

BRIDGE HITS IN STAR TREK: THE ROLE PLAYING GAME 2

By Kevin Keohane

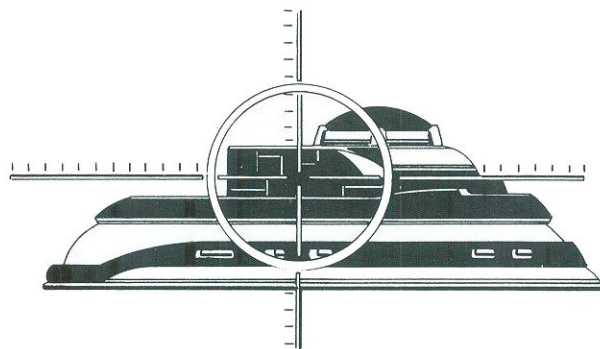
"Incoming!" the young helmsman cried. Hardly a second later, before Captain Stewart could open his mouth, a wrenching wave of destruction passed through the bridge. Stewart was thrown from the command chair; Science Officer Phethe's panel exploded in a cascade of fire and smoke. The unmanned Defensive Subsystems Station belched greenish smoke and caught fire. Emergency lighting came on, illuminating the carnage of the bridge hit.

"Damage report..." Stewart said into his intercom.

Missing from ST:RPG2's Starship Combat System are the specifics of what exactly happens on the 'Bridge Out' hit. Nor did the second edition rules add much, either. The **STAR TREK III Starship Combat Game** offers two tables for 'Bridge Personnel Shaken', and 'Bridge Systems Shaken' but their detail is also somewhat lacking. For role-playing, it is important to know the exact amount and location of bridge damage, especially when you consider that most of your player characters are on the bridge when it is hit, and most of the damage could affect them. This article offers a system that should add a new dimension to starship combat, creating a more realistic situation as the characters strive to patch together their stations before the next enemy volley is taken.

For every two points of damage taken on a 'Bridge Hit' result, roll once on the table below and apply the results.

D100 Roll	System Affected
01 - 04	Command Chair
05 - 08	Navigation Panel
09 - 12	Navigator
13 - 16	Helm Panel
17 - 20	Helmsman
21 - 24	Communications Panel
25 - 28	Communications Officer
29 - 32	Science Panel
33 - 36	Science Officer
37 - 40	Navigation Subsystem
41 - 44	Assistant Navigator
45 - 48	Helm Subsystem
49 - 52	Assistant Helmsman
53 - 56	Weapons System Station
57 - 60	Weapons Officer
61 - 68	Main Viewscreens
69 - 70	Engineering Subsystem Panel
71 - 73	Assistant Engineering Officer
74 - 75	Environmental Systems Panel
76 - 78	Environmental Control Officer
79 - 82	Engineering Panel
83 - 86	Engineering Officer
87	Critical Hit: Captain
88	Critical Hit: Navigator
89	Critical Hit: Communications Officer
90	Critical Hit: Science Officer
91	Critical Hit: Assistant Navigator
92	Critical Hit: Weapons Officer
93	Critical Hit: Assistant Engineer
94	Critical Hit: Environmental Officer
95	Critical Hit: Chief Engineer
96	Critical Hit: Helmsman
97	Critical Hit: Turbolift
98	Critical Hit: Falling Debris
99	Critical Hit: Main Viewscreen
100	Bridge Destroyed



Description of Hits

Command Chair/Bridge Officer Hits: Character sitting in command chair must make a Saving Roll against his/her DEX score. If the roll is made, subtract 5 points from that character's CURR OP END. If the Saving Roll fails, the character subtracts 3D10 + 2 from the Curr Op End. If the character's Saving Roll was 01-10, he/she does not take any damage.

System Panel Hits: Station Officer (i.e. Navigator for Navigation Station, Communications Officer for Communications panel, and so on.) must make a skill roll his rating in *Damage Control Procedures* to repair station. Until then, the vessels subsystem for that station takes over. If there is no subsystem for that station, no new activity can be performed in that area until it is repaired (no maneuvering if Helm Systems are out; no change of shield power or facing if Navigation Panels are out; and so forth.) A Damage Control Party can be sent for and will help repair the system after they arrive (Gamemaster's discretion).

Main Viewscreens: The primary Command Intelligence displays on the bridge are out. Until a Bridge Officer who is not engaged in other activity or a Damage Control Officer makes a successful Skill Roll against his rating in *Electronics Technology*, the commanding officer loses 10 points from his skill rating in *Starship Combat Strategy/Tactics* per turn until the screens are repaired.

Critical Hits: Any time a critical hit occurs on a character, he/she takes the normal hit (save versus DEX, or 3D10 + 2 damage), then must roll on the table below:

2D10 Roll	Effect
2	Additional 2 - 20 points of damage.
3 - 5	Character is disoriented. No actions for 1-5 turns.
6 - 12	Character is thrown from station randomly 1 to 3 squares. If a solid object interferes, 1 - 10 damage is inflicted. Character is stunned; no actions for 1-10 turns.
13 - 15	Character severely shaken. All rolls made at - 25 for next two turns; - 10 for the third turn after hit.
16 - 19	Character affected by smoke and fumes. No action for 1-5 turns. Actions performed at - 25 for 1-5 turns after that.
20	Falling debris strikes and incapacitates character, doing 100 points of non-permanent damage (subtract from CURR OP END). Character will most likely be unconscious until medical aid is given.

Critical Hit:

Turbolift - The turbolift has been damaged. No one can enter or leave the bridge for the remainder of the scenario (GM's discretion).

Main Viewscreen - The Command Intelligence Displays on the bridge are inoperative for the remainder of the scenario. The Captain's *Starship Combat Strategy and Tactics* skill loses 10 points per turn (maximum of -40).

