

---

# Combat Charts and Tables



Eric Peterson/Matt Allen

---

## Combat Charts And Tables

### Introduction

This section will provide the charts and tables needed to play The Final Frontier. For more detailed descriptions on how to use each table, you must read the rules section for the table or chart you wish to know more about. This section only tells a little bit of information on each chart.

The brief descriptions below are in the same order as the charts that follow.

#### Tactical Sequence of Play Chart:

This chart shows the sequence to be followed in each turn.

#### Movement Point Chart--Impulse Movement:

This chart shows the legal moves that can be made with 1 impulse movement point.

#### Sensor Search Modifier Table/Sensor Search Results Table/Firing Arcs:

This list the modifiers that might apply to a sensor search for a cloaked ship. Use the Cloak rating of the target ship, then apply any modifiers that apply to get the modified scan number. The results of the search is then found on the results table. The firing arc for weapons are also shown here.

#### Slim Chance Table:

This is used when a number needed on 1 die to accomplish something is modified below zero. If the first die rolled in the attempt is a 1, then consult this table to see what the second die rolled needs to be in order to accomplish the given task.

#### Plasma Damage Table:

This gives the damage done by Original Series Era Romulan Plasma Weapons at different ranges. The number to the right of the slash is for direct hits, the number to the left of the slash is for grazing hits. The numbers in parenthesis in the range column is for the smaller plasma weapon found on some Romulan ships.

#### To Hit Modifier Chart:

This chart gives the modifiers to a to hit roll in combat. Determine the base to hit number by using the firing charts then modify the number by any and all modifiers from this chart that apply.

#### Firing Chart:

This chart lists the base to hit a target at various ranges. The column used depends on the weapon fired, and the number needed to hit depends on the range to the target.

To find the appropriate to hit number, cross-index the range to the target on the right or left side of the chart with the Firing Chart listing for the weapon being fired. The values are the to-hit numbers. For example, if the firing chart for a weapon is U, and the range is 3 hexes, cross reference these values on the Firing Chart. This yields a result of 1-9.

---

This means the base to hit number that the player must roll is 1-9. This number is then modified by the to-hit modifier chart explained above

#### Turn Stress Chart:

This chart is used to find the damage done to a ship that makes a tactical heading change at high speeds; if the helmsman fails his skill roll that is. The base amount of damage done is one point of superstructure. To find the additional damage done, cross reference the sum of the ship's impulse speed and any thruster movement available this phase with the stress chart values listed on the back of the Ship Control Sheet. This will give the number of additional damage points to be applied to the superstructure and engines. This chart is also used to determine damage for large ships that perform two (2) hexside turns. See the appropriate rules section for the procedure for doing this.

#### Impulse/Thruster Movement Point Chart:

This chart is used to determine how many Impulse and thruster move points are available in each movement segment of each phase of a combat turn, given the impulse and thruster movement of the ship. For example, if the thruster speed obtained through power allocation for this turn is 5, then enter the chart in the row for 5 thruster points available. Read across the chart to find that the ship will have 2 thruster movement points available in the movement segment of the first and third phases, and one point available in the movement segment of the second phase.

#### Shield Quick Reference Chart:

This chart outlines the procedure on how to calculate if a hit leaks through a shield and damage to shield efficiency. Also has information for advanced rule on shield reinforcement

#### Ramming formula and Contact Level Charts:

These are used to resolve rams. Details on ramming are found in the ramming rules in this book.

#### Damage Charts:

All initial roles for damage to ships are made on the main damage chart. Rolls to the weapons/defensive systems, power systems or control systems require rolls on sub chart. What chart is used depends on the shield arc that is hit:

Shield 1-Port Forward- Uses Port/Starboard sub charts  
Shield 2-Forward-Uses Forward sub charts  
Shield 3-Starboard Forward- Uses Port/Starboard sub charts  
Shield 4-Starboard aft- Uses Port/Starboard sub charts  
Shield 5 -Aft-Uses Aft sub chart  
Shield 6-Port Aft- Uses Port/Starboard sub charts

Hits on the sub charts that result in engineering or command spaces hits require a roll on the engineering or command spaces table as well.

Also found on this chart are the called shot and critical hit procedures.

---

### Outpost Damage Table:

Outposts use a different main chart and only one chart for each type of systems. They use the same engineering and command spaces charts as ships.

### Engineering Damage Table:

This is used when it is determined that engineering has been hit. Roll 1 die and consult the table.

See the rules section on engineering hits (pg. 71) for explanation of the results on this table.

### Critical Hit Chart:

This table is used to determine what type of critical hit has been scored. See the rule book section on critical hits for details on how to determine when to roll on this table.

Turn Record Sheet/Initiative Modifiers: This is used to determine and keep track of initiative during the game. Each captain and ship name is entered in the column on the left. Each turn the captains roll percentile dice then add their captain's rating to the roll. They then apply the listed modifiers to determine who has initiative for the turn. The modified score is placed in the boxes marked "score", and the sequence in which that player will move is noted in the box marked "Seq.". (Note that counters may be used rather than this sheet, whichever the players prefer.)

### Boarding Party Combat Chart:

This is used to conduct boarding party combat. The letters in the troop sections stands for Green, Average, Veteran, and Elite quality troops. How to fill out and maneuver troops on this chart is explained in the rules section of the game. A copy of the sabotage table is also on this chart, as well as a list of racial combat modifiers.

### Warp Pursuit Chart:

This is the chart used with the advanced warp pursuit rules.

### Shuttle Status Sheet:

This is used to monitor the status of a ships shuttlecraft.

Hangar Status Sheet: This is used to monitor the status of the hangar on any ship or base that can house gunboats. The sheet itself is self explanatory.

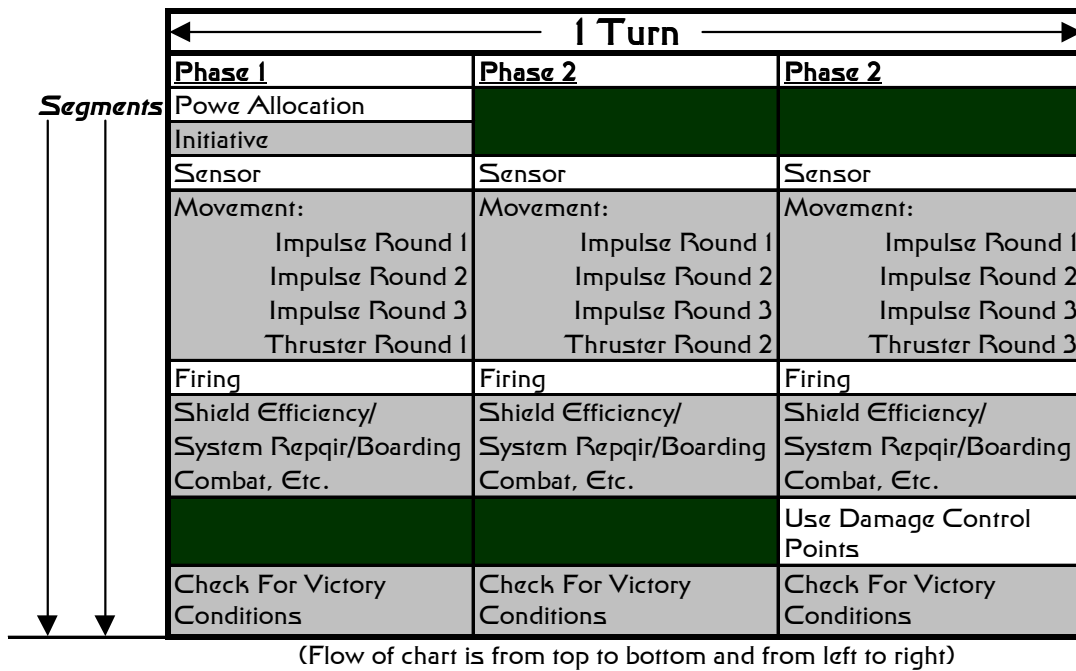
### Gunboat Status Display:

These sheets are used when player use the mass gunboat option. Each sheet can be used to control 8 gunboats.

### NG Gunboats:

This chart gives the data for Next Generation era gunboats for use with the mass gunboat rules, as well as their overall combat rating (OCR). (See the scenario rules for more on the use of the OCR.)

## General Game Flow Chart



## DETAILED TACTICAL SEQUENCE OF PLAY CHART

### Power Allocation Segment (Phase one only)

1) Each captain determines how much power he will put into each of his shipboard systems and fills out his ship control sheet accordingly. How to power systems is discussed in the section titled *Allocating Power*.

2) Captains whose ships have cloaking devices must announce whether or not the cloaking device is in operation or not. Ships that were cloaked in the last phase of the previous turn and do not power up their cloaking device fade in immediately. After this time, captains may only activate or deactivate the cloak after each impulse movement phase.

### Initiative Segment (Phase one only)

3) Players announce their impulse and thruster speeds for the current turn. Captains then roll percentile dice and add their captain's skill rating to the roll. They then modify this total by the modifiers shown on the Initiative Modifier Chart. The captain with the highest total has won initiative. (In case of ties in initiative, the captain with the highest rating goes last. If the ratings are the same, then each captain rolls a d10, with the highest score moving last.) Each player then notes his initiative score on the Energy Allocation Form for his ship. For large battles there is a Turn Record Sheet where the scores can be noted. Numbered counters are issued to captains reflecting their place in the initiative order.

---

### Sensor Segment (All phases)

4) Starting with the captain who lost the initiative (Lowest score from step 3 above), each captain may announce a target for their ship's sensors and rolls one 10 sided die (1d10) to determine if a sensor lock has been achieved. Captains wishing to search for cloaked ships or to attempt to identify anomalies do so at this time, but may NOT search for a cloaked ship AND attempt to lock onto a non-cloaked ship in the same sensor segment. Captains that achieved a lock on to a non-cloaked ship on the previous phase need not re-roll, but maintain their sensor lock automatically. Those captains with lock-ons to cloaked ships must roll to maintain their locks using the appropriate table and modifiers.

5) Ships may launch probes. Science officers may assign a new shield arc to probes already on the board. Probes may search for cloaked targets in the sensor segment of the phase that they launch.

6) If the captain rolls a 7 or less (See cloaked ships for exceptions) then a lock on has been achieved. The captain that attained a lock has the option to ask a detailed sensor question at this time, such as "Are your transporters powered?"

7) If a captain has a sensor lock he may attempt called shots in the firing phases that follow--provided he does not violate any movement restrictions that prohibit called shots.

8) The remaining captains roll for lock on as above, in order of initiative, with the captain who won initiative going last.

9) Communications between ships takes place. Notes are written and passed for ship to ship only, and/or general broadcasts are announced to all. Cloaked ships MAY communicate with any other ship or make a general broadcast without giving away their location. Captains may give the order to abandon ship at this time. Captains may order and attempt all the rolls needed to allow a ram at this time.

10) Proximity fuses on photon torpedoes may be added, removed, or adjusted at this time.

### Movement Segment (All phases)

11) Those ships using evasive maneuvers must announce that they are doing so.

12) Players determine their speeds for each of the impulse rounds by consulting the movement chart.

