

# *STARSHIP DATA :*

## *Combat Tactics:*

### Starship Combat in Three Dimensions

By Jim McLeod

20

Like all space combat games, the FASA STAR TREK ship combat game suffers from one thing: only two dimensions are taken into account on the playing surface. A few simple additions to the rules however allow maneuvers in three dimensions to be made, and brings a whole new challenge to these old and now (sadly) out of print rules.

#### **Movement**

The game is still played on the usual hex display sheet, but it is now assumed to be one of many layers stacked one above (and below) the other. Each level is one hex high and the playing sheet is always assumed to be level 0. Levels above the sheet are noted as "+" levels (+1, +2, etc.) and those below the sheet as "-" levels (-1, -2, etc.).

Movement between levels costs one point and just like in the standard rules, if moving ahead without any turns, a change of one or two levels may be made. Heading changes as shown in the standard rules may also be made whilst changing level.

A record of what level a Starship is on must be kept at all times. A small upturned counter may be used, with the level marked on it in pencil and changed at the end of each phase with the ship's new level, placed close to the actual ship counter. But for a more strategic game each player keeps a record of his ship's level on the ship's record sheet, and only reveals the information when a sensor lock is achieved on his vessel.

Ships may start the game on different levels as part of the initial game setup.

#### **Combat**

The only change from the usual rules will be the need to adjust the ranges to targets when firing weapons to take into account the vertical separation of the ships.

When a ship fires on a target, the range to it is counted off as normal, and then cross-

referenced against the difference in levels on the table (figure 1) to get the actual adjusted range.

For example, a Klingon K-22 is on level +5 and a Federation Belknap cruiser is on level -3. If the distance between them is 10 hexes, cross reference the range (10) with the difference in levels (8); weapons fire takes place at an adjusted range of 13 hexes.

#### **Ships in the Same Hex**

This is an obviously special case when ships are in the same hex but on different levels. Since the orientation of ships in space is quite arbitrary (only in films do they adopt the same orientation when close to each other), any of the ship's shields or firing arcs could, in theory, be used during the combat.

The shield facing an opponent in these cases is determined by the captain's skill roll. The player controlling the targeted ship must declare his choice of shield arc facing the enemy, and then roll against his captain's skill rating; if the roll succeeds, then this shield faces the incoming fire; failure indicates that one of the ship's other shields is facing the enemy and a random roll is made on a 1d10 to decide which.

The determination of the shield being hit will automatically determine which of the target ship's firing arcs may be used to return fire.

As in the standard rules, no fire is allowed by ships in the same hex and on the same level.

#### **Rolling a Starship**

As ships now move in three dimensions, they can be rolled along their long axis as well. This will effectively swap the port and starboard shields and weapons for one another. A roll may be made during any movement phase instead of a normal move or an emergency heading change.

Rolling a ship may also be used in combat. Doing this fast enough to be an effective combat tactic inflicts the same amount of stress

damage as an emergency heading change, and must be announced before any fire/no fire counters are revealed.

### Large and Small Objects

Large objects such as planets are assumed to take up a volume of space equal to their width in hexes, centered on level 0. A standard planet counter being three hexes across will extend vertically between levels +1 and -1. Smaller object like mines, asteroids and stations are assumed to be stationary within a single hex and level as defined at the start of the game.

### Finis

The above rules are collected here from ideas by me and others who have played and enjoyed the standard rules for many years. Please try them out and feel free to change any aspect of them that you don't like. After all, the game is long out of print and they can't be classed as official.

I must thank the following people for their help in coming up with these ideas (which is the crew of the USS COMFORD): Kev Dyer, Mike French, Chris Lloyd and Gary Parkinson – thanks lads.

### LEVEL DIFFERENCE

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
2	2	3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
3	3	4	4	5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
4	4	5	5	5	6	7	8	9	9	10	11	12	13	14	15	16	17	18	19	20	21
5	5	6	6	6	7	8	8	9	10	11	12	13	13	14	15	16	17	18	19	20	21
6	6	7	7	7	8	8	9	10	10	11	12	13	14	15	16	17	18	19	19	20	21
7	7	8	8	8	9	9	10	10	11	12	13	14	14	15	16	17	18	19	20	21	22
8	8	9	9	9	9	10	10	11	12	13	13	14	15	16	17	17	18	19	20	21	22
9	9	10	10	10	10	11	11	12	13	13	14	15	15	16	17	18	19	20	21	22	22
10	10	11	11	11	11	12	12	13	13	14	15	15	16	17	18	19	19	20	21	22	23
11	11	12	12	12	12	13	13	14	14	15	15	16	17	18	18	19	20	21	22	22	23
12	12	13	13	13	13	13	14	14	15	15	16	17	17	18	19	20	20	21	22	23	24
13	13	14	14	14	14	14	15	15	16	16	17	18	18	19	20	20	21	22	23	24	24
14	14	15	15	15	15	15	16	16	17	17	18	18	19	20	20	21	22	23	23	24	
15	15	16	16	16	16	16	17	17	17	18	19	19	20	20	21	22	22	23	24		
16	16	17	17	17	17	17	18	18	18	19	19	20	20	21	22	22	23	24			
17	17	18	18	18	18	18	19	19	19	20	20	21	21	22	23	23	24				
18	18	19	19	19	19	19	19	20	20	21	21	22	22	23	23	24					
19	19	20	20	20	20	20	20	21	21	22	22	22	23	24	24						
20	20	21	21	21	21	21	21	22	22	22	23	23	24	24							
21	21	22	22	22	22	22	22	23	23	23	24	24									
22	22	23	23	23	23	23	23	24	24	24											
23	23	24	24	24	24	24	24														
24	24																				

fig. 1

### ACTUAL RANGE CALCULATOR