

Sequence of Events

I. Power Allocation Phase

Captains may roll against their ship's Crew Efficiency Rating to determine whether the crew grants any bonuses to the ship that turn. A successful roll allows the captain to choose one of the following options for that turn only. Captains may not change the option from *Phase* to *Phase*.

- a. Fire one weapon or bank of weapons with a +1 bonus to the To-Hit number.
 - b. Get one additional power point from each of the functional engines.
 - c. Get one additional power point for one shield arc. The maximum shield power can be exceeded.
 - d. Repair one point of damage on either the engines of the superstructure.
1. Each captain determines how much power he will put into each of his shipboard systems and marks his Master Control Panel accordingly.
 2. Captains whose ships have cloaking devices decide whether the device is operational. After this time, captains may only activate or deactivate cloaks after each Movement Phase (See *Step 11*).

II. Tactical Advantage Phase

3. Compare the number of movement points allocated by each captain. The vessel with the greatest number has won the Tactical Advantage for this *Turn*. In resolving ties, the captain with the highest Captain's Skill Rating has the advantage.

III. Sensors Phase

- 4.a. Sensor Contact: 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 and may fire on one another. *Non-allied ships are not in Sensor Contact with cloaked ships, but cloaked ships are in Sensor Contact with other non-cloaked vessels and allied cloaked vessels. Cloaked vessels can know all the information listed above, but they cannot fire on other vessels until they decloak.*
- 4.b. Sensor Locks: starting with the player who lost the Tactical Advantage, each captain announces a target for their ship's sensors if desired and roll one die to determine if a Sensor Lock has been obtained. Captains with a Sensor Lock from a previous turn do not need to reroll. Note: only one ship may be "locked on" at a time.
5. If the captain rolls a 6 or less, he has obtained a Sensor Lock and thus circles *L* in the *Sensors Status Track* in the *Helms Display*.

- 6.a. If the captain has a Sensor Lock, he may ask one question about his target:

Automatic Information:

- i. Ship's class or displacement.
- ii. Race.
- iii. Name of the class and ship type, if known.
- iv. If the target ship's shields are down, the type of life forms present, if known.
- v. Whether the target ship is locking sensors on the sensing ship.

For other objects, the following is revealed:

- i. Mass and size
- ii. Composition, such as steel, energy, unknown, etc.
- iii. Status of that composition, such as fluctuating, solid, gaseous, etc.
- iv. The type of life forms present, if known, and their approximate number.

Additional Specific Information:

- Q1. How much power is available?
- A1. The total power units available.
- Q2. What is the relative power allocation?
- A2. The order, for greatest power allotment to least, in which the captain has allocated power to weapons, shields, movement and cloak.
- Q3. How are the shields powered?
- A3. How many shields are powered, the total number of shield points, and the Shield Point Ratio.
- Q4. Is a specified shield up (the shield side must be specified)?
- A4. Yes or no, and the number or points in that shield.
- Q5. How are the weapons powered (the type, beam or missile, must be specified)?
- A5. How many weapons are powered and total number of power points given to weapons.
- Q6. Is a specific weapon powered (the weapon must be specified)?
- A6. Yes or no, and the number of points used to arm the weapon.
- Q7. How much damage has the vessel taken?
- A7. The approximate status of the engines, shields, weapons, and superstructure. This answer should state the percentage of power remaining in the engines, operational shield generators, operational weapons, and the superstructure.
- Q8. What is the status of the ship's life forms? Note: this question must be answered only if the target's shield(s) between it and the sensing ship is down.
- A8. The percentage of the vessel's full crew that are still alive.
- Q9. Are any transporters powered?
- A9. Yes or no, with the approximate number of lifeforms being transported.
- Q10. Any other questions agreed upon by the players.
- A10. Questions answered in a way agreed upon by the players.