Falling Debris - Falling/thrown debris hits any standing (or not at station) character. The character is pinned under the wreckage until freed by a combined STR of 120 (two or three other characters).

Bridge Destroyed - Unless all bridge personnel make successful Saving Rolls against their LUC scores, the bridge's hull integrity has been breached. The entrances/turbolift seal automatically, and the characters die in three combat turns (unless rescued or saved somehow).

Not all starships have all the systems listed above. If a system is damaged that does not exist, or a character is hit that is not on the bridge, either roll again or call it a no-effect result.

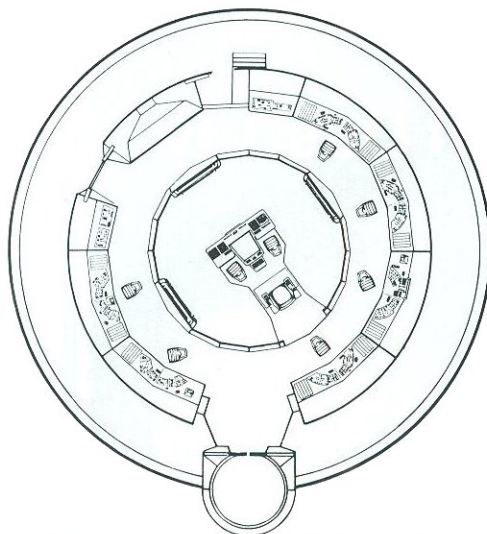
As you can see, this system adds some spice (and perhaps the smell of burnt ozone) to starship combat, since you can envision just what is going on when the bridge is hit. Obviously, this is a campaign- or adventure-oriented addition to the rules and would only be used when player-characters or NPCs were involved.

...Stewart winced as he stood up from his ruined command chair. Flames were licking from everywhere on the *Firesprite's* bridge. He quickly surveyed the chaos.

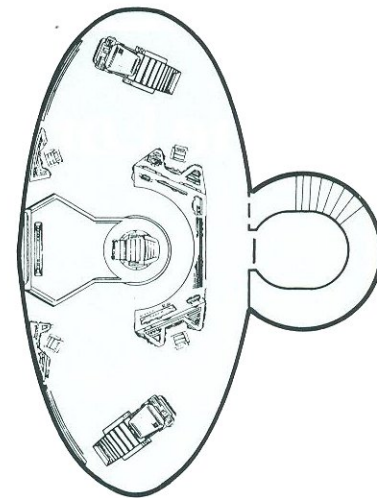
"Clear the bridge. Auxiliary Control, she's yours until we can get down there."

Lieutenant Sheevak called down to him from the upper level of the frigate's bridge. "Captain, the turbolift is fouled. Shall I attempt repair?"

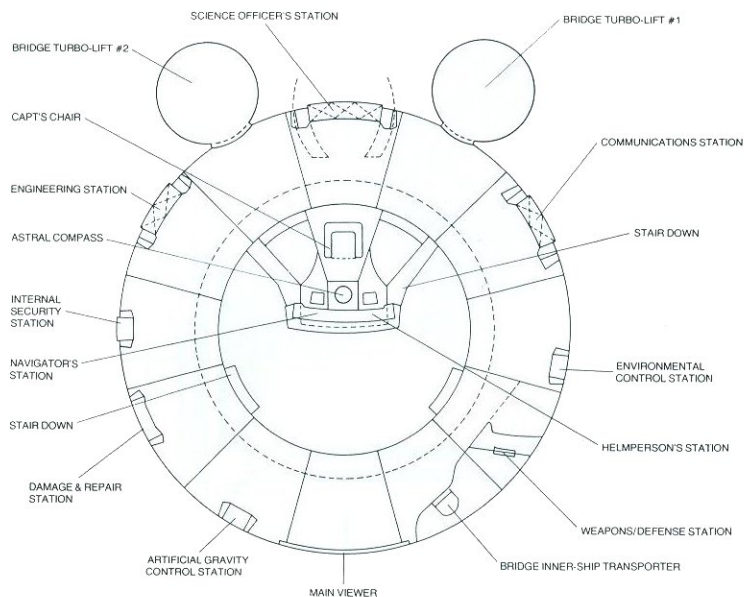
Stewart surveyed the mass of twisted metal. "Forget it, Lieutenant. Auxiliary Control, we're going to be awhile..."



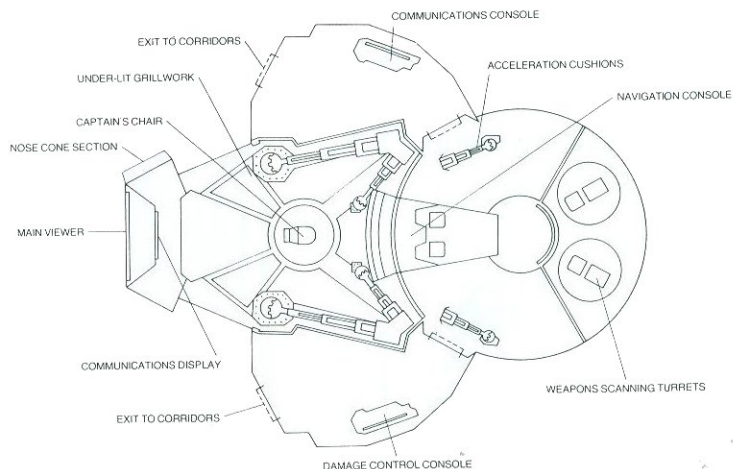
CONSTITUTION CLASS BRIDGE



KLINGON D-7A BRIDGE



ENTERPRISE BRIDGE



KLINGON D-7M BRIDGE

Look For Our
New Format
Next Issue