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A0.0 Introduction

A1.0 What is this Game About?

This ruleset is an overhaul and rewrite of the original STAR TREK STARSHIP COMBAT SIMULATOR (STSCS) released by FASA. The purpose of this ruleset is to incorporate all the errata and corrections released by FASA, incorporate those areas of starship operations ignored in the original game and generally update the STSCS to a modern wargame standard.

A1.1 What is STSCS?

The STAR TREK STARSHIP COMBAT SIMULATOR (STSCS) was developed by FASA for their Star Trek Role-Playing Game. The game is fun, relatively simple, and easy to learn.

A1.2 What is FASA?

FASA (aka FAntaSimulation Associates, aka Fredonian AeroSpace Authority) was a company based in Chicago, Illinois that began life in 1981 by producing very high quality supplements for Game Design Workshop's *Traveller* Role-Playing Game. In 1983, they acquired the license to produce the official Star Trek Role-Playing Game from Paramount Pictures Corp. ST:RPG quickly became the second most popular role playing game in the world, only TSR's *Advanced Dungeons & Dragons* was more popular. In 1990, FASA lost the Star Trek license due to some creative differences with Gene Roddenberry. FASA went on to produce the award-winning *Battletech* series of games which remain popular to the present day. FASA ceased operations in 2001 after 20 years in business. WizKids (owned by Jordan Weisman, a FASA principal) took over the *Battletech* franchise, *Shadowrun* was sold to Catalyst Game Labs, *Earthdown* was sold to Living Room Games, and all other FASA products have gone out of print.

A1.3 What is the Source of this Rewrite?

Rules that appeared in *The White Flame* from FASA as well as selected suggestions from players, magazine articles and special scenario rules have been incorporated into this version.

A1.4 Is this version backwards compatible?

Yes, all ship designs from previous versions of the STSCS are fully compatible with these rules.

A1.5 Is this version 'Official'?

No. The entire FASA version of ST:RPG is no longer "official". These rules, derived as they are from a subset of the FASA rules are equally unofficial. Consider them a (well-organized) set of house rules.

A1.6 Can I change or redistribute these rules?

Yes, since they are merely a set of house rules, feel free to alter or redistribute them as you please. The only requirement is that you leave the credits section intact (though you are free to add yourself to them) as those who contributed to this project should receive credit for doing so.

A1.7 Are these rules more complex than the original game?

Only a little, veterans of the original game will recognize the game as the one they know and love. The rules have been expanded to cover more of the Trek-Universe and a few situations not covered by the original rules.

A2.0 Changes from the Original Game

Movement and damage have received the most attention whereas combat resolution has changed the least.

A2.1 Movement

One of the problems with the original game was that the warp engines of most starships were barely capable of moving them. As a result most games settled into two vessels stopping at optimum weapons range and shooting at each other until one or the other blew up. Changes in the movement system were designed to bring maneuver and tactics into the game without requiring a major rewrite of the starship construction rules. (See section C for more information)

A2.2 Damage

In the original rules, once a vessel was reduced to zero (0) superstructure points, it was in danger of blowing up each turn. That tended to make starships a little too fragile. Under the new rules, a ship is crippled at zero superstructure points and won't blow up until and unless the enemy keeps pouring fire into it to reduce it to a negative superstructure value equal to its original superstructure value. (See section D for more information)

A2.3 Housekeeping Power

The power requirements of life support, computers and other ship's systems was ignored in the original game, in this version such power needs are subsumed under 'housekeeping power' (see section G for more information)

A2.4 General Systems

Systems like transporters, launching and/or recovering shuttles, sensors and the like were ignored in the previous incarnations of the game. They are accounted for in this version. (see section G for more information)



Patriarchy of
Kzin and Tzenketh

B0.0 Turn Sequence

Combat is conducted in turns, and each turn is divided into phases for allocating power, determining the tactical advantage, movement, firing, and re-powering shields. For each turn, there is only one Power Allocation Phase and only one Tactical Advantage Phase. There are, however, three Movement Phases, three Firing Phases, and three Re-powering Phases. The turns follow the sequence given below. Even though some of the steps may not be necessary in combats between only two ships, the sequence is presented in full.

B1.0 Power Allocation

Each captain determines how much power he will put into each of his shipboard systems. How this is done is explained in section H.

B2.0 Determining Tactical Advantage

Each captain announces how many movement points his ship has purchased for this turn. The vessel with the highest total has won the tactical advantage for this turn, the ship with the second highest has second advantage, and so on for all vessels. If more than one vessel has the same number of movement points purchased, a die roll is made, with the highest roll winning the tactical advantage.

B3.0 Movement Phase

The captain who lost the tactical advantage adds (or subtracts) the number of movement points purchased to his previous turn's speed and consults the Movement Per Phase Table, and then moves his Starship Silhouette Counter first. How to do this is discussed in section C (Movement). The next captain then moves his vessel, and so on until all captains have moved their ships

B4.0 Firing Phase

B4.1 Play Fire/No Fire Counters

Each captain now places a Fire Counter or No Fire Counter face down near his Starship Silhouette Counter. After all counters have been placed, they are revealed by turning them over.

B4.2 Declare Targets

Captains playing Fire Counters declare their targets, in order, with the captain who won the tactical advantage declaring last. In declaring a target, the captain must specify which weapon will fire at which target. After he has declared his targets, the captain may not change targets or weapons

B4.3 Resolve Fire

Fire is then resolved, the order in which fire is resolved does not matter, because all damage takes effect at the end of the Firing Phase, regardless of which captain resolves firing first. Beam weapon shots are resolved first in the order in which they are called, and then missile shots are resolved. For each shot taken, the firing ship's captain marks off the appropriate weapon box to indicate that the weapon has been fired. How to determine successful weapon hits is discussed in section E (Direct Fire Weapons).

B4.4 Resolve Damage

The target ship's captain records the effects of any damage taken by his ship. How to do this will be discussed in the sections on Firing Weapons. This damage does not take effect until the end of the entire Firing Phase.

B4.5 Next Ship Stages

Steps B4.3 and B4.4 are repeated until all captains have had a chance to fire their weapons.

B5.0 Repowering Phase

All functional shields are re-energized to the levels set in the Power Allocation Phase.

B6.0 End Turn Phase

B6.1 Second Impulse

Steps B3.0 through B5.0 are repeated for the second Movement, Firing, and Repowering Phases.

B6.2 Third Impulse

Steps B3.0 through B5.0 are repeated once more for the final Movement and Firing Phases. This ends the turn.

B6.3 Victory Check

The first side to complete its victory conditions is declared the winner, and the game is over. If both sides achieve their victory conditions on the same end turn, the game is a draw.

B6.4 New Turn Begins

The next turn begins with Step B1.0

C0.0 Movement

C1.0 General Rules

Ships and other units move on the map by generating and expending movement points. A vessel begins the game with a starting speed specified by the scenario being played.

Generating and expending movement points will allow a ship to change that speed up or down.

For example, a Constitution-class starship has a movement point ratio of 4/1 meaning for every 4 power points expended, one movement point is generated. Let's assume that at the start of the turn, the vessel is has a movement rate of 4 and the ship spends 16 power points on movement generating 4 movement points. The ship could either reduce its speed to 0 or increase it to 8. Let's assume the ship accelerates to 8. The new base speed is now 8. On the ship's next turn it spends 12 points for movement, generating 3 movement points. It could accelerate to 11 or reduce speed to 5 in that turn. Whichever is chosen becomes the base speed for turn three and so on. The maximum speed that a ship can have is 30. Any faster than that it has warped out of the combat and has disengaged by acceleration.

C1.1 Procedure

C1.11 Movement Units move from hex to hex on the mapsheet except in rare circumstances [e.g. Black Holes (P4.0) or Nebulae (P6.5)], a unit will move a maximum of 10 hexes per impulse and may not necessarily move every impulse (when speed is 2 or less, for example)

C1.12 Hexes Each unit must always be within a single hex and must always be faced directly towards one of the six adjacent hexes.



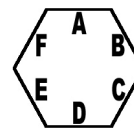
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Incorrect

C1.2 Facing

C1.21 General A unit may be faced in any of six (6) directions. These directions are designated by the letters "A" through "F".



This is a common system in many games to determine direction. A unit in Hex 0608 facing direction "A" is facing hex 0607. If it were facing direction "C" it would be facing Hex 0709. The terms "direction" and "heading" are used interchangeably.

C1.22 Movement Ahead Units generally move in the direction they are facing. Units turn (C2.23) to face a new hex before actual movement, but the unit will always enter the hex it is facing except as follows: when linked to another unit by a tractor beam (G7.36), random movement caused by Black Holes (P4.0) or Nebulae (P6.5), movement in reverse [in which case it moves into the hex directly opposite the direction it is facing and sideslips (C4.0)]

C2.0 Generating Movement Points

The amount of movement is related to the amount of power given to movement and the movement point ratio. The more power to movement, the greater the possible movement. The greater the Movement Point Ratio, the less movement possible. In most cases, filling the Power to Movement and the Movement Points Available Tracks will be done at the same time.

C2.1 Procedure

C2.11 General To find out how much movement is available from a given amount of power, divide the Power to Movement by the Movement Point Ratio, rounding all fractions down. This, if there are 26 points given to movement and the Movement Point Ratio is 4/1, there will only be six movement points available ($26/4 = 6.5$, rounded down to 6). It would cost a full 28 units of power to produce 7 movement points.

On the other hand, to find out how much Power to Movement will be required to make a certain number of movement points, multiply the number of movement points desired by the Movement Point Ratio. This, if you wish to have 9 movement points available, and your Movement Point Ratio is 6/1, then you will need to provide 54 points of Power to Movement ($9 \times 6/1 = 54$).

C2.12 Fractional Accounting Neither fractional power units nor fractional movement points are allowed, it is wasteful of power to provide more power than necessary to get any particular number of movement points. It is far better to use the extra power to power up shields or arm weapons than it is to make fractional movement points.

C2.2 Movement Costs

C2.21 Movement Points Available First determine the number of movement points available. Take the final speed of the vessel from the previous turn. Add or subtract the number of movement points generated in the power allocation phase to this figure (a negative value represents reverse thrust. the Maximum movement of any ship is 30, any faster and the ship has entered warp and disengaged). The total is the number of movement points the ship has for the current turn.

C2.22 Movement Costs For each movement point the ship has, it may be moved forward on the Starship Mapsheet into the next hex the ship is facing.

C 2.23 Changing Heading (Turns) Once moved, the facing may be changed one hexside in either direction. As an alternative, the ship may be moved one additional hex forward with no additional cost should the Captain desire. Furthermore, the ship may rotate in place; in this case, the ship is not moved into a new hex at all.

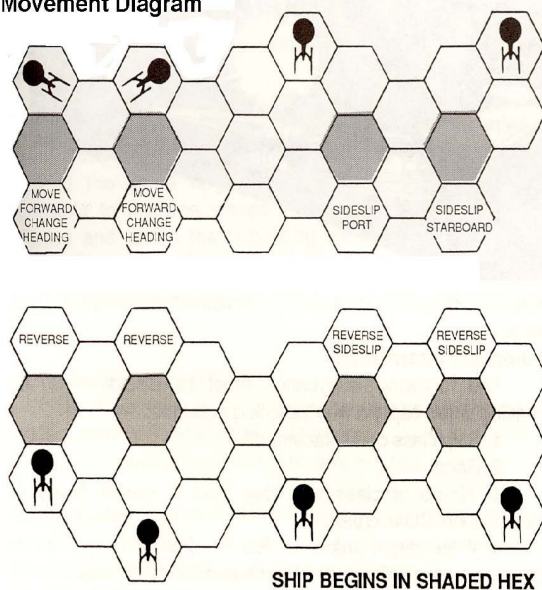
C2.24 Side Slip Other movements possible are a sideslip right or left; with these, the ship keeps its current heading, but is moved forward two hexes in the row just off the port or starboard bow. Finally, the ship may hold station, remaining in

place and keeping the same heading. Each of these actions, which are shown on the Movement Diagram, cost one movement point.

C2.3 Movements Allowed Per Phase

C2.31 General Each combat turn has three Movement Phases. The total number of movement points is divided as equally as possible into the three parts. Thus, during each of these phases, the ship makes 1/3 of its movement. The Movement per Phase Table gives the number of movement points that must be used in each phase. All movement points must be used in the phase given by the table. None may be discarded or saved for another phase or combat turn.

Movement Diagram



SHIP BEGINS IN SHADED HEX

For example, if a Captain has allocated power to make 8 movement points, his previous speed was 16 and he elects to slow the ship by 8, giving him 8 movement points for the current turn ($16-8=8$); go down the left hand column to the 8 line. The three columns to the right give the number of movement points that are used in each of the three Movement Phases. In the first Movement Phase, the Captain can use 3 of his movement points, in the second, he can use 2, and in the third phase, he can use the final 3, for a total of 8 movement points. The Captain may

select any valid movement to use for each of these points. He must select a total of 8 such movements, no more and no less (exception: see Cochrane Deceleration (C2.46))

C2.32 Movements Per Phase Table

Movement Points	Movement Points Used		
	Phase 1	Phase 2	Phase 3
1	0	1	0
2	1	0	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3
11	4	3	4
12	4	4	4
13	4	5	4
14	5	4	5
15	5	5	5
16	5	6	5
17	6	5	6
18	6	6	6
19	6	7	6
20	7	6	7
21	7	7	7
22	7	8	7
23	8	7	8
24	8	8	8
25	8	9	8
26	9	8	9
27	9	9	9
28	9	10	9
29	10	9	10
30	10	10	10

C2.4 Special Maneuvers (Advanced)

C2.41 General In addition to simple forward movement and sideslips, there are several additional special maneuvers a ship can execute to improve its tactical position.

C2.42 Retrograde (Reverse) Operations Ships may move in reverse, but they must overcome their previous forward momentum with movement points. Thus, forward and reverse movement may not be made in the same combat turn.

C2.421 Cost of Retrograde Movement Moving in reverse costs 1 movement point per hex with a maximum speed of 15. Once a ship is moving in reverse, it may continue to do so as long as the power has been allocated, to move forward again sufficient movement points must be generated to overcome the retrograde momentum. Emergency heading changes (C2.43.) are not allowed

C2.43 Emergency Heading Changes The heading of a ship may be changed one hex-side without placing any stress on the superstructure or engines.

C2.431 Effect of Emergency Heading Changes In emergencies, the heading may be changed two hex-sides. Such emergency heading changes may be made during any Movement Phase, but only one is allowed per Movement Phase.

C2.432 Cost of Emergency Heading Changes Unlike normal heading changes, emergency heading changes will place stress on the superstructure and warp engines. An emergency heading change costs 1 movement point in addition to the normal movement cost for the hex (e.g. instead of paying 1 movement to change heading by 60°, the cost is 2 but heading may be changed by up to 120°.)

C2.433 Damage from Emergency Heading Changes Emergency Heading Changes inflict 1 damage point on superstructure and 1 power point on each of the Warp Engine Power Tracks. The vessel is also at a -2 to-hit for that phase should it fire any weapons. Still, this may be better than allowing an opposing ship a shot at an unshielded side.

C2.44 Evasive Action After a vessel has performed its movement for the turn, it may declare that it is performing Evasive Action maneuvers. This is a series of jinks and speed changes meant to throw off the aim of enemy weapons and avoid incoming missile weapons

C2.441 Costs of Evasive Action When a ship declares that it is

LOCAL FIRE
CONTROL FIRING
CHART

Range	To Hit
5	1-5
4	1-4
3	1-3
2	1-2

“going evasive”, it may fire its weapons as normal, but does so on the Local Fire Control firing chart. The ship then takes damage to each of the Warp Engine Power Tracks and

superstructure according to the Evasive Action Damage Chart. (The lower a vessel’s Movement Point Ratio, the less damage it will take during these stressful maneuvers.) If a vessel combines an emergency or tactical heading change with evasive maneuvers, add +1 to the Movement Point ratio for each extra maneuver for the purposes of determining damage.

EVASIVE ACTION DAMAGE CHART

MOVEMENT POINT RATIO	WARP ENGINE & SUPERSTRUCTURE DAMAGE
1/1	1
2/1	2
3/1	3
4/1	4
5/1	5
6/1	6
7/1	7
8/1	8
9/1	9
10/1	10

Finally, the Captain declares if is evading to port or starboard, and rotates his Starship Silhouette Counter one hex-side in that direction (tactical and emergency heading changes must be made in

the same direction). It is not moved from its current hex. The evasive heading change is done after the ship has moved and fired its weapons.

C2.442 Effects of Evasive Action During the firing phase that a vessel is performing evasive action, the vessel may attempt to dodge any missile weapons fired at it. Beam weapons may not be avoided, but the ship is now much harder to hit.

All weapons targeted at the evading ships are fired at a –3 penalty. In addition to this, for each missile weapon the firing vessel rolls a successful to-hit on, the evading captain may avoid a hit on a roll of 1, 2 or 3. All weapons strike the shield side now facing the firing vessel.

C2.45 Corkscrew Maneuver The name of this maneuver is quite apt; the performing vessel literally “corkscrews” into a position opposite of where it had been.

In order to perform the maneuver, the captain makes a roll against his CSR. If the roll is successful, the ship ends up 2 hexes forward and facing from 120° to 180° off its original heading. This maneuver requires three movement points to perform and does stress damage as per the Evasive Action Damage Chart. If the maneuver fails, add 50% to the structural damage (rounded down) and move the vessel two hexes forward.

C2.46 Cochrane Deceleration This radical maneuver is used to augment the shields with unused power previously allocated to maneuvering.

In order to perform the maneuver, the captain makes a roll against his CSR. If successful, the performing vessel may transfer some or all of its remaining allocated energy from maneuver to the shields. The transferred power is affected by the SPR as normal. The ship also takes 1/2 damage as per the Evasive Action Damage Chart (round down).

If the maneuver fails, the ship loses one movement point from each of the remaining

movement phases during that turn and suffers damage as per the Evasive Action Damage Chart.

C2.5 Maximum Warp Speed

C2.51 General During the course of an encounter, it may become necessary to know what a vessel's maximum warp speed is for the purpose of leaving the field of battle. (The maximum cruising speed can be found using the same technique.)

C2.52 Procedure For this, find the vessel's Emergency Warp Speed from the appropriate Starship Data sheet. Next, find the vessel's normal maximum amount of warp power points that the ship generates. Now, find the amount that it is currently generating due to damage. Divide the current power output by the normal output and multiply that by the ship's maximum emergency warp speed. The result is the ship's current maximum warp speed.

Example – A Mk III Galaxy-class starship's FUWR-2 warp drive generates a maximum of 120 points of warp power. During battle, this has been reduced to 86 power units. The vessel is now generating 72% of its normal rated output. The ship's top emergency warp speed is warp 9.6. $9.6 \times .72$ gives the ship a current maximum emergency speed of warp 6.9.

C2.6 Stacking

Two or more starships may occupy the same hex, but they may not fire at one another while they are in that hex. Ships may neither ram nor collide with each other.

C2.7 Floating Map (Optional)

If a ship moves off the mapsheet, simply pick up all the ship counters and move them back into the center of the mapsheet keeping them in the same relative positions. A scenario will specify whether or not a map floats.

C2.8 Disengagement

C2.81 General A captain may decide the situation is untenable and attempt to break contact

with the enemy and flee the field of battle. This can be forced by damage, a desire to avoid combat against a vastly superior foe or other factors.

There are two methods of disengagement, by acceleration or by distance. A vessel that successfully disengages has left the battle and plays no further part in the scenario.

C2.82 Disengagement by Acceleration Any vessel may choose to leave the field of battle at the end of a phase by warping out of the area (assuming that their warp drive and sensors are still functional).

C2.821 Preventing Disengagement If a vessel attempts disengagement by acceleration, the enemy vessel may pursue, if it can match or exceed the disengaging vessel's maximum warp speed (C2.5) it can attempt to prevent disengagement. A successful roll against the pursuing vessel's CSR is required to reengage the fleeing vessel.

C2.83 Disengagement by Distance If a vessel maintains a distance of 30 hexes from any enemy vessel for one full turn or leaves a non-floating map it is assumed to have disengaged by distance. The enemy cannot prevent disengagement of a vessel that disengages by distance.

D0.0 Combat

D1.0 General Rules

Following each Movement Phase, there is a Firing Phase, for a total of three Firing Phases in each combat turn. A beam weapon (such as a phaser, disruptor or plasma gun) may be fired once in each of the three Firing Phases. A missile weapon (such as a photon torpedo, or plasma torpedo) may only fire once a turn (rather than once per phase like beam weapons)

A weapon is considered to be armed when the Master Control Panel has been marked to show that power has been given to arm it. When a beam weapon is fired, it must fire with all of the power points used to arm it. The power cannot be divided into multiple shots. Unused shots may not be saved for another combat turn.

D1.1 Declare Intention to Fire

Weapons fire is done one vessel at a time and any damage taken takes effect immediately. The order that vessels fire in is determined by initiative order and uses the same system that is used to determine who has the tactical edge (B2.0). Those vessels with a **Fire** token played on them may fire, those with a **No Fire** token played on them may not fire.

