he is a pursuing ship, he will be able to fire his forward facing torpedoes this phase.

K'tinga 2's gunner has a skill rating of 58% and rolls a 79. This means this ship will not be able to fire this phase, as the gunner was unable to line up a shot at faster-than-light speeds!

K'tinga 3's gunner has a skill rating of 70% and rolls a 07. He will be able to fire his forward facing torpedoes this phase.

We now move into the Firing Segment.

K'tinga 3 rolled the lowest on his gunner check, and so gets to fire first. He is at Short Range, which means his shots will be fired as if the ships were at range 5 on the tactical map. His warp speed is two faster than the Enterprise, so there is a speed difference of 2, divided by 2 yields a speed modifier of -1. There is no modifier for maneuverability. At range 5, the Klingon needs an 8 or less to hit, modified to a 7 or less by speed. The Klingon fires all three forward torpedoes, and hits with two of them. The Klingon rolls a d6 for his shots and rolls a 4, meaning Shield arc 5 has been struck.

The Klingon's torpedoes do 15 points each. The Enterprise's shields are at 74% from the previous fighting, and would normally have to check for each torpedo at that rating. However, because the ships are firing at warp, the shield deflection check is made at 1/2 efficiency; the Enterprise's deflection roll is calculated as if she had 37% of her shields, meaning she needs a 4 or less to deflect, -1 because these are missile weapons, for a total of 3 or less! Rolling two dice, the Enterprise player rolls an 8 and a 3, deflecting one torpedo, but allowing some damage to leak in from the other.

15 points of damage are divided by the Enterprise's Shield Durability (5), giving a result of 3. Since the Enterprise's shields are deflecting at 37%, she is at leak step 4 and takes $(3 \times 4 =)$ 12 points of damage! The two points go to superstructure, and are halved for leak damage down to 1 point of superstructure. The remaining hits are rolled on Chart C, shield 5, for a result of 4 and 10! This results in a Port Warp Engine (1/2), and an Engineering hit. The Port Warp Engine hit does 3 points of damage to the Port Warp engine. The Engineering hit must be rolled on the Engineering Damage Chart, in addition to having the Engineer check to see if he is injured or shaken. Scotty makes his roll, and is fine, but the result on the Engineering Damage chart is rolled, and 1 is the result. Lucky for the Enterprise, this only results in a Superstructure hit, with 1/2 the normal crew casualties!

It is now K'tinga 1's turn to fire, since the Enterprise has no facing weapons. He is at Long Range, which means his shots will be fired as if the ships were at range 14 on the tactical map. His warp speed is 1 slower than the Enterprise, so there is a speed difference of 1, divided by 2 yields a speed modifier of 0, plus 1 more for being the slower ship, for a total of -1. There is no modifier for maneuverability. At range 14, the Klingon needs a 3 or less to hit, modified to a 2 or less by speed. Fearing he will be left behind next phase, the Klingon fires all three forward torpedoes, hoping to get lucky. He rolls a 3, 5 and 7, missing with all three.

K'tinga 2 did not make his gunner roll and so does not get to fire this phase.



Normal shield repairs are made at the end of the phase, just as if the ships were in tactical combat. The Enterprise has lost (30/5=) 6% of her shields, but manages to make a roll vs. the shield durability, and regains 5%, reducing her shields to 73%.

The next phase, we repeat the procedure. This time, the Enterprise must recalculate her warp rating for the three points of warp damage she suffered last phase. However, her modified rating still rounds to 7.

Percentile dice are rolled for a result of 63. The ship's relative maneuverability, helmsman's skill, and warp ratings are all calculated as they were last phase. K'tinga one is moved back one range band, for a result of Extreme Range. K'tinga 2 is still at Medium Range, but K'tinga 3 closes to Point Blank!

Gunner's checks are now made. The Enterprise gunner rolls a 23, less than half his skill, and so has pulled off a tactical miracle and will be able to fire the Enterprise's forward torpedoes this phase!

K'tinga 1 & 3 have no weapons left to fire, so need not roll. K'tinga 2 rolls and makes his check, and so is eligible to fire! The Enterprise gunner rolled lower, however, and so fires first.

K'tinga 3 is at Point Blank Range, so the Enterprise fires at it as if at range 1. She hits with both torpedoes! The Klingon takes 30 points of leak damage, and is badly mauled. In fact, one of the hits was a Sensor hit, and K'tinga 3 is forced to drop out of warp, breaking off the pursuit!

K'tinga 2 fires as if at range 9, and scores 1 hit which does some superstructure damage on the Enterprise. Shields and systems are repaired, and we move into phase 3.

During this phase no ships have weapons to fire. K'tinga 1 is dropped back an additional range band, thus moving it to "Disengaged"; he has been forced to break off the pursuit. K'tinga 2 maintains medium range. Shield repairs are now conducted. Since this is the third Phase, Kirk is allowed to make a Captain's skill roll versus the remaining K'tinga to successfully disengage. Kirk rolls a 45, making his skill roll by 40; The Enterprise is 1 warp rating faster than the Klingon ship, so Kirk adds 10 to the amount he made his roll by, making his total 50. The Klingon captain rolls a 38, only making his roll by 22. This is less than Kirk's 50, thus, he is left far behind in the space dust! Kirk and the Enterprise have escaped again!!!

Other Warp Speed Considerations

Abandoning Ship at Warp Speeds: The crew may abandon ship at warp speeds, using the same rules as for abandoning ship in normal space. This is because the same "Burst" warp engine that allows the escape pod to move away from an explosion can help transition the pod from warp space to normal space.

Ship Explosions at Warp Speeds: Due to the incredible speeds and distanced involved in warp combat, ships that explode in warp combat do not damage other ships.

Boarding Combat at Warp Speeds: The danger of transporting at warp speeds are too great to allow boarding another ship during warp movement. Thus, no boarding combat is allowed while at warp speed.

Gunboats at Warp Speed: Gunboat shields are also not as effective at warp speeds. Reduce their shields to 1/2 of their remaining value while at warp speed.

Towing Ships at Warp Speeds: Towing a ship at warp speeds is a matter of attaching a tractor beam and extending the warp fields to cover both ships, much like extending a ship's shields. The more the field has to be extended, the weaker it is, and the slower the two ships will move. Thus, ships can tow other ships that are of equal or smaller size fairly easily, but find it more difficult to tow larger ships. Use the following rules to tow a starship at warp speeds:

1) A ship must first attach a tractor beam to the ship to be towed, per the tractor beam rules.

2) The normal rules for warping out are then used, but there is an additional modifier for the towing ship:

- a) If the towed ship is of a size class equal to or less than the towing ship, then the warp rating of the towing ship is reduced by 1.
- b) If the size class of the towed ship is greater than the size class of the towing ship, then the warp rating of the towing ship is reduced by one plus the difference in the size classes.

For example, if a size 8 ship is towing a size 6 ship, then the current warp rating of the size 8 ship is reduced by one. If a size 6 ship is towing a size 8 ship, then the size 6 ship would have its warp rating reduced by one (1) + the difference in size classes. In this case $8-6=2$, so the total penalty to the current warp rating is: $1 + 2 = 3$.

- 3) If the towing ship is forced out of warp, so is the towed ship. If the towing ship is destroyed, then the towed ship drops out of warp, even if it was still capable of at least warp rating 1. It may attempt to warp out under its own power from the tactical board on a subsequent phase.
- 4) Towed ships may fire weapons per the normal warp combat rules.
- 5) Roll only once for the towing ship when conduction helm contests and captain's disengagement. (Do not roll for the towed ship.) Use the towing ship's helm and captain's skill ratings. If the towing ship escapes the pursuit, then the towed ship also escapes.
- 6) A ship may tow two ships at a time (each ship is considered to have two rear emitters for this purpose), but in doing so, add the size class of both towed ships when calculating the warp rating penalty.

Fleet Tugs:

As they are designed for towing other ships, fleet tugs suffer fewer penalties than normal ships when towing. Use these rules instead:

- 1) Tugs can tow up to 4 starships.
- 2) Tugs may pull up to 2 times their size class and lose suffer a one (1) point reduction from their current warp rating.
- 3) The tug loses 1 additional penalty point from its current warp rating for every additional two size classes above twice its size that it is towing.

For example, a tug of size class 6 is towing a size class 7 and size class 9 starship. Twice the size class of the tug is 12 ($6 \times 2 = 12$). It is towing 16 size classes

total ($9 + 7 = 16$). The difference between twice the size class on the size classes being towed is $16 - 12 = 4$. This is divided by 2 for a total of 2. The total penalty is thus $1 + 2 = 3$ from the current warp rating of the tug.

Fleet tugs are not included in the base ship data sheet book, but will be included in a future release on campaign rules, along with fleet supply ships, troop ships, and other auxiliary and patrol vessels. Also, check the Final Frontier web site from time to time, as new ships are added there as time permits.

Cloaked Ships and Warp Combat

Pursuit of a cloaked ship is very tricky. Cloaked ships moving at high speeds emit enough tell tale emissions as to give away their position. This means that trying to pursue another ship at high warp speeds while cloaked is also not very effective. In addition to the normal warp pursuit rules, follow the additional rules below when pursuing cloaked ships:

- 1) Ships traveling at faster than warp rating 8 give off enough emissions to negate a large part of the advantage in cloaking. Use the normal pursuit rules, but add an additional -3 to hit penalty for ships firing at cloaked ships that are moving at faster than warp rating 8.
- 2) Ships that are moving up to and including warp rating 8 must be locked on to before they can be shot at. Use the normal rules for detecting cloaked ships, but there is no need to pick an arc to search. All other modifiers apply. Ships can fire at explosions, and if the advanced weapons rules are used, all rules for proximity photons may be used, including firing at a cloaked ship without a lock. If a ship uses the proximity rule to shoot at a ship it has no lock on to:
 - a) The gunner must subtract 25% from his skill level when rolling to line up a shot to simulate the difficulty of determining what "hex" to fire into
 - b) All shots need to roll a "1" to hit, but do damage as if they were set at the +3 level.
- 3) Cloaked ships subtract the value of their cloak rating +10% to the results of the helm contest roll that is made each phase IF they are traveling at less than warp rating 8 and have not been locked up by any of the ships pursuing them. If they have been locked up by any of the pursuing ship, then they add their cloak rating -10% to the toll. They get no bonus if they exceed warp rating 8.

For Example: A K'tinga class ship is cloaked and breaking of at warp speed from a Cardassian Keldon class ship. A roll of 65 is made. The fleeing ship's helm rating of 60 and the ship's maneuver rating of 30 is subtracted from 65 to get -25. The pursuing ship's helm rating of 58 and maneuver rating of 20 are added to -25 to get 53. The Keldon is pursuing at its maximum warp rating of 14, and the K'tinga is evading using the cloak at warp rating 8. The speed difference results in $10 * 6 = 60$ being added to the 53 to get 113. Finally, the cloak rating +10 is then subtracted from the 113. In this case, the cloak



rating of the K'tinga is 65%, to which 10 is added to become 75. Thus, $113 - 75 = 38$. Consulting the chart, we see that the Keldon is forced to retire by one range band.

- 4) If a ship is cloaked and decloaks, the ship may immediately accelerate to its maximum adjusted warp speed. All pursuing ships may adjust their speeds immediately within the same limitation.
- 5) A ship that is decloaked and moving at a warp rating above 8 and cloaks may immediately reduce its to warp 8. Pursuing ships have the option to adjust their pursuit speed at this time.

A cloaked ship may not pursue another cloaked ship. If a cloaked ship is pursuing a ship that cloaks, it must decloak to continue to pursue. If it does not, then it is removed from the pursuit. (See the rules on warp chains on how to handle these ships if they are being pursued by other ships.) If the fleeing ship later decloaks, then cloak capable ships may opt to cloak and continue to pursue on the same phase the other ship decloaks. (Note that they must reduce speed to less than warp rating 8 or they will be able to be fired at normally even if they are cloaked.)

Warp Pursuit Chains



Most of the time there are only two "sides" to a scenario even if there are multiple races involved on each side. There may arise in campaign or special scenarios instances where there are more than two sides involved in the pursuit. Additionally, there may be instances where ships from one side of a two sided scenario warp out, are pursued by ships from the other side, then remaining ships from the first side wish to pursue the ships of the second side. In these cases, special rules for "Warp Chains" are needed. Note that the rules below may seem a bit complex as you read

them, but read the example that follows the rules and they should become clearer to you. In general, these rules should only be used by players with experience in the warp pursuit rules for scenarios with only two sides before trying to use these rules.

Warp chains are caused when:

- 1) a ship(s) from one side disengage
 - 2) Ships from one or more of the remaining sides elect to pursue
 - 3) Ships from one of more of the remaining sides elect to pursue the pursuers.
- Note that pursuit of previous pursuers may continue to add links to the chain until all of the ships that can legally pursue other ships have done so.

The key to a warp chain is the first ship that fled the combat area. This is because the ship pursuing it will react to its movements. For example, ship 1 warps off the board. Ship two announces that it will pursue. Ship 3 then announces it will pursue ship 2. Ship three is actually chasing the movements of ship 2 as ship 2 reacts to the attempt to escape by ship 1. In other words, ship 2 is not actually trying to elude ship 3, but to catch ship 1. (Hopefully, that is clearer than mud.)

To reflect this, the following rules are used to form and resolve warp chains:

-
- 1) The player warping out states that he is doing so and places his ship on the appropriate line of a warp pursuit chart.
 - 2) Any ship from any enemy side of the scenario may then announce that they are pursuing the fleeing ship. The order ships must announce is in order of reverse initiative. They place their ship on the line for pursuing ships. This completes the first "link" of the chain. Note that once this or any other link is completed, other players may NOT add their ships to any previous link. Players must take care to make sure that all the players that want to pursue a particular ship are on the chart before moving to the next link.
 - 3) Any ships that wish to pursue any of the pursuers announce that they are doing so, once again in order of reverse initiative. Note that players may NOT pursue ships of their own side in order to "escort" them. They may only pursue ships from enemy sides.
 - 4) Players set up a warp pursuit chart for each pursuer that is in turn being pursued by another ship, placing a second counter or miniature of the ship being pursued on the appropriate line and their ships on the pursuer line. This forms the second link of the chain.
 - 5) Players keep adding links to the chain until no more ships are available or wish to pursue.
 - 6) Warp pursuit is conducted. The following modifiers apply to the normal rules:
 - a) Resolve link number one (the original ship that warped out) first. All of the normal rules apply with the exception that ships from different sides that are pursuing ships MAY fire weapons at the enemy pursuing ships. To do so, they must announce which ship they will fire at: the ship being pursued or ONE of the other pursuers. Roll to line up shots normally for the pursued ship. To line up a shot against a pursuer, the target roll is the gunner's skill level if the other pursuer is in front of the firing ship. If the targeted pursuing ship is behind or in the same range band as the firing ship, then the target number is gunner skill or less to fire rear weapons, gunner skill at 1/2 to fire the forward facing weapons. Lastly, make sure to record the skill roll for the helm contest that is made by the fleeing ship of link one.
 - b) Resolve movement and combat for link number 2. The pursuing ship or ships will roll against the skill roll of the fleeing ship from link one added to the maneuverability of the ship they are pursuing, NOT against a skill roll by the ship being pursued in this link. Pursuing ships may fire at other pursuers as outlined in a) above. Note that if the ship being pursued fired at the ship it in turn was pursuing, then only any not fired rear facing weapons will be available to fire at any pursuing ships. Note that even if the ship being pursued in this link tried to fire at the ship it is pursuing and did not line up a shot, it may still make a roll to try and fire at one of its pursuers. Only if the weapons were actually do they become unable to fire at any pursuers.
 - c) Resolve all of the links in the chain and move on to each phase until the last is reached. At that time, ONLY the lead fleeing ship in link one may make a captain's roll for disengagement. The rest of the ships being pursued along the chain may not roll to disengage in this manner.
 - d) Only the fleeing ship on link one of the chain must flee at maximum speed. The fleeing ships on the other links will have the speed that they set to pursue the ship that they are chasing on the previous link.

Breaking the Chain

As ships are evaded by ships they are pursuing, the chain will begin to be broken into smaller chains and then into individual pursuits. Use the following rules to determine what to do when a ship is has escaped or been forced to disengage:

-
- 1) Of the lead ship on link 1 of a chain escapes on a captain's roll then any ship in link one not being pursued itself is out of the chain and may not longer take part in the rest of the resolution. It may not try and engage other pursuers or pursued ships from the same or other links. Any of the ships from the first link that are being pursued now become the "link one" ship for two separate chains to be resolved one at a time.
 - 2) If a ship that is pursuing is forced to break off because it falls into the 'Disengaged' line of the chart, is knocked out of warp, or voluntarily drops out of warp, then determine if it is being pursued itself. If not, then it is removed from participation in the chain and takes no further part in pursuit. If so, then it becomes the "Link One" ship of a new chain.
 - 3) If a ship on any link voluntarily drops from warp, or is forced to drop from fleeing or being pursued because of damage, then any ship in the chain may elect to drop warp and engage or help the ship that has dropped out. Any ships that elect to do so will be placed on the tactical map according to the normal warp pursuit rules. Note however, that all of the ships that drop out must be spaced on the tactical board according to how they were spaced on the warp pursuit charts, just as outlined in the normal warp pursuit rules. This means the players may have a pretty long chain of ships if there are several links that drop out. Also note that only the ship that drops out and is placed on the tactical board at the front of the chain must allocate and announce speed before any of the other ships. Ships that are elect not to drop from warp and are neither pursuing a ship that is still at warp speed or being pursued by another ship that wishes to continue to pursue are out of the pursuit and take no further part in any action.

For example, a Federation Oberth Class Scout is fleeing from 2 B'rel class scouts. One of the B'rel Class Scouts is in turn being pursued by a Romulan Type A Warbird. One of the B'rels closes to point blank range and knocks the Oberth out of warp with a torpedo hit to the sensors. Both Klingons elect to drop from warp and engage. The Romulan also decides to drop from warp and engage. The Oberth is placed on the tactical board. The B'rel that was at point blank range is placed 1 hex behind the Oberth. The other B'rel is was at medium range and is placed 9 hexed behind the Oberth. The Warbird was chasing the lead B'rel and was at short range. It is thus placed 5 hexes behind the B'rel closest to the Oberth. That places him a total of 6 hexes behind the Oberth, and 3 hexes in front of the second B'rel. The Oberth must then allocate power and announce its starting speed. The other ships then allocate power and then play continues on the tactical board in the normal manner. Note that had the B'rel being pursued by the Warbird Type A elected not to drop out of warp to engage the Oberth, then the Romulan would have had the option to either pursue the B'rel at warp speed, or drop out and engage the Oberth. This is because they were all in links of the same chain when the lead ship of the chain left warp speed.

- 4) If a ship voluntarily drops a pursuit and has not other ships pursuing it, it has escaped the area and is no longer a factor in the chain. If a ship that drops from a pursuit voluntarily has other ships pursuing it, then that ship becomes the "link One" pursued ship of a new chain

Warp Chain Example

(Note: This is only an example of how to resolve the breakup of chains. See the previous example of warp pursuit against one fleeing ship for detailed warp pursuit mechanics)

A Federation Saber Class scout enters a scenario in a sector where one Romulan D'daridex MkI and one D'daridex Mk II are engaging three Klingon K'ringa class cruisers. All parties are hostile to each other in the scenario. The Federation captain realizes he has no change and immediately announced he will warp out.

Evasive maneuvers keep him from being too damaged to flee by the end of the phase, so he has warped out. Thus, his ship will be the first in the chain. The player places his ship on a warp pursuit chart. The rest of the players now have an opportunity to declare that they wish to pursue. Knowing that if the Federation Scout escapes, it can summon additional forces, both enemy sides decide to pursue. One K'tinga and the D'daridex Mk I declare that they will pursue the Federation ship. These ships are placed on the pursuer line of the chart. Thus, link I is formed.

Next, remaining ships are given the chance to pursue the ships on the pursuer line of link one. Not liking his chances against a D'daridex II with his remaining cruisers, the Klingon player declared that both K'tingas will pursue the D'daridex Mk I. Link two of the chain is then set up using the D'daridex as the pursued ship and the two K'tingas as the pursuers.

The Romulan player then has the option to pursue one of the two Klingon ships. Having nothing to lose, he does so. Thus, link three is set up using the K'tinga chosen as the pursued ship and the D'daridex II as the pursuer.

All of the links are now set up, and phase one of the pursuit can begin.

On phase one of link one, no one is able to fire, and none of the ranges change. On link two, the K'tingas roll vs. the helm roll of the Federation scout added to the maneuverability of the D'daridex Mk I. One of the K'tingas closes on the D'daridex Mk I the other stays at the same range, and no crippling damage is scored. Lastly, the D'daridex Mk II rolls poorly against the K'tinga it is pursuing and falls back two range bands. Phase one is over at that point.

During phase two, both pursuers of the Federation scout lose one range band on the desperately maneuvering ship. On link 2, both K'tingas hold their ground. On link 3, the D'daridex rolls poorly again, and falls into the disengaged band. It is removed from the chain, and thus there is no longer a link three. The D'daridex Mk II may take no further part in the action.

Phase 3 passes with no other disengagements. The Federation scout rolls for captain's disengagement and succeeds against both of its pursuers. The Klingon ship that was pursuing had no pursuers, so it is removed from the chain and plays no further part. The D'daridex Mk I that was pursuing has two K'tingas in pursuit, so it now becomes the lead ship in a single link warp chain.