- 6.b. **Detecting Cloaked Ships:** Opposing captains may attempt to detect a cloaked ships in each *Sensors Phase*. This attempt replaces the usual Sensor Lock, which cannot be made in the same *Sensors Phase*. Cloaked ships cannot be detected at ranges greater than 30 hexes. The sensing captain announces that he is scanning for cloaked vessels, choosing a Shield Arc to scan. He then rolls a die. If a cloaked vessel is within the Shield Arc, then the captain of that vessel consults the *Cloak Detection Table*. If the attempt was successful, the cloaked ship's captain must reveal the exact location of the cloaked ship. The sensing captain has achieved a lock and may fire on the cloaked ship. The sensing captain may immediately announce that a cloaked ship is present in that arc, but he may not tell his allies the exact location. If the sensing captain is successful in maintaining the lock in the next *Sensors Phase*, he may tell the other captains the exact location of the cloaked vessel. Although they may

know the location, they may not fire on the cloaked ship until they achieve a successful lock.

- 6.c. A Sensor Lock on a cloaked vessel is not automatically maintained. A new, successful Sensor Lock attempt must occur in the next *Sensors Phase* as per *Step 6.b.* above in order to maintain the lock on the cloaked vessel. Consult the *Cloak Detection Table* for modifiers to the attempt roll.
- 6.d. When a vessel engages a cloaking device, any Sensor Locks are immediately lost.
- 7. The remaining captains roll for Sensor Locks as above, with the captain who won the Tactical Advantage going last.

IV. Movement Phase

- 8.a. The captain who lost the Tactical Advantage moves his ship first.
- 8.b. Emergency Heading Change: This maneuver allows a ship to turn two hex sides. It may be made during any *Movement Phase*, but only once per *Movement Phase*. Ships take an automatic 1 point of damage to each warp engine. Furthermore, consult the *Emergency Heading Change Stress Chart* and determine any additional damage to warp engines and superstructure. An Emergency Heading Change costs 1 movement point.
- 8.c. Reverse movement is allowed, however the ship must remain stationary in the prior *Movement Phase* to allow the engineers to make the adjustments. Emergency Heading Changes cannot be performed while in reverse. In order to go forward again, the ship must remain stationary for one *Movement Phase*.
- 9. The next captain moves his ship, and so on until all captains have moved their ships.
- 10. Tactical Heading Change: after all ships have moved, captains may perform a Tactical Heading Change at the cost of 1 damage point per warp engine and 1 point of damage to superstructure.
- 11. Operational cloaking devices may be activated or deactivated.

V. Firing Phase

- 12. Each captain places a *Fire* or *No Fire Counter* face down near his ship counters. After all counters have been placed, they are revealed at the same time.
- 13. Captains who played *No Fire Counters* remove them.

- 14.a. In order, captains who played *Fire Counters* declare which weapons fire at which targets. The captain with the Tactical Advantage declares last.
- 14.b. Firing on cloaked vessels: once a cloaked vessel has been detected, it can be fired upon. If the cloaked ship was moving, the firing ship must add a -3 penalty To-Hit. If the cloaked ship remained stationary, the firing ship must add a -5 penalty To-Hit.
- 15.a. Firing captains count the number of hexes the target ship is away and consult the *Firing Chart* appropriate to the weapon being used to determine the To-Hit numbers.
- 15.b. Evading Missile Fire: captains receiving missile fire choose whether or not they wish to evade. The evading captain must announce his intention to do so immediately after all players have announced their targets and before any die rolls are made to determine hits. The evading player must also declare whether he is evading to port or starboard. The evading ship is then moved immediately one hex-side in the appropriate direction. On a roll of 1-3, the evading captain successfully evades a missile. The missile hits the shield *now* facing the firing ship and the hit does only half normal damage. If the evade fails, the missile hits the shield it normally would have hit. In either case, the evading ship takes 1 point of superstructure damage and must continue its movement from its new heading. Fire from a ship evading missile fire is at a -2 To-Hit.
- 15.c. Slim Chance- Against Impossible Odds: if a captain's To-Hit number is modified to 0, but not less than -3, there is still a chance of hitting an intended target. In this case, roll the die. If the roll is greater than 1, the attempt fails automatically. If the result is a 1, roll again and consult the *Slim Chance Table* to determine success for failure. In either event, the weapon has been discharged.
- 16. Resolve combat and record damage. Find the *Damage Chart* letter for the damaged ship, roll one die for each hit and consult the *Detailed Damage Chart* for results [See also *Step 18.c.iii* and *Step 18.c.iv* for heavy damage effects (Increasing Repair Difficulty) and the Effects of Multiple Hits].
 - a. **Effects from Shield Generator Hits:**
All shield points are lost for the remainder of the combat turn. In later turns, power may be allocated to the generator anticipating repairs, but the generator will not operate until repaired. Repairs may be attempted in the next *Phase*.