D1.2 Declare Targets

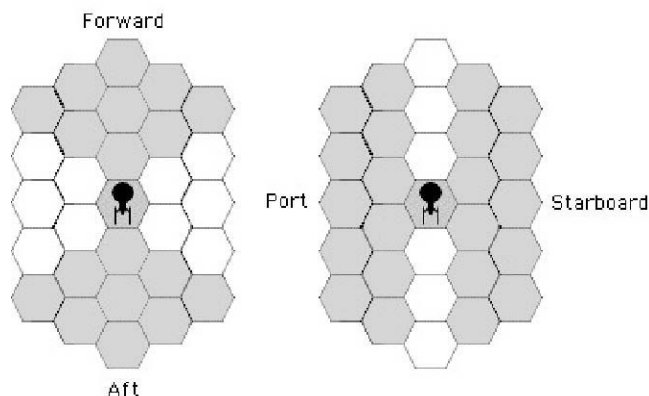
During a vessel's firing phase, a ship may fire some, none or all of its weapons at any enemy ships it so desires. The weapon fire strikes the target in the order in which the firing captain wishes. Banked weapons must be fired at the same target however.

For each weapon fired, the firing player must declare a legitimate In order for an opposing vessel to be a legitimate target for a particular weapon; it must be within that weapon's Firing Arc and Range.

D1.21 Firing Arcs There are four possible Firing Arcs for normal ship weaponry: forward (to the

front of the ship; abbreviated f), port (to the left of the ship; abbreviated p), starboard (to the right of the ship; abbreviated s), and aft (to the rear of the ship; abbreviated a). These Firing Arcs are given relative to the firing ship's heading. They specify the directions of fire for each single weapon, or each bank of weapons that operate as a single weapon. Only vessels that fall within a weapon's Firing Arc are legitimate targets for that weapon. Ships in the same hex may not fire at one another.

The diagram shows the Firing Arcs. Note that Firing Arcs do not correspond to hex sides and that they overlap to some extent. All weapons that fire port also fire forward and starboard to some degree, as do weapons that fire starboard. This is shown by the diagram.



The Ship Data Tables give the Firing Arcs for each of a vessel's weapons. Depending on the vessel and the weapon, one or more arcs may be given. Thus, if the weapon is mounted on the front of the ship, its Firing Arc will be f; if it can also fire to the starboard (right), its Firing Arc will be listed as f/s. (If you have trouble remembering the directions referred to by the terms port and starboard, try remembering that port and left have the same number of letters.)

D1.22 Range The range is determined by counting the number of hexes from the firing ship to the target along the shortest possible path. The target ship's hex is counted, but not the firing ship's hex.

D2.0 Determining Weapon Hits

D2.1 General Rules

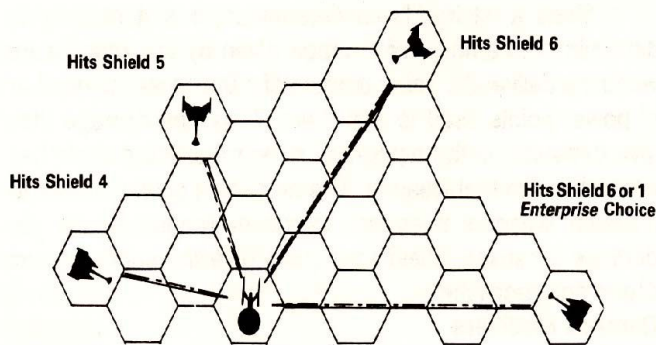
To determine a hit, the captain must roll one die and consult the correct Firing Chart for each weapon being fired. He will find the range column on the left side of the table. Next to the range listing are the columns that give the to-hit numbers. Cross-indexing the Range with the Firing Chart (recorded in the weapons display) gives the numbers needed to score a hit. If the die roll is within these numbers, the target is hit. For example, if the weapons Firing Chart is W and the target is at a range of 10-hexes, the to-hit numbers are 1-7. This means that a die roll of 1, 2, 3, 4, 5, 6, or 7 would score a hit on the target. In general, the greater the Range, the harder it is to hit.

D3.0 Determining Which Shield is Hit

D3.1 General Rules

Whenever a hit is made, which shield was hit must be determined. To do this, determine in which of the target vessel's shield arcs the firing vessel lies. The shield arcs are shown in the diagram below, along with several firing examples. The shield arc determines the shield side struck unless a firing ship is on the line between two shield arcs. In this case, it is always the target ship captain's choice of which of the two possible shield sides is struck.

In the diagram, the Klingon on the left hits shield number 1 because it is in that shield's arc. The two Klingons in the center hit shields number 5 and number 6 for the same reason. The firing ship on the right lies along the line between two shield arcs, and so the Federation captain decides which shield the shot will hit. In this case, he has a choice between shield 6 and shield 1.



D4.0 Beam Weapons

Phasers, Blasters, Disruptors and Lasers are all beam weapons. Different beam weapons have differing firing charts which determine the roll needed to hit a given target at a given range.

D4.1 General Rules

Following each movement phase, there is a firing phase, for a total of 4 three firing phases in each game turn. Any beam weapon armed (allocated power) in the power allocation phase can fire in any firing phase provided no single weapon fires more than once in any game turn (meaning the only weapons eligible to fire in phase 2 are those that were armed to begin with and did not fire in phase 1)

D4.2 Multiple Targets

A beam weapon must fire with all the power points used to arm it at a single target. It cannot use partial power on one target and the balance on another. Weapons that are banked in pairs may fire individually in separate firing phases, targeting a different enemy in each firing phase but if fired in the same firing phase they must have the same target.

Different banks of weapons may fire at different targets in the same firing phase.

D4.3 Eligible Targets

In order for a target to be eligible it must be in range and within the firing arc of the beam

weapon. The range is the distance from the firing vessel to its target and the firing arc is the direction of fire for the armed weapon. A target must both be in range and within the firing arc it in order to be a valid target.

E0.0 Defenses

There are three defensive systems available, shields (the most common), cloaking devices and superdense armor.

E1.0 Shields

Shields are force-fields which protect the vessel from incoming fire. Each shield protects a 60° (one hex-side) arc of the vessel. Shields are numbers 1-6, Hex side "F" (see C1.2) is shield #1, hex side "A" is #2 and so on going around the ship clockwise.

E1.1 Raising Shields

During the power allocation phase, power is dedicated to the shields (see Section H for more information)

E1.11 General Rules The amount of basic shielding available is found by taking the number in the Maximum Shield Power entry in the Shields section of the Damage Control display and multiplying it by six. This represents the amount of shielding provided and shared by the six shield generators.

*Thus, if a Renown-class starship has FSW-1 shields with a Maximum Shield Power of 28, then the vessel can have up to 168 points of shields protecting the entire ship from all directions (28 x 6 = 168.) To bring the ship's basic shielding to full, it would cost 28 power points (168 is the maximum total shields multiplied by its Shield Point Ratio of 1/6. 168 * 1/6 = 28)*

Because fractional power units are not allowed, it is wasteful of power to use more than is actually required. It may be better to have one or two shield points fewer than actually needed than to take the extra power unit away from movement or arming weapons.

E1.12 Partially Raised Shields A ship can allocate less than full shields if it desires (owing to lack of sufficient power available, for example). Shields will be proportionately less effective. The amount of power input is divided by the Shield Point Ratio (SPR) to get the total shielding which is then divided by the 6 hex sides

*Thus, if a Renown-class starship has FSW-1 shields with a Maximum Shield Power of 28, then the vessel can have up to 168 points of shields protecting the entire ship from all directions (28 x 6 = 168.) Owing to battle damage, the captain can only spare 14 power points to the shields raising them to 14 points in each of the six directions, it would cost 14 power points (The power input is divided by the Shield Point Ratio of 1/6. 14 * 1/6 = 84, 84/6 = 14 point per hexside)*

E1.13 Specific Shield Reinforcement Once shields are raised, specific shields can be reinforced (subject to the maximum shield power) with additional power. The amount of power input is divided by the Shield Point Ratio (SPR) to get the total shielding which is added to the specifically reinforced shield

E1.2 Shields and Damage

Once a hit has been determined, it is necessary to determine the amount of damage given by the shot. Beam weapons deliver the same amount of damage as the number of power points used to arm them. Thus, the damage they give depends on the amount of power that the captain has allotted to arm that weapon. The amount of power allotted to a beam weapon does not affect its range, merely the damage it causes. Missile weapons give the same amount of damage each time.

E1.21 Knocking Down Shields The shield points available to a shield reduces the damage of incoming attacks on a 1:1 basis. Damage done to a shield accumulates, so that a shield not

penetrated by one shot might be brought down by another. The amount of actual damage to a target is the amount of damage that gets through the target vessel's shields.

For example, if a shield has 30 points remaining in it and two 26-point hits are scored, the first 26-point shot would reduce the shield value to 4 points. The second 26-point shot reduces the shield to 0 allowing 22 points to penetrate the vessel and give it damage

E1.22 Leaky Shields (Optional) To make combat go faster, players can agree to use the 'leaky shields' optional rule. Under this rule every 4th damage point bypasses the shields and is scored on the ship as allocated by the damage tables. Using this option will make weapons more effective and speed up combats

*For example, if a shield has 30 points remaining in it and two 26-point hits are scored, the first 26-point shot would reduce the shield value to 4 points (although with the optional leaky shield rule $\frac{1}{4}$ rule, 6 points of damage leak through). The second 26-point shot reduces the shield to 0 allowing 22 points to penetrate the vessel and give it damage (plus an additional point from the 4 which struck the shields * $\frac{1}{4}$ if this option is used).*

E1.23 Shield Generator Damage If the shield generator is damaged; it cannot be raised again until the generator is repaired. General shielding points allocated to it are lost, successful attacks that cross the shield are normal protected by that shield are scored against the ship.

E1.24 Effects of Downed Shields. If a shield is knocked down by enemy fire or damage to the shield generator, the effect is the same. The shield is treated as having strength of zero (0). Successful attacks that cross the shield are normal

protected by that shield are scored against the ship.

E2.0 Superdense Armor

E2.1 General Rules

Some starships, particularly those built before the perfection of shield technology, relied on superdense armor to protect them.

E2.2 Procedure

Ships with superdense armor have additional superstructure points to represent the extra resiliency of the hull. This armor is added during ship construction. Armor points (excess superstructure) are tracked separately from normal superstructure points. Hits are taken against the Armor first before any damage points are allocated via the damage tables.

Ex: The S.S. Bonaventure has 10 points of armor. A Klingon Disruptor Strike does 15 points of damage. The first 10 points are taken against the armor (reducing the damage to 5 points). The remainder of the damage is distributed via the damage tables. In the next turn a second disruptor strike does another 15 points of damage, since the armor has already been destroyed, all 15 points are scored via the damage tables. Damaged armor cannot be repaired during the course of a battle, it requires a dockyard to fix.

E3.0 Cloaking Devices

E3.1 General Rules

Romulan and some Klingon vessels may be outfitted with a cloaking that can be used to make the ship invisible to visual sighting. It also is difficult to spot with sensors unless the cloaked vessel moves, at which time the movement may be spotted, but with difficulty. Cloaked ships may not be fired upon unless a sensors lock (Gx.xx) is first achieved.

E 3.2 Procedure

The cloaking device requires power to operate, as shown in the Ship Data Tables. If a captain wishes to cloak his vessel, he must allocate power to the system during the Power Allocation Phase.

E3.21 Activating the Cloak After the cloak is first powered or put into operation, the captain may decide to activate it at once, or wait until any part of his movement during the Movement portion of the current phase. The choice is up to him. The cloaking effect takes place immediately. The cloaking vessel automatically lowers its shield when the cloaking device is engaged and raises shields when it decloaks.

E3.22 Deactivating the Cloak The cloaking device may also be disengaged at any point of a vessel's movement phase. However, once a cloak is turned off, it must spend an entire move/fire phase off before it can be reengaged.

E3.23 Reactivating the Cloak If a captain has powered the cloak in one combat turn, whether or not it is activated at the end of the turn, he may decide not to power it up the following turn. In this case, the ship will not be cloaked during any of the following turn. If he decides to keep the cloak powered, however, then he can turn it on or off during the Power Allocation Phase, and after the first and second Movement Phases, as long as one Movement Phase occurs between turning the power off and on.

E3.24 Tracking Cloak Usage The Cloak Status Track provides boxes for recording the operational status of the cloaking device for 12 turns. Within the boxes are the terms On and Off, which are used to indicate the operational status of the cloak. When the cloak is activated, the captain will circle on, when it is deactivated, the captain will circle off.

E3.25 Moving While Cloaked When the cloaking device is activated, the Startup Silhouette Counter is removed from the Startled Mapsheet and all sensor locks on that vessel are

lost. The captain of the cloaked vessel must record the movement of his ship, so that the other players can verify his movement route when he declass and reappears or when they get a successful sensors scan on him. This movement is written down at the beginning of the Movement Phase, in the captain's usual order. It is up to the captain to write it down clearly enough that it can be understood by all players in case of a dispute.

E3.26 Detecting Cloaked Ships Opposing captains may attempt to detect a cloaked ship during the Sensors Phases of each combat turn. This attempt replaces the usual sensors lock, which cannot be made in the same phase. It reveals the presence of a cloaked ship. What is detected is the ion trail left by the ship's engines. If the cloaked ship has not moved, there would be no trail and so the scan will be more difficult. Furthermore, the further away the cloaked ship, the harder detection will be; cloaked ships cannot be detected at ranges greater than 30 hexes.

The scan proceeds in the following way. In the Sensors Phase, the sensing captain must announce that he is making a scan for cloaked vessels instead of a scan on a visible target. The sensing captain chooses a shield arc to scan and then rolls one die. If a cloaked ship is within the shield arc, the captain of that vessel then consults the Cloak Detection Table.

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

To determine detection success, cross-index the Range with the appropriate movement column to find the numbers needed.

If the roll was equal to or less than the number given in the table, the detection attempt was a success and a sensors lock is achieved. If it was

greater than the number given in the table, or if the cloaked ship was out of range not in the arc, the detection attempt was a failure.

For failed detection attempts, the captain of the cloaked ship (or any other player on the cloaked side) announces that the scan revealed nothing. He does not say that the attempt was a failure, for that would admit that a cloaked ship is present, something that opposing captains may not know.

For successful detection, the cloaked ship's captain must reveal to the sensing captain the exact location of the cloaked ship. The sensing captain has then achieved a lock and may fire on the cloaked ship. The sensing captain may immediately announce to any other ships on his side that he has detected a cloaked ship, but he may not tell them its exact location; he may only tell them which of their shield arcs the cloaked ship is in. If the sensing captain is successful at maintaining the lock in the following Sensor Phase, he may tell the other captains the exact location of the cloaked vessel. Though they may know the location of the cloaked vessel, they will not be able to fire at it unless they too have achieved a lock.

Captains with a lock on a cloaked ship in one Sensor Phase have a bonus 3 to detection rolls during the next Sensors Phase, as shown in the Cloak Detection Table. If the next detection roll is failed, the lock has been broken.

E3.27 Firing on Cloaked Ships Once a cloaked ship has been detected, it may be fired upon, but it will be much more difficult to hit than normal. If the cloaked ship was moving, the firing ship must add a penalty of 3 to all To-Hit Rolls. If the cloaked ship remained stationary, the firing ship must add a penalty of 5 to all To-Hit Rolls.

F0.0 Damage

F1.0 General Rules

For each hit that penetrates a shield, it is necessary to determine the location of the damage. To do this, the captain of the firing vessel rolls one die and compares the result to the appropriate *Damage Location Table*.

Cross-referencing the die roll to the damage location will tell where the target vessel was damaged. Only one roll is made for each successful penetration, no matter how many points of damage got through.

Each successful hit on a target requires a separate damage calculation and roll on the Damage Location Table. Hits from banked weapons are treated as two hits to the same location if one die was rolled for the entire bank. If the optional rule is used and a die was rolled for each weapon, each weapon that hits will roll its own damage location.

F1.1 Damage Location At the top of the Damage Control Display, there is a listing for the Damage Table used when a ship takes damage. There are three different Detailed Damage Location Tables, one each for vessels with warp engines close to the front of the vessel (forward), one for vessels with the engines in the center (amidships), and one for vessels with engines in the rear (aft). Each table contains six columns, one for each shield side.

When the damage location is determined, the Detailed Damage Location Table for the vessel is consulted. Table A is used if the vessel's warp engines are forward, Table B if the vessel's warp engines are amidships, and Table C if the vessel's warp engines are aft. A ship's damage table is listed in the Ship Data Tables.

The shield penetrated determines the column to use on the Damage Location Table. The firing captain rolls one die and both players cross-index

the result on the damage table. The result gives the specific location. A roll is made for each hit that penetrated the shields, no matter how many points of damage got through. The results of the damage are described in (F2.0)

F2.0 Effects of Damage

F2.1 Effects From Shield Generator Hits

The shield generator is damaged; all its shield points are handed off to the other five redundant shield generators. In later turns, power may be allocated to the generator anticipating repairs, but it will not operate until it is repaired. Record the damage by checking off the appropriate Shield Status box in the Damage Control Display. Subsequent hits to the same Shield Generator are recorded by checking off additional boxes on the Shield Status Track. Repairs may be attempted in the next phase. Until repairs are made, the vessel is unable to raise shields in that particular shield arc.

F2.2 Effects From Beam Weapon Hits

A beam weapon that can bear on the shooting ship is damaged; the choice of weapon is up to the captain of the target ship. If a beam weapon is hit and no beam weapons can bear, then the damage is reduced to half value and given to the superstructure just as though it were a superstructure hit. If the beam weapons are banked, consult the Banked Weapon Damage Table to determine how many are damaged. To use the table, roll a die and use the row based on the number of damage points in the hit. If the die roll is greater than the number range given, then all weapons were damaged. Otherwise the indicated number was damaged. In any case, the undamaged weapons in a bank may fire normally. Damaged beam weapons may be repaired in a later Repair/Re-power Phase, but they are not as powerful as undamaged weapons or accurate; this is described in the section on Systems Repair.

F2.3 Effects From Missile Weapon Hits

A missile weapon that can bear on the firing ship is damaged. The choice of weapons is up to the captain of the target ship. If a missile weapon is hit and none can bear, then the damage is reduced to half value and given to the superstructure. For damage purposes, the Romulan plasma weapon is considered a missile weapon. Damaged missile weapons may be repaired in a later Repair/Repower Phase, but they are not as accurate as undamaged weapons; this is described in the section on Systems Repair.

F2.4 Effects From Superstructure Hits

Record the damage by crossing off boxes on the Superstructure Strength Track. Depending on the specific damage location, the number of boxes may be equal to the damage value of the weapon or it may be equal to half the damage value of the weapon. If the Damage Location Table indicates half damage, divide the damage value by two and round down. Damage to superstructure may be repaired in a later Power Allocation Phase if the ship's crew successfully makes their Crew Efficiency Roll.

F2.5 Effects From Warp Engine Hits

The warp engine nearest the firing ship takes damage. Usually the engine damaged is given by the Damage Location Table, but if the firing ship was firing through Shield 2 or Shield 5, the specific warp engine may be chosen by the vessel taking damage.

Damage is recorded by crossing off boxes on the appropriate Engine Power Track. If the Damage Location Table indicates half damage, divide the damage value by 2 and round down. When an engine's Power Track is reduced to 0, the remaining damage and any new damage is divided by 2 and applied to the superstructure.

Damaged warp engines may be repaired in a later Power Allocation Phase if the ship's crew successfully makes their Crew Efficiency Roll. After repairs have been completed, hits to the

repaired warp engine are treated as normal hits until the damage once again reduces the Engine Power Track to 0.

F2.6 Effects From Impulse Engine Hits

The impulse engine has been hit and takes damage. Record the damage by crossing off boxes on the Impulse Power Track. When the impulse engine's Power Track is reduced to 0, the remaining damage and any new damage is divided by 2 and applied to the superstructure.

A damaged impulse engine may be repaired in a later Power Allocation Phase if the ship's crew successfully makes their Crew Efficiency Roll. After repairs have been completed, hits to the repaired impulse engine are treated as normal hits until the damage once again reduces the Engine Power Track to 0. If a vessel has more than one impulse engine, the specific engine to be damaged may be chosen by the vessel taking damage.

F2.7 Effects From Sensors Hits

The sensors are damaged and any sensors lock is lost immediately. No sensor information can be obtained while the sensors are inoperative. The vessel may warp from the field on its next move phase, but only if it makes a successful Crew Efficiency Roll. The damaged vessel may continue to fire weapons, but each crossed off box in the Sensor Status Track imposes a -1 to-hit until they are repaired in a later Repair/Repower Phase.

F2.8 Effects From Bridge Hits

The bridge has taken a hit and the command personnel are shaken about. The superstructure takes one damage point and the crew takes casualties. The crew casualties are determined by multiplying the damage value by 2, up to a limit of 10 percent casualties. Record these casualties in the Percent Casualties Track located in the Damage Control Display.

F2.81 Bridge Personnel Injured For each hit that does damage to the bridge (including those

screened out by the $\frac{1}{4}$ rule), roll a d10. On a roll of 1, a member of the bridge crew is incapacitated for the rest of the combat. Roll another d10 and consult the chart below for the effected bridge crewmember and the associated penalty.

Captain – XO in command. Re-roll CSR –10%

Executive Officer – CER decreases by 10%.

Science – No scanning for cloaked ships or other info for two phases.

Security/Tactical – On next fire phase: 1-5 Shoots only at nearest enemy target. 6-10 Shoots only at largest enemy target.

Helm – For next 2 phases: 1-5 Move in a straight line. 6-10 Repeat last maneuver from last movement phase.

Navigation – Unable to engage warp drive for 2 phases.