13) The players expend impulse movement points equal to the number determined in step 11 above in each impulse movement round. Movement points are executed in order from lowest initiative score to highest initiative score. How points are expended is explained in the rules section on moving the starship (Note: Cloaked ships must announce their speed and move in their appropriate spot, as if they were not cloaked. They will of course only be plotting hidden movement on a separate hexpad, unless a ship has a sensor lock on them.)

14) Players with powered and operational cloaking devices may "fade in" or "fade out" after all three impulse rounds are completed. Any power diverted to or from shields due to cloaking or decloaking is diverted at this time. Ships "fading out" or

---

cloaked ships that have been locked onto this turn may fire decoys in order to break locks. More on this will be discussed in the section on cloaking devices.

15) Players expend their thruster movement points for this phase. This is done in order from lowest initiative score to highest initiative score.

16) After all movement points have been expended, captains may perform a tactical heading change at the possible cost of damage to the engines and superstructure of the ship. (More damage is done the higher the speed of the ship.) Ships that make the required skill check change heading by 1 hexside at this time. Those that fail will change heading in a later segment.

17) After all tactical heading changes have been resolved, any movement caused by a ship not expending sufficient movement points to avoid being drawn closer to a Sun or Black Hole takes place. Any ship entering a hex occupied by a Sun or Black hole is immediately destroyed with the loss of all hands. There is no explosion damage from being destroyed in such a way. And damage done to ships too close to a sun is applied at this time.

### **Firing Segment (All phases)**

18) Each captain places a fire or no fire counter face down next to his/her ship. Any shields extended to cover friendly targets are announced at this time. Fire and no fire counters are then revealed. Boarding parties are beamed to other ships at this time.

19) Players who placed no fire counters remove them.

20) In order of initiative (lowest to highest), the captains who played fire counters declare which weapons fire at which targets. The player who won initiative declares fire last. Captains still with valid sensor locks may announce called shots. Captains may announce delayed fire so they can fire at hits by other ships on a cloaked vessel. Players must announce if they will fire beam weapons or missile weapons first. Captains under fire from older Romulan Plasma Torpedoes must declare if they will try and evade them at this time.

21) Resolve to hit rolls in order of initiative, from the highest initiative to the lowest. Roll for deflection by the shields for each weapon that hits. Roll for location of any damage scored, or apply any successful called shots. Roll for Critical Hits. Damage takes effect *immediately*. Record damage.

22) Repeat step 21 until all captains have fired.

23) Ships that executed a tactical heading change but failed the helm skill check change facing 1 hex side at this time.

### **Repair/Shield Efficiency Segment (All Phases)**

24) New shield efficiency is calculated. New maximum Deflection numbers and maximum absorption levels are determined and recorded for the next phase. Tractor beams are activated or deactivated. Repair rolls for damaged weapons, power grids, etc. are made at this time. Docked Lifeboats disembark crew/troops.

---

25) Ships wishing to disengage by warping out of the combat area announce their desire to do so now. If the ship meets all requirements for disengaging, then it will warp out during this step of the next phase, and will then be removed from the playing board. (See the campaign rules for what happens to such ships. The tactical game does not take long-term effects of disengaging into account other than in the victory conditions of the scenario.)

26) Boarding Combat is resolved. The player winning Boarding Party Advantage may move troops to different parts of the ship. Boarded and boarding ships may convert crew to militia.

27) If this is the repair segment of the final (3rd) phase of the turn, captains may allocate their damage control points and attempt to repair superstructure damage, damaged engines, etc. Engineers may attempt repair/crew repair support rolls at this time.

28) If this is the repair segment of the 3<sup>rd</sup> phase of the turn, crew rescued from destroyed ships may be converted to help crew the ship they are on.

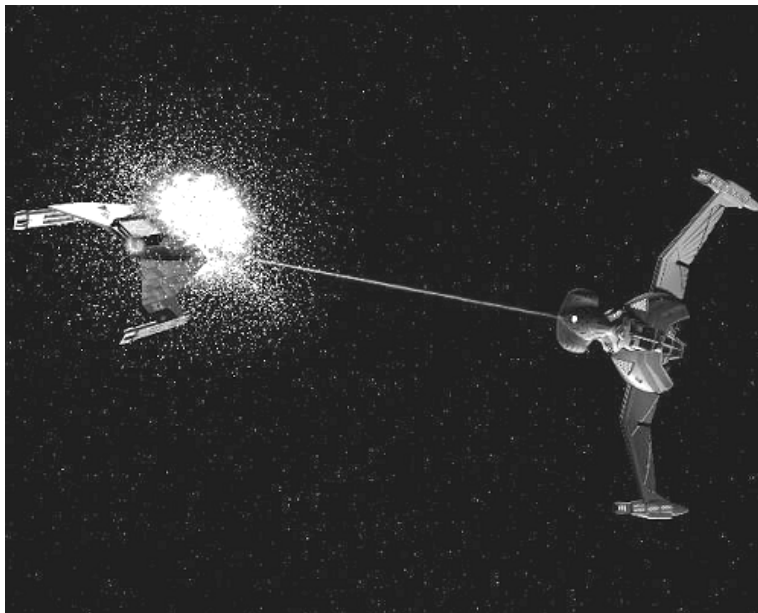
### **Check For Victory Conditions**

29) Check to see if one side or the other has achieved its victory conditions for the scenario, or if the conditions set in the scenario to end the game have been met. If so then the game is over. If both sides complete their victory conditions at the same time, then the game is a draw, unless otherwise stated in the scenario. If the conditions needed to end the game have not been met, then go on to step 30 or 31 below.

### **Continuing the Game**

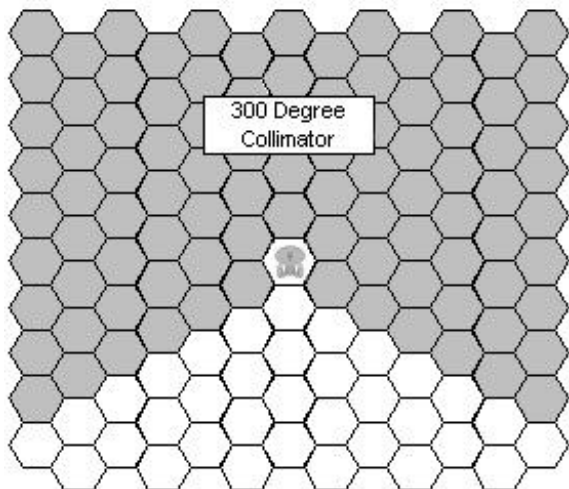
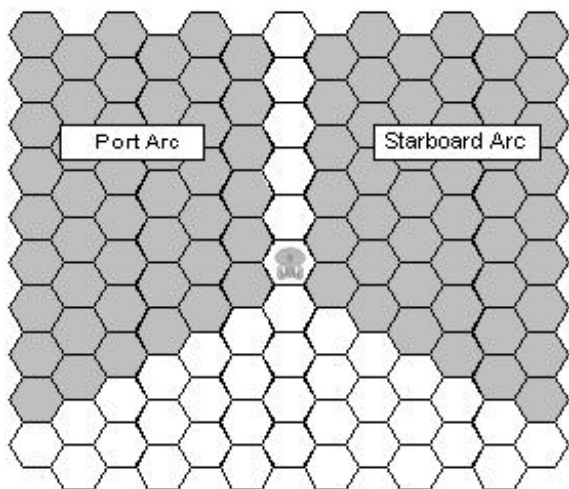
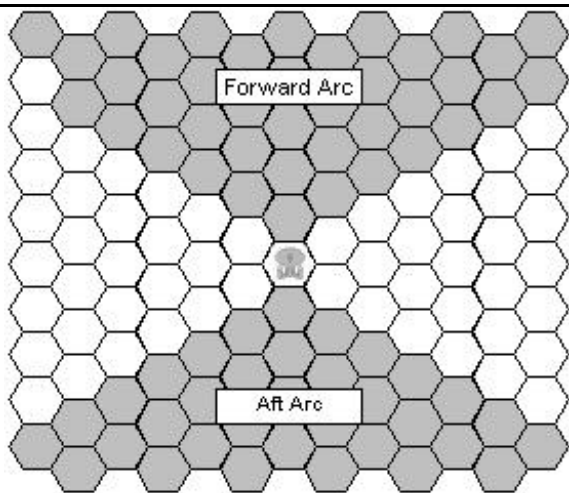
30) Repeat steps 4-26 for phase two.

31) Repeat steps 4-28 for phase three.



Eric Peterson

## FIRING ARCS



## Slim Chance Table

Modified die roll	Slim Chance roll needed
0	1-8
-1	1-6
-2	1-4
-3	1-2
-4	No Chance

## Sensor Search For Cloaked Ships Modifiers (Modifies Cloaked Ship's Cloak Rating)

Circumstance	Modifier
Range: 0-5 hexes	-10%
6-15 hexes	0
16+ hexes	10%
Per Shield Generator out	-5%
Per Damaged Warp Engine	-3%
Per Damaged Impulse Engine	-2%
Per Damaged Thruster	-1%
Cloaked Ship Uses Active Sensors	-45%
In an Asteroid Field	20%
In a Nebula or Dust Cloud	-25%
Science Officer Roll (Searching Ship)	-1% for each percentage point rolled beneath the Officer's Skill Level
Engineer's Skill Roll (Cloaked Ship)	As above but Modifier is +1 not -1 per point under skill level.
Friendly Ship Currently Has a Sensor Lock	-20% per Friendly ship
Using Passive Sensors Only (Searching Ship)	10%
Searching Ship is a Scout Ship	-10%

## Sensor Search Result Table

Modified Search Results Number	Results
< or = 20	Ping!! you have been found!! Place Marker on board.
21-55	Subspace Anomaly detected in arc. May be a Cloaked Ship.
56+	No Ships or anomalies detected.

**NOTE:** See the rules on cloaking devices for how search for cloaked ships, how to identify anomalies, and how to maintain sensor locks on cloaked ships. If an anomaly identified as a cloaked ship changes shield arcs, the player must tell the searching player which arc the anomaly has moved to, and place the blip marker in a random location in the new shield arc.

## Lock Maintenance is as follows:

< or = 40 lock maintained	> 40 Lock Lost
---------------------------	----------------

Use the modifiers from the sensor modifier table

## Plasma Damage Table

Range	Damage	Range	Damage
0-1	32\16	11 (5)	12\6
2	32\16	12 (6)	12\6
3	32\16	13 (7-8)	8\4
4	24\12	14 (9-10)	8\4
5	24\12		
6	24\12	*Numbers in parenthesis are for the 16 point Romulan Weapon.	
7	20\10		
8	20\10		
9 (0-2)*	16\8		
10 (3-4)	16\8		

## To Hit Modifier Chart (Base number found on weapons status display)

Circumstance	Modifier
Firing ship is executing Emergency Evasive maneuvers this phase:	-4
Firing at a stationary cloaked ship:	-5
Firing at a moving cloaked ship:	-4
Firing ship executed an Tactical Heading Change:	-1
Firing ship is slower than target:	See note 1
Firing ship is faster than target:	See note 2
Target is executing Emergency evasive maneuvers:	See note 3
Maneuverability Ratings: (See Note 7)	Firing ship's - Target's Rating
Gunner (d10) Skill Modifier	See firing Ship's Control sheet.
Firing ship has lock on target	(+1) Beams only

Circumstance	Mod.
Gunner makes a called shot:	-1
Target in Nebula or Dust Cloud:	-1
Firer in Nebula or Dust Cloud:	-1
Target is an asteroid:	(+)2
Firer evaded a plasma torp this Phase:	-1
Target Helm D10 Skill Mod:	See target's general Information display for this information.
Weapon has been damaged and then repaired:	-1
Sensors damaged	See Note 8

### NOTES:

1) Modifier is minus the difference in impulse speed divided by 2 (rounded down) minus an additional 1 for being slower.