b. Effects from Beam Weapon Hits:

The choice of the weapon is up to the captain of the targeted ship, as long as that weapon can bear on the firing ship. If a beam weapon is hit and no beam weapon can bear, damage is halved and applied to superstructure (see *Step 16.d.*). If the beam weapons are banked, consult the *Banked Weapon Damage Table* to determine how many weapons within the bank are damaged. To use this 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 are damaged. Damaged beam weapons may be repaired in a later *Repair/Repower Phase*, but they are not as powerful or accurate (see *Step 18.c.v.*).

c. Effects from Missile Hits:

The choice of the weapon is up to the captain of the targeted ship, as long as that weapon can bear on the firing ship. If a missile weapon is hit and no missile weapon can bear, damage is halved and applied to superstructure (see *Step 16.d.*). Damaged missile weapons may be repaired in a later *Repair/Repower Phase*, but they are not as accurate (see *Step 18.c.v.*).

d. Effects from Superstructure Hits:

Record the damage by crossing off boxes on the *Superstructure Strength Track* of the *Damage Control Display*.

e. Effects from Warp Engine Hits:

The warp engine nearest the firing ship takes damage. Usually the engine damaged is given by the *Detailed Damage Tables*, but if the firing ship was firing through shield 2 or 5, the specific warp engine may need to be determined by a die roll, with an equal chance of hitting either engine. Record damage by crossing off boxes on the appropriate *Engine Power Track*. If the *Power Track* is reduced to 0, the remaining damage is halved and applied to superstructure (see *Step 16.d.*).

f. Effects from Impulse Engine Hits:

Follow the procedures in *Step 16.e.* above, but apply results to the impulse engine.

g. Effects from Sensor Hits:

The sensors are damaged and any Sensors Lock is lost immediately. No sensor information may be obtained while the sensors are inoperative, thus the affected ship may not warp out or fire weapons. Record the damage by marking the appropriate box on the *Sensors Status Track*.

h. **Effects from Bridge Hits:**

The superstructure takes 1 point of damage and the crew takes casualties. The crew casualties are determined by multiplying the damage value by 2, up to a limit of 20% casualties. Record the casualties in the *Percent Casualties Track*. No Repair Rolls are allowed in the *Repair/Repower Phase* immediately following this *Firing Phase*. Additional effects from crew casualties are discussed in *Step 16.k*.

i. **Effects from Engineering Hits:**

Roll a die and consult the *Engineering Damage Table*:

i. Central Power Grid Hit: when this grid is hit, all shields are dropped and remain down until the damage to Engineering is repaired. Any power allocated to shields will only repower the shields when the CPG is repaired. Record the damage by marking the appropriate box on the *Engineering Grids Track*.

ii. Weaponry Power Grid Hit: when this grid is hit, 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 is repaired. Record the damage by marking the appropriate box on the *Engineering Grids Track*.

iii. Maneuver Power Converter Hit: when the MPC is hit, 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. 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. Record the damage by marking the appropriate box on the *Engineering Grids Track*.