On phase one of the next warp pursuit turn, a lucky hit from a Klingon ship damages the sensors of the D'daridex and forces it out of warp. Both Klingon ships elect to drop from warp and engage. Thus, the tactical board is set up with the ships spaced as they were on the warp charts. Power is allocated first by the D'daridex which announced its speed, and then by the K'tingas. Then a tactical battle commences.

WEAPONS DESCRIPTIONS AND SPECIAL RULES

Advanced Weapons Rules

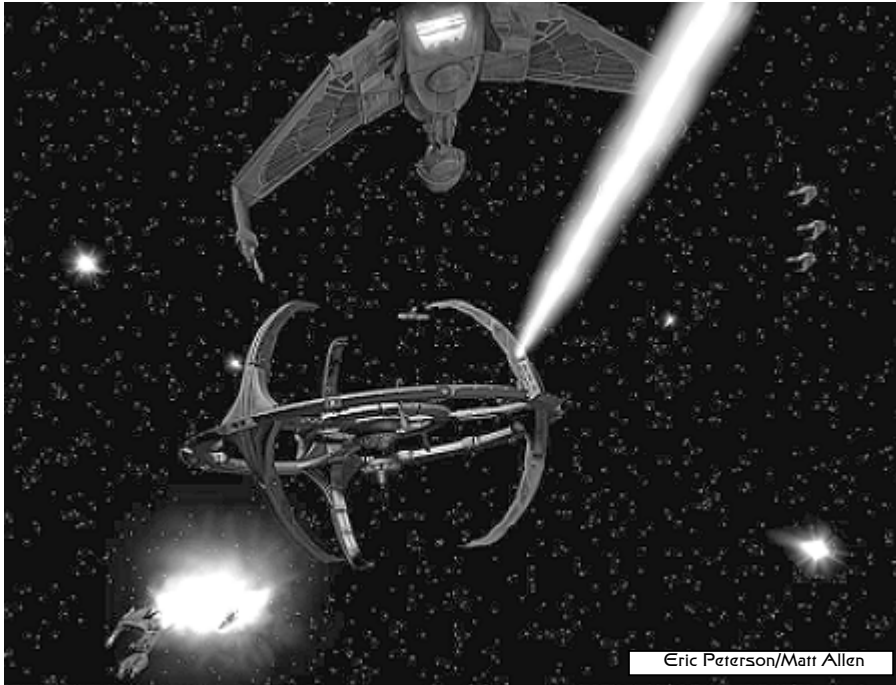
Beam Weapons

The standard beam weapons on most starships are phasers and disruptors. Other races use beam weapons such as polaron beams and particle beams, but all of these

weapons emit streams of energy that can cause Kinetic as well as energy transfer damage. These weapons have no special rules per se, but they do have a few minor differences.

Phasers do not do as much damage as disruptors at close ranges, but carry their damage better over medium and long range. Disruptors do extra damage at close range, but the damage falls off quickly over range. There are no special rules to

reflect this, as this has been factored into the to hit numbers and damage bonuses found on the ship data sheets.



As an advanced rule, a captain may order the gunner to fire beam weapons 1 point higher than the normal emission rate. Any weapon that does so must have percentile dice rolled for it. If the roll is greater than the skill level of the ship's Engineer, the weapon has malfunctioned.

Treat the weapon as if it had been hit by enemy fire. The damage may be repaired as outlined in the section on repairing weapons.

See the Kazon Ships, The Borg, The Breen, and U.S.S. Defiant sections of the rules for beam weapons rules pertaining to those ships only, and the damage effects section for more on how beam weapons cause damage to specific systems.

Phaser Cannons

Four Hypothetical ship designers have been included in this game. These are based on the last episode of Star Trek: The Next Generation and the Enterprise we saw portrayed there. Federation ships of this period carry an additional beam weapon, which is the Phaser Cannon. This is a fairly powerful weapon, and has made the Federation fleet, ship for ship, one of the finest fleets in the known galaxy. The following rules apply to Phaser Cannons:

- a) When a ship scores hits with several types of weapons, one of which is a phaser cannon, the total damage scored by all weapons is used to determine if any

damage penetrates the shields by scoring more damage than the shields can absorb in one volley.

- b) Phaser Cannons halve (round up) the adjusted shield efficiency of a target's shield for determining the deflection number of the target ship's shields. Thus, if a ship that starts a phase with a shield efficiency of 90%, and has this reduced by 25% due to the total damage scored by a volley that contains hits by phaser cannons, the percentage used by normal weapons would be $90 - 25 = 65\%$ for the deflection number. The phaser cannon would use half of the adjusted shield efficiency percent of 65%, or 33%, to determine the deflection number. Note that this reduced deflection is for the hits **BY THE PHASER CANNON ONLY**. If a shot leaks, the full value of the hit leaks. Do NOT divide the leak damage by the shield durability of the target.
- c) Phaser cannons have one firing tube and several ready energy storage devices in the system. Although there are several locations on the weapons status display for the phaser cannon, each represents only the storage device for the phaser cannon. Each hit scored on the cannon is actually a hit on a storage device. Treat phaser cannon locations that are hit just as you would any normal beam weapon hit; namely, apply the storage and to hit penalties once the damaged storage device has been repaired.
- d) Phaser Cannons are beam weapons, and do not divide damage that penetrates shields into 5 point damage blocks. They may not fire at over their emitter rate like other beam weapons. Phaser cannon hits do full damage to ship hulls. Power allocated to Phaser Cannons does carry over to the next turn, and may be transferred to other systems, as with power from other beam weapons. Damage done is 6 points of damage per point of power emitted.
- e) Called shots that are not deflected (and thus leak full damage) are treated as if the shot had been made through a down shield, i.e. roll vs. The firing gunner's skill to see if the shot was placed in the location called.

Missile Weapons

Unlike beam weapons, where each race's weapons are comparable, each race in the Final Frontier has developed a missile weapon with its own characteristics. There are, however, two traits common to all missile weapons:

- 1) If a "0" is rolled on a deflection roll, the full damage of the missile weapon leaks through the shields. Do NOT divide the damage that leaks by the shield durability of the target. Instead, use the full value of the hit, and do NOT treat the leak damage as beam weapon damage. (i.e. superstructure hits are not halved, nor are casualties.) Do not count the damage from the weapon(s) that leak(s) when determining the new shield efficiency of the target ship.
- 2) Called shots by missile weapons that have a 0 rolled for deflection (and thus leak the entire damage) are treated as if the shot had been made through a down shield, i.e. roll vs. The firing gunner's skill to see if the shot was placed in the location called.
- 3) All Deflection rolls are made at -1 for missile weapons. Thus, if a ship has a current deflection number of 8, it would use a deflection number of 7 against all missile weapons.

Each missile weapon type has a few characteristics unique to itself, as noted below:

Photon Torpedoes

Photon torpedoes are standard missile weapons on Federation ships, as well as on some Klingon ships. They follow normal missile weapon rules, but with the following additions:

1) When determining the amount of leak damage done from a photon torpedo hit, increase the amount of leak damage by 1 point. Thus 4 leak points become 5, 1 becomes 2, etc. If the damage done by the torpedo is less than the shield durability of the target ship, then 1 point of damage is scored, rather than the usual 0 points. Note that this applies to photon damage only, not beam weapons fired with photons in a single salvo.

2) Proximity fuses for Photon Torpedoes. Photon torpedoes may have proximity fuses. This increases the chance of scoring a hit, but decreases the damage done to the target. Proximity fuses are handled differently depending on if the target is a non-cloaked ship or a cloaked ship.

If the target is a non-cloaked ship, or a cloaked ship that the firing ship currently has a lock on, then for each +1 the firing player wishes, the warhead is reduced by 10% (rounded up), with +3 being the maximum. For example, a 20 point photon could have a proximity fuse attached at +1 to hit and 18 points damage, +2 and 16 points damage, or +3 and 14 points damage.

Proximity photons may be used against cloaked targets in much the same manner as a twentieth century depth charge against a submarine. (See the rules section on Cloaking Devices for more information.) To do so, the firing player notes the hexes he wishes to fire his photons into. The photons automatically hit the hex, then a to hit roll is made for each torpedo in each hex. The number needed to hit is equal the proximity setting of the torpedo. Thus if the fuse is set at +1, a one (1) must be rolled on a d10, +2 means a 2 or less must be rolled on a d10, and +3 means a 3 or less must be rolled on a d10. If there is a cloaked ship in any of the hexes fired at, **AND** if the to hit roll was made, then damage has been scored on the target, and is determined according to the normal proximity photon rules. Note that this hit will **NOT** cause the presence of the cloaked ship in the hex to be revealed to all players on the board. Other players may **NOT** fire on the cloaked ship by using the delayed fire rules discussed in the cloaking device section of the rules. (Unless, of course, another ship has a lock on and fires and hits.)

Proximity photons fuse types, i.e. +1, +2, or +3, must be noted at the time of arming, and may only be changed during any sensor segment of any phase.

Photon Torpedoes may be upgraded in scenarios set in the Deep Space 9/ Voyager time frames to Quantum torpedoes.

Quantum Torpedoes

In order to keep their ships more effective against hostile powers, the Federation has upgraded their missile weapons to Quantum Torpedoes. These torpedoes feature improved warhead yield, as well as improved guidance systems. To incorporate Quantum Torpedoes into the game, use the following rules:

1) Any Federation ship in the Next Generation/ Deep Space 9 era may be upgraded to Quantum Torpedoes.

2) The improved accuracy means that all ships equipped with quantum torpedoes use firing chart X to determine the to hit number.

3) Quantum Torpedoes have the same power cost to arm, but do 50% more damage than the normal Photon Torpedo, i.e. a 20 point warhead becomes a 30 point warhead, a 10 point warhead becomes a 15 point warhead, etc.

4) Re-calculate the offensive rating of the ship by first dividing the extra damage done by 3. Next, multiply the resulting number by the number of tubes on the ship. Add this number to the old offensive to determine the new offensive rating. Multiply the new offensive rating times the defensive rating and divide the result by 100 to determine the new overall combat rating for the ship.

For example, the Enterprise D has 20 point torpedoes. These are increased to 30 point torpedoes. This is a difference of 10 points. Ten divided by 3 rounds up to 4. This is the cost of the upgrade per torpedo tube. The Enterprise has 6 tubes, so the modification costs a total of 6 times 4 = 24 points. This is added to the old offensive rating to determine the new offensive rating, and then multiplied by the defensive rating and divide the result by 100 to determine the new overall combat rating of the ship.

Ships may carry the same number of quantum torpedo reloads as they would if carrying normal photon torpedoes.

Quantum Torpedoes may be armed with proximity warheads, just as with standard photon torpedoes. They also increase leak damage by 1, as is outlined in the photon torpedo rules.

Disruptor Cannons

Disruptor cannons are the main missile weapons on Klingon starships in the Deep Space 9/ Voyager time frame. These function according to the standard missile weapons rules noted earlier in this section.

Power stored in disruptor cannons does NOT carry over from turn to turn, and may not be transferred to other systems as can power from beam weapons.

Romulan Plasma Weapons

Romulan ships are equipped with plasma weapons. There are two different types of plasma weapons available. One is from the original series and pre-next generation time frame, the other is from the Next Generation and later time frames. Both types Romulan plasma weapons must roll a successful to hit roll to cause damage to a ship.

Original Series Era Plasma Weapons:

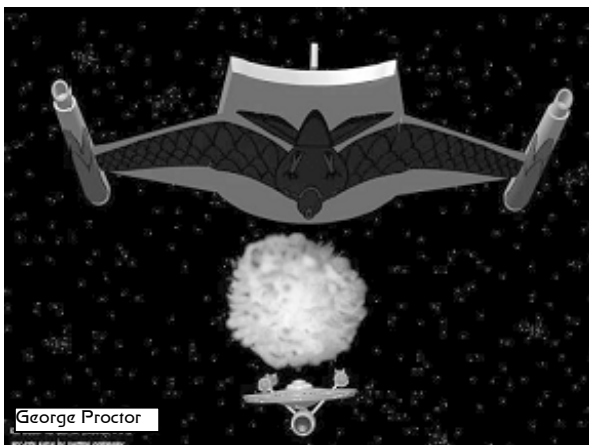
The older plasma weapons release the plasma into a large blob. Ships equipped with more than 1 launch tube can combine the shots into 1 large shot, or fire each tube separately. In practice, Romulan ships usually combine the plasma for shots at immobile targets like bases or crippled ships, and fire the tubes separately at mobile targets.

The plasma weapon is armed like a missile weapon, but like a beam weapon which have damage modifiers for range, it gives less damage the farther it must travel to it's target. Furthermore, the plasma bolt must hit the target full on to do full damage, otherwise it only grazes the target and causes 1/2 damage. In either case, the damage is broken into 5 point block and spread over the target like other missile hits.

The ship data sheets for the various Romulan ships give the power needed to arm, and the firing arc of the plasma weapons each carries. Ships that have old style launchers list damage as "See Chart", and have the damage done listed on the plasma damage chart. On this chart, the damage given for any range is given as two

numbers separated by a slash (/). The number before the slash if the damage given by a full hit; the number after the slash gives the damage done by a grazing hit. Note that range numbers are listed on the chart for both the 32 and 16 point plasma warheads.

Evading Original Series Era Plasma Bolts:



When a Romulan announces the target of the plasma weapon, the target captain may order his helmsman to dodge the plasma bolt. If the helmsman rolls less than or equal to his skill level, he has maneuvered the ship out of the direct path of the bolt, and so the ship takes only a grazing hit. Ships immobile due to damage take full damage from successful hits with the plasma bolt; no grazes are possible. Ships that evade plasma bolts may not make called shots, and are -1 to hit on their to hit rolls for the

current phase. (**Note:** All fire is declared before it is carried out. When a ship is declared a target for an older Romulan plasma weapon, it must immediately announce if it will try and evade. Even if no hits are scored, the ship suffers the -1 to hit modifier for evading a Romulan plasma torpedo.)

Pre-NG and Next Generation Plasma Weapons

Newer Romulan plasma weapons contain the plasma in a much smaller area. These almost appear to be photon torpedoes when launched, due to their small size. New Romulan plasma torpedoes cannot be evaded like the older weapons, and have fixed damage amounts, rather than a damage chart.

Plasma Enveloping effects:

All plasma weapons tend to envelop any target they hit. To reflect this, use the following steps to resolve damage from plasma weapons:

- 1) Total the damage done from all hits in a salvo, including any beam weapon hits.

-
- 2) Determine how much damage has penetrated the target ships shields due to scoring more damage than the maximum absorption level of the target ships shields.
 - 3) Determine which weapons actually penetrated the shields due to the overage. If the beam weapons penetrated the shields, then resolve damage as per the standard beam weapon rules.
 - 4) If some plasma weapons penetrated the shields, then distribute the damage to the ship, but over the different shield arcs as explained in step 6) below.
 - 5) Next, determine the deflection number to be used by the target ship against any non-penetrating beam weapon hits in the normal manner. Roll each hit as normal, and note any leaks.
 - 6) Plasma weapons attack the shield facing the firing ship, and each of the 2 adjacent shields. Thus if the number 6 shield was hit, the damage actually spreads over the number 1 shield, the number 6 shield and the number 5 shield. To do this, divide the total damage scored by plasma torpedoes by 3, and apply the result to each shield arc. This, 2 hits by 30 point torpedoes would be a total of 60 damage points/ This would be divided into three 20 point hits and applied using one 20 point hit on each of the 3 effected shields. Uneven damage amounts are given to the shield arc that was originally hit. (Remember that hits to a ship that fall on the line of a hex on the map allow the targeted player to pick which shield is hit. This rule does apply to plasma weapons as well.) If the shields affected are in different main arcs, be sure to use the appropriate deflection and maximum absorption numbers.
 - 7) Roll a deflection number for each shield arc that is affected. Record any leaks.
 - 8) Distribute damage from leaks in 5 point damage blocks as per the standard leak rules.

For example, a Romulan ship is finishing off a crippled enemy ship. The Romulan scored 50 points of beam damage and three 30 point plasma torpedo hits, for a total of 140 points of damage. The Romulan fired his plasma torpedoes first, beam weapons second. The target ship has a current deflection number of 5 and a maximum absorption of 65. Following the steps above, we determine the following:

- 1) 50 points of beam weapon damage and 25 points of plasma torpedo damage penetrate the shield. (140 points scored - 65 maximum absorption = 75 points that penetrate the shields. 75 - the 50 beam damage points = 25 plasma torpedo damage points that penetrate.)
- 2) The 50 beam weapon points that penetrate the shields would be distributed as per the normal damage rules.
- 3) The 25 points of damage that penetrated the shields would be broken into 1 hit of 9 damage points on the shield arc facing the firing ship, and 2 hits of 8 points, one hit on each of the adjacent shield arcs. The damage is then broken into 5 point blocks and distributed as per the standard missile weapon rules.
- 4) The remaining 65 points of damage may have been stopped by the shields of the target ship. Divide 65 by 3 to get 21 with 2 left over. The two points of damage

left over are added to the facing shield, so the shield that was hit must roll to deflect a 23 point hit, and the two adjacent shields must each roll to deflect 21 point hit.

- 5) Deflection rolls are then made for each division made above in step 4.
- 6) Record any leak damage for each arc, then apply in 5 point blocks to the appropriate shield arc as per the normal leak damage rules.
- 7) When a "0" is rolled for a deflection number against a plasma torpedo, only the portion of the weapon in that shield arc has leaked, not the damage in the other shields arcs. For example, a 30 point plasma hit is divided into one (1) 10 point hit on each of 3 shield arcs. A separate deflection roll is made for each of the 10 point hits, and if a 10 is rolled for one of the three deflection rolls, only that 10 point block would leak.

Blasters

Gorn ships use a directed blast of irradiated particles as a missile weapon. This weapon is known as a blaster. A blaster acts much like a 20th century neutron bomb; i.e. it damages life forms, but does very little damage to equipment. Gorn ships will use this weapon to reduce the crews of enemy vessels to moderate levels, then use their superior (but less plentiful) troops to board and capture the enemy ship. The main drawbacks of the weapon are it's short range, and in campaign games, a relatively low supply of energy bombs for the ship.

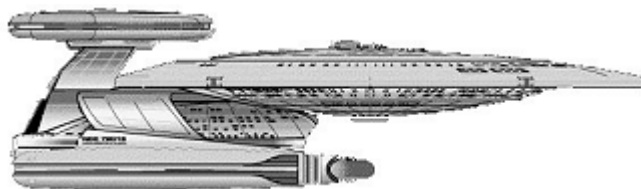
Blasters are armed and fired like any other missile weapon in the game. Blastlers break damage into 5 point blocks like all other missile weapons. They do normal damage to shields. When a non-leak damage hit is scored by a blaster on an engine, thruster, weapon, shield generator, or any engineering grid, roll 1 ten-sided die. If the number rolled is greater than the damage points scored in the hit, the component hit receives no damage; otherwise, treat the hit as a normal missile hit of the appropriate damage to the component involved. Whenever a superstructure hit occurs, only 1 point is actually marked as damage on the superstructure track. However, all crew casualties are taken at the full damage rate, AND casualties are DOUBLED. Thus, a normal hit to the superstructure of a K'tinga would do 5 points to the superstructure and possible 10% crew casualties; However, 5 points of damage from a blaster to the superstructure of a K'tinga would cause 1 point of superstructure damage, but a possible 20% crew casualty rate. Normal casualty reduction rolls apply, of course. When the bridge or engineering is hit, follow the normal procedure, but the damage is doubled when rolling for effect on crewmembers, and when computing the penalty for shaken crewmembers.

Blasters affect ablative armor in the opposite way that they affect normal ship systems. Roll a d10 for each location hit by a blaster. If the roll is less than the damage, then the armor is not effected, and the component hit takes normal blaster damage per the rules above. If the roll is more than the damage done, then the armor has been effective and stops damage.

Ion Torpedoes

Ion torpedoes are missile weapons used by the Jem'Hadar. They receive the following bonus in addition to the normal missile weapons rules:

-
- D) If an ion torpedo hits a ship, the shield durability of the target ship is reduced by one for purposes of determining how much damage leaks through the shields. For example, a ship with a shield durability of 5 would use a durability of 4 to determine the amount of damage that leaks through the shield.



SPECIAL TECHNOLOGIES

Cloaking Devices

(NOTE: This section of the rules was re-written for clarity by Dale McKee. The author wished to thank him for making the rules for cloaking much more "user friendly".)

Cloaking Clarified Or, How to Cloak At Parties

Cloaking Devices are an advanced rule for Final Frontier. We recommend you thoroughly master the basics before tackling the complexities of cloaked vessels. However, once you're ready, you'll find that cloaking adds a new level of dimension to your games.

1. Basic Cloaking Procedure

Most Romulan ships, and by the Next Generation era, most Klingon vessels, are capable of cloaking. Cloaks are capable of rendering a ship nearly invisible to all sensors, but there is a price to be paid. Cloaks are part of a ship's shield grid; a ship that is cloaked can't have its shields raised. This makes it difficult to target a cloaked ship, but easy to damage if you do manage to do so.

In order to cloak your ship, reference the ship data sheets. You'll find the cost for cloaking listed there, along with the cloak rating. In general, the higher the cloak rating, the better, whereas the lower the cloak cost, the better. Larger ships tend to cost more to cloak than smaller ones.

The cloaking cost is listed as two numbers: The first is the total cost to cloak the ship. The second number is the amount of energy that CANNOT be shifted OUT of the cloak and IN to the ship's shields when she decloaks. This is important, as it affects how much energy you need to allocate for shields and the cloak. In general, if you plan to cloak, you won't want to pay full energy for your shields, since some of the energy from the cloak can shift back to the shields when the ship decloaks. Since the shields can't be up while cloaked, the energy is useless otherwise.