2) Modifier is minus the difference in impulse Speed.

3) Helmsman rolls percentiles dice against skill level. For every 10%, rounded down, he makes his roll by equals +1 to target's Maneuverability rating. Gunner can offset by rolling against his skill. For every 10%, round down, he makes his skill roll by he negates one of the of the bonus points that was added to the maneuverability rating by the Helmsman's roll. The Gunner can not negate more maneuver bonus than the Helmsman added to the base rating.

4) Gunners roll a separate skill roll against each evasive target they fire at each round.

5) Stationary cloaked ships are defined as generated no impulse movement points this turn, NOT just having held station all turn. Thruster movement of less than speed 4 does

6) Called shots: If the called shot hits, the gunner rolls a skill roll. If he succeeds, then the location chosen has been Hit. Otherwise, distribute the hit to a random location as normal. Note that only damage that penetrated the shields by any way other than a leak due to a missed deflection roll can be distributed to a called shot location. Leak damage is always distributed against the superstructure if less than a 5 damage point block, or randomly if a full 5 damage point block.

7) If the results of subtracting the target ship's maneuverability is a positive number of zero (0), then there is no modifier. If the result is a negative number, then this is the to hit modifier used.

8) Base modifier is -3 to hit. Gunner may offset this by making a skill roll. The penalty is offset by 1 for every full 10% under the gunner's skill level that is rolled, to a maximum of reducing the modifier to zero (0).

## Firing Chart (Base to hit numbers)

Range	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA	Range
0-1	1-10	1-9	1-10	1-9	1-10	1-10	1-9	1-9	1-9	1-10	1-10	1-10	1-9	1-9	1-10	1-10	1-10	1-9	1-9	1-10	1-10	1-10	1-9	1-10	1-10	1-10	1-10	0-1
2	1-9	1-8	1-9	1-8	1-9	1-9	1-10	1-10	1-10	1-9	1-9	1-9	1-10	1-10	1-9	1-9	1-9	1-10	1-10	1-9	1-9	1-9	1-9	1-10	1-10	1-10	1-10	2
3	1-8	1-7	1-9	1-7	1-8	1-8	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-10	1-9	3
4	1-7	1-6	1-8	1-6	1-8	1-8	1-9	1-9	1-8	1-8	1-8	1-8	1-9	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-9	1-9	1-9	1-9	1-9	1-9	4
5	1-6	1-5	1-8	1-5	1-7	1-8	1-8	1-8	1-7	1-8	1-8	1-8	1-9	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-9	1-9	5
6	1-5	1-4	1-7	1-5	1-7	1-8	1-8	1-7	1-6	1-8	1-7	1-8	1-9	1-7	1-8	1-8	1-8	1-8	1-8	1-8	1-7	1-8	1-8	1-8	1-8	1-9	1-8	6
7	1-4	1-3	1-6	1-5	1-6	1-7	1-7	1-6	1-6	1-8	1-7	1-7	1-8	1-7	1-8	1-8	1-7	1-7	1-8	1-8	1-7	1-8	1-8	1-8	1-8	1-8	1-8	7
8	1-3	1-3	1-6	1-4	1-5	1-7	1-6	1-5	1-5	1-7	1-6	1-7	1-8	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-7	1-7	1-8	1-8	1-7	1-8	8
9	1-2	1-2	1-5	1-4	1-5	1-6	1-6	1-4	1-4	1-7	1-6	1-6	1-7	1-5	1-7	1-7	1-7	1-6	1-7	1-6	1-7	1-7	1-7	1-7	1-7	1-8	1-7	9
10	1-2	1-2	1-4	1-3	1-4	1-5	1-5	1-3	1-3	1-6	1-5	1-6	1-7	1-4	1-7	1-7	1-7	1-6	1-6	1-5	1-7	1-7	1-7	1-7	1-7	1-7	1-7	10
11	1-2		1-3	1-3	1-3	1-4		1-2	1-2	1-6	1-5	1-5	1-6	1-3	1-6	1-7	1-6	1-5	1-6	1-5	1-6	1-7	1-7	1-7	1-7	1-7	1-7	11
12			1-2	1-3	1-3	1-4		1	1	1-5	1-4	1-5	1-6	1-2	1-6	1-6	1-6	1-5	1-6	1-4	1-6	1-6	1-7	1-7	1-7	1-7	1-7	12
13				1-2	1-2	1-3				1-4	1-3	1-4	1-5		1-5	1-6	1-6	1-4	1-5	1-4	1-6	1-6	1-7	1-7	1-6	1-7	1-7	13
14				1-2	1-2	1-3				1-3	1-2	1-4	1-5		1-5	1-5	1-6	1-3	1-5	1-3	1-5	1-6	1-7	1-7	1-6	1-7	1-7	14
15				1-2	1-2	1-2				1-2		1-3			1-4	1-5	1-5	1-2	1-4	1-3	1-5	1-6	1-7	1-6	1-6	1-7	1-6	15
16						1-2						1-2			1-4	1-4	1-5		1-3	1-3	1-4	1-5	1-6	1-6	1-6	1-7	1-6	16
17						1-2									1-3	1-4	1-4		1-3	1-2	1-3	1-4	1-6	1-5	1-6	1-7	1-6	17
18						1-2									1-2	1-3	1-3		1-2		1-2	1-3	1-5	1-4	1-5	1-7	1-6	18
19																1-3	1-3				1-3	1-4	1-3	1-5	1-5	1-6	1-5	19
20																1-2	1-2					1-2	1-4	1-3	1-5	1-6	1-5	20
21																							1-3	1-2	1-4	1-6	1-5	21
22																							1-2	1	1-4	1-6	1-4	22
23																									1-3	1-6	1-4	23
24																									1-2	1-6	1-3	24
25																										1-6	1-3	25
26																										1-5	1-3	26
27																										1-5	1-2	27
28																										1-5	1-2	28
29																										1-5	1	29
30																										1-5	1	30
31																										1-4		31
32																										1-4		32
33																										1-4		33
34																										1-4		34
35																										1-3		35
36																										1-3		36
37																										1-3		37
38																										1-3		38
39																										1-2		39
40																										1-2		40
41																										1-2		41
42																										1-2		42
43																										1-2		43
44																										1		44
45																										1		45
46																										1		46
47																										1		47
48																										1		48

See To Hit Modifier Table for a comprehensive list of to hit modifiers.

## Turn Stress Chart

Speed	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
1	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	1	1
2	X	X	X	X	X	X	X	X	X	X	X	X	X	1	X	1	1	1
3	X	X	X	X	X	X	1	1	1	1	1	1	1	1	1	1	1	1
4	X	X	X	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2
6	1	1	1	1	2	1	1	1	1	1	1	1	2	2	2	2	2	2
7	1	1	1	2	2	2	2	2	2	1	2	2	2	3	2	2	2	3
8	1	1	2	2	3	2	2	2	3	2	2	3	3	4	2	3	2	3
9	2	2	2	2	3	3	2	2	4	2	3	4	3	5	3	3	3	4
10	2	2	3	2	4	3	3	3	5	3	3	5	4	5	3	4	3	4
11	2	2	3	2	4	3	3	3	5	3	4	5	4	6	3	4	4	5
12	2	3	4	3	4	4	3	4	5	3	4	5	4	6	4	5	4	5
13	3	3	4	3	4	4	3	4	6	4	5	6	5	6	4	6	5	6
14	3	4	5	4	5	4	4	5	6	4	5	6	5	7	5	6	5	6
15	4	4	5	4	5	5	4	5	7	5	6	7	6	7	5	6	6	7
16	4	5	5	5	5	5	5	6	7	6	7	7	6	7	6	7	6	7

## Thruster move point chart

Thruster Move points Avail	Movement points Available		
	Phase 1	Phase 2	Phase 3
1	None	1	None
2	1	None	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3

## Shield Quick Reference Sheet

### How To Determine if shields "leak" damage:

**Step 1:** Divide total damage taken from salvo by the shield Durability of the target ship

**Step 2:** Subtract the result from the current shield efficiency.

**Note:** Always use the current shield efficiency listed at the beginning of the phase

**Step 3:** Cross reference the adjusted % efficiency on the table below.

**Step 4:** Roll 1d10 for each weapon that hits. If the number rolled < or = the number found in step 3, no leak occurs.

**Step 5:** If a leak occurs, determine the amount leaked (Formula = Total leak damage/shield durability \* leak step)

**Step 6:** Distribute damage using the damage chart.

#### Other notes:

- 1) Any damage from a single salvo that exceeds the maximum protection level penetrates the shields.
- 2) A ship must score damage greater than or equal to the Minimum Damage rating for hits by subsequent ships to qualify for the -1 penalty to the deflection number

### To Calculate Percentage of Shield Efficiency Lost: (At end of each phase.)

#### Step 1:

Determine the total amount of Damage taken this phase to the result of step 1

#### Step 2:

Divide the total from step 1 by the shield durability of the target ship. This is the percentage of efficiency lost.

#### Step 3:

Subtract the percentage lost and check the shield chart on the Systems Sheet to determine the deflection number at the new efficiency. Use this number or 3 as the target roll, Whichever is greater. Roll a d10. If the number rolled is less than or equal to the target number, number then a percentage equal to the shield durability rating is added back to the shield efficiency

#### Step 4:

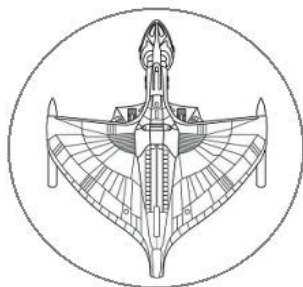
Use the new efficiency number to determine the new maximum deflection roll allowed.

### Ramming Formulas:

#### To Successfully Ram:

$$50 + (\text{Ramming Ship's Helmsman's Skill}) + (\text{Ramming ship's Maneuverability percentage}^*) \\ - (\text{Target Ship's Helmsman's Skill}) - (\text{Target ship's Maneuverability percentage}^*)$$

#### Contact Chart:



Results of ram roll	Contact made
Less or = to 1/2 needed roll	Direct Hit! Use full hull values until one ship explodes
Greater than 1/2 needed roll but not equal to roll	Light Contact-50% ramming ship's hull used
Equal to ram roll	Glancing Blow 25% ramming ship's hull used
Greater than number needed	Complete miss

### Shield Reinforcement:

Shield deflection for one main arc may be reinforced up to 1/2 shield durability or 3 whichever is LESS.

Cost to reinforce is normal cost plus one extra point of power. Only shields that are already powered to Maximum may be reinforced, and shields that are at 0% efficiency lose any reinforcement until the efficiency rises to over 0% again.

Shield arcs that lose a generator receive no special advantage from reinforcement. The shield is still down completely. The same goes for the loss of the shields or main power grid. Do not count reinforcement when rolling for shield efficiency repair.