Comm./Damage Control – Communications failure. No repairs for 1 phase.

Engineer – No changes to power allocation on next turn.

Doctor – $\frac{1}{2}$ of all casualties immediately become fatalities.

F2.82 Combat Systems Shaken When the bridge is hit, there is a chance that control systems will be shaken. The control systems that are shaken by the bridge hit are determined by rolling one die and consulting the table below. On a roll of 7-9, more than one system is affected. Reroll the number of times indicated, divide by 2 and round up to determine the systems shaken.

The shaken system will be off line for the next movement/fire phase until redundant backups can be switched on. No roll is required for this. If a single system is damaged more than once, it may take two or even three movement/fire phases to come back online.

While the system is being repaired, all of its functions are temporarily lost any play continues as if the system had no power. The ship may not communicate with other vessels or perform repairs in the Repair phase, the sensors may be reduced to firing on the local fire control chart, the shields may go off line, the helm may allow movement only in a straight line or the weapons may not fire.

F2.9 Effects From Engineering Hits

Engineering control has taken a hit, with possible damage to one of three vital shipboard systems: the central Shield Power Grid, the Weaponry Power Grid, or the Maneuver Power Converter. To determine which of these is affected, roll the die a second time and consult the Engineering Damage Table.

F2.91 Central Power Grid Down When the central Shield Power Grid is down, all shields are dropped and remain inoperative until the damage to Engineering is repaired. Any power allocated to the shields will only repower the shields in the Repair/Repower Phase when the SPG is repaired.

F2.92 Weapons Power Grid Down When the Weaponry Power Grid is down, no weapons may be fired. Power allocated to weapons is not available until the damage to Engineering is repaired. Weapon fire may resume normally in the Firing Phase after the WPG has been repaired.

F2.93 Maneuver Power Grid Down When the ship's Maneuver Power Converter is down, the ship may not be maneuvered. The engines continue to move the ship straight forward at the movement rate reflected by its current Power To

Movement. No heading changes are allowed, and the ship may not hold station. Thus, at least one Movement Phase will pass with the ship moving straight ahead. If the damaged MPC is not repaired before the next Power Allocation Phase, the amount of power allocated to movement in the previous turn must be reallocated.

F2.94 Effects From Warp Engine/Superstructure Hits

A warp engine has been hit, causing structural damage to the ship and crew casualties. The total damage is divided in half as evenly as possible between the appropriate warp engine and the ship's superstructure. If the total damage points is an odd number, the larger number after dividing is given to the engine, while the crew suffers casualties equal to the damage given to the superstructure.

For example, damage of 5 points is given. When halved, the result is a 3 and a 2; the warp engine receives 3 points of damage, while the superstructure receives 2 points, and the crew loses 2 percent to casualties.

F2.10 Effects From Crew Casualties

Whenever the Detailed Damage Location Table gives a result that shows a C, there are casualties suffered. In tactical combat, the exact number of casualties is unimportant, but the percentage of the crew lost is. The percentage of the crew who become casualties is determined by the Superstructure Strength of the ship, the damage done by the successful hit (up to a point), and the crew's efficiency in handling the emergency at the time. Using the system below, some ships will have relatively intact superstructures and demolished crews, and others will have plenty of crewmembers still active, but heavily damaged superstructures.

Use the ship's original Superstructure Strength value and the table below to find the percentage casualties given for each damage point taken that gives a casualty result. Then, multiply this

percentage casualties/damage point by the number of damage points, to a maximum of 5 points per hit, regardless of the total damage done by the shot. This will give the percentage of the crew that becomes a casualty.

Hits to the Bridge and the Engineering

Compartments give damage out of proportion to the damage to the superstructure. In these cases, the amount of casualties is doubled because of the concentration of crew in these areas. This is shown on the Detailed Damage Location Tables by a 2C result, which indicates that the percentage determined as above is doubled.

Efficient crews may reduce crew casualties as they are taken, with crewmembers reacting swiftly to prevent disasters. To determine if this occurs, every time that crew casualties are taken, make a Skill Roll against the Crew Efficiency Rating. Roll percentage dice, and if the number is equal to or less than the Crew Efficiency Rating, divide the crew casualties taken by 2, rounding down. This will mean that there will be some hits that take no casualties at all. A crew's Efficiency Rating will be modified by casualties, as noted by the percentage given on the Casualty Modifier Track, thus making it harder to complete certain tasks when large percentages of the crew are out of action.

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

F3.0 Dividing Damage

From time to time, a system may take massive damage from a single shot. This includes the shield generators; sensors beam weapons, missile weapons, the Bridge or engineering. In this event, take the damage inflicted and subtract 5, then divide by 15. This is the number of times that system may be affected.

Example: A ship has taken damage in combat and has no more shields. An

enemy vessel fires a 36-point beam weapon and hits shield generator 3. That shield generator is in danger of taking two checks in its Damage Track ($36 - 5 / 15 = 2$). The captain may perform a CER roll - 15 for each check to avoid the damage as normal.

This method is also used when determining how many hits a vessel's Shield Point Ratio can screen out before it starts taking damage at the $\frac{1}{4}$ rate.

For example, if a ship has an original superstructure value of 10 and the superstructure was damaged to -15 points, the captain would have to roll a 6 or more to prevent explosive destruction in this Firing Phase. If the ship takes two more points of superstructure damage in the next Firing Phase, the captain would have to roll an 8 or more to prevent the explosion. When the superstructure takes 10 or more damage points below superstructure failure point, the ship automatically explodes.

F4.0 Ship Explosions

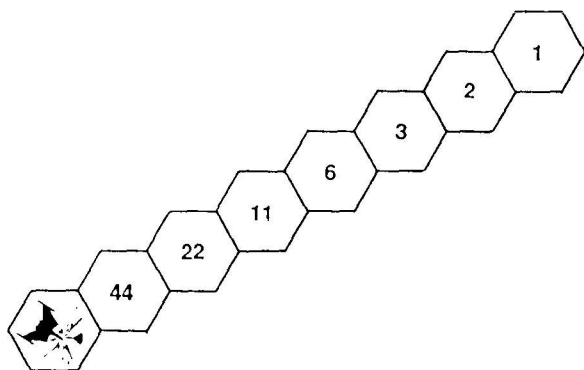
There are times during combat when a ship will explode, such as when a vessel absorbs more superstructure damage than it can sustain, or when a captain elects to self-destruct his vessel. This explosion occurs because of an uncontrolled mixing of matter and anti-matter and is very violent. The explosion due to self-destruction is automatic, whereas the explosion due to structural failure is not.

F4.1 General Rules

When a ship receives damage that causes the Superstructure Strength Track to drop below 0, the ship is crippled. It may not move, arm or fire weapons, or do anything other than abandon ship. Transporters may be used to transport crew to nearby ships or planets (see transporters rules). Shuttles and lifeboats can also be used to move crew to nearby ships or planets (see shuttle rules). If the superstructure is reduced to the original superstructure value * -1 (a.k.a. its superstructure failure point) it may explode. After all hits have been resolved, the ship's captain must roll one die. If the number rolled is less than or equal to the amount of damage below the superstructure failure point, the ship explodes. If the result is greater than the number of damage points below 0, then the ship does not explode. This roll is only made once, unless the ship takes additional superstructure damage.

F4.2 Damage From Explosions

Ships that are nearby when an explosion occurs will also take damage. The amount of damage they take depends on the amount of Total Power Units Available in the exploding ship and the distance, in hexes, from the damage. Any ship occupying the same hex as the exploding ship will receive twice the number of Power Units Available as damage, while ships that are adjacent will receive only the Power Units Available as damage. Ships that are two or more hexes away will halve the damage for each hex from the adjacent hex. The damage continues to spread



Consult the diagram above as an example. In the example, the Klingon ship explodes with 44 Total Power Units Available remaining. Thus, it would give 88 damage points to any ship in the same hex as the explosion. As the distance increases, the numbers in the hexes show the number of damage points given to ships that distance away until it reaches 1 damage point or less in value. When halving the damage, remember to round any fractions up.

The damage from an explosion is given to the shield facing the explosion. If more than one shield faces the explosion, roll randomly to determine which shield is struck. Shield values are taken into account and damage is divided into 15-point blocks as described above. Damage given to ships in the same hex as the explosion is divided equally and applied to all shields. Thus, a ship with 33 Total Power Units Available would

give 66 points of damage to a ship in the same hex, but this would be divided into 11 points on each of the 6 shields.

F4.21 Multiple Explosions During fleet actions, several ships may be damaged and explode, all at the same time. When more than one vessel is exploding, the vessel with the highest level of damage will give its damage first. This will be followed by the ship taking the next greatest damage and so on until all explosions have been resolved. Ships that received damage from the explosions must now determine the effects of the damage as outlined above. If this damage should result in more ship explosions, they will be handled in the same manner.

Damage from Exploding Ships Table

Range	Damage From Explosion
Same hex	2x exploding ship's Power Units Available
1 hex	1x exploding ship's Power Units Available
2 hexes	1/2 exploding ship's Power Units Available
3 hexes	1/4 exploding ship's Power Units Available
4 hexes	1/8 exploding ship's Power Units Available
5 hexes	1/16 exploding ship's Power Units Available
6 hexes	1/32 exploding ship's Power Units Available
7-10 hexes	1 damage point

G0.0 General Ships Systems

G1.0 General Rules

In addition to engines, control and weapons there are several minor systems onboard a starship that might be used in a combat encounter. Rules for these secondary systems are presented in this section.

G2.0 Life Support & House Keeping Power

Certain functions take priority over everything else – namely life support and environmental controls. If the crew suffocates, freezes or is otherwise incapacitated the ship will be unable to function. A ship requires house keeping power equal to the vessel's size class over 10 rounded up.

Ship Class	Size	Housekeeping Power Per Turn
I-X		1 pt
XI-XX		2 pts
XXI-XXX		3 pts

G2.1 Life Support Reliability

Life support is the most reliable and redundantly backed up system on any starship (with good reason). So long as a ship has a positive super structure score, the life support system will function. Only if a ship is crippled is it possible for life support to fail. If a vessel goes into negative superstructure, the engineer must roll a save vs. CSR, if it fails, then life support has failed. The vessel's remaining crew must be taken off either by evacuating to a planet within 5 hexes of the doomed ship or by being taken off by another vessel. In most cases, even enemy ships will take off survivors (prisoners can be valuable sources of intelligence).

If friendly ships are in range, the commander of the doomed vessel can opt to evacuate to the friendly vessel rather than surrender to the enemy.

G3.0 Transporters

Transporters operate by converting animate or inanimate objects into energy and transmitting that energy to a remote location and reassembling it upon arrival.

G3.1 General Rules

Transporters are blocked by radiation zones, shields, and ion storms. Using transporters requires power. A personnel transporter uses $\frac{1}{4}$ of a power point, cargo or emergency transporters use $\frac{1}{2}$ of a power point. Since STSCS doesn't use fractional accounting, round up to the next whole power point. Using a transporter takes 1 combat phase ($\frac{1}{3}$ of a turn).

Ex. Five personnel transporters would use $1\frac{1}{4}$ power point. This would round to two points of power.

G3.2 Range

A transporter has a range of 50,000 km (5 hexes).

G3.3 Line of Sight

A transporter must have a clear line of sight between the transporting ship and its target to transport in either direction. Planets, stars, shields, ion storms, monsters, and asteroids all block line of sight.

G3.4 Intraship Point to Point Transports

A transporter can transport within a vessel (from the bridge to engineering for example). Doing so is very tricky and requires a successful check against CSR. Failure means the persons or objects being transported are lost.

G3.41 Intership Point to Point Transports

Point to point transports can be used between ships (from sickbay aboard the *Enterprise* to the engineering section of the *Saratoga*) after the year 2300.

G3.5 Damage to Transporters

The Transporters are part of the superstructure of a vessel. As long as a ship has positive superstructure and can generate the necessary power, transporters will function. Transporters will malfunction if the vessel has a negative superstructure value.

G3.4 Emergency Evacuation

If the captain has ordered the crew to abandon ship, the transporters can evacuate the crew to a planet or friendly vessel (or an enemy or neutral ship if their intention is to surrender) as a single operation. The ship being evacuated must drop a shield and either the transporting or target ship (any non-crippled vessel is eligible) spends one power point to power the evacuation.

G3.41 Lifeboats: Although not transporters per se, the crew can also evacuate via life boat. Unlike transporter evacuation, no rescuing ship or nearby planet is required. Lifeboats can keep the crew alive for a few days allowing time for friendly forces to rescue them or to give them time to land on a suitable world surface.

G4.0 Labs

All ships with the 'labs' characteristic have the ability to conduct scientific research and gather information. In 'Monster' (series SM) scenarios these labs can sometimes be used to gain victory points. In most scenarios, the only effect the 'labs' characteristic will have is to allow the ship to identify enemy vessels (G4.2) or research monsters. All ships designated as 'scouts' automatically have the Labs characteristic.

G4.1 Conducting Research

In fighting monsters or uncovering identity of enemy vessels, a ship will have to collect and analyze data from the sensors.

This is simulated by the research rules for the ships labs. During each turn, keep track of how close the researching vessel gets to its target

(enemy ship, Monster, planet, etc.). Use the line for the closest approach in a turn.

At the end of each full turn, roll against the research table to determine the number of data points learned by the ships labs. So long as both the researching ship and the target have not disengaged from one another, the results of each turn are cumulative.

Research Table

Closest Approach (Hexes)	D10 Result									
	1	2	3	4	5	6	7	8	9	10
10	0	1	2	3	4	5	6	7	8	9
9	1	2	3	4	5	6	7	8	9	10
8	2	3	4	5	6	7	8	9	10	11
7	3	4	5	6	7	8	9	10	11	12
6	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
4	6	7	8	9	10	11	12	13	14	15
3	7	8	9	10	11	12	13	14	15	16
2	8	9	10	11	12	13	14	15	16	17
1	9	10	11	12	13	14	15	16	17	18

Scouts learn +2 data points in any given turn.

G4.2 Identifying Enemy Vessels

An enemy (or unknown) vessel is identified by several levels of information. Each level requires a certain number of cumulative data points to achieve.

Identification Levels

ID Level	# of Data Pts.	Description
A	5	National affiliation (e.g. she's a Klingon ship)
B	10	General Class (e.g. she's a Klingon Crusier)
C	20	Specific Class (e.g. she's a Klingon D7 crusier)
D	30	General Power conditions (she's a Klingon D7 with 50% Warp Power available)
E	50	Specific allocations of power (she's a Klingon D7 with 50% Warp Power available and she's arming her disruptors)
F	100	Specific Vessel (she's the IKV Vengeance – Captain Kren vestai-Rustazh last known to be in command)

G5.0 Tractors

Tractor beams are electro-gravitic force beams able to hold various objects at a distance or pull them closer. Tractor beams cannot pull pieces off of an enemy ship.

G5.1 Line of Sight

A tractor must have a clear line of sight between the firing ship and its target to tractor in either direction. Planets, stars, shields, ion storms, monsters, and asteroids all block line of sight

G5.2 Damage to Tractors

The Tractors are part of the superstructure of a vessel. As long as a ship has positive super structure and can generate the necessary power,

tractors will function. Tractors will malfunction if the vessel has a negative superstructure value. A vessel with a negative superstructure value CAN be tracted by another ship, friend or foe, and can be the subject of a tractor auction (see G5.4)

G5.3 General Tractor Function

Each tractor beam must be sufficient power to overcome the movement (if any) of the target object and its mass (1 point per size class of the small of the two objects, either the tractor or tracted object. The smaller one is the one that will actually move) plus one power point per hex per turn the target is to move. Ships may combine their size to move particularly large objects.

G5.4 Tractor Auction

If two or more ships try to tractor the same target and move it in different directions, a tractor auction begins. After meeting the requirements of G5.2, each vessel (or group of vessels) must bid power, high bid wins and the target begins moving toward the winner (or away from him depending on how he was attempting to move it) at a rate of one hex per turn per power point the auction was won by. The loser also expends the power he bid on the auction.

For example, a Federation Heavy Cruiser and a Klingon D-10 are both trying to tractor a cargo pod (size V). The pod has no engines and is not moving. Each starts by allocating 6 points (five to overcome the pod's mass and one to move it towards the tractor vessel). As both ships are attempting to move the pod, in different directions, a tractor auction begins. In the next impulse, the Klingon bids 6 more points while the Fed bids 8 more. The Federation player has won the auction. The Klingon expends his six points, the Federation his eight and the pod moves 2 (8-6=2) hexes closer to the Federation Cruiser next turn.

G5.5 Towing

A ship can tow another ship or a cargo pod using its tractors. Only the towing ship (the ship which has an active tractor beam and working engines) can generate movement points. Movement costs are increased by 150% for ships towing total size less than or equal to their own and doubled for ships towing up to twice their own size. No ship may tow other vessels more than twice their own size. Multiple ships can combine their size to tow extremely large loads.

G6.0 System Repair

Whenever the sensors, shield generators, or engineering take damage, they are temporarily inoperative. These systems may be repaired by damage control teams and brought back into operation. During each Repair/Repower Phase, the captain may see if repairs to any damaged combat system have been made.

G6.1 System Repair Status Tracks

The Systems Repair Status Tracks, located in the Damage Control Display, are used to keep track of the status of repair for Engineering, sensors, and each shield. When these systems take a hit, one box on the appropriate track is checked off. As additional hits occur to that system, more boxes are checked, regardless of when the system is hit. For example, if sensors take a hit in the first Firing Phase, the 1st Hit box is marked off; if they take another hit in that phase or in any subsequent Firing Phase, then the 2nd Hit box is marked off. When any system has taken 5 hits, it may not be repaired and is inoperable for the remainder of the combat. The boxes give the die rolls necessary for repair. As can be seen, the more often a system is hit, the less likely the system can be repaired.

G6.2 System Repair Procedure

The first step in making a system repair is for the captain to decide which system he will check. He can make only one Repair Roll in each of the three Repair/Repower Phases, and so he will have to weigh the relative use of the various inoperable systems. To do this, he will consult the System

Repair Status Tracks, which give the die rolls needed for successful repair.

Then, he rolls one die and compares it to the appropriate System Repair Status Track. If the number rolled is less than or equal to the numbers indicated in the Repair Status box, then the repair work is complete and the system becomes operational. If the captain has allocated any power to that system, then it is immediately powered. If the roll is unsuccessful, the repair work is considered incomplete at this time. In the next Repair/Repower Phase, the captain may make a Repair Roll check on the same system.

A system repair check may not be made in the Repair/ Repower Phase immediately following the Firing Phase in which a system was damaged, for repair has not yet begun. At least one Firing Phase must pass during which the system itself received no damage before repairs can be made. This does not mean that the ship can take no damage, but that only that particular system can take no damage.

G6.21 Repairing Weapons: Each weapons track contains four boxes labeled Oper (operational), Dmgd (damaged), Repd (repaired), and Inop (inoperative). When a weapon receives its first hit, the Dmgd box is marked off and that weapon may not be used until it is repaired

G6.22 Weapon Repair Procedure: Weapons may be repaired in the Repair/Repower Phases like other systems. After the first hit, a Repair Roll may be made as usual. A roll of 1 - 8 successfully repairs beam weapons, and a roll of 1 - 6 successfully repairs a missile weapons. When repair attempts are successful, the Repd box is marked off and that weapon may now fire, with the restrictions described below.

If a weapon is hit for a second time, it is completely irreparable. It is inoperable for the rest of the combat, and the Inop box is marked off to show this.

G6.23 Residual Damage Effects: Damage to weapon hardpoints makes the weapons more inaccurate. When determining the To-Hit Number for shots from repaired weapons, subtract 1 to indicate the difficulty of making field repairs. Furthermore, a repaired beam weapon may be powered only to half its Maximum Power. To find this power, divide the original maximum power by 2, and round down.

G6.3 Intensified Repair Efforts

An unsuccessful Repair Roll is not a total failure, however, because a bonus is added to all later attempts to repair that system. This reflects the intensified repair efforts that were ordered.

Every unsuccessful Repair Roll on a system adds 1 to the next Repair Roll for that system. Thus, if a Repair Roll was missed at 1 - 6, the next Repair Roll for that same system will be 1- 7. Repair Rolls to other systems are not given bonuses because of unsuccessful rolls; only the system for which the roll was unsuccessful gets the bonus.

Once a system has been repaired, all bonuses to Repair Rolls for that system are lost.

For example, an Orion vessel has been hit in Shield 4, and the generator is damaged for the second time. The box for the first hit on Shield 4 has already been checked off, as has the box for the second hit. In the Repair/Repower Phase, the Orion captain checks to see if repairs are complete. He needs a roll of 1 through 6 to repair the system because this is the second time the system has taken a hit. The Orion captain rolls a 7, indicating an incomplete repair. Though he must then wait until the next Repair/Repower Phase to make another attempt at repair, he will add 1 to the roll needed to indicate intensified repair effort. At that time, a roll of 1 through 7 will be required to fix the system. The Orion captain rolls a 4, indicating success, and the shield is

immediately powered if power was applied to the system. If he had failed the roll, another bonus would be added, increasing the range for a successful roll to 1 through 8 in the next phase.

G7.0 Sensors

Through the ship's sensors, a Captain may keep track of the status of the enemy. These sensors are the only method of obtaining information other than by visual observation. Vessels are in sensor contact when they are on the Starfield Mapsheet at the same time. Vessels in sensor contact will know each other's basic position, heading, and speed. They can fire on one another.