Let's look at an example.

In the Next Generation era, the Klingon B'Rel-class Bird of Prey has a cloak rating of 68%, and a cloak cost of 12/4. This means it costs 12 points of power to cloak the B'Rel. That's a lot for a ship with a total power output of only 52! However, of those 12 points, all but 4 can be shifted back into the shields when the ship decloaks. So when allocating energy for the B'Rel, we would UNDER-power the

shields (12-4 =8) 8 points (total, not each). This saves us energy, and when the B'Rel decloaks, she'll still have her full shields.

Cloaking or decloaking is announced in the Cloak Phase. This is between the Impulse Movement phase, and the Thruster Movement phase. A ship which intends to cloak or decloak announces this in the Cloak Phase, and will fade in or out at this time. Ships that fade in will be able to attack this phase (but will not have a sensor lock due to the sequence of events); ships that fade out will not be able to fire. When a ship fades out, all ships that CURRENTLY HAVE LOCK ON to that ship get a chance to roll to retain it, even though the ship is cloaking. This is because no cloak is 100% foolproof!

About one of the worst things that can happen to a cloaking ship is to have an enemy retain lock-on. The enemy will be able to fire at the cloaked ship (albeit at a substantial penalty)... and not only will the cloaked ship not be able to return fire, she won't even have shields! Thus, cloaking involves finesse, timing, and a little luck.

It should be noted that ships that do not currently have a lock on to a cloaking vessel do NOT get a chance to retain lock-on. This is because they never had it to begin with!

Important safety tip: Notice that cloaking occurs AFTER Impulse movement but BEFORE thruster movement. A wily cloaking captain will have a point or more of thruster handy, thus allowing him to move his ship 1 or more hexes in any direction and confuse the issue of where, exactly, he is! This can be important, because even if you are cloaked, if the enemy knows your precise location, he may be able to bombard you with proximity torpedoes and cause some damage.

Ships that have cloaked remove their counter from the board, unless an enemy ship maintains a sensor lock. Cloaked movement is hidden, and enemy ships do not get to see where exactly the ship is. The hexes on the map are numbered; the cloaked ship's flight path must be recorded clearly enough on paper that it can be verified later by the referee or opposing player. Another handy way is a small stationary-sized hexmap, already numbered, that can be written on to track the path of a cloaked ship.

To review, the basic steps for cloaking a vessel are:

1. Allocate enough energy to activate the cloak
2. Underpower the shields so that the cloak energy will finish powering them
3. Announce cloaking during the cloak phase
4. Use thruster moves to confuse the enemy

2. Sensor Locks... or, What To Do When Your Nice Soft Target Cloaks Out From Under You

As you can see, cloaking is a powerful tool. It allows a ship to get out of a tight spot, or angle in for a good shot at an enemy. But before you run out and load heavy on Romulan ships, there are a few things you need to know about how cloaking can be countered, and how it works in a combat situation.

As noted above, when a ship cloaks, or fades out, all enemy ships that currently have a sensor lock on it get a chance to maintain that lock. This procedure is outlined below.

Maintaining Sensor Lock

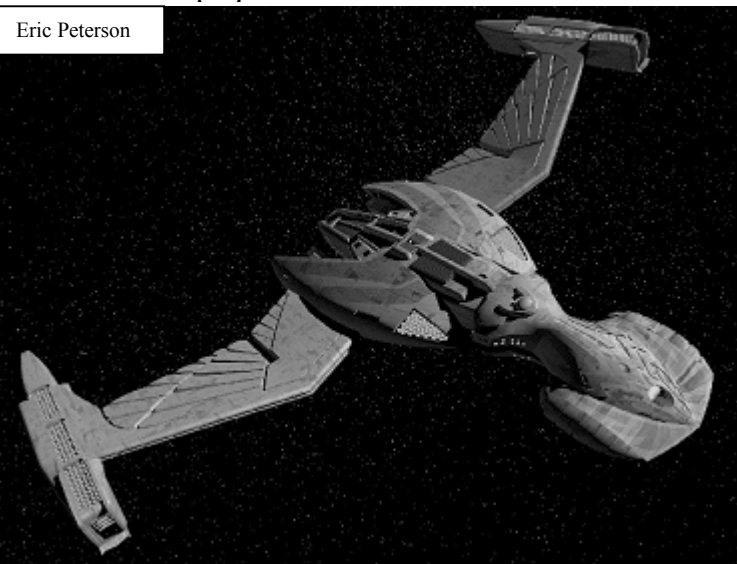
1. The scanning ship makes a skill roll against the rating of its Science Officer.

2. The amount rolled UNDER the Science Officer's skill is subtracted from the cloaking ship's Cloak Rating.
3. The cloaking ship makes a skill roll against the rating of its Engineer. The amount rolled UNDER the Engineer's skill is ADDED to the subtotal from steps 1 & 2, above.
4. Modifiers are applied. The list of modifiers is in the table section in the rules. Being farther away will give the cloaking ship a bonus; being damaged will give it a penalty. There are also modifiers for how many scanning ships already have lock on.
5. The total is added up. If the number is equal or less than 40, the scanning ship has maintained a sensor lock! If the number is greater than 40, it has lost the lock and must scan again in the sensor phase to try to establish a lock on the cloaked ship.

Let's look at another example.

Our aforementioned B'Rel class ship is in a bit of trouble. He's being chased down by a Federation Miranda-class starship that outguns him. After trying to outdistance the Miranda during the Impulse Movement Phase, the B'Rel player announces that his ship will be cloaking in the Cloaking Phase. The Miranda, already having gained a lock on to the small scout, attempts to keep it as the sleek Klingon vessel fades out.

The Miranda player makes a skill roll for his Science Officer. In this case, his



Eric Peterson

officer's skill is 59, and the player rolls a 34. This makes the Science officer's roll by 25. This is subtracted from the B'Rel's cloak rating of 68, for a new subtotal of 43.

Now the B'Rel player desperately makes his roll against his Engineer's skill. His Engineer has a rating of 60, and the Klingon player rolls a 58—just making his roll! Two (2) is added to the previous subtotal of 43, for a new subtotal of 45.

At this point, assuming there are no modifiers, the cloaking ship fades out... and the Miranda loses its lock! It will have to search again next phase. If the Miranda HAD maintained lock, it would have been able to fire (although with a -4 to hit penalty for targeting a moving cloaked ship), and the B'Rel would have had no shields against this attack!

How To Get a Lock On Once You've Lost It

This is very important, so pay attention. As demonstrated above, if your opponent loses a sensor lock on your ship when you cloak, their chances of damaging you are very poor indeed. But don't get too confident yet; there is still a chance for the enemy to find your ship, even though they've temporarily lost it. They can scan for the cloaked vessel during the next phase's Sensor Segment.

To scan for a cloaked vessel, a searching ship has to specify, by number, which shield arc she would like to scan. Then the following procedure is followed during the Sensor Segment, regardless of whether or not the cloaked ship(s) are actually IN that shield arc! Since cloaked movement is hidden, this will require a combination of shrewd skill and luck on both sides.

Detecting Cloaked Vessels

1. The searching captain announces in the Sensor segment that he is searching for a cloaked ship instead of performing the normal attempts to gain a lock-on.
2. The searching captain then announces which shield arc, by number, he is scanning.
3. The scanning ship makes a skill roll against the rating of its Science Officer.
4. The amount rolled UNDER the Science Officer's skill is subtracted from the cloaking ship's Cloak Rating.
5. The cloaking ship makes a skill roll against the rating of its Engineer. The amount rolled UNDER the Engineer's skill is ADDED to the subtotal from steps 1 & 2, above.
6. Modifiers are applied. The list of modifiers is in the table section in the rules. Being farther away will give the cloaking ship a bonus; being damaged will give it a penalty. There are also modifiers for how many scanning ships already have lock on.
7. The total is added up. If the number is equal or less than 20, the scanning ship has gained a sensor lock! It may fire at the cloaked ship during the Firing Segment, although with modifiers for firing at a cloaked target. The cloaked ship's counter is placed on the map. If there was no ship in the shield arc searched, then the searching player is told that information, and the cloaked ship remains hidden. If multiple ships are in the searched arc, with this result, they are ALL placed on the board. During the Firing Segment, the detecting player must choose which ship to lock onto. All other ships that were detected by that ship will then fade back out in the sensor segment of the next phase.
8. If the number is greater than 20, but equal or less than 55, the scanning ship has detected an anomaly that MAY be a cloaked ship, but hasn't pinpointed its location. A blip counter is placed somewhere in the correct shield arc, but not precisely where the ship actually is. Once an anomaly has been found, the scanning ship may either continue searching that arc, as above, or else attempt to identify this specific anomaly. Note that even if there are no cloaked ships in this shield arc, a blip is placed anyway. This is to prevent revealing to the scanning ship that the cloaked ship isn't in this arc!
9. If the number is greater than 55, then nothing has been found, even if there is a ship in the shield arc that is being searched.

Remember, if there are multiple cloaked ships in the arc being scanned, they each make their own engineer's rolls and use their individual cloak ratings to avoid detection, but the scanning ship only makes ONE roll for its science officer's skill.

For example, our Miranda class vessel from the previous examples is hunting two Klingon B'rel class scouts. Both B'rels are cloaked, and the Miranda has no lock on either of them. The Miranda's captain makes a roll vs. his science officer's skill of 59. He rolls a 42, making the roll by 17. This is subtracted from both B'rels' cloak ratings of 68, for a result of 51 for both. Each B'rel captain makes a roll against his engineer's skill. B'rel #1 has an engineer's skill of 48, and he rolls a 66, blowing his roll entirely. This gives a new subtotal of 51 for the searching Miranda. B'rel #2 has an engineer's skill of 60, and rolls a 24. This makes his roll by 36, for a new subtotal of 87.

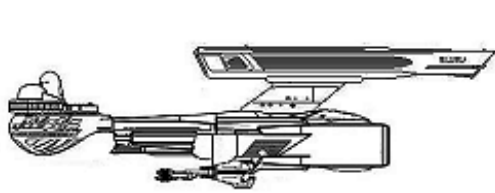
Assuming no other modifiers for range or damage, this gives our searching Miranda a 51 and 87. B'rel #2 is undetected, but the Miranda has spotted a sensor

anomaly that may be a cloaked ship for B'rel #1. He now can either continue scanning that shield arc, or he can try to narrow down on the detected anomaly and identify it.

Identifying Anomalies, or Come Out, Come Out, Wherever You Are

OK, so now let's say you've spotted an anomaly out there. Is it the Romulan Warbird you glimpsed earlier, maneuvering around to get a shot at your aft shields with a scathing report of plasma torpedoes? Or is it an old space derelict, a cloud of dust, or an asteroid? Time to find out.

Once you've detected an anomaly in a specific arc, you can either continue scanning, as above, or narrow down and attempt to identify the anomaly you've found. This takes place instead of the usual attempts to lock on to a vessel during the sensor segment.



To attempt to identify what your science officer's telling you is out there, you make a roll against half of your science officer's skill rating. If you make the roll, then you know whether the anomaly is a cloaked ship or a natural phenomenon. If there is a ship in the arc where the anomaly is at the time of the

successful attempt to identify it, then the anomaly is announced as a cloaked ship. If not, then it is announced as a natural event, and the sensor blip counter is removed.

Even if you miss the roll, you can maintain scans. Persistence pays; identifying attempts get easier with time. For every sensor segment after the first that the scan continues, you get a +10% to your chance to identify the anomaly.

Important safety tip: Identifying the anomaly as a cloaked ship does NOT give you a lock on to it. Additional normal sensor scans must be made until the results yield a sensor lock. You do, however, get a 10% bonus to your chances to get a lock against this target ONLY, now that it is identified. You can ignore any further "anomaly" results, as the target has already been ID'd as a cloaked vessel. If you end up with a "nothing found" result, though, you've lost the anomaly and must begin over.

To draw on our earlier examples, a Miranda class ship is scanning for two Klingon B'rels. It has located an anomaly in its #5 shield arc... just like the Klingons to be creeping up from behind! The Miranda captain decides to identify the anomaly, to see if it really IS a cloaked ship. On the next sensor phase, instead of trying to lock on to an enemy vessel or searching a shield arc for cloaked ships, he orders his science officer to identify the anomaly. Half of his science officer's skill rounds up to 30. He rolls and comes up with a 42. This phase, no identification is made.

The next phase, he needs a $30 + 10 = 40\%$ or less to identify the anomaly. Rolling, he comes up with a 28... the anomaly is positively identified as a cloaked ship, since the B'rel was really in that arc! On the following sensor phase, he can try to get a lock by searching for a cloaked vessel in that arc, but this time with a +10% bonus.

Maintaining Locks On Cloaked Ships

Once an actual lock is achieved by a searching ship, that ship only needs to follow the procedure for maintaining a lock outlined before the section on searching. As long as he can continue to achieve a result of 40 or less on the chart, he can maintain a lock on the cloaked vessel.

Decoys (optional)

As you can imagine, having a warship lock onto you while you're cloaked and chase you down, torpedoes blazing, is a BAD thing. But the cloaking captain still has an option available to him besides just waiting for the enemy captain to roll poorly enough to lose his lock. He can fire decoys in order to confuse the enemy.

Just before thruster movement is carried out, in the movement segment of any phase, the cloaked ship announces he will use a decoy, and marks off one decoy on his control sheet in the notes section. This forces any ship with a sensor lock on the cloaked ship to roll again IMMEDIATELY to maintain their lock. In this case, the cloaked ship uses her helmsman's skill instead of her engineer's skill, because the ship is attempting to maneuver in such a way as to make the best use of the decoy.

If the lock is lost, the cloaked ship is removed from the board, and play resumes. Otherwise, the ship maintains its lock and may fire at the cloaked ship as normal. A cloaked ship carries a number of decoys equal to the size class of the ship. Once these are expended, the ship can't fire off decoys until re-supplied.

As a tactical note, even if the cloaked ship does break the lock and fades out, the hunting ship could still pepper her hex with proximity torpedoes. Thus, it is a good idea to have at least a point of thruster available to increase your odds of escape.

Players will notice that since cloaked ships fade in and out in different phases, that ships will have a chance to lock onto them while they are faded in during the sensor segment of the phase after they fade in. As soon as the ship which is locked-on to fades out, the ship with the lock on must roll to maintain the lock. All normal modifiers apply.

Because they have superior sensor arrays, scout ships get a -10% modifier to their search rolls and lock maintenance rolls against cloaked ships.

A final note: If a search result shows that a cloaked ship may be in a certain shield arc (revealing an anomaly), and the cloaked ship is actually IN that arc, the cloaked ship must notify the scanning player if, after the movement phase, he ends up in a different shield arc than the one searched by the scanning player. To maintain doubt as to what an anomaly is, the cloaked player may inform the scanning player that the anomaly has moved to a different shield arc even if his ship was not in the originally scanned arc.

Using cloaked ships may seem complicated, but with practice, it is actually quite simple. The tactical possibilities are great, and hunting a cloaked ship can have all the excitement of "The Balance of Terror". We do, however, recommend you master the basics of ship combat before attempting to use cloaking in combat.

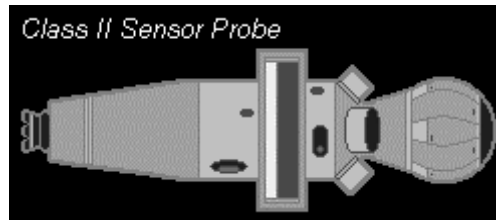
Delayed Fire At Cloaked Ships

Captains may declare that they'll hold their fire until another ship that has a lock on a cloaked ship conducts its fire. If the ship with a lock scores at least one hit on the cloaked ship, any delaying captains may "target that explosion and fire" at the hit. They suffer all the same penalties for firing on a cloaked ship that the original ship did, and all other firing modifiers apply. This is one way in which a ship without a lock may fire on a cloaked ship. See the rules on Proximity-Fuse Photon Torpedoes (pg. 116) for another manner to fire at cloaked ships without a lock.

If more than one cloaked ship is fired on and hit, the delaying player may pick which of the explosions he wishes to target. Note that this requires the delaying ship to wait until all ships firing at cloaked targets have fired.

Probes (Optional Rule)

To assist in finding a cloaked ship, a searching vessel may launch sensor probes. These probes hold station around a ship and allow the science officer to search more than 1 arc for cloaked ships. The following rules apply to probes:



- 1.) A ship carries 1 ready probe for each size class of the ship. Players must keep track of probe expenditure. (See the campaign rules for the total number of probes carried by each class of ship.)
- 2.) Probes have an endurance of 2 minutes (4 turns or 12 phases).
- 3.) Probes may be fired upon. Due to their small size, all probes are considered to have a Maneuverability Rating of 7. Ship shields don't protect probes. Probes are disabled by 5 points of damage, and the 6th point destroys them. Players may elect to self-destruct a probe during an sensor phase. No damage is done to nearby objects by this small explosion.
- 4.) Cloaked ships may not normally deploy probes, as this would reveal their position. If the cloaked ship chooses to do so anyway, they must place their ship on the board and move it normally. The ship may be fired on normally as long as the probes are deployed; however the ship still gets the modifier for being fired at while cloaked.
- 5.) The science officer may move the probes from one arc to another during the sensor segment of the first phase of the turn. The current arc of all probes must be noted.
- 6.) Science officers may control 1 probe for every full 30% of their skill level, i.e., skill 0-30 = 0 probes, 30-59 = 1 probe, 60-89 = 2 probes, etc. Ships may launch 1 probe per turn, but the probe may be launched in the sensor segment of any phase of the turn and becomes immediately active. No more than 1 probe may be in any arc at one time.
- 7.) To use the probe, the science officer assigns it to a shield arc. The science officer then searches an arc for a cloaked ship as normal, AND may search any arc that contains a probe as well. A normal search is conducted for each arc, but the science officer skill check is made only 1 time and applied to both searches. If the science officer chooses to search an arc containing a probe, 2 complete searches are made of that arc. Once a lock is achieved, then lock maintenance may be made for both the probe and the regular ship sensors. Cloaked ships must break all locks from probes and the ship itself before they are removed from the board. Decoys DO affect probes.
- 8.) Ships with deployed probes may still only lock on to one ship at a time, and multiple detections of cloaked ships are still handled as described earlier in the Cloaking Device rules.

Cloaked Ships Versus Cloaked Ships... Is There Anybody Out There?

When all of the ships on both sides of a scenario have cloaking devices, a referee or neutral third party **MUST** be available to run the game. This is because a cloaked ship searching for a cloaked ship must announce which arc it is scanning... but the other ship has no point of reference to know which arc that might be in relation to his own ship!

If two sides start with a mix of ships that are / are not cloak capable, and losses reduce the game to only cloak capable vessels on both sides, the scenario can either be put on hold until a referee can be found (one of the players knocked out of the game should do), or it may simply be called a draw.

Referees should limit the amount of time a game can proceed with no ships decloaking. This will keep the game from becoming boring to all those involved. A suggestion is that if no ship from either side has decloaked in any 2-turn period, the game should be declared a draw. Similarly, if one side or the other has gone for more than 3 turns without decloaking a ship, that side will be determined to be avoiding the engagement, and the other side will be declared the victors. (For victory points, the ships on the side that refuses to decloak will be treated as having been driven off.)

Note that if everybody is having fun hunting for cloaked ships, these suggestions can be ignored!

An alternate possibility for scenarios involving two cloak-capable sides would be for the battle to take place in an area where cloaks do not operate, thus simplifying the issue.

Phased Cloaks

The phased cloak was developed by Federation scientists in direct violation of the treaty of Algeron. The cloak works by shifting the vessel slightly out of phase from the rest of the universe, rendering it both invisible and intangible. The cloak is highly effective, and all of the normal cloaking rules apply, with the following additions:

- 1.) Weapons fire against phase-cloaked ships has no effect while the ship is cloaked. This includes proximity-fused photon and quantum torpedoes.
- 2.) Ships with phase-cloaks can move through any hex on the board regardless of terrain. They take no damage from passing through planets, suns, mines, etc. ... as long as the cloak is working normally, that is. See below!
- 3.) Phased cloaks are slightly unstable. Whenever one of the events below occurs, roll percentile dice. If the number rolled is greater than the cloak rating of the ship, then the cloak "blinks".
 - 1.) During the sensor segment of the first phase of each turn.
 - 2.) The ship expends a movement point that takes it into a solid object, such as a moon or a sun or into a black hole hex. (Note: for multi-hex objects, the roll is triggered only when the first hex is entered, not every time the ship moves within the object!)
 - 3.) The ship enters an asteroid field, nebula, or dust cloud. (The same rules for multi-hex objects apply.)
- 4.) If the cloak blinks, this is **BAD**. The ship becomes visible, and vulnerable to damage for the remainder of the phase, although the ship's computer automatically distributes the amount of power that would be available to the

shields upon decloaking. This power is split evenly between the fore and aft shields, with any odd points going to the forward shield arcs.

For example, if a ship with a phased cloak has a power cost of 25/15, then 10 points of power are available to be switched to the shields when she decloaks. If the phased cloak blinks, this occurs automatically, with 5 points going to the front shields and 5 to the aft shields. If 11 points had been available, 6 would go to the fore shields and 5 to the aft.