Main Damage Chart	
Die Roll	Shield 1
1	Weapons/Defensive Systems
2	Weapons/Defensive Systems
3	Power Systems
4	Power Systems
5	Superstructure/C1/2
6	Superstructure/C1/2
7	Superstructure/C1/2
8	Superstructure-Possible Critical Hit
9	Control Systems
0	Control Systems

Die Roll	Forward Damage Arc
1-4	Beam Weapon
5-6	Missile Weapon
7	Transporters
8-0	Shield Generator/Cloak

Die Roll	Aft Damage Arc
1-4	Beam Weapon
5-6	Missile Weapon
7	Transporters
8-0	Shield Generator/Cloak

Die Roll	Port/Starboard Damage Arcs
1-5	Beam Weapon
6-7	Missile Weapon
7	Transporters
8-0	Shield Generator/Cloak

Die Roll	Forward Damage Arc
1-2	1/2 Port Warp Engine
3-4	1/2 Starboard Warp Engine
5	Port Warp Engine
6	Starboard Warp Engine
7	1/2 Impulse Engine
8	Impulse Engine
9-0	Thruster

Die Roll	Aft Damage Arc
1	1/2 Port Warp Engine
2	1/2 Starboard Warp Engine
3-4	Port Warp Engine
5-6	Starboard Warp Engine
7-8	1/2 Impulse Engine
9	Impulse Engine
0	Thruster

Die Roll	Port/Starboard Damage Arcs
1	1/2 Facing Warp Engine
2	1/2 Off Side Warp Engine
3-4	Facing Warp Engine
5-6	Off Side Warp Engine
7	1/2 Impulse Engine
8	Impulse Engine
9-0	Thruster

**Called shots:**  
Called shots may not be made against the superstructure. They are -2 to hit, then a gunner skill roll must be made to hit the targeted system and cause a roll on the sub chart for the targeted system

Die Roll	Forward Damage Arc
1-3	Tactor Beams
4-6	Sensors
7-9	Command Spaces
0	Engineering

Die Roll	Aft Damage Arc
1-3	Tactor Beams
4	Sensors
5-6	Command Spaces
7-0	Engineering

Die Roll	Port/Starboard Damage Arcs
1-3	Tactor Beams
4-5	Sensors
6-8	Command Spaces
9-0	Engineering

**Critical Hit Procedure**  
Roll 1d10. If a 1 is rolled a critical hit is scored. Roll percentile dice then subtract the current superstructure of the target ship. Add the damage from the hit that caused the possible critical hit. Apply the results from the Critical Hit Chart and 1/2 normal damage to the superstructure. If 2-0 are rolled, then a normal superstructure hit is applied to the target.

Crew Casualties	
Superstruc. Strength	% Crew Lost/ Dam. point
9-11	10
12-14	8
15-19	6
20-35	4
36-50	2
51-100	1
101+	See Rules

Engineering Damage Chart	
Die Roll	(Bases are -2 on this table. Non-aft arc hits are -1) Damage Result
1-2	Tactor Beams Down
3-4	Transporters Out
5-6	Power Routing Controls Down
7	Weapons Power Grid Down
8	Maneuver Power Grid Down
9	Shield Power Grid Down
0	Main Power Grid Down

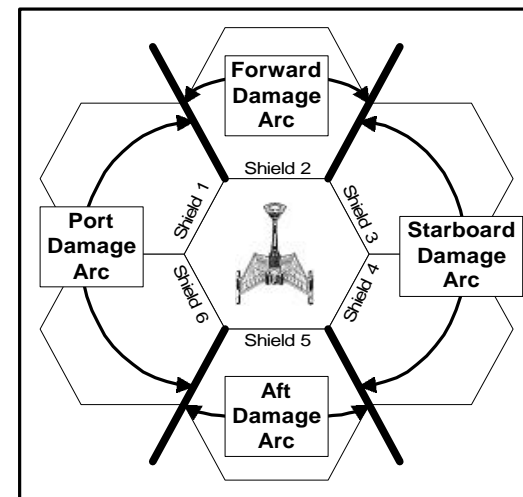
Command Spaces Table	
D10 Hit location	(See Rules for Effects)
1	Bridge Crew
2-3	Bridge Weapons Station
4	Bridge Helm/ECM Stat'n
5	Bridge Science Station
6	Aux. Science Station
7-8	Aux. Weapons Station
9	Aux. Helm/ECM Stat'n
0	Aux. Control Crew

Outpost/Starbase Damage Chart	
Die Roll	Damage Result
1	Weapon/Defensive Systems
2	Weapon/Defensive Systems
3	Power Systems
4	Power Systems
5	1/2 Superstructure/C 1/2
6	1/2 Superstructure/C 1/2
7	Superstructure
8	Superstructure/C 1/2
9	Control Systems
0	Control Systems

Die Roll	Starbase Power Systems
1-3	1/2 Ant-Matter Reactor
4-6	1/2 Impulse Reactor
7-8	Anti-Matter Reactor
9-0	Impulse Reactor

Die Roll	Starbase Weapons Systems
1-3	Beam Weapon
4-5	Missile Weapon
6	Transporters
7-0	Shield Generator

Die Roll	Starbase Control Systems
1-2	Tactor Beams
3-5	Sensors
6-8	Command Spaces
9-0	Engineering



① → ②

## Critical Hit Chart

### MODIFIED % DICE ROLL

### EFFECT

LESS THAN 0%	<u>Targeting Scanners are jolted and temporarily mis-aligned.</u> All shots by the affected ship are at a -1 to hit until a repair roll is made to re-align the scanners
01%-15%	<u>Primary Life Support off line.</u> Emergency life support has been engaged. Crew moral is affected. All skill levels for crew and officers are reduced by 10% until primarily life support is restored by a successful repair roll.
16%-30%	<u>Power Control Circuits have been damaged.</u> Power allocation may not be changed by the ship until a repair roll has been made. If engines are damaged, the computer will allocate the available power to previously allocated levels in the following priority: shields, movement, weapons.
31%-40%	<u>Partial Loss of Helm Control.</u> Roll under the skill level of the helmsman when ever a heading change is desired. If the skill check is not made successfully, then the ship does not turn, but sideslips to the side of the desired turn. This may be repaired by an engineer/crew repair roll.
41%-50%	<u>Partial Loss of Fire Control.</u> Roll under the skill level of the gunner whenever a volley is to be fired. If the roll is not made successfully, the volley is not fired. This can be repaired by a crew/Engineer repair roll.
51%-65%	<u>Transporters off line.</u> The ship may not beam beam boarding parties or crew members from the ship to any other destination, nor may they beam any crew or boarding parties from another destination to the ship. This includes crew evacuations when abandoning ship. This result can be repaired on a normal system repair roll procedure with a target of 7, but this counts as the only such roll for that phase.
66%	<u>Warp core is breached catastrophically.</u> Ship explodes at the end of the turn. Ships Engineer may delay detonation by 3 phases if a skill roll is made successfully. The crew may do nothing but evacuate the ship during these 3 phases. See the rules for abandoning ship/rescues during combat.
67%-80%	<u>Roll on Engineering Damage Chart.</u> If ship has a cloak, then the cloak has also been damaged and will not function until repaired by a crew/engineer repair roll.
81%-90%	<u>Chain explosions in engineering.</u> For each warp and impulse engine, roll 1d6 and apply the result to the engine as damage. (Specify which engine is being rolled for before each d6 is rolled)
91%-100%	<u>Structural Collapse.</u> Roll 1d10 and apply the results to the superstructure with normal crew casualties.
101-120%	<u>Slow warp core breach.</u> Roll percentile dice at the end of each turn. On the first turn a roll of 10% or less will destroy the ship. On the second turn, a roll of 20% or less will destroy the ship. The chance to destroy the ship rises by 10% each turn until the breach has been repaired or the ship explodes. The Engineer may avert disaster by rolling under his skill level minus the current explosion percentage for the breach. Thus, if the skill level of the engineer is 60% and the current explosion chance percentage is 20%, then the engineer must roll $60 - 20 = 40\%$ or less to repair the breach. Rolls must be made during the last repair/shield efficiency phase of each turn. First roll to see if the ship explodes, if not, then roll to see if the breach has been repaired. The engineer may eject the warp core rather than try and fix the breach. If so, roll against his skill level in the last repair/shield efficiency phase of he turn he wished to eject the core. (This roll is made BEFORE the roll to see of the core explodes.) If the skill roll is made, then the core is ejected. Note that an engineer may NOT make a skill roll to eject the core AND a roll to repair the core in the same turn. He must choose one or the other before before making the roll. If the core is ejected, then the ship looses all warp power. It may not allocate power from the warp engines, and may not warp off the board. The ship receives 10% of the original warp output of the ship as emergency power. This is allocated as normal, and may be reduced to zero by subsequent warp engine hits. Continue to roll for the ejected core to explode at +10% per turn until it explodes. The core explodes with force equal to 1/2 the original engine output of the ship that ejected it. Ships in the explosion area take damage as per the normal ship explosion rules. Ships may fire at the core to cause it to detonate in the firing phase. There is a 1% chance per damage point scored that the core will explode. (% chance from damage is cumulative) Roll percentile dice, and if the number rolled is less than the amount of damage scored, then the core explodes. (This means 100 damage points causes automatic explosion.)**
121% +	<u>Warp core is breached catastrophically.</u> Ship explodes at the end of the turn. Ships Engineer may delay detonation by 3 phases if a skill roll is made successfully. The crew may do nothing but evacuate the ship during these 3 phases. See the rules for abandoning ship/rescues during combat.

\*\*Note: A repair roll MAY be made for this critical hit on the same turn/phase that the hit is taken, but only after the explosion roll.

## Turn Record/Initiative Modifier Chart

Ship Name	Captain		Turn Number															
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																
		Score																
		Seq.																

### Initiative Modifiers:

1) Per impulse move point faster than the slowest ship on the board:

+10

**Note:** Determine the slowest ship by generated movement points, not actual hexes moved.

2) Ship is cloaked but is locked onto

+5

3) Ship is cloaked and no lock-ons by enemy ships. +15

4) Add Evasive Bonus for ships. ECM rating for outposts and bases.

# BOARDING PARTY COMBAT CHART

Maximum number of troops that can move from one area to another via any one gray pathway is equal to the size class of the boarded ship/base.

## BRIDGE

CURRENT FRIENDLY

TROOPS:

G:	V:
A:	E:

CURRENT ENEMY

TROOPS:

G:	V:
A:	E:

## Sabotage Results

D10 Roll	Results
1	No damage
2	Random Weapon Damaged
3	1d6 to Impulse Engine
4	1d6 to any warp eng.
5-7	1 Hull Box W/ Casualties
8	Random Shield Gen.
9	Thruster
0	Roll on crit chart w/ 20 damage points

## AUXILIARY CONTROL

CURRENT FRIENDLY

TROOPS:

G:	V:
A:	E:

CURRENT ENEMY

TROOPS:

G:	V:
A:	E:

## ENGINEERING

CURRENT FRIENDLY

TROOPS:

G:	V:
A:	E:

CURRENT ENEMY

TROOPS:

G:	V:
A:	E:

## OTHER AREAS

CURRENT FRIENDLY

TROOPS:

G:	V:
A:	E:

CURRENT ENEMY

TROOPS:

G:	V:
A:	E:

**KEY:** G = Green, A = Average, V = Veteran, E = Elite

Base to hit number: 7

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

Troops that beam in to a section that has no friendly troops already in it suffer a (-1) to hit penalty on the phase they beam over only.