G7.1 Sensor Locks

In order for a Captain to discover any additional information about a ship, he must obtain a sensor lock in the Sensors Phase of the combat turn. For this purpose, sensor range is the entire Starfield Mapsheet.

G7.11 Obtaining A Sensor Lock: The ship Captain indicated his target, and then rolls one die. A roll of 1-6 indicates that a sensor lock is obtained. The sensors remain locked on this target either until a lock is attempted on another ship, until the sensors are knocked out by enemy fire, or the target ship moves into a sensor shadow. Only one ship may be locked at a time.

When the sensor lock is obtained, the Captain of the target ship must give the Captain of the sensing ship information about the target, as indicated below.

G7.111 Automatic Information: The following information must be disclosed to the sensing ship's Captain when a lock is obtained:

1. The ship class or displacement.
2. Race
3. Name of class and ship type, if known (such as Constitution-class starship).

4. If the target ship's shields are down, the type of life forms present, if known, and their approximate number.

5. Whether the target ship is locking sensors on the sensing ship.

G7.112 Gamemaster Information: For other objects, usually only occurring in scenarios with a gamemaster, the information is more general. The gamemaster reveals the following:

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

G7.113 Additional Information: During each Sensor Phase, the Captain of the sensing ship may also ask one of the seven questions given below. The target ship's Captain gives the answers printed in italics,

Q1. How much power is available?

A1. The Total Power Units available.

Q2. What is the general power allocation?

A2. The order, from greatest power allotment to least, in which the captain has allocated power to weapons, shields, movement and cloak.

Q3. How are the shields powered?

A3. What shields are operable, the total number of shields points, and the Shield Point ratio.

Q4. How are the weapons powered?

A4. How many weapons are powered and the total number of power points given to weapons.

Q5. How much damage has the vessel taken?

A5. The approximate status of the engines, superstructure and ongoing calamities such as fires, hull ruptures, power and system outages. The answer should give state, in percentages, the current status of the power and superstructure,

and the general state of on-board calamities, not their specific locations or severity.

Q6. What is the status of the ship's crew?

A6. The percentage of the ship's crew that are at their posts.

Q7. Are any transporters powered? Is the crew abandoning ship?

A7. Yes or no.

G7.12 Sensor Locks on Cloaked Vessels

The section on Special Equipment describes how to use sensors to detect ships using a cloaking device.

G7.2 Damaged Sensors

In the course of combat, the sensors may take damage. Depending when and where this happens, the targeting sensors may be knocked out of their optimum calibration, the weapons might revert to Local Fire Control and the ship might not be able to enter warp.

G7.21 Sensor Status Track If the sensors take damage that require a box in the Sensor Status Track to be marked, the vessel takes a penalty to hit until the damage is repaired. The first check imposes a -1 penalty to-hit. The second check imposes a -2 to-hit penalty and so on until the sensors are completely inoperable. A successful repair brings the sensors back on-line with no penalty to-hit.

G7.22 Engaging Warp Drive With Damaged Sensors: If the sensors are in a damaged state, the Captain may make a CER roll in his vessel's next movement phase to warp out. However, if the sensors are inoperable, this is not possible.

G7.3 Local Fire Control

If the sensor console on the bridge is damaged, the vessel retains some ability to defend itself, albeit at a severe penalty. In addition to being unable to enter warp, all weapons are now targeted manually by the tactical officer and

revert to the Local Fire Control, suffering a -1 to hit penalty. In this mode, the firing vessel may also not attempt to shoot down incoming torpedo fire or perform evasive maneuvers. Local Fire Control is affected by crew casualties as normal.

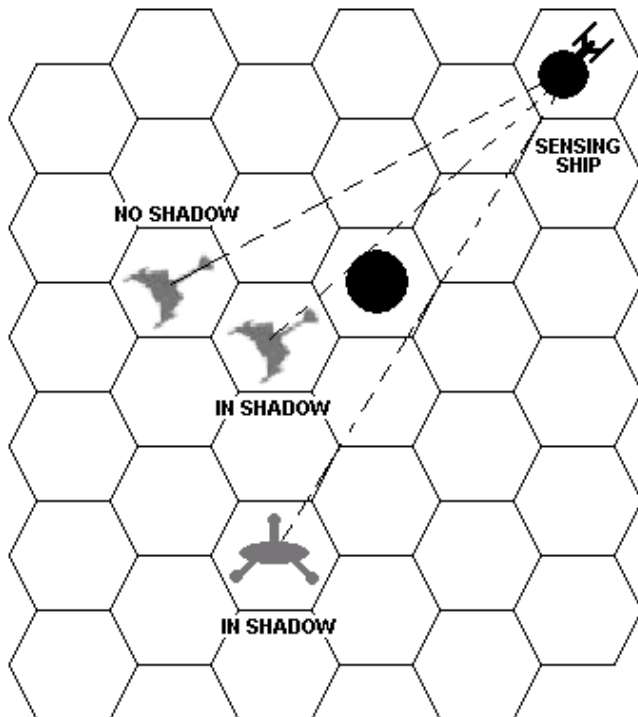
G7.4 Repairing Damaged Sensors

Sensors may be repaired during combat. This is described in the section on System Repair.

G7.5 Sensor Shadows

At sub-light speeds, a vessel will sometimes be close enough that a moon, planet, asteroid field or other large obstacle will cast a substantial sensor shadow. Obstacles in the shadow do not register on the sensors and cannot be fired upon. Sensor shadows are mutual, so that if one vessel cannot see another because of a sensor shadow, the other vessel cannot see it.

To determine whether an object falls in a sensor shadow, trace a line from the center of the sensing vessel to the center of the target. If this line intersects any portion of the hex occupied by the obstacle, the target is considered to be in the shadow.



The diagram to the left shows an example of sensor shadow. In the diagram, the Federation cruiser cannot fire at the Klingon ship behind the planet or the defense outpost. It can fire at the K't'inga to the far left of the planet, however, because the line between the two vessels does not touch any part of the hex occupied by the obstacle.

G7.6 Cloaked Ship Sensor Shadow

A cloaked vessel may break sensor lock by passing between an obstacle and the vessel sensing it. However in doing so, it voids its cloak and the sensing ship can obtain as sensor lock on the cloaked ship!

H0.0 Power Allocation

H1.0 Total Power Units Available

At the beginning of combat, the Total Power Units available is the most power units a vessel can generate or use in the game. It is the total amount of power available from all engines, regardless of the type.

H1.1 Total Power Available

To find the Total Power Units Available at the beginning of each combat phase, total up the amount of power being generated by the warp and impulse drives. This is shown by the number of boxes remaining in the in each Engine Power Track. Record the Total Power Units available in the Total Power Units Available track

The Total Power Units available may decrease during the combat as the vessel takes damage in each combat turn.

H1.2 Auxiliary and Reserve Power

A vessel also has access to a pair of emergency power systems, the Auxiliary generators (AUX) and Reserve batteries (RES) AUX generates an amount of power equal to 10% of the vessel's Total Power Units (this is broken down into two generators with 5% each). AUX is allocated at the beginning of the turn and comes with its own special restrictions and benefits.

H1.21 Reserver Power: The RES is a set of emergency batteries that can store, discharge and be recharged with an amount of power equal to 5% of the vessel's Total Power Units. Once charged (and a vessel always starts combat with her batteries charged), the batteries can be thrown into use at any time, even in the middle of a move fire phase. Once discharged, the battery is unavailable until a phase is spent recharging it from the Total Power Units.

The amount of power available from the AUX and RES decreases as the vessel takes damage to its power systems.

H2.0 Powering Combat Systems

During combat, the Total Power Units Available will be divided among the combat systems in any way the Captain sees fit. It can all be placed into the shields for defensive purposes, into weaponry to fire at opposing vessels, into movement for attack or evasion, or into any combination of these areas. How to allocate the available power is one of the major decisions facing the Captain.

H2.1 Power Allocation

In the Power Allocation Phase at the beginning of the turn, each Captain decides on how his power is to be expended. He decided on how much to spend on weapons, shields or movement. These amounts must equal no more than the Total Power Units available. Although all Power Units Available do not need to be used, power not used in one turn does not carry over into the next.

After making this decision, the Captain records in each of the appropriate boxes the amount of power allocated to movement, shields, and weapons.

H3.0 Emergency Power Allocation

H3.1 Auxiliary Power

Auxiliary power (AUX) represents a pair of generators that produces an amount of power equal to 10% of the ships total capacity (rounded down. It is really two generators generating 5% each). AUX power must be allocated in the allocation phase and can go to any system aboard ship. The two 5% blocks can be placed in the same system or spread out to two systems. One generator can even be used to recharge the reserve battery. Once the captain has decided where to spend his AUX power, he records it in the AUX 1

and AUX 2 sections of the Emergency Power Allocation Track.

H3.11 Movement – The total AUX power is divided by the ship's MPR (rounded down to a minimum of 1). This movement can be divided up among the three move/fire phases or used all at once in any phase. Committing AUX power to movement yields a minimum of 1 extra point of movement, no matter what the MPR is.

H3.12 Weapons – AUX power can be used to overpower a single beam weapon or fire as an extra shot in a single move/fire phase (up to the maximum of the weapon's original capacity). As an option, the two generators can be sent to two different beam weapons in the same or differing firing phases.

H3.13 Superstructure – AUX power to structural integrity temporarily increases power to the structural integrity field generators for a 1:1 payout (thus, if a vessel has 10 points of AUX and places it into structural integrity, the ship gains an extra 10 points of superstructure until the next turn. If the Captain wished to retain this extra superstructure, he must reallocate his AUX power to this system during the Power Allocation phase). Superstructure cannot be increased past its original maximum amount.

H3.14 Shields – When placed in the shields, AUX power is multiplied by the ship's SPR and added to the shield total in the Shield Power Available Track.

So, a ship with 14 points of AUX with a 1/4 SPR has an extra 56 points of shields ($14 \times 1/4 = 56$). In this mode, AUX must be maintained in the shields from turn to turn to retain the extra protection. Once sufficient damage has been taken to reduce the shields to 0, AUX cannot be applied back into the system for one full turn. It can, however, be used elsewhere.

H3.15 Reserve Power – Reserve (RES) power works exactly like AUX power, but can be utilized at any time, not just at power allocation. The RES represents an emergency battery system that is equal to 5% of the vessel's total power. Once used, it takes an entire turn to recharge the battery and consumes power to do so. Therefore, a ship with 7 points of reserve power must spend 7 points of regular power to recharge the battery for later use. However, a ship always starts a fight with the battery in a charged state. Once the captain has decided to commit his RES power, he records it in the BATT section of the Emergency Power Allocation Track.

10.0 Not Used

J0.0 Shuttlecraft

Shuttlecraft are small (approximately 10 meters long) spaceships carried inside starships. Their primary purpose is administrative, ferrying personnel, supplies and equipment in situations where use of the transporter is impossible or inadvisable.

In later years, warp capable shuttles were developed (typically by mating a sublight shuttle with a 'warpsled') to move high priority personnel or critical cargo from place to place without having to detail an entire freighter or transport to the task. Warp shuttles are treated like starships, albeit very small ones.

J1.0 Power

Shuttles do not allocate power to move or fire their weapons or to perform any other function. All the power they need is assumed to be available from their power cells.

J1.2 Movement

Shuttles have a maximum speed of 6 hexes per turn. Once a speed is selected, it must be maintained for the entire turn.

J1.21 Tractoring Shuttles: Shuttlecraft can be held in a tractor beam, they can also be towed but a shuttle will be destroyed if it is towed at more than twice its normal maximum speed.

J1.22 Turn Mode: All Shuttles have a turn mode of 1.

J1.23 Retrograde Movement: Shuttles may not operate in reverse. They may, however, make one turn per impulse without any penalty.

J2.0 Combat

Shuttles are generally too small to factor into combat. A phaser beam 100-200 m wide is going

to make short work of something the size of a modern fighter-jet. Shuttles can, however, function as a lab, sensor platform or landing craft for boarding parties.

J2.1 Damage

If fired upon, a shuttle has 6 superstructure points. All hits are taken against superstructure. A shuttle may also have a shield rating. A shuttle has one 360° shield with strength equal to its shield rating. Once this shield is reduced to zero, it cannot be regenerated.

J3.0 Shuttle Launch and Recovery

A ship may launch or recover one shuttle per impulse if the ship is moving at or below the maximum speed for the slowest shuttle launched or recovered.

J3.1 Shuttle Facing on Launch

A shuttle may be facing in any direction upon launch

J3.2 Shuttle Facing on Recovery

A shuttle must match the facing of the recovering ship upon recovery.

J3.3 Shuttle Speed on Launch

A shuttle may be launched with any speed up to its maximum speed.

J3.4 Shuttle Speed on Recovery

A shuttle must have the same speed as the recovering ship.

K0.0 Cloaking Devices

Romulan and some Klingon vessels may be outfitted with a cloaking that can be used to make the ship invisible to visual sighting. It also is difficult to spot with sensors unless the cloaked vessel moves, at which time the movement may be spotted, but with difficulty. Cloaked ships may not be fired upon unless a sensors lock is first achieved.

K1.0 Operating the Cloaking Device

The cloaking device requires power to operate, as shown in the Ship Data Tables. If a captain wishes to cloak his vessel, he must allocate power to the system during the Power Allocation Phase. After the cloak is first powered or put into operation, the captain may decide to activate it at once, or wait until any part of his movement during the Movement portion of the current phase. The choice is up to him. The cloaking effect takes place immediately. The cloaking vessel's shields automatically lower when the cloaking device is engaged and come back on when it decloaks. The cloaking device may also be disengaged at any point of a vessel's movement phase. However, once a cloak is turned off, it must spend an entire move/fire phase off before it can be reengaged.

If a captain has powered the cloak in one combat turn, whether or not it is activated at the end of the turn, he may decide not to power it up the following turn. In this case, the ship will not be cloaked during any of the following turn. If he decides to keep the cloak powered, however, then he can turn it on or off during the Power Allocation Phase, and after the first and second Movement Phases, as long as one Movement Phase occurs between turning the power off and on.

K1.1 Cloak Status Track

The Cloak Status Track provides boxes for recording the operational status of the cloaking device for 12 turns. Within the boxes are the

terms On and Off, which are used to indicate the operational status of the cloak. When the cloak is activated, the captain will circle on, when it is deactivated, the captain will circle off.

K1.2 Hidden Movement

When the cloaking device is activated, the Startup Silhouette Counter is removed from the Startled Mapsheet and all sensor locks on that vessel are lost. The captain of the cloaked vessel must record the movement of his ship, so that the other players can verify his movement route when he declass and reappears or when they get a successful sensors scan on him. This movement is written down at the beginning of the Movement Phase, in the captain's usual order. It is up to the captain to write it down clearly enough that it can be understood by all players in case of a dispute.

K2.0 Detecting Cloaked Ships

Opposing captains may attempt to detect a cloaked ship during the Sensors Phases of each combat turn. This attempt replaces the usual sensors lock, which cannot be made in the same phase. It reveals the presence of a cloaked ship. What is detected is the ion trail left by the ship's engines. If the cloaked ship has not moved, there would be no trail and so the scan will be more difficult. Furthermore, the further away the cloaked ship, the harder detection will be; cloaked ships cannot be detected at ranges greater than 30 hexes.

The scan proceeds in the following way. In the Sensors Phase, the sensing captain must announce that he is making a scan for cloaked vessels instead of a scan on a visible target. The sensing captain chooses a shield arc to scan and then rolls one die. If a cloaked ship is within the shield arc, the captain of that vessel then consults the Cloak Detection Table. To determine detection success, cross-index the Range with the appropriate movement column to find the numbers needed.

CLOAK DETECTION TABLE

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

If the roll was equal to or less than the number given in the table, the detection attempt was a success and a sensors lock is achieved. If it was greater than the number given in the table, or if the cloaked ship was out of range not in the arc, the detection attempt was a failure.

For failed detection attempts, the captain of the cloaked ship (or any other player on the cloaked captain's side) announces that the scan revealed nothing. He does not say that the attempt was a failure, for that would admit that a cloaked ship is present, something that opposing captains may not know.

For successful detection, the cloaked ship's captain must reveal to the sensing captain the exact location of the cloaked ship. The sensing captain has then achieved a lock and may fire on the cloaked ship.

The sensing captain may immediately announce to any other ships on his side that he has detected a cloaked ship, but he may not tell them its exact location; he may only tell them which of their shield arcs the cloaked ship is in. If the sensing captain is successful at maintaining the lock in the following Sensor Phase, he may tell the other captains the exact location of the cloaked vessel. Though they may know the location of the cloaked vessel, they will not be able to fire at it unless they too have achieved a lock.

Captains with a lock on a cloaked ship in one Sensor Phase have a bonus 3 to detection rolls during the next Sensors Phase, as shown in the

Cloak Detection Table. If the next detection roll is failed, the lock has been broken.

K3.0 Firing At Cloaked Ships

Once a cloaked ship has been detected, it may be fired upon, but it will be much more difficult to hit than normal. If the cloaked ship was moving, the firing ship must add a penalty of 3 to all To-Hit Rolls. If the cloaked ship remained stationary, the firing ship must add a penalty of 5 to all To-Hit Rolls.

L0.0 Landing/Boarding Parties

All warships (and some other vessels as well) carry Marine troopers skilled in boarding and landing actions. Exploration vessels also carry contact teams – specialists in survey and first contact work.

L1.0 Number of Boarding Parties

A ship will generally carry one six-man boarding party for each size class over II of vessel size. Thus a class X cruiser will have 8 boarding parties on board (or about 48 Marines – a reinforced platoon). Ships with a dedicated Marine presence such as the Chandley-class Frigate will have larger Marine units. The Chandley-class carries 200 Marines or about 33 boarding parties.

L1.1 Transporting Boarding Parties

Boarding parties can be moved by Transporter (subject to G3.0), Shuttle (subject to J1.0) or Docking (C3.0)

L2.0 Boarding Party Casualties

Boarding parties can become casualties in one of two ways; they can be lost in boarding actions or as a result of crew casualties.

L2.1 Ship Combat

Boarding Parties are reduced in the same way and by the same ratio as crew casualties (see F2.10)

L2.2 Boarding Actions

Boarding parties can be lost as a result of man-to-man (or whatever) combat as resolved in L3.0

L3.0 Boarding Party Combat

L3.1 Combat

If boarding parties are transported (by any means under L1.1) on to an enemy ship, combat occurs between the boarders and the ship's defenders.

L3.2 Sequence

Although boarders may be transported aboard during any impulse, combat is not resolved until the end of the turn, during the Final Activity Sequence.

L3.3 Identification

When resolving boarding actions, the 'defender' is the player owning the boarded ship and the 'attacker' is the player(s) who are boarding it.

L3.4 Multi-Ship Actions

More than one ship can provide boarding parties to attack an enemy ship and multiple friendly ships can transport boarding parties to assist in the defense of a boarded vessel.

L3.5 Multi-Side Actions

In the event that three players have boarded a single ship and no two are allied, the situation is resolved as follows:

Each player divides his forces into three groups; one to fight each of the other two players and a non-fighting reserve. It is acceptable to allocate zero forces to one or two of these groups. This is done secretly, simultaneously and in writing. The three separate actions (A vs. B, B vs. C, and C vs. A) are then resolved in any order and the results applied simultaneously. Excess casualties are taken against the reserve forces, but not against forces engaged against the other player(s).

If there are more than three non-allied players, the same principle is involved using more groups of fewer troops.

L3.6 Control

The defenders win if they destroy all the boarders or if the boarders withdraw. The boarders win if they a) eliminate all the defenders or b) the defender's crew falls below 50% and he fails a CER check.

L4.0 Combat Procedure

L4.1 Force Determination

Each player determines his available forces. For the attacking player, this is the number of boarding parties he has transported aboard. For the defender this is the percentage of his crew he is devoting to repel boarders. A ship must keep 25% of its normal crew at duty stations to keep the ship functioning. Any crew in excess of that can be dedicated to repel boards. 100% of any marines on board are available to repel boarders.

L4.2 Combat Resolution

Each player rolls 1 die and cross references it with the CER of his forces. The result is inflicted on the enemy. The defender can choose to take casualties against his Marines or against his crew as percentage losses.

CER→ Die↓	01- 10	11- 20	21- 30	31- 40	41- 50	51- 60	61- 70	71- 80	81- 90	91- 100
1	0	0	0	0	1	1	1	1	1	1
2	0	0	0	0	1	1	2	2	2	2
3	0	0	0	0	1	2	2	3	3	3
4	0	0	0	1	2	2	2	3	4	4
5	0	0	0	1	2	2	3	3	4	5
6	0	1	1	1	2	2	3	4	4	5
7	0	1	1	1	2	3	3	4	4	5
8	1	1	1	2	3	3	4	4	5	5
9	1	1	2	2	3	3	4	4	5	6
10	1	1	2	2	3	4	4	5	5	6

L5.0 Hit and Run Raids

Sometimes the purpose of a boarding action is not to capture the enemy vessel but to steal a specific item (like the cloaking device on board a Romulan vessel) or to liberate or capture a specific prisoner or to damage a specific system. In this instance, the target will be guarded by a specific number of boarding parties (no more than 10% of the marine force of a ship or the equivalent number of security personnel).

L5.1 Declare Target

The attacker must declare the target of his raid. Target may be a) a specific ship system, b) a particular item or c) a specific person.