- 5.) Additionally, when a cloak blinks, cross-reference the type of hex the ship is in to find out how much fun occurs, and apply the results listed below:

Object	Results
Planet/Moon	Ship is destroyed with all hands.
Sun	Ship is destroyed with all hands.
Asteroids	Ship becomes visible for the rest of the phase Roll for asteroid collision according to normal rules
Nebula	Ship becomes visible for rest of phase. Follow normal nebula rules.
Dust Cloud	Ship becomes visible for rest of phase. Follow normal dust cloud rules.
Normal Space	Ship becomes visible for the rest of the phase
Ion Storm	Ship becomes visible for the rest of the phase. Roll immediately for the possible effects of the storm.

Note that this is a good way to lose your ship quickly, so watch out for those solid objects! Unreliable, you say? Experimental, double-secret, illegal technology... what did you expect?

Note that due to the treaty between the UFP and the Romulans, no Federation ships are equipped with phased cloaking devices (or so the Federation claims). *USS Defiant* is the only Federation starship officially recognized as equipped with a cloaking device.

Ablative Armor

Federation scientists have developed an ablative armor to supplement a ship's shields in protecting starships from damage. This armor ablates as it absorbs damage, eventually becoming useless. The armor is rather bulky, and ships trade evasive ability for the extra protection. Use the following rules to simulate ablative armor:

- 1) Weapons and Thrusters are not covered by ablative armor. Hits to these areas do normal damage.
- 2) Sensors may only be armored with 5 points of armor, regardless of the amount of armor on other areas of the ship.
- 3 The Ablative armor for each location is shown on the Combat & Damage display.
- 4) Ablative armor ablates at a rate of 1 point for every 2 points of damage received, rounding down. Thus, if 10 points of damage are stopped, then the armor is reduced by 5 points; if 4 points are stopped, then the armor is reduced by 2 points. Always round the amount of armor that ablates due to damage down, until the last

point of armor is left. This last point will absorb 2 damage points and then be destroyed.

5) Hits to engineering or the Control Systems that fail the roll to damage those areas still have the hit applied to the armor in that area. For example, an engineering hit is rolled. A d10 is rolled and the results show as hitting the superstructure. The damage would be applied first to any armor on the Engineering area and then to the superstructure itself NOT the superstructure's armor.

6) When retrofitting a ship that does not normally have ablative armor, ships may have up to 5 points of ablative armor fitted to each area of the ship without reducing the maneuver penalty to their ship.

7) Additional retrofitted ablative armor causes a ship to lose maneuverability. Any retrofitted ablative armor of a value greater than 5 causes the ship thus fitted to have its maneuverability rating reduced by 1 for every 5 points (or partial group of 5) of ablative armor attached. (Note that ships listed as having more than 10 points of armor built in to them suffer no penalty to their maneuverability for this extra armor, as it is part of the original design.)

For example, if a ship is retrofitted with 10 points of ablative armor in each location, then the maneuverability would be reduced by 1. (First 5 points cause no loss, but next 5 cause a loss of 1.) Adding 6 points of armor would have the same effect, since the first 5 points would be at no loss, but even the partial group of 1 additional point causes the loss of 1 maneuverability point.

8) Retrofitted ships regain their evasive bonus as the armor ablates. For every 25 points of armor that ablates, the ship regains 1 maneuverability point back, up to the normal maximum of the ship. (See the example below.)

9) The maximum ablative amount any ship may have on its sensors is 5 points. The maximum in any other area is 20 points.

10) Hits to locations that have been destroyed and thus pass on to the superstructure must be applied to any armor in that location. For example, if a warp engine has been destroyed and a hit location for that warp engine is rolled, the damage is applied first to the superstructure armor and then to the superstructure.

To distribute damage to a ship with ablative armor, use the following procedure:

1) Follow normal called shot and random hit location rules to determine the total amount of damage done to each area by the current salvo.

2) Subtract the amount of protection provided by the ablative armor in the area, then apply any penetrating damage to the area hit.

3) Subtract the armor that ablates from each area, then mark out the results on the Ablative Armor Sheet.

4) Repeat as needed for the current firing segment, and in following segments.

For example, The Enterprise D has 10 points of ablative armor attached. Four (4) points of Disruptor fire and two 20 point torpedoes penetrate her shields. After rolling his locations for the 4 beam weapon points and for eight 5 point missile hit locations, it is determined that 10 damage points hit the bridge, 15 hit the

superstructure, 15 hit the port warp engine, and 4 hit a beam weapon mount. The weapons mount has no ablative protection, and is marked as damaged. The 10 points that hit the bridge are all stopped by the ablative armor. 5 points ablate, and are marked off from the bridge location on the Combat and Damage Sheet. The 15 points that hit the superstructure and port warp engine are both reduced to 5 points of penetrating damage by the ablative armor. Both hit locations ablate 5 points of armor, and this is marked on the Combat and Damage Sheet. A total of 15 points of armor have ablated this turn, so nothing will be added to the Enterprise D's evasive bonus until 10 more points of armor have ablated, thus equaling 25 ablated points of armor.

Note that hits of less than 5 points of damage after being applied to the armor are applied to the superstructure as 1/2 the normal damage done, with 1 point of damage being the minimum. For example, the sensors of a ship are hit by 5 points of damage. The armor there has been hit before, and has only 3 points of protection left. $5 - 3 = 2$ points of damage, which is not enough to do any damage to the system, but 1 point of damaged is scored to the superstructure even if there is still armor on the superstructure.

Only Federation starships are known to have ablative armor at this time. It is safe to assume that if it proves effective, then other races will develop their own. Thus, if all players consent, any race may use ablative armor. Using ANY ablative armor increases the defensive rating of the ship by 10%, and thus the overall combat rating of the ship accordingly. Also, add 1% per point of ablative armor above 5 to the 10% increase above. Thus a ship with 10 ablative armor points would increase the defensive rating by $10 + 5 = 15\%$. (Multiply the new defensive rating times the offensive rating and divide by 100 to get the new overall combat rating.)

Note that Ablative is effective against explosion and superstructure damage from ramming as well as other collision damage, such as damage from asteroid hits. It absorbs its normal damage amount from all hits of this type.

Ferengi Pulsar Weapons

Ferengi ships tend to travel alone as they pursue their trading routes. Because of this, they have developed a weapon suited to defending single ships from multiple small attackers. This is the Pulsar Weapon.

The pulsar weapon emits a pulse, or blast, of energy in a 360 degree arc. Any ship caught in range will suffer damage. The following rules are used for Pulsar Weapons:

- 1) The weapon is armed much like a beam weapon, but every point of power allocated yields 10 points of damage.
- 2) Pulsars may NOT emit at higher rated than that listed on the ship data sheet.
- 3) Energy allocated to pulsar weapons does carry over from turn to turn.
- 4) Pulsars cause damage in the same manner as a ship explosion. Ships in the same hex as the Ferengi ship take double damage, any ship in an adjacent hex takes the full damage, then the damage is halved for ships at 1 additional hex of range. The damage stops at a range of 2 hexes. For example, if a pulsar is powered to 5 points of power, any ship in the same hex would take 100 damage points, any ship in an adjacent hex would take 50 points damage, and ships at a

range of 2 hexes would take 25 damage points. Ships at a range of 3 or more hexes would take no damage.

- 5) Other Ferengi ships are not immune to the effects of another Ferengi ship's pulsar. They will suffer damage just like any other ship.
- 6) Pulsars are treated as beam weapons for damage purposes, i.e. they have superstructure damage halved, and do not break damage into 5 point blocks.
- 7) Pulsars can be damaged and repaired using the normal weapon rules. Note that since the pulsar fires into all arcs, it may be damaged from any shield arc. Repaired pulsars may only be powered to 1/2 normal maximum.
- 8) Hits from pulsars are automatic. No to hit roll is needed.
- 9) Cloaked ships are hit and damaged by pulsar weapons. In addition, other ships that declare that they are waiting to fire at a cloaked ship that is revealed by a pulsar weapon hit may fire at the cloaked ship using the rules for targeting explosions. The pulsing ship may not do so.
- 10) Pulsars MAY be used to defend from ramming attempts.
- 11) This weapon, designed to kill gunboats, is understandingly devastating to them. Any flight of gunboats that strays close enough to be hit by a pulsar blast has the damage total of the blast applied to each gunboat. (Needless to say, experienced raiders avoid getting too close to a Ferengi target.)

Detachable Equipment Modules (DEM's)

Federation ship design has undergone many different philosophy changes over the years. The latest change has been the addition of Universal Docking Adapters (UDA) on all of the latest designs. These adapters allow different Detachable Equipment Modules (or DEM's) to be attached to the ship, depending on the mission the ship will be assigned to. These modules may only be changed at a starbase or MRF (Mobile repair facility.) These modules are sometimes referred to as Pods. So far, the only ship classes that have Universal Docking Adapters are the Nebula, Akira, Streamrunner, and Sovereign Classes. All of these ships may mount 1 UDA. All photon launchers are 20 point damage, 1 point to arm, firing chart S. Note that all photon equipped DEM's can be upgraded to fire Quantum Torpedoes. Some of the modules currently available or under development are as follows:

- 1) **Standard Attack Module (SAM):** This DEM mounts 4 photon torpedo tubes with firing arcs of f/a each, as well as the targeting and torpedo handling equipment needed to fire the tubes.
- 2) **Heavy Attack Module (HAM-affectionately known as "the Pig", or "the Porker" because of the initials and size.):** This module mounts 6 photon torpedo launchers instead of the 4 mounted on the Standard Attack Module. All tubes fire in the f/a arcs. This module is larger than the standard module, and can only be mounted on size class XII (12) or larger vessels. This is the default module for all Nebula Class Starships.
- 3) **Marine Assault Module (MAM):** This DEM mounts 2 photon torpedo launchers with a firing arc of f/a each. It uses the rest of the space to house 120

additional marines, three 20-man assault transporters, and the necessary barracks, replicator, and equipment storage areas to support the added marines.

- 4) **Heavy Marine Assault Module (HMAM):** A larger version of the MAM, the pod has four (4) 20 point photon torpedoes. It houses all of the facilities and equipment for 200 additional marines. Only ships of size class 12 or larger may mount a HMAM.
- 5) **Enhanced Sensor Pod (more commonly referred to as ESP):** This DEM houses 2 photon torpedo launchers with a firing arc of f/a each, and carries the most advanced sensor suite yet created by Starfleet. Any ship so equipped is considered a scout ship for detecting mines and cloaked ships, and in fact all such capabilities are increased by +10% for all percentile rolls, and +1 to all d10 rolls made by ships with these sensors. (This gives a total of 20% bonus to find cloaked ships, and +1 on all mine location rolls listed for scout ships.) Also, any ship equipped with this pod may hold lock on up to 3 ships, even if one or more of them are cloaked. See the campaign rules of other benefits of this DEM. Note that size class 12 or larger ships mount a pod that has 4 rather than 2 photon/Quantum torpedo tubes.
- 5) **Repair Tender Pod:** This Module has no weapons, but carries repair facilities, worker bees, tractor beams, robotic arms, and parts replicators needed to effect heavy repairs on damaged ships. Such ships may make repairs as if they were a MRF with 15 extra damage control points that can be used on any ship in the same hex as the ship equipped with the repair pod. Both ships must remain in the hex, and can at most change heading during the entire turn, or there can be no repairs done by the Repair pod to the desired ship at the end of the turn. See the campaign game for more rules on this type of DEM.
- 6) **Medical Module:** This DEM houses advanced medical treatment facilities. There are large operating theaters, intensive care facilities, stasis wards, and medical research labs available, as well as quarters for the medical staff. See the campaign rules for the effects of this DEM.
- 7) **Light Gunboat/Fighter Tender:** This DEM houses the launch and maintenance facilities, as well as the crew quarters for 8 gunboats. All of the rules for gunboats and their tenders apply. The pod also mounts 2 photon torpedo tubes with firing arc of f/a for both tubes.
- 8) **Heavy Gunboat/Fighter Tender:** This DEM houses the launch and maintenance facilities, as well as the crew quarters for 16 gunboats. All of the rules for gunboats and their tenders apply. The pod also mounts 4 photon torpedo tubes with firing arc of f/a for both tubes. This DEM can only be mounted on size class X (10) or larger Starships.
- 9) **Light Assault Launcher:** This DEM mounts four (4) 35 point quantum torpedo tubes. The firing arc of the launcher is into the number 1, 2, 3, and 5 shield arcs. The launcher uses firing chart X. The arming cost is 1 point per torpedo.
- 10) **Heavy Assault Launcher:** This DEM mounts six (6) 35 point quantum torpedo tubes. The firing arc of the launcher is into the number 1, 2, 3, and 5 shield arcs. The launcher uses firing chart X. The arming cost is 1 point per torpedo. This DEM can only be mounted on size XII (12) or larger Starships.

DEM Additions to ship OCR

DEM's have an effect on the OCR (Overall Combat Rating) of the ships they are attached to. A list of how each pod affect the Defense and Offense ratings of such ships is as follows:

DEM Type	Defensive Adjustment	Offensive Adjustment
Standard	0	14 (20 Quantum)
Heavy Attack	0	20 (30 Quantum)
Marine Assault	6	7 (10 Quantum)
Heavy Marine Assault	10	14 (20 Quantum)
ESP	10	7 (10 Quantum)
Repair	0	0
Medical	0	0
Light Gunboat	0	7 (10 Quantum)
Heavy Gunboat	0	14 (20 Quantum)
Light Assault	0	24
Heavy Assault	0	33

All ships in the ship data sheets have a default module attached (the Sovereign class default module is no module attached). To determine the effect of removing one module and replacing it with another, follow the procedure below:

- 1) Find the type of module being removed from the ship.
- 2) Change the defense and offense rating of the ship by subtracting the values listed above for the removed pod from those listed on the ship data sheet.
- 3) Determine the values of the module being attached to the ship.
- 4) Add the valued listed above for the new module to the defense and offense ratings determined in step 2 above.
- 5) Multiply the resulting defense and offense ratings, then divide the results by 100 to determine the new OCR.



Mines

Some scenarios will call for mines, which are very similar to immobile photon torpedoes. In such scenarios, the area will be controlled by one side, which should be the only side that laid a minefield. The minefield should have been set up before the scenario begins, because no rules for laying mines are included here.

Recording mine position:

If the scenario specifies the location of the mines in the minefield, the players need

not decide on the number and types of mines. Otherwise, in planning out the minefield, it is particularly useful to have a sheet of small size hexes on it for recording the mines' location. Each hex on the mapsheet is numbered, and if the small sized hex paper is numbered the same way, this will be very easy. If you have no hex paper, you can simply note down the mine type and the hex number of each hex that contains a mine. The damage level of a mine may be between 1 and 40 points of damage.

Determining Mine Hits:

Mines are not sure hits because ships may detect and dodge them at the last minute. When a ship enters a hex containing a mine or mines, the controlling player announces that a mine is present and may detonate. If the vessel that moves into the hex is friendly to the controlling player, there is still a small chance that the mine may detonate. The chance a mine will explode will increase for each movement phase a ship remains in the hex containing the mine. Once a mine has been detonated, a hex is considered to be clear of mines.

To see if detonation occurs, one die is rolled. A roll of 1 will cause the mine to explode against a friendly vessel, and a roll of 7 or less will cause the mine to explode against all other vessels. This roll will be repeated every movement

For example, a Gorn cruiser enters a hex containing a Romulan mine that can give 10 points of damage. The Romulan announces the presence of a mine and rolls a die, scoring a 9, which means that the mine does not explode. During the movement segment of the next phase, the Gorn vessel does not move out of the hex, for tactical reasons. Thus, the mine attacks the Gorn vessel again, this time the Romulan player must roll a 1-8 to detonate the mine. A die roll of 4 is made, and the mine detonates, causing 10 damage points to the Gorn cruiser.

Mine Damage:

Damage from mines is given to the part of the vessel that enters the hex containing the mine. If the vessel moved forward into the hex, the damage is given to shield 2; if it backed into the hex, the damage is given to shield 5. If the ship sideslipped into the hex from the right, then shield 1 is attacked; if the vessel sideslipped into the hex from the left, shield 3 is attacked. The attack is resolved like a missile weapon attack, including that all deflections are at -1, and on the roll of a 10 the total value of the mine leaks.



Clearing Mines:

A vessel may search a hex for mines in the scanning segment of any phase. This takes the place of any searches for cloaked ships or lock on attempts. A non-cloaked mine is detected on a roll of 4 or less, and a cloaked mine on a roll of 2 or

less. The science officer receives a bonus of +1 to the roll needed for each consecutive sensor segment after the first that he scans the same hex for mines.



Image by Tachy

Once a mine is located, the hex is marked with a counter to represent the mine. Once a mine has been detected, any ship may use the next sensor segment to roll for a lock on the mine. (Roll 7 or less.) If the roll is successful, the mine has been pinpointed, and the ship may fire a weapon at it. Five (5) points of damage will destroy a mine, and only ships in the same hex when the mine is detonated take any damage from the explosion. Ships must roll to hit mines as normal (including the cloaked penalty for cloaked mines), and the speed difference must be calculated and the to hit modifiers applied. Mines have a speed of zero and a maneuverability of 0, of course.

Scout Ships vs. Mines

Scout ships have better sensor arrays than most ships. This allows them to perform their scout functions for a fleet. One of these functions is to clear mines. Scout ships detect mines in a slightly different manner than normal ships. They may scan hexes for mines in the normal fashion, but they also have an automatic detection function that does not use up the sensor roll of the Scout for the current sensor segment. Scouts MAY search a hex for mines in the sensor phase AND make automatic detection rolls according to the following rules in the same phase:

Non-cloaked scout ships may roll to detect a mine any time they come within 2 hexes of any mine on the board. This will require the referee, or the player that owns the minefield, to monitor the course of enemy ships and have them roll when they get within range of a mine. It is a good idea to have the player roll even if he is

NOT in range of a mine, thus preserving the suspense of the game. If more than 1 mine is in range, then roll separately to detect each one. Non-cloaked scouts detect normal mines on a roll of 7 or less on a d10, and cloaked mines on a roll of 4 or less on a d10. They only receive the +1 bonus for searching a hex for more than 1 turn if the science officer actually scans a hex, not when detecting mines with these special rules.

Cloaked scout ships also get an auto roll, but only if they get within 1 hex of any mine on the board. The detection numbers are also less--5 or less on a d10 for non-cloaked mines, and 3 or less for cloaked mines.

Needless to say, scouts have a better chance of surviving mine clearing operations. This makes them prime targets for destruction by enemy ships defending the minefield. Scout crews have very high casualty rates in wartime.

Tractor Beams

Tractor beams are rarely used in combat situations on Star Trek. In The Final Frontier they will be used to satisfy victory conditions more than anything else. For example, a victory condition might be to tractor a derelict ship back to base. Tractor beams may be used to tow damaged ships. If the ship is friendly or does not resist, the tractor beam is automatic out to its maximum range of 5 hexes. If targeting an enemy or non-cooperative ship or object for a tow, use the following rules:

- 1) The targeting ship must get a sensor lock, and determine that the target ship has less than 1/2 of the targeting ship's current Total Power Available. If so, the tractor beam ship may announce that it is tractor beaming the target ship.
- 2) The target ship must shut its engines down or it will take damage from the tractor beam. The tractor beam ship will take 1 point of superstructure damage and one point to each warp and impulse engine in each movement segment of any phase that it struggles against the tractor beam. The ship does not actually move, it just expends the energy against the tractor beam, but stays at the same range as it was when it was tractor beammed and moves along with the tractor beam ship in hexes, but does not rotate hexsides when the tractor beam ship does.
- 3) The tractor beam player may, at his option, move the tractor beammed ship or object one hex closer to his ship in the movement segment of the 3rd phase of each turn IF the target ship shut down its engines. Otherwise, the target stays at its current range. Regardless, tractor beammed ships have a maneuverability of 0 as targets, but use their normal maneuverability when firing. Ship held in tractor beams suffer no to hit modifiers for maneuverability or speed when firing at the ship that has them tractor beammed. The same applies to the tractor beam ship when firing at the ship it has tractor beammed.
- 4) The tractor beammed ship may put power into thrusters to a maximum thrust speed of 3. Each movement segment that a thruster point becomes available, the helmsman may then roll against his skill level -25% to rotate the ship 1 hexside to either direction. This is the only movement a tractor beammed ship with less than 1/2 the current Total Power Available of the tractor beam ship may execute.
- 5) If the target ship repairs enough engine power units to bring itself over 1/2 of the tractor beam ship's current Total Power Available, then the tractor beam must be shut off immediately, or the tractor beam ship suffers damage as described above during the movement segment of each phase it continues to tractor the target ship.

Meanwhile, the tractor ship may maneuver freely, and if at the end of the movement phase the range opens to more than 5 hexes, the tractor beam is cut automatically. In addition, the tractor ship (regardless of whether the target has shut down engines or not) and the target ship (regardless if it has shut down its engines or not) have their movement ratio worsened by 1 until the tractor is released or broken-i.e. 4/1 becomes 5/1, 1/2 becomes 1/1, etc. Once the tractor is broken, the ships may recalculate their speeds at their normal movement ratios. The new speed may not exceed acceleration limits.

When towing friendly or captured ships, the ships may work together to move at the faster than the towed ship could normally go. For example, if the towing ship has a maximum impulse of 14, and due to engine damage the towed ship can only move at maximum impulse 3, then for the first three movement points (The speed of the slower ship) the towing ship expends only normal amounts of power units to get movement points. From that point on, the movement point ratios of the towing ship go up by one, but both ships are moved. For example, if the towing ship above had impulse and thruster movement ratios of 4/1, it would cost 5/1 for each movement point above the speed of the towed ship that the captain would like to move.