**NOTE:** Racial and Quality bonuses are cumulative.

<p><b>How to use the chart:</b></p> <p>1) Place the fleeing and and pursuing ships in the areas indicated.</p> <p>2) 3 rounds of helm contests and gunner checks are performed.</p> <p>3) If all pursuing ships have not reached the disengagement line, roll for repairs and captain's disengagement</p>
<p><b>Results Charts:</b></p> <p><u>Helm Contest:</u></p> <p>&lt; 1 Pursuer moves 2 range band back</p> <p>0 - 40 Pursuer moves 1 range band back</p> <p>41-70 No change in range</p> <p>71-00 Pursuer closes 1 range band (if desired)</p> <p>100+ Pursuer closes up to 2 range bands</p> <p><u>Captain's Roll:</u></p> <p>Any captin that does not make his modified skill roll by more than the fleeing captain must drop out of the pursuit. See ruller for modifiers to the captain's skill.</p>

## Shuttlecraft Status Sheet

Launching Ship or Base: \_\_\_\_\_

Shuttle Name/Number		Science	Movement: 3 impulse and 1 thruster maximum each Movement phase.	
Counter/Miniature ID	Gunner Skill	Officer Skill	Sensor range for searches for cloaked ships 15 hexes	
			<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; width: 60%;">Shields</div> <div style="border: 1px solid black; padding: 2px; width: 35%;">Superstructure</div> </div>	
Beam Weapon Info:		Cargo/Notes:		
Number of Weapons: 1      Firing Arc: 360 Deg.		Maneuverability rating for shuttles is 6.		
Range = Damage: 1-0 = 4, 2 = 3, 3 = 2, 4 = 1				

Shuttle Name/Number		Science	Movement: 3 impulse and 1 thruster maximum each Movement phase.	
Counter/Miniature ID	Gunner Skill	Officer Skill	Sensor range for searches for cloaked ships 15 hexes	
			<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; width: 60%;">Shields</div> <div style="border: 1px solid black; padding: 2px; width: 35%;">Superstructure</div> </div>	
Beam Weapon Info:		Cargo/Notes:		
Number of Weapons: 1      Firing Arc: 360 Deg.		Maneuverability rating for shuttles is 6.		
Range = Damage: 1-0 = 4, 2 = 3, 3 = 2, 4 = 1				

Shuttle Name/Number		Science	Movement: 3 impulse and 1 thruster maximum each Movement phase.	
Counter/Miniature ID	Gunner Skill	Officer Skill	Sensor range for searches for cloaked ships 15 hexes	
			<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; width: 60%;">Shields</div> <div style="border: 1px solid black; padding: 2px; width: 35%;">Superstructure</div> </div>	
Beam Weapon Info:		Cargo/Notes:		
Number of Weapons: 1      Firing Arc: 360 Deg.		Maneuverability rating for shuttles is 6.		
Range = Damage: 1-0 = 4, 2 = 3, 3 = 2, 4 = 1				

Shuttle Name/Number		Science	Movement: 3 impulse and 1 thruster maximum each Movement phase.	
Counter/Miniature ID	Gunner Skill	Officer Skill	Sensor range for searches for cloaked ships 15 hexes	
			<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; width: 60%;">Shields</div> <div style="border: 1px solid black; padding: 2px; width: 35%;">Superstructure</div> </div>	
Beam Weapon Info:		Cargo/Notes:		
Number of Weapons: 1      Firing Arc: 360 Deg.		Maneuverability rating for shuttles is 6.		
Range = Damage: 1-0 = 4, 2 = 3, 3 = 2, 4 = 1				

# Flight Deck Status Sheet

Counter designations of Flotilla Gunboats: \_\_\_\_\_

Flotilla Designation: \_\_\_\_\_

Race: \_\_\_\_\_

Assigned Base: \_\_\_\_\_

## Flight Deck #1

### Hanger Status:

Oper	Dam.	Repd.
X		

Dam.	Repd.

Dam.	Repd.

Dam.	Repd.

### Flight Deck Structure


Note: Once the structure above has been depleted, any hit of 5 damage points or greater will render the hanger inoperatble until a repair roll is made. The repair number is 7. The continuous repair rules do apply to flight deck repairs.

### Crew Replacements:

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--

## Flight Deck #2

### Hanger Status:

Oper	Dam.	Repd.
X		

Dam.	Repd.

Dam.	Repd.

Dam.	Repd.

### Flight Deck Structure


Note: Once the structure above has been depleted, any hit of 5 damage points or greater will render the hanger inoperatble until a repair roll is made. The repair number is 7. The continuous repair rules do apply to flight deck repairs.

### Crew Replacements:

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--

# Gunboat Flotilla Status Sheet

Flotilla Name: \_\_\_\_\_ Flotilla Commander: \_\_\_\_\_ Skill score for initiative

Turn: 

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

  
Initiative Score by turn: 

--	--	--	--	--	--	--	--	--	--

Assigned base: \_\_\_\_\_

**Flight #1** Type of Gunboat:  Helm Skill/Bonus:  Gunner Skill/Bonus:

Movement (Available each phase): ☐ Impulse ☐ Thruster Speed Track

Beam Weapon Type:  Beam Weapons Firing Arcs:  Missile Weapons Firing Arcs:

Missile Weapon Type:  Beam weapon damage per hit:  Missile weapon damage per hit:

Maneuverability:  (+ %) **Beam To hit numbers:** Range 

0-1	2	3	4	5	6	7	8	9	10
-----	---	---	---	---	---	---	---	---	----

 Number needed: 

--	--	--	--	--	--	--	--	--	--

**Missile To hit numbers:** Range 

0-1	2	3	4	5	6	7	8	9	10
-----	---	---	---	---	---	---	---	---	----

 Number needed: 

--	--	--	--	--	--	--	--	--	--

**Shields/Hull/Missile Weapon Status** See Rules for how to determine what gunboat has been hit. (Note: Missile weapon box is marked to show that the weapon has fired for that turn.)

<p><b>Gunboat #1</b> Shields: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Hull: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Turn: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr></table></p> <p>Missile Weapon: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p>																					1	2	3	4	5	6	7	8	9	10											<p><b>Gunboat #2</b> Shields: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Hull: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Turn: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr></table></p> <p>Missile Weapon: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p>																					1	2	3	4	5	6	7	8	9	10										
1	2	3	4	5	6	7	8	9	10																																																																								
1	2	3	4	5	6	7	8	9	10																																																																								
<p><b>Gunboat #3</b> Shields: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Hull: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Turn: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr></table></p> <p>Missile Weapon: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p>																					1	2	3	4	5	6	7	8	9	10											<p><b>Gunboat #4</b> Shields: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Hull: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Turn: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr></table></p> <p>Missile Weapon: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p>																					1	2	3	4	5	6	7	8	9	10										
1	2	3	4	5	6	7	8	9	10																																																																								
1	2	3	4	5	6	7	8	9	10																																																																								

**Flight #2** Type of Gunboat:  Helm Skill/Bonus:  Gunner Skill/Bonus:

Movement (Available each phase): ☐ Impulse ☐ Thruster Speed Track

Beam Weapon Type:  Beam Weapons Firing Arcs:  Missile Weapons Firing Arcs:

Missile Weapon Type:  Beam weapon damage per hit:  Missile weapon damage per hit:

Maneuverability:  (+ %) **Beam To hit numbers:** Range 

0-1	2	3	4	5	6	7	8	9	10
-----	---	---	---	---	---	---	---	---	----

 Number needed: 

--	--	--	--	--	--	--	--	--	--

**Missile To hit numbers:** Range 

0-1	2	3	4	5	6	7	8	9	10
-----	---	---	---	---	---	---	---	---	----

 Number needed: 

--	--	--	--	--	--	--	--	--	--

**Shields/Hull/Missile Weapon Status** See Rules for how to determine what gunboat has been hit. (Note: Missile weapon box is marked to show that the weapon has fired for that turn.)

<p><b>Gunboat #1</b> Shields: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Hull: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Turn: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr></table></p> <p>Missile Weapon: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p>																					1	2	3	4	5	6	7	8	9	10											<p><b>Gunboat #2</b> Shields: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Hull: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Turn: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr></table></p> <p>Missile Weapon: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p>																					1	2	3	4	5	6	7	8	9	10										
1	2	3	4	5	6	7	8	9	10																																																																								
1	2	3	4	5	6	7	8	9	10																																																																								
<p><b>Gunboat #3</b> Shields: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Hull: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Turn: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr></table></p> <p>Missile Weapon: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p>																					1	2	3	4	5	6	7	8	9	10											<p><b>Gunboat #4</b> Shields: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Hull: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p> <p>Turn: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr></table></p> <p>Missile Weapon: <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></p>																					1	2	3	4	5	6	7	8	9	10										
1	2	3	4	5	6	7	8	9	10																																																																								
1	2	3	4	5	6	7	8	9	10																																																																								

# Gunboat Flotilla Status Sheet

Flotilla Name: \_\_\_\_\_

Flotilla Commander: \_\_\_\_\_

<b>Flight #3</b>	Type of Gunboat: _____	Helm Skill/Bonus: _____	Gunner Skill/Bonus: _____
Movement (Available each phase): <input type="checkbox"/> Impulse <input type="checkbox"/> Thruster		Speed Track _____	
Beam Weapon Type: _____		Beam Weapons Firing Arcs: _____	
Missile Weapon Type: _____		Missile Weapons Firing Arcs: _____	
Beam weapon damage per hit: _____		Missile weapon damage per hit: _____	
Maneuverability: <span style="border: 1px solid black; padding: 2px;">(+ %)</span>		Beam To hit numbers: Range 0-1 2 3 4 5 6 7 8 9 10 Number needed: _____	
		Missile To hit numbers: Range 0-1 2 3 4 5 6 7 8 9 10 Number needed: _____	

**Shields/Hull/Missile Weapon Status** See Rules for how to determine what gunboat has been hit. (Note: Missile weapon box is marked to show that the weapon has fired for that turn.)

<b>Gunboat #1</b> Shields: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Hull: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Turn: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Missile Weapon: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table>	<b>Gunboat #2</b> Shields: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Hull: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Turn: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Missile Weapon: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table>
<b>Gunboat #3</b> Shields: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Hull: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Turn: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Missile Weapon: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table>	<b>Gunboat #4</b> Shields: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Hull: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Turn: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Missile Weapon: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table>

<b>Flight #4</b>	Type of Gunboat: _____	Helm Skill/Bonus: _____	Gunner Skill/Bonus: _____
Movement (Available each phase): <input type="checkbox"/> Impulse <input type="checkbox"/> Thruster		Speed Track _____	
Beam Weapon Type: _____		Beam Weapons Firing Arcs: _____	
Missile Weapon Type: _____		Missile Weapons Firing Arcs: _____	
Beam weapon damage per hit: _____		Missile weapon damage per hit: _____	
Maneuverability: <span style="border: 1px solid black; padding: 2px;">(+ %)</span>		Beam To hit numbers: Range 0-1 2 3 4 5 6 7 8 9 10 Number needed: _____	
		Missile To hit numbers: Range 0-1 2 3 4 5 6 7 8 9 10 Number needed: _____	

**Shields/Hull/Missile Weapon Status** See Rules for how to determine what gunboat has been hit. (Note: Missile weapon box is marked to show that the weapon has fired for that turn.)