L5.2 Resolving the Raid

Boarding party combat is resolved as per L4.0, if the defender wins the raid fails. If the attacker wins the specific system is treated as if it was hit in ship-to-ship combat, a specific item is transferred to the raiding ship or a specific person is captured or killed at the raiding player's option.

L5.3 Raid Limits

No more than one hit and run raid may be carried out by any one ship in any one turn. Ships must wait one complete turn between raids.

M0.0 Mine Warfare

M1.0 Mines

Some sub-light scenarios may call for mines, which are very similar to immobile photon torpedoes. In such scenarios, the area will be controlled by one side, which should be the only side that will have laid a mine-field. A defending player may spend no more than 15% of his scenario points on mines unless otherwise agreed to with the other players.

M1.1 Recording Mine Position

In planning out the mine-field, it is particularly useful to have a sheet of small-size hexes on it for recording the mines' location. Each hex on the Starfeld Mapsheet is numbered, and if the small-size hex paper is numbered the same way, this will be very easy. If you have no hex paper, you can simply note down the numbers of the hexes containing mines. Mines must be placed at least four hexes from a planet or other similarly sized object.

M1.2 Determining Mine Hits

Mines are not sure hits because ships may detect and dodge them at the last minute. When a ship enters a hex containing a mine or one adjacent to a mined hex, the controlling player announces that a mine is present and may detonate. If the vessel under attack is friendly, there is still a small chance that the mine will explode; if the vessel under attack is hostile, the chance is much larger. This chance increases every Movement Phase the ship spends in the hex with the mine. Once a mine has been detonated, the hex is considered to be clear of mines.

To see if a detonation occurs, one die is rolled. A roll of 1 will cause the mine to explode against a friendly vessel, and a roll of 6 or less will cause the mine to explode against all other vessels.

This roll will be repeated every Movement Phase that the vessel remains in that hex or until the

mine explodes, except that the chance of detonation increases by 1 each time.

For example, a Gorn cruiser enters a hex containing a Romulan mine that can give 10 damage points. The Romulan announces the presence of the mine and rolls a die, scoring a 7, which means that the mine does not explode. During the next Movement Phase, the Gorn vessel does not move and is attacked by the mine again. This time the Romulan player must roll a 1 through 7 to detonate the mine. A die roll of 4 is made, and the mine explodes, giving the Gorn cruiser 10 damage points. Mine Damage

M1.21 Allocation of Mine Damage: Damage from a mine is given to the part of the vessel that first entered the hex containing the mine. If the vessel moved forward into the mined hex, the damage is given to Shield 2; if the vessel backed into the hex, the damage is given to Shield 5. If the vessel sideslipped into the hex from the right, Shield 1 is attacked, and if the vessel sideslipped into the hex from the left, Shield 3 is attacked. The attack is resolved like a missile weapon attack. A ship may use an emergency heading change to evade 1 mine per Movement Phase.

M1.3 Types of Mines:

There are two types of mines, gravitic and regular.

M1.31 Gravitic Mines: A gravitic minefield covers an area the size of a planet and costs 50 scenario points. Any vessel passing through a gravitic mine field risks damage equal to its impulse speed (total for the turn) X 10 on the basic damage location chart. Roll for each hex the ship passes through. Once a gravitic minefield has been struck, the hex may be marked as mined. However, the other effected hexes are not revealed to the opposing player.

M1.32 Standard Mines: Regular mines cover one hex and cost 15 scenario points each. They do 10 points of damage on the applicable Damage

Chart (they ignore shields just like Quantum Torpedoes), or 10 points of damage on applicable Damage Chart plus 10 points to superstructure if the target's shields are down.

M2.0 Mine Laying

Mines are special devices containing a control mechanism and a warhead (typically a nuclear or anti-matter explosive). They are used for defensive purposes to deter enemy vessels from approaching a specific target.

M2.1 Laying Mines

Mines can be dropped in the same hex as the laying ship without dropping a shield. When a mine is laid, it is placed in the same hex as the laying ship at the time it was laid.

M2.11 Laying Rate: a ship can lay one mine per turn with no 2 mines being laid on consecutive impulses.

M2.12 Laying Limits: A ship not a dedicated minesweeper can lay a number of mines equal to ½ of its size class (round down), a dedicated minesweeper can lay a number of mines equal to its size class.

M2.13 Mine Laying While Tractored: A ship may lay mines within its own hex even if it is held in a tractor beam

M2.14 Transporting Mines: Mines may be laid by transporter up to the limit of the transporter's range (5 hexes)

M2.2 Mine Placement

No more than one mine can be placed in a given hex. If more than one mine is placed in a hex, the detonation of either mine destroys both mines.

M2.3 Mine Detonation

A mine will detonate if a ship passes within 1 hex of its location.

M2.31 Mines Neutrality: Once a mine is laid it will detonate if approached by any ship, friend or foe.

M2.32 Detonation Limits: mines can be set with sensitivity limits, preventing detonation if approached by vessels below a certain size class. Such limits must be noted at the time the mine is laid. Default settings detonate for any size vessel.

M2.4 Mine Sweeping

Mines remain in play until detonated. Once placed, a mine cannot be picked up, moved, transported or displaced. (Exception, black holes can move a mine)

M2.41 Mine Removal: Mines cannot be destroyed or damaged unless:

- they detonate against a valid target
- they fall into a black hole
- it is placed in a nebula
- or it is swept by a minesweeper

M2.42 Sweeping with Phasers: To sweep a mine with phasers, the ship must:

- be adjacent to or in the same hex as the mine
- be at a speed of zero
- achieved a sensor lock
- and be holding the mine in a tractor beam

If all these conditions are met, the minesweeper can fire on the mine and safely detonate it.

M2.421 Penalty for Non-Minesweepers: Non-Minesweepers have a -2 to hit when firing on a mine.

M2.5 Arming

Before the mine can trigger, it must be armed

M2.51 Point of Arming: Arming occurs when the laying ship leaves the hex where the mine was laid.

M2.52 Destroyed Minelayer: If the laying vessel is destroyed, tracted out of the mined hex or displaced, the mine is armed at that point.

N0.0 Not Used

O0.0 Not Used

P0.0 Planets, Asteroids and Other Navigational Hazards

P1.0 General Rules

Space, of course, is largely comprised of empty vacuum. However, certain 'terrain' objects such as planets, moons and asteroids do exist. Also certain conditions like nebulae, radiation zones or black holes may prevail in some areas of space. This rules section can be considered 'optional' unless called for by a specific scenario – in which case they are required. Beginning players are advised to ignore this rules section until they are familiar with the basic game.

P2.0 Planets

P2.1 General Rules

Planets are solid (or semi-solid) objects ranging from a few thousand to hundreds of thousands of kilometers in diameter. Generally they block fire, movement and sensors. Units can sometimes land on planets. Bases can be installed on planets.

P2.2 Types of Planets

Though there are many different types of planets, for game purposes these are reduced to three broad classes, Terrestrial (Earth-sized), Lunar (small worlds) and Jovian (Gas-Giant) planets.

P2.21 Terrestrial Planets

This type of planet takes up one hex (or is a 1 inch sphere for miniatures).

P2.211 LOS Effects: A terrestrial world blocks weapons fire. No weapon can be fired through a

terrestrial world. Terrestrial worlds also block sensors (see G7.5 – Sensor Shadow)

P2.212 Movement Effects: It costs 2 movement points to traverse a hex containing a terrestrial planet, this represents the need to slightly alter course to avoid the surface (and atmospheric envelope, if any) of the world.

P2.213 Landing: Shuttles and some small starships can land on terrestrial planets

P2.22 Gas Giants

This type of planet is similar to Jupiter or Saturn and has a small, metallic core along with a thick atmosphere.

P2.221 Size: A gas giant can cover 3 -14 hexes (and is represented by a sphere of 3-14" across for miniatures purposes). Jupiter would be 14 hexes across, Saturn would be 11 hexes (its ring system would be 27 hexes across), Uranus would be 5 hexes and Neptune would be 4 hexes.

P2.222 Atmosphere: The Outer 3 hexes (or inches) of a gas giant diameter is considered atmosphere. It costs 3 movement points to move through a gas giant atmosphere.

P2.223 LOS Effects: A Gas Giant blocks weapons fire. No weapon can be fired through a Gas Giant. Gas Giants also block sensors (see G7.5 – Sensor Shadow)

P2.224 Landing: No unit may land on a Gas Giant. The extreme pressure would crush any unit attempting to do so.

P2.23 Small Planets and Moons

Small worlds similar to Titan, Pluto, Mercury or Luna. These worlds are typically (but not always) airless.

P2.231 Size: Small Planets do not completely fill the hex they are in and are represented by spheres less than 1" for miniatures purposes.

P2.231 LOS Effects: Small planets have a 50% chance of blocking LOS like a terrestrial world, otherwise they are ignored. This is checked each time a scan or weapon is used through a small planet hex.

P2.232 Movement Effects: Small planets do not effect movement. **OPTIONAL:** There is a 50% chance that it will cost 2 movement points to traverse a hex containing a small planet; this is checked every time a ship attempts to traverse a small planet hex.

P2.233 Landing: Shuttles and some small starships can land on small planets

P3.0 Destruction of Planets

P2.31 Destruction

There is no practical way to destroy a planet (exception – certain monsters can destroy planets).

P2.32 Devastation of a Planet

A planet's surface may be rendered lifeless – assume it takes 250 points of damage per hexside to devastate the surface of a world.

P3.33 Shattering Small Bodies

Small moons can be shattered by 5000 damage points; large asteroids can be shattered by 500 damage points

P4.0 Landing on Planets

It is possible for certain ships and all shuttles, lifeboats and transported landing parties to land on the surface of a planet.

P4.1 Landing on a Planet

A shuttle pays 2 movement points for a terrestrial or small world (no vessel can land on a Gas Giant, but a shuttle can move about its outer

atmosphere for 3 movement points). On the following impulse, the shuttle is assumed to have landed. The owing player can choose a hexside where the shuttle is located on the planetary surface.

P4.2 Takeoff from a Planet

A shuttle pays 2 movement points to launch from a terrestrial or small world (3 movement points to exit the atmosphere of a gas giant). On the next impulse it is placed in orbit.

P5.0 Orbital Bombardment

If a target is located on the surface of a world with an atmosphere (such as a planetside base), the accuracy of the fire directed at it from orbit is reduced.

P5.1 Firing Through an Atmosphere

Energy Weapons that pass through an atmosphere suffer a -1 to hit and a -1 to damage for each hex of atmosphere (treat terrestrial or small worlds as having an atmosphere 1 hex thick unless defined as airless) owing to the effects of the atmosphere.

P5.11 Energy Weapons: Phasers, Disruptors, Plasma Bolts and Blasters are all considered energy weapons for the purposes of P5.1

P5.12 Missile Weapons: Missile Weapons suffer a -1 to hit for each hex of atmosphere they pass through. This is a modification of P5.1

P5.121 Missile Weapon Definitions: Rockets, Photon Torpedoes, and Drones are all considered missile weapons for the purposes of P5.12

P5.2 Airless Worlds

Airless worlds do not penalize orbital bombardment or ground based fire

P5.3 Firing Arcs

Ground based fire has a firing arc limited to 120° from the hexside containing the ground facility;

orbital bombardment must be directed into a specific hexside.

P6.0 Ship Explosions

P6.1 Damage from Ship Explosions

Ship explosions (whether from the destruction of a ship or self-destruction) doesn't extend through a planet's atmosphere. The hex(es) a planet occupies is counted for the reduction in explosion strength but units on the planet's surface ignore the effects of the explosion.

P6.2 Sensor Shadow and Explosions

Units in a planet's sensor shadow also ignore explosion effects

P7.0 Bases on Planets

Bases of all sizes can be placed on a planetary surface.

P7.1 Interaction with Units

Units capable of landing (i.e. Shuttles) can land at planetary bases. There is no limit to the number of shuttles a planetary base can service. Units can be repaired at planetary bases.

P7.2 Weapons

Planetary bases can be fitted with a variety of weapons, just as ships can be. Weapons fire from planetary bases is subject to the limits of P5.1 – Firing through an Atmosphere. Worlds defined as airless do not penalize ground based fire nor orbital bombardment.

P7.3 Firing Arcs

Ground based fire has a firing arc limited to 120° from the hexside containing the ground facility; orbital bombardment must be directed into a specific hexside.

P7.4 Shields

A ground base may have a shield system. Unlike a ship, it has a single 180° shield. Shield systems are installed as for ships but the Shield Point

Ratio is ½ of what would be for a ship-borne shield – meaning that a ground based shield system generates only ½ as much shield strength per power point as would a comparable ship-borne system.

P7.5 Superstructure and other systems of Ground Bases

Bases are designed as ships, except that no warp engines can be installed (annihilation systems are too dangerous to place on a world's surface) and shield systems are altered as laid out in P7.4

P8.0 Asteroids

Asteroids are relatively small (smaller than planetary size) rocky masses. The largest asteroids may be 1000 km across. They do not fill the hex they are located in. Asteroids can be represented by pebbles on a miniatures table.

P8.1 Effect on Combat

Asteroids do not affect targeting, nor do they cast a sensor shadow nor do they block ship explosions. They are too small to materially effect movement but shuttle craft may land on them if the owning player desires.

P8.2 Webs

Asteroids make good anchor points for webs, see W5.0.

P9.0 Variable Pulsars

A variable pulsar is the remnant of a star that randomly emits bursts of hard radiation causing damage to all units in the immediate vicinity. If a pulsar is called for in a scenario, it is placed in a specific hex – either one assigned by the scenario or agreed upon by the players (in the case of player designed or randomly rolled pulsars).

P9.1 Procedure

The pulsar emits radiation on a randomly selected impulse of a randomly selected turn

P9.11 Turn Selection: The pulsar will emit radiation on impulse one of turn one. Then roll 1d6 and 1d4. The D6 is how many turns later the pulsar will emit radiation and the d4 is the impulse number of that turn. Check again after each pulsar burst.

P9.12 Regular Pulsar: A regular pulsar has a predictable burst cycle. Check for next burst only in the first turn and that schedule is kept for the balance of the scenario.

P9.2 Effect of the Pulsar

A pulsar has a base strength which is reduced based on distance from the pulsar

P9.21 Base Strength: Roll 1d6 and multiply the result by 10. Check the strength for each burst for a variable pulsar and only once for the entire scenario for a regular pulsar

P9.22 Distance Effect: The distance from the Pulsar to the target has the effect of reducing the strength of the radiation burst as follows:

Range	Burst Strength
0-5 hexes	100% of Base Strength
6-10 hexes	75% of Base Strength
11-20 hexes	50% of Base Strength
21-50 hexes	25% of Base Strength
50+ hexes	0% of Base Strength

P9.23 Damage: Apply the modified burst strength as a single hit to every ship in range of the pulsar. Shields will reduce damage normally.

P9.24 Effect on Combat: No weapon may be fired into or through a pulsar hex. Plasma torpedoes are reduced in strength by the modified radiation burst strength.

P9.25 Effect on Movement: Any unit that moves into a pulsar hex is destroyed

P9.26 Other Effects: No unit may disengage by any means while within 10 hexes of a pulsar nor while a pulsar is within its forward firing arc at any range up to 50 hexes.

P2.27 Planetary Shadow: Planets will cast a 'radiation shadow' similar to a sensor shadow that will block the effects of a pulsar. Webs will reduce the strength of a pulsar burst by their web strength.

P10.0 Nebulae

Nebulae are large (several light years across) gas clouds. An entire mapsheet will be considered nebula, a ship will not be able to exit the nebula within the timeframe of a scenario.

P10.1 Weapon Lock-On

Weapons lock will be impossible within a nebula, all weapons fire is at a -4 penalty to hit.

P10.2 Cloaking Interference

Cloaking devices will not function within a nebula

P10.3 Shield

Shields are useless within a nebula; no shield generator can function in these gas clouds.

P10.4 Small Units

Shuttles would be fried by the high radiation levels in a nebula. No shuttle or ship of size class III or smaller can operate in a nebula.

P11.0 Ion Storms

Ion storms are a common form a sub-space disturbance although their effects are more of a nuisance than a danger. They cover the entire map. Alternatively, a front can move across the map at a scenario dictated speed with all the hexes behind it considered Ion Storm hexes.

P11.1 Radiation

Ion Storms are considered Radiation Zones (see P12.0)

P11.2 Radiation Bursts

Ion Storms are occasioned by radiation bursts similar to variable pulsars except that their strength is 1d6 times 5 rather than times 10.

P11.3 Other Effects

Transporters and Subspace communications do not function in Ion Storms

P12.0 Radiation Zones

This type of radiation zone will be found near some types of stars and some other areas. The entire map might be a radiation zone or a radiation zone may be only in a part of the map or within a certain range of a star, planet or other object.

P12.1 Effect

So long as a ship has at least one point of shielding on each shield, there is no effect from radiation.

P12.11 Radiation Strength: Roll 1d6 to determine the strength of the radiation zone.

P12.12 Radiation Casualties: If any shield is down (at zero strength or destroyed), a ship will suffer a number of percentage points of casualties equal to the radiation strength.

P12.2 Unaffected Units

Unmanned units like torpedoes, plasma bolts, mines, and computer controlled ships, etc. are unaffected by radiation zones.

P12.3 Shuttles

Shuttles are unaffected by radiation zones, since they have an internal radiation shield system. This is practical on shuttles due to their small size; larger units must rely on conventional shields.

P12.4 Terrain

Most terrain has no effect on radiation and is not affected by it.

P12.41 Atmospheric Effects: Radiation cannot penetrate an atmosphere.

P13.0 Sunspots and Solar Flares

Virtually all stars are subject to sunspot or solar flare activity. During periods of unusually high activity, certain effects occur within 200 million kilometers of the star. These effects cover the entire map.

P11.1 Communications

Contact with planetside receivers and other ships requires a successful CER check, otherwise communication is impossible.

P11.2 Transporters

Transporters will not function in Sunspot/Solar Flare zones

P11.3 Tractors

Tractor beams will not function in Sunspot/Solar Flare zones

P14. Novas

The end of the life of many stars is a cataclysmic explosion known as a nova. As the old Klingon proverb tells us, "Only a fool fights in a burning house" so most scenarios involving a nova will be about rescuing personnel and/or equipment and escaping before the wavefront destroys the ship.

P12.1 Star Location

The star may be located on the map or located some distance away. In either case, the scenario will dictate when the star explodes.

P12.2 Wavefront Direction

If the star is on the map, the nova wavefront will expand from that point. If not, the scenario will dictate what map edge the wavefront enters on and how fast it moves across the map. Mark the leading edge of the wavefront with counters, string or any other convenient marker(s)

P12.3 Effect

All units caught in or behind the wavefront are destroyed. Planets are reduced to asteroids and all life, installations and/or units on them are destroyed. There is no protection against the effects of a nova.

P12.31 Other effects: Hexes within 20 hexes of the wavefront are treated as radiation zones (P12.0), hexes within 50 hexes of the wavefront are treated as nebula hexes (P10.0) and novas also generate radiation bursts as a variable pulsar (P9.0)

Q0.0 Creating Captains and Crews

Q1.0 Determining Crew Efficiency Rating (CER)

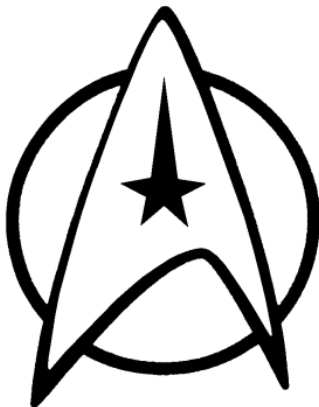
The Crew Efficiency Rating is the relative skill of the crew of a given ship. Crews can be Green, Poor, Average, Excellent or Elite. Most crews are, surprisingly enough, average. If you need to randomly determine crew quality, roll on the table below:

Die Roll	Quality	CER
1	Green	10
2-3	Poor	30
4-7	Average	50
8-9	Excellent	70
10	Elite	90

Q1.1 Checking Against CER

Roll a d%, if the result is less than or equal to the CER, the check has succeed. CER is typically used to see if a special maneuver was successful, if a crippled ship explodes or if any other check (other than a tactics check) succeeds.

Q1.11 Default Skill Level: Unless otherwise noted in a scenario, all crews are assumed to be average



Q2.0 Determining Captain's Skill Level

The Captain's Skill Level is the relative tactical skill of the commander of a given ship. Captains can be Green, Poor, Average, Excellent or Elite. Most are, surprisingly enough, average. If you need to randomly determine a particular Captain's Skill level, roll on the table below:

Die Roll	Quality	CER
1	Green	10
2-3	Poor	30
4-8	Average	50
9-10	Excellent	70
11+	Elite	90

Naval (Starfleet, Klingon Navy, etc.) captains are +1 on this table (KEF, Constitution Class Ship or Equivalent commanders are +2)

Q1.1 Checking Against CER

Roll a d%, if the result is less than or equal to the CER, the check has succeed. CER is typically used to see if a special maneuver was successful, if a crippled ship explodes or if any other check (other than a tactics check) succeeds.

R0.0 Races of the Star Trek Universe

The Star Trek Universe is inhabited by a significant number of technological civilizations. The largest are the United Federation of Planets, The Klingon Empire, The Romulan Star Empire, the Gorn Hegemony, the Tholian Assembly, the Cardassian Union, the Kzinti Patriarchy, the Sheliak Corporate, the Lyran Kingdom, the Orion Colonial Alliance and several minor powers.