Towing ships at warp speeds is found in the campaign warp pursuit rules.

Obstacles

Space is a vacuum, but is far from empty. There are plenty of things to run into out there. At sub-light speeds, a vessel will sometimes be close enough that a moon, planet, or asteroid field will cast a sensor "shadow". Other objects effect the operation of shields and sensors. Here are some of the objects that may be encountered on the playing field, and their effects on game play:

a) **Nebulas.** These gaseous clouds render shields useless. Any power used to energize shields will produce no protection until the ship leaves the nebula.

In addition, sensors are impaired. If two or more ships are within a nebula, roll one 10-sided die in each sensor segment. That is the maximum range sensors will be able to successfully fire weapons in the coming firing segment of the phase.

All weapons fire into, out of, and through nebulas is at -1 to hit cumulatively-i.e. if both the firing ship and target are in the nebula, the ships fire at -2 to hit, along with whatever other modifiers apply. Ships outside of a nebulas may only fire at another ship that is inside a nebula if the target ship is within one hex of the edge. Likewise, a ship may only fire out of a nebula at a target not in the nebula if the firing ship is within one hex of the edge of the nebula.

Ships may not warp out of a fight while in a nebula.

Cloaked ships leave a trail in a nebula. The cloaked player must tell the other players what shield arc they see the trail in, but to get a lock the scanning ship must still follow the normal search procedure and get the number needed to get a lock and fire at the cloaked ship. Remember that weapons ranges are effected, so even if the searching ship gets a lock, then it can only fire at the cloaked ship if within the rolled range.

No called shots are allowed in Nebulas.

Mark the boundaries of the nebula with counters or colored paper.

b) **Dust Clouds.** All rules for Nebulas apply except that shields function at 50% of the normal shield efficiency levels while in dust clouds, i.e. 50% is the maximum shield efficiency allowed.

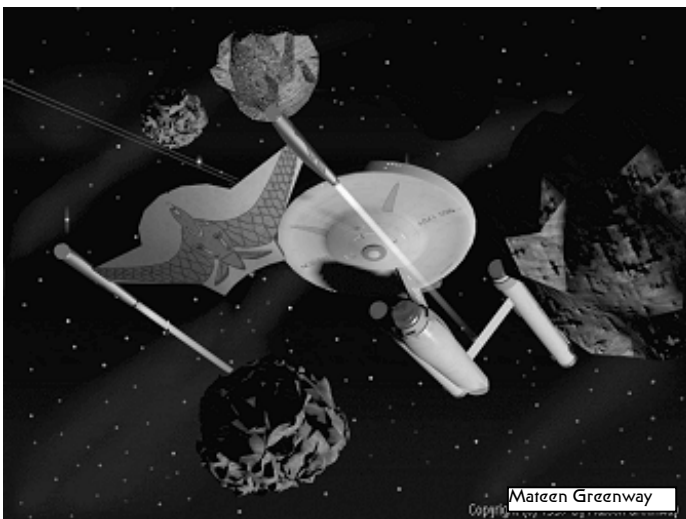
c) **Planets and Moons.** These obstacles block passage by vessels and line of sight. Ships may not enter hexes occupied by planet, whether they are single or multi-hex planets or moons. If a ship enters a planet hex due to a damaged helm, a helmsman casualty, or any other reason, it burns up in the atmosphere or strikes the surface of the planet and is destroyed. The crew may attempt to abandon ship in the normal way. (See the section on rescues during combat on how to abandon ship.)

There are a few exceptions to c) above. Size class 6 or smaller ships are atmospheric and landing capable, and may land on planets. This will usually be done to satisfy game victory conditions, or to evade an enemy by entering a planet that has an atmosphere that blocks sensor readings- i.e. ion storms in the atmosphere, etc. Consult the scenario for the effects of landing on a planet. Size class 7 ship or larger often have atmospheric capability, but usually not landing ability. Even larger ships do not normally have these abilities at all, however, any ship that has atmospheric capability and landing capability listed on their data sheets may have them regardless of size class.

Players should note that even ships that are atmospheric capable will still burn up in the atmosphere if the helm or helmsman is disabled. This is due to the lack of a controlled entry into the atmosphere or a crash on the planet's surface.

Planets and moons cast a sensor "shadow" that can block the line of sight between ships. To determine if a ship is in the "sensor shadow" cast by a planet or moon, trace a line from the sensing or firing vessel to the target. If this line intersects any portion of the hex or hexes occupied by the planet or moon, the target is considered to be in the shadow. Ships in sensor shadows may not be locked onto. They may not be fired at.

Cloaked ships in sensor shadows would not normally be detected, however, they would not be able to see the searching ship either. To make thing a little fairer, but not as realistic, the cloaked player may be detected if in a sensor shadow, but does receive the "in an asteroid field" modifier to the sensor scan. Even if located, the cloaked ship may not be fired at until the ships are clear of any obstruction. If both players agree to this rule before the game (or of the referee stipulates this as a rule for the current scenario), ships need not place themselves in the sensor shadow. As space



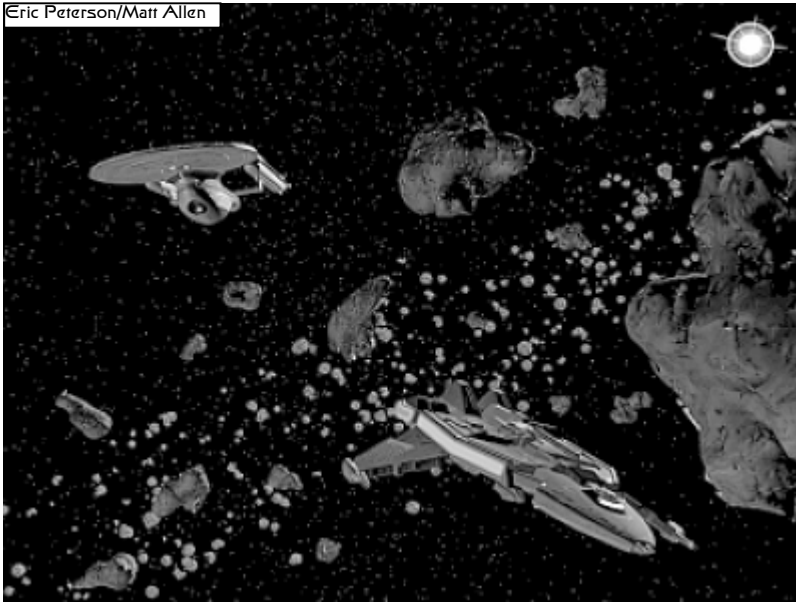
is three dimensional, players could choose to expose their ships to sensors and fire. If using this rule, then BOTH players must agree to expose their ships in order to have sensor locks and firing possible. If either or both desire to use the planet or moon as cover, then sensor locks and weapons fire are not possible.

Planets and moons may not be destroyed by weapons fire. While the planet surface can be made uninhabitable, it would take a huge number of ships to deliver enough firepower to destroy the whole planet. Some scenarios will ask the players to cause a certain number of damage points to a moon or planet to simulate wiping out a colony or outpost. Others may ask the player to get a sensor lock on a planet for so many turns, etc. Sensor locks and searches of planets should be covered in the scenario rules as set forth by the scenario designer, but as general guidelines, locks should be obtained on a roll of 8 or less (Harder if the planet is in a nebula). The science officer should roll against his skill level during each sensor segment that he scans the object, and he gets whatever he makes his skill roll by, plus 10 points each segment that he scans. How many points he must accumulate should be based on how hard the task is. For example, locating a human on a mostly Klingon populated Prison Moon will be fairly easy, but finding a particular Romulan Ambassador on an all Romulan outpost should be more difficult.

Lastly, as locks are not possible on vessels in sensor shadows, no tractor beams may be applied to vessels in sensor shadows, and no transporter activity is allowed.

d) **Asteroid Fields.** Asteroids block movement, line of sight, and fire like planets or moons do. Follow the rules for these other objects, with the following changes:

Eric Peterson/Matt Allen



Asteroids can be destroyed. (Actually, the ship is just destroying any asteroid(s) in the hex that are too big for the navigational deflectors to move safely, and this blocking the movement of the ship.) For small asteroids, roll three (3) 10-sided dice and add the results to determine how many points of damage will destroy the asteroid. For larger asteroids, roll percentile dice and add

10 to determine how many damage points are needed to destroy the asteroid. Record the amount of damage needed to destroy each asteroid on a piece of paper, or on the back of the counter (in pencil).

Ships may roll for sensor locks on asteroids. The roll needed is 9 or less for large asteroids, 8 or less for small asteroids. A sensor lock will tell them how many points are needed to destroy the asteroid. If no lock is obtained, the ship may still fire at the asteroid, but the other player or referee will look at how many damage points the asteroid can take, and inform the player when it has been destroyed.

Of course the player must declare how many weapons he will fire **BEFORE** he rolls for hits and damage, just like other targets. Because of the size of such targets, fire at asteroids and receive a bonus of +2 besides any other modifiers that apply. (Note planets do not get modifiers because targets are usually some specific small area of the planet that needs hit, such as a particular building or vehicle. Just spraying an asteroid down with damage is much easier than hitting a small surface point target!! Fire directed at a planet in general, rather than a point target on or near the surface will automatically hit the planet-kind of hard to miss something that big!!)

Cloaked ships may take the sensor search modifier of "in an asteroid field" if they are within 2 hexes of any asteroid on the board.

More than 1 asteroid counter may be placed in a hex in order to represent particularly dense asteroid fields. All fire and lock ons must be declared at a specific counter, not at the hex in general.

As an optional rule, referees may allow players to enter asteroid hexes. If so, use the following guidelines:

- 1) Ships entering asteroids may not be fired at, nor fire out of asteroid hexes.
- 2) Ships outside the asteroid hex and ships in an asteroid hex may fire at the asteroids in order to clear them.
- 3) Any ship, upon entering an asteroid hex, or in the sensor segment of each phase for ships that stay in an asteroid hex more than 1 phase, must make a roll against one half of the helmsman's skill plus the evasive bonus of the ship in the hex. If the skill roll is made, then the ship has avoided any collisions with asteroids in the hex. If the roll is failed, then the ship takes damage equal to the current damage points needed to destroy the asteroids in the hex. Shields do not protect against damage from asteroid collisions. Distribute damage in 5 points blocks on the #2 shield arc.

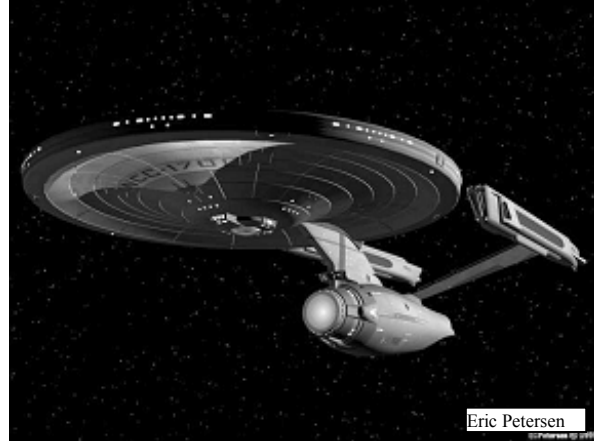
For example, a Runabout is trying to hide in an asteroid hex from a Klingon B'rel class scout ship. The runabout has an evasive modifier of +35%. The helmsman has a skill of 56%. The player must roll 28 (half of helm skill) + 35% (evasive bonus) = 63% or less to avoid hitting an asteroid. If the damage rating for the asteroids in that hex were 60, then a failed roll would mean 60 points of damage would be scored on the runabout.

Black Holes

Black holes are gravity wells formed when a star collapses. The gravity waves are strong enough that not even light can escape from a black hole. Use the following rules whenever a black hole is present on the board:

- 1) Any ships entering a hex that is marked as part of a black hole is immediately destroyed with a loss of all hands.
- 2) Black holes block the line of sight for firing purposes. (See the rules on planets for line of sight rules.
- 3) Black holes may be multi-hex objects.

- 4) Black holes have a rating system that consists of 2 numbers separated by a slash. The number to the left of the slash is the movement penalty for the hex adjacent to any black hole hex. The number to the right of the slash is the firing penalty fire any fire that passes through a hex adjacent to a black hole hex. For example, a -3/-2 black hole would mean that any ship that ends its normal movement in a hex adjacent to a this black hole must expend 3 points of impulse power to avoid being pulled into the black hole and destroyed. Also, any fire that passes through a hex adjacent to this black hole would suffer a -2 penalty to the to hit rolls.
- 5) The penalties for movement and firing normally decrease by 1 for each additional hex of range from the black hole, until both ratings are reduced to zero. Thus in the example above, our -3/-2 black hole would have modifiers of -2/-1 at a range of 2 hexes from the event (black hole), a modifier of -1/0 at a range of 3 hexes, and no modifier at all at a range of 4 or more hexes from the event.
- 6) Referees may make "custom" black holes that that decrease the modifiers at a faster or slower rate, however, unless the combat takes place in a previously uncharted area, all ships will know the properties of any black hole in the playing area. This of course represents the navigational charts on each ship.
- 7) Unless otherwise specified by a scenario, a sensor lock will reveal the properties of a black hole in the sensor segment 3 phases after a lock on is achieved.



Suns

Suns are handled very much like black holes. Use the following rules when a sun(s) are present on the playing field:

- 1) Any ship entering a hex designated as part of a sun is immediately destroyed with a loss of all hands.
- 2) Suns exert a gravitational pull of 2 points from range 1 to range 5, and 1 point from range 6 to range 18. Ships must expend the appropriate number of impulse movement point per phase to offset the gravitational pull, or they will be moved one hex closer to the sun each phase that they do not. Any ship within 5 hexes of a sun can neither send nor receive communications, due to subspace interference from he sun.
- 3) Suns are rated with only 1 number, for example, 500. This is the amount of damage done to a ship 1 hex away (adjacent to) a hex marked as being part of a sun. the mount of damage then decreases by half for each additional hex of range from the sun hex(es), in the same way as damage from explosions. Thus, our 500 point rated sun would have a damage rating of 250 at range 2, 125 at range 3, 112 at range 4, 56 at range 5, 28 at range 6, 14 at range 7, 7 at range 8,

3 at range 9, and one damage point at range 10. A deflection roll for any damage stopped by the shields must be made.

Any damage taken is applied to the target ship after any movement toward the sun due to insufficient movement points takes place.

- 4) Suns may be multi-hex objects.
- 5) Suns block line of sight for firing. See the rules for planets and moons for more on line of sight.
- 6) Unless the combat takes place in a previously uncharted area, all ships will know the properties of any sun(s) in the playing area. This of course represents the navigational charts on each ship.
- 7) Unless otherwise specified by a scenario, a sensor lock will reveal the properties of a sun in the sensor segment 3 phases after a lock on is achieved

Ion Storms

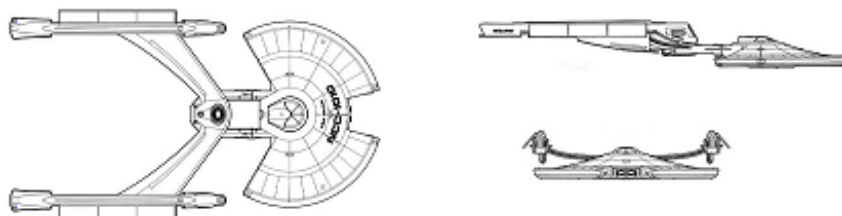
Ion storms can wreak havoc with the systems of a ship. The effects are difficult to predict, and eddies or "winds" in the storm can effect ships in different ways. Most ships try to avoid combat in an Ion Storm, but sometimes the mission at hand will not allow combat to be avoided.

To simulate an Ion Storm, use the following rules:

- 1) In the sensor segment of each phase each captain rolls a d10. If the roll is even, then the prevailing charge of the area where the ship is will be negative. If the number rolled is odd, then the prevailing charge is positive.
- 2) Each ship rolls a d10 for the intensity of the storm in the area the ship is in. Use the number rolled on the following table to determine the strength of the storm:

Roll	Strength
1-2	Level 1 (10%)
3-5	Level 2 (15%)
6-8	Level 3 (20%)
8-9	Level 4 (25%)
0	Level 5 (30%)

- 3) Each ship rolls percentile dice. The roll is modified by the percentage on the table above, with the ship **ADDING** the percentage if the prevailing charge for their ship was positive, and **SUBTRACTING** the percentage if the prevailing charge for the ship was negative.



4) Cross-reference the modified roll with the effect on the table below and apply the results as listed.

Ion Storm Effect: (Roll Percentile Dice)

Roll	Effect
<10	Ion interference with the shield generators. Roll 1 d10 for all six generators. If a "0" is rolled, the generator shorts out. Mark a normal damage hit to that generator.
11-25	Sensors short out. Roll vs. crew skill. Failure indicated a normal sensor hit. No damage if the roll is made.
26-39	Weapons effected. Roll vs. crew skill. If made, no damage. If not, roll a d10. If an even number, only missile weapons may fire this phase. If odd, only beam weapons may fire.
40-59	Warp fields effected. No ships may warp out this phase. Ships in warp through an ion storm are knocked out of warp unless a successful roll vs. the engineer's skill level is made. No prevention roll for ships not already at warp.
60-79	Transporters and Tractors out. No prevention roll allowed
80-89	Roll vs. captain's skill. If made, the ion storm interferes with enemy weapons. Treat the shield durability as one (1) higher for this phase.
90-95	Roll vs. engineer skill level. If made, then ambient charge of 1 point is allocated to all beam weapons IF there is room for the charge this phase: i.e. no overcharges.
96-00	Roll vs. science officer skill. If made, he has been able to use the storm to partially hide the ship from sensors. All shots at the ship are at an additional -2. All lock on the ship are immediately lost.

SPECIAL SHIP TYPES

Gunboats/Fighters/Bombers

(These rules are for gunboats, fighters, and bombers in general. Not all races have these craft, but designs for ships not seen before may be added later. Note that the term hull and the term superstructure are interchangeable.)

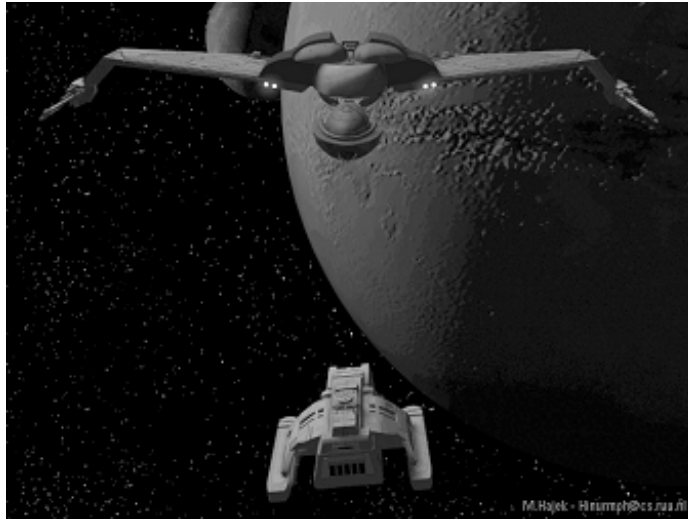
Detailed ship data for gunboats and fighters has been included in the ship data sheet book. This is to allow players to have detailed combat between such craft on a small scale. In battles where large numbers of small craft are present, it is not practical to use such detailed rules and statistics for these craft. In such cases, the Mass Gunboat/Fighters/Bombers Rules must be used. (Note, the term gunboat will be used from this point forward, but fighters and bombers are implied in the rules as well.)

When using a single ship per person in a scenario where the normal detailed rules are to be used, gunboats and fighters follow the same rules as large ships, with the following exceptions:

a) Gunboats have very small crews: actually, the officers ARE the crew. Ships with only 4 person crews consist of a Captain/Helmsman, Gunner, Engineer/Science officer, and a Medical Officer. If troops are carried, roll their skill level and record this in the Crew Skill rating box on the ship control sheet. This will be used to determine casualties, and the skill level of the troopers in case one of them must take over a bridge position. Ships with crews of 5 will have the above officers, but

the Captain and helmsman will be separate individuals. Crews of six or more will have all positions separate. Troops are always listed under the crew skill section.

b) Small ships use the same damage tables as large ships, however, ignore any crew casualties caused by superstructure hits, or by a "C" on the damage chart location. If the ship takes a bridge or engineering hit, all officers and troops roll against their skill to avoid being shaken, killed, or wounded. Use the standard procedure outlined in the damage section of the main rules; noting that troops or crew above the 4, 5 or 6 officers needed on a ship are the only available replacements if any bridge crewman is injured or killed. (For those gunboats with large troop complements, roll percentile dice for each 5 man group. For every "wound or kill" rolled, roll a d6 and apply the result as casualties.)



c) Small ships only have one area to board--the main cabin. The number of friendly and enemy troops allowed on board is limited to no more than the original complement of the vessel, including troops and crew, per side on the boarding action. Thus, if the original crew was 4, and 2 troops are carried, then both sides may have a maximum of 6 people on board at any one time. Note that the crew is considered armed and may fight in boarding actions, however, this means that any station not manned suffers the fate listed in the damage section until the station has been manned again. The fate of crewmembers "disabled" in boarding actions is rolled for in campaign games as if they had been wounded by a bridge or engineering hit.

Massed Gunboats/Fighters/Bombers

Player may opt to use gunboats in scenarios without requiring 1 person to control each gunboat. This is especially helpful where few players are available, or where large numbers of small craft are to be used. Essentially, when using the mass gunboat rules, gunboats will be treated as larger, but more powerful and maneuverable shuttles; as they will have a fixed number of shields that do not regenerate, as well as a fixed movement rate and explosion rate.