<b>Gunboat #1</b> Shields: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Hull: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Turn: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Missile Weapon: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table>	<b>Gunboat #2</b> Shields: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Hull: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Turn: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Missile Weapon: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table>
<b>Gunboat #3</b> Shields: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Hull: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Turn: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Missile Weapon: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table>	<b>Gunboat #4</b> Shields: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Hull: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Turn: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table> Missile Weapon: <table border="1" style="display: inline-table; width: 100px; height: 20px;"></table>

# NG Gunboats

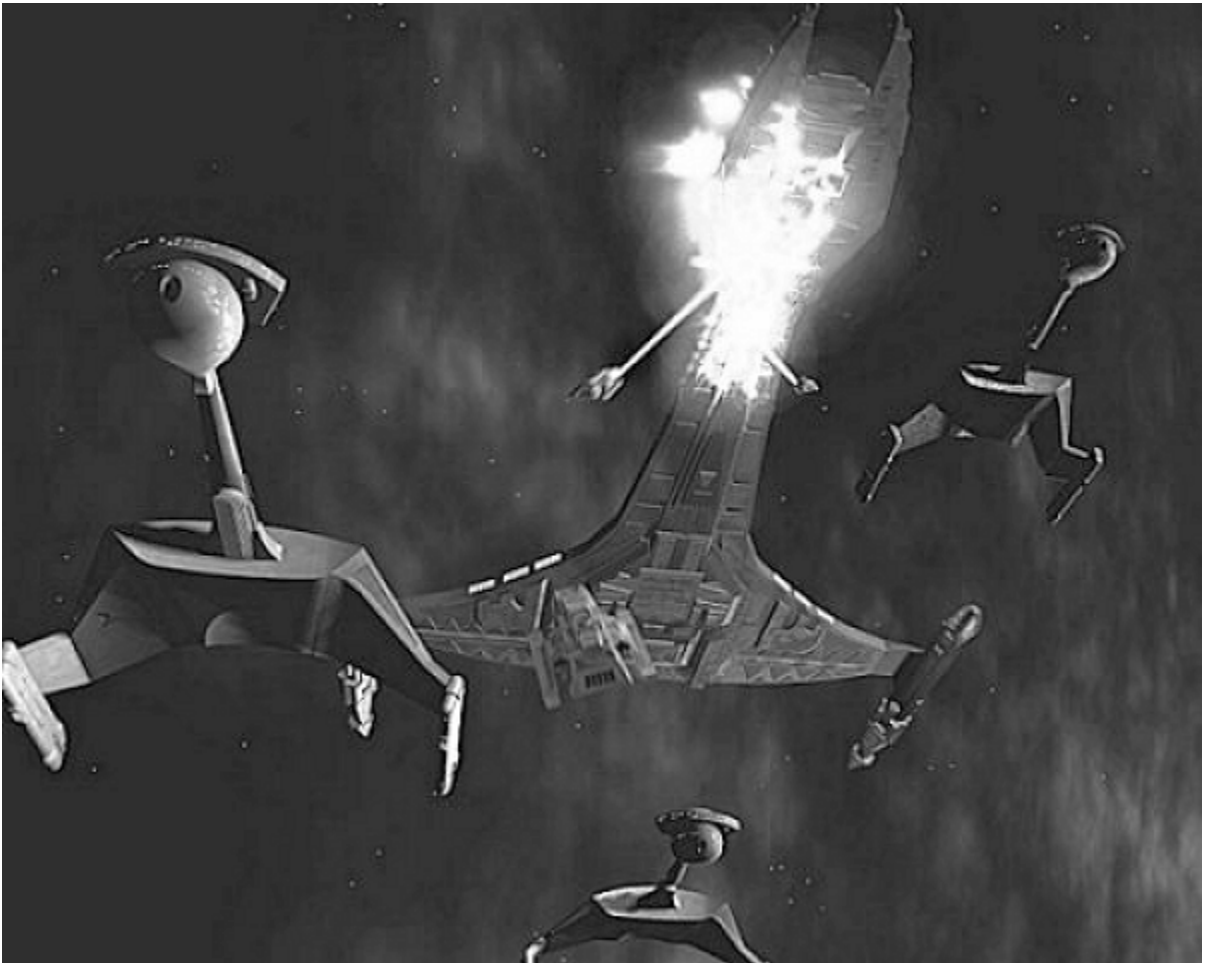
Gunboat Data Table													
Race/Class	Size	Maneuver Rating	Impulse Speed/phase	Thruster Speed/phase	Shields	Hull	Beam Weapon Arcs	Beam Weapon Damage	Beam to Hit Table	Missile Weapon Arcs	Missile Weapon Damage	Missile to Hit Table	Wepons Types
<b>Federation</b>													
Runabout	2	5 (+30%)	7	2	18	6	1 f/p/s	6	A	1 f/a	10	I	Phaser/Photon
Peregrine-C	3	4 (+30%)	7	3	22	10	1 f/p/s	8	C	1 f/a	10	I	Phaser/Photon
<b>Klingons</b>													
Bloodhawk	2	5(+35)	8	3	20	8	1 f/p/s	6	C	1 f	10	I	Distuper/Photon
<b>Romulans</b>													
Centurion	2	5(+30)	7	3	18	6	1 f/p/s	6	C	1 f	8	H	Disrupter/Plasma
<b>Cardassians</b>													
Tarik	3	4 (+30%)	6	3	18	6	1 f/p/s	6	C	1 f/a	8	H	Particle/Photon
<b>Bajorans</b>													
Fighter	1	5 (+35%)	8	4	18	2	1 f/p/s	6	A	1 f	8	H	Phaser/Photon
<b>Jem'Hadar</b>													
Heavy Gunboat	3	4 (+30%)	7	3	24	6	1 f/p/s	8	C	1 f/a	10	I	Proton/Ion

Gunboat OCR Value* Table			
Race/Class	OCR	Offensive	Defensive
<b>Federation</b>			
Runabout	35.2	16	220
Peregrine-C	51.84	18	288
<b>Klingons</b>			
Bloodhawk	50.4	16	280
<b>Romulans</b>			
Centurion	37.8	14	270
<b>Cardassians</b>			
Hideki	33.6	14	240
<b>Bajorans</b>			
Fighter	25.2	14	180
<b>Jem'Hadar</b>			
Heavy Gunboat	51.84	18	288

\* Per Flight of 4 Gunboats/Fighters

---

# Scenarios



Eric Peterson/Matt Allen

---

## Scenarios

### Introduction

This section will give guidelines on preparing your own scenarios, as well as present some of the scenarios used to play test the game. The best part of this type of game setting is that the possibilities are endless!!

### The Scenario

Players will undoubtedly have ideas for their own scenarios. To define a scenario, they must provide at least the following information:

- 1) What are the sides? (For beginners there should only be two sides.)
- 2) What are the goals and victory conditions of each side? (In beginning scenarios, this is usually only destroy or cripple the other ship. Later goals can be almost anything the players desire.)
- 3) How many ships will each side have? The scenario should be balanced as described below. It is recommended that each player command only one ship until very familiar with the game system!
- 4) Where will each vessel start? Most of the time this will be in any hex on opposite sides of the board. If there are reinforcements that arrive later, these should be specified, as well as where and when they will enter.

### Balancing Scenarios

The Overall Combat Rating, as well as the Offensive and defensive ratings, may be used in balancing two sides of a scenario. The process is fairly accurate only when two ships are being played head to head. It is less accurate, but still valuable when there are multiple ships on both sides.

### Comparing Two Ships:

When comparing two ships, the combat efficiency values may be compared directly. They should be within 10-15% or so of each other in order to be close to an even match.

### Comparing Two Sides

The combat efficiency values may also be used in balancing two sides of a scenario. This process is fairly accurate as long as the numbers of ships and their sizes are relatively equal; the more nearly equal, the more accurate. There are two ways of balancing scenarios, and players may choose which they like best or find more accurate.

- 1) Add up all of the defensive ratings of each side's ships. Next, total the offensive ratings of both side's ships. These totals are compared. If the defensive and offensive ratings of both sides are balanced, or at least very close (within 15% or so), the scenario should be balanced.
- 2) Multiply the total defensive rating of one side's ships by that side's total offensive rating, then divide by 100 to get that side's overall combat rating. Do the same with the other side's defensive and offensive ratings. If the overall combat ratings balance (within 15% or so), then the scenario should be balanced. This method works best with equal numbers of ships on both sides.

---

## Victory Points and Advancement

The captain's, bridge crew's and crew's skill rating can all be improved in a campaign setting. This may be an actual campaign game as set forth in the campaign rules, or just a series of scenarios fought by the same ship and crew. The officers keep their skill rating until they are killed or are given a command. Crews keep their ratings until disbanded or killed. More detail will be provided on this in the campaign rules, but for now, use the procedure below for victory points and advancement.

### Victory Points:

Ships earn victory points by defeating enemy forces. Ships on the losing side do get points for actions they performed during a fight. There are a lot of ways that victory points could be rewarded by a referee, especially for non-combat situation in a role playing game. For combat victory point, it is recommended the following guidelines be used:

- 1) The base number of victory points is found by dividing the defeated ship's total power units available by 10, rounding fractions down.
- 2) If the winning ship(s) had less total power available, add 1 victory point for every 5 points difference between the ships. In Multiple ship scenarios, the SIDE with fewer power points available gets the victory point bonus.
- 3) If the enemy ship was driven off, then add 2 to the total. If it was destroyed, add 4 to the total. If it was captured, DOUBLE the total from number 2 above.
- 5) If more than one ship participated in the victory and loss, then the victory points are divided amongst the surviving ships and/or crews/officers. One way to divided the points is to give 2 of every 3 victory points to the ship that caused the most damage to the vanquished ship(s). Another way is to divided the points evenly among the ships that participated in the battle, giving the ship that was key in winning the battle an extra share. How victory points are to be divided should be determined by the players before the scenarios/campaign begins.

### Dividing Victory Points:

Victory points are given to a ship, and it is up to the captain how to split it them among the crew, the officers, and himself. It is recommended that the number of points be divided in half. The crews skill rating will be increased by their half, and the Captain and bridge crew will share the other half equally. In addition, the captain may use an equal number of victory points he receives to improve his individual bridge crew skills (if the campaign rules are used).

For example, a ship with 63 total power points is defeated by a ship with 55 total power points available. To calculate the improvement in the crew and officers skills, divide 62 by 10 and round down, to arrive at 6. Add 1 point because the winning ship had 63-55 or 8 less power points available, rounding down to 5 more power points and thus, plus one victory point. The total at this is now 7. The enemy ship was destroyed, so 4 points are added, and the total number of points awarded the ship is 7+4=11. This is divided by 2, into 6 and 5. The lower amount is given to the crew, and their skill rating increases by 5. Each of the officers receive the  $\frac{1}{2} \times 6 = 3$  points to be added to their skill level. The captain increases his level by  $6 \times \frac{1}{2}$  or 3 points. If the full campaign rules are used, the captain would be able to use 3 points to divide amongst his bridge crew skills.