R1.0 The United Federation of Planets

The United Federation of Planets (abbreviated as UFP and commonly referred to as The Federation) was an interstellar federal republic, composed of planetary governments that agreed to exist semi-autonomously under a single central government based on the principles of universal liberty, rights, and equality, and to share their knowledge and resources in peaceful cooperation and space exploration.

The Federation was founded in San Francisco, Earth in 2161. The seeds of the Federation were planted during a temporary alliance in 2154, in the search for a Romulan drone ship. It was this that first brought together the four species that would found the Federation: Humans, Vulcans, Andorians, and Tellarites. After the crisis, these four species remained together, founding the precursor to the Federation, called the Coalition of Planets, a year later. Other species soon joined: the Denobulans, the Rigelians, the Coridanites, and several others. Over the next several years, the ties between the members of the Coalition strengthened and became more structured, until, finally, in 2161, the Coalition became the Federation.

Although the Federation's intentions were peaceful, around it were other, more belligerent powers such as the Klingon and Romulan Empires. As it expanded through the admittance

of more and more worlds, it came into conflict with these powers. In the 23rd century, its main adversary was the Klingon Empire, with war briefly erupting between the two in 2267, before being halted by the Organians. However, tensions eased considerably towards the end of the century, with the Khitomer Conference of 2293 being a substantial turning point. This conference saw the signing of the Khitomer Accords, which effectively ended hostile relations.

The Federation was located in the Alpha Quadrant of the Milky Way Galaxy. The Federation's territory is spread across 8,000 light years, with a membership of over 150 worlds and over 1,000 semi-autonomous colonies.

R2.0 The Klingon Empire

The Klingon Empire (also referred to as the Khomerex Thlinganon) was the official state of the Klingon people, founded approximately 1,500 years ago (1,000 years by the Klingon calendar) by Kahless the Unforgettable, who first united the Klingon homeworld of Qo'noS. Since then the Klingon Empire expanded its sphere of influence by conquering numerous systems and incorporating them in the Empire.

Officially, the Klingon Empire was a feudal monarchy, with power residing in the Emperor, who was traditionally a descendant of Kahless. In reality, however, power lay with the Klingon High Council. The position of emperor was abandoned (but not officially abolished) in the mid-21st century, but was revived in 2369 when a group of clerics created a clone of Kahless, who was accepted as the new Emperor, albeit only as a religious figurehead.

The Chancellor, the true leader of the Empire, was head of the High Council, which consisted of 24 members representing various Great Houses (tuqmeys) (essentially, the nobility). The

Chancellor was protected at all times by the Yan-Isleth (Brotherhood of the Sword).

Women were not normally permitted to hold seats on the High Council. Despite that, Gowron once offered Ambassador K'Ehleyr a seat on the Council in exchange for her support of his bid to be Chancellor. Also, Azetbur, the daughter of Chancellor Gorkon, was permitted to succeed him as Chancellor in 2293.

It is possible that this was permitted because she was made the head of her house, due to the unusual circumstances of her father's death. The Star Trek VI novelization indicates that Gorkon suspected that something might happen to him on the voyage and had arranged with his allies on the High Council for them to back Azetbur as Chancellor if he were to be killed.

Various factions almost constantly challenged the leadership of the Empire, and so over time the Klingons developed a strict and rigorous Rite of Succession to determine their leader. According to tradition, one was permitted to challenge the leader on the grounds of cowardice or dishonorable conduct and fight in single combat. Should the challenger slay the incumbent, he assumed the role of the new leader.

Because of the Klingon propensity for violence, shrewd Klingon chancellors redirected hostilities outward, where they would otherwise cause a civil war. In the 2150s, the Klingon chancellor instructed Duras to recapture Jonathan Archer after the latter escaped imprisonment on Rura Penthe. In this way, the chancellor focused the blame for certain internal problems on an external cause. Likewise, Gowron focused his soldiers' energies on invading first the Cardassian Union and later the Federation in order to avoid internal conflicts at home.

Aside from challenges to the primary leadership of the Empire, there was also frequent feuding between the various Great Houses. Most often,

the challenge was made on the floor of the High Council and resolved on the battlefield. However, on occasion, some "dishonorable" House leaders chose to make more insidious attacks by undermining the standing of their enemies.

R3.0 Romulan Star Empire

The Romulan Star Empire (or simply, Romulan Empire) was a major galactic regional power from the 22nd through 24th centuries, encompassing the Romulan people and their subject worlds and species. The Empire was known for its xenophobic character and policies of extreme secrecy and territorial protectionism.

In external application, Romulan political agendas appeared largely unified over the centuries. Their goals focused on maintaining Imperial security through vigilance, and negating the perceived advantages of their rivals. Both goals were accompanied by a near-paranoid reticence to reveal information, even facts as basic as their racial identity, that might illuminate other Romulan ambitions or motivations. Short of war, the means to those ends have generally varied between favored methods:

- Surreptitious political disruption of rivals – as in the secret relationship with V'Las of the Vulcan High Command in the 2150s, participation in the Khitomer Conspiracy of 2293, the alliance with the Klingon House of Duras from the 2340s, or the aborted attempt to replace key Starfleet officers with clones in the late 24th century.
- Limited, surprise or covert military action – as in the use of telepresence-operated drone-ships to spark the "Babel Crisis" among neighboring powers in 2154, a single Bird-of-Prey used to attack the Federation border and gauge its weaknesses in the Neutral Zone incursion of 2266, or the attack on the Klingon outpost at Narendra III in 2344.

The Empire did resort to open warfare when it was deemed necessary, but in typical fashion, their reasons for war were less than candidly expressed, as in the Earth-Romulan War and the enigmatic Tomed Incident of 2311. Unlike the Klingon objectives of the Federation-Klingon War (2267), Romulans do not appear to have gone to war with neighboring powers under a flag of "expansion", and no competition existed for the development of Class M worlds along the Romulan Neutral Zone. Romulans expressed little resentment for the negotiated Zone they zealously guarded, and following their conflicts, the Empire withdrew behind the safety of the buffer for many decades of self-imposed isolation from Federation affairs.

After a clone intended to replace decorated Starfleet Captain Jean-Luc Picard, Shinzon, turned on the Romulans and committed a coup in 2379, the Federation (including Picard himself) helped stop Shinzon's plans of interstellar domination. The Romulans at that point suggested that an era of warmer relations may be beginning with the Federation.

R4.0 Gorn Hegemony

Prior to actual contact there was little known by Earth of the Gorn. Among the minor bits of knowledge that did exist was that, according to Orion privateer Harrad-Sar in 2154, the Gorn Hegemony brewed "the finest Meridor in the five systems".

In 2266, the Gorn Hegemony made first contact with the United Federation of Planets, destroying the Federation colony at Cestus III, a world they considered to be their territory before being pursued by the USS Enterprise. After intervention from the non-corporeal life-forms known as the Metrons, the Gorn Hegemony reached an agreement about the territorial dispute, and Cestus III was ceded to the Federation.

In the 2280s, the Gorn Hegemony was ruled by a king who was old and lacked authority. Actual running of the government was left to the King's advisors and children. Though the government suffered political problems, it was still quite a powerful military force that was more than enough to challenge other governments near their territory.

In 2375, the Gorn Hegemony suffered a coup d'etat by the Black Crest faction as the USS Enterprise-E visited their world in an attempt to enlist the Hegemony's aide in the Dominion War. The new Gorn government attacked and occupied Cestus III, now a Federation Member State, before being thwarted. The Hegemony later joined the Allied cause.

By 2379, the Gorn Hegemony had established normal diplomatic relations with the Federation, and even maintained a diplomatic mission on Earth. The Gorn Ambassador to the United Federation of Planets that year was Zogozin, whom Federation President Min Zife of Bolarus found very intimidating.

R5.0 Orion Colonial Alliance

Orions are humanoids that possess the same size and build of an average Human, though their features tend toward aquiline noses and sharp chins. In addition to this, Orion gourmands often run to satisfied fat with no member of the species enjoying the concept of being underweight. Orion copper-based blood chemistry is similar to Vulcans, with skin tones ranging from pale or ruddy yellows to emerald and dark olive greens. However, its know that certain Orions paint their lips as well as eyelids and other conspicuous body parts with hair dyes remain subtle in order to highlight the glossiness of black or chestnut coiffures. The race typically enjoy jewelry as well as small daggers and other ornaments as they prefer items that combine elegance, flash, incredible value along with tiny compartments in order to hide poisons or black mail tapes. Almost no Orion would dress badly if they can help it.

The Orions evolve under a blue-white sun with a similar spectrography of Rigel with that system possibly being their home system. This meant that their green-tinted skin keeps them relatively immune to ultraviolet radiation and generally resistant to radiation.

Orion women were known for their extreme appetites and very few men were known to be able to resist their approaches.

Though it appears that, through the slavery they employ in, that Orion females are slaves to their males, the opposite is in fact true with the males being subservient to the females. This was done so as a means of deception to other species where the males would maintain the facade that their females were simple slaves that would be sold on the market to other races.

Orion females possessed a unique aspect of their biology that provides them an advantage over male members of any species. They produce a highly potent pheromone that accelerates the metabolism of males as well as raise their adrenaline to dangerous levels causing aggression and, ultimately, a form of delusion. These abilities allow them to easily dominate the crews of entire starships by subverting the males and entralling them under their command. By selling themselves on the slave market to unknowing males, Orion women are capable of influencing their "owners" who slowly become susceptible to the suggestions of their "female slaves" with the effects being cumulative resulting in the exposure to the pheromones being more pronounced as time goes on. This can mean male captains and crew begin to follow the commands of the Orion females that they have purchased.

While the males suffer from the effects of exposure to the pheromones, females suffer a different more negative effect as they experience headaches from the encounter. Denobulan males also find that their sleep cycles tend to be

interrupted while Vulcans are immune to the process entirely. Certain males that are telepathically linked to a female Vulcan can also become immune to the pheromones exposure. Doctor Phlox of the Enterprise postulated in 2155 that the pheromones were a natural part of Orion females physiology which acted as a defensive mechanism against competition.

Orion government is a loose alliance of cartels and powerful houses. No powerful central government exists – relations between the various cartels are fractious and very volatile.

R7.0 Tholian Assembly

The Tholians were an extremely xenophobic, non-humanoid species native to the planet Tholia in Beta Quadrant. The Tholian interstellar state was the Tholian Assembly which neighbored the Klingon Empire and the United Federation of Planets.

The Tholians were extremely xenophobic. Their borders were not fixed as they periodically adjusted them, every eight cycles, to account for the movement of star systems and astronomical objects within their rule. In early relations with Starfleet and the Federation, this was not understood by the nearby humanoids who became victims of Tholian aggression over this territory. This led to a prolonged period of conflict, which the Federation dubbed the Tholian expansionist programs, with many truces broken on the basis of misunderstood territory.

The race were believed to be divided into multiple castes. One position within the caste based system held the title of a Mage.

Their society also possessed dissidents that were hostile to their government such as the Children of the Lost Ones.

Relations between the Assembly and humanity did not improve after this first hostile encounter. By the 23rd century, the Tholians were involved

in frequent conflicts with the United Federation of Planets in their expansionist programs. The Tholians, who have a non-humanoid makeup that is incompatible with environments humanoids occupy, were known during this era to employ shock troops of cultures they had conquered or conscripted into their service. One of the most feared of the Tholian's enforcers were the Chakuun species.

There was a truce in the conflict for a short time, however the Tholians broke away from this attempt at diplomacy when they launched an attack at Kakrafoon. (EV comic: "Nor Iron Bars a Cage")

Ongoing conflict with the Federation was finally brought to an end in 2254 when there was revelation regarding the differences in the way the two powers measured borders and territory.

Formal diplomatic ties were eventually formed between the Assembly and the Federation, and a Tholian diplomatic delegation was stationed on Starbase 47 as early as 2265.

Tholians expanded into the Taurus Reach (which they referred to as the Shedai sector), in response to the return of the Shedai. This expansion led them into a conflict which resulted in the vicious destruction of the USS Bombay. Through the efforts of station crew at Starbase 47, war was prevented.

In 2268, the Tholian Assembly ordered the destruction of a Klingon colony on Taelus II. The USS Defiant (NCC-1764) was carrying proof of this back to the Federation, when it received a distress call from an interphasic rift. The rift had been created in 2155 by the Tholians in the mirror universe in an attempt to lure in a ship from their future. The Defiant disappeared into the rift, but not before the USS Enterprise (NCC-1701) arrived to assist. Tholian vessels were dispatched to drive the Enterprise from Assembly space.

It is unclear what, if any, relationship existed between the 23rd century Tholians and their 22nd century mirror universe counterparts. The temporal nature of such a relationship might imply this is yet another tangle in the web of the Temporal Cold War.

In 2271, the Federation made a formal announcement in recognition of ongoing diplomatic ties between the two powers.

Ongoing contact with the Federation was minimal, the Assembly rarely contacted the Federation, however they did slow their expansion, and ceased encroaching on Federation territory. Better relations between the Assembly and the Federation opened in 2298, after the Federation intervened in a conflict between the Tholians and the Seltorian Hegemony being conducted over extradimensional tunnels between the Milky Way Galaxy and the Small Magellanic Cloud created by the interphasic rift.

R8.0 Sheliak Corporate

The Sheliak (a.k.a Hydrans) are a tripedal civilization who evolved on a planet with a methane-filled atmosphere. As such, the race evolved to breathe in such an environment that can be damaging, if not fatal, to other oxygen-breathing races.

They possess three sets of organs namely legs, arms and eyes. Their skin is known to be tough and leathery. Similar to the triple sets of organs; the race sports three genders namely male, female and matriarchal. Children born to parents are born in triplets; one of each gender though these are all cared for by the matriarchal gender. In Sheliak society, it is the males who take command as well as technical positions while females take worker, pilot and soldier professions. Though this is the case, there are some females who take command positions and some had been known to even rise to the Sheliak throne. This is not the case with the matriarchal gender though as they are non-

sentient and thus only useful for breeding as well as caring for the young.

The Sheliak were known to have a pantheon of gods though the 'power' of these deities varied depending on which political party is dominant in Sheliak society at the time. Each household, starship, squadron and fleet possess their own god or gods.

The Sheliak government is a monarchy and comes in the form of the Sheliak Corporate which is headed by the Sheliak Royal Family. They also possessed a strong Civil Service which runs day to day government affairs.

At one point in their history, the Sheliak people were conquered by the Klingon Empire and the Lyran Star Empire. They were held as a client state for fifty years by both oppressors. During that time, Sheliak merchant guilds formed the "Lost Colonies" which became a safe haven for refugees of their kind. They spent that time developing their technology and building their resources in order to retake their colonies.

R9.0 Lyran Star Kingdom

The Lyran Star Kingdom is the name of the official government of the Lyran species. Not much is known about it except that it is somewhat feudal with many Lyran Counts serving as rulers on other worlds. This also, unfortunately, has the side effect of resulting in many internal conflicts within the empire. This has prevented the race from actively stretching their rule to dominating the galaxy.

There are approximately 21 counties each of which are ruled by a Count. Four of those counties are duchies which are led by a single Lyran Duke. The King Emperor of the Lyran Star Kingdom rules the 21st county. Each county pays and supports the Lyran fleet; providing it with necessary maintenance while the local county controls the local border stations. The duchies are known to make use of starbases.

R10.0 Kzinti Patriarchy

The Kzinti are a felinoid race which fought a few minor wars with Earth in the late-21st or early-22nd century. Their political state is known as The Patriarchy, a name which reflects the sexist culture of the species.

The Kzinti are a large carnivorous cat like species. They typically feature orange/brown fur with prominent fangs and tufted ears.

Some Kzinti possess telepathic abilities allowing them to read other beings minds. However one can deter them from doing so by disgusting them thinking about vegetables.

The Kzinti culture is a violent one and highly prejudiced, they pay no respect to females or herbivores of any race.

The Kzinti have had some capacity for space travel for some time. It is thought the Caitians of the planet Cait are descended from an ancient Kzinti colony.

Not long after the planet Earth developed warp drive the Kzinti fought a series of minor wars with the planet. The conflicts came to an end with the Treaty of Sirius which disarmed the Kzinti and limited their space force to collection of police vessels.

The Earth-Kzin Wars took place in the early 22nd century before the Earth-Romulan War.

R11.0 Cardassian Union

The governing body of Cardassia is the Cardassian Union. The elected Detapa Council has ruled for centuries but, over the years, the Council's power was usurped by Cardassian Central Command, the military branch of the government, transforming Cardassia into a police state. By the late 24th century, the Central Command's control was slipping due to civilian protests and the Cardassian dissident movement. The Obsidian Order had been given limited autonomy and thus took a very active role in

Cardassians' lives, but it was forbidden from raising an army and its autonomy could be revoked at any time.

The latter half of the century saw significant changes. A secret joint operation between the Obsidian Order and the Romulan Tal Shiar, intended to cripple the Dominion, raised an armada of ships armed with cloaking devices. Led by Enabran Tain, the plan nearly succeeded but had been sabotaged by a Changeling infiltrator. The joint Cardassian-Romulan fleet was utterly destroyed at the Battle of the Omarion Nebula, and the staggering losses suffered by the Order combined with public outcry had caused its downfall.

Without the Obsidian Order to keep the populace in line, the dissident movement eventually succeeded in securing control of the government. A civilian uprising reinstated the power of the Detapa Council, but this drew the attention of the nearby Klingon Empire. Claiming that the Detapa Council was replaced by Changelings, Chancellor Gowron and General Martok (who was himself under the influence of a Changeling infiltrator) initiated the Klingon-Cardassian War in a thinly veiled attempt to seize control of Cardassian territory. The invasion, combined with terrorist pressure from the Maquis in the Demilitarized Zone, resulted in utter chaos. In an attempt to restore Cardassia to its former glory, Dukat secretly negotiated Cardassia's entry into the Dominion.

When Gul Dukat completed negotiations with the Dominion in 2373, the Detapa Council ceased to exist altogether, just as the Obsidian Order had two years prior. Placed as the leader of the Cardassian Union, Gul Dukat had control over the majority of Cardassian affairs. However, he was forced to work under the regulations of the Dominion. During the first three months of the Dominion War, Dukat generally controlled the Cardassian and Dominion fleets, with Weyoun overseeing his decisions. Dukat was able to

maintain an equal standing with Weyoun, though both were subjected to the unquestionable orders of the Founders.

Cardassian forces rebel against the Dominion After Dukat's breakdown into insanity due to the death of his daughter, Tora Ziyal, Damar was placed in command of the Cardassian people. Since the new leader lacked the self-confidence and leadership skills of his former mentor and predecessor, Weyoun was able to take more and more control over the Cardassian people, with Damar becoming little more than a figurehead. Eventually, Damar had absolutely no say in any political decisions. This became blatantly obvious when Weyoun made territorial concessions to the Breen in 2375 in order to convince them to join the Dominion. Eventually, the Cardassians rebelled under Damar's leadership near the end of the Dominion War, allowing the Federation Alliance to gain a decisive advantage during the Battle of Cardassia and eventually win the Dominion War. The political future of Cardassia is left unknown at the end of the war, with the Dominion forced to surrender their governance over them. However, Captain Braxton after having been thrown into the 20th century refers to a police officer as a "pseudo-Cardassian". This would suggest that Cardassia did not abandon its tendency towards an aggressive, militaristic police-state.

Cardassian technology was notably inferior to that of the Federation.

S0.0 Scenarios

Scenarios are situations a starship might find itself in. There are some general rules and scenarios are broken into three broad types: General, Historical and Monster. General scenarios depict generic situations and can use any type of starship. Historical scenarios are re-fights of actual battles and may not necessarily involve two equal forces. Monster scenarios deal with a starship confronting a monster and are generally good solitaire games.

Scenarios themselves are presented in the Scenario Book(s) that will be prepared from time to time.

S1.0 Scenario Organization

Scenarios are, for the most part, presented in a set format. This format is explained below:

S*.0 Scenario Title: Each Scenario has a title that identifies the engagement it portrays. Included in this section is background information about the engagement and what each side is trying to accomplish. The author's name (and in the case of historical scenarios, the date) will also appear here.

S*.1 Number of Players: Most scenarios are designed for two players but some are solitaire and others are designed for three or more. In this section, each player is identified; this identification is then used throughout the scenario.

S*.2 Initial Set-Up: This section will include instructions on how to set up the mapsheet, what alert status each player is at, the speed and heading of each ship at the start of scenario – this speed and heading is considered to be the 'last turn' speed and heading for all purposes.

Weapons Status (S4.0) determines what weapons are available at the start of the scenario, what the

status of shields are and what other conditions prevail aboard each ship in the scenario.

S*.3 Length of Scenario: In most cases, a scenario will last until one player's forces are destroyed, have disengaged or achieved a specific set of victory conditions.

S*.4 Special Rules: Any special rules that apply to the scenario will be listed here

S*.5 Victory Conditions: This section will lay out how each side can win the scenario. Standard victory conditions will apply (see S2.0) unless otherwise specified. It may be possible for more than one player to win if more than one player achieves his victory conditions.

S*.6 Order of Battle Variations: In many cases the scenario can be played with different forces. How a Klingon ship, with its distinctive weapon arrangements, handles a given situation may be very different from how a Federation ship handles it.

S*.7 Balance: In some scenarios, suggestions on how to balance the scenario between players of unequal skill are given.