The capabilities of each type of gunboat, as well as the combat ratings of each type of gunboat, can be found on the gunboat data table in the charts and tables section of the rules. A blank control sheet for gunboats is also included there, as is a hypothetical gunboat tender and a scenario to help introduce the mass gunboat rules to the players.

Follow these rules when using the massed gunboat rules:

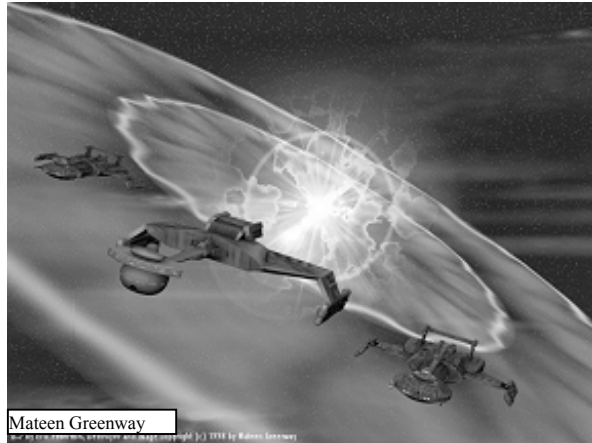
- 1) A "Flight" is considered 4 gunboats. A "flotilla" is 16 gunboats. (Fighter/Bomber groups are called "Squadrons" not flotillas.)

-
- 2) Each gunboat flight will have a control sheet. These sheets are titled Gunboat Status Display Sheet. One sheet should be sufficient to control 3 or 4 flights of gunboats.
 - 3) Roll for crew skills as normal for any other ship. Fill in the skills in the places provided.
 - 4) Each counter on the board represents a Flight.
 - 5) The Gunboat player gets to roll 1d10 for each flight of gunboats to get a lock on any target he chooses for each flight, however, he is not entitled to ask any questions during the sensor phase. Gunboats may not search for cloaked ships.
 - 6) Ships may launch or land 1 flight of gunboats per operational flight deck per movement phase. If the number of flight decks is not specified on the Ship Data Sheet for a particular ship class, then use one (1) as the number of flight decks for that ship.
 - 7) Flight decks can be rendered inoperable due to damage. Whenever a superstructure hit location is rolled, roll a d10 for each hit. If the results of any percentile roll is less than or equal to two (2), then that hit has damaged the flight deck. Note that since a superstructure hit location must be rolled, leak damage of less than 5 points that is applied automatically to the superstructure can not damage the flight deck. Burn through damage to the superstructure from hits to locations other than the superstructure also trigger a roll to see if the flight deck is damaged.
 - 8) The number of damage points a flight deck can take before becoming inoperable is listed on the Ship Data Sheet. (See the section on how to read the ship data sheets in that book.) Note that beam weapons score the first 5 points on the flight deck, and the rest burns through to the superstructure, just as any other system hit. Once the flight deck has been rendered inoperable, it may be repaired using a standard system repair roll. (Target number is 7) Once repaired, any hit of 5 damage points will render the flight deck inoperable again until another repair roll is made.
 - 9) For ships with only 1 flight deck that have no listing on the Ship Data Sheet, ANY hit of 5 points or greater will render the deck temporarily inoperable, with beam damage burning through to the superstructure. The hit may be repaired with a standard system repair roll as outlined in #7 above.
 - 10) Gunboats do not take damage from tactical heading changes.
 - 11) Gunboats are smaller than size class 7, so they may execute 2 hexside turns without incurring any damage. In addition, they may also execute a two hexside turn when executing a thruster point movement.
 - 12) Advanced rule: A flight of gunboats may vary their speed. They may drop their thruster speed and add it to their impulse speed. They may not increase their thruster move by reducing their impulse speed by more than one (1) additional move. For example, if a gunboat has a speed of 6 impulse and three (3) thruster, it could change speed to 7 impulse and 2 thruster, or 8 impulse 1 thruster, etc. to a maximum of 9 impulse, 0 thruster. It could only reduce its impulse speed by 1 to increase its thruster speed, or in this case 5 impulse, 4
-

thruster. Speed changes are made in the power allocation phase of each turn only, and are recorded on the gunboat flotilla control sheet.

- 13) Gunboats may fire their beam weapons once each firing phase. No space is needed to record power usage for this. They may fire their missile weapons only once per turn. Record as each missile weapon is fired in the section of the Gunboat Status Display marked "Missile Fire for the Turn Record". (Note: As most gunboats have 2 missile weapons, a diagonal slash can be used for each weapon. This will allow the weapons to be fired on different phases of the turn. Gunboats with more than one weapon can use the same method, using vertical and horizontal slashes in the same fashion.) This will keep players from losing track of missile weapons fired.

Micronization of gunboat missile weapons means that there is no real need to keep track of gunboat weapons expenditure in normal battle situations, however, in campaign settings it may be necessary to keep track of such expenditures. See the campaign rules for more on ammunition and supply issues. Damage from each gunboat is totaled, and one deflection number rolled per group of damage. **For example,** Four (4) Peregrine-C class gunboats fire on a Cardassian Galor Class Cruiser. Three of the four score hits with all weapons, but the fourth misses with its torpedo. The total number of deflection rolls would be:



- A) 4 rolls at 8 beam weapon damage points per roll.
B) 3 rolls at 10 missile damage points per roll.

Do not forget that if using the advanced weapons rules, missile hits CAN leak completely on rolls of "0" on the deflection roll, and that all missile weapon are at -1 to the target's deflection roll. No other racial modifiers need be used, as the weapons on gunboats are, for the most part, too small for the other special rules to be of any real value.

- 14) Gunboats may NOT be boarded when using the mass combat rules, as this bogs things down. Gunboats carry NO troops when using the mass gunboat rules.

- 15) There are no damage charts for gunboats using the mass gunboat rules. Mark off all shield boxes first, then the hull boxes. Gunboats are fully functional until the last hull box is marked off. Like shuttle shields, the shields are omni-directional. Gunboat shields, however, may be repaired. Each surviving gunboat in the flight may roll a d10 during each shield efficiency/repair segment. If the roll is less than 5 then 1 damaged shield box is repaired.

- 16) When all of a gunboat's hull boxes have been destroyed, it is disabled and may not move or fire. It is destroyed once the hull has been reduced to a number less than zero (0). Normally, gunboats do not explode with a force strong enough to worry about other ships in the area, however, as an advanced/optional rule, gunboats explode with a fixed strength of 18 power points. If this rule is used, then any gunboat or ship within the same hex must roll a d10. The maneuverability rating

of the ships is then subtracted from the roll. If the result is 4 or less then the ship or gunboat takes no damage. Otherwise, the ship or gunboat takes 18 damage points of in the same hex as the exploding gunboat, or 9 if in a hex adjacent to the exploding gunboat.

17) All gunboats in the same flotilla move at the same time in the initiative sequence. Make only 1 roll using the highest captain's skill level to find the group's initiative spot.

18) Use the normal crew replacement rates as shown in the rules section on gunboat tenders when replacing killed or wounded crewmembers. Hanger crews get 1 repair roll per Repair/Shield efficiency segment for use on either the shield or the hull. Successful shield repair rolls repair 1d6 shield boxes, while a successful hull repair roll repairs 1d4 hull boxes. Systems are considered repaired automatically at a rate of 1 system per repair/shield efficiency segment.

19) When firing at a flight when the firing ship does not have a lock on the target flight, non-fighters of size class 4 or larger must just fire at the entire flight. For every beam weapon hit, roll a d4 and apply the damage to that number gunboat in the flight. If that fighter has already been destroyed, then the shot does NO damage to ANY gunboat in the squadron. For Missile weapons, roll a d12 for every 5 point group of each weapon that hits, including any less than 5 point groups that hit. **For Example**, if a ship hits with 2 phaser banks and a 15 point photon torpedo, then roll two (2) d4's for the phasers, and three (3) d4's for the photon, since the 15 point hit breaks down into three 5 point hits.

20) One flight of gunboats counts as 1 target for lock on purposes.

21) If the firing ship has a lock on the target flight, the phasers may be fired at the flight at +1 to hit as per the standard lock rules. If the players agree before the start of the game, then when a lock is achieved the firing ship may designate specific gunboats in the flight to target, as in number 19 below.

22) Gunboats or any ship of size class 3 or smaller may pick specific gunboats in a flight to fire at, rather than roll a d4 to determine the gunboat hit when they fire beam AND missile weapons.

23) Gunboats are rated in maneuverability and skill as a FLIGHT of 4 gunboats. As you read the Gunboat table, Keep in mind that as the number of Gunboats in a flight decreases, it gets harder to get an actual "kill" from a hit. Skill levels for pilots of single crewmen gunboats/fighters DO entitle the flight to pluses to hit and to maneuverability. Gunboats/fighters/ with two-or-more crewman get any bonuses to hit from the Gunner's skill, and to maneuverability from the pilot's skill.

24) Gunboat flights can not be tractorred. Disabled gunboats may be tractorred.

25) Gunners may try to disable gunboats as outlined in the Shuttles rules section.

26) Gunboats may attempt to ram. Individual flights can be ordered to ram by the flotilla commander. Most all of the normal ramming rules apply, including the ability of the target of the ram to fire at the ramming flight(s). The flotilla commander orders the ram, then has the flight leader roll to obey the order. (Consider the gunboat with the best helm skill the flight leader.) Do not use the usual damage modifiers to the roll. Use the table below:

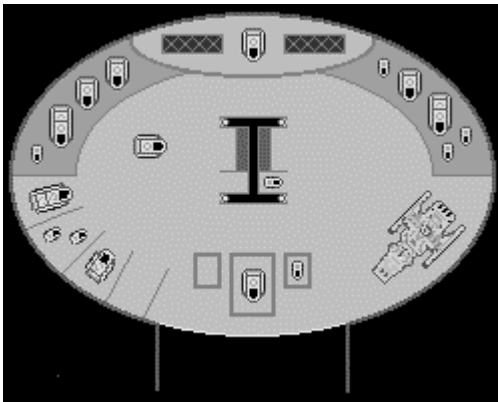
- a) If less than 50% of the flotilla is still operational +15%
- b) If less than 75% of the flotilla is still operational: +25%
- c) If the flotilla has suffered no losses: -25%
- d) If the flotilla has taken less than 50% losses: -15%

All racial modifiers still apply. To resolve damage, use each gunboat one at a time. Subtract from the shields of and hull of the target as with a normal ship. Once the gunboat has no hull left, it scores 10 points of explosive damage to the target's shields if it still has any, or randomly distributed in blocks of 5 damage points if not. Then, move on to the next gunboat and to the same thing. Continue the process until all of the gunboats have been destroyed, or the target is destroyed. (Be sure to apply explosion damage to any surviving gunboats if the target of the ram is destroyed. Before all of the gunboats in the flight have rammed.)

Refer to the gunboat tender and shuttle rules for more information not covered again here.

Note: Bajoran and other Fighters are smaller even than gunboats. They should almost always be deployed as units of at least 4 using the mass gunboat rules. Fighters can not be boarded, and can not repair hull boxes.

Outposts/Gunboat Tenders



Outposts/Stations and Gunboat Tenders have facilities to house Gunboats; how many depends on the station or tender. Ships and outposts that carry gunboats will have how many gunboats are carried listed on their data sheet, however, any station or ship may carry gunboats. (See the Shuttle rules for how many any particular ship can carry.)

Note that listed or calculated numbers are maximums. When balancing a scenario, a tender (ship or outpost) may have less than the maximum load; thus allowing a balanced scenario. The player must include the OCR of the tender, as well as the OCR of any gunboats it carries--i.e. the OCR of the tender does not include gunboat OCR's.

Each gunboat tender stores 2, and each outpost stores 4, extra gunboats to replace casualties. These may be used in the campaign game to replace losses, but have no bearing on tactical play. Each tender and outpost/station also has enough crewmembers to replace the full compliment of each gunboat 2 times. These replacements can take over any position. Roll their skills when they actually take the place of an injured or dead crewmember. It takes 2 turns to fully re-staff a gunboat. Any operational hanger may re-staff 1 gunboat at a time.

Damaged gunboats do not make shield recovery rolls while in the hanger. Instead, damaged gunboats in a hanger may repair 3 shield boxes and 1 hull box each shield efficiency/repair segment. They may also repair one damaged weapon per shields efficiency/repair segment.

Lastly, any gunboat of the race of the tender may be docked on any tender of that race. Hangers are designed to accommodate any type of gunboat.

Fleet Mobile Repair Facilities

Fleet Mobile Repair Facilities (FMRF's) are a great asset to any fleet that deploys away from friendly bases. They are able to manufacture any replacement part or section of any damaged class of ship in the fleet. FMRF's are usually accompanied by several freighters filled with spare parts and raw materials needed to repair damage to ships. When the FMRF is empty it is treated as a normal starship for all purposes. When a damaged ship is inside the dock, the following rules apply:

a) The FMRF may not warp out of the area until all ships inside have left the FMRF. Any ships inside may not warp out of the FMRF, but must exit the FMRF during any normal movement segment of any phase of the combat turn. To exit, the ship must power up the impulse engines and/or the thrusters sufficiently to generate a minimum of one movement point. The captain then declares he will be exiting the FMRF during the movement of this phase. As soon as the ship inside has executed one movement point on its own, it is considered clear of the FMRF.



b) To enter a FMRF, a ship must end its movement segment for any phase in the same hex and with the same heading as the FMRF. It will be considered docked at that time. Enemy ships may not dock at FMRF's until the FMRF has been captured.

c) If a ship in a FMRF has shield capability and power, the FMRF may drop its shields and the ship inside may extend its shields to cover the FMRF. Use the actual shield arcs of the ship inside, since all of the shields have been extended. Only one ship inside the FMRF may do this at any one time, regardless of the number of ship inside, and the shields suffer the normal strength penalty for extending the ship's shields.

d) If a FMRF moves when there are ships inside, it suffers a penalty to its movement. (This is similar to the tractor beam rules.) For each ship inside the bay, the FMRF must increase the movement point ratio of both its impulse and thruster movement by 1, i.e. if one ship is inside, 3/1 becomes 4/1, 2 ships 3/1 becomes 5/1, etc. If the ships inside have some power capability, the FMRF suffers these penalties for any movement above what the ships inside can produce, much as if the FMRF had tractorbeamed the ships and was towing them. Note that the ships are supplying power to the FMRF's engines, not actually moving themselves. Ships inside the FMRF may never move the FMRF, the FMRF moves the ships inside.

Thus, if a damaged ship with a movement ratio of 3/1 is inside a FMRF, and has enough power to move itself at an impulse speed of 2, then the FMRF would pay normal power costs of 3/1 for the first 2 movement points expended, and then 4/1 for

any other movement. If the ship has enough power to move faster than the FMRF, it may NOT increase the speed of the FMRF, it may only offset the movement costs as above.

- e) Repair docks may hold up to 25 size classes inside at any one time. This is found by simply adding the size class of each type of ship that docks inside. The total may not exceed 25
- f) The long-term effects of FMRF's in repairing ships will be covered in the campaign game.
- g) The effects of FMRF in the tactical game are as follows:
 - 1) The FMRF may roll each repair /shield efficiency segment to repair any one system or weapon. They do receive the intensified repair bonus just like ships do.
 - 2) In the Repair /Shield efficiency segment of the 3rd phase of each turn, the FMRF has the damage control points listed on its data sheet that it may spend on either itself or any ship or ships inside the FMRF. The Crew Efficiency of the FMRF is used when rolling for repair from these points.
 - 3) The engineer on the FMRF can only help repair the FMRF itself, he has no effect on the repair of vessels inside the FMRF.

Finally, each FMRF has facilities to dock up to 4 gunboats. These do not count toward the docking limit above, and the points for the gunboats must be added to the side with the FMRF.



Shuttles

Shuttlecraft are used in several episodes of Star Trek. They are used for a variety of missions, and we know that there are many different types used by each race. For game purposes, shuttles will mostly be used to land boarding parties on ships or bases, to transport diplomats or other VIP's when beaming is not convenient, and for making additional sensor surveys of areas. Unless a scenario specifies the use and number of shuttles available, shuttles should only be used if all players agree to use them. To make book keeping easier, all shuttles will have the same statistics, and represent a compromise of the different types of shuttles available. The following rules apply to all shuttles:

- 1) All shuttles have a speed of Impulse 3, Thruster 1 available each movement phase.
- 2) Shuttles have 8 shield points and 2 superstructure points. The 8 shield points are the total shield points available-i.e. hits from any shield are subtracted from the 8 total points available. Damage that penetrates the shields automatically hit the superstructure boxes. If one box is marked off, the shuttle is crippled and may not move or fire. When both boxes are marked off, the shuttle may explode. Follow the same procedure as for ship explosions. Shuttle shields do not repair lost boxes in the repair phase, do not have damage control, and do not calculate shield efficiency.

EXAMPLE: A shuttle is hit by a 3 point phaser shot on shield arc number 2. Two shield boxes are marked off of the shuttle's control sheet, leaving 6 more. Later that turn, the shuttle is hit for 4 more points on the #4 shield. 4 more shield boxes are marked off, leaving 2. Next turn, the shuttle is hit by a 10 point photon torpedo. The shields **DO NOT** repair at the end of a turn, so the last 2 shield boxes are marked off, as are the 2 superstructure boxes. This leaves 6 damage points unallocated, and the shuttle must roll a 10-sided die and roll better than 6 or it explodes.

3) Shuttles explode just as ships do, but with a fixed value of 12 damage points.

4) Shuttle may carry 10 troops or passengers. In emergencies, such as evacuations, they may carry 20 people, but will have life support problems after 1 hour. (120 game turns.)

5) If a shuttle is crippled--i.e. takes one superstructure hit--the passengers/troops must roll 1 die to see if they have been injured. On a roll of 7 or less they take no damage; otherwise, they are disabled.

6) Shuttles **MUST** shut off their engines immediately upon being tractoried by a tractor beam.

7) Shuttles are small targets and thus have maneuver ratings of 6 when determining the to hit number when firing at a shuttle. Shuttles may not perform evasive maneuvers, but all other to hit modifiers apply.

8) Shuttle carry 1 phaser/disruptor that fires into the all hexes not in the rear firing arc. This phaser does 4 points of damage at ranges of 0 or 1, and decreases by one point of damage for each hex of range after the first, i.e. 3 at range 2, 2 damage at range 3, etc. Thus, max. range is 4 hexes. Shuttles may make called shots. The gunner's skill level is equal to the crew skill level of the mother ship plus one 10 sided die.

9) Called shots may not be taken at shuttle, as they do not use a hit chart. Gunners firing at shuttles may opt to disable them. Treat the shot by the firing ship as a called shot, with all of the restrictions of that rules section. If the shot hits, roll against the skill level of the gunner. If the skill roll is made, and the damage is sufficient to penetrate the shields and score at least one superstructure damage point, then the shuttle has been disabled. Mark off 1 superstructure box. Any excess damage is lost. If the skill roll is failed, apply the full damage of the hit to the shuttle, and roll for possible shuttle explosion, if applicable.

10) If a shuttle has had its shields reduced to zero, it may be boarded. There is only one "room" in a shuttle, thus a boarding chart is not needed. All troops are in the same area. Neither side may have more than 10 troops aboard the shuttle at any one time. When there are only troops from one side remaining on the shuttle, the troops are in control of the shuttle and may maneuver it normally.

11) Shuttles may not penetrate ship's shields. Thus, a launching ship must flicker a shield in order to allow passage of the shuttle. In order to land on a hostile ship or base, the shuttle must move into the same hex as the target ship from a shield arc where the shield generator has been damaged or from any direction if the shield grid is down or turned off(voluntary lowered).

12) If a shuttle/Gunboat is carrying troops it may attempt to land on an enemy ship or base (not another shuttle or Gunboat). The troops aboard the shuttle may only disembark into the "other" area of the boarding party combat chart of the boarded ship. The troops disembark during boarding party combat of the phase after the phase the shuttle/Gunboat landed-i.e. it takes one phase for the troops to disembark. If an enemy ship is 4 hexes or less away from the launching ship, then the shuttle/ Gunboat may not land before the enemy ship has a chance to fire at them. Stop the shuttle/ Gunboat 1 hex away, and allow ONLY the enemy ship being boarded the option to fire bearing weapons at the shuttle(s)/gunboat(s). Any weapon fired at a shuttle/ Gunboat in this manner may not also be fired at again during the normal firing segment this phase. Surviving shuttles may then land on the target ship. Note that if an enemy ship repairs its shield generator while a shuttle/Gunboat is landed and disembarking troops, the shuttle(s)/ Gunboat(s) is(are) trapped until a shield is once again knocked down.

13) Shuttles launch and land the same way gunboats do-i.e. beginning or ending a movement segment in the same hex as the mother ship. The shuttles move at the same time during the movement segment as the ship that launched them. For example, if the Enterprise has 3 shuttles on the board, and is moving second this turn, the player should expend 1 movement point for the Enterprise and each of the three shuttles each time it is his turn to move (limited to the current allowance of the Enterprise and the desired speed of the shuttles of course).

14) Shuttles carry sensors, but the sensors only have a range of 15 hexes when searching for cloaked ships. The Science Officers skill level should be that of the crew skill rating plus a d10 roll. They may perform searches for cloaked ships and establish lock-ons to them, but only to targets within the 15 hex range of the sensors. For all other sensor operations, the maximum range is 30 hexes.