Ships:	Klingon:	1) K'tinga Class Cruiser Crew=56, Officers=65, Cpt=72
	Federation:	1) Miranda Class Cruiser, Crew=60, Officers=60, Cpt=75.
	Romulan:	1) Type A Warbird, Crew=58, Officers=62 Cpt=70

Federation and Klingon cruisers start at opposite corners of the board. The Romulan starts of at either of the other corners, within 5 hexes of the corner and cloaked.

Normal victory points and conditions apply for all players. The Romulan player gets a bonus of 20 victory points if both enemy ships are destroyed, and he survives. The ship that destroys, drives off, or captures the Romulan ship gets a bonus of 10 victory points. Play continues until only one ship remains on the board.

4) **Pathfinder.** Klingon destroyers must clear part of an asteroid belt away to form a corridor to allow a strike force to warp through and attack a Romulan outpost. They are discovered and attacked by Romulan Forces.

**Ships:**

<b>Klingon:</b>	1) 2 B'rel Class Scouts, roll for crew and all officers.
	2) 1 K'tinga Class Cruiser--Group leader. Crew=55, Officers=65, Cpt. = 72.
<b>Romulan:</b>	1) 2 Type A Warbirds, roll for crew and all officers.

The Romulan player should pick 8-10 large and 12-15 small asteroid counters, roll their damage values, then place them on the board. The Klingon player will be trying to clear a path through the asteroids 10 hexes wide, thus, the Romulan player should keep this in mind as he places the asteroids on the board.

The Klingon player will have a 10 turns to clear a path 10 hexes wide through the asteroid belt.

Regular victory conditions apply for advancement, plus the Romulan players get 10 extra victory points if the Klingons do not clear a path within 10 turns. The Klingons get 10 victory points for clearing the path, plus 1 extra point for each turn under 10 that it takes them to clear the pathway. Klingons win if the path is open, regardless of losses, Romulans win if the path is not cleared.

Romulans may start on the southern side of the board, cloaked. Klingon ships start on the northern edge of the board.

5) **Blind Man's Bluff.** As many players as would like to play should pick ships of relatively the same Overall Combat Rating (OCR). The more players and the more races involved, the more fun this is!! The whole board is a dust cloud, and all of the rules for the dust cloud apply. Each ship starts in any edge hex, but no closer than 8 hexes from any other ship. (Have captains place their ships in order of initiative before the sensor segment of the first phase.) Play continues until only one side is still on the board. Ships may not warp out, but leaving the mapsheet means you have left the game. Normal victory conditions apply, and the winning side receives 6 extra victory points per ship.

---

6) **Shepherd Duty.** An Enemy Cruiser is picked up on the long range scanners of a convoy. Two destroyers are sent to try and keep the cruiser at bay long enough for the convoy to escape. Players should use a cruiser on one side, and two destroyers from another that closely match the cruiser in total Overall Combat Rating. Any combination of sides may be used, but unless it is a wartime situation, the Federation would not normally be the aggressing cruiser. The game will last 10 turns, or until the cruiser is driven off or destroyed; or until the two destroyers are driven off and/or destroyed. The destroyer player gets 5 extra victory points for each turn he delays the cruiser. The cruiser player receives 5 victory points for each turn under ten turns remaining when he drives off the defending destroyers. Ships should start on opposite sides of the board. Last side with ships on the board wins.

7) **The First of Her Kind.** The Romulans decide to test their latest cruiser design against the Klingons and Federation. Depending on how many players are available, the following combinations of ships may be used:

- a) Romulan: 1) 1 Type B Warbird, Crew=55, Officers=60, Cpt=70.  
2) 1 Type A Warbird, Crew = 52, officers = 58, Captain = 67
- Vs. Klingons: 1) 2 D-7M class cruisers, all crew and officers rolled at random.  
Or
- Vs. Federation: 1) 2 Miranda Class cruisers, all crew and officers rolled at random.

No crew or officer rating on a non-Romulan ship may be less than 55.

Play continues until one side is driven off or destroyed. Normal victory points are awarded. Ships should start on opposite sides of the board, the Romulans may begin the game cloaked. Last side with ships still on the board wins.

### Next Generation Era Scenarios

1) **Updated Movie era Scenarios:** Most of the previous scenarios may be played using the same situations, but next generation era ships. Only Scenario #7 would be difficult to update.

2) **Ambush!!** The Enterprise D is ambushed by 3 Romulan ships. The only help near enough to arrive in time is the I.K.C. Bortas--A Vor'Cha Class Klingon Cruiser. Can the Bortas arrive in time to save the Enterprise D?? Will the Bortas be enough to save the Enterprise D?? (The Enterprise picked the Romulans up on long range scanners some time ago and sent out a request for help. The Bortas sent no reply, but went to maximum warp and is on the way.) The Federation captain should roll against his skill level at the beginning of each turn. For each percentage he makes his skill roll by, he gets one point. When the point total reaches 100 or more points, the Bortas may allocate power and arrive on the west side of the board. The Klingon player may push the safe limit of his warp speed. This subtracts 10 points from the Federation captain's skill roll, but can possibly cause 1 point of damage to the superstructure and 1 point of damage to each of the warp engines. He must make a helmsman and engineer skill check. If the helmsman makes his roll, no damage is done to the superstructure; and if the engineer makes his roll, no damage is done to the engines. If the Romulans Disengage, they may not be pursued. The Enterprise begins on the west side of the

---

board, the Romulans on the east. Play continues until the Romulans all destroyed, captured, or disengage, or until the Enterprise is Destroyed, captured or disengaged. Normal victory points apply. Romulans will if they can destroy the Enterprise without losing Sela's ship, and at least one of the other Warbirds must survive. Enterprise wins with any other outcome.

Ships:	Romulans	1) 1 D'Daridex Mkl (Flagship) Crew=60, Officers=60, Cpt Sela=70 2) 2 D'Daridex Mkl, Crew=55, Officers=58, Cpt.=60
	Federation:	1) 1 Galaxy Class U.S.S. Enterprise, Crew=70, Officers=70, Cpt. Picard=78
	Klingons:	1) 1 Vor'Cha Class attack cruiser-I.K.C. Botras, Crew and officers=60, Cpt. Karn=70

Enterprise may separate the saucer section as listed in the rules.

3) **Uprising:** Not all Klingons support the treaty with the Federation. This is a fleet action between a group of these rebels against a fleet loyal to the treaty. Each side should be given an equal amount of points to buy ships with (by overall combat rating). The points given should depend on how many ships per side are desired. The Rebel player may pick any Klingon ships, The Loyal player may pick any Klingon ship, and up to 2 Federation ships as well (Total Fed ships may not exceed 1/3 of the OCR rating of the loyalist Klingon side). Fleets set up in opposite corners of the board, within 10 hexes of the corner. Play continues until only one side has any un-captured ships on the board. The side with the highest VP total wins.

4) **Assassination:** The son of a high placed Klingon diplomat has been assigned to an outpost in a remote system that will soon enter the Federation. A family enemy has found out about the posting, and has decided to take vengeance on his old enemy by killing his son. This would also increase the family enemy's chances of moving up in the Empire. He and a loyal underling decide to strike at the outpost before the system joins the Federation.

Setup: Put a multi-hex planet 10 hexes from the south-west corner of the mapsheet. Place two moon counters in orbit two hexes from the planet, in hexes directly opposed to each other. The "Federation" Player should secretly record which moon the base is on. The three federation ships set up anywhere within 10 hexes of the planet. The Klingons start anywhere on the east side of the board. They may start cloaked or visible.

To Locate the base, the Klingon must first get a sensor lock on the moon. This requires a roll of 6 or less, and a range of 5 or less for this scenario. The Federation player must then tell the Klingon player if the base is present or not. The Klingon player must then roll against the skill level of his science officer. The Klingon player receives 1 point for each percent he makes the roll by plus the minimum 1% for each phase searched. When the accumulated total has reached 120 or more, then the location of the son of the Klingon Captain's enemy has been pinpointed. (Note that if the Klingons remain cloaked and use passive sensors to scan for the son on the moon, the science officer suffers a -20% to his skill.) The Klingons must then put 200 points of damage on the moon from a random hexside (roll 1d6 to determine the hexside, 1 being north). This simulates destroying the part of the base where the son currently is.

---

Klingons win if the son is located and killed, otherwise they lose. Other victory points are earned as normal.

Ships:	Klingon:	1) 1 Vor'Cha Class Attack Cruiser, Cpt=70 (Son's Enemy) Roll for crew and officers at random. 2) 1 D-7S. Roll randomly for crew and all officers.
	Federation:	1) 2 Upgraded Constitution II class Cruisers, roll at random for crew and all officers. 2) 1 Miranda Class Cruiser, Roll at random for Crew and Officers.

Roll all officers and crew for this scenario with 4d10 instead of 3. The Constitution II ships are Non-Federation manned training ships. Ship data and control sheets are located at the end of the Scenario Section. This Miranda is an actual Starfleet ship.

Play continues until the Klingons withdraw, are captured, or are destroyed.

5) **Battle of Waterloo.** The Federation has finished building their first working model of a phaser cannon. This has been mounted in a DEM, and attached to the Nebula Class ship *Waterloo*. Scientist an Starfleet will conduct a test firing in an remote area of a system of the "triangle" (an area bordering the Federation, Klingon, and Romulan borders). Romulan spies have penetrated Starfleet headquarters and are aware of the time and place of the test. The Romulans have managed to sneak a battle group, including an assault ship into the test area and are going to try and destroy or capture the *Waterloo*.

Set-up: All Romulan ships enter from the eastern side of the board. They may be cloaked, and may have all beam weapons charged at no cost this turn. All gunboats are still docked. The *Waterloo* may be placed within 5 hexes of the western edge of the board. All other federation ships may be placed anywhere on the board within 5 hexes of the western edge, and no closer to the *Waterloo* then 5 hexes. All Fed ships must put their shields at Maximum, and they do not have their beam weapons previously charged. All runabouts are docked.

There is an old Constitution class target ship placed in the middle of the board. It will face north, and will perform a hex shaped pattern with 4 hexes the length of each side of the hex. The ship is at speed impulse 4 evasive thruster 3. The computer helmsman's skill is 60%. This ship has no weapons, but full shield and maneuver capability. Use a non-upgraded Constitution class control sheet to record damage. Do damage control is available. It will just circle until destroyed.

(NOTE: When this scenario was tested, the captain of a damaged Federation ship wanted to beam over his crew to take over the target ship. This was allowed by the Referee. While he was beaming the crew over, another Federation Captain had his science officer take over control of the target ship and arm the phasers. This is a good example of creative ideas that players can come up with. Just remember to use common sense in allowing players to do things not covered in the normal rules.)

Regular victory points are awarded, but the Romulans lose if they do not destroy or capture the *Waterloo*. If they succeed in capturing (and holding) the *Waterloo*, they earn DOUBLE the victory points for the scenario. Play continues until only one side has functional, non-captured ships on the board.

Ships:	Romulans	1) 1 D'Daridex Mk II (Flagship) Crew=57, Officers=60, Cpt=65
--------	----------	--

---

2) 2 D'Daridex Mk I, Crew and officers rolled at random (but none lower than 48).

3) 1 D'Daridex Mk IV, Crew and officers rolled at random (but none lower than 48).

Federation:

1) U.S.S. Waterloo, as shown on the special ship control sheet included in this section for This scenario. Captain is Christopher Claybourne.