S*.8 Tactics: In some scenarios, tactical advice will be given here. Note, that these suggestions are only guides. You will have to develop your own tactics to deal with the specific opponents you face.

S*.9 Notes: Any "designer's notes" might be given here.

S2.0 Victory Conditions

Players may use this system to score some of the scenarios within the game, balance forces for scenarios of their own design or judge campaign outcomes:

S2.1 Combat Effectiveness

Combat Effectiveness (CE) is a measure of the overall usefulness of a ship in a combat situation.

Combat effectiveness is the product of WDF (Weapon Damage Factor) times D (Defense Factor)

Ships that have equal CE are evenly matched in terms of the amount of firepower they can put out.

S2.2 Victory Conditions

S2.21 Standard Victory Conditions: Before the battle total the CE of each side, the player with the lower total scores the difference between the two if none of his ships disengage or surrender prior to the end of Turn 2.

S2.22 Commander's Options: In some scenarios, players are given the option of "purchasing" extra weapons or other equipment by paying victory points to the enemy.

S2.23 Modified Victory Conditions: Some scenarios use modified victory conditions, in this case ignore S2.21.

S2.24 Scenario Specific Victory Conditions: Some scenarios specify their own victory conditions, in which case those take priority over S2.0

S2.25 Victory Points Received: In determining victory point totals, add the following percentage of the CE a player's total depending on damage inflicted on the enemy:

For Scoring Internal Damage:	10% of CE
For forcing a ship to disengage:	25% of CE
For crippling an enemy ship:	50% of CE
For destroying an enemy ship:	100% of CE
For capturing an enemy ship:	200% of CE

A self-destroyed ship counts as destroyed for victory point purposes. Surrendered ships count as captured for victory point purposes.

S2.251 Fractional Victory Points: In the case of fractional victory points, fractions over 0.5 are rounded up; fractions below 0.5 are rounded down.

S3.0 Balancing Scenarios

The problem of balancing scenarios is complicated by two main factors. First, not all battles will be between equal forces – e.g. a small escort fighting a rearguard action to allow an unarmed convoy to escape by warp acceleration or distance. Secondly, not all players are of equal skill, e.g. a twenty-year wargaming veteran playing against a novice gamer.

No all-encompassing rule can be given to balancing scenarios. Giving the disadvantaged player bonus victory points or simpler victory conditions are typical solutions but you will have to find the mechanism that works best for you.

S4.0 Weapons Status

Life on a starship has been described as "six months of boredom and six minutes of stark, screaming terror". This rather romantic description is, in many ways, accurate. Starships may patrol for months, even years without ever firing a shot in anger. Most scenarios deal with the "six minutes of terror" that follow months of dull routine.

Since it is costly in terms of power to keep weapons armed not to mention hard on maintenance crews (who have plenty to keep them busy) and dangerous (even on the most anarchic pirate vessel, crew safety is a top concern), ships do not go about with all weapons "locked and loaded" on the off chance that a hostile ship will appear. Thus, a ship entering a scenario may not have all (or even any) of its weapons 'online'.

Regardless of a ship's weapon status, the commander may choose to have his weapons or shields at a lower status for tactical reasons.

However, no system may be at a higher state of readiness.

S4.1 Weapon Status 0 – Condition Green

The ship is not expecting hostile action and is operating at peacetime conditions. Military starships generally won't maintain Condition Green unless berthed at a base or orbiting a secure, friendly world while on stand down.

- No phasers are charged, phasers may not be fired in the first turn
- No torpedoes or plasma bolts are armed
- Reserve Batteries and Auxiliary power levels are at 100% unless the scenario specifies otherwise
- No cloaking device can be active

S4.2 Weapon Status I – Condition Blue

This is the normal status of a ship on active duty when not actively expecting hostile action. All the conditions of Weapon Status 0 apply except that phaser banks are online, but no power is allocated to phasers. Phasers may not fire on the first impulse of the first turn.

S4.3 Weapon Status II – Yellow Alert

The ship is expecting contact with an enemy within a short time. A ship can remain at this level of readiness for up to 24 hours if need be.

- Phasers are online and fully charged (can fire immediately)
- Photon Torpedoes and/or Plasma Bolts are fully charged and can be fired on turn 2
- Batteries and Auxiliary Power are at 100%
- Shields can be raised to 50% of maximum
- No cloaking device can be active

S4.4 Weapon Status III – Red Alert

Contact with the enemy, ship is expecting imminent hostile action. General Quarters has been sounded.

- Phasers are online and fully charged (can fire immediately)

- Photon Torpedoes and/or Plasma Bolts are fully charged and can be fired immediately
- Batteries and Auxiliary Power are at 100%
- Shields can be raised to 100% of maximum.
- Ship can be cloaked, using evasive action and/or erratic maneuvers

S5.0 Local Conditions

(Optional)

At the start of any scenario, roll 2d6 and compare the results to the table below:

S5.1 Local Conditions Chart

2D6	Result
2	Radiation Zone (P12.0)
3	Nebula (P10.0)
4	Planet and Moon (P2.21, P2.23)
5	Gas Giant (P2.22)
6-8	Empty Space
9	Asteroids (P8.0)
10	Ion Storm (P11.0)
11	Pulsar (P9.0)
12	Sunspot/Solar Flare (P13.0)

S5.2 Restrictions and Conditions

If a scenario specifies a specific set of conditions, do not use S5.0

S6.0 Defeating Monsters

Monster Scenarios often use this rule to determine how to defeat the monster unless a specific means is provided for in the scenario itself or if the monster is treated as a ship in which case S6.0 is not used.

S6.1 Monster Defeat Table

In many scenarios involving monsters the investigating ships are required to obtain a certain amount of data about the monster. See (G4.1) for more about conducting research. After accumulating 50 data points, check on the table below:

D6	How to destroy the monster
1	Monster can be destroyed by penetrating it with a shuttle (J1.0)
2	Monster will be destroyed if held in a tractor beam (G5.0)
3	Monster can be destroyed by 200 points of damage from any weapon
4	Monster can be destroyed by transporting a bomb into it's interior (G3.0)
5	Insufficient data, collect 100 more data points and roll again
6	Communications are established, the monster becomes friendly and you don't have to destroy it. If you scored more than 50 points on the monster, you lose the scenario.

S6.2 Incomplete Engagements

In the event of a second engagement with the same individual monster, any damage scored on the monster in the first scenario will be repaired but any data accumulated previously will still be known, accumulate an additional 50 points of data to ascertain that this is the same monster as previously fought. Once this is known, you can check the Monster Defeat Table (S6.1) again.

S6.3 Repeat Engagements

In the event of a second engagement with the same monster type, accumulate 50 points of data to ascertain that this is an identical type. Once this is known, roll 1d6; on a roll of 1-5 the method of defeating the monster from the first encounter is still valid. On a roll of 6, the original means of defeating this monster is ineffective for some reason and this monster is treated as a new case. Accumulate another 50 points to check on the Monster Defeat Table (S6.1).

T0.0 Campaign Rules

Campaigns are a series of linked scenarios representing a smaller part of a larger conflict.

T1.0 General Rules

Generally, campaign scenarios preclude much between battle repairs to a ship.

T1.1 Repairing Destroyed Systems

A ship may repair any destroyed system. On a successful CER check, a second destroyed system may be repaired

T1.2 Reserve Power and Batteries

Auxiliary Reserve and Batteries are returned to full power.

T1.3 Casualty Recovery

One half of crew casualties inflicted in the last battle are returned to service, 1d6 superstructure points can be repaired.

T1.4 Victory Conditions

Use the standard victory conditions (S2.0)

T5.0 Campaign Overhaul

Once in a campaign, unless otherwise prohibited by the specific campaign rules, a ship may put in at a starbase for an overhaul. All ships systems, crew complement, etc. are restored to 100% normal levels

T2.0 Specific Campaigns

For details of specific campaigns, see the campaign section of the Scenario books.

U0.0 Miniatures Adaptations

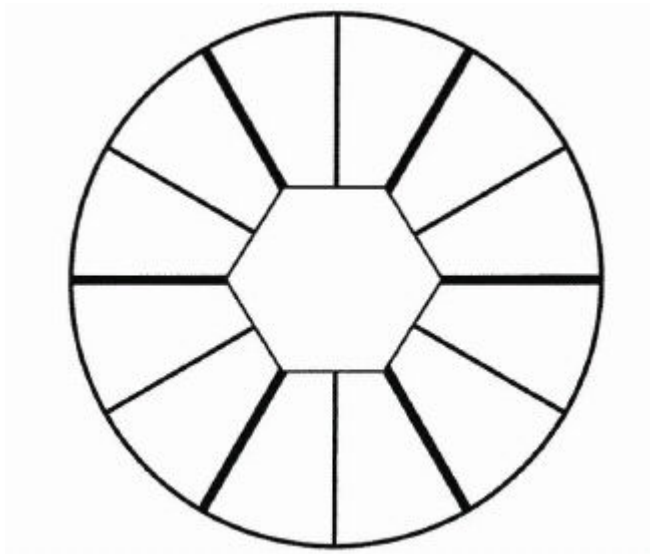
Adapting these rules for miniatures is simple. If miniatures are used on a hex sheet, few changes are needed.

U1.0 Converting Hexes to Inches

Treat 1 hex = 1" for all planet sizes, movement etc.

U2.0 3-D Templates

Mount the miniature on the template below to account for shield hexsides



U3.0 Other Rules

Other rules are unchanged.

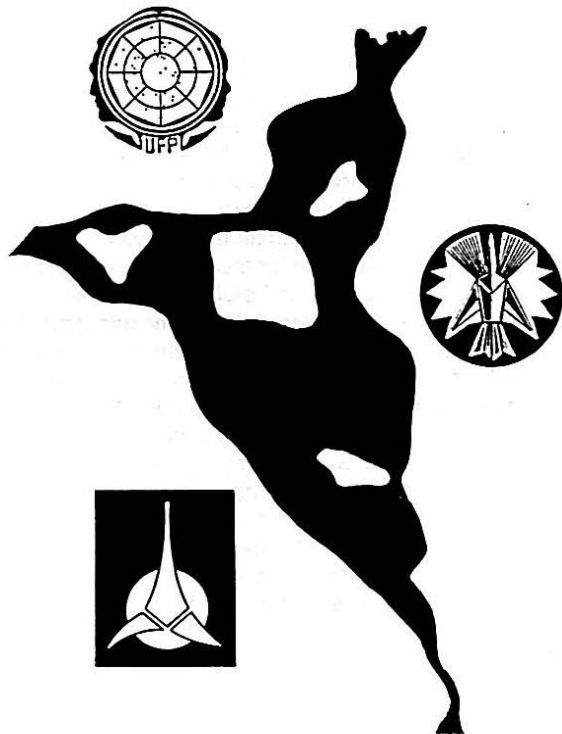


Klingon Defence Force
(Circa 2285)

V0.0 Operational Movement

V1.0 Campaign Maps

Campaign regions can be mapped in a fashion similar to that used in FASA's The Triangle supplement.



V1.1 Measuring Distance

Distance between points on a map can be computed via triangulation. (Consult any math textbook on how this is done.)

V1.2 Definitions

1 Light Year = Distance light would travel in 1 year in a perfect vacuum.

1 Parsec = PARallax of one SECond. The parsec is defined as the length of the adjacent side of an imaginary right triangle in space. The two dimensions that this triangle is based on are the angle (which is defined as 1 arcsecond), and the opposite side (which is defined as 1 Astronomical Unit, which is the distance from the Earth to the

sun). Using these two measurements, along with the rules of trigonometry, the length of the adjacent side (the parsec) can be found. It is a distance of 3.2616 light years.

V2.0 Operational Movement

A ship will move at its listed warp speed

WARP SPEED CONVERSION TABLE

TRAVEL TIME X MULTIPLIER = TRAVEL TIME
(Known Warp speed) (from table below) (New Warp Speed)
To convert decimal remainders (days) to hours, multiply by 24
To convert decimal remainders (hours) to minutes, multiply by 60

	Warp 1 1C	Warp 2 8C	Warp 3 27C	Warp 4 64C	Warp 5 125C	Warp 6 216C	Warp 7 343C	Warp 8 512C	Warp 9 729C	Warp 10 1000C	Subspace Radio Warp 15 3375C
Warp 1 1C	1	.125	.037	.0156	.008	.0046	.0029	.0020	.0014	.001	.0003
Warp 2 8C	8	1	.2963	.125	.064	.037	.0233	.0156	.011	.008	.0024
Warp 3 27C	27	3.375	1	.4219	.216	.125	.0787	.0527	.037	.027	.009
Warp 4 64C	64	8	2.3704	1	.512	.2963	.1866	.125	.0878	.064	.019
Warp 5 125C	125	15.625	4.6296	1.9531	1	.5787	.3644	.2441	.1715	.125	.037
Warp 6 216C	216	27	8	3.375	1.728	1	.6297	.4219	.2963	.216	.064
Warp 7 343C	343	42.875	12.704	5.3594	2.744	1.588	1	.6699	.4705	.343	.1016
Warp 8 512C	512	64	18.963	8	4.096	2.3704	1.4238	1	.7023	.512	.1517
Warp 9 729C	729	91.125	27	11.391	5.832	3.375	2.1254	1.4238	1	.729	.216
Warp 10 1000C	1000	125	37.037	15.625	8	4.6296	2.9155	1.9531	1.3717	1	.2963
Time to Travel 1 Light Year	1 year	45 days 15 hrs	13 days 12.12 hrs	5 days 16.7 hrs	2 days 22.1 hrs	1 day 16.3 hrs	1 day 1.4 hrs	17 hours 31 mins	12 hours 16 mins	8 hours 46 mins	2 hours 38 mins
Time to Travel 1 Parsec	3.26 yrs	148 days 18 hrs	44 days 6 hrs	18 days 13.5 hrs	9 days 12.5 hrs	5 days 11.4 hrs	3 days 10.6 hrs	2 days 9.11 hrs	1 day 16 hrs	1 day 4.6 hrs	8 hrs 34 min

W0.0 Tholian Webs

The Tholian Web is a band of energy (based on tractor technology) which stretches across space and impedes the movement of ships and other units through a given area. It also blocks weapons fire.

The Tholians use it primarily to build defensive bastions around their bases, or when caught in open space by superior forces, but also use it tactically to influence enemy maneuvers.

In rare cases, it can be used to capture an enemy starship (particularly if it has been disabled in battle). Refer to rule W3.0 for definitions of terms. Web is probably the single most complicated rule in the Starship Combat Simulator game system. The Tholian Web is a means to artificially create "terrain" in otherwise empty space. This creates many tactical opportunities. It can create a wall to block missile weapons (or at least reduce their effective range). It can block the direct-fire weapons of a portion of the enemy fleet, and force the enemy to maneuver to clear his fire lanes or avoid getting trapped in the web. You can even break up an enemy formation by casting web in the middle of it. Cast web can slow down a retreating enemy unit, allowing the Tholians to catch it and destroy or capture it. Cast Web can expose cloaked ships (which is one reason why the Romulans left the Tholians alone).

W1.0 Web Caster

The Tholian Web Caster is a device for projecting web across considerable distances (up to 25 hexes). The device creates a small self-supporting area of web at the point where it is aimed.

The caster is extremely energy efficient, and may indicate how much of their technology the Tholians lost during their flight to our galaxy. The Tholians only managed to create a very limited ability to build new ones and the Tholians only rarely risked the smallest of these (the Light Cruiser) outside of the Holdfast.

W1.1 General Rules

W1.11 Casters: Each Web Caster installed on the ship represents a single Web Caster. Each such weapon is armed and fired independently. They are destroyed on "missile weapon" hits.

W1.12 Direct Fire: Web casters are Direct-Fire Weapons; their use is declared along with all other Direct Fire Weapons, but they fire after all other such weapons. As Direct-Fire weapons, they can be fired out of but not through a web hex. Due to their nature, they cannot be fired into a web hex or into a hex adjacent to a web hex.

W1.13 Firing Rate: Each Web Caster can fire once per turn.

W1.14 Ammunition: There is no need to account for "ammunition" as the Web Caster is a pure energy weapon.

W1.15 Fleet Limit: There were very few Web Caster equipped ships and the Tholians could not build any more of them. The Tholians never risked all of the ships in any single battle. When players are allowed to select whatever ships they want (up to some point total), no more than 1/3 of the ships in the force can have Web Casters.

W1.2 Casting Webs

The Tholian player uses the following procedure to cast (or lay) web.

W1.21 Step 1: He announces which Web Caster is firing (which must not be disabled). He also indicates the target hexes [up to five of them, see (4Q3a)] where the cast web will form, which must all be within range (maximum of 25 hexes; cannot be used at Range Zero) and within the firing arc (usually FA) of the weapon. Other players can confirm this data (or show it not to be true) and point out any rule or condition which would prevent the Web Caster from casting Web.

W1.22 Step 2: The Tholian player pays a number of Energy Points (from the ship doing the

casting). This could be from one to five points, see (4Q3a) below. Web Casters cannot be overloaded.

W1.23 Step 3: The cast web is deployed and its strength calculated; see W1.3 below.

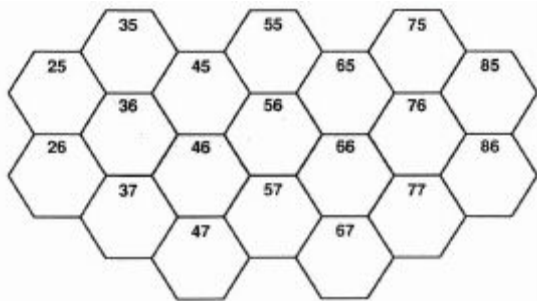
W1.3 Deploying Webs

Web Casters can create two types of web: normal web and "free standing" web. The only difference is that free standing web does not require anchors, and it cannot be reinforced or maintained. (It evaporates after 8 impulses.) Web casters cannot create a web that it would be illegal for a web generator to create, except for Free Standing Web.

W1.31 Cast Web: Cast web can be either normal web (W2.0) if there are anchors available, or free standing web (W3.0). Web cannot be cast by ships performing erratic maneuvering.

W.311 Casting Globular Webs: Cast web can never be globular web.

W1.312 Shape of Cast Webs: Webs created by a Web Caster must be in a straight line (or include only one or two sideslips in the same direction). A three hex cast web may include one sideslip, a four hex cast web may include two. Note that because of this rule a Web Caster cannot be used to create a globular web.



EXAMPLE: A valid straight web connects hexes 36-46-56-66-76. It could include 45 and 65 instead of 46 and 66. It could not include both 46 and 65. It could not include both 45 and 66. It would be possible to include both 46 and 65 in a

valid straight web, but not one with the end points given in this example.

W1.32 Casting Webs into Occupied Hexes: A non-Tholian unit in a hex when cast web becomes effective is treated as if it had entered the web hex on that Impulse. This will restrict movement on the next Impulse's sub-pulses.

W1.33 Casting Limits: Web Strands created by a Web Caster cannot be in hexes adjacent to or in the same hex as other Web Strands at the time it is created, including webs created during the same impulse or free-standing webs which are not yet active. If this is attempted, the cast fails, no web forms, and the energy used for the cast is lost.

W1.34 Strength of Cast Webs: Each unit of energy used for the Web Caster creates ten "points" of web strength if the range to all web hexes is 1-10. (At a range of 11-20, each Energy Point produces only five Total Strength points, and at a range of 21-25, each point of energy produces only three Total Strength points. The most distant hex in the cast web defines the range bracket used.)

Example: Assuming a five-hex web was created with one unit of energy, this would produce a web with a strength of two (i.e., one it would take two movement points to penetrate) per hex. With the maximum of five units of energy, this would produce a web with a strength of ten points per hex (i.e., one that takes ten movement points to penetrate). Of course, a shorter strand would be stronger, but would not cover as wide an area.

W1.35 Effects of Planets: A Web Caster cannot be fired into or through a hex containing a planet, moon, or atmosphere. It can be fired through asteroid hexes.

W2.0 Normal Web

This is created by Web Casters and is identical to web created by Web Generators, except that it is

created at some distance from the ship and is much more energy efficient.

W2.1 Deploying Normal Webs

To cast Normal Web, the web must have two valid anchors, one at each end (in the last hex in each direction). Web Cast between two anchor points solidifies as normal web at the instant it is cast as part of the Web Casters Fire Step of the Direct Fire Phase.

W2.11 Normal Web Rules: The resulting web is normal in every way. It can be extended and reinforced. A Cast Web Segment cannot join two strands (or opposite ends of the same strand) as that would violate W1.33 which prohibits casting web into a hex containing an existing web.

W2.12 Anchoring Normal Webs with Casting Ship: If an acceptable anchor point is within 4 hexes, the casting ship can be the second anchor point.

Note: This rule forms an exception to (W1.33), allowing the Web Caster to work at range zero only if the ship is using itself as an anchor.

W3.0 Free Standing Web

Any web created by a Web Caster without anchor points is automatically free standing.

W3.1 General Rules

Free Standing Web is marked when the Web Caster fires, but does not take effect until the next impulse. (During that "ineffective" period, it has no effect on movement or weapons.) It becomes effective after all Direct-Fire weapons fire, but before further Web Casters cast web. One full turn after it becomes effective, the strand of Free Standing Web is removed. Free standing web cannot be extended or reinforced, nor can anchors be added to it.

W4.0 Web Strength

Web has a strength expressed in points; some strands of web are stronger than others. Maximum strength is 32 points per hex of web. Each point

of web strength is produced by one point of power applied to the web by a Tholian ship.