j. **Effects from Warp Engines/Superstructure Hits:**

Total damage is divided in half as evenly as possible and applied to the appropriate warp engine and superstructure. If the total damage points are an odd number, the larger number affects the warp engine while the smaller number affects superstructure. In addition, the crew suffers **casualties equal to the damage applied to superstructure in percent. This is an exception to the normal calculation of crew casualties in *Step 16.k*.** (see also *Steps 16.d.*, *16.e.*, and *16.k.*).

k. **Effects from Crew Casualties:**

A *C* on the *Detailed Damage Location Chart* indicates crew casualties have been suffered. Use the *Crew Casualties Table* to find the percent casualties the crew has suffered. To do so, find the ship's original superstructure strength and read across to the *Percent Casualties Per Superstructure Point Damaged* column. Multiply the number in this column by the number of damage points inflicted in the hit, up to a maximum of 5 points of damage per hit, regardless of the damage done by the shot. This will give the percent of the crew that becomes casualties. Every time crew casualties are taken, roll against the ship's Crew Efficiency Rating. If the roll is equal to or less than the rating, divide the crew casualties taken in half. Crew casualties affect the Crew Efficiency Rating, weapon To-Hit rolls and System Repair Rolls, as indicated in the *Casualty Modifier Track*.

17. Repeat *Step 15* until all captains have had a chance to fire their weapons. Note: Fire is considered simultaneous; therefore resolve all fire from each vessel, then apply damage to each vessel.

VI. Repair/Repower Phase

18. Captains may attempt to repair a damaged system.
- a. Only one repair attempt (called a System Repair Check) may be made per *Repair/Repower Phase*.
 - b. A System Repair Check on a system may not be made in the *Repair/Repower Phase* immediately following the *Firing Phase* in which that system was damaged. At least one *Firing Phase* must pass in which the system itself received no damage before repairs can be made.
 - c. Repair Procedure: the captain consults the *System Repair Status Tracks* which give the die rolls needed for successful repair. He then rolls one die and compares it to the information provided in the *Tracks*.
 - i. If the die roll is lower than that indicated, then the repair work is complete and the system becomes operational. If the captain has allocated power to the system, then the system is immediately powered.
 - ii. Intensified Repair Efforts: If the check was unsuccessful, repair work is considered incomplete and may be attempted in the next *Repair/Repower Phase* at a +1 to the number range needed to repair the system to reflect intensified repair efforts. This bonus applies only to a check against a system that had failed its System Repair Check in the previous *Repair/Repower Phase* and repair work is being attempted in the *Repair/Repower Phase* immediately

after the unsuccessful repair attempt. Bonuses are cumulative, therefore if the second System Repair Check failed, the captain would received another +1 for Intensified Repair Efforts (if the same system is being repaired) in the next *Repair/Repower Phase* for a total of +2. Once a system has been repaired, all bonuses to System Repair Checks are lost and the process begins anew.

- iii. Increasing Repair Difficulty: When a system is hit, one box is marked off the appropriate System Damage Track immediately. To determine the effects of heavy damage, subtract 5 from the damage and divide the result by 5, rounding down. The resulting number indicates extra boxes to be marked off due to heavy damage.
- iv. Effects of Multiple Hits: In the case of multiple hits in the same Firing Phase to the same system, one box on the appropriate System Damage Track is marked off immediately for each hit. Then the total damage is determined. *This total is reduced by 5 points for each hit and the difference is divided by 5, rounded down. The result indicates how many more boxes must be marked off (as per Step 18.c.iii).*
- v. Repairing Weapons: A roll of 1-8 successfully repairs a beam weapon and a roll of 1-6 repairs a missile weapon. If a weapon is hit for a second time, it is completely irreparable. Also, damage to weapon hardpoints makes the weapons inaccurate. To-Hit numbers for shots from repaired weapons are at a -1. In the case of banked weapons, subtract 1 from each weapon in the bank that has been repaired. Repaired beam weapons may only be powered to half their maximum power.