2) 1 Ambassador Class, U.S.S. Wasp, roll for Crew and Officers at random.

3) 1 Excelsior Mk II, U.S.S. Excalibur, roll Crew and Officers at random.

4) 2 Miranda Class, U.S.S. Inflexible and U.S.S. Suffolk roll for all Crew and Officers at random.

Note that this is a special assignment for these ship crews. No Federation skill roll for a crew can be less than 50, and no officer or captain may have less than a 55 rating.

(Control and Data Sheets for the Waterloo and the Robot Target's Ship are provided at the end of this section. These may be copied for your personal use.)

6) **Wolfpack.** Cardassian government officials have requested Federation Starships be used to escort humanitarian aid convoys to a Cardassian colony that is suffering from a plague. It is felt that if Federation ships are escorting the convoys, then the Klingons will be less likely to attack the shipments. Because of the nature of the shipment, i.e. humanitarian aid, the Federation Council has agreed. Most of the convoys arrived without incident, but several were attacked en route. This scenario depicts one such attack.

There will be 6 freighters in the convoy. Special rules are provided later in this scenario to allow easy control of so many freighters. The objective of the Federation player is to get all 6 of the freighters off the far side of the board with minimal losses. The Klingons will be attempting to board or destroy as many freighters as possible. Each side will be given a briefing and orders pertaining to the situation. **DO NOT LET OPPOSING SIDES READ EACH OTHERS ORDERS!!!** This will spoil the surprise. In addition, if you are not the referee in this scenario, skip on to the section outlining the Federation ship list. **DO NOT READ ANY FURTHER IN THIS SECTION, AND DO NOT READ THE CARDASSIAN SHIP LIST!!**

**REFeree ONLY:** One ship in the convoy is a Q-ship. A Q-ship is a freighter that has much more firepower than a normal freighter, but has it disguised in such a way that it can not be distinguished from a normal freighter using visual or sensor scans. Q-ships wait for an attacker to get careless, then open up with all they have in what is usually a nasty surprise for the attacker. Which freighter is the Q-ship should be determined randomly. The Federation player will have the option of when to reveal the true nature of the Q-ship. This is done simply by firing all of the weapons at full power. Stats for the Q-ship are shown on the freighter control sheet at the end of this scenario.

The Klingons have received word that one of the freighters is trying to smuggle arms to the Cardassian colony. Federation officials, and therefore Federation Players, are unaware of this fact. If the Klingons can capture the freighter that has the arms aboard,

---

---

it will be quite a political coup for them. Randomly determine which ship is carrying the arms. (If the Q-ship is rolled as having the arms, it is allowable.) Two boxes, one marked Q and one marked W, are provided on the Freighter Control Sheet so the Referee can mark which freighters are determined to be the Q-ship and the smuggling ship. (Remember, the weapons can only be detected by boarding. Sensors will not pick them up. Q-ships can not be detected either.)

**Setup:** The 6 freighters are set up in 2 rows of 3, separated by 2 hexes from the nearest ship. The back row should start with the edge most ship on the last row of hexes of the same edge the convoy begins on. U.S.S. Defiant may not be cloaked at the start of the scenario. All Klingon ships start the game cloaked, and may be set up anywhere within 10 hexes of the side opposite that on which the convoy sets up. Beam weapons have not been previously charged.

Play continues until all freighters have left the board (on the opposite side they entered from), or have been captured or destroyed; or until all Klingon ship have been captured, destroyed, or have broken off the attack.

**Victory Conditions:** Normal victory conditions apply, with the following bonuses added:

- 1) If the Q-ship Causes at least 10 internal damage points to its target on the phase it fires its first volley, the Federation side gets 25 extra points.
- 2) If the Klingons capture to freighter with the arms on it and on board, they get 50 extra points. (Cardassians may not beam the weapons to another ship.) If they destroy it, then get 10 extra points.
- 3) The Federation player gets 10 points for each freighter that exits the board on the opposite side from where they entered. If the freighter with the weapons leaves the board in this manner, the Cardassians will be happy, but no extra points are awarded.

The side with the highest point total wins.

**Ships:** (May be adjusted as needed to accommodate the number of players available)

**Cardassians:**

- 1) 6 Freighters as shown on the generic freighters sheet at the end of the scenario. Skill level is 50 for normal freighters, 60 for the Q-ship.

**Federation:**

- 1) U.S.S. Defiant. Crew=65, Officers=68, Cmndr. Worf = 70

**Federation:**

- 2) 1 Akira Class Attack Cruiser, U.S.S. Hammerhead. Roll all stats at random. No skill may be less than 50.

- 3) 1 Excelsior Class Battleship, U.S.S. Thor. Roll all stats at random. No skill may be less than 50.

- 4) 1 Miranda Class Cruiser, U.S.S. Alexander. Roll all stats at random. No skill may be less than 50.

All Federation ships have 5 points ablative armor attached. (Defiant has its full 25 points of armor.) See the Rules for more details on ablative armor.

## Klingons:

- 1) 1 Vor'Cha Mk1 cruiser, IKV Desecrater, Cpt=60, crew = 50, roll officers at random.
- 2) 2 K'tinga Cruisers, IKV Punisher and IKV Slayer. Roll all stats at random. No skill may be less than 50.
- 3) 3 K'vort Class Cruisers, IKV Conquest, IKV Predator, and IKV Wraith. Roll all stats at random. No skill may be less than 50.

## Mass Freighter Rules

Massed Freighter Control Sheet																											
Turn:		1	2	3	4	5	6	7	8	9	10	Race: <u>Cardassian</u>															
Initiative Score by turn:																											
<b>Freighter Information:</b>		Crew: <u>80</u>		Troops: <u>40</u>		Damage Control Points: <u>5</u>																					
Movement (Available each phase):		<u>3</u> Impulse	<u>1</u> Thruster	Maneuverability: <u>1 (10%)</u>		Warp Rating: <u>5</u>																					
Beam Weapon Type: <u>Particle Beam</u>		Beam Weapons Firing Arcs: <u>2 360 deg</u>		Missile Weapons Firing Arcs: <u>1 360 deg</u>																							
Missile Weapon Type: <u>Photon Torpedo</u>		Beam weapon damage per hit: <u>6</u>		Missile weapon damage per hit: <u>10</u>																							
<b>Beam To hit numbers:</b>											<b>Missile To hit numbers:</b>																
Range:		0-1	2	3	4	5	6	7	8	9	10	11-12	13-15	Range:		0-1	2	3	4	5	6	7	8	9	10	11	12
Number needed:		10	9	8	7	6	5	4	3	2	Number needed:		9	10	9	8	7	6	5	4	3	2	1				
<b>Shields/Hull/Missile Weapon Status</b>																											
<b>Freighter #1</b>		Shields:														<b>W</b>											
Deflection: <u>6</u>														<b>G</b>													
Hull:																											
Weapon Damage:		Beam:		<u>1</u>	<u>2</u>	Missile:		<u>1</u>																			
<b>Shields/Hull/Missile Weapon Status</b>																											
<b>Freighter #2</b>		Shields:														<b>W</b>											
Deflection: <u>6</u>														<b>G</b>													
Hull:																											
Weapon Damage:		Beam:		<u>1</u>	<u>2</u>	Missile:		<u>1</u>																			
<b>Shields/Hull/Missile Weapon Status</b>																											
<b>Freighter #3</b>		Shields:														<b>W</b>											
Deflection: <u>6</u>														<b>G</b>													
Hull:																											
Weapon Damage:		Beam:		<u>1</u>	<u>2</u>	Missile:		<u>1</u>																			

Control sheets has been provided for the 6 freighters in the game. Five of the freighters are normal, one is a Q-ship. The Q-ship should move, fire and maintain its shields like a normal freighter until it is unmasked. It may then use its full weapons and shield abilities.

Control sheets for the freighters have been provided at the end of the scenario section. The control sheets are very much like the massed gunboat control sheet.

Most of the rules for normal ships apply, with the exception of the rules below. Apply the following rules to mass freighters:

**Movement:** Each freighter has a listing for the number of impulse and thruster movement points allowed in each phase of the turn. In this scenario that is 3 impulse and 1 thruster movement point. Damage may change the amount of movement allowed.

---

Freighters move in a zigzag pattern and attempt to stay in formation. The heading change is made using the thruster point available in the second movement phase of the turn. Convoys do not sideslip, they move only 1 hex forward, then change heading as the zigzag pattern dictates. Convoy ships move before the players do in the movement phase, but figure initiative for firing each phase. Use a captain rating of 50 for each ship.

Once any escorts have been eliminated, the convoy will immediately scatter and try and warp off the board as single ships.

**Weapons:** Each ship in the convoy may fire all beam weapons once per phase, and the missile weapons only once per turn. There is a space to mark an "x" in for each turn to show that the weapon has been fired. Each weapon has a fixed amount of damage, and the normal damage rules for each weapon type apply to the weapons on freighters. All freighters will fire at the closest enemy warship once directed to by any escorts or as soon as any weapon is fired at any friendly ship. (Resolve ties with a die roll.)

Damage and repair of freighter weapons is noted and handled per the normal damage repair rules.

**Shields:** Freighters have a group of shield boxes. Every point of damage scored ticks off one box. Once the last box is checked off, the shields no longer protect the ship. While there are still boxes unchecked, use the following procedure when a freighter is hit:

1) Roll 1d10 deflection roll for each hit.

2) If the number rolled is less than or equal to the deflection number, then the total damage of the hit is checked off of the shield boxes.

3) If the deflection roll is greater than the number deflection number listed, then damage equal to 1/2 of the total damage of the hit is marked off the shield boxes, and the rest of the hit leak through and does damage as normal lead damage to the freighter.

At the end of each phase, the freighter rolls a d10. If the number rolled is less than the deflection number listed, then the ship may roll 1 d6 and erase the hits on shield boxes equal to the roll of the d6.

Damage: Freighters do not use the normal to hit chart. Use the damage chart below.

#### To Hit Chart:

Roll	Effect:
1	Engine hit, reduce speed by 1 impulse.
2	Beam weapon hit. First hit damages, second hit destroys the weapon.
3	Missile weapon hit, as #2 above, but the missile weapon is affected.
4-9	Hull hit. Subtract from hull. Lose 1d10/2 crew and troops.
0	Roll on the Engineering table with no modifiers. A simple roll of a 6 or more on a d10 will repair whatever grid or system is listed as damaged.

---

Freighters do use the explosion rules as listed in the regular rules. They explode with a strength of 40 points unless noted otherwise that they have a volatile cargo on board. If so, then the explosion strength must be noted prior to the game, but need not be revealed to the opposing player(s) unless an enemy ship gets a lock and asks what the cargo on board is.

All freighters get 1 system repair roll per phase, and have 5 damage control points for use at the end of the turn. Speed is repaired with a system roll with a target number of 6 or more, not damage control points.

**Q-ships:** Q-ships are freighters that use masking fields to appear as a normal freighter, but are actually much more heavily armed and shielded. Q-ships act as above until they are unmasked. To unmask, the captain just fires all weapons, thus giving himself away. Unmasked Q-ships fire all weapons at the players discretion, rather than at the closest enemy.

Q ships that explode are treated as 60 point explosions, rather than 40.

(Note: Convoy Control Sheets and Orders to both sides have been included at the end of this scenario section. You may copy these for your personal use.)



Mateen Greenway/George Proctor