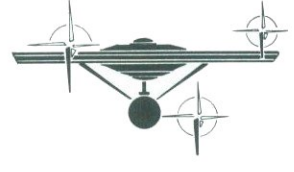


CRITICAL HITS IN STAR TREK III STARSHIP COMBAT



By Blaine Pardoe

"Sensors indicate the unidentified vessel is closing at Warp Factor Five. Her shields just went up," Stevenson said from the Science Officer's station.

Captain A'ovin did not seem shaken. "Raise our shields. Helm, increase speed to Warp Five, starboard 46 degrees. Arm phaser banks." The pale blue Andorian continued to sit passively in the command chair as the approaching ship came into visual range. "Just as I thought, an Orion pirate."

"They've locked on," reported Shamar, the Vulcan Helmsman, in his usual unimpressed tone. A'ovin strained forward in his seat as the image of the attacking ship brightened on the viewscreen. He knew what it was before the Science Officer reported.

"Incoming photon torpedo at 356, Mark 21!"

"Evasive action, hard to starboard." A'ovin punched the intercom stud on the command chair. "All hands brace for impact!" He had not counted on this. Who would have thought an Orion would have torpedo banks? As the torpedo raced toward the *USS Welsby*, A'ovin felt bile rise from the pits of his two stomachs.

The force of the impact caught everyone by surprise. A'ovin was knocked out of his seat, along with most of the bridge crew. The helm controls exploded, filling the air with

smoke and sparks. Feeling his right shoulder ripple with pain, A'ovin instinctively knew his collar bone was broken. He slowly lifted himself to standing. Several of the bridge stations were smoldering, and the deck reverberated from explosions rocking the lower decks.

"Damage report, Mr. Stevenson."

"Heavy damage on Deck Five, Reserve Photon Torpedo Storage. They're still going off down there, sir. Hull breached from Sections 27 to 34. Emergency bulkheads holding. I've got damage control crews on their way."

A'ovin carefully sat back in the center seat. Damn. What were the chances of being hit there?

The chance for lucky shots exists in any field of combat and **STAR TREK III Starship Combat Game** is no exception. Devastating damage is rare, but the possibility of its occurring does add an element of realism to any scenario.

The tables below are designed for the Expert Starship Tactics rules of the **Starship Combat Game**. Each time a hit is scored against a vessel, the Detailed Damage Charts are consulted, as per the rules. Percentile dice are rolled; if the results are five percent or less, the Critical Hit Tables are used. Roll percentile dice again to determine the *additional* damage inflicted.

CRITICAL HIT TABLES

Engine Hits

- 01 - 15 Electrical fire in engineering. No power allocation changes for 1D10 turns.
- 16 - 26 Mains off line. All power from warp engines out for 2D10 turns.
- 27 - 35 Impulse engines off line. No power from impulse engines for 2D10 turns.
- 36 - 44 Coolant leak. No power allocation for 1D10 turns.
- 45 - 60 Engineering crew casualties. No power allocation for 1D10 turns.
- 61 - 74 Radiation leak in engine room. No warp engine power for 1D10 turns.
- 75 - 80 Dilitium crystal burnout. Remaining warp engine power reduced by half for duration of game.
- 81 - 90 Warp engine imbalance. Each turn warp engine power is used, there is a 15% chance of ship exploding.
- 91 - 100 Maneuvering thrusters damaged. Ship may not change course for 1D10 turns.

Superstructure Hits

- 01 - 8 Hull ruptured. Roll percentile dice for additional casualties.
- 9 - 14 Fire on lower decks. Additional percentage of casualties equal to three times damage points inflicted.
- 15 - 20 Life support damaged. Additional percentage of casualties equal to two times Damage Points inflicted.
- 21 - 27 Computer damaged. Helm and Navigation functions out for 1D10 turns.
- 28 - 33 Sickbay damaged. Additional percentage of casualties equal to damage points taken.
- 34 - 47 Radiation seepage into hull. Additional percentage of casualties equal to two times damage points inflicted.
- 48 - 58 Gravity control damaged. Ship never has advantage to move or fire first for rest of the game.
- 59 - 63 Emergency decompression. Ship cannot perform any new action for two turns as crew gets into Environmental Suits.
- 64 - 74 Navigational scanners damaged. Treat as Sensor Damage.
- 75 - 83 Maneuvering thrusters misfire. Ship pivots one hexside (1-5 port, 6 - 10 starboard), taking any stress damage necessary.
- 84 - 93 Internal explosions. Add two additional points of Superstructure Damage and 5% crew casualties.
- 94 - 100 Emergency batteries explode. Additional percentage of casualties equal to damage points inflicted.

Shield Generators Hit

- 01 - 10 Shield controls overload. Ship cannot raise shields for remainder of game.
- 11 - 15 Shield instability. Powered shields will fail on a roll of 75 or less on percentile dice. Once a shield fails to pass a roll, it is down for the remainder of the game.
- 16 - 30 Shield instability. As above, but on a roll of 50 or less.
- 31 - 59 Shield instability. As above, but on a roll of 25 or less.
- 60 - 70 Shield generator overload. One additional point of Superstructure Damage.
- 71 - 80 Shield governor disabled. All shields will fail in 1D10 turns for duration of the game.
- 81 - 100 Shields frozen. No changes in any shield level can be made for 1D10 turns.

Beam Weapon Hit

- 01 - 19 Power overload. One additional point of Superstructure Damage and percentage of crew casualties equal to .5 times damage points inflicted.
- 20 - 39 Beam weapon meltdown. Take 1D10 points of Superstructure Damage.
- 40 - 60 Coolant leak. Additional percentage of crew casualties equal to .2 times the damage points inflicted.
- 61 - 74 Fire control computer Damaged. No weapons may fire for 1D10 turns.
- 75 - 100 Fire control lock-on inoperative. Add +2 to the To-Hit Roll for the rest of the game.

Missile Weapon Hit

- 01 - 30 Firing tube hit. Take 1D10 additional Superstructure damage points and same amount for additional percentage of crew casualties.
- 31 - 59 Fire 1D10 turns. Fire control computer damaged. No missile weapons may fire for 1D10 turns.
- 60 - 75 Torpedo misfire. Missile weapons will fail to fire 50% of the time for the remainder of the game.
- 76 - 84 Discharge system damaged. Additional percentage of crew casualties equal to .2 times the damage points inflicted.
- 85 - 100 Reserve torpedoes explode. 1D10 stored torpedoes explode. Roll on proper Damage Chart as if each was an automatic hit doing one-quarter normal damage on the sector of the ship originally damaged in the attack.

Use the guidelines below for any hit that is not of the Engine, Superstructure, Shield, Beam Weapon, or Missile Weapon type.

Bridge Hit	Use the Standard Starship Expert Rules. No Critical Hit.
Tractor Beam Hit	Use the Superstructure Critical Hit Table.
Engineering Out	Use Engine Critical Hit Table.
Sensors Damaged	No Critical Hit.
Romulan Missile Weapons Hit	Use Beam Weapons Critical Hit Table.