19. All functioning shields are re-engergized.

VII. Continuing the Game

- 20. Repeat *Steps 4 through 19* for the second *Sensors, Movement, Firing and Repair/Repower Phase*.
- 21. Repeat *Steps 4 through 18* for the third *Sensors, Movement, Firing and Repair/Repower Phase*. Begin a new *Turn*.

VIII. Ending the Game

- 22. When one side or the other has completed the victory conditions for the scenario, that side is declared the winner and the game is over. If both sides complete their goals at the same time or if the players feel neither side can complete their goals, the game is declared a draw.

Special Options and Equipment

I. Romulan Plasma Bolts

- A. Romulan Plasma Bolts may be powered to half of the maximum power of the weapon in order to give a half-strength shot.
- B. Romulan Plasma Bolts may be evaded as per the missile evasion rules. If the captain of the targeted ship evades successfully, the shot does half-damage and hits the new shield.
- C. Grazing Hits: if the target ship decides not to evade, the captain may still reduce damage by skillful maneuver. After a successful hit has been determined, the target ship's captain rolls against his Captain's Skill Rating. If successful, he has maneuvered his vessel out of the direct path of the bolt causing it only to graze his ship. In this case, damage from the Bolt is half-damage. Ships immobile due to damage may not attempt this maneuver.
- D. Damage is determined by consulting the *Plasma Damage Table*. Damage caused by a Plasma Bolt is divided into 5 point blocks to determine damage (example: a Plasma Bolt deals 24 points of damage to a ship. The damage would be dealt in four blocks of 5 points of damage and one block of 4 points of damage. Each block would be rolled for separately on the *Detailed Damage Chart* in the shield arc the Bolt hit.)

II. Banked Weapons

- A. Only one To-Hit roll is required to determine a hit with a Banked Weapon.
- B. Captains may decide to roll To-Hits separately for each weapon in a bank.

III. Lasers

- A. Lasers are targeted and fired as beam weapons. To-Hit rolls and damage allocation for Lasers are handled as for beam weapons.
- B. Captains can make 2 shots from the same Laser in a single *Turn*.
 - 1. During the *Power Allocation Phase*, captains may allocate more than the maximum power given for a Laser. If he chooses to do so, the Laser may be fired twice in the *Turn*. The maximum power range must be exceeded before the Laser can double-fire. Power allocated to the Laser cannot be more than double the normal maximum power.
 - 2. To determine damage for the two shots, divide the power allocated by 2 and then add any damage modifiers due to range. This, if a Laser with a maximum power of 3 was powered to 6, the Laser could fire twice in the *Turn* with each shot causing 3 points of damage, plus any range modifiers to each shot.
 - 3. The shots must be taken in two different *Firing Phases*. Unfired second shots cannot be saved for another *Turn*.

IV. Accelerator Cannons

- A. Accelerator Cannon fire is treated as missile fire.
- B. Accelerator Cannon projectiles may be evaded as per the missile evasion rules.

V. Mines

- A. The amount of damage a mine can do may not exceed the damage level of photon torpedoes used by the side laying the mines.
- B. When a ship enters a hex with a mine, the player who laid the mine announces the mine's presence immediately. On a roll of 6 or less, the mine detonates against the vessel. Only on a roll of 1 will the mine detonate against friendly ships. This roll will be repeated every *Movement Phase* that the vessel remains in that hex or until the mine explodes. The chance of detonation increases by +1 each *Movement Phase* the ship is in the hex.
- C. Mine damage is given to the part of the vessel that first entered the hex containing the mine (determined by the shield arc).
- D. A ship may use an Emergency Heading Change to evade 1 mine per *Movement Phase*.