W4.1 Accounting

A given Web Strand has a Total number of points, and the strength of the Web Strand is this total divided by the length of the web in hexes; any fractional points are ignored (but not discarded as they are part of the total). For example, a Web Strand which is seven hexes long and has a Strength Total of 42 will have six strength points per hex, and an enemy unit would be "stuck" in the Web until it generated six Movement Points. Strength can be reduced by Deterioration (see W4.2 below).

W4.2 Deterioration

At the end of each turn, reduce the Strength Total of each Web Strand by one for each hex of the Strand. (Webs require continual power additions to remain strong.)

W5.0 Types of Web

Web can be Linear or Globular. Linear web must be Anchored or Free Standing but Globular Webs must be Free Standing, although Free-Standing Web does not last very long.

W5.1 Linear Web

A Linear Web strand extends between two anchor points (5M2e). Linear Web Strands must be in a relatively straight line; they can include a "sideslip" but not a turn. Linear Web must be laid in a straight line. A regular pattern of sideslips (3A, SS-B, 3A, SS-B) is considered a straight line.

W5.11 Limits on the Shape of Linear Webs:

The web cannot be bent to touch itself at any point; each hex can only be adjacent to one or two other hexes, and if adjacent to two hexes, those two hexes cannot be adjacent to each other.

W5.12 Joining Linear Webs: Two Linear Web Strands cannot be joined if they would violate this rule unless there is a valid web anchor at the

"corner." If that anchor is destroyed or loses its status, the web (unless it is "legally straight") would collapse because the two linked segments could not exist without the "corner anchor." Globular Web (W5.2) is of course an exception.

W5.13 Anchoring Linear Web: The ships laying a Linear Web serve as its anchors during the laying process, and may continue in that role for an in-definite period. (A given strand may consist of several segments, each with an intermediate anchor that might be a "corner".)

5.14 Laying Linear Web: A ship that is engaged in laying or extending a Web Strand is the only case in which a Web Strand can be anchored to something not actually in one of its web hexes. (The laying ship is assumed to be planning to lay web in the hex it moved into.)

Example: A Patrol Corvette lays a web in hex 36, which is an asteroid hex (not, in this case, a large asteroid, just a generic asteroid hex), then moves to hex 37 planning to lay web in that hex (and to continue to the large asteroid that is in hex 39).

W5.16 Limits on Anchoring Ship: A ship serving as a web anchor cannot move except to lay, extend, or shorten the web. A ship which is anchoring a web could abandon that task after the Tractor Beam Step of the Other Functions Phase, but this would cause any segments of that Web Strand for which the ship was an anchor to collapse.

A ship serving as a web anchor can move in such a way as to cancel its own web anchor status and cause the web segment it is anchoring to dissolve (assuming there is not another anchor for that segment).

W5.17 Valid Anchor Points: Valid anchors include asteroids (6B) of any type, anchor buoys (5M2j), or Tholian ships (as above, including

bases). An asteroid that has been "destroyed" (while serving as a web anchor) remains a valid anchor point as the "bag of rocks" does the same job as one big rock, but if the web is removed, the "bag of rocks" disperses and cannot be an Anchor in future. There can be more than one anchor in a given hex. If, at any time, a segment of a Strand of Linear Web is not anchored on both ends, it dissolves instantly. Note the exception created by Free-Standing Webs. There are three kinds of Anchors: End Anchors (at the end of a Web Strand), Intermediate Anchors (in the middle of a Web Strand without a direction change), and Corner Anchors (in the middle of a Web Strand, creating a direction change and connecting two segments of a strand).

W5.17. Anchoring: A ship which is laying web which enters the hex of a valid anchor point may "anchor" the web to that point by simply laying web in that hex. This allows the laying ship to move on to some other mission (or move behind the web so as not to be destroyed by the enemy).

Example: The Patrol Corvette in the example in W5.17 has entered hex 39 and has laid web there. The web is now anchored to both the PC and the asteroid, and if either is destroyed, the web remains anchored. On a later impulse, the PC moves on to other duties, leaving the web strand (of one segment) anchored on both ends (to the asteroids in hexes 36 and 39).

W5.171 Planets and Moons: A web cannot be anchored to a planet that has an atmosphere (or to any-thing inside such an atmosphere). A web can be anchored to a planet or moon without an atmosphere by the same procedure as anchoring to an asteroid.

W5.172. Added Anchors: A Tholian ship can enter a web hex and announce it is assuming web anchor status. It could also (or alternatively) drop a web anchor (W5.175) in that hex. In either case, this becomes an intermediate anchor. A Tholian

ship engaged in laying web can move into the hex of a second Tholian ship, lay web in that hex, and anchor it to the other ship. (If a ship with no Web Generator became an anchor, it would have to find a legal way to remain in that hex as leaving the hex would leave the web without an anchor).

W5.173 Dropping Anchor: Anchor status can only be assumed or voluntarily dropped during the Tractor Beam Step and cannot be changed within one full turn. This status must be announced to the enemy. If an anchor is destroyed, a Tholian ship within that web segment could, assume web anchor status immediately (out of the normal Sequence of Play).

W5.175 Anchor Eligibility: A "full turn" here means four consecutive Impulses. As long as a unit is eligible to be a web anchor, the unit may only change its anchor status once every 4 Impulses. However, a ship which is serving as an anchor which moves in such a way that makes it ineligible to be an anchor any longer causes an "involuntary" change of its anchor status. (Yes, the move was voluntary, but the change in anchor status was not.) A ship which moves in such a way as to involuntarily lose its anchor status will cause any web segment for which it is the sole end anchor to collapse, and will not be able to become a web anchor for another full 4 impulses.

W5.176. Anchor Privileges: A unit acting as a web anchor cannot be tractoried or perform Evasive Maneuvers. If a ship serving as a web anchor is captured or destroyed, it immediately loses its status as an anchor.

W5.177. Collapsing Segments: If a strand of web has several anchors, and one of them is destroyed or releases itself, any segment(s) of that Web Strand attached to that Anchor will collapse immediately unless it can exist as a valid web without that Anchor. Web strength points in a collapsed segment are lost; they do not flow into connected non-collapsing segments. Any remaining segments of the Strand which have a

valid Anchor on both ends remain intact at their original strength (per hex). Any unused factional points of web strength remain with the Strand in chief.

***Example:** A strand of web has two segments, one of which is five hexes long and the other of which is an additional three hexes long. This eight-hex web has a total of 59 strength points, so each hex has a strength of 7 points and there are 3 strength points left over. If the outer anchor on the three-hex segment is lost, that segment collapses losing the 21 strength points in it, leaving the five-hex segment with 38 points. (In some rare cases, that remaining segment may actually gain a strength point as the fractions are redistributed.)*

W5.18 Extension of Linear Webs: Linear Webs can be extended by either moving one of the End Anchor points or by laying an additional web to one of the End Anchor points. Corner and intermediate an-chor points cannot be moved. If their status later changes to that of an End Anchor, they can be moved as above.

W5.181 Moving Anchor: End Anchor points which are self-mobile (i.e., ships with Web Generators) can simply move and lay additional web (5M2a). At the instant that this happens, the entire web strength must be recalculated, using the total number of web strength points and the new number of web hexes.

***Example:** A web 10 hexes long with a strength of 7 (total 70 strength points) is extended to 11 hexes in length. The 70 strength points are then divided by 11 hexes resulting in an overall strength of 6 points per hex with some fractional points left over.*

W5.182 Static Anchor Points: Non-moving anchor points (e.g. web anchor buoys and

asteroids) cannot be moved. To extend these webs, a ship must enter the end hex of the web, assume anchor duties and specifically relieve the previous web anchor of that status (it could recover a web anchor buoy as per the rules), and then use the procedure in (W5.172).

W5.183. Joining: An additional Strand of Web: Additional web strands can be laid to an existing End Anchor point. (A new Strand cannot join any part of a Web Strand except the End Anchor point.) At the instant that the ship laying the Web Strand lays Web in a hex adjacent to the End Anchor point, the two Web Strands are joined and the strength of the Web Strand must be adjusted for the new length.

W5.184. Shortening: The reverse of the procedure in (W5.183) can be used to shorten (and effectively strengthen) a web. A ship serving as an End Anchor point would simply move into the adjacent web hex, shortening the length of the web by one hex. The total strength points would then be divided by the new shorter length and produce a higher effective strength. If this strength exceeds the limit of 32 strength points per hex, any excess strength points are lost. Should the web later be re-extended, the original laying cost must be paid again.

***Example:** A web extends from an asteroid in hex 22 to a web anchor (5M2j) in hex 28. The web is thus 7 hexes long with a total of 99 strength points and a strength per-hex of 14 points. A Tholian Destroyer moves into the hex of the asteroid and "assumes anchor status" and announces that the asteroids are no longer the anchor. The destroyer then moves into hex 23. Hex 22 is no longer a web hex.*

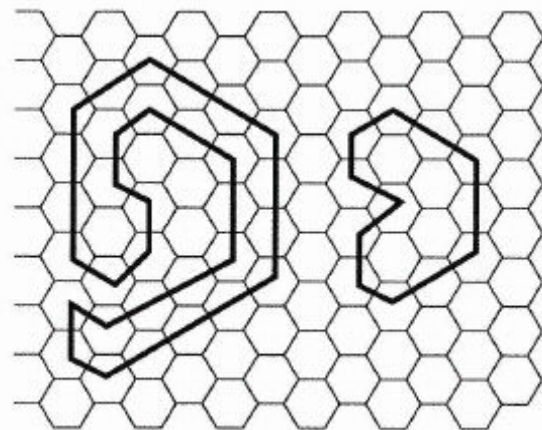
W5.2 Globular Web

A Globular Web is laid in a circle and is then anchored to itself. It does not require other anchors. There is no way to convert a Linear Web into a Globular Web. A Linear Web with multiple

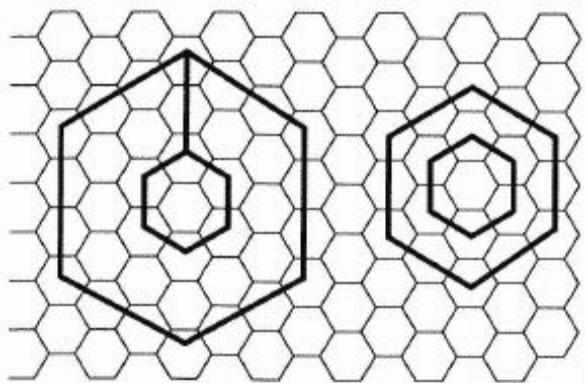
Corner Anchors can be built in the same shape as a Globular Web but is a multi-segment Linear Web, not a Globular Web.

W5.21. Procedure: Two ships are used to lay a Globular Web. They must begin in adjacent hexes and move to form a circle of the web (for example, hexes 0804, 0905, 1005, 1006, 1007, 0908, 0808, 0708, 0607, 0606, 0605, 0705 form a Globular Web). A legal anchor point (W5.17) can be substituted for one of the two ships. A Globular Web cannot contain two or more loops.

W5.22 Shape: A Globular Web can be a circle or an oblong, but cannot contain convex angles (viewed from inside). When tracing the web in a clockwise manner, the web can only make right-hand turns, not left-hand turns. The webs shown below are illegal.



W5.23. Independence: Two separate Globular Webs cannot touch each other. Each Globular Web hex must be adjacent to two (only two) web hexes. A Globular Web cannot be connected to a Linear Web. The two webs shown in the illustration below are illegal.



W5.24 Reinforcement: Incomplete Globular Web cannot be reinforced; it must remain at zero strength until the circle is closed and it is anchored to itself.

W5.3 Pulling a Unit out of Web

One ship can attempt to pull another unit (which is not a web anchor) from a Web with tractor beams by the following procedure. The pulling ship must be adjacent to the trapped ship, stationary, not in a Web hex, and attach a tractor beam to the trapped ship. The pulling ship then (in the Tractor Step of the Other Functions Phase) expends an amount of power equal to the cost of the of movement points the trapped unit would require to escape (minimum of 1 point). [You can combine the movement of the trapped ship with the tractor beam to escape, counting the number of movement points the trapped unit has expended since being in the web, up to a maximum of the last four impulses.} The trapped unit is then moved into the hex of the pulling ship and may change facing to a direction not facing the web. [One ship cannot "shove" another ship through the web.]

W5.31 Tractoring Ships in Webs: Tractor beams cannot be used to shove a ship through the

web. The beam would be broken by the web long before the ship got all the way through it.

Example: A Klingon D-4 is trapped in a Web Hex which has strength of 12. Because the D-4 had a Speed of 8 for this turn and has no leftover power, it would not be able to escape until the next turn. It has, so far, fruitlessly expended two Movement Points. A Klingon D7 stops in an adjacent hex, attaches a tractor beam (which costs one Energy Point) and then expends 30 energy points (equal to the cost of the 10 needed movement points need to escape).

W5.4 Web Anchor Buoys

Tholian ships can use their shuttlecraft as temporary anchor buoys.

W5.41 Procedure: To do this, the shuttle must be launched from the ship (a shuttle already in flight can-not be used for this) into the ship's hex. The ship pays six energy points at the time of launch, which converts the shuttle into a Web Anchor Buoy.

The shuttle is launched in the Launch Phase like any other shuttle. The six points of energy merely change the shuttle into a web anchor buoy. Creating a web hex on the buoy will require another six points of power in the Other Functions Phase of the next Impulse.

W5.41. Options: The ship could lay a Web Anchor Buoy in an existing web hex, in which case it would become an anchor. The ship could, alternatively, lay the Web Anchor Buoy into a hex and then lay web in that hex using it as an initial anchor to lay web.

W5.412 Limitations: The Web Anchor Buoy has no crew, cannot move, and cannot be converted back into a shuttle. It functions as an Anchor (W5.17), and absorbs 16 damage points before being destroyed. Its destruction will collapse a web segment unless another Anchor of some type is already in place.

W5.5 Webs Set Up Before a Scenario

Most of the actual use of Tholian webs was around their bases. As these made their bases very hard to destroy, the webs formed the foundation of Tholian defense and survivability. Without webs around their bases, the Klingons (or the Romulans, or the Federation for that matter) could have defeated them easily by just overwhelming the tiny Tholian fleet.

W5.51 Power: It costs power to maintain webs (lots of it), and power ultimately costs money. Hence, webs are not maintained at maximum strength year in and year out on the off-chance that an enemy might decide to attack today. Webs are kept at strength zero (using low-power generator buoys which do not function during combat) until a threat appears.

W5.52 Scenario Rules: Scenarios might specify pre-built webs of a certain strength (which can be further reinforced). Players who create their own scenarios may do so under the following rules. Simply create the Web Strands, segments, and hexes that you want, and pick a strength for each Strand (that is, the strength of each hex of that Strand). Multiply the per hex strength of each Strand by the number of hexes in that Strand, find the Grand Total of all of these Strand Totals, and then divide this by four. The result is the number of "points" (equal to ship victory points) that the web costs. No victory points are given for destroying web hexes, segments, or strands. Large asteroids (6B) for use as anchors (moved from elsewhere) cost 25 points, and Web Anchors (W5.17) cost 8 points. There is no way to create an "asteroid hex".

Example: The Tholians might select a force of ships with a total value of 300 points (as shown on each Ship Card), and then buy one 30-hex web that is 20 points (per hex) in strength (total 600, divide by 4 = 150), plus six asteroids (25 points each, or 150 points) for a total of 600 points. The Klingons then select a force of

ships equal to 600 points and a reasonably equal battle can begin.

W6.0 Effect on Movement

Web of any type will slow down (and perhaps stop) units trying to move through it. Any Non-Tholian unit which enters a web hex stops in that hex, and remains there until it has expended a number of movement points equal to the strength of the web W4.0 during a period of four consecutive Impulses. If the web is strong enough, the ship might never see home again.

W6.1 Evasive Maneuvers and Webs

If a ship using Evasive Maneuvers enters a web hex, the maneuvers are terminated immediately. A ship that has accumulated enough movement points to leave the web does so on that Movement Sub-Pulse. Webs with a strength of one block weapons fire but do not stop movement.

Example: A ship moving at a baseline speed of 16 enters a web with a strength of 9. Assuming nothing changes, the ship would leave the web upon expending its ninth subsequent movement point.

W6.2 Webs and Missile Weapons

Missile weapons are, like ships, caught in the web until they have (during eight consecutive impulses) expended movement points equal to the strength of the web (at the time they escape). This means that most torpedoes cannot penetrate a web anywhere near full strength and plasma torpedoes (while able to get through even the maximum web) would be so drained of energy as to be insignificant.

Example: A Torpedo has a range of 10 hexes and could never get out of a strength 10+ web

W6.3 Tholian Webs Effects on Tholian Ships

Tholian ships ignore the effects of their own webs on movement, unless the ship announces in the Transporter Step that it is "locking" to the web hex it is in, in which case it operates as a non-Tholian ship. This status can be changed, but not within a full turn). Tholian ships captured by another Empire are treated as non-Tholian ships for this purpose. In the event of a Tholian Civil War, the webs of one side would treat the units of the other side as non-Tholian units.

W6.4 Webs and Launched Units

If a unit is in a web hex, anything launched or undocked from it (seeking weapon, shuttlecraft) is caught by the web until that launched element expends enough Movement Points to escape, as if it had entered the web hex from a non-web hex.

W6.5. Webs and Evasive Maneuvers

A unit trapped in web cannot use Evasive Maneuvers or Disengage. It can use Emergency Deceleration, however

W6.6 Turning in a Web

A Unit in a web can turn in accordance with its Turn Mode, even though it is not actually moving.

W7.0 Webs and Weapons Fire

Web (with a strength of 1 or more) of any type blocks direct-fire weapons from firing (through web hexes; direct fire weapons can fire into or out of web hexes).

W7.1 Tholian Phasers:

The Tholians can fire phasers (no other direct-fire weapons) through webs.

W7.2 Probes

Probes (fired for information or as weapons) can be fired into or out of a web hex (5C), but not through one.

W7.3 Missile Weapons

Missiles are slowed (and might be stopped) by webs W1.331.

W8.0 Definitions

Web is the generic term. A "Strand" of web is a unique element with a strength total. A "segment" is a portion of a strand between two Anchors: some Strands of Linear Web (and all Globular Webs) have only one segment. If an End Anchor or Corner Anchor is removed from a Linear Web, this will cause the Web Segments connected to it to collapse (disappear with all energy in those hexes lost). A hexagonal six-sided web using six anchors is not a Globular Web (even though it might have the same shape), but is a single Linear Web with six segments.

W9.0 Other Effects

W9.1 Transporter and Tractor Beams

Transporters and tractor beams cannot function through web hexes. They may function into or out of web hexes. They may be used between two adjacent web hexes, even if both are in hexes of the same web, or one is outside a web hex and one is inside, or between two non-adjacent web hexes so long as the intervening hexes are not web hexes.

W9.2. Protection

Web hexes do not protect ships from damage caused by terrain in the same hex (or from other hexes).

W9.3 Cloaks

A cloaked ship which enters a web hex has all benefits of its cloak cancelled for as long as it is in the web hex.

X0.0 Advanced Technology

After the movie era, new generations of technology were unveiled by the Federation and the other major powers of the galaxy. Most of these changes are reflected in the starship construction sheets. Some systems are defined by these rules. They change as detailed below:

X1.0 X-Technology Cloaks

X-Cloaks work the same as normal cloaks, except that all detection attempts are at -1.

X2.0 X-Technology Transporters

X-Transporters have a range of 10 hexes rather than 5.

X3.0 X-Technology Labs

X-Labs gather +2 data points per turn on the table in G4.1. X-Scouts gain +4 points of data on the table G4.1

X4.0 X-Technology Tractors

X-Tractors generate 2 points of tractor power per power point instead of 1 during a tractor auction or to pull ships out of a Tholian Web (W1.0)

Y0.0 Early Years

Prior to the Original Series (The Enterprise and Archon Eras) the Federation and the other major powers of the galaxy fielded ships with less impressive technology than is described in these rule (albeit still very much in advance of 21st century science). Most of these changes are reflected in the starship construction sheets. Some systems are defined by these rules. They change as detailed below:

Y1.0 Y-Technology Cloaks

The cloaking device was relatively new during the Original Series. No Y-era ship may mount a cloak.

Y2.0 Y-Technology Transporters

Y-Transporters have a range of 2 hexes rather than 5.

Y3.0 Y-Technology Labs

Y-Labs gather -2 data points per turn on the table in G4.1. Y-Scouts gain the number of points of data on the table G4.1

Y4.0 Y-Technology Tractors

Y-Tractors generate 0.5 points of tractor power per power point instead of 1 during a tractor auction or to pull ships out of a Tholian Web (W1.0)

Z0.0 Credits and Acknowledgements

Z1.0 FASA Version Credits

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Z3.0 Copyright Statement

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Z4.0 Dedications

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Z5.0 In Memoriam

To the memory of Harry Browne, as good a friend as liberty ever had.

To the memory of John Ford, who understood and defined Klingons better than Roddenberry and Paramount ever did.

To the memory of J. Andrew Keith, the most prolific game-author/illustrator ever.

To the memory of James Doohan, whose portrayal of Scotty shaped the way Treknology works.

To the memory of Gene Roddenberry.

To the memory of Franz Josef Schnaubelt, whose re-imagining of the Trek universe inspired us all.

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