15) The cargo of a shuttle/ gunboat should be noted at the time of launch. This will prevent the miraculous appearance of troops on a shuttle/ gunboat that was performing sensor duties and now wants to land troops on a ship that has a downed shield; or any other miraculous appearances of personnel or other items on the shuttle/ gunboat.

16) Ships carry 1 shuttle, for every 2 size classes of the ship, or one gunboat for every 3 size classes rounded up. Thus a class II ship could carry 6 shuttles, or 3 gunboats and 2 shuttles. Bases may carry a number of shuttles equal to twice the size class of the base/outpost, and gunboats equal to the bases size class of the base.

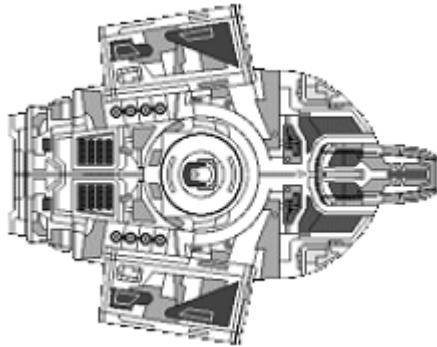
17) Normal ships may launch or land 1 shuttle per movement segment.

18) If Shuttles or Gunboats are to be used this needs to be decided BEFORE the scenario begins and the Combat Efficiency must also be taken into account. This should be done the same as in a game with multiple ships on the same side. Shuttles have an Overall Combat Rating (OCR) of 5.

Gorn Ships

One of the races presented in the Original Series of Star Trek is The Gorn. Several Gorn ships have been included in the game, and the following special rules apply:

-
- 1) Gorn are physically stronger and hardier than most other races. They excel at personal combat. Thus, Gorn boarding parties score hits on rolls of 5 or higher (6 or higher for Gorn Militia), and they then add +1 to all rolls to determine the number of enemy troops disabled.
 - 2) Gorn ships use a directed blast of irradiated particles as a missile weapon. This weapon is known as a blaster. See Blasters in the advanced missile weapons section for detailed rules on how these work.



U.S.S. Defiant

The USS Defiant is a radical new starship design. She is the first Federation vessel equipped permanently with a cloaking device. Additionally, she mounts 8 Pulse Phasers (The forerunner of the Phaser Cannon), Quantum Torpedoes, Ablative Armor, and extremely powerful engines. (See the rules for ablative armor. The quantum torpedoes have already

been included in the Defiant's Ship Data Sheet.) The Following additional rules apply to the Defiant:

- 1) The Defiant has over powered engines. This is reflected on the ship control sheet as a number on the maximum power output line, and the engine output lines. The first number is the **USABLE** amount of power generated, and the number in the parenthesis is the maximum **GENERATED** power. When the Defiant takes engine damage, the damage is subtracted from the maximum **GENERATED** power total first, without affecting the **USABLE** power output until the damage reduces the **GENERATED** maximum to less than or equal to the **USABLE** maximum.
- 2) Some of the beam weapons on the Defiant are Pulse Phasers. This is the precursor of the Phaser Cannon, and follows the slightly different rules than the phaser cannon rules:
 - a) Pulse phasers allocate power, have maximum emission rates, and damage modifiers for range. They may NOT be overloaded--i.e. fire at a higher emitter rate.
 - b) Fire pulse phasers as a phaser cannon would, with a few exceptions: each point of power allocated produces only 3 points of damage instead of 6. Determine the total damage done by the pulse phasers that hit. The target's adjusted shield efficiency will be halved to determine the deflection and maximum absorption numbers for the pulse phasers, as with a phaser cannon. Also, the entire hit does not leak. To determine the amount of leak damage, use $\frac{1}{2}$ of the current shield efficiency of the target and use that leak step.

For example, if all 8 of Defiant's pulse phasers hit at close range, each will score 6 points of base damage, plus 3 points of extra damage due to the damage modifier for range, for a total of 9 points of damage each. Nine times 8 = 72 points of damage. If fired at a target that has a modified shield efficiency of 80 percent, the actual shield efficiency used to

determine the maximum deflection number would be 1/2 of 80, or 40 percent. Any damage that leaks would be at the 40% efficiency leak step.

- c) See the phaser cannon rules for more on how damage from multi-weapon salvos that include phaser cannons/pulse phasers are handled.
- 3) Defiant does not suffer any evasive penalties for having ablative armor. This is due to the over powering of the ship's engines. She does not receive any additional evasive bonus as the armor ablates, as there was no penalty to begin with. Defiant has 20 points of ablative armor in each location.
- 4) The Defiant is, by treaty, not allowed to use the cloaking device in the alpha Quadrant. This does not seem to keep the crew from doing so, however.
- 5) When determining if Defiant may warp out of an engagement, use 1/2 of the **USABLE** rating of the engines, not 1/2 of the **GENERATED** rating.

All of these rules have been taken into consideration in Defiant's **CE** rating. Players should note that production models that were produced after Defiant have only 15 points of built in ablative armor on all locations, and do not have a cloaking device or overpowered engines.



Defense Outposts/ Bases

In some scenarios, captains may encounter or be placed in command of space stations or defense outposts. In general, the rules for starships apply, but with the following exceptions:

Movement:

Although some space stations and defense outposts are in orbit around planets or other bodies, they may not move from the hex of their original position. They may, however, be rotated in place during the movement phase of each turn. The time span of most starship combat games is simply too short to simulate the orbital path of the station.

All Defense Outposts and Space Stations have movement point ratios of 10/1. They move only when impulse movement is carried out, as they do not generate thruster movement. Outposts and stations may never be rotated (i.e. generate a speed of) more than 3 hexsides per movement segment, and may not make tactical heading changes. Bases always rotate in a clockwise direction.

Bases have no Helm Officer. The rotation speed is set by the Engineer at the captain's request. For each movement point available, the station rotates 1 hexside in a clockwise direction. Stations rotate in the normal initiative order, as if they were a ship with a speed equal to their rotation rate. The only 2 legal moves for a station are to rotate on hexside clockwise or to hold station and not rotate for that

movement point. Movement points used in holding station do not accumulate for later use in rotating the station.

Initiative:

All bases add 30% to their initiative scores. They use their ECM bonus in place of a maneuverability bonus for initiative purposes.

Firing Arcs/Weapons:

The firing arcs for outposts are different than those for starships. Instead of having forward, aft, port and starboard, the outpost mounts weapons that fire into each of the 6 shield arcs. The miniature or counter should be mounted/marked in such a way as to denote which shield is the #2 (forward) shield arc as it turns. Any vessels on the border of 2 shield arcs may be fired upon by weapons from BOTH of the 2 shield arcs.

Base beam weapons mount larger, more effective emitters than ships. Bases cause 6 damage points for every power point emitted by a beam weapon.

ECM:

There is no helmsman on a station. They do have another officer on the bridge--the Electronics Warfare Officer. His job is to try and jam enemy sensors, decoy incoming missile weapons, etc. Since a station can not conduct evasive maneuvers to keep from taking hits, they use ECM to protect themselves from hits. (Note that ships do the same thing as part of their evasive maneuvers, do NOT add these rules to ships for their use!!)

The Electronics Warfare Officer or EW Officer uses his skill level to jam enemy sensors and decoy missile weapons. He adds the ECM bonus of the station to his skill, the same way a helmsman adds the evasive bonus of his ship to his skill level for evasive maneuvers. The enemy Science officer then rolls to see if he can negate the jamming, much as a gunner does in negating evasive rolls by a target ship. The station makes one jamming roll per phase, and each ship that fires on the station makes a separate skill roll for the ships science officer to offset the jamming. Use the following procedure to determine the effects of jamming:

- 1) Determine the target number for the EW Officer by adding his skill level and the ECM bonus of the station.
- 2) Roll percentile dice. For every 10 points the number rolled is under the target number, any ship firing at the station received a -1 to their to hit numbers. Round fractions up. (This and emergency evasive maneuvers are the only instances where fractions are rounded up.)
- 3) Enemy Science officers may attempt to cut through the jamming. Roll against their skill level using percentile dice. For every 10 points under their skill level that they roll (Round down) they offset one of the -1 penalties due to jamming. Science officers may only offset whatever minuses the ship is suffering, they may not make it easier for the ship to hit the station if they roll better than the EW Officer on the station.

For example, A Cardassian outpost is under attack by 2 Klingon Cruisers. The Station has an ECM bonus of 30%, and the Electronics Warfare Officer has a skill

level of 60%. He adds the ECM bonus of the station to his skill level to get a target number of 90%. He then rolls percentile dice. For every 10 points (rounded up) that the roll is under the target number, enemy ships receive a -1 to their to hit numbers. In this case, the EW Officer rolls a 25. This gives a minus to hit of $90 - 25 = 65$, divided by 10 = 6.5, rounded up = -7 to hit for all ships firing at the station. The science officer on one of the cruisers has a skill rating of 65. He rolls against his skill level, rolling a 42. He will thus offset $65 - 42 = 23$, divided by 10 = 2.3, rounded down = 2 of the minuses from jamming. Thus, the Final to hit number for this ship will be adjusted by -7 (the amount of jamming from the station) + 2 (the amount the science officer negated) = -5. The other Klingon ship will make its own roll to offset the -7 penalty due to jamming.

Remember that the penalty due to jamming may only be negated. It never gets easier to hit the station. For example, if the modifier rolled by the station is -1, and the Science officer of a ship rolls well enough to offset 2 points of jamming minuses, the modifier is canceled out to zero, not changed from -1 to hit to +1 to hit. (These are the basically same rules used in emergency evasive maneuvers, just different skills involved. Players may wish to review the emergency evasive maneuvers section.)

Shield Efficiency:

The maximum shield efficiency a base can lose in 1 phase is 30%. When rolling for a gain in shield efficiency during the repair/shield efficiency phase, a successful roll gives a gain of 2 times the shield durability of the station.

To Hit Modifiers:

Bases and ships firing at bases never suffer the speed differential modifiers on to hit rolls.

Bases have 2 maneuverability ratings listed. The first number is always zero. This is the number used when the station is being fired at. The second varies, and is the number the station uses when firing. In the case of stations, the maneuverability really represents how good the fire control computers are, not how maneuverable the ship is.

Damage Location Table:

Stations use a different main damage chart than ships. The effect from hits are the same as for hits from ship except as noted below. If there is not entry for the location, use the same rules as set forth in the rules for damage locations on ships:

Effects from Shield Generator Hits:

The shield generator is damaged. Bases have multiple backups though, so as long as the "out" box is not marked out, the only effect is that the station may be boarded from the shield arc that has the damaged generator. Record the damage by checking off the appropriate shield generator box in the Damage & Combat Form. Each hit to the same shield generator is recorded by checking off additional boxes on that same sheet. Once the Out box is marked off on the damage chart, then the generator is destroyed and the shield is treated as deflection 0 and maximum absorption 0. Repairs may be attempted in a later Repair/shield efficiency segment. (Note beam weapon burn through applies to this location.)

Effects From Superstructure 1/2 Hits:

Hits from this results have the damaged halved before being applied (round up). Thus, a 5 point missile weapon hit becomes 2.5 which rounds up to 3. A 15 point phaser blast would be halved to 7.5 or rounded down to 7 just because it is a beam weapon against superstructure. Next the 7 points is halved again for this results to become 3.5 which rounds to 4. As with regular superstructure hits, When a base is reduced to zero (0) superstructure hits, it can no longer rotate or fire but the shields will function. Bases with negative superstructure points may explode--see the section on ship explosions that follows the repair section. Damage to the superstructure may be repaired in a later Repair/Shield efficiency segment. The crew also suffers casualties. See the section on crew casualties.

Effects From Matter/Anti-matter Generator Hits:

The matter/antimatter generator takes damage. Record Damage by reducing the number in the Current Engine Output section on the station Damage & Combat Form by the amount of damage scored. When a matter/antimatter generator has been reduced to 0 power output, the remaining damage is divided by 2 and applied to the superstructure.

Damage to matter/antimatter generators may be repaired in a subsequent Repair/Shield efficiency segment. Once repairs have taken effect, hits to the repaired generator are treated as normal until the generator is again reduced to 0 power output.

Effects From Impulse Power Generator Hits:

The impulse power generator has been hit and takes damage. Record Damage by reducing the number in the Current Engine Output section on the station Damage Control Status Display sheet by the amount of damage scored. When an impulse power generator has been reduced to 0 power output, the remaining damage is divided by 2 and applied to the superstructure.

Damage to impulse power generators may be repaired in a subsequent Repair/Shield efficiency segment. Once repairs have taken effect, hits to the repaired generator are treated as normal until the generator is again reduced to 0 power output.

Please note that power lost from engine hits do not cause the player to re-allocate his power on the phase the damage is taken. The ship will stay at the same power settings until the next power allocation segment. Although not as realistic, this was done to keep game play smooth. It should also be noted, however, that if total power on a base/outpost is reduced to zero, then per the earlier rule the outpost/base may not move or fire. This rule takes effect on the phase the outpost/base's power is reduced to 0, not in the next power allocation segment.

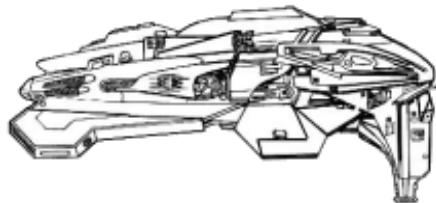
Command Spaces:

The only difference between bases and ships is that there is no helm station. The ECM station or ECM officer is hit instead of the helm station or officer as shown on the next page

Die 10
roll
1-2

Results

- Bridge Crew Hit: The command crew on the bridge is shaken about, and may have been wounded or killed. Each bridge officer must make a percentile roll, then add the amount of damage taken from the hit. (Bridge personnel are the captain, helmsman, gunner, and science officer.) If the number rolled plus the damage taken is 90% or greater, the bridge crewmember has been wounded or killed, and cannot function for the rest of the game. (Note: no box is marked on the damage control display for this hit. Killed or wounded crewman are noted on the General Information Display.)
- 3 Bridge Weapons Station: The weapons controls on the bridge are damaged and may not be used to fire the ship's weapons until they are repaired. For beam weapon hits, subtract 5 from the damage and apply the remainder as superstructure hits.
- 4 Bridge ECM Station: The ECM controls on the bridge are damaged. The ECM rating is reduced by 1/2, rounded up. For beam weapon hits, subtract 5 from the damage and apply the remainder as superstructure hits.
- 5 Bridge Science Station: The bridge science station is damaged and may not be used to roll for lock-ons or to search for cloaked ships until they are repaired. For beam weapon hits, subtract 5 from the damage and apply the remainder as superstructure hits.
- 6 Aux. Control Science Station: The Auxiliary Control science station is damaged and may not be used to roll for lock-ons or to search for cloaked ships until they are repaired. For beam weapon hits, subtract 5 from the damage and apply the remainder as superstructure hits.
- 7 Aux. Control Weapons Station: The weapons controls on the bridge are damaged and may not be used to fire the ship's weapons until they are repaired. For beam weapon hits, subtract 5 from the damage and apply the remainder as superstructure hits.
- 8 Aux. Control ECM Station: The ECM controls in Aux. Control are damaged and the ECM rating is reduced by 1/2 until repaired. For beam weapon hits, subtract 5 from the damage and apply the remainder as superstructure hits.
- 9-0 Aux. Control Crew Hit: The command crew in Auxiliary Control is shaken about, and may have been wounded or killed. Each Aux. Control officer must make a percentile roll, then add the amount of damage taken from the hit. (Auxiliary Control personnel are a helmsman, gunner, and science officer.) If the number rolled plus the damage taken is 90% or greater, the Aux. Control crewmember has been wounded or killed, and cannot function for the rest of the game. (Note: no box is marked on the damage control display for this hit. Killed or wounded crewman are noted on the General Information Display.)



All other information for command spaces hits for bases are the same as the section on command spaces hits for ships.

Engineering Hits:

All information is the same as for ships with the exception that if the Engineer is disabled the rotational rate of the station may not be changed until a new engineer takes over.



Station Repairs

Stations may be repaired using the same repair rules as ships. Use the damage control points values needed to repair warp engines for matter/anti-matter generators, and the cost of impulse engine repairs to repair impulse power generators.

Stations follow the same boarding combat rules as ships, but may have twice the station's size number of troops in Auxiliary Control and on the Bridge, and 5 times the station's size as the number of troops in Engineering.

Bases may be placed on Planets. Such bases will be covered in the Campaign rules.

Defense outposts and Space Stations carry large quantities of weapons and troops, and can be quite a challenge to overcome!!

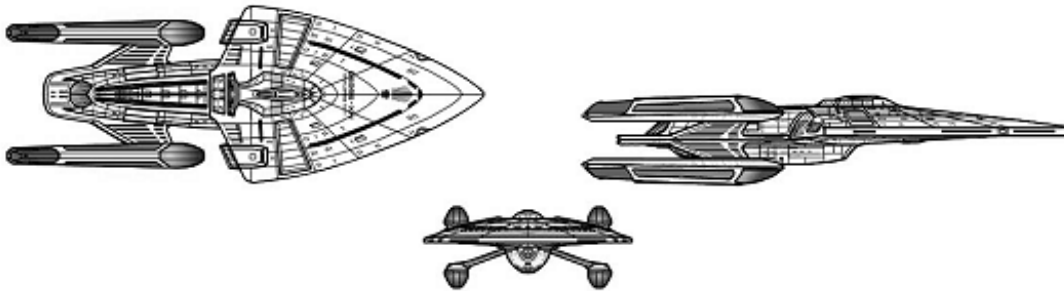
Saucer Separation:



Galaxy class cruisers may separate their saucers, and both the saucer section and stardrive section may fight on the board. To do this, the player announces at the beginning of the power allocation segment that he is separating the saucer. The speed of the separated units must conform to the acceleration/deceleration limits determined by the speed of the ship last turn. The captain then fills out Ship Control Sheets for each of the separated sections. The skill levels of the crew in the saucer should be equal to the skill level of the combined sections, while the

player has an option as to where to put the normal bridge officers. The bridge crew and engineer in either the saucer section or the stardrive section will be the same as those on the ship control sheet used when the ship is combined. The skill level of the other officers will then be determined by subtracting 1d10 from their counterparts on the other section of the ship. Distribute previous damage as follows:

- a) Superstructure damage taken previous to separation should be divided equally between the separated halves.
 - b) Warp Engine damage stays with the Stardrive Section.
 - c) Impulse Damage stays with the Saucer Section.
 - d) Down shield generators for arc 1, 2 or 3 stay with the saucer section.
 - e) Down shield generators for shield arcs 4, 5, or 6 stay with the stardrive.
 - f) Shield efficiency is distributed evenly between the saucer and Stardrive, i.e. if a ship has suffered 20% efficiency loss, 10% would be subtracted from the efficiency of both sections, leaving both at 90%.
 - g) Sensor hits stay with the stardrive section, as does all engineering grid damage.
 - h) Crew Casualties should be divided equally between the two sections.
- The two sections may not join together until after the scenario is over.



USS Prometheus

(Note: *These rules are specifically designed to allow 1 player to play the Prometheus class experimental ship without the need to fill out three separate power allocation sheets. Nevertheless, it is not easy to keep track of all of the special rules needed for this ship, so it is recommended that only players experienced in the rules of play attempt to use this ship in their scenarios.*)

The USS Prometheus is an experimental ship being evaluated by Starfleet Command. It features a new attack system known as the Multi-Vector Attack Configuration, or MVAC for short. The ship is specifically designed to have optimal performance in this mode, however, backup weapons systems are available when in normal (or combined) mode.

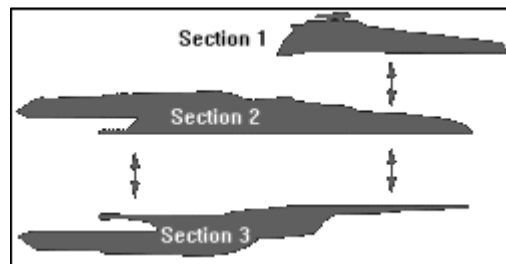
When in MVAC, the ship separates into 3 different sections. Each section shares power and computer data over an energy link between each section of the ship. This requires the sections of the ship to remain relatively close to each other to ensure the links between sections are not jammed or otherwise severed.

The main weapon of the ship is the Multi-Vector Attack Array, or MVAA. This is a development of the pulse phasers found on the Defiant class. The MVAA emitters are fairly large, and the ship must be in MVAC mode to fire the MVAA. When in fighting in combined mode, the ship has 10 standard phaser emitters that can be used. The MVAA and the standard phaser mounts share a common energy transfer and storage system, so the phasers may only be used in combined mode, and the MVAA may only be used in MVAC mode.

To simulate the special capabilities of this ship, use the following rules:

- 1) It requires 1 phase to go from combined configuration to MVAC, or vice versa. The announcement is made in the sensor segment of the phase, and transformation is complete during the sensor segment of the following phase.
- 2) When in MVAC mode, the ship may make 2 hex side heading changes without rolling for additional damage.
- 3) The Prometheus has 5 warp engines, 2 on section 2 and section 3, and 1 on section 1. Use the rules for the Constellation class for applying damage from emergency heading changed, i.e. apply to only 2 engines, not to all 5.
- 4) For simplicity, power is allocated for movement and weapons in the normal fashion while a ship is in MVAC mode. A ship in MVAC has split into sections, but all sections are contained in a single shield "bubble", and move efficiently enough while split apart so that separate tracking of movement and shield allocation are not needed.