VI. Cloaking Devices

- A. Cloaking Devices take power to operate. If a captain wishes to cloak his vessel, he must allocate power to the system during the *Power Allocation Phase*.
- B. After the cloak is first powered or put into operation, the captain may decide to activate it at once, or wait until *Step 10* of any *Movement Phase* of the current *Turn*. The cloaking effect takes place immediately.
- C. Once a cloak has been activated, the captain may decide to turn it off during *Step 10* of any succeeding *Movement Phase* of the current *Turn*. The cloaking effect disappears immediately.
- D. If a captain has powered the cloak in one *Turn*, regardless of whether 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, 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.
- E. *Cloak Status Track*: when a cloak is activated, the captain will circle *On*. When it is deactivated, the captain will circle *Off*.
- F. *Hidden Movement*: when a cloaking device is activated, the *Starship Silhouette Counter* is removed from the *Starfield 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 decloaks and reappears or when they get a successful *Sensor Lock* 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 of the cloaked ship to write the movement orders clearly enough that it can be understood by all players in case of a dispute.

VII. Ship Explosions

- A. When a ship receives damage that causes its superstructure to drop below 0, the ship 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 superstructure a damage below 0, the ship explodes. This roll is made only once unless additional superstructure damage is taken.
- B. Ships that are nearby exploding ships may take damage. Consult the *Damage from Exploding Ships Table*. The damage is determined by the Total Power Units Available (**current remaining units**) for the exploding ship. Damage is divided into 5 point blocks along the shield facing the exploding ship. Damage given to a ship in the same hex as the exploding ship is divided equally and applied to all shields.
- C. Multiple Explosions: when more than one vessel explodes, 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. Ships that receive damage from the explosions determine the effects as outlined above.

VIII. Self-Destructing Starships

- A. To perform the Self-Destruct Sequence, captains must announce at the end of any **Firing Phase** that they have begun a critical overload of the matter/anti-matter chamber. The detonation will occur two **Firing Phases** after this announcement.
- B. In the Firing Phase that detonation occurs, all fire is resolved first. Then, any damage due to Ship Explosions is resolved. Finally, the results of the Self-Destruction are determined, just as with other Ship Explosions.
- C. **Due to the reactor overload, a ship undergoing a Self-Destruct Sequence experiences total loss of control over its Central Power Grid, Weaponry Power Grid and Maneuver Power Converter. Thus, ships that perform the Self-Destruct Sequence may not allocate power after it has announced that the overload has begun.**
 - 1. **Ships may not fire weapons.**
 - 2. **Any power allocated to the shields is immediately lost. Shields cannot be re-energized in *Step 19* of the Sequence of Events.**
 - 3. **Ships may only move in the two *Movement Phases* after the overload begins if they were moving in the *Movement Phase* prior to the *Firing Phase* in which the captain announced the Self-Destruct Sequence. In this case, the ship may continue moving on hex per *Movement Phase* in the same direction in which it was heading before the overload.**

IX. Determining Captains' Skill Ratings and Crew Efficiency Ratings.

- A. To determine the Captain's Skill Rating, roll a 3d10 and add the result to 45.
- B. To determine the Crew Efficiency Rating, roll 3d10 and add the result to 25.

X. Balancing Scenarios

A. Comparing Two Ships

1. Calculate the Combat Efficiency (CE) by multiplying the Defense Factor (D) by the Weapons Damage Factor (WDF).
 - a. The ship with the greater D will generally have a better chance of surviving any given attack.
 - b. The ship with the greater WDF will generally have the better chance to deliver a crippling blow.

B. Comparing Two Sides, Version 1

1. Total the D s of each side's ships and the WDF s of each side's ships separately.
2. If both the D and WDF totals balance, then the scenario will be balanced.

C. Comparing Two Sides, Version 2

1. Calculate the total CE for both sides.
2. If the total CE s balance, the scenario will be balanced.
3. This method works best with an equal number of ships on both sides