- 1) The ablative armor on each section must be kept track of separately when in MVAC mode. In combined mode, hits to the superstructure are scored on section one, two, and three on an equal basis, with any remainder applied randomly. For example, if 10 points of leak damage are scored, 3 would be applied to each section, and 1 to a random section's ablative armor. As the engines are on separate sections, once the engine hit is rolled, score the damage on the ablative armor of the appropriate section.



- 2) Shield generator hits have no effect on the ship while in MVAC mode, as the generator on another section will take over in that arc. (This is coordinated by the main computer.
- 3) Hits to a weapons grid of a section will affect that section only. Loss of any maneuver grid requires all sections to move as if the grid was out, to maintain data and power links. Any main power grid hit will really only result in the section hit losing weapons capability, and all sections moving in a straight line with the affected section. Shields will still be up as long as at least one section has functional grids for each. In other words, as long as at least one section still has main power and shield grids in working order, these hits have no overall effect on the MVAC sections as a whole.
- 4) Sensor hits have the effect of damaging the data link between sections. Each section may still fire at no penalty to hit, but the effects of the MVAA outlined in section 14 below do not apply until the sensor hit is repaired. Instead, treat MVAA hits like normal phaser hits.
- 5) When in MVAC mode, hits are applied to sections of the ship in a random manner. Roll a d10 for each hit, and apply the damage to the section thus determined. Leak damage is also applied in this manner.

DIO roll	Section Hit
1-0	Section 1
2-5	Section 2
6-9	Section 3

- 8) If the superstructure of one of the MVAC sections reaches 0, the sections may still move normally as long as 1 section still has superstructure available. Sections are destroyed at -10 like normal, but the ship does not explode until the last section reached -10. When the ship explodes use the value of all of the sections, not just the last to be destroyed.
- 9) Critical hits are applied to the MVAC sections as a whole in the case of movement penalties or power related items, and to the hit section only for weapons related items.
- 10) Crew casualties are applied to the ship as a whole, not on a per section basis.
- 11) Boarding is done on a section basis, instead of on the normal boarding chart. (Use 3 separate boarding charts.) An enemy must capture all 3 sections to take over the ship completely.
- 12) During transformation, the regular phasers may be fired, but the MVAA may not be fired.
- 13) Power allocated to beam weapons is shared by the MVAA and regular phaser emitters. Power emitted in either mode counts against the allocated power total. For example, 6 power points are allocated to a beam weapon. The ship is converting into MVAC mode this turn, and the player fires 2 points of power using the normal phaser emitters. This leaves 4 points of power in the weapon. The MVAA then fires 2 points of power on the next phase, leaving 2 in the weapon for the last phase.
- 14) The effects of the MVAA/MVAC are as follows:
 - a) Each section of the ships fires during the player's initiative spot, however, each is considered a separate ship when determining volley damage, deflection numbers, etc. The player may fire the sections in any order desired. Subsequent hits by other ships use only -1 for the previous ship adjustment for deflection numbers. See the example below for clarification on this rule.
 - b) The minimum damage level of any targets fired at by the MVA is reduced by 50% for fire by this ship only. Shield Efficiency percentage is also halved (50%) when determining the deflection number for the MVAA only.
 - c) The MVAA scores 6 points of damage for every point of power emitted.
 - d) If a deflection roll is unsuccessful, the entire value of the hit leaks. Do not divide by the shield durability of the target. The hit is scored like normal beam weapon damage, with burn through, etc.
 - e) MVAA damage to superstructure is NOT halved like normal beam weapon damage.

For example, the Prometheus in MVAC mode and is firing at a Jem'Hadar Battlecruiser. The Jem'Hadar has not sustained damage to the shields previously,

so his efficiency is at 100%, his deflection number is 8, and durability is 8. The Federation player declares that he will fire section 2, then section 1, then section 3 with all weapons at the Jem'Hadar ship.

The Federation player rolls for the weapons on section 2, and hits with all 4 photons and with all 4 MVAA banks. The total damage scored is 60 (photons) + 60 (MVAA) = 120. 120 is not enough to cause damage by overpower the shields, so the players move on to roll for leaks. $120/8 = 15$. Subtracting 15 from 100, we see that the base deflection number for 85% will be used for this salvo. For the Jem'Hadar ship, this is 8. The photons get the -1 modifier and will use a 7 for the actual deflection number. The MVAA takes the 85% and halves it to 42.5%, rounding up to 43%. Looking at the 43% line on the Jem'Hadar ship's shield control display, the deflection for the MVAA would be 5. Any leaks by the MVAA would leak the full value of the hit.

Section 1 is then fired. Again all weapons hit, scoring 30 (photons) + 30 (MVAA) = 60 points of damage. 60 damage points divided by the shield durability = 7.5 percent, rounded down to 7 percent. The line for the base deflection number would be $100\% - 7 = 93\%$. The deflection number for this line is 8. The photons get the -1 modifier to the deflection number, making it a 7. In addition, the base number is lowered by 1 because the previous section hit for more than the minimum damage of the shields of a Jem'Hadar Battlecruiser. So the actual deflection number used for the photons would be a 6. For the MVAA, the base number would be changed to $93/2 = 46.5$ or rounded up, 47%. This gives a base number of 5. This is lowered to 4, because the previous section scored more than the minimum damage for the shields on a Jem'Hadar battle cruiser, for a modified deflection number of 4. Again, any failed rolls vs. the MVAA hit leak their full damage.

At this time, it is important to note that although only 60 damage points were scored on the shields, and the minimum damage number for a Jem'Hadar Battlecruiser is 65, for ships hit by MVAC systems, this number is halved, so the effective minimum damage for the Jem'Hadar ship (while the firing ship is in MVAC mode) is $65/2 = 33$.

Finally, the Federation player rolls for section 3, again hitting with 4 photons and 4 MVAA shots. The damage is the same as was done by section 2, or 120 points. Using the same base numbers for 85%, the deflection base is 8. This is reduced to 7 for the photons. This is then reduced by 2 because the previous 2 sections scored more than the adjusted minimum damage number for the Jem'Hadar ship. Thus, the deflection number used for the photons will be $7-2=5$. The MVAA hits would be determined at $85/2=43\%$. This is a base of 5. This is reduced by 2 because the previous 2 sections scored more than the adjusted minimum damage number for the Jem'Hadar ship. The adjusted deflection number for the MVAA will be $5-2=3$. Again, any rolls for MVAA hits that leak will leak their full damage.

Note, as explained in rule a) above, that if a Federation ship fires at this same target in the same firing segment of the phase, even though all 3 sections of the MVAC equipped ship scored more than the minimum damage number, only a -1 will be added to the deflection number of the target ship, not -3.

Kazon Ships

There are several Kazon ships included in the Ship Data Sheets. Kazon technology is different than any other technology that the Federation has encountered thus far. They build complex systems by linking several smaller, less complex units together, rather than designing a large, more complex unit to handle the job. For game purposes, this does not mean much, as the systems have the same use as

standard ship systems. The one exception to this is Kazon Beam weapons. They use a compressed laser technology where the energy feeds off of itself. In game terms, use the following rule:

- 1) Kazon weapons have two times minus one - i.e. $(2n)-1$, the power allocated to them available for firing, n being the amount of power allocated to the weapon. Thus, if 3 points of power were allocated to a weapon, $2 \text{ times } 3 = 6$, $-1 = 5$ points would be available to fire from the weapon; if 5 points were allocated, then $5 \text{ times } 2 = 10$, $-1 = 9$ points of power would be available for firing.

Note that this is only power available for firing. If the captain decides to move power from the weapons to another system, only the power originally allocated is available to move, NOT the amount of power available for firing. Thus, if 5 points are allocated, 9 points would be available for firing as explained above, but only the original 5 allocated power points could be available to be moved to another system.

Kazon ship data sheets list multiple shield generators and impulse engines. This is for information only. Treat the result as a single generator and engine for game purposes. The number in parenthesis in the maximum allocation line for Kazon beam weapons is the maximum power available to be fired, taking into consideration the maximum power allocation and the rule above. Kazon beam weapons may not be fired at higher emitter rates than what is listed on the ship data sheet. (The referee may allow Kazon ships to do so if he feels the need to allow them to.)

The Borg

Probably the most relentless enemy ever faced by the Federation are the Borg. The Borg are a race of cybernetically enhanced humanoids. They expand by "assimilation" of other races into their other races and cultures. In this way they incorporate the technology, ideas and philosophy of the races they encounter. Unfortunately, they also destroy the races they encounter, turning all into Borg collective members.

Borg ships have a variety of weapons that they have taken from different races they have assimilated in the past. The anti-proton beams they use are handled like normal beam weapons. Other weapons, as well as boarding combat abilities, because the Borg have specific advantages and disadvantages due to the nature of their cybernetic enhancements, requires special rules. Use the following rules when Borg cubes are encountered:

- 1) The Borg have a weapon called a Force Projector. This weapon may only be fired at a particular target once per firing segment. The first hit causes no damage to the target, but reveals the shield modulation of the ship to the firing Borg ship. Subsequent shots by Force projectors or anti-proton weapons penetrate the shields and in the case of force projectors do 5d10 damage directly to the target. (Distribute damage in 5 point blocks on the appropriate damage table), or in the case of anti-protons, normal beam weapon damage. Target ships may lower their shields for 1 segment to re-modulate them. If this is done, the force projector will then do no damage on the first shot that hits after re-modulation, but will once again penetrate the shields unless they are shut down for 1 segment and re-modulate the shields again. There is no limit to how many times a ship may re-modulate its shields.
- 2) Another Borg weapon is the Pulsar. Only one pulsar weapon may be fired at a given ship per firing segment. The pulsar causes no damage to the ship itself,

but causes a 5d10 minus the shield durability points of damage to the ships shield efficiency percentage every time it hits. **For example**, if a ship has a shield efficiency of 100% and a hit is scored with this weapon, the player rolls 5d10 and add the results together. If a total of 35 was rolled, the shield durability of the target is subtracted from the damage. If the durability of shields was 8, then the number would be $35 - 8 = 27\%$ efficiency lost. Thus, $100 - 27 = 73\%$ for the new shields efficiency level. A hit by this weapon will cause a warp field to collapse, causing any ship at warp speed to drop out of warp. Such a ship has its warp drive disabled for 3 phases after being brought out of warp in this manner. A disabled drive can supply power for combat use, but can not create a warp field. Thus, the ship may not attempt to warp out of the fight for 3 phases.

- 3) Borg ships may use their damage control points at the end of each Repair/Shield efficiency **SEGMENT**, not just in the third repair/shield efficiency segment. When repairing shields, Borg vessels get 2 times the durability of their shields back, just like bases. They also can only lose a maximum of 30% of shield efficiency per phase.
- 4) Borg Assault cubes may have sensor locks on 4 different targets simultaneously. Other Borg ships may lock on to 2 targets simultaneously.
- 5) Ships firing beam weapons at a Borg ship must wait one firing segment in order to re-calibrate the resonance frequencies of the weapons. If not, any subsequent hits by beam weapons from the firing ship will do no damage until the weapons are re-calibrated. (Note that after the time of ST: First Contact, this rule no longer applies, as automatic frequency rotation devices have been installed on all Federation ships. Other races will probably have installed these devices as well.)
- 6) Borg ships do not use the normal damage charts. Use damage charts below instead:

Damage Chart G

D10 Roll	Results
1-5	Superstructure
6-7	Warp power
8	Impulse power
9-0	Roll on Chart H

Damage Chart H

D10 Roll	Results
1-2	Control Grid (Roll on Engineering hit table)
3-4	Thruster
5-9	Random Weapon
0	Shield Generator

All weapons that hit the cube in the superstructure cause only half damage. This modifier is in addition to any other modifiers for the specific weapon that hits. The minimum is still 1 damage point per superstructure hit.

- 7) Beam weapon hits of more than 5 points on thruster, weapons, and shield generators burn through to the interior of the Borg ship as per the normal rules.
- 8) Borg cube weapons may be damaged, but never completely destroyed.

-
- 9) Large Borg ships never lose any crew at all until the superstructure reaches 100 points. They then take crew casualties as would any other ship with 100 superstructure points.
 - 10) When a Borg ship is boarded, it has only 2 areas to conduct combat in; a bridge that can hold 3 times the size class of the ship of enemy and friendly troops each, and a huge Other Area that can hold up to any number of troops. Borg crew will not attack boarding parties unless they show themselves as being a threat. This means Borg troops will not normally initiate combat until a boarding party commits a hostile act, such as engaging in combat or sabotage.
 - 11) Once a threat is perceived, Borg crew may switch from crew to militia at a rate equal to the number of enemy troops in each threatened area per phase. They will continue to convert crew as needed until all enemy troops are killed or driven off. Reduced crew due to crew casualties or conversion to militia units do not reduce the to hit numbers or any performance rolls for the ship. They do, however, cause the penalty listed on the damage control status sheets for crew casualties when performing any damage control. Thus, a Borg cube with 30% casualties would suffer the listed -10% modifier for all damage control rolls, but no other consequences. They may place converted troops in either of the boarding areas according to the Borg player's desires.
 - 12) Borg troops are considered militia troops for to hit purposes, and are -2 to casualty rolls, as they do not use ranged weapons.
 - 13) Troops attacking Borg militia get +2 on their to hit and damage rolls on the first phase of combat. This modifier is reduced by 2 each subsequent hand to hand combat phase, becoming 0 on the second phase, -2 on the third, and so on. If enemy boarding parties do not attack any Borg troops for 1 phase, the modifier is reset to +2, and then reduces by 2 each phase until it is reset again. This represents the Borg adapting to the weapons used by a boarding party, and the need of the boarding party to reset weapons to new frequencies, etc.
 - 14) Borg ships will never intentionally destroy a ship. They will attempt to disable, board, and assimilate the ship and crew. The Borg may convert up to the maximum transporter capacity of the vessel each phase to send over to targets.
 - 15) Six (6) phases after the Borg take over an area of a ship (i.e. eliminate all defending troops), the crew will begin being assimilated at a rate of 1 new Borg militia troop/crewman available per phase per area they control until all are dead or assimilated.
 - 16) Unless special actions are taken by the crew, once the Borg have taken all control areas of the ship over, i.e. captured the ship, the Borg may operate the ship without restriction to combat effectiveness. They will be limited in damage control rolls until sufficient crew are converted to Borg or beamed over to bring the Borg population above the percentage needed not to have a negative modifier. (See the prize crew rules)
 - 17) Once combat has stopped, the crew of a ship will be assimilated at the rate of 1% of the crew per turn. (Note that this rate reflects crew captured by the Borg. It will take longer than this to actually assimilate the crew into functional Borg. See the campaign rules for crew conversion times.)
-

-
- 18) The crew of a ship captured by the Borg may abandon ship if they desire. Follow the rules for abandoning ship, but consider the crew as having 10 phases of warning to determine how many get off the ship.
 - 19) Some Borg Cubes seem to have a sphere shaped escape ship that is launched when the cube faces imminent destruction. See the ship data sheets for the capabilities of this sphere. (Note that the sphere is not used as a second attack ship, but as an escape pod only. All remaining Borg crew will be on the sphere when it is launched. The main cube will self-destruct as the sphere is launched. The sphere may only be launched when the cube has 50 or fewer superstructures remaining.
 - 20) Borg ships use Trans-warp drives, which are much faster than normal warp drives. If a Borg ship disengages via trans warp drive, no ship with a normal warp drive may pursue it. If a Borg ship chases a ship in normal warp, treat all Borg ships as having a warp rating of 16. Ships with captured or engineered trans-warp drives use these same rules, but use their conventional warp rating when pursuing other ships at trans-warp speed.

Federation Shield Re-Modulators

After the debacle at Wolf 359, the Federation accelerated its research programs into weapons and shields technology. One of the technologies that was produced to help combat the Borg was the Automatic Shield Frequency Modulator. This device re-modulates the shields every few milliseconds, thus allowing the shields to remain effective after being hit by Borg weapons. When playing scenarios set in the time frame Just after the initial contact with the Borg, Federation players have a 50% chance of having this upgrade installed on their ships. In Scenarios set at the time of ST: First Contact or later, Federation players may assume that all ships have been re-fitted with this modification. The specific effects are:

- 1) When hit with a Borg Force Projector, the ship need not lower its shields to re-modulate them, the computer does this automatically, and subsequent hits by force projectors will NOT automatically penetrate the shields. Hits by force modulators instead to 5d10 normal damage to the shields.
- 2) When hit with a Borg Pulsar, the percentage of shield efficiency lost is reduced by ½ of the actual roll, rounded up.

It is not known if the Federation has shared this technology with other Alpha or Beta Quadrant Species, but in the interest of stopping the Borg, it is a pretty good bet that they have.

Jem'Hadar

Jem'Hadar ships are powerful enemies. Smaller ships usually work in groups of 3, but are often assigned in patrol groups of 2. Only rarely are small ships seen as individual ships.

Jem'Hadar ships use Phased Polaron Beams instead of phasers, but for game purposes, there is no real difference. Jem'Hadar use Ion Torpedoes as missile weapons. The effect of these can be found in the special weapons section of the rules.

Jem'Hadar ships can not be tractorored unless the shield facing the tractoring ship has been knocked out. (Shield generator or grid out.) If a Jem'Hadar ship has a tractor

attached and the shield comes back up (i.e. generator or grid repaired), then the tractor is immediately cut.

Jem'Hadar captains receive an additional 25% rating to their captain skill when ordering a ram. This is due to the fanatical loyalty of their crews.

All Jem'Hadar Ships get a 15% bonus to the science officer's skill for search rolls to detect cloaked ships.

Lastly, Jem'Hadar troops are very good at personal combat. This is reflected in the racial bonus they receive in boarding combat. Please note that the authors are aware that Jem'Hadar troops fight in groups of 3, not 5. For simplicity, the Jem'Hadar are divided into groups of 5 anyway.

Jem'Hadar Weapons: (Optional Rule)

The initial rapid Dominion advance in the Alpha Quadrant was mostly due to the inability of Alpha Quadrant Shields to stop Delta Quadrant Weapons. To reflect this, treat all Alpha Quadrant ships in scenarios set before the Dominion attack on DS9 as having maximum shield efficiencies of 50%. Shields cannot be repaired over this 50% efficiency. If this restriction is used, then the OCR of all Jem'Hadar ships must be adjusted up by 50%.

In any scenario set during or after the initial Dominion attack on DS9, Alpha Quadrant shields are fully effective against all Jem'Hadar Weapons

Breen Energy Disruption Weapon

The Breen Energy Disruption Weapon came as a rude shock to Federation Alliance forces at the end of the Dominion conflict. The weapon had three distinct phases that we either saw or can imply from the information we have seen: Devastating, almost useless, average effectiveness. The rules below can be used to simulate these different phases: (Note that these rules refer to the disruption weapon only. Breen beam weapons function as normal disrupter weapons.)

The Early Phase: This phase represents the first encounters with the Breen weapon, i.e. before any counter to the weapon had been found.

1) Klingon ships are immune to the effects of the Breen weapon. Treat the Breen weapon as a normal missile weapon when Klingon ships are hit.

2) Whenever a non-Klingon ship is hit, use the following rules:

a) At the end of any phase on which a ship is hit by the Breen weapon, roll a d10 for each power grid. If the number rolled is less than 6, then the grid fails and cannot be repaired. (Note the hit does not have to penetrate the shields of the target. Just a hit scored is enough.)

b) Additional hits from Breen weapons add a -1 modifier to the d10 rolls. For example, if a ship is hit by 2 Breen weapons, then the target number is 6, but subtract 1 from each die when it is rolled. Thus, a 7 becomes a 6, an 8 becomes a 7, etc.

Obviously, scenarios during this time will be very hard to balance unless Klingon ships are on the Alliance side. The most common scenario for this period is a group of Klingon ships desperately trying to protect disabled alliance ships or running interference for other alliance ships. Non-Klingon ships must have their OCR's reduced by 50%.

The Intermediate Phase: This period portrays when the Federation found the counter to the Breen weapon. The only alliance partner that was unable to make the Breen weapon ineffective against their ships was the Romulans. Use the rules below for this period:

- 1) Romulan ships that are hit by a Breen weapon use the rules from the Early Phase. Remember to reduce their OCR's by 50% for balance purposes.
- 2) All other ships are immune to the effects of the Breen weapon. Treat any hit by a Breen disruption weapon as a normal missile weapon hit.

The EndPhase: This phase represents the something we did not actually see on any show. It is a time we feel would come once the Breen modified their weapon to counter somewhat the effects of alliance countermeasures. Use the following rules for this period:

- 1) Treat Breen weapon hits as a normal missile weapon hit unless a 0 is rolled on a target's deflection roll, thus scoring a complete blow through. In this case, the hit is automatically considered a single engineering hit. Use the engineering hit rules to determine the damage done, including the roll to see if engineering has actually been hit, or if the damage should be applied to the superstructure instead. The target number for this roll is less than 6 is just a superstructure hit, rather than a 5 as listed in the normal engineering hit rules. Consider any hit from a disruption weapon leak on a 0 as coming from shield arc 6, i.e. -1 to any damage rolls on the engineering hit table.
- 2) Engineering hits from disruption weapons of this time period can be repaired as per normal repair rules.

Note that the Breen energy drain weapon score only normal damage against Borg ships, regardless of what time period the scenario is set in.

Combat Tables and Scenarios

This section ends the rules for tactical combat in The Final Frontier. The following sections of the rulebook will detail scenarios and how to make them, and victory points. Another section will describe the combat tables, and how to use them. The campaign rules section will be published separately, and will give rules for running an ongoing game in The Final Frontier. Ship Data Sheets are also published in a separate book.

May Fortune smile upon you in your journeys into The Final Frontier!



The Wolfpack